

MOBILE SUIT GUNDAM BATTLE SYSTEM RETURN TO SPACE - STAR FIGHTERS



A Brief Introduction

This **Mobile Suit Gundam Battle System - Return to Space Star Fighters** is an **Alt-World** rules plug-in for Warhammer 40,000 gaming system allowing you to fight deep space battles on the tabletop between your Gundam and Mobile suit action figures or Model kits. You will need a copy of the Games Workshop Warhammer 40,000 rules system and the **Mobile Suit Gundam Battle System** and the **Return to Space** to use the plug-in presented here.

The **Star-Fighters** introduces a new element to the Mobile Suit Battles - Fighters. At the beginning of the OYW the Fighter played a major role in the raging space battles. It is certain if it wasn't for the courage of the Federation Pilots the Fleets losses would of been a lot worse. The same could be said for the Zeon pilots, flying combat missions alongside Zakus and suffering the same attrition as their Federation counterparts Halfway through the OYW and the introduction of Mobile Suits, the Fighter appeared redundant. Many Aces were retrained to use Mobile Suits and the Fighter was resigned to mundane escort and patrol work.

With the Federation returned to space, the Fighter was pressed back into frontline service, flying recon missions and in support of Mobile Suit teams. Although not as powerful as Mobile suit or as heavily armored. Fighter Pilots were just as determined to up hold their heritage and prove their worth as combat units.

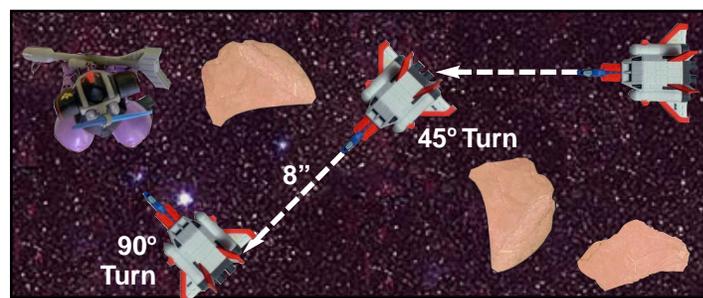
Now before I go here is a very important note; the Return to Space-Star Fighter rules is not a rework of the MSGBS or the RTS. Points made in those plug-in rules unless mentioned here still apply. Also unless its mentioned in the plug-in rules follow all the rules for shooting, combat and movement that the Warhammer 40,000 rulebooks. Have fun...

Movement

Fighters move a lot differently than Mobile Suits, they are a lot faster than MS, but suffer when it comes to maneuverability. The Pilot inside has to combat inertia, g-forces and does not have the verniers to perform manoveres like a Mobile Suit.

Each type of Fighter has different movement value which is in their profiles. Here are the general rules governing movement and turning in space.

Star Fighters	
Must move a minimum of 4" before turning and must move a minimum of 3" before turning again, the movement cost to turn is set out below.	
3"	to turn 45 degrees
5"	to turn 90 degrees
9"	to turn 180 degrees



For example: *A Core Boosters move rate is 24" - the Pilot uses 8" inches to move forwards and then executes a 45 degree turn which costs him an additional 3" movement to avoid some space debris (total 11" movement). The Fighter then moves forward another 8" and executes 90 degree turn. so the Core Booster can target the weaker rear armor of an enemy Mobile Suit. Total movement is 24".*

Note - Space is a 3D combat environment apart from turning and keeping station. Even a fighter may find itself flying up and over terrain. Measure the distance it take the fighter to climb the obstacle vertically and subtract it from the movement (vertical movement does counts as straight line movement for working out modifiers). If the Fighter doesn't clear in that turn, it can be assumed it is still climbing and will finish its ascent in the next turn.

Keeping Station

A Star-Fighter is unable to keep station in the same way as Mobile Suit. The pilot can fire all his retros if he takes a successful PS role. Even on full retro, but Fighter will still drift 2" in the last random direction. If the Pilot fails his PS role the Fighter counts as stunned for the next turn.

Fullburn

Star-Fighters are designed with sophisticated inertia systems much like Mobile Suits. This systems cut in to stop the pilot from becoming a bloody stain in this cockpit, if he accelerates to hard. The speeds represented on the Fighters profile is its 'safe' combat speed. Fighters are capable of pushing way past their safety limits if the pilot chooses to override his inertia controls. Do do this the Pilot must make a successful PS, he can then add an additional 2D6" to his movement.

For that turn the Fighter moves its full distance including its Fullburn movement in one direction, it cannot turn, shoot, or u be assaulted. The benefits apart from being able to move very fast, and

the Fighter receives a 4+ saving throw against all shooting attacks. In the following turn the Pilot must make another PS check to decrease his speed and move normally. If he fails the Fighter moves at Fullburn rate as last turn. If the suit moves off the table it is considered lost for the entire battle.

Stunned and Facing

On occasion Fighter Pilots get stunned or lose control of their suits. This normally happens when the Fighter is damaged, apply the result on the damage chart.

A Fighters facing is determined by the way the nose or cockpit is pointing, this is the direction the Fighter is assumed to be going for all movement purposes.

Collisions

Mobile suit pilots try not to collide unless of course its a deliberate close combat attack. Fighters can collide with objects, normally this is lethal for the pilot concerned. To deliberately collide with an object the pilot must pass a leadership test at +4 to the dice. If he fails the pilot chickens out (quite wisely). If he passes he can go kamikazee.

A collision occurs when part of a Star Fighter touches another object. However the collision happened here is how you work out damage. The Ramming Fighter does D3 hits at strength equal to its front facing armor +2.

Example. *A Core Fighters ramming strength is 5 + 2 = 7*

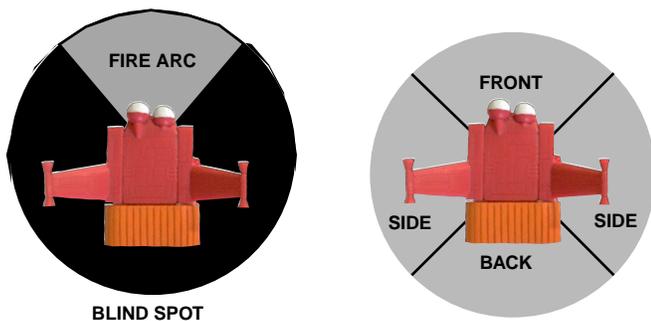
The Rammer takes D6 hits at strength to its target armor facing armor +2 up to the strength 10. All space debris is assumed to have armor 8 all round.

Assaulting

Fighters cannot assault, but they can be assaulted - *see the assault rules.*

Fighter Shooting

Fighters must fire their weapons against one target, and cannot pick out multiple targets. In addition the Pilot can only activate and use one weapons system at a time Fighters also have a more limited 90 degree fire arc to the front and cannot fire outside that arc.



Fighter Armor Value

Armor Values are different on each type of Star Fighter. They represent the strength and thickness of the alloy used to armor up the Fighter. Armor values on Fighters also differ depending on whether the shot hits the front, side or rear.

Damage Rolls

If the Fighters armor is breached make a Damage roll to see what happens. Roll a D6 and look up the result on the Damage Table. Please note there is only one damage chart for Fighters.



Glancing Hit Table - Roll a D6

- 1 Shaken** - May not shoot next turn
- 2 Stunned** - May not shoot and the Fighter moves out of control in a 3D6 random direction next turn.
- 3 Boosters Unit hit** - Roll a D6 on a 4+ the booster cuts out this turn and the Fighter moves the same speed as last turn and in the same direction. The fighter cannot make turns and if it leaves the table it counts as destroyed for Victory points purposes. Second hits in this area the Fighter is destroyed.
- 4 Inertia System destroyed** - The Fighters inertia system goes out. All Movement remains the same. The Pilot must make a successful PS roll when he moves. If he fails the Fighters counts as stunned for that turn. Second hits in the area the Fighter is destroyed.
- 5 Fighter Destroyed** - The Fighter is destroyed remove it from the table. Pilots still eject as normal.
- 6 Fighter Destroyed** - The Fighter is destroyed remove it from the table. Pilots still eject as normal.

Note on Stun and shaken results – Do not add them together you can only get stunned and shaken once per turn. These results are not accumulative.

Mobile Suits in Assaults

Star-Fighters do not actively fight in assaults. However they can be assaulted, follow the rules as described in the Warhammer 40,000 rulebook for assault vehicles.

Good luck Pilots, stay sharp and watch your six. Remember a Fighters Pilots best armor is speed. Stay in formation, look after your wingmen and you stand a chance of teaching those tin-men a lesson. Now check out the Federation and Zeon forces lists. Use your men wisely Commander.

That is all

