

# MOBILE SUIT GUNDAM BATTLE SYSTEM

## MOBILE SUIT ARMY LISTS



### Using the Force Lists

Many people start off with the Mobile Suit Gundam Battle System, using what ever Mobile Suits they have. This is perfectly natural and is best way to learn the game, its rules, and various strategy.

Over time most players find there collection of Mobile Suits has grown and is much more varied. At this point it becomes much more satisfying to fight battles where each side is near equal as possible. This is what the MSGBS Force Lists are for.

This section details with the typical forces that were on Earth during the One Year War in Uc0079. From the Combined might of the Zeon Expeditionary Forces to the fledgling Mobile Suit Battalions of the beleagued Federation Defence Forces. Use the force list that you have elected to play. These lists are designed to reflect the jack-of-all-trades nature of Mobile Suit Teams, and any support units that may be assigned to them on special missions such as Guntanks or Magella Tank Units.

### Points Value

The force list for each side gives Characteristic profiles, Mobile Suits, Weapons, special rules, and points values for every type of model, including Pilots, Aces and Officers. The points value is the measure of the models worth in the game. You then build your force with the allotted points with the follow restrictions.

- A Mobile Suit Team must include at least one Officer or one named Hero to lead it.
- A Mobile Suit Team can only include one Ace.
- Officers & Aces can not be equipped with heavy weapons unless specified by the scenario or Character..
- No more than one half of the Mobile Suits Team's total points can be spent on Officers & Ace's.
- No more than one-third of the war host's total Mobile Suits can armed with be heavy weapons or can be Support Mobile Suits.

### Federation Defence Forces - Mobile Suit Battalions

The Federation Mobile Suit Battalions are a large a diverse organization with many specialized formations such as the Pathfinders and Sniper units. The most common military unit to be found is the Mobile Suit Teams, three or more Mobile Suits led by a Officer who under take patrol duties, engage and destroy missions, and even infiltration operations.

The Mobile suit team is the jack of all trades and is a vital part of the Federation armed group. The list below is designed to reflect the nature of a Mobile Suit team and any support units that might be assigned to them to complete their mission – such as Guntanks or even Guncannons.

### Federation Defence Forces - Mobile Suit Battalion Pilot list

#### 0-1 Officers

	F	S	D	A	W	C
Ensign	4/4+	3	3	2	1	4
Points Value:	25pts	Might:1	Will:1	Fate:1		

	F	S	D	A	W	C
Lieutenant	4/4+	3	3	2	2	4
Points Value:	50pts	Might:2	Will:1	Fate:1		

	F	S	D	A	W	C
Captain	5/3+	3	3	2	2	5
Points Value:	65pts	Might:2	Will:2	Fate:1		

**Unit Size:** *One Suit*

**Mobile Suit Options:** *RGM(E)-79 GM, RGM-79(G) GM, RX-79(G) Gundam or RX-79 (G) Ez8 Gundam Extra Zero-Eight*

#### 0-1 Aces

	F	S	D	A	W	C
Ace	4/4+	3	3	2	1	4
Points Value:	25pts	Might:1	Will:1	Fate:1		

**Unit Size:** *One Suit*

**Mobile Suit Options:** *RGM(E)-79 GM, RGM-79(G) GM or RX-79(G) Gundam*

#### 0-Unlimited Pilots

	F	S	D	A	W	C
Pilot	3/4+	3	3	1	1	3
Points Value:	5 pts					

**Unit Size:** *One Suit*

**Mobile Suit Options:** *RGM(E)-79 GM, RGM-79(G) GM, RX-79(G) Gundam, RX-77 Guncannon or RX-75 Guntank*

**Special Note:** *It takes a crew of two to Pilot a Guntank Mass-Production Unit. If you choose this Mobile Suit from the list you must purchase an extra Pilot to crew it.*





### RX-79 (G) Ez8 Ground Type Gundam

The Ez-8 Gundam is the perfect example of Field Tech's adaptability to the RX-79 part situation. The Ez-8 is a field modification and is normally built around the core of a badly damaged RX-79 and incorporates many parts from other salvaged RGM-79(G)

Ez-8's are fitted with additional armor baffles and improved communication equipment. Too date there are only seven Ez- 8 style Mobile Suits in active service. The most famous being Extra Zero Eight piloted by Lieutenant Shiro Armada, the suits performance was excellent able to go toe to toe and beat a Gouf-Custom, the primary Zeon close-combat suit.

#### Ez8 (G) Gundam

	F	S	D	A	W	C
Pilot Bonus	-/+1	+3	+4	-	+2	-
Points Value:	165pts	Walk:6"	Combat:9"	Flank:12"		

**Standard Equipment:** Improved Comms, Beam Saber, Jetpack (12")

**Equipment Options:** Shield 25pts (+1 Defence), Beam Rifle 45pts, or 100mm Machine Gun +35pts



### RX-79 (G) Ground Type Gundam

The RX-79 Gundam is still a prototype with a very limited production run when the Zeon's invaded earth. It was quickly pressed into service with the elite of the Federation Mobile Suit forces getting to jockey it. The Gundam suits soon proved to be more of a match for the then superior Zaku II. As the RX-79 Gundam is an experimental suit – so spare parts for suits were always extremely hard to get hold of.

Over the course of the one year war the Gundams started to resemble the RGM-79 G's as the Field Techs interchanged parts between the two Mobile Suits to keep the Gundam's in the field.

#### RX-79 (G) Ground Type Gundam

	F	S	D	A	W	C
Pilot Bonus	-/+1	+3	+3	-	+2	-
Points Value:	150pts	Walk:6"	Combat:9"	Flank:12"		

**Standard Equipment:** Beam Saber, 60mm Vulcan, Stun Grenade Launcher, Jetpack (12")

**Equipment Options:** Shield 25pts (+1 Defence), Beam Rifle 45pts, 100mm Machine Gun +35pts, Bazooka +55pts, or 180mm Cannon +50pts



### RGM-79 (G) Ground Type GM

The Type G is quickly becoming the standard issue Grunt suit of the Federation Mobile Forces. Its rugged, well powered and adaptable, its armor is heavier and it's capable of mounting a wide variety of Federation MS weapon systems.

Many of its parts and systems are interchangeable with the RX-79 making field repairs for both units very easy. Many times Federation field Techs have rebuilt a suit using the shattered remains of an RX-79 and RGM-79.

#### RGM-79 (G) GM

	F	S	D	A	W	C
Pilot Bonus	-/-	+2	+3	-	+2	-
Points Value:	135pts	Walk:6"	Combat:9"	Flank:12"		

**Standard Equipment:** Beam Saber, Jetpack (12")

**Equipment Options:** Shield 25pts (+1 Defence), Beam Rifle 45pts, 100mm Machine Gun +35pts, Bazooka +55pts, or Missile Launcher +50pts



### RGM-79 GM

The first mass-produced Federation Mobile Suit and standard space Mobile Suit in the Federation forces. On the ground it was slowly being phased out by the Type G, until the Zeon invaded earth, and it was pressed into service again forming the backbone of the Federation Space Defense Forces.

The suit is normally assigned to line units and defensive actions a very capable design able to carry and power most Federation Mobile Suit weapon systems.

### RGM-79 GM

	F	S	D	A	W	C
Pilot Bonus	-/-	+2	+2	-	+1	-
Points Value:	115pts	Walk:5"	Combat:8"	Flank:10"		

**Standard Equipment:** Beam Saber, 60mm Vulcan Jetpack (10")

**Equipment Options:** Shield 25pts (+1 Defence), Beam pistol 25pts, 90mm Machine Gun +30pts, Bazooka 50pts

**Special Note:** The RGM-79 cannot use its shield and a heavy weapon at the same time.



### RX-77-2 Guncannon

Another prototype Mobile Suit that found itself pressed into action during the Zeon invasion was the GunCannon. The suit was an experiment in mobile mid-ranged fire support and actually mounts a pair of 240mm cannons on its shoulders. A limited number of the suits were built and the GunCannon suffered throughout the One Year War, due to a lack of parts.

Several GunCannons were re-equipped in the field with missile launchers due to the scarce ammunition for their cannons. Some even used hand held weapon Mobile Suit weapons systems to supplement their firepower.

### RX-77-2 Guncannon

	F	S	D	A	W	C
Pilot Bonus	-/+1	+2	+3	-	+2	-
Points Value:	135pts	Walk:5"	Combat:8"	Flank:10"		

**Standard Equipment:** 60mm Vulcan. The Guncannon must mount either twin 240mm Cannons (+65pts) or twin spray Missile Launchers (+50pts)

**Equipment Options:** Jetpack 25pts (10"), Beam Rifle 45pts or 90mm Machine Gun +35pts



### RX-77 GunTank Mass-Production Type

A prototype Mobile Suit that was in the early stages of mass production when the invasion hit. The GunTank is a mobile artillery piece that mounts cut down versions of mass-reaction cannons. It has extreme mobility as its primary mounted on tracked system. The suit also it takes two pilots to operate it. One to pilot and the other to fire the suits weapon systems. It's primary role is longranged fire-support and its cannon is capable of blowing holes through starships!

### RX-77 GunTank

	F	S	D	A	W	C
Pilot Bonus	-/-	+2	+3	-	+2	-
Points Value:	245pts	Walk:4"	Combat:6"	Flank:9"		

**Standard Equipment:** 120mm Low-Reaction Cannon & Missile Launcher

**Special Note:** The Production GunTank requires a team of two pilots to operate. If you are using this suit in your team you must purchase two pilots to use it!

## Zeon Expeditionary Force List

During the first half of the Earth Invasion the Zeon forces had the upper hand with superior Mobile Suits, armor, weapons and pilots. Their Mobile Suit teams are used to working together and trained in close support, recon and raiding tactics. The MS Teams often worked closely with more conventional forces such as the Magella Attack Tank, and Doff Fighters operating as a cohesive unit. The Teams even use adapted Lugan Recon planes for a rapid redeployment and terror raids behind enemy lines.

The backbone of the Zeon forces is the Zaku II suit, which is adaptable, easy to maintain and largely superior to most Federation suits. Even more specialized Mobile Suits can be found in the Zeon forces as well, like the close combat Gouf-Type and the heavier technological impressive Dom.

## Zeon Expeditionary Force - Mobile Suit Pilot list

### 0-1 Officers

	F	S	D	A	W	C
Lieutenant	4/3+	3	3	2	1	4
<b>Points Value:</b>	35pts	<b>Might:1</b>	<b>Will:1</b>	<b>Fate:1</b>		

	F	S	D	A	W	C
Lieutenant	4/3+	3	3	2	2	4
<b>Points Value:</b>	55pts	<b>Might:2</b>	<b>Will:1</b>	<b>Fate:1</b>		

	F	S	D	A	W	C
Major	5/2+	3	3	2	2	5
<b>Points Value:</b>	75pts	<b>Might:2</b>	<b>Will:2</b>	<b>Fate:1</b>		

**Unit Size:** One Suit

**Mobile Suit Options:** MS-05 Zaku, MS-06F/J Zaku II, MS-07B Gouf, MS-09 'Dom, MSM-03 Gogg or MSM-07 Z-Gok

### 0-1 Aces

	F	S	D	A	W	C
Ace	4/3+	3	3	2	1	4
<b>Points Value:</b>	35pts	<b>Might:1</b>	<b>Will:1</b>	<b>Fate:1</b>		

**Unit Size:** One Suit

**Mobile Suit Options:** MS-05 Zaku, MS-06F/J Zaku II, MS-07B Gouf, MS-09 Dom, MSM-03 Gogg or MSM-07 Z-Gok

### 0-Unlimited Pilots

	F	S	D	A	W	C
Pilot	4/4+	3	3	1	1	3
<b>Points Value:</b>	10 pts					

**Unit Size:** One Suit

**Mobile Suit Options:** MS-05 Zaku, MS-06F/J Zaku II, MS-09 Dom, MSM-03 Gogg or Magella Attack Tank.



## MS-07B Gouf

The Gouf is a dedicated close support/combat Mobile Suit. Its pilots are amongst the elite of the Zeon forces, and the Gouf is faster, more powerful and stronger than the Zeon Zaku II. This is one of the most deadly Zeon Mobile suits that Federation pilots can face.

Every feature of the Gouf is designed for close combat. It carries a built in 35mm hand Cannon, the suit's other main feature is a Heat Rod, which can be used to grab enemy suits and disable the suits systems. The Gouf is normally only seen piloted by Officers and Zeon Aces.

### MS-07B Gouf

	F	S	D	A	W	C
Pilot Bonus	+1/-	+3	+2	+1	+2	-
<b>Points Value:</b>	165pts	<b>Walk:7"</b>	<b>Combat:10"</b>	<b>Flank:17"</b>		

**Standard Equipment:** Improved Comms, Heat Rod, 35mm Hand Cannon, Stun Grenade Launcher  
**Equipment Options:** Shield 25pts (+1 Defence), Heat Saber +15pts, or 120mm Machine Gun +40pts





### MS-05 Zaku I

The Zaku I, or "Old Type Zaku," is an early version of Zeon's standard mobile suit. Designed five years before the outbreak of the war, it's now considered obsolete and largely relegated to non-combat work. During the One-Year War, the Zaku I is used mostly by supply teams like the one commanded by Captain Gadem, or by eccentric Zeon aces.

The Mobile suit revolutionary for its time is about on par with Federation RGM-79 in terms of technology, and is shunned by many Zeon elite pilots. The suit is mainly found in the Zeon training squadrons, or is normally assigned to the newbie pilots.

Many Zaku's regulated to supply work have also found themselves pressed into active service again to reinforce the Zeon Mobile suit companies. Although the suit is generally seen as a joke in the high-tech Zeon army they free up more advanced suits for front line work, by taking on guard duties and defensive actions

### MS-05 Zaku I

	F	S	D	A	W	C
Pilot Bonus	-/-	+2	+2	-	+1	-
Points Value:	115pts	Walk:5"	Combat:8"	Flank:10"		

**Standard Equipment:** Heat Hawk, Jetpack (10")

**Equipment Options:** Shield +25pts (+1 Defence), Cracker Grenade +5pts, 105mm Machine Gun +30pts, 120mm Machine Gun +40pts, 280mm Bazooka +45pts, or 175mm Cannon +55pts



### MS-06J Zaku II

The Zaku II is an advanced design sharing only the body design of the first ever mass-produced Mobile Suit the Zaku. It's superior to most Federation Mobile Suit and can be modified to carry several different weapon systems. The Zaku II forms the backbone of the Zeon mobile forces.

### MS-06J Zaku II

	F	S	D	A	W	C
Pilot Bonus	-/-	+2	+3	-	+1	-
Points Value:	130pts	Walk:6"	Combat:9"	Flank:12"		

**Standard Equipment:** Shield, Heat Hawk, Cracker Grenade, Jetpack (12")

**Equipment Options:** 120mm Machine Gun +40pts, 280mm Bazooka +45pts, or 175mm Cannon +55pts. *The Following weapon system can be combined with any of the above, but cannot be fired unless the MS stays still for that turn - Three Shot Missile Launcher +40pts*



### MS-09 Dom

The MS-09 Dom is the new Zeon Ground Superiority Mobile Suit, its heavily armored and a superior suit to the Zaku II It is also the only Zeon suit that can mount the 360mm Super Bazooka. It is mainly issued to experience MS Teams and Ace Pilots, with the main role of mobile heavy support in conjunction with other MS Teams.

### MS-09 Dom

	F	S	D	A	W	C
Pilot Bonus	-/-	+3	+3	-	+2	-
Points Value:	155pts	Walk:8"	Combat:12"	Flank:16"		

**Standard Equipment:** Heat Saber, Scattering Beam Cannon (*Stun Grenade*), Jetpack (12")

**Equipment Options:** 120mm Machine Gun +40pts, 280mm Bazooka +45pts, or 360mm Super Bazooka +75pts.



### MSM-07 Z-Gok

The MSM-07 Z-Gok is the Zeon main submersible Mobile Suit, its heavily armored to withstand the water pressure and is one of the strongest suits available to a Zeon Pilot. Its design limits its weapon systems, but within the crushing depths of the ocean floor this is not a drawback. The Z-Gok saw a lot of action in the Zeons European and pacific operations.

#### MSM-07 Z-Gok

	F	S	D	A	W	C
Pilot Bonus	-/-	+3	+3	-	+2	-
Points Value:	145pts	Walk:5"	Combat:8"	Flank:10"		

**Standard Equipment:** Missile Launcher & Mega-particle cannon

**Equipment Options:** Jetpack (10") +25pts



### MSM-03 Gogg

The MSM-03 Gogg is the first mass-produced Zeon submersible Mobile Suit, like the Z-Gok its heavily armored to withstand the water pressure. Although the suit is slow and cumbersome out of the water it is the most powerful suit available in the Zeon Mobile forces. Like the Z-Gok it's design and theater of war limits its weapon systems

#### MSM-03 Gogg

	F	S	D	A	W	C
Pilot Bonus	-/-	+3	+4	-	+2	-
Points Value:	160pts	Walk:4"	Combat:6"	Flank:8"		

**Standard Equipment:** Twin Mega-Particle Cannon

**Equipment Options:** Jetpack (8") +25pts

### Magella Attack Tank

An odd development in Zeon War machines the Magella is designed to work in close-support of Mobile Suits and conventional forces. The pilots of these vehicles became very adept at ambushing Federation Suits and firing on the run.

#### Magella Attack Tank

	F	S	D	A	W	C
Pilot Bonus	-/-	+1	+1	-	+1	-
Points Value:	100pts	Walk:6"	Combat:10"	Flank:12"		

**Standard Equipment:** 175mm Cannon & 35mm cannon (same as the 35mm hand cannon)



## Armory Notes

### Ablative Armor

Some Suits are fitted with Ablative armor; extra plates the overlay vital systems and is designed to distribute weapons energy. Suits wearing ablative armor can disregard the first wounding hit on their suit. After that all shots will penetrate as normal as the ablative armor is now useless.

### Improved Comms

Command Suits are sometimes fitted with improved comms, keeping the Teams command in touch with his troops, even in a storm of Minovsky particles. Mobile Suits with improved Comm's can increase their range when issuing a Heroic Move/Fight. Plus any friendly unit within 12" can use their Officers courage to take tests on.

### Heat Rod

The Heat Rod is a very dangerous weapon in the hands of an experienced pilot its capable of shorting out Mobile Suits rendering them inoperable. It can be also used to grab an opponent in assaulting, entangling them and reducing their number of attacks. If a Mobile suit is equipped with a Heat Rod it gains +1 Dice when assaulting. However if it is assaulted the bonus does not apply.

### Cracker/Stun Grenade

Both Federation & Zeon Mobile Forces have developed a number of anti-Suit targeting devices. One of which is the Cracker grenade. When used it can overload the visual sensors of a Mobile suit rendering them useless for a short while.

A Cracker is when assaulting and can only very once per game for each suit that carries one. It's sudden flash and scrambling electronic waves will overload the opponent on a role of 5+ rendering the enemy suit unable to attack back for that turn or defend itself for that turn.

### Twin Weapons

Some Mobile Suits are equipped with double the weapon type, these are normally called Twin weapons. When a Mobile Suit is equipped with these weapons the Pilot gains +1 Dice to hit. However it is important to remember although he has an extra dice to hit, you still only role to wound using one dice.

### Pilot Eject System

All Mobile Suits are fitted with a pilot eject system, keeping the valued resource of the pilot alive. It's not an automatic system and the pilot must be conscious to use it. When a Suit is destroyed or immobilized the Pilot can choose to eject. On a 3+ it works and the pilot is safe from harm. If it fails the Pilot is assumed killed or knocked unconscious in his Suit. See the upcoming campaign rules for further expansion on Pilot recovery.

*Good luck Pilots, check your weapons, stay sharp and remember work as a Team. You are now ready to start fighting in the world of Gundams, choose your forces wisely Commander. That is all...*



## Mobile Suit Weapon Armory

### Combat Weapons

Beam Saber	+2 Strength
Twin Beam Saber	+2 Strength +1 Attack
Heat Hawk/Saber	+1 Strength
Heat Rod	Special See Armory Notes
Cracker	Special See Armory Notes

### Assault Weapons

20mm Vulcan Cannon	8" Range - Strength 3 - 3 Dice
60mm Vulcan Cannons	12" Range - Strength 4 - 4 Dice
35mm (Hand) Cannons	12" Range - Strength 5 - 2 Dice
75mm Gatling Cannon	24" Range - Strength 6 - 3 Dice
90mm Machine Gun	18" Range - Strength 5 - 2 Dice
100mm Machine Gun	18" Range - Strength 6 - 2 Dice
105mm Machine Gun	18" Range - Strength 6 - 2 Dice
120mm Machine Gun	24" Range - Strength 6 - 2 Dice
Spray Missile Launchers	72" Range - Strength 7 - 2 Dice
3-Shot Missile Launcher	48" Range - Strength 6 - 2 Dice

### Beam/Particle Weapons

Beam Pistol	12" Range - Strength 8 - 1 Dice
Beam Rifle	24" Range - Strength 8 - 1 Dice
Mega-Particle Cannon	36" Range - Strength 7 - 1 Dice

### Heavy Weapons

175mm Cannon	48" Range - Strength 7 - 2 Dice
180mm Cannon	48" Range - Strength 8 - 2 Dice
Bazooka	48" Range - Strength 7 - 1 Dice
Missile Launcher	72" Range - Strength 8 - 1 Dice
Beam Cannon	24" Range - Strength 8 - 1 Dice
Beam Machine Gun	18" Range - Strength 8 - 2 Dice
240mm Missile Launcher	72" Range - Strength 8 - 2 Dice
280 mm Bazooka	48" Range - Strength 7 - 1 Dice

### Mega Weapons

240mm Cannons	84" Range - Strength 8 - 1 Dice 3" Radius
360mm Super Bazooka	84" Range - Strength 9 - 1 Dice 3" Radius
120mm Low Reaction Cannon	12"-150" Range - Strength 10 - 1 Dice 3" Radius

## Notes on weapon profiles –

The Beam saber or Heat weapons can be used in assaults only. Add the weapons strength to that of the Mobile Suits when rolling for penetration. Heavy – Suit must remain still to fire this weapon, can fire as many times as number next to type indicates.

Mega – Suit must remain still and not fire any other weapons to use an Mega weapon. All mega-weapons have a 3" Burst Radius, but have a -1 to hit modifier due to mega-weapons kick-back when fired.