

## Big-Ro

**Model number:** MA-05

**Unit type:** mass production space combat mobile armor

**Manufacturer:** MIP Company

**Operator:** Principality of Zeon

**First deployment:** UC 0079

**Accommodation:** pilot only, in standard cockpit in main body

### Dimensions:

overall length 45.5 meters

overall height 26.3 meters

### Weight:

empty 125.5 metric tons;

max gross 229.8 metric tons

**Powerplant:** Minovsky type compact fusion reactor, output rated at 17800 kW

**Propulsion: rocket thrusters:**

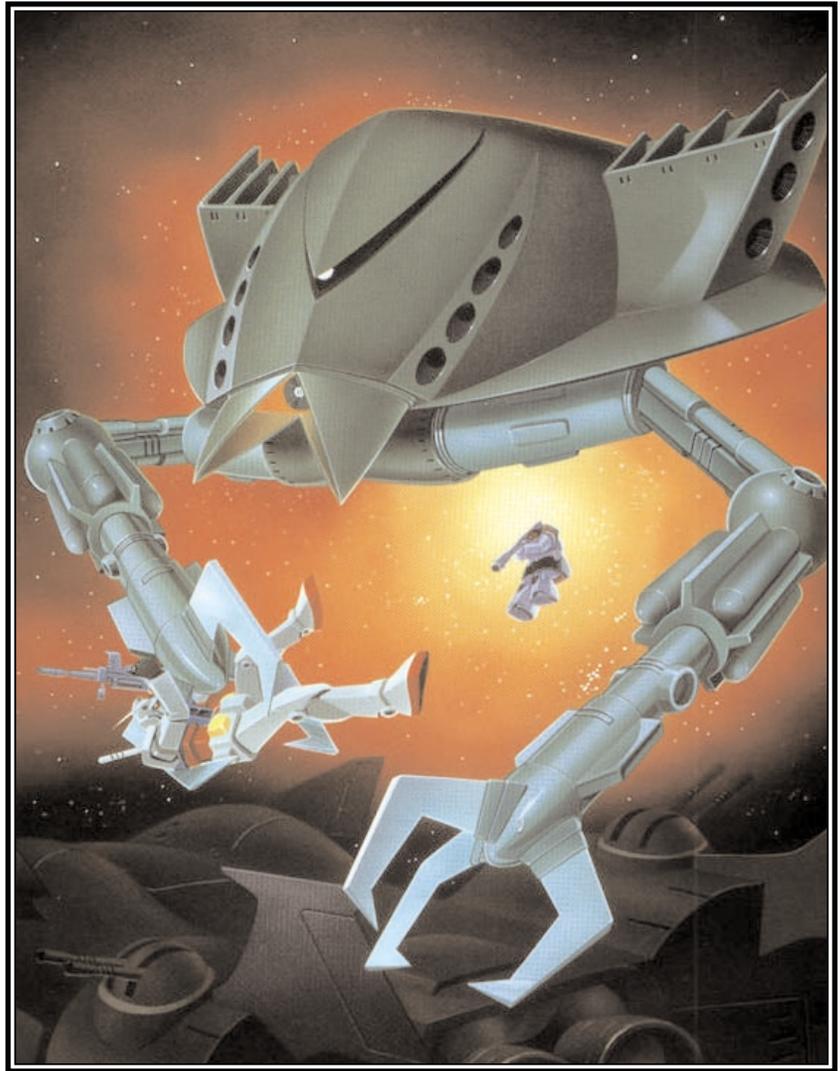
136100 kg total

### Performance:

maximum thruster acceleration 0.59 G

**Equipment and design features:** sensors, range 111000 meters; Minovsky particle scattering system for ECM (electronic countermeasures)

**Fixed armaments:** 1 x large mega particle cannon, mounted in main body; 2 x 4-tube missile launcher, 3 round magazine per tube, mounted on main body



## Technical and Historical Notes

In the years building up to the One Year War, several companies took part in a new conceptual weapons competition. MIP Company's entry to the competition was the experimental MIP-X1 mobile armor; however, MIP lost out to Zeonic Company's more agile and versatile mobile suit concept. As the One Year War opened and Zeon began taking a serious second look at the mobile armor concept, the MIP-X1 was taken back to the drawing board and remodeled into the mobile armor MA-05 Bigro. Mounted a

pair of large claw-laden arms for limited AMBAC (Active Mass Balance AutoControl) ability, the Bigro incorporated the same mono-eye sensor system used on all Zeon military mobile suits. Driven by a pair of large nuclear rocket engines, mounting a large mega particle gun and a pair of 4-tube missile launchers, and equipped with a Minovsky particle scattering system to make it difficult to detect with sensors, the Bigro was well-proven as a high-speed anti-warship unit. However, only a handful of the costly Bigros would be produced during the war.

## Big-Ro

	M	WS	BS	S	T	W	I	A	PS	LD	PV
Pilot Bonus	-	-	+1	9	-	-	-1	+1	-	-	-
<b>Armor Values</b>		<b>Front</b>			<b>Side</b>			<b>Rear</b>			<b>PV</b>
Big-Ro		14			12			12			375

**Structure Points** - 3

**Transport** - 2 Mobile suits

**Move Value** 20"

### Big-Ro Standard equipment & weapon:

The Big-Ro comes with this equipment and weapons as standard: Targetor, Mega-Particle cannon and twin-linked 4-tube missile launcher.

## Big-Ro Army Entry

*The Big-Ro is only available to Elite or Heavy Support Pilots*

### Special Rules -

**War Machine** - The Big-Ro is a War Machine and a Mobile Armor, it moves the same as a fighter and fights like a Mobile Suit in assaults (as described in the WH40K rulebook and the Return to Space Rules).

**Hitching a lift** - The Big-Ro is capable of carrying its own Mobile suit support. A Mobile Suit may travel on underneath of the Big-Ro gaining the additional movement of the Mobile Armor. You may start the game with two Mobile Suits riding clamped to the underneath of the Big-Ro. To dismount the Mobile Suit has to make a successful PS check or count as stunned for that turn.

To mount up during a battle the Big-Ro must be within 6" of the Mobile Suit at the start of the movement phase. The Mobile Suit then makes a PS test at -2 to see if he can grab onto the handle underneath the moving Big-Ro. If successful the Mobile suit can move at the same speed as the Big-Ro. If failed the Mobile suit and Big-Ro take an automatic glancing hit and the Mobile Suit counts as stunned for one turn.

**Special Damage Charts** - The Big-Ro is a war machine and takes damage a little differently from a normal vehicle. You will notice it has a Structure Point, this is effectively a wound.

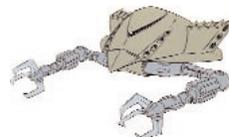
When you hit the Big-Ro roll to penetration as normal and then roll on the appropriate table and follow its directions.

### Penetrating Hit Table - Roll a D6

- 1 **Driver Stunned** - May not move next turn
- 2 **Engines Damaged** – Knock D3" off the vehicles move. If the Big-Ro is reduced to 0 movement is unable to change it course or movement - follow the Return to Space Rules for stunned fighters.
- 3 **Weapon Destroyed** - One weapon is destroyed, this weapon is chosen by the Opponent. If all weapons destroyed the Big-Ro loses one attack
- 4 **Major Damage** - Lose one structure point and roll on Glancing hits table. If reduced to 0 Structure points then roll on the Catastrophic hits table below
- 5 **Major Damage** - Lose one structure point and roll on Glancing hits table. If reduced to 0 Structure points then roll on the Catastrophic hits table below
- 6 **Chain Reaction** - Lose one structure point and roll again on this table. If reduced to 0 Structure points then roll on the Catastrophic hits table below

### Glancing Hit Table - Roll a D6

- 1 **Gun Crew Shaken** - May not shoot next turn
- 2 **Gun Crew Shaken** - May not shoot next turn
- 3 **Driver Stunned** - May not move next turn
- 4 **Engines Damaged** – Knock D3" off the vehicles move. If the Big-Ro is reduced to 0 movement is unable to change it course or movement - follow the Return to Space Rules for stunned fighters.
- 5 **Weapon Destroyed** - One weapon is destroyed, this weapon is chosen by the Opponent. If all weapons destroyed the Big-Ro loses one attack
- 6 **Major Damage** - Lose one structure point and roll again on this table. If reduced to 0 Structure points then roll on the Catastrophic hits table below



### Catastrophic Hit Table - Roll a D6

- 1 **Damage Control** - The G-Armor Pilot must take a LD test. If the test is successful then the damage control systems has contained the damage, and 1 Structure Point is 'repaired'. If failed you must roll again on this table.
- 2 - 3 **Destroyed** - The Vehicle is wrecked. Mark the destroyed Vehicle with cotton wool or remove it entirely.
- 4-5 **Explosion** - Models within D6" suffer D3 S7 hits on a D6 roll of 4+. The War Machine is destroyed, as described above.
- 6 **Huge Explosion** - The War Machine is vaporized in a huge explosion. Roll 1D3 per original Structure points to determine radius of explosion. Models within range suffer D6 S7 hits on a D6 roll of 4+.

