

MOBILE SUIT GUNDAM BATTLE SYSTEM CARRIER GROUP HERMES

A Brief Introduction

Welcome to Operation Hermes. This online supplement has been written to allow Pilots to participate in this second worldwide Mobile Suit Gundam Battle System campaign. In the follow pages you will find a collection of backgrounds notes related to Operation Hermes and new rules - including special characters and new Troops types. All of which is compatible with the MSGBS Return to Space plug-in.

What is a Campaign?

Wouldn't it be great if your victories gave you an advantage the next time you fought and the men under your command grew and became more skilled with each passing battle? You would know that your skill as a commander was rewarded and the Gods of battle are smiling on you. What if you were fighting for a bigger picture? Where winning the battle meant saving a town from certain destruction, or brought vital time to bring reinforcements to a failing front. Where you might have to fight to the last man for an ideal, which victory means more than just tally of destroyed Mobile suits? This is what a campaign is about.

In Hermes you command a Mobile Suit team as it fights it way, not only across the sea of stars, but also into the pages of history itself. Where each battle counts, and the results of each paves the way for greater victories later on. Where each Pilot and suit gains an individual history and where you come to greet the loss of veterans with groans of dismay. In it's most basic terms a campaign is a series of linked battles.

Carrier Group Hermes Campaign

There are many different campaigns to play; Carrier Group Hermes is like the Grey Gundam supplement and is what is closed a campaign - with fixed number of battle to fight and a definite ending. Keeping it short helps everyone keep their attention focused on the campaign, because we all have a life and commitments outside our hobby to keep.

For the next eight weeks the MSGBS website will, once a week be publishing a new scenario based on the events of the Federation push into Zeon held space in an area near the Solomon fortress names the sea of shards. You can play as many battles as you like based on this new scenario, and if you are feeling creative you can even play a side scenario based on an unusual occurrence during your game.

Once you have fought you battle and victor is found you can log onto the MSGBS website. Record your results in the Victory Poll to show who is winning the conflict, and even write about your battle in the Carrier Group Hermes Forum Topic. Also once a week the MSGBS website will be publishing a News bulletin, this will bring you up to speed on events within the campaign. With special news items, the latest solar reports rumors of troop movements, mini battle run downs, and brand new rules.

One very important point about the Hermes campaign. This is a Federation Vs Zeon conflict, with a few exceptions the two forces have not been plagued with infighting. Nor has the concept of

Mobile Suit mercenaries appeared in UC0079 If neither side wants to be pigeon holed into leading one type of force, you can swap command of the forces after each battle. Also remember that the MSGBS campaign rules are fully compatible with this campaign.

Now read on Pilots, have fun and good luck...

Carrier Group Hermes - A Brief Introduction

During the last three months of the one year war and Zeon had evacuated the majority of its Earth Attack Force off the planet. Leaving behind resistance cells, elements of the dominant Zeon navy and those who could not or would not leave. By this time the war was starting to go badly for Zeon, the Federation had begun mass-producing Mobile suits of their own and could finally fight the principality on an almost equal footing.

Time had finally come for the Federation forces to reclaim their lost territories in space and to beat back the Zeon forces all the way to Side 3. To this end the Federation Space Fleet, with refitted ships able to carry the new GM Mobile Suits were deployed.

Several fleets were launched during Operation Star One, the two largest were given the task to take the two Zeon Space Fortresses, Solomon and A boa qu. While several smaller fleets were given the unglamorous task of either diversion (like the now famous 13th Autominous Fleet), holding actions or patrolling the earth sphere. This is where our story begins...

This is the story of the fight for the Rainbow shoal, a debris field scattered between the ruins of Side Two and Side Five. The campaign follows the exploits of a small Federation Carrier group - Hermes, which is attached to the 6th Fleet, and their encounters with the Zeon Raiders in the area.

The 6th Fleet has just begun its sweep of the debris field and to liberate this area of space. The few Federation Mobile Suits Pilots have had limited space fighting experience, and are suffering at the hands of the more experienced Zeon pilots. Although Carrier Group Hermes has been assigned the Federation Ace Lady Jessica Ide and her new GM light type, they have meet with very limited success.

Little do the Federation know how much the Zeon forces in the area are in a disarray. With only the Vanguard fleet actually offering any effective resistance against the Federation incursion. There has been a natural lull in fighting as both sides are receiving additional reinforcements - and now you can take part in these battles, deciding the fate of Side Two space and your Zeon or Federation forces.



The Battle ground

The Carrier Group Hermes campaign is based in the area of space around Side Two, early on in the war the initial fighting reduced this area of space into a vast debris zone now named the Rainbow shoal. The Federation Space Forces are just beginning the reclamation of the sea of stars, and Carrier Group Hermes is part of the 6th Fleet assigned to liberate this area of space.

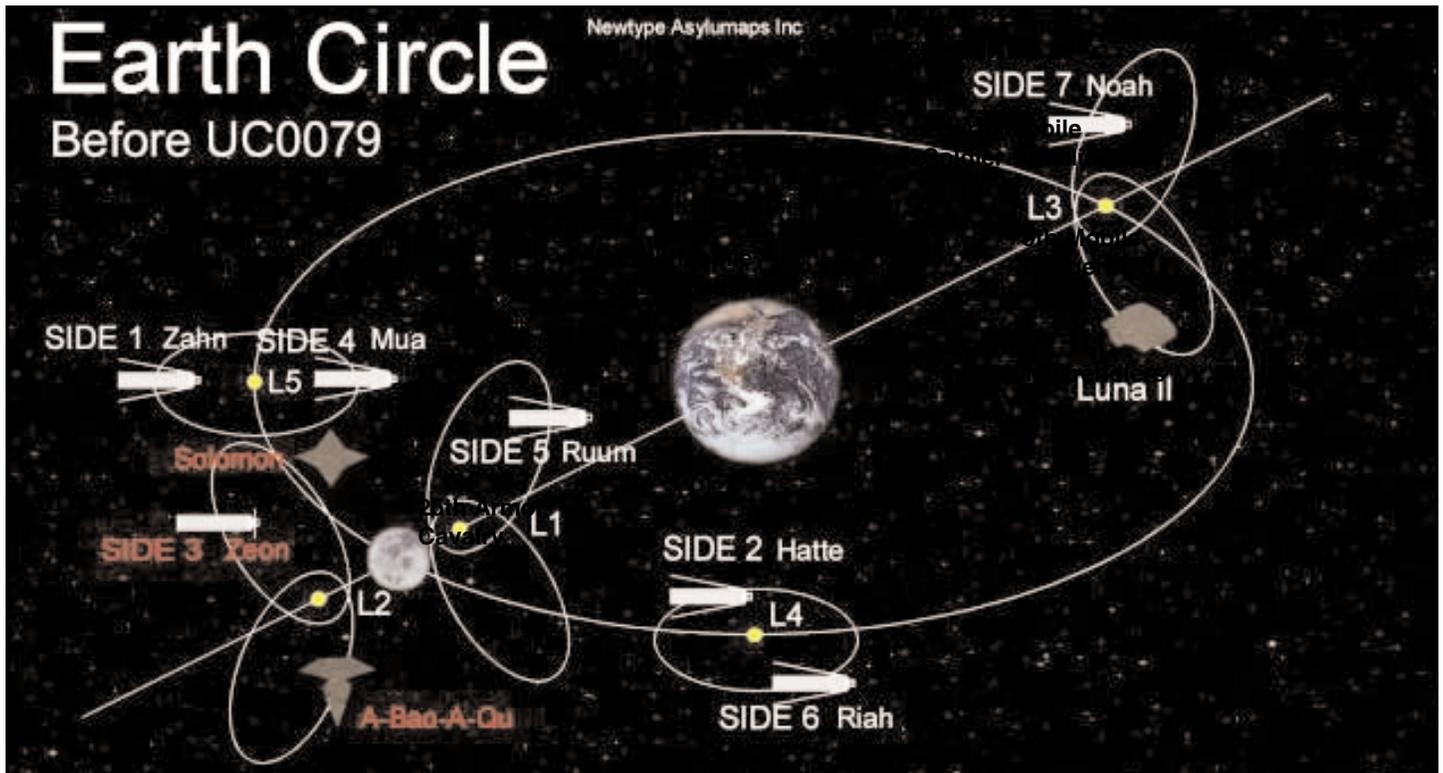
The Federation is now fighting in the Zeon territory, there supply lines are longer than Zeons and they have little experience in the use and deployment of Mobile suits in space. Thus they are suffering tremendous losses. However, the Federation is a great believer in quantity over quality. Faced with the vast numbers of Federation vessels and Mobile suits. Zeon forces have been forced onto the defensive, but with every engagement they leave the Federation with a bloody nose.

Federation Carrier Group Hermes is a new addition to the 6th Fleet and is expected to nullify the Zeon Mobile Suit advantage.

Earth Circle

Before UC0079

Newtype Asylumaps Inc



Both sides have found themselves fighting in thick debris fields, inside wrecked colonies, and the wide open wilderness of space. The Zeon forces have contented themselves with hit and run attacks, while the Federation is continuing its steam-roller advance.

Federation Forces

The Hermes Carrier group is part of the 6th Fleet operating in this area. The 6th Fleet is mainly made up of two dozen Salamis class cruisers with two Magellan Battleships. Its Mobile suit compliment is carried by two Columbus Transports converted into auxiliary carriers. Overall command of the Fleet is Admiral Strova, a career officer placed in command out of seniority rather than ability.

Carrier Group Hermes is made up of six Salamis Class cruisers and two Columbus Class Auxiliary Carriers named Hermes and Fortitude. Although the Carrier Group is attached to the 6th Fleet they have a great deal of autonomy, and only have one standing order to clear Side Two space.

A recent addition to Carrier Group Hermes is the piloting skills of Lady Jessica Ide, now piloting a RGM-79 Light Armors.

Zeon Vanguard Fleet

The space around Side Two is firmly in Zeon control, the Vanguard fleet has made this area their home. The Vanguard fleet consists of 10 Musia and 6 Zanzibar Cruisers and is a very dominant force.

Although it hasn't been confirmed the Zeon forces have also made an outpost out of the wreckage of one of the colonies in the area. Making it hard to determine the numbers of Zeon Mobile suits active in the area.

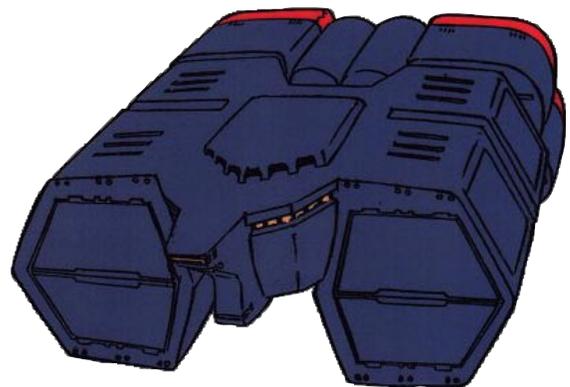
The overall command of Vanguard Fleet is Admiral Hans Solon, a competent and respected commander and well versed in the tactics of space warfare. His only weakness is he delights in toying with his enemy, rather than destroying them.

Game on...

Okay Commanders the stage is set for the campaign, prepare your suits, ready your men - the fate of Side Two is in your hands.... Good luck Pilots

COLUMBUS CLASS

AUXILIARY MOBILE SUIT CARRIER



Unit type: Transport/Auxiliary Carrier ship

Affiliation: Earth Federation

Overall length: 145 meters

Propulsion system: rocket engine x 8

Crew: 65

Armament: Anti-aircraft 2-barrel MG x 8, 3-tube missile launcher x 4

Mobile suits Capacity: 6

Launch catapults: 1

Mechanical designer: Kunio Okawara

The Columbus class transport is the workhorse of the Federations logistics system. These large and relatively fast transports carry all the Federations vital supplies. Due to the large number of engines on the Columbus class it is possible that they are actually faster than the Federations Salamis and Magellans. However this is more than like to not be the case. The large number of rocket engines are more likely to be there to balance out the large cargos they normally carry.

During the One Year War the Columbus class were regularly refitted into carriers for mobile suits. The large cargo holds were perfect for hangers, but this did mean that crew accommodations were abnormally cramped. Despite this they were very successful because the handful of Pegasus class couldn't be everywhere and the refitted Columbus could fill the gaps.

source Gundam Navel Museum