

MOBILE SUIT GUNDAM BATTLE SYSTEM

Campaign & Experience Rules

As Mobile suit teams fight over a protracted campaign, and survive to tell the tale. They will build up their skills and fighting abilities. They become harder and learn specialized skills helping them to survive longer in the field – even the Mobile Suits learn as the onboard advanced computer learning system picks up data from every engagement.

Unit Roster Cards

If you wish to use the Experience system it may be a good idea to fill out a Roster card for the each pilot and his suit in your team. I have included a separate page in this download for you to photocopy and use – check out the example below. This card becomes a record of the Suit and Pilot over your following battles. As the Mobile Suit teams fight they will lose or gain experience and any new skills or abilities.

The main point is that the Pilot and suit become regular components of our Mobile suit teams, rather than being a one-off choice for a specific engagement. Some members of your team will be tried and tested veterans, whilst others will have yet to prove their mettle. This way after a number of battles your team will start to develop its own character with its particular strengths and weaknesses.

Earning Experience Points

Pilots and suits can earn experience points in number of ways (and lose them if they perform badly). The chart on the next table details the different ways experience can be gained or lost. All these experience points awards are cumulative with each other. For example a pilot comes through the battle, his suit is destroyed and is on the winning side would gain the following experience.

Fighting	+100
Winning	+100
Achieving the mission	+100
Destroyed Suit	-D3x100

The pilot gains 300 points of experience but with his suit destroyed he must take the negative modifier as well. If the D3 came up with a 2 he would lose 200 points from his experience earned. It's worth noting at this point that this is only lost from experience earned in this battle, not from experience earned prior to the engagement – unless otherwise noted in the case of the Mobile Suit learning computers.

Effects of Experience points

As Pilot and his Suit gain experience they gain more skills – it is possible to have a suit with more experience than its pilot or visa versa. For every 600 experience points earned for Suit or Pilot they get to roll on their respective Advance tables. Note that certain skill or advances you can only get once, if you end up with one of these twice re-roll the dice – if you end up with it again you may choose a skill from their respective tables.

The top section is for your pilots information. Record his profile and his Suit bonuses.

Record your pilot skills here and any special notes you may want to record. Like Mobile suit kills.

Record your Mobile suit stats here, don't forget to name your suit after its designation. ie. Rx-79 Gundam - Suit 002

Use this section to record any skills your suit might learn, what weapons it carries. What special upgrades it many have, the speed of the suit.

For example Walk 6", Run 9" and jump 12"

Of course don't forget to write any notes you may have.

PILOT & SUIT DATAFAX												
Pilot Name	Points/Model	Profile:										
		M	WS	BS	S	T	W	I	A	PS	LD	EP
<i>Pilot Bonus</i>												
Skills:							Notes:					
Suit Name		Points/Model	Front Armor		Side Armor		Rear Armor		EP			
Skills:							Notes:					
Weapons:				Special Options:				Speed:				
								Troop Category:				

EARNING EXPERIENCE

Experience is earned as follows:

Fought in Battle +100

For every battle the Pilot and Suit takes part in they both earn +100 points

On the Winning Side +100

If the Pilot and Suit are on the side that won the battle it gains +100 points

Achieving Objectives +variable points

This is equal to the number of victory points the unit has earned achieving mission objectives during the battle. See the separate table for details of missions, which do not award victory points for achieving mission objectives.

Broke enemy pilot in an assault: +100

If the pilot and suit forces an enemy suit to fall back after an assault it gains +100 points.

Destroyed Suit: - D3x100 experience

If the pilot's suit is destroyed, then it and the Pilot lose a number of experience points equal to a roll of a D3 multiplied by 100. This is to represent the damage to the suits learning computer, and general jarring and trauma the Pilot suffers. Note that this experience is deducted from the Pilots experience earned from this battle and cannot reduce the Pilot below his experience total prior to the battle.

On a D6 roll of 5+ the suits learning computers are recoverable and can be ported into a new suit at a cost of minus D3 multiplied by 100 from the suits earned experience. If the roll is failed the suit experience is none recoverable and the pilot must start with a new suit.

Acting beyond the Call of Duty

If one suit and pilot acts beyond the normal call of duty during the battle, then the Team commander can nominate it to receive D6x20 experience.

EARNING EXPERIENCE IN DIFFERENT SCENARIOS

As well as the experience modifiers already given, Pilots and suits can earn or lose experience by their performance in particular scenarios. Details are given below

Cleanse/Night Fight: any undamaged Mobile Suit and Pilot, which claims an uncontested table quarter at the end of the battle earns +50 experience

Rescue: +100 points to the Mobile Suit and Pilot that is possession of the objective at the end of the battle.

Take and Hold: +100 experience if the Mobile Suit and Pilot that is in possession of the objective at the end of the battle.

Meat Grinder: This is a very brutal mission – not recommended for highly experienced units. Any units that are wiped out during the game (i.e. destroyed suit) lose experience as normal. Plus any replacement units are considered green and start at zero (0) experience in terms of the battle.

Sabotage: +100 experience if the Mobile Suit and Pilot destroy the objective

Breakout; +100 if the Mobile Suit and Pilot manage to leave the table off a short table edge.

Ejecting from a Damaged Suit & surviving the Battle

As mentioned before Pilots have a higher chance to surviving engagements than their Mobile Suits. Once they eject the Pilots are normally ignored and they can make there way back to their supporting units.

All Mobile Suits are fitted with ejection systems as standard – this is not an automated system and must be activated by the pilot. If his suit is immobilized or destroyed the Pilot may eject. On a D6 roll of 4+ the pilot safely ejects from his suit, if the roll fails there is still a

Pilot Injury Table - Roll a D6

1 -2 **Pilot Dies** - He died during the destruction of his suit or from his wounds afterwards

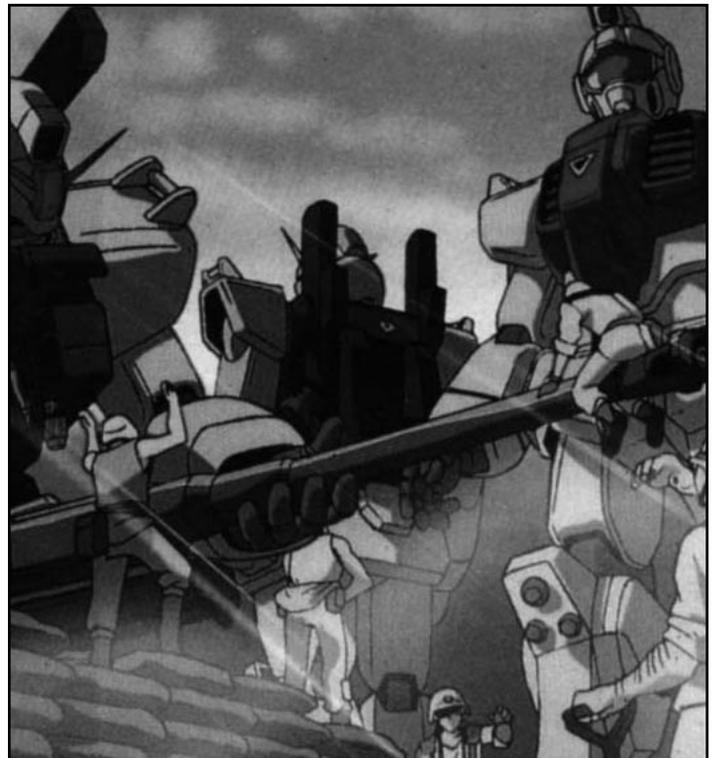
3-5 **Pilot survives** - He survives but is injured Roll a D6

1-2 Superficial Injuries - Pilot misses one battle

3-4 Injured - Pilot misses two battles

5-6 Serious Injuries - roll a D6 Add +2 and the Pilot misses those number of battles.

6 **Miraculous Escape** - Pilot walks away from the ruins of his suit without a scratch on him



Damaged Suits and repair time

If your Mobile suit is immobilized or damaged during the battle it has to be repaired. Destroyed Mobile Suits are destroyed and must be completely replaced, however there is a chance that the learning computer can be salvaged and put in a new suit.

On a D6 roll of 5+ the suits learning computers are recoverable and can be ported into a new suit at a cost of minus D3 multiplied by 100 from the suits earned experience. If the roll is failed the Mobile Suits learning computer is none recoverable and the pilot must start with a new suit.

Now Mobile Suit Technicians are highly trained and can perform repair miracles even on the most seriously damaged suits. However, there are times when the technicians are over worked or the repairs are just too complex to be completed in time for the next mission. For every immobilized and damaged suit in your Team roll a D6 on a 4+ the repairs will be completed in time for the next engagement. If the roll fails roll on the table below...

Mobile Suit Repair Time Table - Roll a D6

1 -2 **Minor Repairs** - the Suit misses one battle

3-5 **Major Structure repairs & electronic refit** -

The Technicians cannot estimate repair time Roll a D6

1-2 Easy job - Suit misses one battle

3-4 Tricky repair - Suit misses two battles

5-6 Cannot get the parts - roll a D6 Add +1 and the Suit misses those number of battles.

6 **All Nighter** - The Technicians pull a all nighter the suit is ready for the next battle.

During the time the Mobile Suit is on the repair rack – the Pilot most either sit it out with his suit or pilot a different suit into battle. It doesn't have to be the same class of suit as long the points are allocated for it in the army list. However, piloting a newer suit has it's own inherent risks, for a start all the learned skills the Pilot relied on his suit on having have now gone. So he starts the battle at –100 experience before he earns any experience from the battle.

Scenarios

The Mobile Suit Gundam Battle System is a rule plug-in that uses the Warhammer 40,000 wargame system. Consequently the scenarios supplied in the Warhammer 40,000 rulebook work very well, and are highly recommended you use them in your Mobile Suit engagements. Also due to copyright issues I cannot add details of the scenarios in the book to this site, so please pick up the Warhammer 40,000 rulebook if you can. Fighting battles using scenarios adds an extra dimension to your games.

Becoming Elite

A suit or pilot from the Troops or Heavy Support section of the army list with 2800 points or more in experience becomes Elite. These specialized troops are often called upon to fight in other battles and their availability is limited. To represent this, Mobile Suits with 2800 points count as Elite for choosing them for your team, deployment and so on in subsequent battles. Also their points cost is increased by an additional 50% of their original points cost.

That is all... Good luck Pilots.



ADVANCE SKILLS TABLES

Pilot Advance Table - Roll a 2D6

- 2 **New Skill** - Roll on the Pilot Skill table
- 3 **New Skill** - Roll on the Pilot Skill table
- 4 **New Skill** - Roll on the Pilot Skill table
- 5 **Characteristic Increase** - Roll D6 again:
1-3 = +1 Strength 4-6= +1 Attack
- 6 **Characteristic Increase** - Roll D6 again:
1-3 = +1 WS 4-6= +1 BS
- 7 **Characteristic Increase** - Roll D6 again:
1-3 = +1 Initiative 4-6= +1 Leadership
- 8 **Characteristic Increase** - Roll D6 again:
1-3 = +1 WS 4-6= +1 BS
- 9 **Characteristic Increase** - Roll D6 again:
1-3 = +1 Wounds 4-6= +1 Toughness
- 10 **New Skill** - Roll on the Pilot Skill table
- 11 **New Skill** - Roll on the Pilot Skill table
- 12 **New Skill** - Roll on the Pilot Skill table

Mobile Suit Advance Table - Roll a D6

- 1 **New Skill** - Roll on the Mobile Suit Skill table
- 2 **New Skill** - Roll on the Mobile Suit Skill table
- 3 **New Skill** - Roll on the Mobile Suit Skill table
- 4 **New Skill** - Roll on the Mobile Suit Skill table
- 5 **Characteristic Increase** - Roll D6 again:
1-3 = +1 Pilot Skill 4-6= +1 Initiative
- 6 **Characteristic Increase** - Roll D6 again:
1-3 = +1 WS 4-6= +1 BS

Maximum Characteristic

There comes a point where a Pilot which his peak or his Mobile Suit cannot advance because of technological limitations. If either hit their characteristic limit then you must roll again.

A pilot cannot advance any further than +3 in any of his characteristics from his base profile.

A Mobile Suit cannot advance any further than +1 to its characteristics from its base profile.



Pilot Skill Table - Roll a 2D6

- 2-3 **Street Fighter** - If the pilot and his Mobile Suit are in cover the modifier to hit is increased by an additional -1
- 4 **Counter-Attack** - When a charging unit attacks the defending Pilot may attempt a counter-attack. He must roll under his Initiative skill and if he passes the attacking suit +1 attack is nullified.
- 5 **Feint** - The Mobile Suit Pilot may re-roll one of his attack dice.
- 6 **Hip Shooter** - The Mobile Suit becomes adept at shooting on the run and ignores the to hit modifier when walking and shooting. If you roll this skill again the Pilot may ignore the to hit modifier when running and shooting
- 7 **Skilled Gunner** - May re-roll one shooting dice per game. If you get this skill again you may re-roll two shooting dice per game. You can acuminate shooting dice re-rolls with this skill up to a maximum of four.
- 8 **Step Aside** - Pilot has an uncanny knack of avoiding incoming blows in close combat. On a roll of a 6+ he managed to dodge his suit away from the attack. He must choose to use this save in hand-to-hand or his shield save not both. If you roll this skill again the Step aside roll goes down to 5+.
- 9 **Lightning Charge** - Pilot has become adept at getting the maximum thrust out his suit, he may add an additional 2" to his charge move.
- 10 **Rapid Fire** - If the Mobile suit and Pilot do not move they may fire their weapon an additional time than shown on the weapons profile. This skill cannot be used in conjunction with Heavy weapons.
- 11 **Overwatch** - If the Mobile Suit stays still and does not fire for his entire turn he may fire one weapon at any time in his opponents turn.
- 12 **Infiltration** - A pilot with this skill is always placed on the battlefield after the opposing team has been set up. He may be placed anywhere on the table as long as it's out of sight of any of the enemy team's suits.

Mobile Suit Skill & Upgrade Table - Roll a 2D6

- 2-3 **Terrifying** - The suit or its colors emits an aura of menace. Enemy Pilots must make a leadership test before charging this suit in combat. If they fail they may not attack this suit that turn.
- 4-5 **Fast** - The suit thrusters have been tweaked and the Auto-balance systems have been tuned to compensate for the extra power. To represent this the suit may make an additional 6" move in the assault phase regardless of the enemy being within 6" of it or not. Also the suits armor is downgraded by one point on the front and sides to help the suit gain the extra lift needed.
- 5 **Reinforced Armor** - The suit receives additional armor with an extra +1 point on front and sides of the suit. Note, suits that have fast upgrade must choose to take this upgrade if they do they lose their fast ability.
- 6 **Ablative Armor** - Suit may ignore the first penetrating hit.
- 7 **Shield Defense** - Suit auto-defense systems learn to block enemy attacks and therefore it brings it shield up before the Pilot can react. The suit gains an additional +1 to its shield save - this is only good against shooting attacks. Note, if this skill is rolled again the suit may get another +1 up to the maximum of a 2+ shield save.
- 8 **Parry** - The Suits auto-defense systems learn to counter enemy attacks in hand-to-hand. You may force the enemy pilot to re-roll one attack dice - you must though except the second result even if its better. If you roll this skill again you can force the enemy pilot to re-roll a second dice.
- 9 **Crack shot** - The Suit targeting computers are upgraded, the Pilot gets a +1 to his shooting score.
- 10 **Damage Limitation** - The Suit learns to roll with its impacts lessening the damage caused to it. All damage table rolls are at a -1 modifier.
- 11 **Ferocious** - The Suit is like a wild animal in combat, adding kicks, body blows, shoulder blocks and even head butts to the Pilot combat abilities. Pilot of the suit get an additional +1 attack in Hand-to-hand.opponents turn.

Pilot Name	Points/Model	Profile:											EP
		M	WS	BS	S	T	W	I	A	PS	LD		
<i>Pilot Bonus</i>													

Skills:

Notes:

Suit Name	Points/Model	Front Armor	Side Armor	Rear Armor	EP

Skills:

Notes:

Weapons:

Special Options:

Speed:

Troop Category:

Permission to Photocopy for personal use

PILOT & SUIT DATAFAX

Pilot Name	Points/Model	Profile:											EP
		M	WS	BS	S	T	W	I	A	PS	LD		
<i>Pilot Bonus</i>													

Skills:

Notes:

Suit Name	Points/Model	Front Armor	Side Armor	Rear Armor	EP

Skills:

Notes:

Weapons:

Special Options:

Speed:

Troop Category: