New Rules, Revisions and Errata

Based upon countless games played with the Version 2.0 Rulebook, and with thanks to the many players who offered their opinions, ideas, and suggestions, here are a selection of revisions, changes and new concepts that are under consideration for the next edition of the **Mobile Suit Skirmish** Prime Rulebook.

These are not 'offical' rules just yet. We are publishing them now so everyone who enjoys **Mobile Suit Skirmish** can try them first.

Please give them a try, and share your thoughts with the **Mobile Suit Skirmish** community!

Armour Values and Costs

Probably the most significant change we are considering is the following modification to the Armour Values and their costs. In the upcoming *Zeon* and *Federation One Year War Army Books*, we will see Armour Dice and Block Values 'unhitched', allowing a greater diversity of protection to be represented.

We are also examining making the least vulnerable Units more expensive, as they currently appear to be too cheap compared to their lesser cousins. The following table shows the new Armour Costs for the One Year War (0079) era:

Early U.C. Units (One Year War)				
Armour Type	**Values**		**Cost per Armour Die**	**Total Cost**
	Dice	**Roll**		
Steel	1	6	5 pts	5 pts
Super-hard Steel	2	5+	10 pts	20 pts
Titanium Composite / Alloy	3	4+	20 pts	60 pts
Gundarium / Lunar Titanium	4	3+	40 pts	160 pts
Abnormally Tough	5	3+	40 pts	200 pts

New Unit Points Cost Formula
Unit's Base Point Cost = (Move + Integrity x10) + Armour Total Cost

Note that Shields remain the same points cost. (see Pg. 69)

Revised Units

Although the upcoming Army Books will detail many new and revised Units, here are three very popular Mobile Suits that have noteworthy changes you can try out now:

MS-09 Dom
Integrity 5   Armour 3 / 5+   Base Cost 180

GM-79 (G) Ground Type
Light Shield   Armour 4 / 4+   Base Cost 210

RX-79 (G) Gundam Ground Type
Light Shield   Armour 4 / 4+   Base Cost 220

Close Combat gets deadlier

Let's face it; a Beam Saber to the face is the start of a Very Bad Day in the Gundam-verse. Many players have reported that braving the storm of fire that cris-crosses a battlefield to get into Close Combat isn't worth the risk, given the (lack of) reward. We hope these keener-edged weapons change that.

TYPE	EQUIP	TAGS	DEX	ATTK.	ACC	CRIT	DAM	PTS
Vulcan Guns	M	PB	0	3	5+	-	1	10
Unarmed Non- MS / MA	M		0	1	5+	6	2	0
Unarmed MS / MA (Mob Suit Fists)	M		+1	1	4+	6	3	0
Claws, Spikes, Nails	M	PS	+1	1	3+	4+	5	30
Lances, Spears, Maces, Hammers	C	PS	0	1	3+	5+	4	30
Heat Hawks, Metal Blades	C	P	+3	2	4+	6+	4	40
Heat Blades, Heat Rods	C	P	+2	2	3+	5+	4	50
Beam Blades, Beam Sabers	C	P	+2	2	3+	4+	5	60

Note that Close Combat weapons should be marked as Mounted (M) or Carried (C) on a Unit's Stat Sheet. Revised Stat Sheets will be published soon, with an 'Equip' column for Close Combat weapons.

Changed Penetration Table

The Penetration Table has undergone a couple of changes for this round of Playtesting;

Firstly, a Penetration result only occurs on a Hit result of 4, 5 or 6. A Hit result of 2 - 3 from a Penetrating weapon can be blocked by an unmodified, successful Block, like any regular Hit.

Secondly, a Unit's Shield may be added to a Defence roll against *any* Penetrating Hit, (from Shots within the target's Sight), without first rolling on the Shield verses Penetration table.

Penetration Table		
Penetrating Hit result	**Roll to Block**	**Energy Shields verses Beam**
4 - 5	6+	5+
6	Cannot Block	6+

New Slow Action — Evade

Evade represents a Unit zig-zagging at high speed, diving behind cover, rolling out of sight, while trying to cross relatively open ground.

A Player may announce a Unit is using Evade as its Slow Action before it activates. Give the Unit an Evade Token, as a reminder.

While Evading, a Unit must move at least half its Boost value, and gains +1 Armour.

If it moves its full Boost value, it gains an additional +1 Armour. (Add a second Evade Token as a reminder.)

An Evade movement must be made in a straight line through the Unit's Sight Arc, with no turns.

An Evading Unit obeys the restrictions for a Move Action described on page 16 of the **Mobile Suit Skirmish** rulebook. Unlike a Boost, it cannot be made in any direction.

Evade normally lasts until the end of the Turn, but it is cancelled as soon as the Unit engages in a Close Combat. Remove all Evade Tokens when this happens.

Core Rulebook Errata, Clarifications and Reminders

The following is a list of a number of changes that are now officially enacted. Please keep these changes and clarifications in mind when you are referring to the Core Rulebook.

Fire Support Revisited

We are considering changing the cost and function of Fire Support slightly, to make it more balanced, and less of a bargain:

Fire Support   (Base Cost of Weapon) x 0.5 points

A rare example of a Tag **<FS>** that is bought as an Ability. Fire Support must be allocated to a single Weapon on the Unit's Stat Sheet.

A Player must specify they are using Fire Support before firing the weapon. When fired in Fire Support mode, a weapon doubles its number of Shots, but reduces its Accuracy (ACC) by 1.

A Fire Support weapon may use all its Shots against one target, or, split them equally between two targets. Nominate targets before rolling to Shoot.

All Beam Class Weapons are now <RQ> Tagged

The effectiveness of Beam Weapons relative to their Points Costs has given rise to the need to either make them unpleasantly more expensive, or to 'dial back' their capabilities. Rather than reduce their range, DAM, or other factor, Beam Class weapons are now all tagged as Reload Quick **<RQ>**.

Errata, Clarifications and Reminders

Page 23:
Don't forget that Weapons with the Disposable <D> Tag ignore the Carried Weapon limit (see Page 15).

Page 24:
Reload Fast <RF> should be Reload Quick <RQ>.

Page 24:

Sniper

The Sniper <Sn> Tag entry should read as follows:

When used in any Shoot Action by a Unit that does not Move or Boost during the same turn, a Sniper <Sn> Weapon rolls one additional Shot die, and keeps the highest roll.

Cost of Sniper <Sn> and Volley <V> Tags

Note that the Sniper <Sn> and Volley <V> Tags explicitly increase the cost of a weapon by +10 points. This means that contrary to what the generic weapon chart on Page 20 implies, any Weapon with either of those tags must also pay for that Tag if it is included.

(Example: A Beam Sniper Rifle with the <Sn> Tag actually costs 60 points, instead of the normal 50 points.)

The only current exception to this is the Multi-Launcher (MLRS) Weapon, which already has the cost of the <V> Tag factored into its cost.

Page 25:

The first paragraph regarding Close Combat Range should read as follows:

Close Combat Range is defined as a 6" sphere originating from a point at the centre of a Unit's Base. Close Combat Range can be measured up, down, or in any direction, from that point.

Page 66:

Red Comet

After performing a Move or Boost Action with this Character's Unit, roll a D6:

On a result of 5+ they may immediately repeat that Action once.

Page 70:

Equipment (Abilities)

The different technologies, systems and devices that make up a Unit are represented by its **Abilities**.

A Unit can have up to four Abilities, (some rare Units may have more), all of which must be paid for in Points. No Ability may be chosen more than once, unless its points cost specifies 'each'. (See pgs 71 - 73.)

Ability Clarifications:

Page 71:

Blitzkrieg / Hunter

When a designated Weapon with a Reload Tag (<RQ> Reload Quick or <RS> Reload Slow), triggers the Blitzkrieg / Hunter Ability, its Reload status is temporarily ignored to perform the Free Shoot Action.

Page 72:

Flight Mode

While not stated explicitly, a Unit with a "Flight Mode" or similar transformation Ability may begin the match already transformed.

Page 72:

Heat Wire

Heat Wire should have a cost of 20 points, not 10 points as currently listed.