



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 your 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 Grey Gundam 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 weather reports rumors of troop movements, mini battle run downs, and brand new rules.

A couple of important points to about the Grey Gundam campaign. This is a Federation Vs Zeon conflict, with a few exceptions the two forces have not been plagued with infighting. 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...

Grey Gundam - A Brief Introduction

During the closing months of the one year war and Zeon Earth forces still occupy nearly two thirds of Earth. The Federation armed forces for most of the war has been forced to fight with just conventional forces are unable to launch any significant offense against the superior Zeon military, and have been forced to fight pure defensive actions. It's only been through sheer determination, courage, sacrifice and the weight of numbers of the tank squadrons, infantry and air force divisions, plus the timely arrival of the White Base, that the Federal forces have any control over earth's territory at all.

With the production facilities of Jabaro Base, the combat data from the Gundam and Project V, the Federation armed forces soon started to see their own Mobile Suits in the form of the GM Type E to combat the Zeon advantage. Over the next two months the Gundam Ground types start to appear and the first time since the beginning of the One-Year war the Federation forces find themselves on a level footing the Zeon Earth force. This is were our story kicks off...



Although, most of North America has been lost to Zeon, the Federation managed to hold a large part of Canada and now have three Mobile Suit units contesting the border and the territories beyond. The Fourth Federation 'Lougheed' Mobile Suit Battalion and the 30th 'Leg Breaker' Tank Regiment are starting a push to liberate the East coast US territories. The Battalion has been assigned a single RX-78-2 Gundam, under the piloting skills of the Lady Jessica Ide, and are meeting with some initial success.

Zeon forces in the area are in a degree of confusion, and have regrouped around the ruined outskirts of Buffalo. Not before losing two Mobile suit companies and several armor and infantry battalions to the Federation offensive. Even fighting in the ruins of Buffalo, the Zeon's have found themselves on the defensive, which has been an unnering experience for them. It wasn't until the Mobile Suit ace Lance Castle a.k.a. the Blue Max was transferred to them have the Zeon forces been able to stem the Federation offense. Piloting one of the few Gelgoog suits in the Zeon Earth forces, he has been the perfect foil against the power the Gundam, and is only called into action when the Grey RX-78 is sighted.

With a stalemate in effect there has been a natural lull in fighting. As both sides are reinforced for the next set of actions - and now you can take part in these battles, deciding the fate of US east coast and your Zeon or Federation forces.

A Brief Introduction

Welcome to Grey Gundam. This online supplement has been written to allow Pilots to participate in this very first worldwide Mobile Suit Gundam Battle System campaign. In the follow pages you will find a collection of background related to Grey Gundam and new rules - including two special characters and two new Troops types.

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 a campaign you command a Mobile Suit team as it stomps its way, not only across a battlefield, 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.

Grey Gundam Campaign

There are many different campaigns to play; the Grey Gundam 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 North American territory for you to participate in. You can play as many battles as you like based on this new

The Battle ground

The Grey Gundam campaign is based on the North American border, the initial fighting mainly took place around ruins of Buffalo City and New York State. The Federation forces have managed to keep a hold of most of Canada and are now pushing back into North America to capture important resources and production facilities.

At this time the Earth's climate has been ravaged by an abortive colony drop and areas of the planet are experiencing dramatic weather changes. North America is no exception although its early fall, the weather is unusually cold and there have been several severe snow storms in the area. A fact that has stopped both sides from being able to deploy their air forces.

Both sides have found themselves fighting all kinds of terrain from urban ruins, verdant forests, rolling hills, mountain ranges and barren wind swept plains. For now, the Zeon forces have rallied themselves and have reformed their defensive lines in the outskirts of Buffalo City. Here in the city limits they are waiting for Federations next attack.

Federation Forces

There are several Federation bases in the area; three of these bases are staging areas for the Mobile Suit forces, where elements of Fourth Mobile Soldier 'Lougheed' Battalion are stationed. This reinforced Battalion is lead by Colonel Garren Lougheed, a professional soldier with a keen tactical mind. His Battalion with supporting forces is leading the main thrust into Zeon territory.

The Fourth are being supported by several conventional units, most of which are infantry regiments or Tank companies. The Colonel has the authority to call in support from the 12th Federation Air wing, but with the severe storms in the area this supporting element has spent most of the time grounded.

A recent addition to the Colonel forces is the RX-78-G-3 under the piloting skills of Lady Jessica Ide, and although in theory Lady



Jessica is under the command of the Colonel they have a great deal of freedom as they busy themselves hunting out the Blue Max.

Zeon North East Forces

Most of North America is under Zeon control, the areas around the Canadian border have seen the most ferocious fighting of the One Year war and are mainly blasted ruins with very little civilian population left in the area.

The Zeon Earth forces have several reinforced Mobile Suit companies in the area, along with conventional units of infantry and armor. These conventional forces have found themselves based along the border with the Mobile Suit companies in staging areas behind the lines. The overall command of North American sector is General Miko Troist, a ruthless man who obtained his position through political maneuvering than actual ability. The Zeon forces in the area have been suffering from his inspired orders, and he has become increasingly paranoid purging many of his staff officers after accusing them (falsely) of trying to assassinate him.

If it weren't for the appearance of the Zeon ace known as the Blue Max, the Federation forces would have recaptured the North East Coast weeks ago. Thanks to his sudden appearance on the front, the demoralized Zeon forces have rallied around the Ace. This has added to the General's paranoia and he sees the Blue Max as a threat to his command. Although at the moment the General is content to see if the Ace will get himself killed in combat...

Game on...

Okay Commanders the stage is set for the campaign, prepare your suits, ready your men - the fate of the North East coast of America is in your hands.... Good luck Pilots...

