BUILD FIGHT SYSTEM v1.5

ビルド - ファイト - システム v1.5

RULEBOOK

"Does it hurt, Fenice? I'm sorry. But I didn't build you to be put on a shelf for display. I built you to win! Thee Gunpla I made... My Wing Gundam Fenice... I made you to show the world that you're the strongest! So... Just hang in there a little longer. Okay, partner?" - Ricardo Fellini

Build Fight System is a tabletop counterpart inspired by the popular 'Gundam Build Fighters' animated TV series and based on the 'Gunpla' series of plastic models. The game is designed for two or more players and requires one Game Manager (GM) to assist in its running.

How to Play

Build Fight System is played through the Roll20 online tabletop gaming system and requires a free profile to play. Before entering a match, the player is required to create a Gunpla sheet. A link to the Build Fight System Gunpla Builder document can be found on the r/BuildFightSystem Reddit site, which acts as a hub for the system.

It is also important to know some basic functions of Roll20 in order to play. These functions should be typed into the Roll20 chatbox in order to perform them.

- Roll a die, with X being the number of dice rolled and Y being the numbers upon each dice: /roll XDY
- Roll a die with a multiplier (E.G of +5): /roll XDY+5
- Begin a sentence as a selected character (E.G: Amuro Ray pulls the trigger of the RX-78's rifle!): /me
- Personally message another player (for use in planning, etc.): /w "Character name"

Once the Gunpla sheet has been created, the player is then ready to join the game The match takes place in a specific Roll20 room (located here: [X](X)) which should be joined. Once two or more players and a GM have been assembled, the match is ready to begin.

Starting a Match

Before any fighting commences, all players should roll 1d10. The match will then proceed in turns, and the player with the highest roll will begin first- continuing downwards.

The player then calls a starting corner of their choice upon the map. After this, the GM places the token correlating to each player's mobile suit down onto the map and enters the HP (red circle), DR (blue circle) and the total HP of any remaining shields (green circle). In addition, the range of each player's 'main' weapon (usually a rifle) is entered, and represented by an aura. Once all players are confirmed and the player's tokens have been placed upon the map, the game is ready to start.

Movement

Movement is performed by using the select/move tool in the Roll20 toolbar, located at the top left. To move your Gunpla through the map, simply drag it hex by hex to its destination. Keep a track of how many spaces you move. Each movement costs GP, of which 10 are allocated for every turn. This cost is determined by the class of your Gunpla. Be careful! If you move too far, you may find that your Gunpla is unable to attack your opponent or defend itself using a shield!

Suits can also perform a jump function for a cost that varies depending upon the frame - 6GP for light frames, 8GP for mediums. This ability sends the suit 5 hexes in any direction- and can pass them over impassable terrain, as long as it is completely cleared. However, this function means that no other movement can be made upon that turn. The jump must also occur before any other movement upon that turn.

Attacking

There is only one way to win a match of Build Fight, and it isn't through diplomatic skills. Defeating an opponent in Build Fight requires a combination of tactical decisions and wise building to create the perfect Gunpla. With a wide variety of long range, short range and melee weapons, the player can create a loadout of weapons to accurately represent a mobile suit of their preference.

To begin an attack against another player or NPC, declare an attack. An enemy target must be in the line-of-sight to have a chance of hitting them- Roll20's ruler tool can be used to check if an attack has line-of-sight. Simply state in the chat where you wish to strike; for example "/me points their rifle at the enemy Zaku and pulls the trigger!". To begin an attack, the target must be in the weapon's range. This can be found in the weapon table, found in the Build Fight System Gunpla Builder.

Once an attack has been declared, the player must then roll to see if the attack hits. This 'Attack' roll is affected by the type of weapon, as well as the abilities of the Gunpla firing the weapon. An attack roll begins at D20, but is modified by the user's melee or ranged score. In order to have the attack hit, the attack roll must be higher than a defender's 'Defense' number. If the attack hits, reduce the HP of the enemy mobile suit by the damage number of the weapon in use, while taking into account any DR or shields that the suit may have equipped.

Weapon Clash

When melee fighters meet, a clash of blades is inevitable. If an attacking suit makes a melee attack following a melee attack by the defending suit, the two suits engage into a melee clash. During a melee clash, both suits roll D20 plus their melee skill. Following this, the the suit with the lowest score will receive 5 damage to the body. Both suits are then pushed back 1 hex in opposite directions. This damage is not affected by DR and cannot crit.

Multi-Weapon Firing

Seperate

The separate attack rules are used when a Suit attack with multiple weapons in separate attacks. You may take other actions in between rapid attacks, such as moving, assuming you have enough GP left to do so. When you have made an attack during a turn but want to attack again you can do so. However the GP cost for multiple attacks increases. The slot cost of the weapon you want to use as a second attack is added to the GP cost for that attack, and subtracted from this from your attack roll. When making multiple attacks in this way you cannot inflict critical hits. DR is only reduced by 1 in a seperate attack.

Multi attacking is a good way to simulate wild attacks with multiple weapons, where you put everything into one wild swing or shot, aiming all at the same point in an all or nothing attempt.

Weapons

Weapons are an essential part of every Build Fight match. Many different styles of weapon are available to use through those included in Bandai's Gunpla line, separately sold accessories, or even scratchbuilt rifles, swords and axes made through pla-plate. To use a weapon in Build Fight System, it must be included on your Gunpla sheet- and therefore, must be represented in some fashion.

The complete list of weapon categories is available in the Builder Document, and should be used to create your Gunpla sheet. While most weapon's functions are explained in the 'Attacking' section of this guide, some weapons have more complex features, which will be explained below. As the Gundam metaverse contains many unusual, confusing and strange weapons, any queries can be directed to the Build Fight System's moderators, found on the Build Fight System Discord Channel.

Weapons listed can only be used once per turn. To ensure fairness throughout a match, suits that have multiple forms, can transform or combine must have these qualities listed in each weapons 'Notes' section.

Weapon Shields

Weaponised shields function in a similar vein to regular weapons, except that they can be destroyed. A single weapon (per suit) attached to shields cost no carry slots, if they are are noted as 'Shield Weapon' in the note section of the profile sheet. Once the weapon shield's hits are reduced to zero it is destroyed.

Combining weapons

Combining weapons should be marked upon the Gunpla Sheet as all possible forms. However, only the weapons that individually form the combining weapon counts towards the weight cost. In order to combine weapons, a cost of 5GP must occur. De-combining the weapons comes with no cost, however.
Combining weapons cannot be variable or switching.

Variable Weapons

Weapons such as the F91's VSBR cannons, the Build Strike Gundam's enhanced beam rifle and the AGE DODS Rifle can operate with multiple levels of power behind their shots. These variations in power can be used in by declaring a change before an attack is declared (For example, "/me changes the power level mode of the VSBRs!").

To achieve variable weapon use, a weapon must be modified through scratchbuilding. This means the development of custom mechanics for a weapon. In order to claim this function you must have pictures showing both modes in your album.

Two different power levels are currently available in Build Fight System- Puncture and Precision. Puncture is a more powerful shot, but less accurate (Gaining a +2 to damage dealt). Precision is a more accurate shot, but less powerful (Gaining +2 on attack roll). In order to allow for variable weapons, a weapon must have a mechanism that represents a shifting mechanic- for example, an opening muzzle break or a fold out mechanism. This may not be accomplished by switching parts.

Switching Weapons

Some weapons such as the Cherudim Gundam's GN Sniper Rifle ll or the GN Long Barrel Beam Rifle have attachments or features that can switch between firing types. To represent this on the sheet, simply list both types of firing the weapon can perform as standard weapons on the profile sheet, then note both forms as 'Switching' in the notes section. Only include the carry cost for the heaviest weapon +1. A cost of 4GP must be paid to switch a weapon's form. Once switched, a weapon stays in its form until it is switched again.
Variable weapons cannot be switching or combining.

Funnels

Funnels work in a similar fashion to IVs, which are detailed below. Each funnel binder releases a single group of funnels, which are represented by a token upon the map. Upon a funnel attack being declared, the funnel icon is placed by the GM and can be deployed for a limited number of turns. A funnel group can attack once per turn, but can also be destroyed. Only shield funnels break LOS, and can only be passed over by the deployer.
Funnels do not gain the benefit of any style, class or other equipment unless specifically noted so.

Giant and Sniper rifles

Bombardment and sniping deals heavy damage to enemy suit, but is not without its drawbacks. In order to hit an opponent with a giant rifle or sniper weapon, two turns of preparation must take place. During these turns, the attacking mobile suit must not move. If hit, the attacking suit will be knocked out of its preparation stance and cannot fire. As such, it is recommended that the player finds a secure place at a long distance before attempting a sniping action. Preparation time can be reduced by selecting a suitable Suit Style during profile creation. Entering preparation does not cost GP and GP only is paid when firing the weapon.
Once a shot is 'Prepared', the suit may move again, but he must pay a cost of 4gp at the start of each turn to keep the weapon charge stored. Any damage dealt to the suit will remove this charge.
During turns while a suit is preparing a shot, any non-handheld weapons may be fired at a -2 attack penalty.

Giant Rifles

Giant Rifles may only be fired once per game, requiring preparation before firing. However, this attack lasts for two turns- and can damage an opponent during both turns. A giant rifle automatically destroys all orange hexes between you and the target, and may pierce (but not destroy) one red hex as well. If you continue to fire during your second turn you may only fire at a target within a limited arc from your first attack. This arc spreads in a V, following the path of hexes from the mobile suit. If you have the overcharge system you may continue to fire for a third turn, assuming you do not move and the third attack must be within the same arc

Sniper Rifles

Sniper rifles may be fired more than once per game, but must prepare as described above each time. A sniper rifle may pierce through one orange and one red hex when drawing line of sight towards its target.

Nuclear Weapons

Ah, the nuclear weapon. End of all ends- and now supported in Build Fight System. The nuclear weapon can be equipped in any weapon that has nuclear capabilities. Like an artillery weapon, the nuclear weapon must be prepared for two turns before it can be used, in which a suit cannot move. While a suit can only be fired upon once it is in range, if the attack misses then the warhead continues on and bursts upon the first filled hex that it comes into contact with- or the edge of the stage. Base damage occurs here, if the warhead hits an enemy mobile suit.

Once a warhead detonates, it creates a 8x8 nuclear fireball that grows at a rate of 2X2 hex per turn. If a suit is in a hex covered by the fireball, it takes 4 damage- without considering DR and shields. A mobile suit can only launch on nuclear weapon per game.

Throwing

Some players may choose to take the 'Throwing Arm' perk, allowing them to throw weapons at one another in the heat of battle! The range of a throwing weapon is determined at a cost of 1GP per 1 hex travelled. Normal GP use for the weapon is subtracted when the weapon is thrown. Once the weapon is thrown, a melee roll is use for the hit and damage is applied as normal. Following a successful or unsuccessful attack, the thrown weapon becomes an item upon the field placed in front of the target. It can then be picked up by either combatant, if they have the carry slot for it.

Systems

Systems are one of the best ways to make a mobile suit more personal. Be it through including experimental power systems like EXAM or ZERO, operational A.I such as A.L.I.C.E or even to defence systems such as the Chobham armour- there are plenty of options to provide builders with innovative ways to win. Systems are activated through three different methods. They can be either Passive: meaning that they are always active, Triggered: meaning that they are activated by being declared, or Timed: meaning that they operate on a turn-based timer. A full list of systems can be found in the Gunpla Build Sheet document, though some specifics are mentioned here.

Transforming suits

Transforming suits are highly popular, and for good reason. A suit can transform once per turn into an alternate form. This move comes at a cost of 2GP, and can grant either a +2 free hexes movement per turn or +3 to defense. This choice must be specified upon the Build Sheet. Transformed suits also gain the movement style of a 'Mach' class suit. They are able to move forwards continuously, moving one hex diagonally left or right per turn. Turning course has a turn cost of 4GP.

Only the weapons that can be seen upon the supplied images of the Gunpla in its transformed state can be used- for example, a Wing Gundam would not be able to use its beam saber in a transformed state. Melee weapons (Excluding unarmed melee) cannot be used in a transformed state unless they are positioned in a way where they can logically be used (Forwards facing, able to be activated).

Independent Vehicles

Independent Vehicles, or IVs, are machines that move of their own accord from the Mobile Suit that deployed it. Some examples of independent vehicles could be seen with the Mega Shiki's Mega Ride Launcher, the Re-GZ's BWS and the 00's Raiser. An IV's most important feature is that it must NOT be essential for the mobile suit to run- as such, a core fighter is not an IV. The IV must begin the match connected to the Gunpla.

At any given point in the match, the IV may disconnect for a cost of 8GP. A GM will then place down a token for the IV and enter its stats (1/4 of the parent mobile suit's HP; defense, ranged and melee from parent) at which point it can be controlled by the player.
The IV is able to reconnect with its owner for a cost of 4GP- though any damage taken by it does not heal. The IV can also use one weapon per turn, and is not affected by any other systems.

Core Fighters

Core fighters are distinguishable from IVs in that the suit cannot function without them. A Core Fighter is generally perceived as a 'last ditch' escape vehicle, lightly armed and with little armour. A Core Fighter is activated when the parent suit reaches 0 HP- at which point the CF is activated by a GM in a similar manner to an IV.

The Core Fighter moves at the same speed as a light mobile suit frame, and has a standardised 6HP. A Core Fighter must be either physically present on a mobile suit, or listed in the features of the mobile suit.

Shields

Not all mobile suits need shields, but they can be instrumental in a difficult fight. Shields can also be used to mount weapons by skilled builders. Shields are only effective once they have been raised for the turn at a cost of GP. Different sized shields can absorb different amount of damage, but all must be raised before they can be used.
In order to be protected by a shield a suit needs to pay the GP cost, at which point all damage is taken by the shield before it goes through to the main suit. This protection lasts until the beginning of the suits next turn.   DR is NOT applied to shield hits.
If any damage is left over after destroying a shield it carries through to the main suit, at which point DR does apply. Example: a heavy rifle does 10 damage to a shield which has 3hp left. The shield is destroyed and 7 damage is applied to the suit, with the suits DR reducing the damage and getting lowered by 1 as normal.

DR

Damage Reduction or 'DR' refers to the armour that inevitably surrounds all mobile suits. DR is a number that reduces the damage applied to a mobile suit which is determined on its frame. DR does not block damage to shields. When a suit has been hit and DR is activated, it is reduced by one. For example- a small-frame mobile suit begins with a DR of 3. A Zaku ll hits with a bazooka round for 6 damage. DR is taken into account, and the damage of 6 is reduced down to 3. However, the DR is now reduced to 2 for the next hit.

Combat Cards

Combat Card List
A deck of combat cards is used to add an extra layer of unpredictability and tactics to the game. Players begin the game without any cards in their hand unless they are equipped with a Pilot Quality. At the end of each of their turns, a player draws one card. You may have a max of 3 cards in your hand at a time. If you draw a card and have 4 (or more) cards you must discard a card. All cards explain what their effect is, and when they can be played. After use cards are discarded.

ATTACK CARDS
Glancing Blow

When you miss with an Attack Roll by 3 or less; Inflict damage to your Opponent equal to the slot cost of your Current Weapon. DR is applied and reduced as normal. You can only play this card once per Attack Roll.

Close Enough

When you roll a Natural 19 on an Attack Roll; you score a Critical Hit. Roll 2D12 (/roll 1t[CH] x 2) and your opponent decides which of the 2 Results to use.

Knockback

When you Damage your Opponent with an Attack or Card effect;   your Opponent is moved a number of Hexes away from you equal to your Current Weapon's Slot Cost. You can only play this card once per Attack Roll.

Heavy Hit *RARE*

When you roll a Natural 16 – 19 during an Attack Roll and Hit your Opponent; Inflict damage to your opponent equal to your Current Weapon's Slot Cost. You can only play this card once per Attack Roll.

Pinpoint Strike

When you roll a Critical Hit; roll 2D12 (/roll 1t[CH] x 2) and select which result to apply. You can only play this card once per Attack Roll.

Counter Attack *RARE*

During either player's turn, If you are Attacked; you may also declare an attack using an appropriate Weapon (selected weapon must be in range.) by paying GP equal to the Weapon's GP cost + Slot Cost; This GP cost is taken from your next turn and cannot exceed your GP limit.

Armor Gap *RARE*

When you roll a Natural 10 or higher on an Attack Roll and hit your opponent: Ignore Damage Reduction calculation for the attack, DR is not reduced.

DEFENSE CARDS
Blade Bind

When you lose a Weapon Clash Roll: Instead of taking 5 damage from the Weapon Clash, your Current Weapon is destroyed instead.

Speed Boost *RARE*

When you spent at least 6GP on movement or movement abilities; you may move 2 additional Hexes for free.

Momentum

When you spent at least 3GP on movement or movement abilities; you may move 1 additional Hex for free.

Sidestep

When your Opponent misses an Attack roll on you; you may move 2 Hexes away from your Opponent. You can only play this card once per Missed Attack.

Roll with It

When you are Damaged by an Attack, Attack Card, or Environment; You may move 1 Hex in any direction.You can only play this card once per Hit.

Defense Tactics

You may activate this card when you Raise your Shield; If you do, your shield remains raised until the beginning your 2nd turn after this card's activation.

UTILITY CARDS
Combat Optimization

At the start of your turn if your HP is less than half of your total HP; your total GP pool is increased by +1 until the end of the turn.

Combat Maximization *RARE*

At the start of your turn if your HP is less than half of your total HP; your total GP pool is increased by +2 until the end of the turn.

Support Mothership *RARE*

Draw 3 Combat Cards, then Discard 2.

Resource Satellite *RARE*

Draw 2 Combat Cards

Supply Cache *RARE*

At the beginning of your turn, Activate one of the following Effects:
For this turn, if you have a charged weapon; you do not have to pay the GP cost to hold the charge.
If you have a used Disposable weapon besides a Nuke; you may regain 1 use for the weapon.

Feint Maneuver

Play When you roll a Natural 3 or lower during an Attack Roll; You may Steal 1 random card from your opponent. You can only play this card once per Attack Roll.

Critical Hits

When rolling for attack, one D20 is used. Occasionally, this will produce a natural roll of 20 (Without any additional modifiers). Upon this roll, a critical hit can be declared! These are large, game-changing effects that are dictated solely by luck. Once a natural roll of 20 has occured, roll D12 to determine the effect of the critical hit. This is applied on top of the effects of the original attack. If you roll an effect that can't be applied move one cell up the table. For instance, if you roll a 10 (system hit), but the defender has no systems or shields you move back up to Weapon overload and destroy the last used weapon.

Roll	Effect
1 - 2	Knockback: Suit is pushed back two hexes away from attacker. If pushed into a wall, the defending suit takes 5 damage (Bypassing DR).
3 - 4	System overload: Lose a currently active system. (defender decides if multiple active)
5 - 6	Weapon overload: Defender loses the last-used weapon of their suit. Unarmed Melee cannot be removed.
7 - 8	Shield surrender: Defender loses a shield of the attacker's choice.
9 - 10	System hit: Defender loses one system or equipment of the attacker's choice.
11	Weapon Sunder: Defender loses one weapon of the attacker's choice. Unarmed Melee cannot be removed.
12	Vital area: Double damage

Terrain

There are many different types of terrain in Build Fight System- and a successful Build Fighter must learn to deal with all of them. Use of cover is important in fighting well, especially in close-combat urban encounters.

Uncoloured Hexes
Denotes a free space. Nothing special about this one!

Blue Hexes
Refer to an aquatic tile. Aquatic tiles cost 3GP. You may not use "Free moves" to cross blue hexes, with the exception of those gained from the Aquatic class. Aquatic suits are in their element in aquatic tiles. Through a standard move action, the Aquatic suit can enter and submerge the water- gaining a +3 bonus to their defense.

Red Hexes
Red hexes are inaccessible tiles. Mobile suits cannot enter the space that red hexes fill, nor can they shoot through them.

Orange Hexes
Orange hexes are destructible terrain. Destructible terrain blocks line of sight only on sections of the map in which the hex is completely filled with terrain. Once a piece of destructible terrain is destroyed, 4 damage is inflicted upon all mobile suits within a 1-hex radius. Destructible terrain takes 1 attack of any kind to destroy. An attack roll of 8 must be passed to engage in a terrain roll. Orange hexes can be thrown at opponents if the attacker's melee is above 2. This attack has a range of 8 and deals 6 damage for a 4GP cost.

Yellow Hexes
Yellow hexes show an interactive space. This implies that a mobile suit can interact with an object or scenery piece upon this tile. For example, this could be a large, fallen tree that a mobile suit is able to

swing for an attack, or a battleship cannon that could be interacted with for a free shot at an opponent. Interaction costs 3GP and standard weapon cost applies to using the object. The specifics of these interactions are up to the GM- however, a general rule of thumb can be found below:

Object	Effect (Refer to Building Guide Sheet - Weapon Section)
Interactive Object - Melee Use	Heavy Sword
Interactive Object - Ranged Use	Medium Rifle
Ranged Object	Heavy Rifle - One use only
Explosive Object	8 damage - when shot, affects 2 hex radius.

Battle Reports

Once you have finished a match, it is recommended that you complete a write up of the match and post it upon /r/buildfightsystem to summarise your experiences. This can help give personality to your pilot, or prove your tactical abilities to others. Of course, embellishments should be included too- a reason for you and your opponent's meeting, battle damage and dialog are all fun things to consider when completing a battle report. They may be as long as the writer desires- but the most important thing is to have fun with them!

Glossary

Action	Description	Cost
Movement	Drag Player token using Select/Move tool.	Varies by suit class.
Attacking	Declare attack: rolld20 +(ranged/melee number) + (any additional modifiers)	Varies by weapon.
Shield	Raises a shield to block damage on the next turn.	3/4/5/6GP
Weapon Combine	Combine Weapons together.	5GP. De-Combination = 0GP.
Boost	One time use. 5 free hex in one direction.	No cost.
Jump	Move 5 hexes in one direction. Can pass any terrain. Heavy frames cannot jump.	6GP (Light frames). 8GP (Medium frames).
Throwing Weapon	Throw a weapon. Weapon becomes icon on field after use. Requires throwing perk.	1GP per hex travelled + regular attack cost.
Orange Terrain Throw	Throw orange terrain. 8 range, 6 damage.	4GP
Yellow Terrain Interaction	Interact with yellow terrain - See specifics above.	3GP + standard weapon use cost.
Transformation System	Transform a suit to gain +3 to defence or +2 free movement	2GP

	per turn. Gives the Mach class.	
Independent Vehicle Release	Release an IV onto the field.	8GP
Independent Vehicle Dock	Connect an IV back onto a suit.	4GP
'Improved' System Activation	Begin Improved Output/Mental.	5GP on turn before activation (Output), 5GP/HP on turn after duration (Mental).
Energy Shield Activation	Activate Energy Shield.	2GP. One time use.
Funnel Activation	Deploys a set of Funnels.	6GP (Funnel), 8GP (Heavy), 5GP (Shield), 5GP - 2GP per turn active (Orbiting), 7GP (Fangs)