

MOBILE SUIT GUNDAM BATTLE SYSTEM



A Brief Introduction

This **Mobile Suit Gundam Battle System** is an **Alt-World** rules plug-in for Warhammer 40,000 gaming system allowing you to fight battles on the tabletop between your Gundam and Mobile suit action figures or Model kits. You will need a copy of the Games Workshop Warhammer 40,000 rules system to use the plug-in presented here.

The inspiration for this system comes from watching the MS 08 Team series. There was something so evocative about Mobile Suits fighting it out in the Jungles of southeast Asia. It was more gritty and inspirational than the usual 'space-opera' that has been presented in other Gundam series. The Battle System therefore reflects the claustrophobic down to earth Mobile suit actions that took part on Earth during the One Year War of UC079.

Now you can command your own teams of Mobile Suits in battle. You can choose your side, take command of a beleaguered Federation Mobile team or the Zeon Expeditionary forces - with their powerful Zaku's, Doms and Magella Attack Tanks.

Remember these rules are not official in anyway and are presented to show what you can do with a little imagination. Taking an fantastic genre like the Gundam Worlds and making it work on the tabletop has been fun, so remember that this game is fun!

Now before I go here is a very important note; unless its mentioned in the plug-in rules follow all the rules for shooting, combat and movement that the Warhammer 40,000 rulebooks. Have fun...

New Characteristics

Along with the standard Warhammer 40,000 profile you will notice a new characteristic called PS or Pilot Skill. This represents the average piloting ability of the MS operator and several times during the game he may be called upon to make a roll against his Piloting Skill. To do this roll 2D6 you pass if you score under or equal to your PS total, you fail if your score above it

Suit Bonuses

The Technology in the Mobile Suit boosts the users characteristics, usually Pilot Skill and initiative. Remember to add these to your pilots profile while he is piloting that suit. Different suits give different bonuses. Also while the pilot is in his suit use the suit strength characteristic on the pilot bonus profile.

Movement

Most Mobile suits can move up to 6" at a walking pace in the movement phase. This represents a cross-country combat speed rather than flat out. Also most Mobile suits can run up 9" but this effects targeting for both you and the enemy targeting you. Some suits have the option to be equipped with jetpacks allowing them to jump up to 12" in any direction.

Movement Chart	
Walking speed	6"
Running speed	9"
Jump pack speed	12"
Difficult terrain speed	D6"

All Mobile suits can move an additional 6" in the assault phase if they are within 6" of an enemy Mobile Suit. This represents the pilot charging into action and he gains additional attack bonus for this as described in the close-combat section of the Warhammer 40,000 rulebook.

Terrain Effects

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

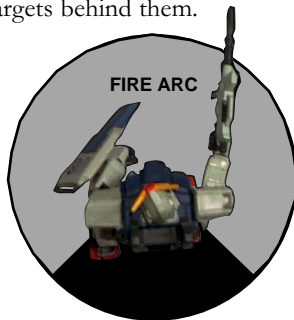
To represent this a Mobile Suit that moves through difficult ground must roll a D6 and move the amount of inches scored on the roll. On a roll of a one the Mobile suit becomes stuck and cannot move unless a 4+ is rolled in the pilots next turn.

A Mobile suit if equipped with a jetpack can use it to enter or leave difficult ground. Both require a Pilot Skill roll to be made. If failed the suit counts as stunned next turn. If a double six is rolled the suit leg actuators are too badly damaged by the landing and the suit counts as immobilized for the rest of the game.



Mobile Suit Shooting

Mobile Suits must fire their weapons against one target, and cannot unless specified by the Suit specs pick out multiple targets. In addition if the Suit is moving the Pilot can only activate and use one weapons system at a time, unless of course they remain still then they can use up to two different weapons systems. It is also important to remember that Mobile Suits have a 270 degree fire arc but cannot fire at targets behind them.



BLIND SPOT

Mobile suits are capable of moving and shooting at the same time. Unless they using a heavy or ordinance weapon which they must remain still to shoot, the represents the suit bracing against the weapons recoil. If you are moving at the firing at the same time this effects targeting due the suit jolting – the faster you go the harder it becomes to target your enemy. Of course this works the other way too the faster you go the harder it is for your enemies targeting system to get a lock on you..

Modifiers

- +1 if target/firer is stationary
- 1 if target/firer is walking
- 2 if target/firer is running or jumping
- 1 if target is quartered covered
- 2 if target is half covered.

When firing work out if the weapon is in range, find the score you need to hit and roll a D6 then apply the following modifiers. If the modifiers take you below the to-hit score you fail to hit your target. If the modifiers take you above the to hit score then you hit. As long as you make the to hit roll you will hit your target. These modifiers are accumulative also don't forget to check your weapons profile as they normal have a modifier to apply according the range to the target.

For example: A GM armed with a 100mm Machine gun is standing still trying to target a running Zaku in quartered cover. The pilots ballistic skill (BS) is 3 which looking at the to hit chart means he needs a 4 or more to hit. He rolls the two dice as indicated by the weapon type and scores a 5 and a 6, and then applies the modifiers. First a -2 for the running Zaku, then an addition -1 for the cover the Zaku is in taking his dice score down to 2 and 3 which means he has missed. However his GM was stationary to improve his targeting and his target was within half range of his weapon so he gains a +2 to his dice taken both his scores back to 4 and 5. 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 you BS skill of the pilot you've chosen 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. Any hits that do penetrate might hit a none vital system or on the other hand it might hit the Mobile Suits reactor blowing it sky-high. Plus 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.

Shield Saves

Almost all Mobile Suits have a layered armored shield of some description mounted on a arm or shoulder. This shield gives the Suit a degree of protection against enemy fire. A pilot can choose to take any hit – with the exception of Ordinance – on his shield if the shot is in his frontal fire arc. The shield save is 4+ on a D6, if he fails the role for armor penetration as normal. Remember shields can be used in close combat as well to ward off enemy blows

Warning! Armored shields are very tough, but can only take so much punishment before they give. On a roll of a one regardless of shield type it cracks or shatters and is effectively useless for the rest of the game.

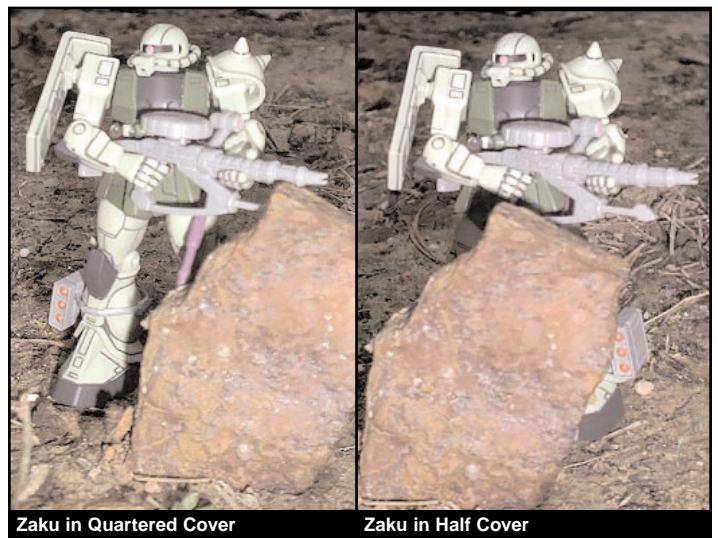


BLIND SPOT

Wound Points

Your looking at your Pilots profile, you can make sense of it you have the Weapons skill, the Ballistic skill and even the strength score makes sense, but whats this wound characteristic? Well, its a left over from the Warhammer gaming system. There is one more way your Mobile Suit can survive the hail of death fired at it.

When you suit is hit and receives a penetrating hit, you may attempt to make a Wound point save. Every Wound point you spend you can make special 4+ save. Even if you fail you can spend another point in the same turn to try again and keep going until you have no wound points left. The Wound point save is only available to HQ and Elite pilots only.



Zaku in Quartered Cover

Zaku in Half Cover

For Example: *A Zaku II has been targetted by a Type E GM armed with Beam pistol. The GM scores a hit which the Zaku Pilot attempts to first save on his shield, but fails. The GM pilot rolls for penetration and the armor is breached. In desperation the Zaku pilot spends his one Wound point on his profile to save himself. He rolls a dice and scores a 4 saving his suit from damage.*

Armor Penetration

Once a hit is scored against a Mobile Suit roll a D6 and add the weapons Strength characteristic to it. Then compare it against the total of the Mobile Suits Armor value. Ordinance weapons fire such a huge projectile that they can smash apart armor with ease or turn the pilot to mush with the concussive force. When you roll for an Ordinance penetration roll two dice and pick the highest result.

If the total is less than the Suits armor value the shot bounces off.

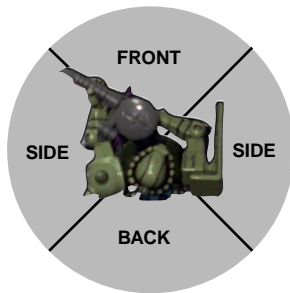
If the total is equal to the Suits armor value the shot causes a glancing hit.

If the total is greater than the Suits armor value the shot causes a penetrating hit.

For Example. *The GM's 100mm hits the Zaku twice on the front armor arc, the Zaku pilot makes his shield save for one of the shots, but the other makes it through. The GM pilot roles for penetration. The armor value of a Zaku's front armor is 12. Rolling a D6, the pilot scores a 4, and adds this to the 100mm strength of 6 for an armor penetration total of 10. This is less than the armor value of the Zaku and so the shot bounces off.*

Mobile Suit Armor Value

Armor Values are different on each type of Suit. They represent the strength and thickness of the alloy used to armor up the Suit. Armor values on Mobile Suits also differ depending on whether the shot hits the front, side or rear.



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 that scores an armor penetration total of 11 or more regardless of penetration the pilot must take a PS roll or count as stunned next turn. Concussion is ignored if the pilot is in close combat as the desperation to stay alive overrides any pain caused.

Damage Rolls

If the Mobile Suits armor is breached make a Damage roll to see what happens. Roll a D6 and look up the result on the appropriate Damage Table. Please note there are separate Damage tables for glancing and penetrating hits.

Note on Stun and shaken results – Do not add them together you can only get stunned and shaken once per turn. These results are not accumulative.



Note on Immobilised results – An immobilized suit cannot turn in place and if it received a second immobilized result its weapon are jammed pointing in the direction they last fired. Weapons jammed in place can only fire at units directly in their line of fire. A third result and the suit cannot fire any weapons and

Glancing Hit Table - Roll a D6

- 1 -2 **Shaken** - May not shoot next turn
- 3 **Stunned** - May not move or shoot next turn. Pilot can still make saves on his shield.
- 4 **Limb destroyed** - Roll a D6
 - 1-3 **Leg** - suit is immobilized
 - 4-6 **Arm** - Roll a D6
 - 1-3 **Left Arm** - Shield can no longer be used
 - 4-6 **Right Arm** - Weapon is destroyed
- 5 **Weapon destroyed** – A Weapon chosen by the opponent is destroyed and can no longer be used
- 6 **Auto-Balance Destroyed** - All movement is halved Pilot must a successful PS roll when he moves. If fails the Mobile Suit collapses to the ground and is immobilised.

Penetrating Hit Table - Roll a D6

- 1 **Stunned** - May not move or shoot next turn
- 2 **Immobilised** – May not move. Suit can still shoot if the Pilot makes a successful PS roll each turn.
- 3 **Limb destroyed** - Roll a D6
 - 1-3 **Leg** - suit is immobilized
 - 4-6 **Arm** - Roll a D6
 - 1-3 **Left Arm** - Shield can no longer be used
 - 4-6 **Right Arm** - Weapon is destroyed
- 4 **Head Destroyed** – Suit is can only see using Gun camera, all movement halved and WS, BS & I are at -2.
- 5 **Destroyed** – Suit is collapses in a junked pile.
- 6 **Destroyed** – Suits reactor is hit and goes nova. The resulting explosion causes a 3D6 radius blast measured from the center of the Suit. Any Mobile Suit or Vehicle caught in the explosion suffer a glancing hit on a 2+ and a penetrating hit on a 5+.

counts as destroyed (result four on the chart) for the rest of the game.

Mobile Suits in Assaults

Mobile Suits fight in the exact same way as infantry, as described in the Warhammer 40,000 rulebook. With the following exceptions.

Immobilised

Suits that are immobilized can still fight as normal. Their attack characteristic is reduced by -1 for each Immobilised result received.

Hand-to-Hand Multiple Combats

There are occasions where a Mobile Suit is up against more than one opponent. Pilots may choose to split their attacks against their opponents or concentrate on one assailant.

Losing Combat

If neither Mobile Suit hasn't been destroyed in the resulting combat. Then the Mobile Suit that has scored the largest number of hits (that's hits, they don't have to be penetrating or glancing hits) will win the combat (imagine the opponent being driven back by the series of blows).

His opponent has to make an immediate leadership test or Fall Back, against his opponent. If the combat is a draw roll for Morale High ground as normal.

Leaving Combat

Mobile Suits may leave Combat during the movement phase, if they make a successful Piloting Skill roll. The opponent suit gets a free attack (roll for penetration as normal).

Fall Back & Crossfire

If a Mobile Suit Pilot fails his leadership role he will retreat in the same way as described in the Warhammer 40,000 rulebook. Note you cannot crossfire a Mobile Suit and if pursued, and caught the pursuing Pilot gets a free back against the rear armor. If the pursued suit survives this free attack he has to turn and face his attacker again.

Close Combat Weapons

Mobile Suits are usually armed with close combat weapons be it Beam Sabre or Heat Hawk. These weapons add their own bonuses onto the strength of the Suit. So when you hit work out penetration as normal. A Mobile suit armed with two close combat weapons gains an extra attack, but cannot use its shield save.

Additional Close Combat Weapons

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

Good luck Pilots, check your weapons and stay sharp. You are ready to start fighting in the world of Gundams. Be sure to check out the Federation MS team list and Zeon Expedition lists for your Suit specs and your pilots abilities, use your forces wisely Commander. That is all...

