Mobile Suit Skirmish 2.5 Playtest Packet

[New weapon table!](#)

Clarifications

> Units may only take Mobile Suit Rules, Abilities, and Equipment listed on their unit entries.

Funnel Swarms

When Funnels are deployed they must be grouped into swarms of 3-6, if a unit has less than 3 funnels at any one time, the remaining funnels may be deployed as a Swarm. Each swarm acts independently; but each funnel added to it adds to a single weapon profile, listed on their unit profile.

Funnels should also have their own Unit Sheet for tracking their Health, Armor, and number remaining in the swarm. Funnels have an INT equal to the number of Funnels in the swarm. Each time the Swarm loses a point of INT it loses a Funnel from the swarm, which also reduces it's weapon profile.

Funnels also have the Swarm <Sw> tag.

Swarm <Sw>

When this Unit is attacked, re-roll up to half of the successful hits (rounded down) and remove any missed attacks, except against Spray weapons. Close Combat weapons suffer a -1 to Hit and Crit against a swarm. (Max 6+/--)

Multiple Melee Engagements

When you enter the melee range of Multiple enemy units, roll for Advantage as normal. Units make their attacks in order of highest advantage roll to lowest. Turn all units to face the unit(s) they will be attacking. You may divide your attacks between units within the attacker's Sight Arc, all attack targets must be declared before any attack rolls are made.

At the end of a Close Combat with Multiple combatants, the side that caused the most total damage is the winner and the other must fall back. If no damage or equal damage was done then all units Fall Back.

Updated Actions

Move

During a Move Action, Units may choose to rotate at any time. Travel distance penalties still apply when rotating up to 90° (2" penalty) and over 90° (4" penalty). Units may also choose to Strafe during a Move Action, traveling perpendicular to the side they're facing. Every inch traveled this way reduces movement by 2". Unit may Strafe up to half their maximum travel distance, assuming no other penalties apply.

A unit may only make one Move action per activation unless otherwise stated.

Boost

As 2.0, excepting that while boosting a unit incurs half movement penalties for turning and treats the differences in height as being halved when moving over terrain.

Movement over terrain

If a unit travels over terrain features measure from the base of the unit to the top of the terrain feature to determine the distance required to reach the top, similarly when moving off of terrain measure directly to the location the unit intends to land. If a Mobile Suit is unable to reach the ground from the top of a terrain feature using either its movement or boost statistics assume that as a boost action the MS is able to drop from the terrain using its thrusters to safely slow its fall to the ground, in this case place the unit directly adjacent to the terrain it descended from as if it moved the minimum possible distance in the direction it traveled.

Overwatch (Slow Action)

When a unit takes an Overwatch Action place an Overwatch token next to it until the beginning of it's next activation. While a unit has an overwatch token its sight arc is reduced to 90°; when an unobstructed enemy unit ends its movement within line of sight of the overwatching unit and within a loaded weapon's effective range, you may make a single shoot action targeting that unit, then remove the token

Aimed Shot (Slow Action)

Choose any Equipped Ranged Weapon that does not have the Blast tag and is within range of an enemy unit. As a Slow Action make a shooting attack with the weapon's profile with one of the following bonuses for the duration of the attack: -1 to the target's dodge rolls, +1 to attack rolls for determining accuracy, or if this attack would inflict a critical result roll an additional time on the critical table and apply both results.

Evasive Maneuvers (Slow Action)

When a unit takes Evasive Maneuvers it immediately regains a dodge token (this may not increase the amount above the unit's starting value), then it may move up to its move value as if it had taken a Move Action, ignoring the penalties for strafing and rotating.

New Core Mechanics

Dodge Tokens

Any time a unit is targeted by an attack that is made against it by a unit within its sight arc, before rolling armor to block the attack it may elect to Dodge. When you choose to dodge roll a D6, on a 4-6 you can immediately make a Dodge action. This is a Move Action that can be taken in any direction up to half your Movement value so long as you do not end this movement closer to any enemy units, without turning or changing facing and you do not take damage from the Shot. If the enemy has fired a weapon with multiple shots, if you remain in the attacker's line of sight and range, you will have to roll your defense pool against those as normal or use another Dodge token to try to Dodge one more shot. On a failed dodge roll, a 1-3, you roll your defense dice as normal to try and block the damage. In either case, this unit then removes its Dodge Token.

If you make a Dodge Move, but remain the line of sight of the attacker and in their range they may elect to use any remaining Shoot actions against you, in which case you may use another dodge token if you have one available. You may only use a maximum of 2 Dodge Tokens per unit per turn.

The amount of dodge tokens a unit is granted is determined by apparent reaction time in a range of zero to four tokens, with zero being reserved for tanks and infantry; as well as particularly sluggish mobile suits like Mobile Workers, the Guntank, and Zaku Tank. Examples of suits with a single token include the Zaku II, GM A, and Guncannon. Units with two tokens are suits like the Zaku II Commander Type, GM Cold Type, and Gouf. Mobile suits with three tokens are higher end units such as the RX-78-2, Gelgoog, and Dom. Finally units with four dodge tokens are exceptionally agile suits such as the Gelgoog High Mobility Type, Gundam Pixy, and Kampfer.

Individual dodge ability between suits: for instance a Zaku II Commander Type and a Zaku II R1-A High Mobility Type may have the same number of tokens, but the High Mobility Type would have a slightly better chance to dodge. Ideally this would be presented on unit sheets as boxes to be checked off rather than physical tokens.

Flying units recover 1 dodge token at the beginning of their activations.

Commanders

Rather than buy Commanders from the pilot traits category or with the Command Tag; during setup each player nominates a Commanding Officer for their force, the chosen unit gains the Commander keyword at no additional cost, an additional Unit Leader may be nominated per 1000pts in your force.

Issuing Orders

Each unit with the Commander keyword may only issue one order per turn at any time during it's activation, and only to units between which line of sight may be drawn by either unit.

New/Changed Rules

Updated Armor Cost Per Die

1/6+: 5pts
2/5+: 10pts
3/4+: 15pts
4/3+: 20pts

Dodge Token Cost Per Token

1/6+: 5pts
2/5+: 10pts
3/4+: 20pts
4/3+: 35pts

Target is outside of shooter's equipped weapon range: -1 to hit rolls.

Critical hits must always be cancelled last by the defender's armor dice.

Mobile Fighter

This rule has been removed from Core. May return in a future G Gundam supplement book.

Movable Frame

This rule has been removed as it was not reflective of the purpose of a moveable frame in canon.

Mobile Armor [MA] 0 additional pts

Same as current rules, but without the Large trait. Each Mobile Armor will have a different Range for it's melee weapons, based on their oversized weaponry.

Beam Jitte <Passive> 30

When determining Advantage in Close Combat, this unit's opponent has their weapon's DEX reduced by 1 and reduces their number of attacks by 1, to a minimum of 1. Only effective against a single opponent in Multi-engagements.

Mighty Shield <Passive> 20

The first time this Unit performs a Shield Break do not remove its shield nor reduce the Shield Type or Shield Bonus to None.

Only one use per battle. Can be taken once per shield.

Solid Defense <Passive> 20

This Unit's Shield may block as if attacks were 1 Penetration lower.

Panoramic Cockpit <Passive> 20

Once per turn when this unit is targeted by enemy unit outside of this unit's sight arc that unit does not gain a flanking bonus.

Heat Wire <Active> 30

This ability has a 12" range and is considered a Shoot action that may not exceed its effective range. Roll a D6: On a result of 5+ the target may not perform any actions until the end of it's controller's next turn.

Heat Rod <Active> 20

This ability has a 12" range and is considered a Shoot action that may not exceed its effective range. Roll a D6: On a result of 3+ the target loses 1 attack from one of their current equipped weapon profiles selected by this unit's player until the end of their next activation or suffer a -2 to dodge rolls until the start of their next activation.

Cracker Grenade <Active> 5

This ability has a 12" range and is considered a Shoot action with the Volley and Blast tags that may not exceed its effective range. Once per game Roll 3d6: For each result of 4+ the target suffers a 1 Damage hit, units within the hit or within the blast have their base accuracy reduced to 5+ with all weapons until the end of their next activation

Extra Fuel <Passive> 20

This Unit may perform an additional Move Action at the end of its Boost Action. This ability can only be used once per battle.

Weapon Pack <Passive> 10

This ability cannot be taken with Parachute Pack. This Unit may choose an additional weapon from its loadout options, this weapon may exceed the normal carried weapon limit.

Flight Mode <Passive> 40

At the start of this unit's activation it may activate or deactivate its flight capabilities. When activated add the unit's Move value to its Move and Boost actions, it is now subject to air unit rules (when not in space), with the exception of bonus Dodge Token recovery, and begins flying at Low Altitude. When deactivated the unit's movement and boost return to their original base values and it is no longer counted as an air unit. Flight Mode cannot be deactivated at

High Altitude.

Units with Flight Mode may be deployed with Flight Mode active.

Transformable <Active> 30

As a fast action this unit may activate or deactivate its transformation capabilities. When activated double the unit's base speed and boost values (when not in space), it is now subject to air unit rules and begins flying at Low Altitude. When deactivated the unit's movement and boost return to their original base values and it is no longer counted as an air unit. While transformed this unit may not make use of any equipped shields and may only make attack actions with designated weapons. Transformable cannot be deactivated at High Altitude.

Units with Transformable may be deployed with Transformable active.

Hunter <Passive> 30

Once per turn, if this unit successfully destroys an enemy unit with a ranged weapon it may perform an appropriate reload action for the weapon with no action cost.

Fire Support <Passive> 20

If this unit's Volley target is in line of sight of an allied unit, add +1 to the Volley roll.

Poor Balance <Passive> (-10 pts)

After this Unit fires its designated weapon, roll a D6: On a result of 1 this Unit takes 1 DAM.

Obsolete <Passive> (-20)

When this unit Activates they must first roll a D6: On a result of 1, this unit may only perform a single fast action this turn.

Ground [G]

This unit may only be used in ground battle or battles that take place inside a colony. I.e. not in the vacuum of space or using the Space Battle rules. No cost as this is more of a list building restriction.

Space [S]

This unit can only be used when using the Space Battle rules. No cost as this is more of a list building restriction.

Ambush

When a unit elects to ambush it must be deployed in one of the following ways.

Stealth Units: Stealth units can Ambush back into combat from within 6" of a Terrain Piece so long as they enter play obstructed to enemy units or out of line of sight of enemy units.

Amphibious Units: Can Ambush from within 6" of any body of water so long as it does not enter play within 6" of enemy units.

Parachute/ Ballute Pack: Unit may deploy anywhere on the board that is not within 6" of any enemy units, it counts as having used 1 of it's fast actions.

After the parachuting unit is deployed the opposing player may roll a d6, on a result of 1-3 they may select one of their units within 36" and make a single shoot action with an equipped and loaded weapon targeting the parachuting unit as if it had line of sight to the target with no cover modifiers. After, the firing model counts as having used one of it's fast actions during its next activation; on any other result the unit lands safely. This roll is independent from the ambush success roll.

Anti-Sand Coating (Other specific terrain abilities): Can deploy only in it's designated specific terrain so long as it does not enter play within 6" of enemy units.

All other forms of Ambush: Deploy from within 6" of any section of the table's edge that is not within an Enemy Deployment Zone so long as it does not enter play within 6" of enemy units."

Note: When repositioning a unit that has failed an ambush it must be placed in a legal ambush position laid out by the ability!

New and Updated Weapon Rules

Shield Mounted

A variant of the mounted keyword, deducts 10pts from the weapon's cost but if the shield is lost so is the weapon. Examples include the Gouf Custom's gatling shield, Gyan's needle missiles, Jegan missile pods, etc.

Ammo

Weapons with the Ammo keyword do not count against a suit's carried weapon limit and may only be fired if the suit is equipped with a compatible weapon indicated by the ammo name (i.e. shotgun slugs and bazooka scattershot require the unit to be equipped with a shotgun or bazooka respectively.) Ammo types are separate from a weapon's primary statline and must be loaded onto the weapon to fire them. A unit may perform the weapon's reload action, or in the case of weapons without reloads a fast action, to change to or from Ammo.

Penetration Changes

Each weapon now has a Penetration Value, listed as PX. The Penetration Value adds to

the target's required save against a successful hit; ex a P1 weapon requires one higher than the target's armor save to successfully block the damage. A weapons list for testing can be found here.

When a successful hit from a weapon with the P tag is blocked by a shield, reduce the shield's integrity by the total P Value of the attack. If a shield's save would be reduced to 8+ it is Overmatched and may not be used to shield break!

Massed Fire / Sieg Zeon! 10pts

If this Unit is within 6" of another Unit with this rule and equipped with the designated weapon, add one die to the Unit's Attack Pool when attacking with the designated weapon. (Maximum of up to one extra die.)

Sniper <SN> 10pts

When used in a Shoot Action by a Unit that does not Move during the same turn, a Sniper weapon rolls an additional die, discarding the lowest result. If an ability or rule reduces your Attack Die pool the Sniper rule is cancelled instead.

Spray <SP> 10pts

Units targeted by this weapon subtract 1 from dodge rolls for the duration of the attack.

Blast <B> 10pts

When a Unit take saves against a weapon with Blast, and it was not the initial target, Saves are made at half the weapons P Value, rounded up.

Flaming! <F!> 10pts

If a Weapon with Flaming! successfully deals Damage, place a Burning token on the targeted Unit. Each Upkeep Phase a Burning unit must roll its base Armor with one fewer die: If no Blocks are rolled, the Burning unit takes 1 Damage. If the roll is all Blocks the fire is Extinguished.

Continue to roll each upkeep until the fire is extinguished, or the Unit is destroyed.

Staggering <ST> 20pts

When this weapon successfully deals Damage to a target that unit becomes Staggered. A Staggered unit reduces its Movement to by half for the duration of the condition and during its next activation must Recover as a Fast Action or Boost, the unit removes the Staggered condition after.

Crushing Blow <CB> (Replaces Piercing Strike) 10pts

When a Unit equipped with a close combat weapon with the <CB> Tag charges it may perform a Crushing Blow with the designated weapon.

A Crushing Blow reduces the target's Armour value by 1 and any Shield Bonus by 1 for the duration of the attack.

Skewer <SK> 20pts

When a close combat weapon with Skewer is used as part of a charge add +2 to its Dexterity Bonus and increase its Penetration by +1P for the duration of the close combat.

One Strike! <OS> 10pts

Before rolling their Attack Pool, a Unit may elect to instead perform a One Strike! If it is equipped with a close combat weapon with the <OS> Tag. Roll a single attack with +1 to the die result instead of the Weapon's full Attack Pool, if this attack would inflict a Critical Hit roll an additional die on the Critical Damage Table and discard one of the results.

High Intensity Mode <HI> 10pts

Before rolling their Attack Pool a Unit equipped with a close combat weapon with the <HI> Tag may choose to roll a single attack with +1P instead of the Weapon's Full Attack Pool.

Sweep <SW> 20pts

Before rolling their Attack Pool a Unit equipped with a close combat weapon with the <SW> Tag may choose to roll a single attack against each unit, friend and foe, that are within melee range and inside it's sight arc instead of the Weapon's Full Attack Pool.

Reach <R> 20pts

This weapon's melee range is increased to 12"

Flayer <FL> 10pts

Renamed Beam Flayer, moved to weapon tags.

Infantry

Squad Movement

Squads can move into any narrow alley or road as long as 1 model would fit in the opening, regardless of base. Heavy Weapon squads cannot move through narrow spaces because of their equipment and must adhere to the restrictions of their bases.

Infantry platoons can also make this movement as long as they stay completely within 10" of it's Command Squad.

If a Command Squad is destroyed a new squad is promoted and all squads must use their next movement to get into range of the new command squad on their next turn.

Platoon Command

Infantry Command Squads gain the Command keyword independent of match size, however they never generate Command Points and may only issue orders to infantry platoons.

Orders targeting an infantry squad, both yours and your opponent's, extend to the entire platoon.

Occupying Buildings

At the beginning of an infantry squad's activation, if they are within 1" of a structure with enough room on the top or multiple floors, they can move inside and take up firing positions from there. They are considered to be firing from any edge of the building and measure their line of sight from whichever floor they are currently occupying. If the building takes damage and is destroyed, the Squad takes damage according to the Terrain Piece chart on page 45. While inside the terrain they do not take any damage from attacks made at the building, except for Explosive and Spray weapons which still do half damage. Only a single squad may operate each floor of a structure.

Dig in! <Active> (0pts) *Infantry Only*

When activated place an Entrenched Token next to the unit. While Entrenched all successful ranged hits against this Unit must be re-rolled once. If the Entrenched unit moves for any reason this ability ends. This ability may not be activated on a turn in which the unit moves any distance. Units with this ability may begin the game Entrenched so long as the controlling player does not activate first.

Critical Table Update

Leg Damage [1-2]

Level 1: Whenever this unit rolls to Dodge, subtract 1 from the die result.
Level 2: In addition to the Level 1 effect; this unit's boost is reduced by half, subtract an additional 1 from Dodge results.

Arm Damage [3-4]

Level 1: Whenever this unit rolls to hit a target, subtract 1 from the die result.
Level 2: In addition to the Level 1 effect; this unit may not make Aimed Shot actions, and loses its Shield if applicable.

Head Damage [5]

Level 1: Reduce the maximum range of this unit's ranged weapons by 6".
Level 2: In addition to the Level 1 effect; unit's defending against attacks by this unit may reroll a single failed block.

Cockpit Damage [6]

Level 1: The damaged unit rolls a d6, on a 4+ the hit deals an additional damage. Otherwise the unit is immediately destroyed, roll on the destruction table as usual.
Level 2: This unit is immediately destroyed, roll on the destruction table as usual.

New/Changed Orders

Correction! [1 Command Point]
>   This order may only target a wavering or routing unit. Restore the ordered Unit's Morale to Steady, regardless of its current Status, and increase its Mind by +1.

Bring Them Down! [2 Command Points]
>   All attacks by the ordered Unit gain +1 Penetration for the remainder of your turn.

Infiltrate [2 Command Points]
>   Select one of your Units in reserve (waiting to Ambush) without requiring line of sight. The next time the ordered unit ambushes this turn roll twice on the Ambush Table and choose a result to discard.

Resupply [3 Command Points]
>   The Ordered unit may immediately reload one of its weapons as a free action.

Concentrate Fire [3 Command Points]
>   Friendly units that can draw line of sight to this Commander may reroll an attack die when making shoot or aimed shot actions until the end of the turn.

No Quarter [3 Command Points]
>   Friendly units that can draw line of sight to this Commander may reroll an attack die when making close combat attacks until the end of the turn.

We Have Reserves [4 Command Points]
>   Select one of your Units worth 150 base points or less that has been destroyed. Place this model within your deployment zone using the ambush rules as if it had the ability to do so. Treat the model as a new unit without any pilot traits or nonstandard modifications, it retains its weapon selections.
>   (Not usable in a campaign game.)