

MOBILE SUIT GUNDAM BATTLE SYSTEM

TURBULENT WAVES

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A Brief Introduction

This is plug-in for the **Mobile Suit Gundam Battle System**, which is an **Alt-World rules** plug-in for the Warhammer 40,000 gaming system. While MSGBS allows you to fight battles out between Mobile Suit in Action (MSIA) figures or model kits, MSGBS: TW goes deeper to battling out on the waves of the oceans, seas, lakes and great rivers of our Earth. You will need a copy of the Games Workshop Warhammer 40,000 rules system to use the plug-in presented here. Please remember that TW only includes the rules that will be changing, so make sure to look up the rest of them in the main MSGBS plug-in rulebook.

Please note that just as with MSGBS, these rules are not official in any way, shape or form, and are presented to show what you can do with a little imagination. I want to thank Nick Davis, the Webmaster of the MSGBS website, for giving me this chance to do my own thing with Gundam, and fashion it to become something to be enjoyed for generations.

And as Nick said, unless it is mentioned the plug-in rules follow all the rules for shooting, combat and movement that the Warhammer 40,000 rulebooks. The most important thing to remember that this is a game, so have fun, and enjoy!

Movement

While we follow the normal rules of movement for MSGBS on the ground, there are quite a few differences when we enter the waves. As in space combat, Mobile Suits traveling in the water require the use of their jets or turbines to provide them with the necessary thrust to propel their bulk through the water.

Also, like outer space, it takes a certain amount of thrust to turn a Mobile Suit due to such things as drag and currents. The cost of turning does not count towards the total speed of the Mobile Suit, this is explained further below.

UNDERWATER SPEED CHART

Below are the speed brackets for Underwater movement.

1-4" cautious speed

5-6" is cruise speed

7-9" is full speed

10+" is flank speed.

Remember TW reflects Mobile Suit combat underwater; therefore the Jumpjets are used to move the suit around in this environment. There is no jumping movement in TW

Non-Aquatic Mobile Suit

Mobile suits that do not have the MSM or submersible designation are considered to be non-aquatic, and therefore are not particularly designed to operate in the seas and oceans of the world. However, most mobile suits are capable of limited underwater travel and submersing, due to sealant in critical areas of their armor to prevent water or fire from damaging circuitry or the core reactor. They are consequently affected by drift, which is explained below.

NON-AQUATIC MOBILE SUIT TURNING

Non-Aquatic Mobile Suits must travel 4" before turning.

Cost to turn - 3" for 45 degrees

Cost to turn - 5" for 90 degrees

Non-aquatic Mobile Suits must travel 2" in to turn again.

For example: *A GM (E) move rate underwamt is 8" - the Pilot uses 4" inches to boost forwards towards a rocky outcrop and then executes a 45 degree turn which costs him an additional 3" movement - taking the total to 7". The GM then ends its movement for that turn by using the remaining inch to boost closer to the cover.*



Aquatic Mobile Suit

Mobile suits that have the MSM or submersible designation are considered to be aquatic, and therefore are designed specifically for operations in the seas and oceans of the Earth. They have been streamlined and sealed shut, as well as given plenty of armor to ward off the crushing depths at which they are supposed to operate. For this reason they are not affected by drift, unless they are immobilised, and also have differences in the costs of turning.

AQUATIC MOBILE SUIT TURNING

Aquatic Mobile Suits must travel 2" before turning.

Cost to turn - 2" for 45 degrees

Cost to turn - 3" for 90 degrees

Cost to turn - 6" for 90 degrees.

Aquatic Mobile Suits must travel 1" in to turn again.

Drift

Every body of water has an undercurrent that pushes at objects floating in the water. The current's direction is determined by rolling a scatter dice at the beginning of each game. While powered vessels such as ships and submarines are capable of ignoring this drift.

Non-Aquatic Mobile Suit Pilots must make a PS roll to ignore drift. If they don't pass, then have half an inch of drift in the direction of the current for every inch that the suit travels.

Keeping Station

There are weapons that are fired which require a Mobile Suit to stay still, or maybe they are keeping station. The Suit doesn't move and all its movement is used up to keep it in place (non-aquatic suits must still test for drift as normal - but do not count as moving for weapon firing purposes. A suit that keeps station cannot assault in the assault phase.

Mobile Suit Shooting

Here in Turbulent Waves we follow the same rules in shooting as in the regular MSGBS games, however there are a few differences. One of these is the ability to fire weapons underwater.

Projectile weapons of the Universal Century follow an old technique of recoil loading that is, every round that is fired pushes back the hammer long enough for the empty shell to be discarded and replaced by a new bullet. Although these weapons may have been converted to work underwater there is a chance that the additional drag on shells can cause the weapon to jam.

Therefore, after a Pilot fires any projectile weapon underwater they must roll a D6 then refer to the following table. Please note that this rule only applies to Non-Aquatic Suits and must be followed every time the projectile weapon is fired.

JAM TABLE

1 Severe Blockage - The Weapon has been severely jammed and cannot be used for the next two turns while the Pilot works on the Weapon

2-3 Minor Jam - The Weapon has caught, the Pilot must make a test against his PS to see if he can fire next turn. If failed, then he must wait until the end of that turn to fire again.

4+ No Problems - The Weapon has not jammed in any way, and can be fired normally next turn.

Another case is beam, heat and mega particle weapons. These either utilize Minovsky particles to fire superheated plasma charges at a target, contain Minovsky particles within a stabilized I-field, or redirect the heat from the Mobile Suit's reactor into the weapon. Beam, heat and particle weapons may be used as normal, but their strengths are reduced by -1 due to the being used underwater.

TO HIT MODIFIERS

+1 if target/firer is stationary or cautiously moving

-1 if target/firer is cruising or at full speed

-2 if target/firer is moving at flank speed

-3 if target/firer is jumping

-1 if target is quarter covered

-2 if target is half covered

Line of Site

Unless the target is within 4" of cover or another Mobile Suit there are no line of site issues. If the target is within 4" of cover or another Mobile Suit use the modifier table as normal for quarter cover or half-covered modifiers.

SPEED MODIFIERS TO SHIELDS

Mobile Suits traveling at cautious speed - whether Aquatic or Non-aquatic gain a +1 to their Shield Save rolls.

Mobile Suits traveling at full speed - whether Aquatic or Non-aquatic has a -1 to their Shield Save rolls.

Mobile Suits traveling at flank speed - whether Aquatic or Non-aquatic have a -2 to their Shield Save rolls.





Damage Rolls

The damage tables below should only be used when Mobile suits are fighting underwater. If the suits are engaged in combat on land use the damage chart in the main MSGBS rules plug-in.

If a Mobile Suit's armor is breached, make a Damage roll to see what happens. Roll a D6 and look up the results on the appropriate page Damage Table.

Shaken and Stunned results - Do not add these together, since you can only be shaken or stunned once per turn. The results are not accumulative. Remember while you are shaken or stunned you will drift D6" in the direction of the current.

Immobilized results - An immobilized Suit can turn in place, but will drift D6" in the direction of the current. If it receives a second Immobilized result the suit cannot turn in. A third Immobilized result and the suit cannot fire any weapons and counts as destroyed for the rest of the battle.

Army Lists

To work out your forces for use in Turbulent Waves please use the pilot and Mobile suits lists in the main MSGBS rules plug-in. Below you will find a list of the suits designed for limited or sustained underwater combat, including their combat speeds underwater.

Earth Federation Mobile Suit Hanger

The Federation forces never really tried to contest Zeons control of the world oceans. Several Aquatic designs never made it off the drawing board, as the Federal forces concentrated on the space war. When Federation Mobile forces clashed with the impressive Zeon Aquatic suits, these were mainly coastal battles and rarely took place in deep oceans.

RGM-79(E) Type E GM (full stats in MSGBS Ground War Hanger)
Move Value - 8"

RGM-79(G) GM Ground(full stats in MSGBS Ground War Hanger)
Move value - 10"

RGM-79(S) GM Sniper (full stats in MSGBS Ground War Hanger)
Move value - 10"

RX-78 Gundam (full stats in MSGBS Ground War Hanger)
Move Value - 13"

RX-77 GunCannon (full stats in MSGBS Ground War Hanger)
Move value - 10" Point Cost - 150

RX-79 (G) Gundam Ground Type & Ez8
(full stats in MSGBS Ground War Hanger)
Move Value - 12"

Zeon Mobile Suit Hanger

The Zeon Navy ruled the waves during the OYW, and even years later controlled the majority of the worlds oceans. Part of there success was their line of Aquatic suits, enabling them to bring the power of Mobile suits to the oceans depths.

MS-06J Zaku II (full stats in MSGBS Codex Zeon)
Move Value - 10"

Glancing Hit Table - Roll a D6

1 Shaken - May not shoot next turn

2 Stunned - May not shoot and the Mobile suit drifts in the direction of the current next turn. Can make shield saves as normal.

3 Limb destroyed - Roll a D6

1-3 Leg - suit loses 3" movement for each leg destroyed

4-6 Arm - Suit loses 2 " movement of each arm destroyed
Roll a D6 to determine which arm and then apply the effect

1-3 Left Arm - Shield can no longer be used

4-6 Right Arm - Weapon is destroyed

In addition to the limb damage roll a D6, if a 6 is rolled suit suffers hull-breached damage.

4-5 Weapon destroyed – A Weapon chosen by the opponent is destroyed and can no longer be used

6 Hull Breached - Suit counts as immobilized and may not move due to the flooding. Pilot must also roll against PS or take an automatic penetrating hit. Suit can still shoot if Pilot makes a successful PS roll each turn. If PS roll failed, Suit counts as shaken.

Penetrating Hit Table - Roll a D6

1 Stunned - May not shoot and the Mobile suit drifts in the direction of the current next turn. Can make shield saves as normal.

2 Weapon destroyed – A Weapon chosen by the opponent is destroyed and can no longer be used

3 Limb destroyed - Roll a D6

1-3 Leg - suit loses 3" movement for each leg destroyed

4-6 Arm - Suit loses 2 " movement of each arm destroyed
Roll a D6 to determine which arm and then apply the effect

1-3 Left Arm - Shield can no longer be used

4-6 Right Arm - Weapon is destroyed

In addition to the limb damage roll a D6, if a 6 is rolled suit suffers hull-breached damage.

4 Head destroyed – Suit can only see using its Gun Camera, all movement is halved and WS, BS & I are at -2

5 Hull Breached - Suit counts as immobilized and may not move due to the flooding. Pilot must also roll against PS or take an automatic penetrating hit. Suit can still shoot if Pilot makes a successful PS roll each turn. If PS roll failed, Suit counts as shaken.

6 Destroyed - Suits reactor is hit and goes nova. The resulting explosion causes a 2D6 radius blast measured from the center of the Suit. Any Mobile Suit or caught in the explosion suffer a glancing hit on a 2+ and a penetrating hit on a 5+.

MS-06S Zaku II (full stats in MSGBS Codex Zeon)
Move Value - 12"

MS-09 Dom (full stats in MSGBS Codex Zeon)
Move value - 12"

MS-14A Gelgoog (full stats in MSGBS Codex Zeon)
Move value - 13"

MSM-03 Gogg (full stats in MSGBS Codex Zeon)
Move value - 15"

MSM-04 Acguy (full stats in can be found below)
Move value - 15"

MSM-07 Z'Gok & S-Type (full stats for the S-Type be found below)
Move value - 16"

MSM-10 Zock (full stats in can be found below)
Move value - 14"



MSM-04 ACGUY

The low profile and even lower heat signature, the Acguy was perfect for covert operations and was used heavily as a recon or infiltration unit.

The Acguys armaments changed from suit to suit, and really depended on the pilot's preference. The only common weapon all the units shared was a pair of head-mounted vulcans; the rest of the suits weapons were built in the Acguys extendable arms. This allowed the arms to be interchanged depending on the mission, Acguys were recorded on the

field featuring built-in weapons like rocket launchers, machine guns and even mega-particle cannons.

MSM-04 ACGUY

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Pilot Bonus	-	-	-	6	-	-	-	-	+1	-	-
Armor Values	Front		Side		Rear		PV				
MSM-04 Acguy	11		10		10		125				

MSM-04 Acguy Standard equipment & weapon:

The MSM-04 Acguy comes with this equipment and weapons as standard: twin linked 60mm vulcans, 240mm Missile launcher & mega-particle cannon

MSM-04 Acguy Optional equipment & weapon options

The **MSM-04 Acguy** can be equipped with the following equipment and weapons: Targeter (+5 pts), jumpack (+30pts), you may swap the 240mm Missile launcher with a mega-particle cannon for (+25pts), or swap the mega-particle cannon for a 250mm missile launcher at a cost of (-5pts).

Special Rules:

Aquatic Suit: The Acguy is designed for underwater operations and therefore follows the rules given.

MSM-04 Acguy Army Entry

MSM-04 Acguy can be used HQ, Elite and Troop pilots only.



MSM-10 Zock

The MSM-10 Zock was the last of the amphibious suits produced by Zeon before the end of the OYW. The suit represented the start of Zeon's shift away from mobile suits to a new mobile armor concept. Its thrusters and turbines were mounted in its armored skirt and short feet. With its symmetrical design the Zock is best described as a hovering gun emplacement, with particle cannons fitted into its front and back.

Only three Zock units were produced at Zeon's California base, with only one of

them taking part in the assault of the Federations Jaburo base on 30 November UC0079.

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Pilot Bonus	-	-1	+1	8	-	-	-1	-	-	-	-
Armor Values	Front		Side		Rear		PV				
MSM-10 Zock	13		12		10		200				

MSM-07S Z'Gok

With the successful Z'Gok there was a demand for an even higher performance suit. The MIP designers responded with the S-Type Z'Gok. The S-Type sported a more powerful reaction and little armor and construction materials, resulting in a lighter suit and an increased performance. The S-Type was produced late in the OYW and was reserved for ace pilots and unit commanders. Zeon Ace Char Aznable piloted one of these S-Types during the assault on the Federations Jaburo headquarters on the 30 November UC0079.



MSM-07S Z'Gok

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Pilot Bonus	-	-	-	7	-	-	-	-	+1	-	-
Armor Values	Front		Side		Rear		PV				
MSM-07S Z'Gok	12		10		10		160				

MSM-07S Z'Gok Standard equipment & weapon:

The MSM-07S Z'Gok comes with this equipment and weapons as standard: 240mm missile launcher, twin-linked mega-particle cannon & jump pack

MSM-07S Z'Gok Optional equipment & weapon options

The MSM-07S Z'Gok can be equipped with the following equipment and weapons: Targeter (+5 pts)

Special Rules:

Aquatic Suit: The Z'Gok Command Type is designed for underwater operations and therefore follows the rules given.

Hit & Run: Because it is designed with speed in mind, the Z'Gok Command Type has its thrusters tweaked for absolute maximum output. For this reason, it may make an additional 9" move in the assault phase, even if it is not within 6" of an enemy suit. This move can only be taken if the suit is underwater.

MSM-07S Z'Gok Army Entry

MSM-07S Z'Gok can be used HQ and Elite pilots only.

MSM-10 Zock Standard equipment & weapon:

The MSM-10 Zock comes with this equipment and weapons as standard: 9 mega-particle cannons (eight mounted in the chest, one mounted in the head), jumpack & targeter.

Special Rules:

Aquatic Suit: The MSM-10 Zock is designed for underwater operations and therefore follows the rules given.

360 Degrees: Because MSM-10 Zock is designed symmetrical with weapons mounted on its back and front. The suit has a 360degree fire arc, but can only fire four mega-particle cannons at the sametime.

MSM-10 Zock Army Entry

MSM-10 Zock can be used only be used by heavy support pilots.

