G-Armor
Unit Type: Modular Fighter

Main Armament:
Twin Beam Cannon
2 Tube-Missile Launcher

The G-Armor is the closest the Federation forces came to building an Mobile Armor during the OYW. The G-Armor is a modular vehicle designed to argument the power of the Gundam Core system.

At least dozen of G-Armor units were built during the OYW, with two of them assigned to the famous White Base and its young crew.. By the end of the OYW all the surviving Gundam units had been assigned a G-Armor system.

G-Fighter Module Space Superioty Fighter

The G-Armor saw most of its action in the G-Fighter Mode flying back up to the Gundam Mobile suit.
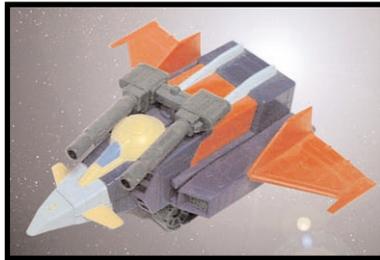
Able to operate in the cold hard vacuum of space or in earths atmosphere the G-Fighter has proved itself a very adaptable and tough war machine.

G-Fighter

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Pilot Bonus	-	-	+1	-	-	-	-	-	-	-	-

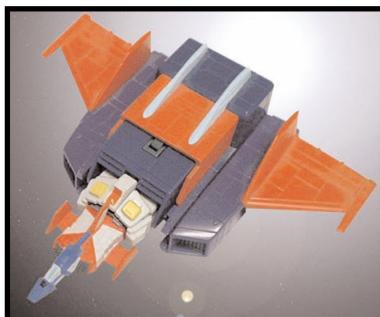| Armor Values	Front	Side	Rear	PV
G-Fighter	10	10	10	150

Structure Points - 1

Move -
Air-speed 9"/9"/18"
Space speed 24"

G-Sky Module Fighter

The G-Sky is the quick fix mode when the G-Bull is on battlefield or the G-fighter has run out of ammo..

Essentially the G-Armor is plugged into a Core Fighter, give the Core Fighter unit the speed and survivability of a Core Booster. Although poorly armed this mode was a good stop gap until the main G-Armor unit could be re-armed.

G-Fighter Standard equipment & weapon:
The G-Fighter comes with this equipment and weapons as standard: Targetor, twin-linked Beam Rifle, twin-linked 2-tube missile launcher and twin-linked 25mm Vulcan.

G-Fighter Army Entry
The G-fighter is only available to Elite and HQ Pilots

Special Rules -
War Machine - The G-Fighter is a War Machine, it fights in assaults the same as a Fighter (as described in the WH40K rulebook and the Return to Space Rules).

Hitching a lift - A Mobile Suit may travel on the back of the G-Fighter gaining the additional movement of the Fighter. You may start the game with one Mobile Suit riding on the back of the G-Fighter. To dismount the Mobile Suit has to make a successful PS check or take an automatic glancing hit.

To mount up during a battle the G-Fighter must be within 6" of the Mobile Suit at the start of the movement phase. The Mobile Suit then makes a PS test at -2 to see if he can jump onto the back of the moving G-Fighter. If successful the G-Fighter can move its full movement. If failed the Mobile suit and G-Fighter take an automatic glancing hit and the Mobile Suit counts as stunned for one turn.

G-Sky

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Pilot Bonus	-	-	+1	-	-	-	-	-	-	-	-

Armor Values	Front	Side	Rear	PV
G-Sky	10	10	10	125

Structure Points - 1
Move - Air-speed 9"/9"/18"   Space speed 24"

G-Sky Standard equipment & weapon:
The G-Sky comes with this equipment and weapons as standard: Targetor, twin-linked 2-tube missile launcher and twin-linked 25mm Vulcan.

G-Sky Army Entry
The G-Sky is only available to Elite and HQ Pilots

Special Rules -
War Machine - The G-Sky is a War Machine, it fights in assaults the same as a Fighter (as described in the WH40K rulebook and the Return to Space Rules).

Hitching a lift - A Mobile Suit may travel on the back of the G-Sky gaining the additional movement of the Fighter. You may start the game with one Mobile Suit riding on the back of the G-Sky. To dismount the Mobile Suit has to make a successful PS check or take an automatic glancing hit.

To mount up during a battle the G-Sky must be within 6" of the Mobile Suit at the start of the movement phase. The Mobile Suit then makes a PS test at -2 to see if he can jump onto the back of the moving G-Sky If successful the G-Sky can move its full movement. If failed the Mobile suit and G-Sky take an automatic glancing hit and the Mobile Suit counts as stunned for one turn.

G-Fighter - G-Bull Module Tank
The G-Bull was an odd mode for the G-Armor and its effectiveness has still to be proven. In this mode the Pilot of the G-Armor acts like a driver of tank, while the Gundam Pilot acts as the Gunner.

This unit saw very little combat and it can only be summerised that is was meant to be support vehicle operating in the same role as the maligned GunTank.

G-Bull

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Pilot Bonus	-	-	+2	-	-	-	-	-	-	-	-

Armor Values	Front	Side	Rear	PV
G-Bull	10	10	10	175

Structure Points - 1

G-Bull Standard equipment & weapon:
The G-Bull comes with this equipment and weapons as standard: Targetor, twin-linked Beam Rifle, single Beam rifle, two shields and twin-linked 25mm Vulcan.

G-Fighter Army Entry
The G-Bull is only available to Elite and HQ Pilots

Special Rules -
War Machine - The G-Fighter is a War Machine, it fights in assaults the same as a Fighter (as described in the WH40K rulebook and the Return to Space Rules).

Shield - The G-Bull is equipped with armored shields on both of its flanks. Any shots directed towards the flank of the vehicle first have to beat the standard shield save of 4+ before rolling for penetrating hits.

Move & Fire - The G-Bull is duel controlled, allowing both pilots to work on the task at hand. In this way the G-Bull can move and fire its main gun at the same time..

Gundam Sky Module Mobile Armor
A natural progression from the G-Sky came new mode not covered by the Federation manual dubbed the Gundam Sky. This mode married the speed of the G-Armor with the fighting ability of the Gundam.

This mode was used on several occasions where speed was more important that manoverability. The Gundam Sky saw some considerable success in the early stages of the space war and is perhaps the precursor to GP03 design and was the first true Federation Mobile Armor.

Gundam Sky

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Pilot Bonus	-	+1	+1	6	-	-	+1	+1	+1	-	-

Armor Values	Front	Side	Rear	PV
Gundam Sky	13	13	10	350

Structure Points - 1

Move - Air-speed 9"/9"/18"   Space speed 24"

Gundam Sky Standard equipment & weapon:
The Gundam Sky can be equipped in any manner that the RX-78 Gundam can be. See the RX-78 Gundam Datasheet for details.

Gundam Sky Army Entry
The Gundam Sky is only available to HQ Pilots

Special Rules -
War Machine - The Gundam Sky is a War Machine, it fights in assaults the same as a Mobile suit but moves as a Fighter (as described in the WH40K rulebook and the Return to Space Rules).

Disengaging - At the start of the movement phase the Gundam Pilot may elect to disengage from the G-Armor module. This must be done before any movement is made. The Gundam Pilot must make a successful PS check to leave the armor that turn. If successful the Gundam may move and fight as normal.

If failed the Gundam counts as stunned as the Pilot entangles himself from the G-Armor controls. In the next turn the Gundam counts as disengaged from the G-Armor and can move and fight as normal.

G-Armor Module Transport Fighter

The G-Armor is the fully integrated G system which is used for patrol missions or to deliver the Gundam unit into combat areas quickly beyond the speed of the base ship.

Able to operate in the cold hard vacuum of space or in earths atmosphere the G-Armor itself is a capable war machine able to hold its own until it can deploy the Gundam unit. One the Gundam is deployed the G-Armor reverts to its G-Fighter mode and acts as an support unit to the Mobile suit.

G-Armor

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Pilot Bonus	-	-	+1	-	-	-	-	-	-	-	-

Armor Values	Front	Side	Rear	PV
G-Armor	10	10	10	400

Structure Points - 1
Move - Air-speed 9"/9"/18"   Space speed 24"

G-Armor Standard equipment & weapon:

The G-Armor comes with this equipment and weapons as standard: Targetor, twin-linked Beam Rifle, twin-linked 2-tube missile launcher, twin-linked 25mm Vulcan and two shields. The Gundam can only be equipped with a Beam Rifle and shield in this mode

G-Armor Army Entry

The G-fighter is only available to Elite and HQ Pilots

Special Rules -

War Machine - The G-Armor is a War Machine, it fights in assaults the same as a Fighter (as described in the WH40K rulebook and the Return to Space Rules).

Deploy the Gundam - At the start of the movement phase the G-Armor and Gundam Pilot may elect to disengage from the G-Armor module as long as they are not engaged in close combat. This must be done before any movement is made. The Gundam Pilot and the G-Armor pilot must make a successful PS check to leave the armor that turn. If successful the Gundam may move and fight as normal, and the G-Armor forms into the G-Fighter may move and fight as normal.

If failed the Gundam and G-Armor count as stunned as the Pilot entangles himself from the G-Armor controls. In the next turn the Gundam counts as disengaged from the G-Armor and can move and fight as normal.The G-Armor still counts as stunned and will take an additional turn to transform into G-Fighter mode.

Shield - The G-Bull is equipped with armored shields on both of its flanks. Any shots directed towards the flank of the vehicle first have to beat the standard shield save of 4+ before rolling for penetration.

Special Damage Charts - The G-Armor is a war machine and takes damage a little differently from a normal vehicle. You will notice it has a Structure Point, this is effectively a wound.

When you hit the G-Armor roll to penetration as normal and then roll on the appropriate table and follow its directions.

Glancing Hit Table - Roll a D6

1 **Gun Crew Shaken** - May not shoot next turn

2 **Gun Crew Shaken** - May not shoot next turn

3 **Driver Stunned** - May not move next turn

4 **Engines Damaged** – Knock D3" off the vehicles move. If the G-Armor is reduced to 0 movement are immobilized and if in any of its flying modes crashes to the ground roll on the catastrophic hit table.

5 **Weapon Destroyed** - One weapon is destroyed, this weapon is chosen by the Opponent.

6 **Major Damage -** Lose one structure point and roll again on this table. If reduced to 0 Structure points then roll on the Catastrophic hits table below

Penetrating Hit Table - Roll a D6

1 **Driver Stunned** - May not move next turn

2 **Engines Damaged** – Knock D3" off the vehicles move. If the G-Armor is reduced to 0 movement is immobilized and if in any of its flying modes crashes to the ground roll on the catastrophic hit table.

3 **Weapon Destroyed** - One weapon is destroyed, this weapon is chosen by the Opponent.

4 **Major Damage -** Lose one structure point and roll on Glancing hits table. If reduced to 0 Structure points then roll on the Catastrophic hits table below

5 **Major Damage -** Lose one structure point and roll on Glancing hits table. If reduced to 0 Structure points then roll on the Catastrophic hits table below

6 **Chain Reaction -** Lose one structure point and roll again on this table. If reduced to 0 Structure points then roll on the Catastrophic hits table below

Catastrophic Hit Table - Roll a D6

1 **Damage Control** - The G-Armor Pilot must take a LD test. If the test is successful then the damage control systems has contained the damage, and 1 Structure Point is 'repaired'. If failed you must roll again on this table.

2 - 3 **Destroyed -** The Vehicle is wrecked. Mark the destroyed Vehicle with cotton wool or remove it entirely.

4-5 **Explosion** - Models within D6" suffer D3 S7 hits on a D6 roll of 4+. The War Machine is destroyed, as described above.

6 **Huge Explosion -** The War Machine is vaporised in a huge explosion. Roll 1D3 per original Structure points to determine radius of explosion. Models within range suffer D6 S7 hits on a D6 roll of 4+.