

# MOBILE SUIT GUNDAM BATTLE SYSTEM

## Mobile Suit Upgrades

Overtime Mobile Suit teams gradually customize their machines, most of the time this normally means a standard weapon fit that the pilot is comfortable using - or sometimes a paint scheme or badge the team has adopted as their emblem. Sometimes one or two suits receive somekind of upgrade, or test a new prototype device.

The following are a series of upgrades that can be fitted to your Mobile Suits. These range from improved systems to reinforced armor that allows the suit to function longer in heavy combat situations. These upgrades are only available to the very best Mobile Suit pilots, so only HQ and Elite pilots can take them within the following guide lines.

*HQ units – may be fitted with up to three upgrades*

*Elite units – may be fitted with one upgrade*

Remember to use these upgrades you must follow the What You See Is What You Get rule. The suit must have its upgrades modeled onto it – this stops nasty surprises like attacking a suit just to find it has reinforced armor and a weapon arm. Stick to this rule and the upgrades presented below will cause no trouble in your MSGBS games.

### **Ablative Armor** +10points

Some Suits are fitted with Ablative armor; extra plates that overlay vital systems and is designed to distribute weapons energy. The Ablative armor is normally bolted or part of an over suit to make damaged plates easier to replace after battle. Suits wearing ablative armor can disregard the first penetrating hit on their suit. After that all shots will penetrate as normal as the ablative armor is now useless.

### **Extra Armor** +15points

Pilots or technicians sometimes add extra armor to the suits to provide extra protection. Suits equipped with this count 'Pilot Stunned' results on the damage table as 'Crew Shaken' instead.

### **Cracker Grenade (Zeon only)** +5 points

Zeon forces have developed a number of anti-Suit targeting devices. One of which is the Cracker grenade. When used it can overload the visual sensors of a Mobile suit rendering them useless for a short while.

A Cracker is used in HTH combat and can only very once per game for each suit that carries one. It's sudden flash and scrambling electronic waves will overload the Zeon's opponent on a role of 5+ rendering the enemy suit unable to attack back for that turn or defend itself for that turn.

### **Searchlight** +5points

Searchlights are fitted onto suits that are about to perform night fighting missions. They allow one enemy suit spotted by the suit to be fired upon by any other member of the MS team that has line of sight to it. The downside is that any enemy units can fire upon the suit using the Searchlight as they can see the light shining in the dark.

### **Smoke Launcher** +5points

Smoke charges can be used to generate smoke to hide behind. Once per game, after completing movement (no matter how far), a suit with smoke launcher can trigger them. Place cotton wool around the suit to show it is concealed by smoke. Any shooting against suits hidden by smoke is at -2 to hit and any penetrating hits only count as glancing hits. After the enemies turn the smoke disperses with no further effect.

### **Reinforced Shield (Federation only)** +35points

Almost all Federation suits are fitted with shields – some pilots reinforce them with additional armor plates or are testing a new alloy. Reinforced shields give the Mobile Suit a 3+ save – all other rules for shields apply.

### **Shield** +25points

Not all suits come with shields as standard, some pilots request one for additional protection and it is retrofitted to their suits. However, there are many problems with Mobile suits computers, balance because the suit is not intended to use a shield, and the mount is improvised at best means the suit only gets 5+ save – all other rules for shields apply.

### **Arm-mounted Weapons** +variable points see below

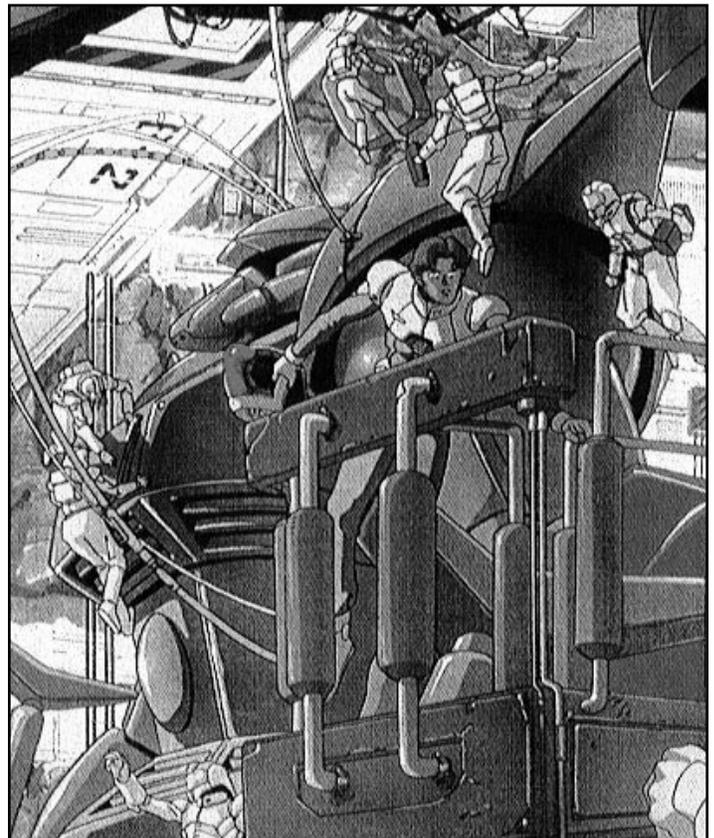
Some Mobile Suits sacrifice a hand or limb to fit a more powerful weapon to it. These suits are normally prototypes or field refits.

*Gundam Hammer (counts as Beam Sabre) +15 points*

*Gatling Cannon (counts as 75mm Gatling Cannon) +30 points or twin linked Gatling Cannon for +40 points*

*Arm Cannon (counts as 240mm Missile Launcher) +25 points*

The Mobile suit can still carry hand held weapon systems – however (with the exception of the Gundam Hammer) the suit must remain stationary to use its arm-mounted weapon system.



### **Support Missile +15 points**

On occasion Mobile Suits are called upon to destroy large targets like shuttles or land ships. The firepower of a Mobile Suit sometimes is not enough so they are fitted with a one shot missile system. This system is normally mounted on the arm, replacing the shield mount and takes the form of a missile with a high yield warhead.

At anytime during the Mobile Suits shooting phase he may use the missile instead of any other weapon system. Roll to hit as normal, the support missile counts as a 360mm Super Bazooka in terms of working out damage.

### **Sensor Targetor +15 points**

Mobile suits can be equipped with a Sensor Targetor, this allows the Suit to detect infiltrating targets and ambushers within 18" if it stays still for one turn and does not fire. In every other way it acts like a normal targetor.

### **Improved Jets +20 points**

The Mobile suit is refitted with a powerful jumpack, greatly increasing its maneuverability. The Mobile Suit is now able to do hit and run attacks - to represent this, the mobile Suit may make a 6" move in the assault phase regardless of whether or not it is within 6" of an enemy.

### **Improved Comms +5 points**

Command Suits are sometimes fitted with improved comms, keeping the Teams command in touch with his troops, even in a

storm of Minovsky particles. Mobile Suits within 12" of a Command suit fitted with improved comms can use their commander's leadership to take tests on.

### **Aiming Sensor +30 points**

This is attached to any ranged weapon, but unlike a Targetor it actually increases the effective range of that particular weapon by 6". As such, it can effectively keep a guy from being hit by staying just outside his opponent's weapon fire.

### **Parry Computer Download +25 points**

The mobile suit's computers have downloaded information on how to parry HTH attacks with HTH weapons like beam sabers and heat hawks. To represent this, the mobile suit may make a parry save roll against a close-combat attack. On a roll of a 5+, the attack is parried, and both mobile suits are knocked back two inches from where the action took place, to represent the recoil coming from pushing against one another.

### **Upgraded AMBAC System +40 points**

The mobile suit is outfitted with the AMBAC System, which allows it to walk and fire with a +1 to shooting rolls or run and fire with a -1 penalty to shooting rolls since the mobile suit's computers know how to cope with the weapon recoil

*That is all... Good luck Pilots.*

