

Federation Special Character - Lady Jessica Ide



The Lady Jessica Ide was originally a fighter pilot, before she became a test pilot in the project V program. Many said she only got the position because the top brass wanted something pretty to look at during the Gundam demonstrations to impress dignitaries. Indeed she was used in several recruiting campaigns and has become a poster girl for the Federation forces - a role she seems to enjoy playing up to.



However, those that witness her natural piloting skills, quick reactions and ruthlessness in battle soon dismiss the notions of her just being a pretty young thing. Having trained and participated in the testing of the Gundam throughout its development she was a natural choice to be assigned one of the precious few RX-78 units. A fact that the Federation made great use of during their recruiting vids.

Her suit is an upgraded RX-78 unit and was originally one of the three Gundam prototypes being tested at the Side 7-research colony. Only one Gundam survived the Zeon

attack, and the remnants of the other two were transferred to the Luna II research station. These two damaged suits were cannibalized and one complete suit was rebuilt out them. This Gundam became a test bed for new technologies. Due to the upgrades it received, this test unit was assigned a new model number of "G-3", and Lady Jessica Ide was assigned to pilot it.

The most noteworthy of the features tested on the G-3 was the magnet coating technology developed by Mosk Han. By increasing the efficiency of the field motors used in the G-3's joints, the magnet coating process boosted its maneuverability by almost 30%. This process was ultimately applied to the second unit piloted by Amuro Ray. The G-3 and Jessica was eventually reassigned to defend Jabaro base, then once threat of attack passed, to provide support to other Federation units. In this capacity, Jessica has found herself shuttled from one warfront to another - her skills and power of the G-3 are in constant demand. Currently she is assigned to support the Lougheed Battalion in their push in Zeon held territory in North American.

Lady Jessica Ide & RX-78-G-3 Gundam 275pts

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Lady Jessica	4	4	5	3	3	3	6	4	9	9	75
Pilot Bonus	-	+1	+1	6	-	-	+2	+1	+1	-	-
Armor Values											PV
RX-78-G-3			13			13			10		200

RX-78-G-3 Gundam Standard equipment & weapon:

The RX-78-G-3 Gundam comes with this equipment and weapons: Targetor, beam sabre, beam rifle, twin-linked 60mm vulcans & jump pack

Special Rules:

Inspirational Icon; Lady Jessica Ide is an inspirational icon to the Federation armed forces. Any Federation unit within 12" of her may re-roll any failed Leadership tests. However, if her suit destroyed all Federation units must make an immediate 6" fall-back move.

Lady Jessica Army Entry

Lady Jessica can only be used by Federation MS Teams, she takes up one elite slot on the Force organisation chart. In a normal battle pay the full points for her, however if you fighting against the Blue Max she may be taken for free.



Type 61 Battle Tank

The Type 61 is the Federations main battle tank and was used extensively during the defense of earth. The Type 61 crews had the unenviable task of going up against the vastly superior Zeon Mobile Suits. Despite horrendous casualties and through some very hard-learned lessons, the Tankers were able to slow down and

eventually stop the Zeon advance.

Type 61 Federation Battle Tank

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Crew Profile	4	3	3	3	3	1	3	1	6	7	-
Armor Values											PV
Type 61 Tank			9			8			8		50

Type 61 Battle Tank Standard equipment & weapon:

The Type 61 Tank comes with this equipment and weapons as standard: 150mm Cannon (same as the 100mm Machine Gun)

Type 61 Army Entry

The Type 61 counts as a Troop choice. You can have upto four Type 61's per troop slot on the Force Organisation chart. You do not need to purchase any pilots to take this Tank as if comes already crewed. Plus no Mobile Suit pilot in there right mind would step inside these metal coffins.

Type 61 Battle Tank Special Rules

The Type 61 Battle Tank is a vehicle and follows all the rules featured for vehicles in Warhammer 40,000 rulebook.

Even with the advent of the Federation Mobile Suits the Type 61 still sees combat action. It's not uncommon for several Tank squadrons to be assigned to support of a Mobile Suit battalion, and to accompany them into battle. In dense terrain like cities or jungle, these Tanks can give Zeon pilots a considerable headache.

Indeed many Tank squadrons have earned themselves nicknames for their Mobile Suit hunting abilities. Like the famous 31st 'Leg Breakers' Squadron, led by Commander Steve Voight - a bear of a man who is determined to prove the worth of his Tanks. His tactics

Zeon Special Character - Lance Castle aka The Blue Max



Lance Castle is a Zeon ace, he proved himself at the battle of Loum by destroying three Federation battleships with his extremely aggressive actions. In the grand tradition of aces he was awarded with his own color scheme, Lance took an inspiration from his family history. He decided on taking the name and colors of a distant long dead relative from a 20th century conflicts known as the Great War. This relative was an ace pilot known as the Blue Max and his suit was colored accordingly.



Since the battle of Loum, Lance has taken part in many actions and has been assigned the best suits Zeon can offer. Just recently he traded in his Dom for a YMS-14, a prototype version of the Gelgoog and he pilots one of very few Gelgoogs to be found on earth. This Gelgoog prototype is faster, overpowered and carries a little less-armor than the standard production model.

Like most Zeon aces the Blue Max has found his services in constant demand. He narrowly missed out on attacking the legendary White Base and accompanying Gundam, when he held back a Federation relief effort to the beleaguered base.

With the start of Federation new offensive, he has found himself assigned to support the Zeon Mobile suit companies and to hunt down the Gundam operating in the area. His presence seems to have rallied the demoralized Zeon troops, who have been forced onto the defensive since the attacks have begun.

Lance Castle & YMS-14 Gelgoog Profile 275pts

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Lance Castle	4	6	4	3	3	3	6	5	9	9	75
Pilot Bonus	-	+1	-	6	-	-	-	+1	-	-	-
Armor Values	Front		Side		Rear		PV				
YMS-14 Gelgoog	12		12		10		225				

YMS-14 Gelgoog Standard equipment & weapon:

The YMS-14 Gelgoog comes with this equipment and weapons: Beam rifle, twin beam sabre, shield, cracker grenade & jump pack

Special Rules:

Hit & Run: The YMS-14 Gelgoog is a customized suit with an emphasis on speed. To represent this, the YMS-14 Gelgoog may make a 6" move in the assault phase regardless of whether or not it is within 6" of an enemy.

Improved Comms: YMS-14 Gelgoog is fitted with improved Comms and so follows the rules accordingly. Suits within 12" of a Command suit fitted with improved comms

Berzerker: Lance Castle builds himself up to a berzerker like fury in battle. Once per game he can add an additional +1 attack to his profile - however he cannot use his shield to ward off any blows as he is letting his anger control his actions.

Lance Castle Army Entry

Lance Castle can only be used by Zeon MS Teams, he takes up one HQ slot on the Force organisation chart. In a normal battle pay the full points for him, however if you fighting against Lady Jessica he may be taken for free.



MS-05 Zaku I

The Zaku I, or "Old Type Zaku," is an early version of Zeon's standard mobile suit. Designed five years before the outbreak of the war, it's now considered obsolete and largely relegated to non-combat work. During the One-Year War, the Zaku I is used mostly by supply teams like the one commanded by Captain Gadem, or by eccentric Zeon aces.

The Mobile suit revolutionary for its time is about on par with Federation RGM-79 (E) in terms of technology, and is shunned by many Zeon elite pilots. The suit is mainly found in the Zeon training squadrons, or is normally assigned to the newbie pilots.

Many Zaku I regulated to supply work have also found themselves pressed into active service again to reinforce the Zeon Mobile suit companies. Although the suit is generally seen as a joke in the high-tech Zeon army they free up more advanced suits for frontline work, by taking on guard duties and defensive actions.

MS-05 Zaku I Profile

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Pilot Bonus	-	-	-	5	-	-	-	-	-	-	-
Armor Values	Front		Side		Rear		PV				
MS-05 Zaku I	11		10		10		80				

MS-05 Zaku I Standard equipment & weapon:

The MS-05 Zaku I comes with this equipment and weapons as standard: heat hawk & jump pack

MS-05 Zaku I Optional equipment & weapon options

The MS-06S Zaku II can be equipped with the following optional equipment & weapons : Cracker grenade (+5pts), shield(+25pts), 100mm machine gun (+35pts), 120mm machine gun (+40pts), 280mm Bazooka (+45pts) and 175mm Cannon (+45pts),

MS-05 Zaku I Army Entry

The MS-05 Zaku I can only be used by Zeon Troop Pilots only.