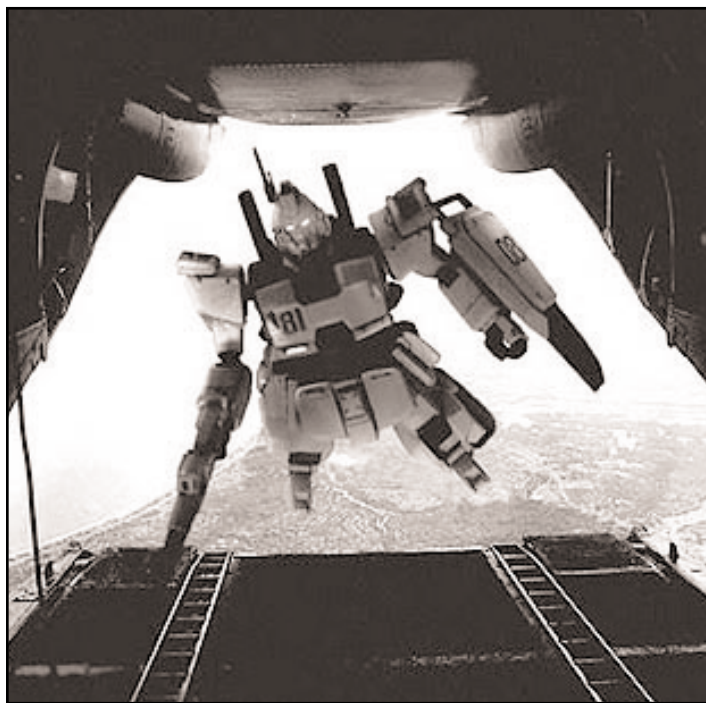


MOBILE SUIT GUNDAM BATTLE SYSTEM

MOBILE SUIT ARMY LISTS



A Brief Introduction - Using the Team List

The Mobile Suit List is structured a little different to regular Warhammer 40,000 lists. It is split into two sections (a lot like the Armored Company list in Chapter Approved): the army list and the Mobile Suit Hanger. You use the Army list to pick the Pilots you want to make up your Team and then use the Mobile Suit Hanger to decide what type of suit your Pilot would be jockeying.

The reason for this system is simple – many of the Pilots on the list can pick from a number of different types of Mobile Suit. This cuts down repetitive in the list and makes it a lot shorter.

The army list are used in conjunction with the Standard Mission force organization chart in the Warhammer 40,000 rulebook. The chart is split into five categories (HQ, Elites, Troops, Fast Attack and Heavy Support), which correspond to sections in the army list. To choose your pilot you need to look in the relevant section of the list. The entry will also tell you what types of mobile suit can be chosen for that pilot from the Mobile Suit Hanger. Refer to the Hanger to find the points cost of the Mobile Suit and the weapon options and upgrades you can get for it. Remember you cannot field Suits that are equipped with the weapons or upgrades not shown on the Mobile Suit model.

The total points cost for the unit is equal to the points noted for the Suit and its upgrades in the hanger, plus the points for the pilot in the army list. Subtract this total from your army's total points, and then go back and make another choice. Continue to do this until you have spent all your points. Then get ready to rumble...

Important Note The Mobile suits add additional bonuses to the Pilots profile make sure you note these on the Pilots profile, don't forget to replace the pilots strength with the Mobile Suits strength while he is piloting the machine. Also note that Mobile suits can only be armed with one hand held mobile suit weapon system.

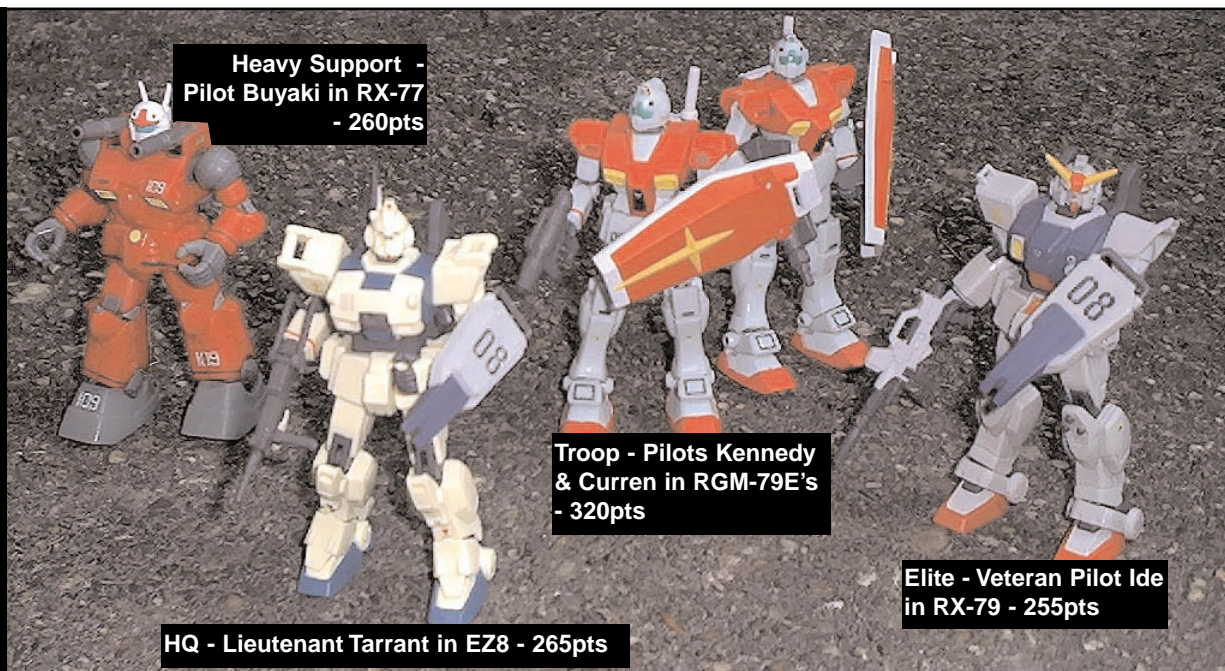
MS Team List Fed

The Federation Mobile Suit force is 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 Commander 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 Mobile Suit Team Eight, part of the Lougheed Battalion stationed in North America. Currently in action against the Zeon forces in that area.

This is a good example of a 1100 point Mobile suit team



Heavy Support - Pilot Buyaki in RX-77 - 260pts

Troop - Pilots Kennedy & Curren in RGM-79E's - 320pts

Elite - Veteran Pilot Ide in RX-79 - 255pts

HQ - Lieutenant Tarrant in EZ8 - 265pts

The Mobile Suit Federation Pilot list

Headquarters - Team Leader

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Ensign	4	3	4	3	3	1	3	2	8	8	25
Lieutenant	4	4	4	3	3	2	4	3	8	8	35
Captain	4	4	4	3	3	3	5	4	8	9	50

Unit Size: *One Suit*

Mobile Suit Options: RGM(E)-79 GM, RGM-79(G) GM, RX-79(G) Gundam or RX-79 (G) E_z8 Gundam Extra Zero-Eight

Independent Character: *The Team Leader is an Independent Character and follows the independent character special rules in the Warhammer 40,000 rulebook.*

Elite

Veteran Pilots

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Veteran Pilot	4	3	4	3	3	1	3	2	8	7	20

Unit Size: *One Suit*

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

Independent Character: *A Veteran Pilot is an Independent Character and follows the independent character special rules in the Warhammer 40,000 rulebook.*

Sniper

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Veteran Pilot	4	2	5	3	3	1	3	1	8	7	30

Unit Size: *One Suit*

Mobile Suit Options: RGM-79(G) GM or RX-79(G) Gundam.

Independent Character: *A Sniper Pilot is an Independent Character and follows the independent character special rules in the Warhammer 40,000 rulebook.*

Infiltrate: *A Sniper Pilot is an expert in positioning his suit for the best shot before the battle. If the scenarios allows it a Sniper Pilot may infiltrate using the rules stated in that scenario*



Troops

Pilots

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Pilot	4	3	3	3	3	1	3	2	7	7	15

Unit Size: *One Suit*

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

Mutual Support: *Pilots are trained to work in concert with each other and are often too inexperienced to operate alone. Therefore Pilots must always attempt to remain within 8" of another MS unit.*

Heavy Support

Artillery Pilot

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Artillery Pilot	4	3	3	3	3	1	3	2	7	7	15

Unit Size: *One Suit*

Mobile Suit Options: RX-75 GunTank or RX-77-2 Guncannon.

Special Note: *It takes a crew of two to pilot the GunTank. If you choose this option from the list you must buy an extra Heavy Support Pilot - he therefore counts as a single choice on the list.*

