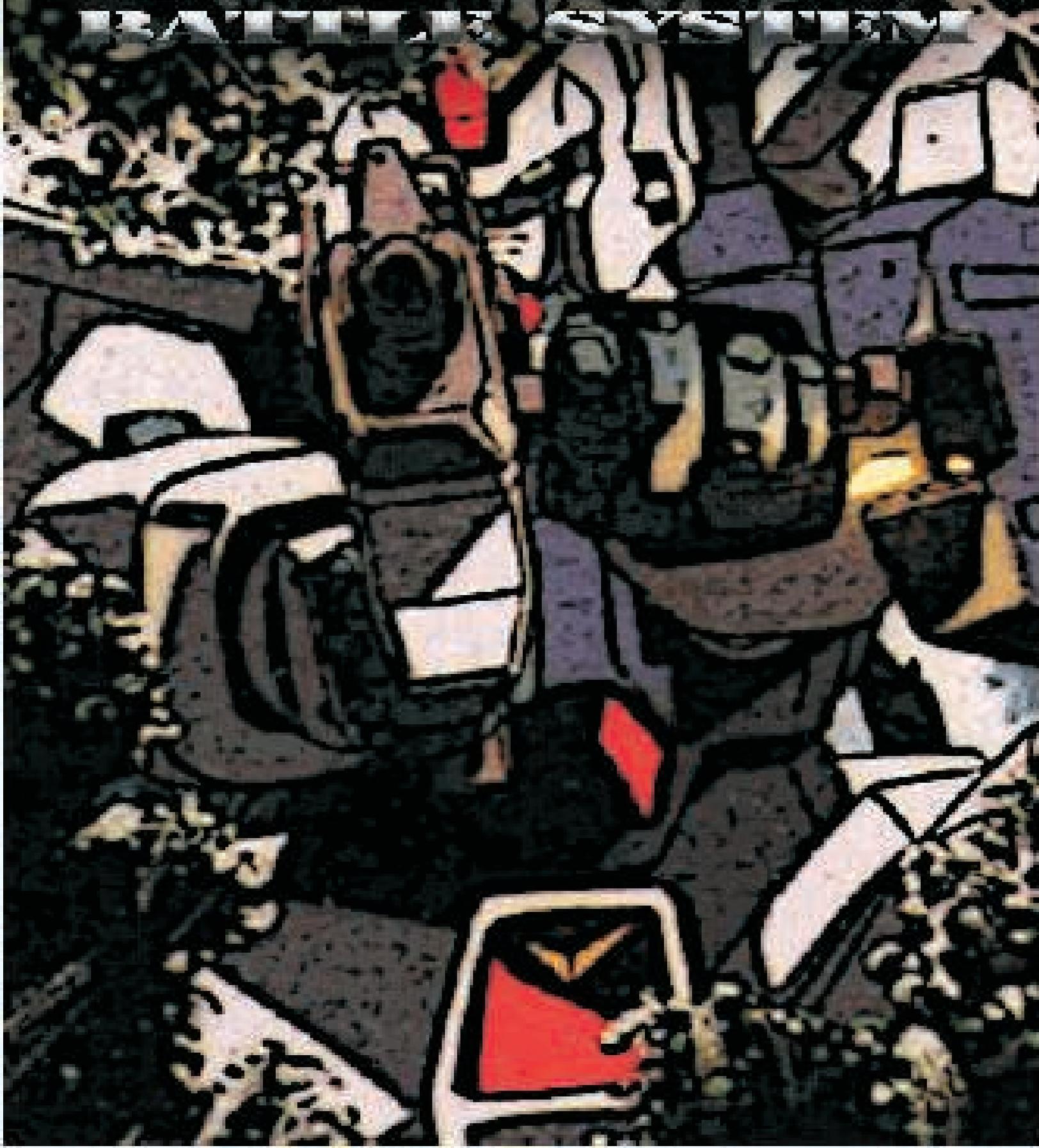
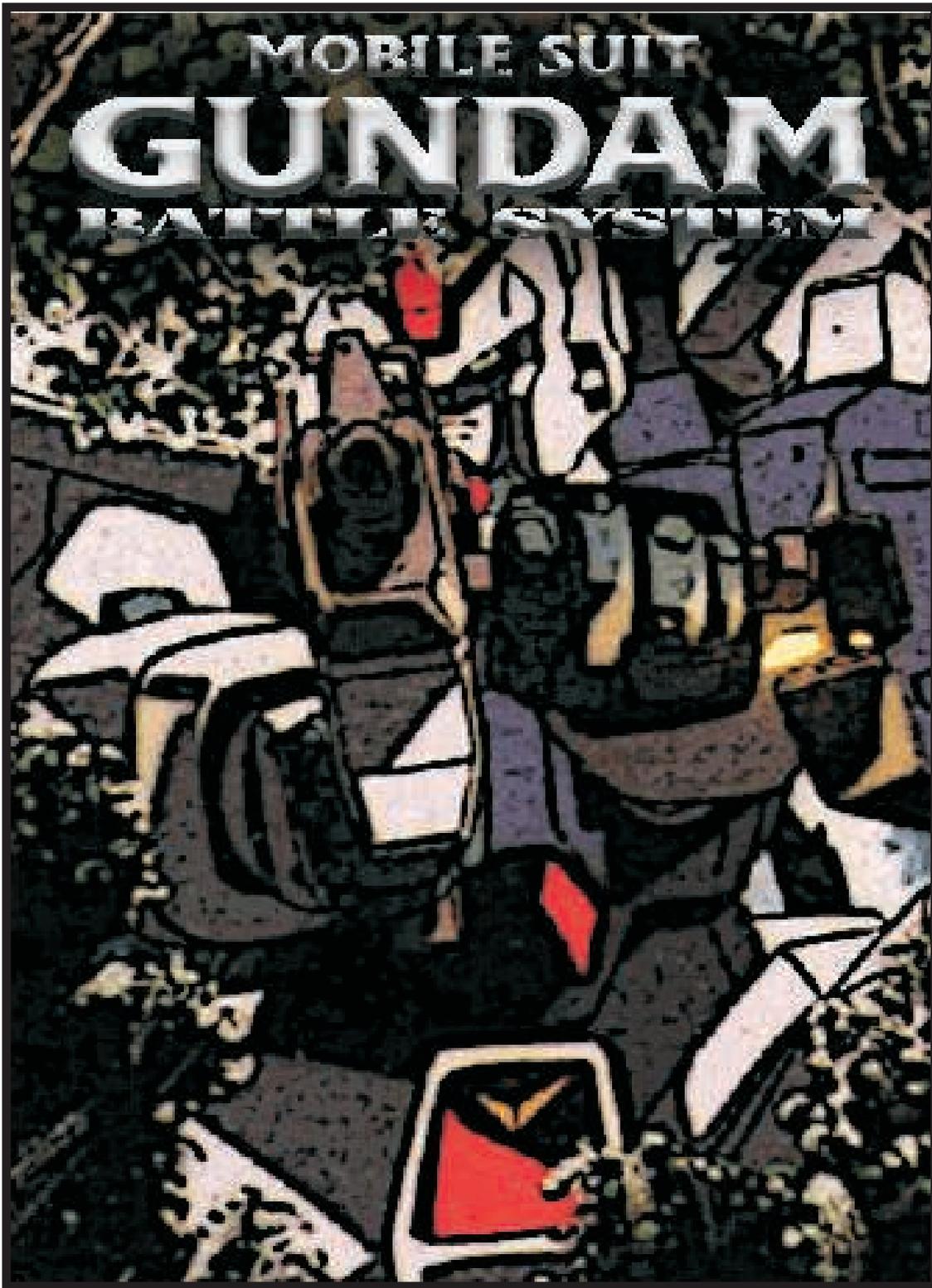


MOBILE SUIT GUNDAM





MOBILE SUIT **GUNDAM** BATTLE SYSTEM

An Alt-world Plug-in for
The Lord of The Rings Strategy
Battle Game by Nicholas Davis

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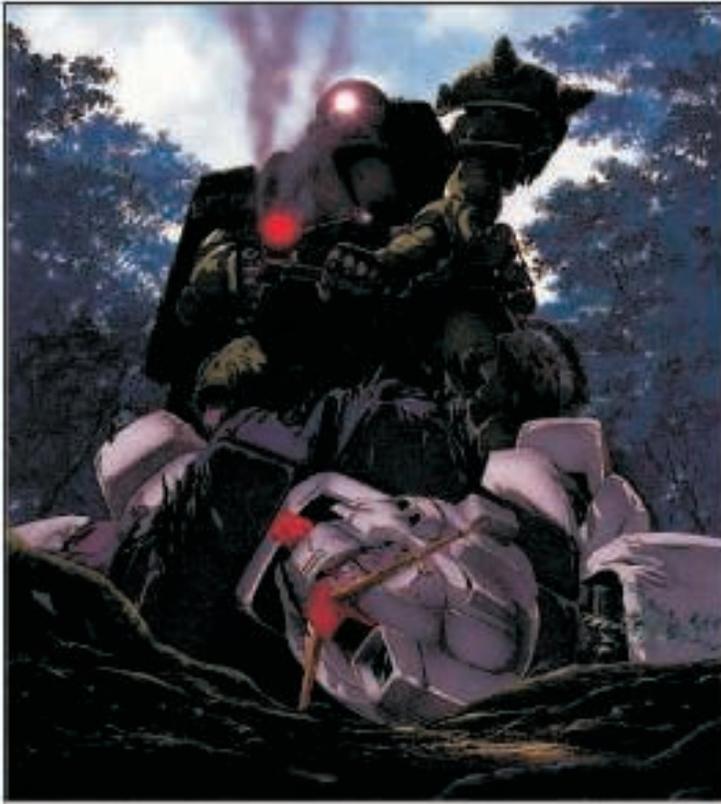
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MOBILE SUIT GUNDAM BATTLE SYSTEM



A Brief Introduction

Welcome to the **Mobile Suit Gundam Battle System**, and **Alt-World** rules Plug-in for The Lord of the Rings Strategy Battle Games. This Plug-in rules set allows you to fight pitched battles on the tabletop between Gundam & Mobile Suit Action Figures, or Model Kits.

You will need a copy of the Games Workshop The Lord of the Rings Strategy Battle Games to make full use of the Plug-in rules presented in this supplement.

The **Mobile Suit Gundam Battle System** inspiration comes from watching the **Ms08 Team** series. The evocative imagery of Mobile Suits fighting it out in the claustrophobic confines of the Jungles of Southeast Asia, brought a much needed grittiness to the Space-Opera of Gundam. This Plug-in reflects the down-to-earth Mobile Suit actions that took part on Earth during the One Year War of U.C.0079.

Now is up to you to command your own teams of Mobile Suits in battle. You choose to take command of the beleaguered Federation Mobile Suit forces, or the Zeon Expeditionary forces with their powerful combined armed Mobile Forces.

Remember these rules are not official in anyway and are presented to show what you can do with a little imagination, and will. Taking fantastic genre like the Gundam Universe and making it work on the tabletop has been fun, so play in the spirit it is intended.

Now before I go here is a very important note; unless it is mentioned in the following Plug-in rules use all the rules for shooting, combat and movement that are in The Lord of the Rings Strategy Battle Games rulesbooks. Have fun...

Turn Sequence

The turn in MSGBS are divided into five phases.

- Initiative - Deciding who has the upper hand (see LOTR rulebook)
- Movement - MS Recovery & Movement
- Shooting - MS Shoots available weapons, unless moved in combat in the Movement phase
- Combat - Resolve any Combat
- End - Resolving any after effects

Characteristic Boosts & Piloting Tests

The Technology in Mobile Suits Boosts the Pilots Characteristics normally Strength, Defence & Wounds. In the more advance suits your Pilots Fight/Shoot Value, Attacks will also receive a Bonus.

Your Fight Value is one of the most important of all your Pilots Characteristics, this represents the average Piloting Ability of the MS Operator, and during the game you may be called upon to make a roll against it.

To do this roll 2D6, apply any modifiers and if the score is equal to, or is higher than 10 the test is passed and there is no effect.

If your score is lower than 10 the test is failed and the Pilot is Stunned, and the Mobile Suit is placed prone on the ground face up. Your Pilot and Suit may do nothing else that turn.

In addition you have to see if your MS was damaged by the fall, roll for a single strength 4 hit and apply any wounds as normal. You only roll for falling damage once, even if subsequent tests are failed.

At the beginning of every turn your Pilot may take a new Piloting Test, and if passed you may place the MS back on its feet. The MS may move as normal for that turn, but can only shoot non-heavy weapons only.

Movement

Almost all MS can move under their own power from a stable walking pace, to a less-stable flat out run.

All MS have their movement values on their profiles, do not apply your Pilots movement to this characteristic. These are represented by Walk (W) Combat (C) Flank (F).

In addition some MS have the option to be equipped with jetpacks allowing the MS to move in any direction, and over most terrain.



Terrain Effects

Mobile Suits are all-terrain attack vehicles and can move through most terrain with ease. However moving through dense woodland, ruined buildings, broken ground, rocky terrain or water a Pilot must take care or he might damage or immobilize his suit.

To represent the peril of picking there way through difficult ground faster than Walk (W) must take a Piloting Test. All movement in difficult terrain count as twice normal distance.

A MS equipped with a jetpack can use it to enter or leave difficult ground. This is a dangerous manoeuver which can result in the MS sustaining serious damage. A Piloting skill roll has to made or the Pilot is stunned. If a double six is rolled the suit sustains serious leg damage from the landing and cannot move for the rest of the game. The Pilot can still shoot, and defend himself, but all rolls are made with a modifier of -1 to the dice.

Mobile Suit Shooting

With few exceptions MS must fire there weapons against one target, and use one weapon at a time. MS have a 270 degree fire arc, with a 90 degree blind spot to the rear.



Mobile Suits are capable of moving and shooting at the same time, the only exception is using a heavy or mega-weapon. When using these weapons the MS must remain still to shoot. This represents the Pilot bracing the MS against the weapons recoil.

If the MS is moving and firing at the same time, this effects targeting due to the suits jolting - the faster you go the harder it becomes to target your enemy. Of course this works the other way around too, the faster you go the harder it is for your enemies targeting system to lock on you.

In the shooting phase check to see if your weapon is in range and roll to his using the Pilots Shoot Value, applying the modifiers in the table below.

Modifiers

- +1 if target/firer is stationary
- 1 if target/firer is moving at Combat Speed
- 2 if target/firer is moving at Flank Speed
- 3 if target/firer is jumped

For example: A GM armed with a 100mm MG is standing still trying to target a Zaku moving at Combat Speed. The GM Pilots Shoot Value is 4+, he rolls two dice as indicated by the weapon type and scores a 5 & 6. The modifiers are then applied to the scores. First a -1 is applied to the first dice taking its score down to 4 (still hits as its equal to the Pilots Shoot Value), but the GM was standing still so +1 is then added taking the score back to 5 which is a good hit!!! A natural role of a 6 means the target is hit regardless of modifiers so the GM Pilot manages to score A DOUBLE HIT!!!

The Rule of One and Six

You may notice looking at the modifiers there are times when you wont be able to hit your target. Or that your Pilots Shoot Value makes it almost impossible to miss. This is were the rule of One and Six comes in, a roll of a One on a D6 always misses regardless of modification and roll of a Six always hits regardless of Modification.

Shooting at Mobile Suits

A Mobile suit is a little harder to destroy than a normal foot soldier or even tank. They are heavily constructed with advanced alloys protecting their vital systems, with many backup and redundant systems.

Follow the rules for shooting and taking damage as stated in the LOTR Strategy Battle Rulebook.

It doesn't matter how tough a Mobile Suit is, the Pilot inside can still be stunned or shaken by the concussion of the hits against its armored hide. Plus once the Mobile Suit is reduced to 0 Wound Points there is a chance the reactor may explode as damage may of disabled its safe guards.

Pilot Concussion

Mobile Suits can absorb a great amount of damage before collapsing. However the Pilots inside cannot and they suffer the effects of the concussive force of the weapons used against them. Any hit from a weapon with strength 7 or higher regardless of it damaging the Mobile Suit or not, the Pilot must take a Piloting Skill role.

She's Going to Blow!!!

Most of the time when a Mobile Suit is reduced to 0 wound points it collapses into a junked heap, nothing more than scrap metal until it is salvaged and repaired.

Mobile Suits are powered with Minosky Particle Reactors, whilst normally not explosive in nature, sometimes the safe guards are so heavily damaged they cannot contain the reactor and it will go nova. Thankfully the damage is normally fairl localized, but it can cause significant damage to units nearby.

When a Mobile Suit is destroyed roll a D6 on a 6 the reactor goes nova. The resulting explosion caused a 2D6 radius blast measured from the center of the suit. Any Unit caught in the explosion suffers a D3 Strength 8.

Mobile Suits in Assaults

Mobile Suits fight in the exact same way as infantry, as described in the LOTR Strategy Battle Game Rulebook, with the following exceptions.

Immobilised

Suits that are immobilized can still fight as normal. The Pilots attack dice score is reduced by -1.

Close Combat Weapons

Mobile Suits are normally equipped with some type of close combat weapon be it Beam Saber or Heat Hawk.

A Mobile Suit not armed with close combat weapon has there attack dice score reduced by -1.

Additional Close Combat Weapons

Although some suits are armed with two close combat weapons, like for example 2 Beam Sabers. Mobile suits lack the basic automated coordination needed to use both weapons at the same time. A Mobile Suit can only use one Close Combat Weapon at a time.

Good luck Pilots, check your weapons and stay sharp. You are ready to start fighting. Be sure to check out the Federation MS Teams List and Zeon Expedition List for your Mobile Suit specs and your Pilots abilities, use your forces wisely Commander...