

MOBILE SUIT GUNDAM BATTLE SYSTEM  
**UPDATE 0080**  
BASED ON MSG 0080  
- WAR IN THE POCKET OVA





IMAGES FROM MSG 0080 -  
WAR IN THE POCKET OVA



MOBILE SUIT GUNDAM BATTLE SYSTEM  
**UPDATE 0080**  
BASED ON MSG 0080  
- WAR IN THE POCKET OVA

MOBILE SUIT  
**GUNDAM**  
BATTLE SYSTEM

Mobile Suit Gundam  
Battle System -  
Update 0080

By Nick Davis

Contributors - Brandon &  
Mark Simmons (0080 Synopsis)

**CONTENTS**

|                             |    |
|-----------------------------|----|
| Introduction .....          | 2  |
| Zeon Characters .....       | 3  |
| Federation Characters ..... | 4  |
| Zeon Army List .....        | 5  |
| Zeon Hanger .....           | 7  |
| Federation Army List .....  | 9  |
| Federation Hanger .....     | 10 |
| Armory .....                | 13 |



**PRODUCED BY THE MSGBS**

Mobile Suit Gundam, Zeta Gundam, Gundam ZZ, Char's Counterattack, Gundam 0080: War in the Pocket, Gundam F91, Gundam 0083: Stardust Memory, Gundam 0083: Last Blitz of Zeon, Gundam: The 8th MS Team, Gundam Wing: Endless Waltz, and G-Saviour are copyright Sotsu Agency and Sunrise. Victory Gundam, G Gundam, Gundam Wing, and Gundam X are copyright Sotsu Agency, Sunrise and TV Asahi. Turn A Gundam is copyright Sotsu Agency, Sunrise and Fuji TV.

No challenge to their status is intended. I am just a fanatical fan who wanted to show what you can do with a rules system, a change of setting, different models and a little imagination. So please don't panic and let us all enjoy the hobby! Contact me at [gundammsbs@yahoo.com](mailto:gundammsbs@yahoo.com) if you have a problem and I hope you don't. Now stop reading all this boring legal stuff and get back to enjoying the Mobile Suit Gundam Battle System at <http://www.gundambattlesystem.com>



The sky you see above is far away...  
...but it holds more dreams than you can carry.  
Yes, I want to break out of this man-made world  
and become free.  
And because I believe...  
...that you can become the wind...  
...if you keep running and reach the sky.  
I'll never give up forever.

*From MSG 0080 - War in the Pocket OVA  
Opening lyrics*



'Getting killed in space is the worst'

Bernie Wisemen, Cadet Corporal

## Introduction

Welcome to MSGBS Update 0080, this is a supplement to the Mobile Suit Gundam Battle System detailing the events of the OVA - War in the Pocket series.

This supplement is the first one to be published that does not take part in the 0079, but rather at the end of the OYW with Zeon Military on the verge of collapsing. This is the first in a series of supplements that will slowly march the MSGBS through all the UC era animations.

Within these pages you will find details and rules of the Mobile Suits and characters presented in the series. Plus special scenarios have been written allowing you to reinact key moments and conflicts of the War in the Pocket OVA.

To finish off there is final section dedicated to the background details and extra information from the 0080 era. This section is taken from the well-written 0080 synopsis and episode overview by Gundam Guru Mark Simmons, for the main reason I couldn't of wrote anything better myself and its a shame to let it disappear from Gundam fandom.

So here we have it, please remember you are going to need a complete copy of the MSGBS Ground War and Return to Space rules to make full use of Update 0080.

## A note about Mobile Suit Technology

By the time the events detailed in Update 0080 occurred Mobile suit technology had advanced so far, that Mobile Suits that were considered top of the line at the beginning of the war, found themselves vastly outdated.

Many of these suits were still used in Frontline service, these basic models considered easy to repair and supply. Meanwhile behind the lines and in other areas of the Earth Sphere more advanced models were being field tested by garrison forces.

Almost all the Mobile Suits featured in Update 0080 were not mass-produced to great degree and only existed in very limited numbers. Indeed the many GM variants featured in the OVA were little more than field test models, and the high-end performance level between these suits was rarely different to the other.

At this time Zeon had begun its Unified Complete Equipment update plan, but these kits were in short supply and almost all the frontline units never received them. With the exception of the Zeon garrison at Grenada, which launched several attacks on the Federation guards at the Side 6 Libot Colony.

For the rest of the Zeon Mobile forces, Mobile Suits with these update kits were extremely rare. This supply problem alone perhaps helped contribute to the now dire straits the Zeon military found itself in at the end of the OYW.

It is important to note that almost all the Mobile Suits featured in Update 0080 never saw action in the huge mass-combats of A Baoa Qu and Solomon. In fact many never saw action beyond the skirmishes on the Libot Colony, as the war came to a close a few days after the events in War in the Pocket OVA.

## Mobile Suit Hanger

The Mobile Suit Hanger is split into two sections, Federation, and then Zeon. The Mobile Suits featured in the Update 0080 Hanger are additions to the lists found in the various MSGBS rulesets, and they do not constitute a completely new army list.

Your Pilots are chosen from the Pilot lists featured in the MSGBS rulesets as normal. Each Mobile Suit has its own army list entry detailing what level of Pilot can jockey it, very much like the Space Force list featured in the Return to Space Rules.

Remember the all important WYSIWYG rule. You cannot field Mobile Suits that are equipped with the weapons or upgrades not shown on the MSIA or MS Model.

That is all... Good luck Pilots...



0:09:22.92 0:09:26.88 {Steiner} There's no doubt. It's what they launched from the arctic base.  
0:09:26.88 0:09:28.24 {Steiner} Where did you get this video?  
0:09:28.24 0:09:34.83 {Killing} One of our pilots obtained it during the battle with the Federation on Side 6.  
0:09:34.83 0:09:39.60 {Killing} Luck, seems to have made up for your incompetence.  
0:09:42.84 0:09:45.78 {Steiner} If I remember correctly, it was you, sir, who decided that base...  
0:09:45.78 0:09:51.33 {Steiner} ...was a research facility and sending in only one unit for the operation.  
0:09:51.33 0:09:54.84 {Killing} Are you saying that we should have followed your advice?  
0:09:54.84 0:09:57.32 {Steiner} Is the reason that the mission failed...  
0:09:57.32 0:10:02.56 {Killing} The Federation is starting to sweat.  
Your failure was a big break for them.  
0:10:03.58 0:10:11.53 {Killing} They went to ridiculous lengths to keep us from this thing by camouflaging that shuttle.  
0:10:12.60 0:10:13.08 {Garcia} Excuse me.

0:10:13.90 0:10:20.53 {Killing} To change this war's course, we must capture or destroy that thing at all costs.

0:10:21.64 0:10:24.24 {Steiner} The Newtype Gundam, sir ?

0:10:24.80 0:10:29.44 {Killing} I'd like to hear your ideas this time.

0:10:29.44 0:10:31.83 {Killing} I've also authorized your request for a replacement soldier.

0:10:31.83 0:10:37.13 {Killing} As you requested, he's an excellent pilot. Train him well.

**From the secret recordings of General Killing**



# MSG 0080 - WAR IN THE POCKET OVA - SPECIAL CHARACTERS

Within this section you will find the rules for the main characters that took part in the War in the Pocket OVA.



## Zeon Special Forces - Cyclops Team

Throughout the OYW Zeon made heavy use of Special Forces to conduct terror raids, take and holds, assassinations and other black ops against Federation Forces.

These forces are highly trained and motivated, able to work behind enemy lines for extended periods and trained in the arts of espionage.



### Captain Hardy Steiner

A dedicated professional soldier along the lines of the original series's Ramba Ral, Steiner is the leader of the elite special forces unit known as the Cyclops Team. He is equally adept at mobile suit combat, disguise, infiltration, sabotage and guerilla warfare.

Steiner is fiercely loyal to his team-mates, but his dedication to duty is so strong that he leads them in what he correctly suspects is a suicide mission.

|         | M | WS | BS | S | W | I | A | PS | LD | PV |
|---------|---|----|----|---|---|---|---|----|----|----|
| Steiner | 4 | 4  | 4  | 3 | 2 | 5 | 4 | 8  | 9  | 60 |

110

**Unit Size:** One Suit

Such is the efficiency of Zeon Special Op's that many of their missions have not been catalogued, and these small tightly knitted teams are highly feared.

Cyclops Team is part of Zeon Special Op's and during the closing days of the OYW is assigned to General Killing's command. It is unknown how many missions Cyclops Team has completed, however it can be assumed that they were highly successful.

**Mobile Suit Options:** All Zeon aquatic suits, or a MS-06FZ Zaku II Kai, this suit cannot be armed with a bazooka.

**Independent Character:** Unless Steiner is leading Cyclops team, he counts as an independent character and follows the rules for independent characters in the Warhammer 40,000 rulebook.

**Points Value:** If fielded as part of Cyclops team Steiners PV is 60 points to reflect his role as team leader. If used as part of another Zeon task force his points value is 110 points to reflect his specialist nature.

**Infiltration:** Steiner is among the best at infiltration operations. To represent this, Steiner and his Cyclops team may infiltrate the battlefield if the scenario allows it.



### 2nd Lieutenant Mikhail Kaminsky

The second most senior member of the Cyclops Team, the burly and jolly Misha is ace pilot of Cyclops team and is the chosen pilot of the mobile suit Kampfer. A heavy drinker, he never enters combat without a flask of bourbon close at hand, but he never lets the drink effect his performance.

|         | M | WS | BS | S | W | I | A | PS | LD | PV |
|---------|---|----|----|---|---|---|---|----|----|----|
| Mikhail | 4 | 3  | 4  | 3 | 2 | 4 | 3 | 9  | 8  | 50 |

**Unit Size:** One Suit

**Mobile Suit Options:** All Zeon aquatic suits, MS-06FZ Zaku II Kai, or Kampfer

**Independent Character:** Unless Mikhail is part of Cyclops team, he counts as an independent character and follows the rules for independent characters in the Warhammer 40,000 rulebook.

**Bravado:** Mikhail is as foolhardy as he is jolly and does not backdown from a fight. When rolling for leadership tests roll three dice and always pick the two lowest.

### Sergeant Andy Strauss

This Cyclops Team member is killed during the initial raid on the Federation's arctic base, overzealously stepping into the line of enemy fire in an attempt to prevent the Alex from escaping. Bernie is added to the team as his substitute.

|      | M | WS | BS | S | W | I | A | PS | LD | PV |
|------|---|----|----|---|---|---|---|----|----|----|
| Andy | 4 | 4  | 3  | 3 | 1 | 4 | 2 | 8  | 8  | 30 |

**Unit Size:** One Suit

**Mobile Suit Options:** All Zeon aquatic suits, or MS-06FZ Zaku II Kai

**Independent Character:** Unless Gabriel is part of Cyclops team, he counts as an independent character and follows the rules for independent characters in the Warhammer 40,000 rulebook.

**Dead:** Andy Strauss can only be used in the Alaska Assault mission, in which he was killed. After this mission he is replaced by Bernie Wiseman



### Sergeant Gabriel Ramirez Garcia

The wiry and sinister Garcia has a fondness for knife-play and little patience with amateur soldiers. He takes an instant dislike to Bernie, berating him for his foolishness and mocking him in front of Al.

|        | M | WS | BS | S | W | I | A | PS | LD | PV |
|--------|---|----|----|---|---|---|---|----|----|----|
| Garcia | 4 | 4  | 3  | 3 | 1 | 4 | 2 | 8  | 8  | 35 |

**Unit Size:** One Suit

**Mobile Suit Options:** All Zeon aquatic suits, MS-06FZ Zaku II Kai

**Independent Character:** Unless Gabriel is part of Cyclops team, he counts as an independent character and follows the rules for independent characters in the Warhammer 40,000 rulebook.

**Knife fighter:** Gabriel is an accomplished knife fighter and an master at taking our Sentries. If Gabriel kills a sentry in hand-to-hand you may re-roll the alert roll.



### Cadet Corporal Bernie Wiseman

Bernie is a raw recruit drafted as part of Zeon's student mobilization, mere cannon fodder for the Zeon war machine. Shot down during his first sortie as a mobile suit pilot, he fortuitously encounters Al and obtains his camera. While Colonel Killing cites this as a pretext for assigning Bernie to the elite Cyclops Team, it's pretty clear that Bernie is considered dead weight and has been assigned to the team in lieu of genuine reinforcements.

Though Bernie does manage to locate the Alex, his poor undercover technique blows the Cyclops Team's cover when they attempt to infiltrate the Federal Forces base where it's being

assembled. Ultimately, though, he demonstrates impressive resolve and great resourcefulness when he challenges the Alex in order to save Revo from destruction. In the meantime, he makes a good impression on Chris and becomes a surrogate big brother to Al.

|        | M | WS | BS | S | W | I | A | PS | LD | PV |
|--------|---|----|----|---|---|---|---|----|----|----|
| Bernie | 4 | 3  | 2  | 3 | 1 | 3 | 1 | 7  | 7  | 15 |

**Unit Size:** One Suit

**Mobile Suit Options:** MS-06FZ Zaku II Kai

**Independent Character:** Unless Bernie is part of Cyclops team, he counts as an independent character and follows the rules for independent characters in the Warhammer 40,000 rulebook.



### Alfred Izuruha

The most unlikely member (albeit temporary) of Cyclops Team. A lively and imaginative grade schooler living on the neutral Side 6 colony of Libot, Al is enthralled by the distant excitement of the war and obsessed with mobile suits, weapons, and military paraphernalia. His academic performance is poor, in part because of his militaristic daydreaming but probably also due to his parents' strained relationship.

When Bernie comes into Al's life, he not only gives him entree into a glamorous world of soldiery and spycraft, but also becomes a surrogate big brother to the confused youngster.

As Cyclops Team's suicide mission progresses, Al's adventures with Bernie begin to show him a different, less glorious side of warfare, as the lines between right and wrong blur and fade into grey. However without Al, Cyclops team would never have located and confirmed the location of the RX-79NT1.

|        | M | WS | BS | S | W | I | A | PS | LD | PV   |
|--------|---|----|----|---|---|---|---|----|----|------|
| Alfred | 4 | 1  | 1  | 2 | 1 | 4 | 1 | 0  | 5  | Free |

**Unit Size:** one

**Mobile Suit Options:** In his dreams the Zaku II, in reality none.

**He's my secret Brother:** Alfred unless stated in the scenario must be fielded with Bernie. He cannot stray more than 6" away from his surrogate brother, and must always move to stay within 6" of Bernie even if it moves him into plain sight of Federation sentries.

**Distraction:** Alfred despite his age and academic performance is a very smart and quick witted child. Once per game Al can cause a division drawing all attention to him and away from Bernie. - this is the only time Al can move further than 6" away from Bernie.

For one turn any member of the Cyclops team may move with fear of raising the alarm, as all eyes are on Alfred division.

If Al uses this ability he is automatically removed from play as it is assumed that the Soldiers or Police take him home to his mother.



### Federation Forces on Side 6 Revo Colony

The Federation incorporation with the Revo have a new development base on the Side 6 colony. This base did have Mobile Suits assigned to hit as a garrison force.

Because of the backwater nature of Side 6, many of these suits were new GM High performance machines which were being field tested before being assigned to the frontline units.

During the events of 0080, the Mobile Suit Assault carrier Gray Phantom was indock, and Scarlet MS-team participated in the defense of the colony and the development base.

The exact numbers of suits available to the Federation Garrison is unknown. Although this author can speculate that the base didn't have anymore than half-dozen MS team assigned to its defense.



### 1st Lieutenant Christina Mackenzie

The archetypal girl next door, Al's pretty and outgoing neighbor has only just returned to Libot after an extended absence. In the interim, she's been serving as a Federal Forces test pilot, and now she's returned to her home colony to complete the development of the Gundam "Alex." Lacking the newtype abilities of the pilot for whom the Alex was designed, Chris is essentially just tuning up the mobile

suit for its eventual owner.

In the meantime, Chris is reunited with Al and introduced to his new friend Bernie. Chris and Bernie seem to hit it off, but neither is aware that the other is an enemy pilot.

|           | M | WS | BS | S | W | I | A | PS | LD | PV |
|-----------|---|----|----|---|---|---|---|----|----|----|
| Christina | 4 | 3  | 3  | 3 | 1 | 3 | 2 | 8  | 7  | 25 |

**Unit Size:** One Suit

**Mobile Suit Options:** RX-78NT1 'Alex' Gundam

**Independent Character:** Christina Mackenzie counts as an independent character and follows the rules for independent characters in the Warhammer 40,000 rulebook.

# MSG 0080 - WAR IN THE POCKET OVA - Army Lists

---



## Cyclops Team Army List

The Cyclops Team was a Zeon Commando unit who conducted infiltration missions behind Federation lines. They are best known for their participation in Operation Rubicon.

### The Cyclops Team Pilot list

#### Headquarters - Captain Steiner Hardy

|         | M | WS | BS | S | W | I | A | PS | LD | PV |
|---------|---|----|----|---|---|---|---|----|----|----|
| Steiner | 4 | 4  | 4  | 3 | 2 | 5 | 4 | 8  | 9  | 60 |

**Unit Size:** One Suit

**Mobile Suit Options:** MSM-03 Gogg, MSM-03C Hygogg, MSM-04 Aegy, MSM-07 Z-Gok, MSM-07E Z-Gok E, or a MS-06FZ Zaku II Kai, this suit cannot be armed with a bazooka.

**Independent Character:** Hardy is an Independent Character and follows the independent character special rules in the Warhammer 40,000 rulebook.

**Special Rules:**

Infiltrate

#### Elite

#### Veteran Pilots

|               | M | WS | BS | S | W | I | A | PS | LD | PV |
|---------------|---|----|----|---|---|---|---|----|----|----|
| Veteran Pilot | 4 | 4  | 4  | 3 | 1 | 3 | 2 | 8  | 7  | 30 |

**Unit Size:** One Suit

**Mobile Suit Options:** MSM-03 Gogg, MSM-03C Hygogg, MSM-04 Aegy, MSM-07 Z-Gok, MSM-07 Z-Gok, MS-06FZ or MS-18E Kampfer

**Independent Character:** A Veteran Pilot is an Independent Character and follows the independent character special rules in the Warhammer 40,000 rulebook.

**Special Rules:**

Infiltrate

#### 2nd Lieutenant Mikhail Kaminsky

|         | M | WS | BS | S | W | I | A | PS | LD | PV |
|---------|---|----|----|---|---|---|---|----|----|----|
| Mikhail | 4 | 3  | 4  | 3 | 2 | 4 | 3 | 9  | 8  | 50 |

**Unit Size:** One Suit

**Mobile Suit Options:** MSM-03 Gogg, MSM-03C Hygogg, MSM-04 Aegy, MSM-07 Z-Gok, MSM-07 Z-Gok, MS-06FZ or MS-18E Kampfer

**Independent Character:** Unless Mikhail is part of Cyclops team, he counts as an independent character and follows the rules for independent characters in the Warhammer 40,000 rulebook.

**Bravado:** Mikhail is as foolhardy as he is jolly and does not back down from a fight. When rolling for leadership tests roll three dice and always pick the two lowest.

**Special Rules:**

Infiltrate

## Army Wide Special Rules

**Infiltrate:** All Cyclops Team suits may infiltrate regardless of scenario rules

## Troops

### Pilot

|       | M | WS | BS | S | W | I | A | PS | LD | PV |
|-------|---|----|----|---|---|---|---|----|----|----|
| Pilot | 4 | 3  | 3  | 3 | 1 | 3 | 2 | 7  | 7  | 15 |

**Unit Size:** One Suit

**Mobile Suit Options:** MSM-03 Gogg, MSM-03C Hygogg, MSM-04 Aegy, MSM-07 Z-Gok, MS-06FZ Zaku II Kai

**Mutual Support:** Pilots are trained to work in concert with each other and are often too inexperienced to operate alone. Therefore Pilots must always attempt to remain within 8" of another MS unit.

**Special Rules:**

Infiltrate

## Sergeant Andy Strauss

|      | M | WS | BS | S | W | I | A | PS | LD | PV |
|------|---|----|----|---|---|---|---|----|----|----|
| Andy | 4 | 4  | 3  | 3 | 1 | 4 | 2 | 8  | 8  | 30 |

**Unit Size:** One Suit

**Mobile Suit Options:** MSM-03 Gogg, MSM-03C Hygogg, MSM-04 Aegy, MSM-07 Z-Gok, MS-06FZ Zaku II Kai

**Independent Character:** Unless Andy is part of Cyclops team, he counts as an independent character and follows the rules for independent characters in the Warhammer 40,000 rulebook.

**Special Rules:**

Infiltrate

## Sergeant Gabriel Ramirez Garcia

|        | M | WS | BS | S | W | I | A | PS | LD | PV |
|--------|---|----|----|---|---|---|---|----|----|----|
| Garcia | 4 | 5  | 3  | 3 | 1 | 4 | 2 | 8  | 8  | 35 |

**Unit Size:** One Suit

**Mobile Suit Options:** MSM-03 Gogg, MSM-03C Hygogg, MSM-04 Aegy, MSM-07 Z-Gok, MS-06FZ Zaku II Kai

**Independent Character:** Unless Garcia is part of Cyclops team, he counts as an independent character and follows the rules for independent characters in the Warhammer 40,000 rulebook.

**Special Rules:**

Infiltrate

# MSG 0080 - WAR IN THE POCKET OVA - Army Lists

## Cadet Corporal Bernie Wiseman

|        | M | WS | BS | S | W | I | A | PS | LD | PV |
|--------|---|----|----|---|---|---|---|----|----|----|
| Bernie | 4 | 3  | 2  | 3 | 1 | 3 | 1 | 7  | 7  | 15 |

**Unit Size:** One Suit

**Mobile Suit Options:** MS-06FZ Zaku II Kai

**Independent Character:** Unless Bernie is part of Cyclops team, he counts as an independent character and follows the rules for independent characters in the Warhammer 40,000 rulebook.

**Special Rules:**

Infiltrate



## Granada Garrison

The Zeon garrison of Granada was one of the chief beneficiaries of the United Maitinence Program, the Granda Garrison was responsible for several attacks on Libot Colony in the waning weeks of the One Year War.

## The Granada Garrison PilotList

### Headquarters - Team Leader

|            | M | WS | BS | S | W | I | A | PS | LD | PV |
|------------|---|----|----|---|---|---|---|----|----|----|
| Lieutenant | 4 | 4  | 4  | 3 | 1 | 4 | 3 | 8  | 8  | 35 |
| Captain    | 4 | 5  | 4  | 3 | 2 | 4 | 4 | 8  | 9  | 45 |
| Major      | 4 | 5  | 4  | 3 | 3 | 4 | 5 | 8  | 9  | 55 |

**Unit Size:** One Suit

**Mobile Suit Options:** MS-06FZ Zaku II Kai, MS-09RII Rick Dom II, MS-14A Gelgoog, MS-14JG Gelgoog Jaeger

**Independent Character:** The Team Leader is an Independent Character and follows the independent character special rules in the Warhammer 40,000 rulebook.



## Elite

### Veteran Pilots

|               | M | WS | BS | S | W | I | A | PS | LD | PV |
|---------------|---|----|----|---|---|---|---|----|----|----|
| Veteran Pilot | 4 | 4  | 4  | 3 | 1 | 3 | 2 | 8  | 7  | 30 |

**Unit Size:** One Suit

**Mobile Suit Options:** MS-06FZ Zaku II Kai, MS-09RII Rick Dom II, MS-14A Gelgoog, MS-14JG Gelgoog Jaeger

**Independent Character:** A Veteran Pilot is an Independent Character and follows the independent character special rules in the Warhammer 40,000 rulebook.

### Troops Pilots

|       | M | WS | BS | S | W | I | A | PS | LD | PV |
|-------|---|----|----|---|---|---|---|----|----|----|
| Pilot | 4 | 3  | 3  | 3 | 1 | 3 | 2 | 7  | 7  | 15 |

**Unit Size:** One Suit

**Mobile Suit Options:** MS-06FZ Zaku II Kai, MS-09RII Rick Dom II,

**Mutual Support:** Pilots are trained to work in concert with each other and are often too inexperienced to operate alone. Therefore Pilots must always attempt to remain within 8" of another MS unit.

### Heavy Support Pilot

|       | M | WS | BS | S | W | I | A | PS | LD | PV |
|-------|---|----|----|---|---|---|---|----|----|----|
| Pilot | 4 | 3  | 4  | 3 | 1 | 3 | 2 | 7  | 7  | 20 |

**Unit Size:** One Suit

**Mobile Suit Options:** MS-06FZ Zaku II Kai, MS-09RII Rick Dom II,

# MSG 0080 - WAR IN THE POCKET OVA - MOBILE SUIT HANGER

Within this section you will find the rules for the Mobile suits that were used in the War in the Pocket OVA.



## Zeon Mobile Suits

With so many different types of Mobile Suits, the Zeon manufacturing plants were being over-stretched as they attempted to keep all the suits in service supplied with parts. The Principality Engineers decided on a "Unified Complete Equipment Plan" to upgrade and standardize mobile suit designs, thus making manufacturing capabilities more streamlined.



### MS-06FZ Zaku II Kai

The MS-06F Zaku II, which had been serving the Zeon mobile forces since the earliest days of the OY, was one of the first suits to benefit from the Unified Complete Equipment Plan. The redesigned Zaku was dubbed the MS-06FZ Zaku II Kai and featured an improved cockpit and a greatly increased thruster acceleration.

### MS-06FZ Zaku II Kai

|              | M | WS    | BS | S    | W | I    | A | PS  | LD |
|--------------|---|-------|----|------|---|------|---|-----|----|
| Pilot Bonus  | - | -     | -  | 6    | - | +1   | - | -   | -  |
| Armor Values |   | Front |    | Side |   | Rear |   | PV  |    |
| Zaku II Kai  |   | 12    |    | 12   |   | 10   |   | 120 |    |

Space Move Value - 13"

#### Standard equipment & weapon:

The MS-06FZ Zaku II Kai comes with this equipment and weapons as standard: Shield, heat hawk & jump pack

#### Optional equipment & weapon options

The MS-06FZ Zaku II Kai can be equipped with the following optional equipment and weapons: Targeter (+5pts), 90mm MMP-70C Machine Gun (+45pts), 120mm machine gun (+40pts) or 280mm Bazooka (+45pts)

#### Army Entry

*The MS-06FZ Zaku II Kai can be used by Zeon HQ, Elite, Troop or Heavy support Pilots or as listed in the 0080 Granada and Cyclops Team Army Lists.*



### MS-09RII Rick Dom II

The MS-09R Rick Dom became the primary Zeon space superiority Mobile Suit, it carried heavier armor and greater firepower.

This suit also benefitted from the UCEP, and a renamed version MS-09RII Rick Dom II was equipped with slightly more powerful reactor enabling the suit to rival the MS-14A Gelgoog in terms of performance.

### MS-09RII Rick Dom II

|              | M | WS    | BS | S    | W | I    | A  | PS  | LD |
|--------------|---|-------|----|------|---|------|----|-----|----|
| Pilot Bonus  | - | -     | -  | 6    | - | -    | +1 | +1  | -  |
| Armor Values |   | Front |    | Side |   | Rear |    | PV  |    |
| Dom          |   | 13    |    | 12   |   | 11   |    | 155 |    |

Space Move value - 16"

#### Standard equipment & weapon:

The MS-09RII Rick Dom II comes with this equipment and weapons as standard: Heat sabre, scattering beam cannon (counts as cracker grenade) & jump pack.

#### Optional equipment & weapon options:

The MS-09RII Rick Dom II can be equipped with the following optional equipment and weapons: Targeter (+5pts), 90mm MMP-70C Machine Gun (+45pts), 120mm machine gun (+40pts), 280mm Bazooka (+45pts) or 360mm Super Bazooka (+55pts)

#### Special Rules

**Hover Jet Thrusters:** See the MS-09 Dom

#### Army Entry

*The MS-09RII Rick Dom II can be used by Zeon HQ, Elite, Troop or Heavy support Pilots or as listed in the 0080 Granada Army List.*



### MS-14JG Gelgoog Jaeger

The MS-14JG Gelgoog Jaeger is another product of the UCEP. Based on the just recently MS-14A production model the new MS-14JG Gelgoog Jaeger was a serious step above anything else produced by Zeon at the time, incorporating more powerful rocket thrusters and additional verniers for added maneuverability. The increased thrust and fuel consumption was offset by a pair of large external propellant tanks mounted on the backpack. The Gelgoog Jaeger also carried an improved and highly accurate beam machinegun, giving the Gelgoog Jaeger the nickname "Gelgoog Sniper Type".

### MS-14JG Gelgoog Jaeger Profile

|             | M | WS | BS | S | W | I | A  | PS | LD |
|-------------|---|----|----|---|---|---|----|----|----|
| Pilot Bonus | - | +1 | -  | 6 | - | - | +1 | -  | -  |

| Armor Values   | Front | Side | Rear | PV  |
|----------------|-------|------|------|-----|
| MS-14A Gelgoog | 13    | 13   | 10   | 215 |

Space Move value - 18"

#### Standard equipment & weapon:

The MS-14JG Gelgoog Jaeger comes with this equipment and weapons as standard: Twin Beam Sabre & jump pack

#### Optional equipment & weapon options:

The MS-14JG Gelgoog Jaeger can be equipped with the following optional equipment : Targetor (+5pts), shield (+25pts) Cracker grenade (+5pts), Beam Rifle (+35 Pts.), Beam Machin gun (+45 Pts) or 280 mm Bazooka (+45 Pts.)

#### MS-14JG Gelgoog Army Entry

*The MS-14JG Gelgoog Jaeger can only be used by Zeon HQ Pilots & Elite Pilots only or as listed in the 0080 Granada Army List.*



### MSM-03C Hygogg

The MSM-03C Hygogg was developed as a replacement to its predecessor the MSM-03 Gogg in both appearance and abilities. The mega particle guns mounted in the original Gogg's stomach was moved into the Hygogg's hands, allowing for much greater flexibility in its attacks. The Hygogg could also mount a large "hand missile unit" over each arm, equipped with a set of blow-away panels to protect the mobile suit from the blast of the rather large and heavy missile when launched.

### MSM-03C Hygogg

M WS BS S W I A PS LD

Pilot Bonus - - - 8 - - - -

| Armor Values | Front | Side | Rear | PV  |
|--------------|-------|------|------|-----|
| Gogg         | 12    | 11   | 10   | 135 |

**Aquatic Move Value - 16"**

#### Standard equipment & weapon:

The MSM-03 Gogg comes with this equipment and weapons as standard: Twin-linked Mega-particle cannon mounted in the arms.

#### Optional equipment & weapon options:

The MSM-03 Gogg can be equipped with the following optional equipment. and weapons: Targeter (+5pts), one shot missile (+10pts - count as 280mm Bazooka shell) or jump pack (30pts)

### MSM-03C Hygogg Army Entry

*The MSM-03C Hygogg can only be used by Zeon HQ, Elite, Troop or Heavy Support Pilots or as listed in the Cyclops Team Army List*



### MSM-07E Z-Gok-E

The MSM-07E Z'Gok-E ("E" for "experiment"), and while similar to its predecessor, it featured many improvements, the most visible being the ability to draw its arms and legs up closer into its body, making the Z'Gok-E more streamlined and faster while moving underwater. A Beam weapon was fitted inside the arms, powered by energy caps. With this increase in handy firepower for both underwater and land combat.

### MSM-07E Z-Gok-E

M WS BS S W I A PS LD

Pilot Bonus - - - 7 - - - -

| Armor Values | Front | Side | Rear | PV  |
|--------------|-------|------|------|-----|
| Z-Gok-E      | 12    | 11   | 10   | 135 |

**Aquatic Move Value - 17"**

#### Standard equipment & weapon:

The MSM-07E Z-Gok-E comes with this equipment and weapons as standard: 240mm Missile launcher & beam rifle - fitted in the right arm.

#### Optional equipment & weapon options:

The MSM-07E Z-Gok-E can be equipped with the following optional equipment. and weapons: Targeter (+5pts) or jump pack (25pts)

### MSM-07E Z-Gok-E Army Entry

*The MSM-07E Z-Gok-E can only be used by Zeon HQ Pilots & Elite Pilots only or as listed in the Cyclops Team Army List.*



### MS-18E Kämpher

The MS-18E is just one of several designs produced by Zeon's YMS-18 project, whose objective was to explore new tactical and strategic roles for the mobile suit. The E type is specialized for hit-and-run assault missions, in which a single mobile suit breaks through enemy lines with its high speed and overwhelming firepower. Almost exclusively used by the Zeon Special forces and the nature of their work it is not known how many of these Mobile Suits were built. The only ever officially recorded Kämpher kill was at Libot Colony at Side 6.

### MS-18E Kämpher

M WS BS S W I A PS LD

Pilot Bonus +1 +1 - +1

| Armor Values   | Front | Side | Rear | PV  |
|----------------|-------|------|------|-----|
| MS-18E Kämpher | 11    | 10   | 10   | 320 |

**Space Move value - 18"**

#### MS-18E Kampher equipment & weapon:

The MS-18E is a heavily loaded Mobile Suit it comes with this equipment and weapons as standard: Targetor, Jump-pack, Improved comms, two shotguns, two 360mm bazookas, two panzer fausts, chain-mine & two beam sabre

#### MS-18E Kampher Special Rules

**Hit & Run:** The MS-18E Kampher is a customized suit with an emphasis on speed. To represent this, the Kampher may make a 6" move in the assault phase regardless of weather or not it is within 6" of an enemy.

**Increased Maneuverability:** The MS-18E Kampher is covered in manuvering verniers making this an extremely agile suits. The Kampher gets 5+ dodge save against all shooting attacks.

#### MS-18E Kampher Army Entry

*The MS-18E Kampher can only be used by HQ or Elite Pilots only or as listed in the Cyclops Team Army List*

#### KAMPER WEAPONS & AMMO

The MS-18E Kampher was not concieved to engage in drawn out combats, and it carries a limited amount of ammo. Here is the ammo load for each of the Kampher's weapons.

| Weapon        | Ammo Capacity                 |
|---------------|-------------------------------|
| Shotgun       | 6 shots solid/6 shots scatter |
| 360mm Bazooka | 2 shots                       |
| Panzer faust  | 1 use only                    |
| Chain-mine    | 1 use only                    |

Once the ammo is expended from the weapon it is discarded. For full weapon and equipment rules please check out the MSG 0080 War in the Pocket OVA - Armory.

# MSG 0080 - WAR IN THE POCKET OVA - Army Lists



## Scarlet Team

As Amuro Ray's abilities as a Newtype increased, the EFSF began researching new mobile suits to enhance his capabilities. Testing for this suit, the RX-78NT1 G4 'Alex' Gundam, was carried LMSD-76 Grey

Phantom at Libot Colony of Side 6. During The Cyclops Team's attack on the colony, the Grey Phantom's Scarlet Team sortied to defend the prototype.

### Headquarters - Team Leader

|            | M | W | S | BS | S | W | I | A | PS | LD | PV |
|------------|---|---|---|----|---|---|---|---|----|----|----|
| Ensign     | 4 | 3 | 4 | 3  | 1 | 3 | 2 | 8 | 8  | 25 |    |
| Lieutenant | 4 | 4 | 4 | 3  | 2 | 4 | 3 | 8 | 8  | 35 |    |
| Captain    | 4 | 4 | 4 | 3  | 3 | 5 | 4 | 8 | 9  | 50 |    |

**Unit Size:** One Suit

**Mobile Suit Options:** RGM-79 GM, RGM-79G GM, RGM-79GS GM or RGM-79SP (Note the RGM-79SP may not take the Long Beam Rifle)

**Independent Character:** The Team Leader is an Independent Character and follows the independent character special rules in the Warhammer 40,000 rulebook.

### Elite

#### Veteran Pilots

|               | M | W | S | BS | S | W | I | A | PS | LD | PV |
|---------------|---|---|---|----|---|---|---|---|----|----|----|
| Veteran Pilot | 4 | 4 | 4 | 3  | 1 | 3 | 2 | 8 | 7  | 25 |    |

**Unit Size:** One Suit

**Mobile Suit Options:** RGM(E)-79 GM, RGM-79(G) GM, RX-79(G) Gundam or RX-78-2 Gundam.

**Independent Character:** A Veteran Pilot is an Independent Character and follows the independent character special rules in the Warhammer 40,000 rulebook.

### Sniper

|               | M | W | S | BS | S | W | I | A | PS | LD | PV |
|---------------|---|---|---|----|---|---|---|---|----|----|----|
| Veteran Pilot | 4 | 2 | 5 | 3  | 1 | 3 | 1 | 8 | 7  | 30 |    |

**Unit Size:** One Suit

**Mobile Suit Options:** RGM-79SP

**Independent Character:** A Sniper Pilot is an Independent Character and follows the independent character special rules in the Warhammer 40,000 rulebook.

**Infiltrate:** A Sniper Pilot is an expert in positioning his suit for the best shot before the battle. If the scenarios allows it a Sniper Pilot may infiltrate using the rules stated in that scenario

### Troops Pilots

|       | M | W | S | BS | S | W | I | A | PS | LD | PV |
|-------|---|---|---|----|---|---|---|---|----|----|----|
| Pilot | 4 | 3 | 3 | 3  | 1 | 3 | 2 | 7 | 7  | 15 |    |

**Unit Size:** One Suit

**Mobile Suit Options:** RGM(E)-79 GM, RGM-79(G) GM RX-79(G) Gundam or Type 61 Battle Tank.

**Mutual Support:** Pilots are trained to work in concert with each other and are often too inexperienced to operate alone. Therefore Pilots must always attempt to remain within 8" of another MS unit.

### Heavy Support Artillery Pilot

|                 | M | W | S | BS | S | W | I | A | PS | LD | PV |
|-----------------|---|---|---|----|---|---|---|---|----|----|----|
| Artillery Pilot | 4 | 3 | 4 | 3  | 1 | 3 | 2 | 7 | 7  | 20 |    |

**Unit Size:** One Suit

**Mobile Suit Options:** RX-75 GunTank, RX-77-2 Guncannon, or RX-79(G) Gundam.

**Special Note:** It takes a crew of two to pilot the GunTank. If you choose this option from the list you must buy an extra Heavy Support Pilot - he therefore counts as a single choice on the list.

# MSG 0080 - WAR IN THE POCKET OVA - MOBILE SUIT HANGER

Within this section you will find the rules for the Mobile suits that were used in the War in the Pocket OVA.



## Federation Mobile Suits

In the last weeks of the One Year War, the Earth Federal Forces refined its mobile suit manufacturing processes and started to develop several variants of its standard RGM-79 GM. Alongside this process they began to redevelop the RX series and took a second look at the Gundam, to rebuild it around their greatest Ace Amuro Ray.



### RGM-79 GM

Of all the classic One Year War suits, perhaps none has a genealogy as tangled and mysterious as the RGM-79 GM. After various prototypes and limited production, genuine mass production of the RGM-79 GM began in October, U.C.0079. While based on the RX-78 Gundam, this machine replaced the Gundam's "all-purpose" design concept with one of "omitting extra equipment."

When the conditions in which the mobile suit was to be used - in space, say, or on land - were known ahead of time, equipment for other conditions could be eliminated, reducing its weight and increasing its propellant capacity. This conversion process could be performed by simply installing the appropriate central block (a device equivalent to the Gundam's core block). It then became possible to produce all versions on a single production line, greatly reducing manufacturing time and cost.

### RGM-79 GM

|              | M     | WS   | BS | S    | W | I | A  | PS | LD |
|--------------|-------|------|----|------|---|---|----|----|----|
| Pilot Bonus  | -     | -    | -  | 5    | - | - | -  | -  | -  |
| Armor Values | Front | Side |    | Rear |   |   | PV |    |    |
| RGM-79       | 11    | 10   |    | 10   |   |   | 90 |    |    |

Space Move Value - 12"

#### Standard equipment & weapon:

The RGM-79 comes with this equipment and weapons as standard: Twin-linked 60mm Vulcans, beam sabre & jump pack

#### Optional equipment & weapon options

The RGM-79 GM can be equipped with the following optional equipment and weapons: Shield (+25pts), Targeter (+5pts), beam pistol (+20pts), beam gun (+25pts Light Type only), 90mm machine gun (+25pts) 100mm machine gun (+30pts), Long beam rifle (+100pts Sniper Suits only) or bazooka (+45pts).

#### Central Block Upgrades

The RGM-79 GM can be upgraded using the central block device. Pay the additional points for the upgrade and make the noted changes to the RGM-79 GM profile.

### RGM-79D GM Cold Climate +5pts

While the RGM-79 GM proved itself to be a highly capable MS, the introduction of Zeon's MS-09 Dom on Earth saw the need for a more maneuverable and better-performing mobile suit to

The Federation Military had no idea how much longer the war would last, so these new high performance suits were assigned to out-of-the-way garrison forces for further field testing before being released to frontline units.

Very few of the battles fought by these new units were documented, certainly very few were present during the last two major battles. However, it is known some of these new units fought a number of skirmish actions against the Zeon Forces.

counter the agile and well-armed Dom. A variant of the GM, the RGM-79D GM Cold Climate Type had increased thruster power and maneuverability, and some were modified for harsh climate conditions, most notably cold weather combat. The RGM-79D could be equipped with a variety of weaponry, including two types of 90mm machine gun, grenades, head-mounted vulcan guns, and beam sabers.

### RGM-79D GM Cold Climate

|              | M     | WS   | BS | S    | W | I | A  | PS | LD |
|--------------|-------|------|----|------|---|---|----|----|----|
| Pilot Bonus  | -     | -    | -  | 5    | - | - | +1 | -  | -  |
| Armor Values | Front | Side |    | Rear |   |   | PV |    |    |
| RGM-79G      | 11    | 11   |    | 10   |   |   | 10 |    | +5 |

### RGM-79G GM Command +12pts

In the last weeks of the One Year War, the Earth Federal Forces refined its mobile suit manufacturing processes and developed several variants of its standard RGM-79 GM. One such variant was the RGM-79G GM Command, developed primarily for colony defense. Built on a somewhat different body type and frame, the GM Command also featured thruster acceleration and maneuverability superior to the standard GM. However, due to its high cost, the GM Command only appeared in limited quantities near the end of the war, with several units assigned as defense for a top-secret Federation research base on the neutral Side 6 Libot Colony.

### RGM-79G GM Command

|              | M     | WS   | BS | S    | W | I | A  | PS | LD  |
|--------------|-------|------|----|------|---|---|----|----|-----|
| Pilot Bonus  | -     | -    | -  | 5    | - | - | +1 | +1 | -   |
| Armor Values | Front | Side |    | Rear |   |   | PV |    |     |
| RGM-79G      | 11    | 10   |    | 9    |   |   | 9  |    | +12 |

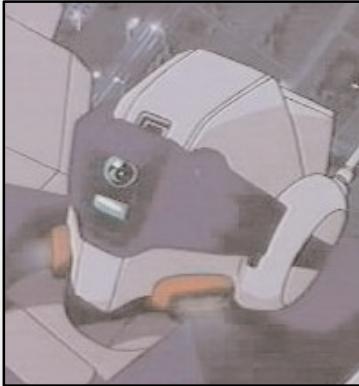
### RGM-79GS GM Command +10pts

The RGM-79GS GM Command Space Type, a specialized space combat version of the RGM-79G GM Command developed for colony defense. While quite similar to the standard GM Command, the Space Type mounted an enhanced backpack equipped with more maneuvering verniers and more powerful rocket thrusters. By removing equipment not needed in a zero-gee environment, more internal space was freed up in the Space Type, allowing it to be equipped with additional verniers and larger fuel propellant tanks. However, due to its high cost, the GM Command only appeared in limited quantities near the end of the war, with two units assigned to the Scarlet Team stationed aboard the assault carrier Gray Phantom.

### RGM-79GS GM

|              | M     | WS   | BS | S    | W | I | A  | PS | LD  |
|--------------|-------|------|----|------|---|---|----|----|-----|
| Pilot Bonus  | -     | -    | -  | 5    | - | - | +1 | +1 | -   |
| Armor Values | Front | Side |    | Rear |   |   | PV |    |     |
| RGM-79GS     | 11    | 9    |    | 9    |   |   | 9  |    | +10 |

Space Move Value - 14"



**RGM-79SC GM  
Sniper Custom +25pts**  
**RGM-79SP GM  
Sniper II +25pts**

Following the success of the high-performance (but equally costly) RGM-79SC GM Sniper Custom, the Earth Federal Forces commissioned a new sniper-use GM to be built during the last weeks of the One Year War. Due to the tight one-month deadline for designing and first rollout, only a handful of the new RGM-79SP GM Sniper II would be seen in the last few days of the war, some assigned aboard the assault carrier Gray Phantom (both of which were destroyed during a battle inside the Side 6 Libot Colony) and the White Dingo team in Australia. The GM Sniper II was based on the in-development RGM-79G GM Commando, and was the most powerful GM variant built during the war. Featuring special targeting sensors in a "face guard" visor for its standard sensors, the GM Sniper II could be equipped with a beam rifle or 90 mm machinegun for close-quarters combat, or a long-range rifle for sniper missions.

**RGM-79SC GM Sniper Custom**

| M                   | WS           | BS          | S  | W           | I | A | PS        | LD |
|---------------------|--------------|-------------|----|-------------|---|---|-----------|----|
| Pilot Bonus         | -            | -           | +2 | 6           | - | - | +1        | +1 |
| <b>Armor Values</b> | <b>Front</b> | <b>Side</b> |    | <b>Rear</b> |   |   | <b>PV</b> |    |
| RGM-79SC            | 11           | 11          |    | 10          |   |   | +25       |    |

**RGM-79SP GM Sniper II**

| M                   | WS           | BS          | S  | W           | I | A | PS        | LD |
|---------------------|--------------|-------------|----|-------------|---|---|-----------|----|
| Pilot Bonus         | -            | -           | +2 | 6           | - | - | +1        | +1 |
| <b>Armor Values</b> | <b>Front</b> | <b>Side</b> |    | <b>Rear</b> |   |   | <b>PV</b> |    |
| RGM-79SC            | 11           | 11          |    | 10          |   |   | +25       |    |

**Space Move Value - 14"**

**RGM-79 Sniper Special Rules**

The RGM-79 Snipers are equipped with a Sensor Targetor, this allows the Sniper Suit to detect infiltrating targets and ambushers

within 18" if it stay stills for one turn and does not fire. In every other way it acts like an advanced targetor and its bonus has already been added to the suits profile

**RGM-79L GM Light Armor +20pts**

In the race to adapt its standard RGM-79 GM mobile suit for specialized roles during the latter days of the One Year War, the Earth Federal Forces created a GM variant designed to serve as a fast attack unit for hit-and-run raids, the RGM-79L GM Light Armor. Mounting only the bare minimum of armor (notably missing armor on the shoulders and ankles), thus giving it more acceleration and maneuverability.

The RGM-79L also can carry a beam gun similar to that of the RX-78-2 Gundam's beam rifle, packing a heavier punch but paying the price in more limited ammunition. Due to its light weight and nimbleness, the GM Light Armor was favored by many of the Federal Forces' former-fighter-pilots, making it easier to adapt to Mobile Suit fighting.

**RGM-79L GM Light Armor**

| M                   | WS           | BS          | S | W           | I | A  | PS        | LD  |
|---------------------|--------------|-------------|---|-------------|---|----|-----------|-----|
| Pilot Bonus         | -            | -           | - | 5           | - | +1 | +1        | -   |
| <b>Armor Values</b> | <b>Front</b> | <b>Side</b> |   | <b>Rear</b> |   |    | <b>PV</b> |     |
| RGM-79L             | 10           |             |   | 9           |   |    | 9         | +25 |

**Space Move Value - 15"**

**Special Rules:**

**Hit & Run:** The RGM-79L is a customized suit with an emphasis on speed. To represent this, the RGM-79L may make a 6" move in the assault phase regardless of weather of not it is within 6" of an enemy.

**RGM-79 GM Army Entry:**

HQ & Elite Pilots may use - RGM-79 GM, RGM-79D GM, RGM-79G GM, RGM-79GS GM, RGM-79SC GM, RGM-79SP or RGM-79L GM. (Note - HQ & standard Elite Pilots may not use the Bazooka or Long Beam Rifle. The Long Beam Rifle may only be used by Elite Sniper Pilots)

Troops & Heavy Support Pilots may use - RGM-79 GM, RGM-79G GM or RGM-79D GM

*The following may be used as listed in the Scarlet Team Army List:  
RGM-79 GM, RGM-79G GM, RGM-79GS GM or RGM-79SP*



**RX-77D Guncannon  
Mass Production Type**

Deciding to produce and deploy medium-range fire support mobile suits to complement its close-combat RGM-79 GM units, the Earth Federal Forces took the plans and combat data from the RX-77-2 Guncannon prototype developed under

"Project V" and refined the design for mass production. The new RX-77D Guncannon Mass Production Type first came off the assembly lines in the last weeks of UC 0079. To cut costs, the costly and complicated Core Block System was removed, and the original Guncannon's expensive lunar titanium armor was replaced with more affordable titanium/ceramic composite armor. However, its performance was greatly increased with the addition of more verniers and more powerful rocket thrusters. Since the Guncannon had such heavy armor, it had no need for a shield and could carry two 90 or 100 mm machineguns. Due to its late entrance into the One Year War, the Guncannon Mass Production Type saw a somewhat limited production run, with

two units assigned to the Scarlet Team stationed aboard the assault carrier Gray Phantom and at least one unit assigned to the White Dingo Team in Australia.

**RX-77D Guncannon**

| M                   | WS           | BS          | S  | W           | I | A | PS        | LD  |
|---------------------|--------------|-------------|----|-------------|---|---|-----------|-----|
| Pilot Bonus         | -            | -           | +1 | 5           | - | - | -         | -   |
| <b>Armor Values</b> | <b>Front</b> | <b>Side</b> |    | <b>Rear</b> |   |   | <b>PV</b> |     |
| Guncannon           | 12           |             |    | 10          |   |   | 10        | 150 |

**Space Move Value - 12"**

**Standard equipment & weapon:**

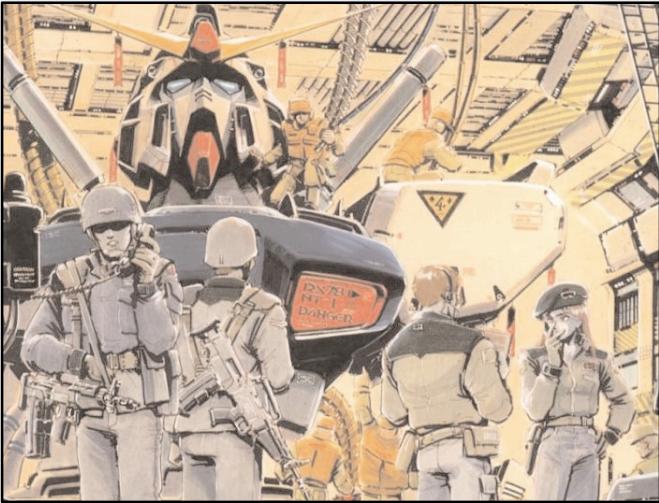
The GunCannon comes with this equipment and weapons as standard: Targeter, jump pack & shoulder mounted Beam rifle

**Optional equipment & weapon options:**

The GunCannon can be equipped with the following optional equipment. Beam Rifle (+40pts), 90mm Machine gun (+25pts) or 100mm Machine-gun (+35pts)

**Army Entry**

*The RX-77D Guncannon can be used by Heavy support Pilots only or as listed in the Scarlet Team Army List.*



## RX-78NT1 G4 'Alex' Gundam

*"It's so fast, it's scary. Can someone really handle something this sensitive in combat?"*

- Christina Mackenzie

The RX-78NT-1 G4 Gundam was the Federal forces one and only attempt to design a specialized suit for a Mobile Suit Ace. During the close of the OYW, the prototype RX-78-2 Gundam was being pushed beyond its design limits by its Newtype Pilot Amuro Ray. After every sortie White Base engineers found themselves replacing burnt out internal components and actuators, even after the RX-78 received its magnetic coating.

To correct this problem Federation Command decided to give Amuro Ray a brand new Gundam capable of taking advantage of his quick-reacting abilities. This top secret project codename Alex saw the RX-78-4 be almost completely rebuilt. First off they stripped out the complicated 'Core-block' system and incorporated the first 360-degree panoramic screen, with all the Gundams controls being incorporated into panels on the pilot's linear seat. This allowed the pilot greater field of vision, thus allowing for easier target acquisition and faster response times. In addition the suits built in head vulcans were supplemented with a pair of 90mm gatling guns in each forearm, greatly increasing the suits close-combat firepower. The 'Alex' could also be fitted with Chobham armor parts, a reactive armor able to deflect damage away from the suit. With added verniers, an incorporated magnetic coating system the RX-78NT-1 G4 Gundam 'Alex' was a big step towards catering to all Amuro's needs.

The 'Alex' was sent to Libot Colony at Side 6 for final testing and tuning at the hands of Test Pilot Christina Mackenzie before being turned over to its prospective Pilot Federation Ace Amuro Ray.

## RX-78NT1 G4 'Alex' Gundam

| M            | WS    | BS   | S  | W    | I | A  | PS | LD | PV  |
|--------------|-------|------|----|------|---|----|----|----|-----|
| Pilot Bonus  | -     | +1   | +1 | 6    | - | +1 | +1 | +2 | -   |
| Armor Values | Front | Side |    | Rear |   |    |    |    |     |
| RX-78NT1 G4  | 13    | 13   |    | 10   |   |    |    |    | 275 |

Space Move Value - 18"

Aquatic Move Value - 13"

### Standard equipment & weapon:

The RX-78-NT-1 Gundam comes with this equipment and weapons as standard: Targeter, 2 beam sabers, twin-linked 60mm Vulcans, twin-linked 90mm Gatling guns & jump pack

### Optional equipment & weapon options:

The RX-78-NT-1 Gundam can be equipped with this optional

equipment and weapons: Shield (+25 pts), 100mm machinegun (+40 pts), beam rifle (+45 pts), bazooka (+55 pts) or Chobham armor (+75 pts)

### Army Entry

*The RX-78NT-1 G4 Gundam can be used by HQ Pilots only or as listed in the Scarlet Team Army List*

### NT-1 "Alex" Gundam Special Rules

**Increased Maneuverability:** The NT-1 Gundam's joints have been magnetically coated to allow for faster reaction times to give it a greater degree of maneuverability. The NT-1 Alex gets a 5+ dodge save against all shooting attacks.

**Quick Trigger:** The NT-1 Gundam has an innovative 360-degree panoramic cockpit with a linear seat that allows the pilot to have greater visibility and faster lock-on times. Up to three times in a game, you may re-roll the to-hit dice when you shoot.

### NT-1 "Alex" Weapons & Equipment

The Alex was designed specifically for Newtype pilots, although normal humans could easily pilot it in a pinch. Because of its prototype nature, the designers were able to add on a few weapons and pieces of equipment, which are detailed below.

**Twin-linked 90mm Gatling Guns:** The Alex was also equipped with 90mm Gatling guns mounted in each forearm. They were far more powerful than the head-mounted Vulcans and could easily shred a normal Zaku mobile suit. The problem was that their fast-firing nature meant that they were not that accurate over long distances.

| Weapons     | Range | Short | Long | Str | Type      |
|-------------|-------|-------|------|-----|-----------|
| Gatling Gun | 18"   | +1    | -2   | 6   | 3 Assault |

\*Special Note – Should one of the arms be destroyed, the other Gatling gun may still be used, however the twin-linked function is lost.

**Ammo Capacity:** 25 bursts (if one arm lost, halve ammo capacity remaining rounded down)

**Chobham Armor:** When Zeon's mobile armors came out with the capability of using multiple mega particle cannon against the Federation forces, it became apparent that new armor would be needed. The Alex's Chobham armor provides it with added protection, but the special rules cannot be used until the armor is jettisoned completely.

**Jettison:** Because the Chobham armor can soak up damage so easily, the pilot may disregard limb destroyed, hull-breached, disabled, or destroyed results, thereafter any such result counts normally.

\*Special Note – Because of the Chobham's modular nature, one limb destroyed result on one limb could be disregarded and the armor jettisoned, and then a limb destroyed result on a different limb could also be disregarded, however if the same limb is hit twice then the result goes as normal. Two hull-breached results or one disabled or destroyed result causes all the armor to be jettisoned. If one of the limbs' armor has already been jettisoned, then it is lost as in a limb destroyed result.



# MSG 0080 - WAR IN THE POCKET OVA - ARMORY

## 0080 ARMORY

### Panzer Faust.... 10 points

The Panzer faust was developed as a stop gap by Zeon Engineers to give the Zaku suits additional firepower. The Panzer faust is a one shot weapon which when fired could be quickly discarded by the Mobile suit. The Warhead was sufficiently powerful to knock a hole in the heaviest of armor.

### PANZER FAUST

| Weapon       | Range | Short | Long | Str | Type      |
|--------------|-------|-------|------|-----|-----------|
| Panzer Faust | 12"   | -     | -1   | 8   | Assault 1 |

### Shotgun... 20 points

The Shotgun is able to fire two-types of shot. One a heavy gauge solid explosive slug capable of knocking out Mobile suits, and the other a scattering shot perfect for use against low armored targets. Although this weapon is short its role as a shock troop weapon is tremendous. Such is the force of impact of shotgun shell hitting another suit the weapon can knock other suits off their feet!

### SHOTGUN

| Weapon       | Range | Short | Long | Str | Type      |
|--------------|-------|-------|------|-----|-----------|
| Solid slug   | 12"   | -     | -    | 7   | Assault 1 |
| Scatter shot | 12"   | +2    | -1   | 6   | Assault 2 |

### Shotgun Special Rules

**Stagger:** An suit hit by a shotgun munition must take a pilot test as if he was hit by a 11+ penetration role.

### Chain-mine... 25 points

The Chain-mine is series of mines attached by a chain, the Mobile makes whip like attack or throws the mines at the target. The mines then wrap around the target and the last four mines which are magnetic latch on. The mines then explode reducing the target to pile of metal.

### CHAINMINE

| Weapon    | Range | Short | Long | Str | Type      |
|-----------|-------|-------|------|-----|-----------|
| Chainmine | 6"    | -     | -    | 10  | Assault 1 |

### Long Range Beam Rifle... 100 points

This cut-down version of a starship cannon has only recently been developed for use with Mobile Suits. These specialized support units known as Snipers are usually piloted by the best shot in the Mobile Suit battalion. The rules presented here are for independent firing as it is assumed that the Sniper unit has been attacked to the team for specific task.

#### Special Rules

*The Long Beam Rifle is so heavy the Mobile Suit carrying it cannot move and fire during the same turn. Also the suit cannot use any other weapons systems. In addition the Mobile Suit carrying the Long Beam Rifle cannot carry or use a shield at the same time.*

*As the Long Beam Rifle is being operated independently from its external power supply, the gun has a limited amount of shots before it needs to be recharged by its support crew. Therefore the Long Beam Rifle cannot be fired anymore than three times before it needs recharging. Recharging cannot be done on the battlefield.*

*If the arm carrying the Long Beam Rifle is destroyed there is chance that the unused energy in the weapons capacitors will go off. Roll a D6 on a one or six the weapon explodes and the suit carrying it suffers an addition Strength 10 hit (roll for penetration as normal).*

*Any target suit cannot use his shield to block the Rifles beam; such is the weapons power that it would burrow a hole through the shield armor before hitting the Mobile Suit on the other side.*

*When the Mobile Suit is firing the Long Beam Rifle apply the to hit modifier*

### Beam Gun... 25 points

Federation Engineers tried many times to fit the RGM-79 GM series with Beam weapons, they had an early success with the Beam pistol but its range, hitting power and ammunition was limited compared to the RX-78-2 Gundam's beam rifle. After many failed attempts they redesigned the Beam rifle, dubbing it the Beam gun so the low powered GM suits could use them. This new Beam gun packed a heavier punch but still had the problem of limited ammunition.

### BEAM GUN

| Weapons  | Range | Short | Long | Str | Type    |
|----------|-------|-------|------|-----|---------|
| Beam Gun | 12"   | +1    | -    | 9   | Assault |

### Beam Gun Special Rules

**Limited ammo:** The Beam gun only has enough energy for six shots, the GM pilot can choose to fire at low power of one shot a turn, or at full power of 2 shots a turn.

### 90mm MMP-70C Machine Gun... 45 points

With the advent of the UCEP, Zeon engineers redesigned the common 120mm or Zaku Machine gun to cope better with its new role of an anti-Mobile suit gun. What they came up with was the 90mm MP5 Machine gun which could fire faster high-velocity rounds able to penetrate most armor types. This gun quickly became the newly issued weapon for refitted Zaku's FZ and Rick Dom II's.

### MMP-70C MACHINE GUN

| Weapons | Range | Short | Long | Str | Type | MMP-70C |
|---------|-------|-------|------|-----|------|---------|
| Assault | 18"   | +1    | -    | 7   | 3    |         |

### MMP-70C Special Rules

**Grenade Launcher:** The MMP-70C is fitted with a Grenade Launcher. The Pilot can choose to fire his gun as normal or launch one Cracker grenade up to 18" if he wishes.

*presented in the table below - do not apply the normal modifiers as the suits advanced targeting computers take many more factors into account than a normal suit. Because the Rifle takes a few moments to build up its power, an agile target like a Mobile Suit or Tank can move out of its way or dodge the shot. The score to hit is therefore reduced depending on the move of the target. Roll to hit as normal and apply these modifiers.*

| Targets Movement | 0-2" | 2-4" | 4-6" | 7+ |
|------------------|------|------|------|----|
| To hit Penalty   | -1   | -2   | -3   | -4 |

*Note... the rule of one and six does not apply to firing the Long Beam Rifle. Also targets larger than a Gundam (yes there is some!) automatically gain a +2 to hit on the dice.*

*The Long Beam Rifles fires a continuos stream of energy concentrated on a point on the target's armor. This means the armor penetration is not worked out in the standard way as the beam burrows into the target. This gives the target a chance to still shy away from the beam or the materials of the armor may dissipate the beams energy. The beam penetration strength is worked out on the thickness of armor. For example a target with an armor thickness of 9-11 the Sniper pilot would roll 3D6 adding them together scoring somewhere between 3 to 18*

| Armor Thickness | 1-4 | 5-8 | 9-11 | 12-14 | 15+ |
|-----------------|-----|-----|------|-------|-----|
| Penetration     | D6  | 2D6 | 3D6  | 4D6   | 5D6 |

### LONG BEAM RIFLE WEAPON PROFILE

| Weapon          | Range    | Short | Long | Str     | Type  |
|-----------------|----------|-------|------|---------|-------|
| Long Beam Rifle | 12"-120" | -     | -1   | Special | Heavy |