



# 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 reenact 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 it’s a shame to let it disappear from Gundam fandom.

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so far, that Mobile Suits that were considered top of the line at the beginning of the war, found themselves vastly outdated.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 is 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 rule sets, and they do not constitute a completely new army list.

Your Pilots are chosen from the Pilot lists featured in the MSGBS rule sets 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.



# 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. 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.

|  |  |
| --- | --- |
|  | Captain Hardy Steiner A dedicated professional soldier along the lines of the original series' 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 teammates, but his dedication to duty is so strong that he leads them in what he correctly suspects is a suicide mission. |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **WS** | **BS** | **S** | **HP** | **I** | **A** | **PS** | **LD** | **PV** |
| Steiner | 4 | 4 | 3 | - | 5 | 4 | 8 | 9 | 60 |

**Unit Size:** One Suit

**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 Core Rules.

**Special Character:** A Zeon Mobile Suit Team may include Steiner as a special character. If you decide to take him then he counts as one of the HQ choices.

**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. |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **WS** | **BS** | **S** | **HP** | **I** | **A** | **PS** | **LD** | **PV** |
| Mikhail | 3 | 4 | 3 | - | 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 Core Rules.

**Special Character:** A Zeon Mobile Suit Team may include Mikhail as a special character. If you decide to take him then he counts as one of the Elite choices.

**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.

**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.

|  |  |
| --- | --- |
|  | 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. |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **WS** | **BS** | **S** | **HP** | **I** | **A** | **PS** | **LD** | **PV** |
| Andy | 4 | 3 | 3 | - | 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 Core Rules.

**Special Character:** A Zeon Mobile Suit Team may include Andy as a special character. If you decide to take him then he counts as one of the Troop choices.

**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

**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.

|  |  |
| --- | --- |
|  | 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. |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **WS** | **BS** | **S** | **HP** | **I** | **A** | **PS** | **LD** | **PV** |
| Garcia | 4 | 3 | 3 | - | 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 Core Rules.

**Special Character:** A Zeon Mobile Suit Team may include Gabriel as a special character. If you decide to take him then he counts as one of the Troop choices.

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

**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.

|  |  |
| --- | --- |
|  | 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.

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **WS** | **BS** | **S** | **HP** | **I** | **A** | **PS** | **LD** | **PV** |
| Bernie | 3 | 2 | 3 | - | 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 Core Rules.

**Special Character:** A Zeon Mobile Suit Team may include Bernie as a special character. If you decide to take him then he counts as one of the Troop choices.

**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.

|  |  |
| --- | --- |
|  | 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 of located and confirmed the location of the RX-79NT1.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **WS** | **BS** | **S** | **HP** | **I** | **A** | **PS** | **LD** | **PV** |
| Alfred | 1 | 1 | 2 | - | 4 | 1 | 0 | 5 | 0 |

**Unit Size:** Self

**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 in dock, 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, 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 hisnew friend Bernie. Chris and Bernie seem to hit it off, but neither is aware that the other is an enemy pilot.

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **WS** | **BS** | **S** | **HP** | **I** | **A** | **PS** | **LD** | **PV** |
| Christina | 3 | 2 | 3 | - | 3 | 1 | 7 | 7 | 15 |

**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 Core Rules.

# MSG 0080 - WAR IN THE POCKET OVA – ARMY LIST

# 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.

# Elite – Veteran Pilot

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **WS** | **BS** | **S** | **HP** | **I** | **A** | **PS** | **LD** | **PV** |
| Veteran | 4 | 4 | 3 | - | 3 | 2 | 8 | 7 | 30 |

**Unit Size:** One Suit

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

**Special Rules:** Infiltrate

# Troops – Pilot

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **WS** | **BS** | **S** | **HP** | **I** | **A** | **PS** | **LD** | **PV** |
| Pilot | 3 | 3 | 3 | - | 3 | 2 | 7 | 7 | 15 |

**Unit Size:** One Suit

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

**Special Rules:** Infiltrate, Mutual Support

**Granada Garrison**

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

# Headquarters – Team Leader

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **WS** | **BS** | **S** | **HP** | **I** | **A** | **PS** | **LD** | **PV** |
| Lieutenant | 3 | 3 | 3 | - | 3 | 2 | 7 | 7 | 15 |
| Captain | 5 | 4 | 3 | - | 4 | 4 | 8 | 9 | 45 |
| Major | 5 | 4 | 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 Core Rules.

# Elite – Veteran Pilot

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **WS** | **BS** | **S** | **HP** | **I** | **A** | **PS** | **LD** | **PV** |
| Veteran | 4 | 4 | 3 | - | 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

# Troops – Pilot

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **WS** | **BS** | **S** | **HP** | **I** | **A** | **PS** | **LD** | **PV** |
| Pilot | 3 | 3 | 3 | - | 3 | 2 | 7 | 7 | 20 |

**Unit Size:** One Suit

**Mobile Suit Options:** MS-06FZ Zaku II Kai or 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 or suffer a -1 to all Leadership tests.

# Heavy Support – Pilot

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **WS** | **BS** | **S** | **HP** | **I** | **A** | **PS** | **LD** | **PV** |
| Pilot | 3 | 4 | 3 | - | 3 | 2 | 7 | 7 | 20 |

**Unit Size:** One Suit

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

# MSG 0080 - WAR IN THE POCKET OVA – MOBILE SUIT HANGAR

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. The plan allows the existing Mobile suit to be upgraded and improved. However these upgrade kits were far too late, and many of these suits retooled under this plan never saw actually combat. Although, a small unit of them fought a number of skirmish actions against the Federal Forces stationed in Side 6 space during December UC 0079.

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| --- | --- |
|  | MS-06FZ Zaku II Kai The MS-06F Zaku II, which had been serving the Zeon mobile forces since the earliest days of the OYW, 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

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **WS** | **BS** | **S** | **HP** | **I** | **A** | **PS** | **LD** |
| Pilot Bonus | - | - | 7 | 3 | - | 1 | - | - |
| **Armor Values** | **Front** | | **Side** | | **Back** | | **PV** | |
| MS-06FZ | 12 | | 11 | | 10 | | 150 | |

**Space Move Value:** 13”

### MS-06FZ Standard equipment & weapon:

heat hawk & jump pack

### MS-06FZ Optional equipment & weapon options:

90mm MMP- 70C Machine Gun (+45pts), 120mm machine gun (+40pts), 280mm Bazooka (+45pts)

|  |  |
| --- | --- |
|  | MS-09R-2 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-09R-2 Rick Dom II

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **WS** | **BS** | **S** | **HP** | **I** | **A** | **PS** | **LD** |
| Pilot Bonus | - | +1 | 7 | 3 | 1 | +1 | 1 | - |
| **Armor Values** | **Front** | | **Side** | | **Back** | | **PV** | |
| MS-09R-2 | 13 | | 12 | | 11 | | 190 | |

**Space Move Value:** 16”

### MS-09R-2 Standard equipment & weapon:

Heat sabre, scattering beam cannon (counts as cracker grenade) & jump pack.

### MS-09R-2 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

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|  | MS-14JG Gelgoog Jäeger The MS-14JG Gelgoog Jäeger is another product of the UCEP. Based on the recent MS-14A production model, the new MS-14JG Gelgoog Jäeger 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 Jäeger also carried an improved and highly accurate beam machinegun, giving the Gelgoog Jäeger the nickname "Gelgoog Sniper Type".

# MS-14JG Gelgoog Jäeger

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **WS** | **BS** | **S** | **HP** | **I** | **A** | **PS** | **LD** |
| Pilot Bonus | - | - | 7 | 3 | 1 | +1 | - | - |
| **Armor Values** | **Front** | | **Side** | | **Back** | | **PV** | |
| MS-14JG | 13 | | 12 | | 11 | | 230 | |

**Space Move value:** 18”

### MS-14JG Standard equipment & weapon:

Twin Beam Sabre & jump pack

**Special Rules:** Swift, can move 12” instead of the normal 9”

### MS-14JG Optional equipment & weapon options:

Targeter (+5pts), shield (+25pts) Cracker grenade (+5pts), Beam Rifle (+35 Pts.), Beam Machin gun (+65 Pts) or 280 mm Bazooka (+45 Pts.)



# 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.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **WS** | **BS** | **S** | **HP** | **I** | **A** | **PS** | **LD** |
| Pilot Bonus | - | - | 9 | 3 | - | - | - | - |
| **Armor Values** | **Front** | | **Side** | | **Back** | | **PV** | |
| MSM-03C | 12 | | 11 | | 10 | | 135 | |

**Aquatic Move Value:** 16”

### MSM-03C Standard equipment & weapon:

Twin-linked Mega-particle cannon mounted in the arms.

### MSM-03C Optional equipment & weapon options:

Targeter (+5pts), one shot missile (+10pts - count as 280mm Bazooka shell) or jump pack (30pts)

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|  | MSM-07E Z’Gok-E The MSM-07E Z'Gok-E ("E" for "experiment") features many improvements over its predecessor, the most visible being the ability to draw its arms and legs up closer into its body, streamlining the Z'Gok-E and making it faster underwater. A Beam weapon was fitted inside the arms, powered by energy caps. This increased handy firepower for both underwater and land combat. |

# MSM-07E Z’Gok-E

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **WS** | **BS** | **S** | **HP** | **I** | **A** | **PS** | **LD** |
| Pilot Bonus | - | - | 8 | 3 | - | - | - | - |
| **Armor Values** | **Front** | | **Side** | | **Back** | | **PV** | |
| MSM-07E | 12 | | 11 | | 10 | | 135 | |

**Aquatic Move Value:** 17”

### MSM-07E Standard equipment & weapon:

240mm Missile launcher & beam rifle - fitted in the right arm.

### MSM-07E Optional equipment & weapon options:

Targeter (+5pts) or jump pack (25pts)

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|  | MS-18E Kämpfer 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, 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 Kämpfer

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **WS** | **BS** | **S** | **HP** | **I** | **A** | **PS** | **LD** |
| Pilot Bonus | - | - | 7 | 3 | +1 | +1 | - | - |
| **Armor Values** | **Front** | | **Side** | | **Back** | | **PV** | |
| MSM-03C | 11 | | 11 | | 11 | | 350 | |

**Space Move value:** 18”

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

Jump-pack, Improved comms, twin linked shotguns, twin linked 360mm bazookas, twin linked panzer faust, chain-mine & two beam sabre

### MS-18E Special Rules:

**Stable Fire:** See MS-09 Dom

Hit & Run: The MS-18E may make a 6” move in the assault phase regardless of weather of not it is within 6” of an enemy.

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

**Limited Munitions:** The MS-18E was not conceived to engage in drawn out combats, and it carries a limited amount of ammo. Once the ammo is expended from the weapon it is discarded. Here is the ammo load for each of the Suit’s weapons.

|  |  |
| --- | --- |
| **Weapon** | **Ammo Capacity** |
| Shotgun | 2 shots |
| 360mm Bazooka | 2 shots |
| Panzer Faust | 2 shots |
| Chain Mine | One use |

# MSG 0080 - WAR IN THE POCKET OVA – ARMY LIST

# 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

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **WS** | **BS** | **S** | **HP** | **I** | **A** | **PS** | **LD** | **PV** |
| Ensign | 3 | 4 | 3 | - | 3 | 2 | 8 | 8 | 25 |
| Lieutenant | 4 | 4 | 3 | - | 4 | 3 | 8 | 8 | 35 |
| Captain | 4 | 4 | 3 | - | 5 | 4 | 8 | 9 | 50 |

**Unit Size:** One Suit

**Mobile Suit Options:** RX-78NT1 G4 ‘Alex’, RGM-79GM, RGM-79D GM Cold Type, RGM-79G GM Command, RGM-79GS GM Command Space Type RGM-79L GM Light Armor, RGM-79SC GM Sniper or RGM-79SP GM Sniper II (Note the RGM-79SC and 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 Core Rules.

# Elite – Veteran Pilot

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **WS** | **BS** | **S** | **HP** | **I** | **A** | **PS** | **LD** | **PV** |
| Veteran Pilot | 4 | 4 | 3 | - | 3 | 2 | 8 | 7 | 25 |

**Unit Size:** One Suit

**Mobile Suit Options:** RX-78NT1 G4 ‘Alex’, RGM-79GM, RGM-79D GM Cold Type, RGM-79G GM Command, RGM-79GS GM Command Space Type RGM-79L GM Light Armor, RGM-79SC GM Sniper or RGM-79SP GM Sniper II (Note the RGM-79SC and RGM-79SP may not take the Long Beam Rifle).

# Elite – Sniper

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **WS** | **BS** | **S** | **HP** | **I** | **A** | **PS** | **LD** | **PV** |
| Sniper | 2 | 5 | 3 | - | 3 | 1 | 8 | 7 | 25 |

**Unit Size:** One Suit

**Mobile Suit Options:** RGM-79SC GM Sniper or RGM-79SP GM Sniper II

**Independent Character:** A Sniper Pilot is an Independent Character and follows the independent character special rules in the Core Rules.

**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 – Pilot

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **WS** | **BS** | **S** | **HP** | **I** | **A** | **PS** | **LD** | **PV** |
| Pilot | 3 | 3 | 3 | - | 3 | 2 | 7 | 7 | 15 |

**Unit Size:** One Suit

**Mobile Suit Options:** RGM-79GM, RGM-79D GM Cold Type RGM-79G GM Command or RGM-79GS GM Command Space Type

**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 or suffer a -1 to all Leadership tests.

# Heavy Support – Pilot

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **WS** | **BS** | **S** | **HP** | **I** | **A** | **PS** | **LD** | **PV** |
| Pilot | 3 | 4 | 3 | - | 3 | 2 | 7 | 7 | 20 |

**Unit Size:** One Suit

**Mobile Suit Options:** RGM-79GM, RGM-79G GM, RGM-79GS GM or RX-77D Guncannon Mass Production Type.

# MSG 0080 - WAR IN THE POCKET OVA – MOBILE SUIT HANGAR

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.

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.

|  |  |
| --- | --- |
|  | RGM 79D GM Cold Climate Type 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 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 Type

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **WS** | **BS** | **S** | **HP** | **I** | **A** | **PS** | **LD** |
| Pilot Bonus | - | - | 7 | 3 | - | - | 1 | - |
| **Armor Values** | **Front** | | **Side** | | **Back** | | **PV** | |
| RGM 79D | 12 | | 11 | | 10 | | 125 | |

**Space Move Value:** 12”

### RGM-79D Standard equipment & weapon:

Twin-linked 60mm Vulcans, beam sabre & jump pack

### RGM-79D Optional equipment & weapon options:

Shield (+25pts), Targeter (+5pts), beam pistol (+20pts), 90mm Machine gun (+25pts), 100mm machine gun (+30pts) or bazooka (+45pts)

Note, an RGM-79D cannot use its shield and a heavy weapon at the same time.

|  |  |
| --- | --- |
|  | RGM 79G GM Command 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

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **WS** | **BS** | **S** | **HP** | **I** | **A** | **PS** | **LD** |
| Pilot Bonus | - | - | 7 | 3 | 1 | 1 | 1 | - |
| **Armor Values** | **Front** | | **Side** | | **Back** | | **PV** | |
| RGM 79G | 12 | | 11 | | 11 | | 140 | |

**Space Move Value:** 12”

### RGM-79G Standard equipment & weapon:

Twin-linked 60mm Vulcans, beam sabre & jump pack

### RGM-79G Optional equipment & weapon options:

Shield (+25pts), Targeter (+5pts), beam pistol (+20pts), 90mm Machine gun (+25pts), 100mm machine gun (+30pts) or bazooka (+45pts)

Note, an RGM-79G cannot use its shield and a heavy weapon at the same time.

|  |  |
| --- | --- |
|  | RGM 79GS GM Command Space Type The RGM-79GS GM Command Space Type is 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 0G environment, more internal space was freed up in the Space Type, allowing it to be equipped with additional verniers and larger fuel 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 Command Space Type

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **WS** | **BS** | **S** | **HP** | **I** | **A** | **PS** | **LD** |
| Pilot Bonus | - | - | 7 | 3 | - | 1 | 1 | - |
| **Armor Values** | **Front** | | **Side** | | **Back** | | **PV** | |
| RGM 79GS | 12 | | 9 | | 9 | | 100 | |

**Space Move Value:** 14”

### RGM-79GS Standard equipment & weapon:

Twin-linked 60mm Vulcans, beam sabre & jump pack

### RGM-79GS Optional equipment & weapon options:

Shield (+25pts), Targeter (+5pts), beam pistol (+20pts), 90mm Machine gun (+25pts), 100mm machine gun (+30pts) or bazooka (+45pts)

Note, an RGM-79G cannot use its shield and a heavy weapon at the same time.

|  |  |
| --- | --- |
|  | RGM 79SC GM Sniper Custom Following the introduction of the GM series of mobile suits, the EFF created a more powerful version of the suit for its best pilots. One of these suit was the GM Sniper Custom was designed for long-range battle by adding a powerful sniper beam rifle to its armament. The units were then assigned to ace pilots like 1st Lt. Francis Backmeyer, who often tuned their suits to their personal requirements. Most Sniper Custom units saw combat in the battle of A Baoa Qu. Following the GM Sniper Custom's success in battle, the Federation RGM-79SP GM Sniper II |

# RGM 79SC GM Sniper Custom

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **WS** | **BS** | **S** | **HP** | **I** | **A** | **PS** | **LD** |
| Pilot Bonus | - | +1 | 7 | 3 | - | 1 | 1 | - |
| **Armor Values** | **Front** | | **Side** | | **Back** | | **PV** | |
| RGM 79SC | 11 | | 11 | | 10 | | 115 | |

**Space Move Value:** 14”

### RGM-79SC Sniper Standard equipment & weapon:

Sensor Targeter, Improved comms, beam sabre

### RGM-79SC Optional equipment & weapon options:

Jump-Pack (+20pts) Long beam rifle (+100pts - see special rules below), External Power Supply (+50pts - see special rules below), 90mm Machine gun (+25pts) or a 100mm machine gun (+40pts)

**Sensor Targeter:** The RGM 79SG is equipped with a Sensor Targeter, this allows the Sniper Suit to detect infiltrating targets and ambushers within 18” if it stays still for one turn and does not fire. In every other way it acts like a normal Targeter and its bonus has already been added to the suits profile.

See core rules for Long Rifle rules

|  |  |
| --- | --- |
|  | RGM 79SP GM Sniper II 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 79SP GM Sniper II

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **WS** | **BS** | **S** | **HP** | **I** | **A** | **PS** | **LD** |
| Pilot Bonus | - | +1 | 7 | 3 | - | 1 | 1 | - |
| **Armor Values** | **Front** | | **Side** | | **Back** | | **PV** | |
| RGM 79SP | 11 | | 11 | | 10 | | 175 | |

**Space Move Value:** 14”

### RGM-79SP Sniper Standard equipment & weapon:

Sensor Targeter, Improved comms, beam sabre

### RGM-79SP Optional equipment & weapon options:

Jump-Pack (+20pts) Long beam rifle (+100pts - see special rules below), External Power Supply (+50pts - see special rules below), 90mm Machine gun (+25pts) or a 100mm machine gun (+40pts)

**Sensor Targeter:** The RGM-79SP is equipped with a Sensor Targeter, this allows the Sniper Suit to detect infiltrating targets and ambushers within 18” if it stays still for one turn and does not fire. In every other way it acts like a normal Targeter and its bonus has already been added to the suits profile.

See core rules for Long Rifle rules

|  |  |
| --- | --- |
|  | RGM 79L GM Light Armor 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 barest 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 pistol 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

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **WS** | **BS** | **S** | **HP** | **I** | **A** | **PS** | **LD** |
| Pilot Bonus | - | - | 6 | 2 | 1 | 1 | - | - |
| **Armor Values** | **Front** | | **Side** | | **Back** | | **PV** | |
| RGM 79L | 10 | | 9 | | 9 | | 110 | |

**Space Move Value:** 15”

### RGM-79L Standard equipment & weapon:

Twin-linked 60mm Vulcans, beam sabre & jump pack

### RGM-79L Optional equipment & weapon options:

Shield (+25pts), Targeter (+5pts), beam pistol (+20pts), 90mm Machine gun (+25pts), 100mm machine gun (+30pts) or bazooka (+45pts)

Note, an RGM-79G cannot use its shield and a heavy weapon at the same time.

### RGM-79L Special Rules:

Hit & Run: The RGM-79L may make a 6” move in the assault phase regardless of weather of not it is within 6” of an enemy.

|  |  |
| --- | --- |
|  | 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 Mass Production Type

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **WS** | **BS** | **S** | **HP** | **I** | **A** | **PS** | **LD** |
| Pilot Bonus | - | - | 7 | 3 | 1 | 1 | - | - |
| **Armor Values** | **Front** | | **Side** | | **Back** | | **PV** | |
| RX-77D | 12 | | 10 | | 10 | | 235 | |

**Space Move Value:** 12”

### Standard equipment & weapon:

jump pack, twin linked 240mm cannon

### Optional equipment & weapon options:

Beam Rifle (+40pts), 90mm Machine gun (+25pts) or 100mm Machine-gun (+35pts)

|  |  |
| --- | --- |
|  | RX-78NT-1 Gundam “Alex” 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-78NT-1 Gundam “Alex”

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **WS** | **BS** | **S** | **HP** | **I** | **A** | **PS** | **LD** |
| Pilot Bonus | - | - | 7 | 3 | 1 | 2 | 2 | - |
| **Armor Values** | **Front** | | **Side** | | **Back** | | **PV** | |
| RX-78NT-1 | 13 | | 12 | | 11 | | 275 | |

**Space Move Value:** 18”

**Aquatic Move Value:** 13”

### RX-78NT-1 Standard equipment & weapon:

Targeter, Improved comms, 2 beam sabers, twin-linked 60mm Vulcans, twin-linked 90mm Gatling guns & jump pack

### RX-78NT-1 Optional equipment & weapon options:

Shield (+25 pts), 90mm Machine gun (+25pts), 100mm machinegun (+40 pts), beam rifle (+45 pts), bazooka (+55 pts) or Chobham armor (+75 pts)

### NT-1 “Alex” Gundam Special Rules

**Increased Maneuverability:** The RX-78NT-1’s joints have been magnetically coated to allow for faster reaction times and to give it a greater degree of maneuverability. The RX-78NT-1 gets a 5+ dodge save against all shooting attacks.

**Quick Trigger:** The RX-78NT-1 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.

### Special Equipment: 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 RX-78NT-1’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.

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.

### Special Weapon: 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.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Weapon | Range | Short | Long | Strength | Type |
| 90mm Gatling Gun | 18” | +1 | -2 | 6 | Assault 3 |

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

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

# MSG 0080 - WAR IN THE POCKET OVA – MOBILE SUIT HANGAR

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Weapons | Range | Short | Long | Str | Type |
| Panzer Faust | 18” | - | - | 9 | Assault 1 |
| Shotgun | 18” | - | - | 9 | Assault 2 |
| Chainmine | 4” | - | - | 10 | Assault 1 |