

Gundam: The Role-playing Game

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Introduction

This game is based on the D20 system used in *Wizards of the Coasts* *Dungeons & Dragons* and *Star Wars RPG* games. The D20 system is a universal system created for both quick and easy gameplay, and also to provide a base system that anyone can use to create role-playing games. Gundam is a mecha anime, which deals with war in the far future. This book for the Gundam D20 Role-Playing Game will only include mobile suits and events that took place in the Earth Invasion of the One Year War conflict between the Principality/Arch-Duchy of Zeon and the Earth Federation. New versions and add-ons, like the Road to Solomon, the Flanagan Institute, and Jaburo Assault sourcebooks are already complete, or will be complete soon, and are ready for use on the home page. Also, at the moment I am only concentrating on covering the Gundam series surrounding the One Year War. To use these rules effectively you will need either the *Dungeons and Dragons Player's Handbook* or the *Star Wars RPG Core rulebook*, though the *Star Wars RPG Core rulebook's* rules are preferred for this game.

The Basics

If you want to use some of the character sheets already printed by Wizards of the Coast, then the *Star Wars* character sheets are the best sheets to use since most of the skills and feats in that game will be used in this game. The only race available to the players in Gundam is of course humans, since aliens do not exist in the Gundam universe.

Character races:

Characters have two choices of humans in the gundam universe: an earth-born or a 'spacenoid', people who live in the colonies. Spacenoids gain a +2 competency bonus to all knowledge checks when in space or on a colony, and all earth-borns gain a +2 competence bonus to all knowledge checks when on earth. Also earth-borns have a -2 to all knowledge checks dealing with the colonies, and all spacenoids have a -2 to knowledge checks dealing with things on earth.

CHARACTER CLASSES:

All characters earn wages after/before each adventure through various means (pay check, black market dealings, etc.) And they may be used to purchase equipment before/after each adventure, or when the characters reach an allied town or base.

Character wages

<i>Character class</i>	<i>Payment</i>
Guerilla	100
Soldier	200

Technician	200
Fighter pilot	300
Mobile suit pilot	400

Guerilla Fighter

Guerillas are common, everyday people who have turned to fighting a covert war against the invading Zeon forces on Earth, though some guerilla groups see the Zeon invasion as an opportunity to make some money and are selling their services to a few Zeon generals. They are some times eccentrics, others are outcasts in their societies, others are just outlaws, but mostly guerillas are just your average person, trying to do their best for their community. They are the best people to go to if you need an expert in field survival skills or if you need a good scout.

Note: Generally only earth-borns can be guerillas, though they can join a group of spacenoids.

Hit dice: 1d8 plus Con modifier.

Level	Base Attack	Fort	Ref	Will	Special	Reputation
1	0	1	1	1	Starting feats, bonus feat	0
2	1	2	2	2	Trailblazing	0
3	2	2	2	2		1
4	3	2	2	2	Uncanny dodge (dex to defense), Demolitions expert	1
5	3	3	3	3	Skill mastery	1
6	4	3	3	3	Poison traps	2
7	5	4	4	4	Uncanny dodge (can't be flanked)	2
8	6/1	4	4	4		2
9	6/1	4	4	4	Skill mastery	3
10	7/2	5	5	5		3
11	8/3	5	5	5		3
12	9/4	6	6	6		4
13	9/4	6	6	6		4
14	10/5	6	6	6	Skill mastery	4
15	11/6/1	7	7	7		5
16	12/7/2	7	7	7		5
17	12/7/2	8	8	8		5
18	13/8/3	8	8	8		6

19	14/9/4	8	8	8	Skill mastery	6
20	15/10/5	9	9	9		6

Class skills:

Skill points At first level: 6 + (int mod) x4.

Skill points at each additional level: 6+ int mod

Class skill	ability	Class skill	ability
Pilot	dex	Swim	Str
Climb	Str	Read/write language	--
Computer use	Int	Repair	Int
Craft	Int	Search	Int
Demolitions	Int	Ride	Dex
Disguise	Cha	Move silently	Dex
Hide	Dex	Spot	Wis
Jump	Str	Survival	Wis
Knowledge	Int	Gather info	cha
Disable device	int		
Intuit direction	wis		

Class features:

Starting feats-

Weapon group proficiency (simple)

Sharp-eyed

Persuasive

Trailblazing- starting at 2nd level the guerilla becomes more skilled at finding the best route through unfamiliar or obstructed areas. When travelling through difficult terrain the guerilla may make a survival check to reduce the travel time. If the check is a 15 or better the time is reduced by 25%, if the check is 25 or better then it is reduced by 50%. A guerilla can guide three other people at no penalty, but for each additional three there is a -2 penalty to trailblazing checks.

Demolitions expert - starting at 4th level the guerilla becomes an expert at setting, placing and dismantling explosives. The guerilla gains a +2 circumstance bonus when dealing with any type of explosive device.

Poison traps: at 6th level a guerilla can set a poisoned trap as long as they spend 2 hour, -5 minutes per level. Poison traps deal 1d8 hit points of normal damage and does 1d6 points of poison damage.

Skill mastery- at 5th, 9th, 14th and 19th level the guerilla selects a number of skills equal to his/her intelligence modifier. When making a skill check the guerilla may take a 10 even if stress and distractions would normally prevent them from doing so.

Soldier

Soldiers are the most important parts of an army, and there would be no war without soldiers, especially in the days of the universal Century, even though mobile suit war fare is the most decisive part of battle, it is still the common soldier on the ground who can sway the tide of war.

Hit dice: 1d10 plus con modifier

Level	Base Attack	Fort	Ref	Will	Special	Reputation
1	1	2	0	0	Starting feats	0
2	2	3	0	0	Armor proficiency (med), bonus feat	0
3	3	3	1	1	Armor proficiency (heavy)	1
4	4	4	1	1	bonus feat	1
5	5	4	1	1		1
6	6/1	5	2	2	Bonus feat	2
7	7/2	5	2	2		2
8	8/3	6	2	2	Bonus feat	2
9	9/4	6	3	3		3
10	10/5	7	3	3	Bonus feat	3
11	11/6/1	7	3	3		3
12	12/7/2	8	4	4	Bonus feat	4
13	13/8/3	8	4	4		4
14	14/9/4	9	4	4	Bonus feat	4
15	15/10/5	9	5	5		5
16	16/11/6/1	10	5	5	Bonus feat	5
17	17/12/7/2	10	5	5		5
18	18/13/8/3	11	6	6	Bonus feat	6
19	19/14/9/4	11	6	6		6
20	20/15/10/5	12	6	6	Bonus feat	6

Class skills:

Skill points at first level: 4 + (int mod) x4.

Skill points at additional levels: 4+ int mod.

Class skill	ability	Class skill	Ability
Pilot	dex	Intimidate	Cha
Climb	Str	Treat injury	Wis
Computer use	Int	Jump	Str
Profession	wis	Repair	Int
Demolitions	Int	Listen	Wis

Class features:

Starting feats:

Armor proficiency (light)

Weapon group proficiency (simple weapons)

Weapon Group proficiency (heavy weapons)

Weapon group proficiency (rifles/pistols)

Technician

Technicians are the backbone of mobile suit warfare, if your mobile suit squad doesn't have one, you're dead meat. The more skilled a technician is the better condition a squad's vehicles will be in.

Hit dice: 1d6 plus con modifier

Level	Base Attack	Fort	Ref	Will	Special	Reputation
1	0	2	1	0	Starting feats	0
2	1	3	2	0		0
3	2	3	2	1		1
4	3	4	2	1	Jury-rig +2, Master Gearhead	1
5	3	4	3	1	Adaptive learning, Skill emphasis: repair	1
6	4	5	3	2		2
7	5	5	4	2	Jury-rig +4	2
8	6/1	6	4	2		2
9	6/1	6	4	3	Adaptive learning	3

10	7/2	7	5	3		3
11	8/3	7	5	3		3
12	9/4	8	6	4	Fame, jury-rig +6	4
13	9/4	8	6	4		4
14	10/5	9	6	4		4
15	11/6/1	9	7	5		5
16	12/7/2	10	7	5		5
17	12/7/2	10	8	5		5
18	13/8/3	11	8	6		6
19	14/9/4	11	8	6		6
20	15/10/5	12	9	6		6

Class skills:

Skill points At first level: 6+ (int mod) x4.

Skill points at each additional level: 6+ int mod

Class skill	ability	Class skill	Ability
Pilot	dex	Demolitions	Int
Treat injury	Wis	Disable device	Int
Computer use	Int	Repair	Int
Knowledge	Int	Craft	Int

Class features:

Starting feats:

Weapon proficiency (simple weapons)

Gearhead

Jury-rig: Beginning at 4th level the technician becomes more skilled at minor field repairs to vehicles and mobile suits. Technician gains a + 2, then a +4 and then a + 6 competency bonus to repair checks for temporary repairs.

Master gearhead: at 4th level the technician becomes more skilled in repairs and computer use. As long as the technician has proper tools and facilities at his disposal he may gain a +4 competency bonus to make permanent repairs to mobile suits and vehicles, and gains a + 4 competency bonus to using computers. This bonus does not stack with the regular Gearhead's bonus.

Adaptive learning: Technician may designate one cross-class skill as a class skill, the skill must be a common one that makes sense to the campaign.

Fighter Pilot

Fighter pilots are one of the more important parts in both the zeon forces and the earth federal forces. Fighter pilots like *The Odessa eagle* and even captain Garma Zabi, have proven that fighter planes are still as deadly as a mobile suit.

Hit dice: 1d8 plus con modifier

Level	Base Attack	Fort	Ref	Will	Special	Reputation
1	1	1	2	0	Starting feats	0
2	2	1	2	1		1
3	2	1	3	1	Fighter dodge	1
4	3	2	4	1	Fighter point blank shot	2
5	4	2	4	1	Bonus feat	2
6	5	2	5	2		3
7	6/1	3	5	2		3
8	7/2	3	6	2		4
9	8/3	3	6	3	Leadership	4
10	9/4	4	7	3		4
11	10/5	4	7	3		5
12	11/6/1	4	8	4	Bonus feat	5
13	12/7/2	5	8	4		5
14	13/8/3	5	9	4	Bonus feat	6
15	14/9/4	5	9	5		6
16	15/10/5	6	9	5		6
17	16/11/6/1	6	10	5	Bonus feat	7
18	17/12/7/2	7	10	5		7
19	18/13/8/3	8	10	5		8

Class skills:

Skill points at first level: 4 + (int mod) x4.

Skill points at additional levels: 4+ int mod.

Class skill	Ability	Class skill	Ability
Pilot	Dex	Repair	Int
Treat injury	Wis	Search	Int

Computer use	Int	Diplomacy	Cha
Spot	Wis		
Gather info	Cha		

Class features:

Starting feats:

Air/spacecraft operation (fighter)

Zero-g combat

Fighter dodge: When piloting a fighter or transport plane the pilot gains a +1 dodge bonus to the plane's defense against one target.

Fighter point blank shot : pilot gains a +1 bonus on attack and damage rolls with fighter and transport plane weapons when attacking at point blank range.

Leadership: by directing the actions of others, the pilot can increase their chances of success. This requires a diplomacy check (dc 10 plus number of allies he is assisting) and a full round action. A success grants a bonus to all allied skill checks of equal to his cha modifier for 1 minute. All allies benefiting from this bonus must be in visual ranges and must be able to hear the pilot.

Mobile Suit Pilot

Mobile suit pilots are different from other soldiers, which often leads to some rivalry between the two. Mobile suits and their pilots are the wave of the future and since Zeon created the first combat mobile suit war has evolved so that whoever has the more powerful mobile units will undoubtedly have the upper hand in the conflict.

Hit dice: 1d8 plus con modifier

Level	Base Attack	Fort	Ref	Will	Special	Reputation
1	1	1	2	0	Starting feats	1
2	1	1	2	1		2
3	2	1	3	1		2
4	3	2	4	1	Requisition supplies	2
5	4	2	4	1	Bonus feat	3
6	5	2	5	2	Tactics	3
7	6/1	3	5	2		3
8	7/2	3	6	2		4
9	8/3	3	6	3	Leadership	4
10	9/4	4	7	3		4
11	10/5	4	7	3		5

12	11/6/1	4	8	4	Bonus feat	5
13	12/7/2	5	8	4		5
14	13/8/3	5	9	4	Improved Tactics	6
15	14/9/4	5	9	5		6
16	15/10/5	6	9	5		6
17	16/11/6/1	6	10	5	Bonus feat	7
18	17/12/7/2	7	10	5		7
19	18/13/8/3	8	10	5		8
20	19/14/9/4	9	10	5		8

Class skills:

Skill points at first level: 4 + (int mod) x4.

Skill points at additional levels: 4+ int mod.

Class skill	Ability	Class skill	Ability
Pilot	Dex	Repair	Int
Treat injury	Wis	Search	Int
Computer use	Int	Diplomacy	Cha
Spot	Wis		
Demolitions	Int		

Class features :

Starting feats :

Mobile suit piloting (basic)

Zero-g combat

Core fighters: Federation mobile suit pilots who have mobile suits equipped with the core block system are proficient in piloting it and will not receive any penalty for piloting checks while flying it.

Tactics: by using an attack action the pilot can use his radio and/or vidscreen to grant any one allied mobile suit a competence bonus for either an attack bonus or dodge bonus, the bonus is equal to the pilot's int bonus and lasts for 1d4+ the pilot's cha bonus. If the pilot uses a full round action, then he may grant the bonus to all of his allies in contact range, including himself. This lasts for a number of rounds equal to his cha bonus.

Requisition supplies: At 4th level the pilot gains the ability to request supplies for individual missions. Maximum value a pilot can requisition is one half the pilot's level x his cha modifier x 2 requisition points (RP points), up to a maximum of 60 R.P. points. Requisitioned equipment is the squad's only until their mission is complete, or until their tour of duty in a certain area is completed. Two pilots with this ability may combine their totals to a maximum of 95 rp.

Leadership: by directing the actions of others, the pilot can increase their chances of success. This requires a diplomacy check (dc 10 plus number of allies he is assisting) and a full round action. A success grants a bonus to all allied skill checks of equal to his cha modifier for 1 minute. All allies benefiting from this bonus must be in visual ranges and must be able to hear the pilot.

Improved tactics: pilot has become highly skilled at leading his squad through tactical missions and maneuvers, and it requires less time to direct their actions. The pilot can direct one of their allies with a free action or all of his allies with only an attack action. Can only use improved tactics once per round.

Common skills:

These skills are ones that can be found in both the *star wars rpg* and *dungeons and dragons* books:

- *Appraise*
- *Bluff*
- *Climb*
- *Computer use*
- *Craft*
- *Demolitions*
- *Diplomacy*
- *Disable device*
- *Disguise*
- *Escape artist*
- *forgery*
- *Gather info*
- *Hide*
- *Intimidate*
- *Jump*
- *Knowledge*
- *Listen*
- *Move silently*
- *Pilot*
- *Profession*
- *Read/write language*
- *Repair*
- *Ride*
- *Search*
- *Sense motive*
- *Speak language*
- *Spot*
- *Survival*
- *Swim*
- *Treat injury*

Notes on repair checks: All successful Repair checks made on mobile suits do not instantly repair it, but restores 1d10 hit points.

Newtype skills:

Note : No class may select to use any newtype skills unless they are either of a newtype prestige class, or have atleast latent newtype abilities.

Newtype telepathy (untrained & trained; Int)

Newtypes are more attuned to a brain's psycho waves and are able to communicate to each other.

Benefit- A Newtype may make a check to establish a link with another Newtype or a normal person, either allied or not, and may have a simple communication, like giving an order or a warning. If the sender is a latent newtype, then it takes the

newtype sending the message one full action to initiate contact and give the other the message. Trained Newtypes may make the contact as a partial action instead of a full round action. Messages sent to normal people who have no Newtype abilities, may only receive the message not respond, and must make a DC15 check using their Int modifier to fully hear the message. If the check fails, they will only hear part of the message.

<i>Distance</i>	<i>Dc</i>
100 meters	+0
1,000 meters	+15
10,000 meters	+25

Newtype evasion (untrained & trained; dex)

The first sign of a Newtype is their unparalleled reflexes and ability to dodge with their mobile suits.

Benefit- A Newtype must make a Newtype evasion check at DC 15. Latent/Untrained Newtypes will gain a +3 bonus to all reflex tests in a mobile suits, and also a +2 dodge bonus to their mobile suits AC for the next turn. Trained Newtypes gain a +4 to reflex and a +4 to AC. Also, if a mobile suit makes a reflex saving throw after successful using Newtype evasion, and it succeeds, then the mobile suit will take no damage rather than just half.

Newtype sense (untrained & trained; int)

Newtypes have the ability to feel other Newtypes that are near to them, be they allies or enemies.

Benefit- A Newtype may make a sense check of DC 15 if latent potential, and DC 10 if trained. If they pass the check and if other newtypes are present they sense their presence, and may make another check, and if they pass it again they may identify any enemy or allied (if they did not know already) Newtypes. This ability only works within their sensor range.

Common Feats:

These feats are ones that can be found in both the *star wars RPG* and *dungeons and dragons* books:

- *Acrobatic*
- *Ambidexterity*
- *Alertness*
- *athletic*
- *Blind-fight*
- *Cautious*
- *Dodge*
- *Endurance*
- *fame*
- *Gearhead*
- *Great fortitude*
- *Infamy*
- *Iron will*
- *Lightning reflexes*
- *Low profile*
- *Martial artist*
- *Persuasive*
- *Quick draw*
- *Run*
- *Skill emphasis*
- *Sharp-eyed*

- *Starship operation*
- *Toughness*
- *Track*
- *Trustworthy*
- *Zero-g combat*

New feats:

Latent newtype potential

Requirements-

- 3+ levels
- must lived/travelled in space for atleast 2 months

Benefit- A latent newtype may use untrained newtype skills as class skills.

Mobile suit piloting

Types of mobile suit piloting:

- Basic (Zaku, GM, etc.)
- Advanced (gundam, z'gok, etc.)
- Mobile armors (Big Zam, Adzam, etc.)

Benefit- any character can use a mobile suit, but only those who are trained have what it takes to use a mobile suit to it's full potential. Characters can only learn these feats from mobile suit pilots or by enlisting in the Earth federal forces/principality of zeon mobile suit corps. Without this feat all characters trying to use a mobile suit suffer a -4 to all checks that they are required to make while piloting it.

Note- each time you take this feat you may only select one category, like basic or advanced, at a time.

Air/spacecraft operation

Types of air/spacecraft piloting:

- Transport (madea, Zanzibar)
- Fighter (core fighter, dopp)
- Capital ships (gaw, battleships)

Benefit- any character who takes this feat may use the selected type of craft. Characters without this feat trying to pilot a certain type of craft suffer a -4 penalty to all pilot checks.

Newtype mobile suits

Requirements-

- Must be a newtype with at least latent newtype abilities
- 5+ levels

Benefit- This feat allows a newtype mobile suit pilot to use specially designed mobile suits that can maximize his abilities and potential. A pilot who does not have this feat may use the mobile suit like a normal mobile suit, but the pilot will not be able to use the suits' newtype weaponry (funnels, bits, etc.)

Note- A GM is the only person who can deem whether or not a pilot would be eligible to be picked to pilot such advanced machinery. So newtype characters that show great deals of potential and worth in the eyes of their superiors might find themselves at the controls of a Zeong/Gundam 'Alex'.

Newtype fighter dodge

Requirements-

- must have newtype potential
- 6+ levels
- air/spacecraft operation (fighter)

Benefit- when piloting a fighter the pilot gains a +2 dodge bonus to their defense against all attacks.

Reputation

Reputation scores play a unique part in the Gundam universe. Some character's reputation points will work better in certain areas than others, and then others will work anywhere. A guerilla can make a reputation check at a certain DC and apply it to certain skills. Now, if the guerilla were to make a reputation check in their native country, then they may only have a Dc of 15, but if they were to try the same thing on a space colony, then the Dc would be around 20-25, depending on whether or not they had been in that area before. Mobile suit pilots and soldiers, on the other hand, would not have as much of a problem with using their reputation scores, and would only have a dc of 15 in most areas, while they might have a tougher time using their reputation score, with a Dc 20 in more remote areas of space/earth. Technicians are unique, since their reputation will be accepted everywhere, as long as they can give a simple demonstration of their skill, the GM can decide what the character would do to prove himself exactly, but if they do manage to prove themselves then they will have to make their reputation checks on Dc 20 -5 to 10, Anywhere between these 2 numbers as the GM would feel was appropriate given the demonstration.

<i>Skill</i>	<i>Famous</i>	<i>Infamous</i>
Bluff	+5	+5
Diplomacy	+5	-2
Gather Info	+5	+5
Intimidate	+2	+5

Equipment:

Requisition points: most equipment, except soldier combat weapons and items with a price value, can only be acquired with requisition points. Spaces that do not have a set R.P. value, but are marked with one asterisk (*) means that they are standard issue and do not need to be purchased with RP, and the characters may simply equip their mobile suits with the equipment appropriate for their mobile suit and the mission. Things marked with two asterisks (**) means that the Game Master chooses the RP cost for that item which is most appropriate to the characters current location.

Weapons note: All ranged and close combat weapons (both Mobile suit and Infantry) do x2 damage on criticals to their targets, not extra chances to hit. Also, all missile/rocket/grenade type weaponry has a blast radius of 10 meters for larger explosives like rockets, 5 meters for things like grenades, and 20 meters for things like plastic explosives. These apply only to infantry, against mobile suits, a rocket/missile/grenade will only effect the mobile suit, unless it causes the mobile suit to explode, also, Explosive charges which are placed on a mobile suit will have their range reduced to a blast radius of 10 meters.

I. Soldier combat weapons (weapons that can be used by a normal human)



<i>Weapon</i>	<i>Cost</i>	<i>Damage</i>	<i>Critical</i>	<i>Range</i>	<i>weight</i>	<i>Type</i>	<i>Size</i>	<i>Group</i>
Pistol	100	1d8	20	20 m	1kg	Pierce	S	Pistol
Rifle	200	1d10	20	40 m	5kg	Pierce	M	Rifle
Bazooka	1000	5d6	19-20	200 m	20kg	Explosive	L	Heavy
Explosive charge	150	3d8	19-20	--	8kg	Explosive	M	Simple
Machinegun	550	2d8	20	50 m	10kg	Pierce	M	Heavy
Unarmed	--	1d4	**	--	--	Bludgeon	--	None
Club/baton	5	1d6	20	2 m	1kg	Bludgeon	M	Simple
Knife	25	1d4	20	2 m	1kg	Pierce	S	Simple
Grenade	100	2d8	--	4 m	.5kg	Slashing	T	Simple

**- Unarmed attacks can only inflict criticals if the character has the martial arts feat.

Pistol: ‘pistol’ is a very broad category of small handheld solid-firing projectile weapons, like colt 45’s to derringers which just about anyone in the gundam universe can get their hands on.

Rifle: Rifles, like pistols, fit into a larger category of weapons which are very common for people in the gundam universe to have, but they are most commonly seen in the hands of soldiers and guerillas.

Bazooka: Bazookas are portable rocket launchers which soldiers and other fighters can use against just about anything, and are one of the only ground-troop weapons that can harm a Mobile suit. Bazookas are also incredibly lethal to ground troops, and if a soldier is hit by one directly, it is very unlikely that he will survive.

Explosive charge: Explosive charges go into a large category of thing, from a complex bomb, to a brick of C-4, and even to a few barrels of gasoline and a match. These explosives, no matter how simple they may be, are still very lethal to soldiers, and can prove to be severely damaging to mobile suits.

Machinegun: Machineguns are automatic weapons, which fire several rounds per second. Characters and soldiers with Machineguns can fire twice per round at –2 to hit.

Club/baton: Clubs and batons are the simplest weapons to find or use in the entire world, and have been around for thousands of years. All you have to do to get one is simply get something large enough and use it to bludgeon your enemy. Batons are basically the same as clubs, except they are more refined and are used by both the police and the military police.

Knife: knives are also one of the most basic weapons known to man, they are small, compact, and can be very useful in close quarters.

Grenade: Grenades are common, handheld explosives that most people in the army carry with them. They aren’t very effective against mobile suits alone, but enough grenades can help to slow one down. Grenades are most effective against ground troops, since they have much the same effect on soldiers as bazookas, or explosive charges, do.

II. Armor

<i>Armor</i>	<i>Cost</i>	<i>Defense</i>	<i>Dex bonus</i>	<i>Armor check</i>	<i>speed</i>	<i>Type</i>	<i>Weight</i>
Helmet	50	+2	+5	--	30ft	Light	3kg
Kevlar vest	100	+4	+5	-1	30ft	Light	5kg

Flight suit	100	+3	+4	-2	30ft	Light	8kg
Spacesuit	500	+6	+2	-4	20ft	Heavy	45kg

Kevlar vests and helmets : Kevlar vests and helmets are standard issue among the armed forces in the Universal century, and are also widely available to the public. Kevlar is very effective for stopping bullets and some shrapnel, combined with a helmet they greatly improve the chances of a soldier's survival.

Flight suit: Favored by mobile suit pilots and aerospace pilots, flight suits provided adequate enough protection form dangers outside their vehicles. Flight suits grant their wearers a +2 bonus to fortitude saves to resist cold weather.

Spacesuit: standard equipment for all spaceship crew and is an essential for almost everyone who lives in space. Spacesuits grant their wearers a +6 bonus to fortitude saves to resist cold weather.

III. General Equipment for ground troops

<i>Equipment</i>	<i>Cost</i>
All-temperature cloak	50
Field kit	200
Electrobinoculars	200
Medpac	50
Tool kit	150

All-temperature cloak : These cloaks protect their wearers from harsh weather conditions. Grants a +2 fortitude bonus to saves against severe weather.

Field kit: A backpack that is full of survival gear, like two canteens, a weeks worth of food rations, an all temperature cloak, and two flares.

Electrobinoculars: A device that can magnify distant objects in most lighting conditions, an internal display provides data on range and elevation. It has night-vision mode and radiation sensors. Reduces range penalty for spot checks by -1 for every 60 feet (instead of -1 for every 12 feet).

Medpac: Contains various medical supplies which could be necessary for a soldier to survive in the field. Medpacs heal 1d6 points of damage to a wounded character. Each medpac has only one use each.

Tool kit: Tool kits are essential for every technician, because without tools a technician is like a fish out of water. Tool kits grant a +2 bonus to repair checks and appropriate craft checks.

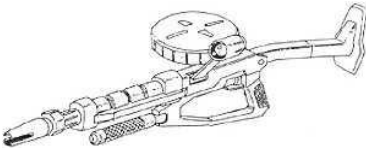
IV. Services

<i>Services</i>	<i>Cost</i>
Meals (per meal)	
Good	25
Common	10

Poor	5
Lodging (per day)	
Good	100
Common	50
Poor	20
Medical aid	
Long-term care (per day)	100
Medpac treatment	75

V. Ranged Mobile suit/vehicle weaponry

<i>Weapon</i>	<i>Damage</i>	<i>Critical</i>	<i>Range</i>	<i>Weight</i>	<i>Type</i>	<i>size</i>	<i>RP</i>	<i>Shots</i>
120mm machinegun	4d6	20	300 m	200kg	Pierce	M	*	15
280mm rocket launcher	4d8	19-20	400 m	350kg	Explosive	L	*	5
Vulcan gun/Head Vulcan Gun	3d6	20	50 m	--	Explosive	S	--	--
Beam rifle	5d10	18-20	600 m	300kg	Energy	M	**	5
Hyper bazooka	6d8	19-20	400 m	350kg	Explosive	L	**	5
180mm cannon	5d8	19-20	500 m	400kg	Explosive	L	*	30
40mm rocket launcher	3d6	20	200 m	200kg	Explosive	M	*	--
Beam spray gun	2d10	20	200 m	200kg	Energy	M	*	10
Mega particle gun	4d10	19-20	600 m	250kg	Energy	M	*	--
Large Mega particle gun	4d12	17-20	800 m	--	Energy	L	*	--
Mega Particle cannon	8d12	17-20	1200 m	--	Energy	L	*	--
Long-range beam rifle	6d10	18-20	900 m	325kg	Energy	l	**	5
360mm giant bazooka	4d10	19-20	350 m	375kg	Explosive	L	*	5
5x 75mm machineguns	4d6	20	200 m	--	Pierce	M	*	20
240mm cannon	5d6	20	600 m	--	Explosive	L	*	--
Gatling shield	5d6	19-20	200 m	--	Pierce	L	**	15
120mm cannon	4d8	20	450 m	--	pierce	L	--	20
6 tube 240mm Rocket Launcher	6d6	19-20	250m	--	Explosive	M	--	30
Zaku Missile Pods	4d6	19-20	250m	--	Explosive	M	*	3

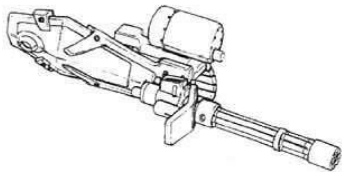


120mm machinegun

Mobile suit machineguns: Mobile suit machineguns are pretty much the same as normal troop-carried machineguns, except their ammunition is larger and can inflict many times more damage to ground units than a normal machinegun. But, against certain mobile suits, like the Gundam, a machinegun is not a very effective weapon. Mobile suit machineguns can fire twice just like a regular machinegun with the same penalty.

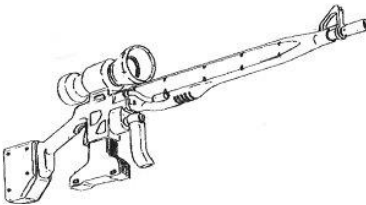
Mobile Suit Rocket launchers & Bazookas: All mobile suit rocket/missile weaponry which hits infantry troops, will automatically inflict a critical hit, since the explosive damage is far greater than a normal, infantry carried rocket launcher.

5x 75mm machineguns : These five smaller caliber machineguns are generally only seen on the MS-07 Gouf in the shape of one of its hands, each of the 'fingers' of the hand are a barrel of one of the machineguns. All of the machineguns in the gouf's hand fire simultaneously.



Gatling shield

Gatling shield: Gatling shields only saw use with the Zeon's MS-07 goufs and gouf flight type mobile suits, and they proved to be quite effective weapons, both providing protection and incredible firepower. Gatling shield give the gouf a +2 defense bonus against one target.



Long-range Beam rifle

Long-range Beam Rifle: The Long-range beam rifle follows the standard rules for Beam/Mega Particle Weaponry below, but also gives the mobile suit firing it a +4 modifier when rolling to hit on attack rolls.

Beam/mega particle Weaponry

Beam weapons, like the beam rifle, long-range beam rifle, and beam spray gun, were the earth federation's first advanced weaponry, and was perhaps the most devastating. The beam rifle, which became famous along with the Gundam, was able to destroy a single enemy mobile suit with one shot.

Mega particle weapons, which were primarily used by the Zeonic forces, follow the same principle as beam weapons, except mega particle weapons were powered by minovsky particle reactors rather than using the slightly less efficient energy caps that the federation used to power their beam weapons.

All ranged beam and Mega particle weapons, with the exception of the under-powered beam spray gun, ignore all types of cover, except for large, dense objects like hills, mountains, large air and spacecraft, as well as capital ships. Though during the One Year War, there were a few weapons, like the mega particle cannons that had the ability to punch through things like mountains. Mega particle cannons and long-range beam rifles may only fire every two rounds since they consume so much energy that they need time to recharge. Also, all beam and mega particle weapons count as scoring a critical hit against all types of targets, if they make their to-hit roll by 8 or more.

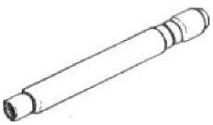
VI. Close combat mobile suit weapons

<i>Weapon</i>	<i>Damage</i>	<i>Critical</i>	<i>Range</i>	<i>Weight</i>	<i>Type</i>	<i>Size</i>
Heat hawk/sword/saber	3d10	20	Close	150kg	Slicing	M/m/l
Beam saber	4d10	19-20	Close	75kg	Slicing	S
Heat rod	3d10	19-20	75 m	--	Grapple	M
Mobile suit claws	4d8	20	Close	--	Slash/pierce	M
Hyper hammer	4d8	20	50 m	100kg	Bludgeon	M
Mobile armor claws	5d10	19-20	Close	--	Slash/pierce	L



Heat hawk

Heat hawk/sword/saber : Heat weapons were primarily used by the zeon, since they did not perfect beam weapon technology until after the Earth Federation had. Though the heat weapons, especially the heat hawk, proved to be just as deadly to other mobile suits as the earth federation's beam saber. Heat weapons were stored on recharge racks on the mobile suits back. Heat sabers, the weapon primarily carried by Doms, may be used as a two-handed weapon.

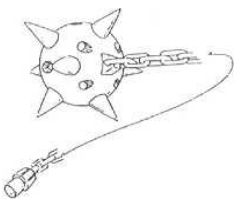


Beam saber handle

Beam saber: The beam saber was created during the federation's 'V' project and was first used by the gundam. The beam sabers proved to be an incredible improvement over the Zeon's heat weaponry, since the beam saber did not have the same problems with cutting through certain objects like the heat weapons did. Beam sabers also used the rechargeable energy caps, and so only has a limited amount of time for use. The beam saber may only be active for 10 rounds before it must be either recharged or have its energy cap replaced.

Heat rod: The heat rod was exclusive to the ms-07 gouf and was perhaps the most deadly weapon the mobile suit had at its disposal. The heat rod is a long tentacle like whip which is stored in the gouf's right arm and would fire out and wrap itself around its opponent, and would then begin to electrocute them, as well as effectively immobilizing the mobile suit. All models using a heat rod may make a grapple check to try and ensnare their opponent and try to electrocute them. If the grapple check is successful then the enemy mobile suit may not move or attack with its primary weapons until it is free, but if it has head Vulcan guns it may still fire them. Electrocuting attacks deal 1d6 points of damage on each of the player who is using the heat rod's turns until the enemy can break free or is destroyed. If the grapple check fails the enemy mobile suit can try to make a grapple check to grab the tentacle, if this succeeds then he may make one melee attack against it or fire at it with his head Vulcan guns. Heat rods have 20 hit points.

Mobile suit claws: Mobile suit claws are very powerful and sharp close combat weapons seen mostly on Zeon's aquatic mobile suits and mobile armors. Zeon's Aquatic mobile suits hands were generally not built to hold weapons, since the Zeon generally placed mega particle guns in them.



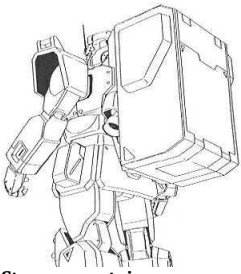
Hyper hammer

Hyper hammer: Perhaps one of the strangest weapons in the gundam universe, the hyper hammer was basically a rocket-propelled ball and chain that was carried by the RX-78-2 gundam and proved it's worth in different situations.

Mobile armor claws: Mobile armor claws took many forms, like the MA-06 Val Varo's large crab-like pincers. Mobile armor claws were much larger than normal mobile suits' claws and some were even large enough to crush entire mobile suits in them.

VII. Mobile suit equipment

<i>Equipment</i>	<i>RP</i>
Storage container	6
Spare parts	**
Night scope	4
Spare Ammo	4
Periscope	4
Energy cap	4



Storage container

Storage container: Equipment backpacks are basically large containers that can be placed onto a mobile suit's back over its jump jets. The backpacks don't interfere with jumps and have many useful things in them, like spare ammunition or weapons.

Spare parts: These are essential to a mobile suit's repair, without parts how can a technician fix your mobile suit's damaged arm? Or replace those faulty servos? If a mechanic has spare parts and a tool kit he gains a +5 bonus to repair checks.

Night scope: Night scopes are extremely important to have during night missions, since it is almost impossible for a mobile suit pilot to see his target in the dark of night, and may even confuse friend for foe. Night scopes give a mobile suit pilot a +5 to spot checks during night missions.

Spare ammo: This is also an important thing for mobile suits to have, because if your mobile suit runs out of ammo before the enemy's ammo does, then you could be dead. Spare ammo doubles the amount of shots a weapon has, two spare ammo clips per mobile suit triples them, and so on. Works only with non-energy weapons.

Periscope (Federation only) : The periscope replaces the mobile suit's head vulcans and allows the mobile suit to see above water, or from inside trenches as if it were standing in the open. The periscope's visual range is limited to 90 degrees in front of the periscope, but the periscope can be turned 360 degrees.

Energy caps: Energy caps are used by the Earth Federation to power their energy weapons and if the character requisitions one it doubles the shots of the weapon and doubles the length that a mobile suit can use its beam saber. Each character may only carry one extra energy cap at a time.

VIII. Mobile suit services

<i>Services</i>	<i>Cost/RP</i>
Mobile suit/air/spacecraft repairs	
Good	500
Normal	300
Poor	150
Upgrades	
Sensors	500/25
Communications	150/10

Mobile suit/air/spacecraft repairs -

- **Good:** A good repair job is when a mobile suit/air/spacecraft is placed in a shop with full tech crew and good machinery. Pilot makes a repair check with a + 10 bonus.
- **Normal:** A Normal job is a shop with a small crew and adequate machinery. Pilot makes a repair check with a +5 bonus.
- **Poor:** A poor repair job is when there is a shop with a small crew and poor machinery. Pilot makes a repair check with a +2 bonus.

For all mobile suit repairs, if the check is successful, it repairs all damage to a mobile suit, no matter how extensive the damage was.

Upgrades-

- **Sensors:** Upgraded sensors have greater ranges than normal sensors, and can function adequately in high minovsky density. Upgraded sensors add 20 yards to sensor range for mobile suits and gives pilots a +2 to search checks in high minovsky dense areas, and +4 in areas with low minovsky density.
- **Communications:** Upgraded communications increases the range of Mobile suit to Mobile suit communications from 300 meters to 600 meters.

Combat:

Basic rules for ground combat can be found in both the *star wars role playing game core rulebook* and the *Dungeons and Dragons player's handbook*. Rules for criticals from the *star wars* book are ignored, you do not need to make an extra 'critical roll' to see if your first hit was a critical, if the original roll was in your weapons critical range, then it will do x2 damage. Vehicle combat is worked out almost exactly like normal combat. Also, all weapons on mobile suits and vehicles use the pilot's base attack value.

Also, for the sake of simplicity, if there are ground forces fighting along side Mobile Suits, the GM may decide whether to keep the scale set for Ground combat measurements, or Mobile Suit measurements. Aircraft Combat should always use its set of measurements, and as such, should probably have a separate grid for air combat.

Air/Space Fighter Combat:

For those who do not have access to the *Star Wars Role playing* rulebook, here is a brief section on Air/Space Combat. Combat is essentially the same as with ground combat, save for the following additional rules:

Crew Quality: When using either NPC spaceships or Mobile Suits, the GM may decide on how skilled the NPC crew or pilots are. The following table shows any modifiers trained and untrained NPC crews give to the vessel.

Crew Quality

Check Modifier

Attack Bonus

Untrained	-4	-2
Normal	+2	+0
Trained	+4	+2
Expert	+8	+4
Ace	+12	+8/+3

Range Modifiers

Range to Target	Range Modifier to Attack Roll*
Point Blank (0-1 squares)	+0
Short (2-5 squares)	-2
Medium (6-10 squares)	-4
Long (11-20 squares)	-6

*-ships seperated by more then 20 squares can't fire at one another.

Fire-linked weapons: Fire-linked weapons are weapons that are identical and instead of firing separately, they fire at the same time. For example, if a weapon did 4d10x2 damage a fire-linked weapon would do 5d10x2 damage.

Engine wash: Engine wash is when something moves behind the ship's engines and is effected by the energy emitted by them. For each size category difference there is 1d8 +2 damage.

Battle Damage: When a ship is down to half of its total hit points, roll 1D20 each time it is hit thereafter. Add the result of this roll to the damage dealt by the attack and refer to the table below to determine which systems are damaged or destroyed. If the result does not apply, use the damage result one category higher.

1D20 + Damage	Damaged System and Effect	Repair Check DC
1-30	Stabilizer damaged: the ship's occupants take a -2 penalty on all pilot checks and attack rolls until it is repaired.	10
31-40	Sensors damaged: All computer use checks to operate the ship's sensors take a -4 penalty.	10
41-50	Engines damaged: Ship's maximum speed drops by one half, rounded down.	15*
51-55	Weapon damaged: Randomly determine one weapon (a single weapon, not a group of fire-linked weapons) that ceases function.	15
56-60	Sensors critically damaged: The crew may no longer use his sensors until repaired.	20
61-70	Engines critically damaged: Reduce the ship's maximum speed by 3/4.	25*
71-80	Widespread Damage: Divide damage dealt by 2. Roll twice on this table, adding that amount to each D20 roll.	--

*-May only be repaired on ships larger then a fighter class craft.

Movement: If you are using a square grid for combat, to better accomidate for the incredible speed of the aircraft's engines, consider each square to be 25 meters.

Normally a pilot may make 1 move action and 1 attack action each round, however they may take 2 move actions if they forfeit their attack action. If there is a pilot and a gunner in the ship, then the pilot may take 2 move actions, while the gunner attacks.

The pilot may only increase his speed one category per turn at the beginning of the Pilot's turn. The GM must also decided how fast NPC ships are flying, as the default is the maximum speed of the slowest ship in the group.

Speed Catagory	Squares per Move Action	Defense Modifier	Roll/Check Modifier
Stationary	0	-4	+0
Docking	2	-2	+0
Cruising	4-8	+0	-1
Attack	9-14	+2	-2
Ramming	15-20	+4	-4

Maneuvers and Stunts: Fighters and other craft may make simple maneuvers while moving as well as stunts. Certain stunts and maneuvers, however, are unavailable to craft larger than fighters.

Simple Maneuvers-

Forward: Flying straight forward is a simple maneuver, the only decision required on the part of the pilot is how fast to go. A pilot can always choose to go slower than his maximum speed.

Diagonal Movement: Moving diagonally costs additional movement. The first square costs 1 square of movement, the second square costs 2 squares of movement, and the third costs 3 squares, and so on. Thus, every 2 squares of diagonal movement costs 3 squares of a ship's movement.

Simple Slip (Large and smaller craft only): A slip allows a ship to move to one side without changing its orientation—useful for avoiding obstacles without changing your facing. A simple slip moves the ship forward one square and one to the right or left, and costs 3 squares of movement. A pilot can perform this maneuver multiple times, provided he has the movement points.

Diagonal Simple Slip: When the ship is facing a corner of its square instead of a side, a simple slip moves it into the forward left or right square and costs 3 movement points.

Side Slip: A variant of the simple slip maneuver. For every square it moves forward, it can move 2 squares to either the right or the left. A pilot can perform this maneuver multiple times, provided he has the movement points.

Diagonal Side Slip: When the ship is facing a corner of its square instead of a side moves it into the forward left or right square, then moving one more square left or right, in the same direction only.

45-Degree Turn: Any ship can make a simple 45-degree turn by expending 1 square of movement. Before a ship can turn, it must move at least 1 square forward. Turning completely around and flying back in the opposite direction costs 8 squares of movement - 4 to accomplish the forward moves, and 4 more to accomplish the 45 degree turns.

Stunts-

Quick Turn (Large and smaller craft only): A quick turn can allow ships to make a tight turn within a single square. To turn without first moving forward 1 square requires a successful pilot check. 45-degree turns require DC 5, 90-degree turns require DC 10, 135-degree turns require DC 15, and 180-degree turns require DC 20.

Failed Quick Turns: If a pilot fails a quick turn stunt while attempting a 45-degree turn, the ship will not turn, and if he failed while attempting a 90-degree turn, the ship only turns 45 degrees, and so on.

Tight Half Loop (Large and smaller craft only): Sometimes a pilot needs to reverse course but maintain relative gravity to avoid straining the ship's inertial compensators. The necessary stunt is a half loop that incorporates a roll. If the pilot check to perform this stunt (DC 30) is successful, the ship ends up 1 square behind its starting position, facing the opposite direction.

Failing a pilot check for a stunt by 10 or more may cause a pilot to lose control of his ship. The pilot must make another pilot check against the same DC as the original (failed) check. If the second succeeds, then the pilot maintains control, but does not complete the stunt. If it fails, then the pilot has lost control of his ship. Compare the pilot's failure to the chart below, measuring by how many points he failed the second check by.

Regaining Control: In order for a pilot to regain control of his ship after a failed stunt, he must succeed at a pilot check against the same DC as the check he failed when he lost control.

Pilot Check Failed By...	Effect	Skill Check Penalty	Ship Defense Penalty
8 or less	Skew	-4	-2
9-15	Yaw	-8	-4
16-20+	Spin	-10	-6

While the ship is out of control, the pilot cannot perform any simple maneuvers or stunts; the ship moves in a manner dictated by the Effects column above.

Skew: The ship is marginally out of control, skewing to one side or spinning slightly. It continues to move in the same direction and at the same speed it traveled during the pilot's previous action. Reposition the ship accordingly.

Yaw: The ship turns at a 45 degree angle to its original position each action until the pilot regains control. On this action, it continues to move in the same direction and same speed it traveled during the pilot's previous action. Roll 1d6 to determine the direction: 1-3, left; 4-6, right.

Spin: The ship goes wildly out of control but continues in the same direction it was heading. For the remainder of its action, the ship continues to move in the same direction and same speed it traveled during the pilot's previous action. Roll 1d8 to determine its facing: 1, front; 2, front right; 3, right; 4, rear right; 5, rear; 6, left rear; 7, left; 8, front left. Reposition accordingly.

Mobile suit combat:

Mobile suit combat shares many of the same rules for normal ground combat. Like how each round is 6 seconds long and so, but the differences are in a few certain details:

First, cover for mobile suits is much larger than a normal soldier's idea of cover. A low wall may be an ideal place to hide behind for a soldier, but for a mobile suit, a low wall is simple a nuisance. Also, in proportion, hiding behind a hedge for a normal soldier is like hiding in a dense forest for a mobile suit.

I. Mobile suit cover

<i>Degree of cover</i>	<i>Example</i>	<i>Defense bonus</i>	<i>Cover reflex save bonus</i>
One quarter	Mobile suit standing behind a low, single story building.	+2	+1
One half	Fighting around the corner of a tall building; fighting from behind another mobile suit.	+4	+2
Three quarters	Peering around the corner of a tall building or wall	+7	+3
Nine tenths	Standing behind a two-story building; being seen through the windows of a building.	+10	+4*
Total	Other side of a solid object.	--	--

*- half damage if save is failed; no damage if the save is successful.

Also, some things that may be considered a free action for normal, faster, humans can take longer times for mobile suits. These can be determined by the GM, but generally, things like dropping to the ground, you just don't see many mobile suits willingly throw themselves to the ground to try and avoid being hit.

Mobile suits obviously count as large targets when being attacked by vehicles like tanks, and huge targets when attacked by ground troops, but when fighting other mobile suits they count as being equal sized targets. Mobile armors, if larger than a normal mobile suit, will count as gargantuan target to things smaller than mobile suits, they count as large targets to mobile suits, and normal sized targets to other mobile armors.

As it is common sense, there is no natural healing for mobile suits, armors, or other vehicles. if a mobile suit is reduced to zero hit points, it is basically scrap, but it can possibly be rebuilt and repaired given time, but it will need a repair check of DC 25 to see if it can be repaired.

Grapple checks for mobile suit to mobile suit combat are done the same, but if a mobile suit tries to grapple a normal person, they must make a normal grapple check with appropriate size modifiers to see if they grab the person. If the

check is successful, then the mobile suit has picked the person up, and they cannot get out until either the mobile suit is destroyed, or lets them go. Obviously an infantry unit may not try to grapple a mobile suit.

Mobile suit targeting computers also grant their pilots a +2 to hit on all ranged attacks.

Also, as Mobile Suits are larger than 5 square meters, each grid square on a map, should be considered as 10 meters while using mobile suit to mobile suit combat.

Also, if you want make the game a little more like the show, by putting in the random element of where your shot will hit, then you can use this optional rule. When firing at a mobile suit, if the weapon hits (either from another mobile suit/vehicle or infantry) roll on the location table below.

II. Mobile suit hit location table

<i>Location</i>	<i>D%</i>	<i>Location hit points*</i>
Head	1-20	10
Right Arm	21-30	10
Left arm	31-40	10
Legs/treads	41-60	20
Torso	61-80	40
Thrusters	81-100	10

If the shot hits the head and destroys it, then most mobile suits will be effectively disabled, and cannot fight, since it's main camera has been destroyed, there are a few exceptions to this, like the Guntank. And if the pilot of mobile suit was in the head, then apply whatever damage remains from the weapon's hit to his hit points total. Also, if the pilot wishes too and makes a repair check at DC 15-20 (depending on the damage done to the mobile suit), then he may gain very limited control of his mobile suit with it's backup sensors, or he may also pilot his suit if he opens his cockpit, which will make him vulnerable to weapons fire.

If the mobile suit's legs are damaged, then reduce it's movement rate by 10 meters for every 5 points of damage done to them. If the legs are destroyed, then the mobile suit can only use its jump jets to move, but will not be able to stand up after it lands. Mobile suits without legs move value is reduced to zero, and it can no longer use it's jump jets if it is on its back.

If the arms are damaged, then the mobile suit suffers a -2 penalty to all to hit rolls for every 2 points of damage. If the arms are destroyed, then the mobile suit may not use any weapons it would require its arms to use. If one arm is destroyed, then the mobile suit may use any of its weapons that require two hands to use at -4 to hit, and can only fire every other round. This does not apply to weapons like the Dom's 360mm giant bazooka or a GM's Beam spray gun, which only requires one arm to fire. Also, a Zeonic mobile suit obviously cannot use its heat saber as a two-handed weapon if one arm is missing.

If the shot destroys the torso, then the mobile suit is destroyed, and if the pilot is in the torso, subtract the remaining amount of damage from his hit points total. If the torso is damaged, then the mobile suit pilot receives 1d4 points of damage for every 5 points of damage done to the torso for being thrown around in his cockpit and/or from flying debris. If the thrusters are damaged, then reduce the mobile suits range by 10 meters up and 20 meters across for every 2 points of damage. If the thrusters are destroyed, then the mobile suit may not use its jump jets any more, and receives 1d6 points of damage to the torso.

If the mobile suit has a core block system, then if the mobile suits torso is severely damaged, then the pilot may make the choice to eject the core fighter, and either continue to fight or escape. When the core fighter is released, then subtract half the damage done to the torso from the core fighter's hit points.

All mobile suits armed with a shield may add 5 hit points to the arm which it is being held, and if the mobile suit passes a dc 15 reflex test they may take the damage on their arm instead of their torso.

Also, for mobile suits with over 100 hit points, like the rx-79[g]'s and msm-03 gogg's, add the first 5 additional hit points to the torso, and if any extra hit points remain, then look to each mobile suits statistics for the individual placement of the extra points.

Vehicles & mobile suits:

This section deals with the special rules for vehicle movement as well as the statistics for vehicles and mobile suits. The full rules for using basic vehicles can be found in the *star wars role-playing game core rulebook*, but general rules have been provided below for running both regular vehicles and special rules for mobile suits.

I. Speed modifiers to vehicle checks

<i>Speed</i>	<i>Attack/pilot modifier</i>	<i>Defense modifier</i>
Cautious (1/2 speed)	+2	+0
Cruising speed (normal)	+0	+0
High speed (x2 speed)	-2	+2
Top speed (x4 speed)	-4	+4

The character driving/flying the vehicle may make a pilot check to do different maneuvers. Only Maneuvers marked with an asterisk (*) can be used by mobile suits, maneuvers marked with a double asterisk (**) can be used by mobile suits, but have special rules.

II. Vehicle maneuvers

<i>Maneuver</i>	<i>DC</i>
Accelerate/decelerate**	0
Two categories	10
Three categories	25
Bootlegger turn	25
Climb/dive	5
Extreme climb/dive	15
Jump**	15+
Loop	25
Move and act	5, 10, or 20
Ram	Special
Regain control	10
Turn	5

Accelerate/decelerate : increasing or decreasing the vehicle's speed by one category is a simple task, accelerating or decelerating more rapidly takes a little more skill. A mobile suit can only accelerate/decelerate one category, since mobile suits can only go cruising, high and cautious speed.

Bootlegger turn (ground or air) : Vehicle moves forward half its speed and turns between 90 degrees and 180 degrees.

Jump (ground): The vehicle or mobile suit attempts to jump a gap or obstacle as part of its movement. The DC varies dramatically by the distance or obstacles involved, and the GM should set the DC appropriately. If a mobile suit has them, they may use their jump jets to jump gaps up to a maximum of 300 meters wide, or use their jump jets to jump buildings that are no larger than 6 stories tall, without making a DC check, if they do not have jump jets they should make the test as normal.

Move and act (any): It doesn't take any actions on part of the driver while the vehicle is moving, but if the driver does want to make an action of his own, then he must make a pilot check, DC 5 for cruising speed, 10 for high speed and 20 for top speed. If the check fails then the character may not take the action, but if the failure is by 10 or more then the character may lose control of the vehicle.

Ram (any): Intentionally striking an object with your vehicle requires a pilot check, DC equal to the target's defense. See special rules for ramming and collisions.

Regain control: this maneuver is required when the pilot has lost control of the vehicle. Penalties, which applied to the loss of control, apply to this check.

Turn: the vehicle moves its full speed and turns up to 45 degrees.

Extreme turn: Vehicle may move it's full speed and turn from 45 to 90 degrees.

III. Conditional modifiers to vehicle movement and pilot checks

<i>Condition</i>	<i>Example</i>	<i>Movement penalty</i>	<i>Pilot checks</i>
Obstruction			
Moderate	Undergrowth	x3/4	-2
Heavy	Thick undergrowth, crowded streets	x1/2	-4
Surface			
Poor	Uneven terrain	None	-2
Bad	Steep slope, mud	x1/2	-4
Very bad	Deep snow	x1/2	-6
Poor visibility	Dense fog, darkness	x1/2	-4

iv. Loss of vehicle control

<i>Failed by...</i>	<i>Effect</i>	<i>penalty</i>

Up to 5	Minor slip	-2
6-10	Slip	-4
11-15	Skid	-6
16-20+	Spin	-10
20 and more	Collision	N/a

Minor slip: the vehicle is only marginally out of control, perhaps fishtailing or wobbling slightly. -2 penalty to all checks relating to operating the vehicle till he regains control.

Slip: Vehicle slides, moving 2 meters right or left (determined by GM) for every 20 meters it moved that round.

Skid: Vehicle goes into a skid moving 2 meters right or left (random) for every 10 meters it moved this round (round down).

Spin: vehicle goes completely out of control, spinning wildly. It will move half its current speed in a random direction each round until the pilot regains control or the vehicle collides with something.

Collision: Vehicle collides with another vehicle or obstacle.

Ramming and Vehicle collisions

Before the result of the collision/ramming the GM must determine the net speed of all things involved in the collision, or being rammed, which can be determined in a two ways: either the sum of both speeds or difference between the two speeds. After the net speed has been determined find the range that includes this value on the following table.

V. Vehicle collision damage

<i>Speed</i>	<i>Base damage</i>
Up to 10	--
11-20	1
21-40	1d2
41-80	1d4
81-160	1d8
161-320	2d8

VI. Vehicle collision size modifiers

<i>Object size</i>	<i>Multiplier</i>
Colossal	X16
Gargantuan	X8
Huge	X4

Large	X2
Medium	X1
Small	X1/2

Vehicle descriptions

Civilian:

All-terrain jeep/car

Craft: jeep/car
Class: ground transport
Cost: 6,000
Size: large
Crew: + 2 (1 driver)
Passengers: 3
Cargo capacity: 30kg
Speed: 40 meters (85 meters max)
Defense: 15 (-1 size, + 6 armor)
Damage Reduction: 2
Hit points: 70 hit points

Off-road Motorcycle

Craft: motorcycle
Class: ground racer
Cost: 3,000
Size: medium
Crew: normal + 2 (1 driver)
Passengers: 1
Cargo capacity: 5kg
Speed: 65 meters (120 meters max)
Defense: 10 (-0 size, 0 armor)
Hit points: 35 hit points

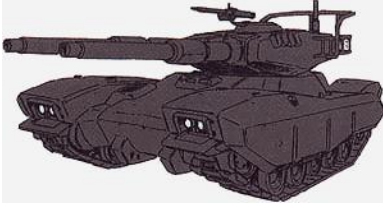
Earth federal forces:



Type 74 hover truck

Craft: combat communications support truck
Class: ground transport
Cost: N/A
Size: large
Crew: normal +2 (1 pilot, 1 co-pilot)
Passengers: 2
Cargo capacity: 70kg
Speed: 60 meters (100 meters max)

Defense: 18 (-1 size, + 9 armor)
Damage Reduction: 4
Hit points: 75 hit points
Weapons: 1x 20mm Vulcan gun (2d6 damage)
Fire Arc: front/left/right

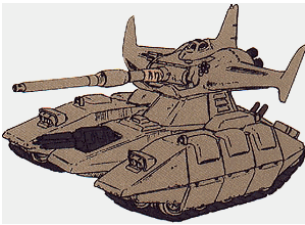


Type 61 tank

Craft: combat tank
Class: ground
Cost: N/A
Size: large
Crew: trained +4 (1 pilot, 2 gunners)
Passengers: 0
Speed: 50 meters (90 meters max)
Defense: 24 (-1 size, + 15 armor)
Damage reduction: 5
Hit points: 90
Weapons: 1x 120mm cannon
Fire arc: front/left/right*
***-May choose one arc a round to fire in**

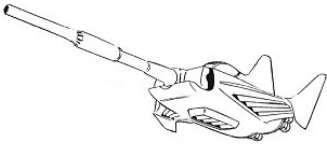
Principality of Zeon:

Note: Magellas begin with both sections combined and hits fired at combined magellas are worked out as follows: on a percentile dice, 1-50 Magella body, 51-100 Magella turret.



Magella attack tank (body and top section)

Craft: ground and air Tank
Class: ground
Cost: n/a
Size: large
Crew: trained +4 (1 pilot, 2 gunners)
Passengers: 0
Speed: 50 meters (90 meters max)
Defense: 24 (-1 size, + 15 armor)
Damage reduction: 5
Hit points: 80
Weapons: 1x 120mm machinegun, 1x 120mm cannon
Fire arc: machinegun-front; Cannon-front/left/right*
***-May choose one arc a round to fire in**



Magella attack tank (fighter mode)

Craft: Ground and air tank

Class: air

Cost: n/a

Size: large

Crew: trained +2 (1 pilot)

Passengers: 0

Speed: 75 meters (100 meters max)

Altitude: Up to a max of 25 meters

Defense: 20 (-1 size, + 11 armor)

Damage reduction: 3

Hit points: 50

Weapons: 1x 120mm cannon

Fire arc: Cannon-front/left/right*

*-May choose one arc a round to fire in

Mobile suit descriptions

Special rules:

Fire-linked weapons: Fire-linked weapons are weapons that are identical and instead of firing separately, they fire at the same time. For example, if a weapon did 4d10x2 damage a fire-linked weapon would do 5d10x2 damage.

Engine wash: Engine wash is when something moves behind the mobile suits engines and is effected by the energy emitted by them. For each size category difference there is 1d8 +1 damage.

Mobile suit damage reduction : Unless marked otherwise, this score only counts against non-explosive infantry weapons.

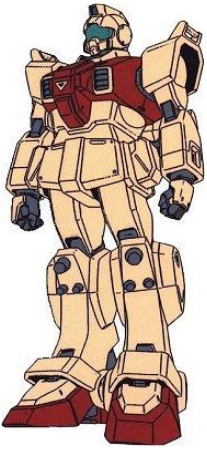
Mobile suit Strength: The first score before the slash is for mobile suit to mobile suit combat, while the number after the slash is against infantry, suffice to say, mobile suits are much stronger and deadlier for ground troops then they may be to each other.

Mobile suit reflexes: A mobile suit has a reflex save when under fire, and if they pass a reflex saving throw, then they will take half damage, unless they have Newtype dodge.

Earth Federal forces:

All mobile suits equipped with shields must note the following, a shield can only absorb 25 points of damage, after which it will become useless for the battle, and until it is repaired/replaced.

All mobile suits marked with an asterisk (*) use the core block system and the torso is a core fighter.



RGM-79[G] GM Ground Type

Craft: mass produced mobile suit

Class: ground

Size: huge

Crew: 1 pilot (+4 trained)

Strength: 16/30

Reflex: +3

Jump Jet Distance: 100 meters high, 200 meters across

Defense: 20/22 (-2 size, +12 armor; +2 shield*)

Damage reduction: 11/12* (+1 damage reduction with shield)

Hit points: 100

Standard weapons: 1x beam spray gun, head vulcan guns, 1x beam saber, 1x Beam Rifle, 1x 120mm Machine Gun

Speed: 50 meters (100 meters max)

Note: The RGM-79[G] can be modified into two variants- the GM Sniper and the RGM-80 GM Cannon. GM Sniper- For standard weapons it may only include Vulcan guns, 1x beam saber and the Long-range Beam Rifle. The unit comes equipped with the Night Scope upgrade. For NPC crews increase the crew modifier to +8 (Expert). GM Cannon- For standard weapons, the GM Cannon may only use head vulcan guns, 1x Beam sabre, 1x 120mm Machine Gun and is equipped with 1x 180mm Cannon.



RX-77-2 guncannon*

Craft: 'v' project mobile suit

Class: ground

Strength: 17/30

Jump Jet Distance: 90 meters high, 200 meters across

Defense: 22 (-2 size, +14 armor)

Damage reduction: 12

Reflex: +3

Standard weapons: 2x fire-linked 240mm cannons, 2x vulcan guns, 1x Beam Rifle

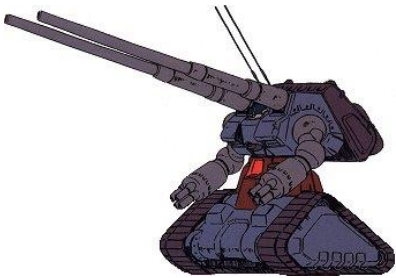
Size: huge

Hit points: 110 hit points - add 5 points to the head.

Crew: 1 pilot (+4 trained)

Speed: 50 meters (100 meters max)

Note: To modify these stats to the RX-77D Guncannon Mass Production model, make the following changes- Remove the Core Block System entry, reduce the Defense to 20, reduce the Damage Reduction to 10, remove 1x 240mm Cannon, and give the option of carrying two 120mm Machine Guns, increase its Jump Jet Distance to 100 meters high, 300 meters across, and increase its speed to 65 meters (125 meters max).



RX-75-4 Guntank*

Craft: 'v' project mobile suit

Speed: 40 meters (60 meters max)

Class: ground

Jump jet distance: 40 meters high, 100 meters across

Strength: 8/20

Defense: 22 (-2 size, +14 armor)

Reflex: +2

Damage reduction: 12

Size: huge

Hit points: 105 hit points

Crew: 1 pilot, 1 gunner (+4 trained)

Standard weapons: 2x fire-linked 180mm cannons, 2x 40mm rocket launchers.



RX-79[G] Gundam mass production ground type

Craft: mass production mobile suit

Class: ground/aquatic combat

Strength: 18/30

Reflex: +4

Size: huge

Crew: 1 pilot (+4 trained)

Speed: 50 meters (100 meters max)

Jump jet distance: 100 meters high, 200 meters across

Defense: 20/22 (-2 size, +12 armor, + 2 shield*)

Damage reduction: 12/13* (+1 damage reduction with shield)

Hit points: 110 hit points - Add 5 points to the head.

Standard weapons: 2x beam sabers, chest-mounted Vulcan guns, 1x 120mm Machinegun, 1x 180mm cannon, 1x Beam rifle

Note: RX-79[G] Gundam's come standard with the storage container and periscope upgrades.

Principality of zeon:



*MS-06 Zaku II**

Craft: mass produced ground mobile suit

Class: ground

Strength: 16/30

Reflex: +3

Size: huge

Crew: 1 pilot (+2 Normal)

Jump jet distance: 90 meters high, 200 meters across

Defense: 20 (-2 size, +12 armor)

Damage reduction: 11

Hit points: 100 hit points

Standard weapons: 1x 120mm machinegun, 1x Heat Hawk, 2x Zaku Missile Pods, 1x 280mm Rocket Launcher.

Speed: 50 meters (100 meters max)

*- Zakus are very versatile mobile suits, and can come in many varieties. The stats above are for the Standard F-type Zakus, and if you wish, you can use these stats to create the other Zaku II variants, such as the MS-06V Zaku Tank by removing the Jump jet stat, and changing the speed and movement characteristics to that of the Magella attack tank. If you want to make the MS-06K Zaku Cannon variant, then add a 120mm Cannon with a front firing arc. The MS-06S-type Zakus, like Char Aznable's Red Zaku, are equipped with a command antenna, giving it the communications upgrade for free. MS-06S also has a jump jet distance of 95 meters high, 325 meters across, as well as a speed of 75 Meters (125 Meters Max).



MS-07B Gouf

Craft: mass produced ground mobile suit

Class: ground

Strength: 17/30

Reflex: +3

Size: huge

Crew: 1 pilot (+4 trained)

Jump jet distance: 90 meters high, 200 meters across

Defense: 20/22 (-2 size, +12 armor, + 2 shield*)

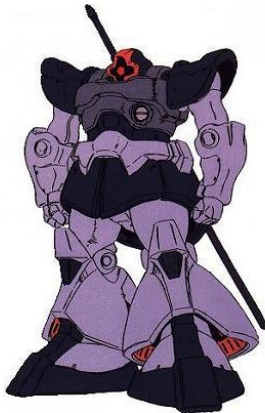
Damage reduction: 11

Hit points: 105 hit points

Standard weapons: 5x 75mm machineguns, heat rod

Speed: 50 meters (100 meters max)

*-Gouf's may be equipped with shields which gives them a better armor save and allows them to use a Gatling shield and carry a heat sword. Shields cost 2 RP, and heat swords costs 1 RP. Gatling shields replace the 5 x 75mm machineguns.



MS-09 Dom

Craft: mass produced ground mobile suit

Class: ground

Strength: 18/30

Reflex: +4

Jump jet distance: 80 meters high, 250 meters across

Defense: 20 (-2 size, +12 armor)

Damage reduction: 12

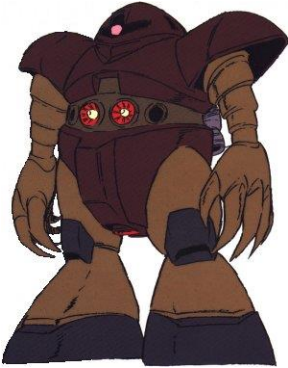
Hit points: 105 hit points

Size: huge

Standard weapons: heat saber, 360mm giant bazooka or 120mm machinegun.

Crew: 1 pilot (+4 trained)

Speed: 70 meters (140 meters max)



MSM-03 Gogg

Craft: mass produced ground mobile suit

Jump jet distance: 60 meters high, 115 meters across

Class: Amphibious

Defense: 25 (-2 size, +17 armor)

Strength: 18/30

Damage reduction: 16

Reflex: +2

Hit points: 115 hit points- Add 5 points to the head and 5 to the legs.

Size: huge

Standard weapons: 2x fire-linked mega particle guns, mobile suit claws.

Crew: 1 pilot (+4 trained)

Speed: Ground- 40 meters (80 meters max) Water- 60 Meters (110 Meters Max)

Air and space craft:

The rules that follow here are mostly for aerospace fighters, rules for capitol will be added in another expansion.

Note: There is no hyperspace travel in the Gundam Universe, so ignore all rules in the *Star Wars role-playing game* about hyperspace travel.

Sensors:

Ia. Sensor detection

<i>Target size</i>	<i>Dc</i>
Gargantuan	2
Huge	6
Large	8
Normal	10

Small	11
Tiny	12

Sensors have several different modes of use, the first is passive mode, which is where the sensors only pick up information about the immediate vicinity in short range. Passive grants no bonuses on computer use checks, however, it helps to conceal the ship from other vessels which might detect active sensors. In the second mode, scan mode, where the sensors actively send out pulses in all directions in the ships long range, grants the pilot a +2 computer bonus to skill checks. Search mode scans only a specific fire arc (front, left, back, right) up to the ships extreme range, and grants a + 4 computer bonus to skill checks.

IIa. Range to target

<i>Range</i>	<i>DC modifier</i>
Point blank	-4
Short	0
Medium	+2
Long	+4
Extreme	+8

IIIa. situation modifiers

<i>Situation</i>	<i>Dc modifier</i>
Target is using active sensors	-4
Target is powered down	+4
Target is concealed behind asteroid/planet/mountain	+15

Aerospace fighter/transport descriptions :

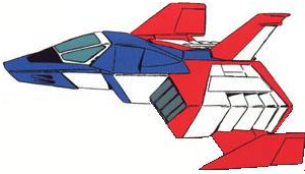
Earth federal forces:



FF-6 Tin Cod

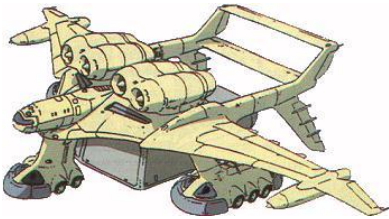
craft: Air fighter
class: air
size: large
crew: 1 pilot (+4 trained)
passengers: 0
cargo capacity: 50 kg

maximum speed: ramming
defense: 20 (-1 size, +11 armor)
hit points: 80 hit points
Damage reduction: 6
Weapons: 2x fire-linked 120mm machinegun
Fire arc: all weapons front



FF-x7 core fighter

Craft: Aerospace fighter
Class: air/space
Size: large
Crew: 1 pilot (+4 trained)
Passengers: 0
Cargo capacity: 15 kg
Maximum speed: ramming
Defense: 20 (-1 size, +11 armor)
Hit points: 80 hit points
Damage reduction: 6
Weapons: Vulcan guns, 280mm rocket launcher
Fire arc: all weapons front



Medea

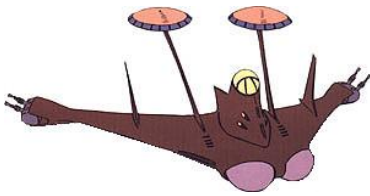
Craft: air transport
Class: air
Size: huge
Crew: 2 pilots (+4 trained)
Passengers: 6
Cargo capacity: 160 metric tons (3~ mobile suits)
Maximum speed: cruising
Defense: 24 (-2 size, +16 armor)
Hit points: 100 hit points
Damage reduction: 11
Weapons: 2x fire-linked 120mm machineguns
Fire arc: front/left/right/back

Principality of Zeon:



Dopp

Craft: air fighter
Class: air
Size: large
Crew: 1 pilot (+4 trained)
Passengers: 0
Cargo capacity: 15 kg
Maximum speed: ramming
Defense: 20 (-1 size, + 11 armor)
Hit points: 80 hit points
Damage reduction: 6
Weapons: Vulcan guns, 6 tube 240mm Rocket Launcher
(10 shots, range 350 meters, damage 4d6)
Fire arc: all weapons front



Luggun

Craft: recon plane
Class: air
Size: huge
Crew: 1 pilot, 1 co-pilot (+4 trained)
Passengers: 2
Cargo capacity: 300 kg
Maximum speed: high speed
Defense: 22 (-1 size, + 13 armor)
Hit points: 90 hit points
Damage reduction: 10
Weapons: 2x 120mm machineguns
Fire arc: left machinegun- f/l/b; Right machinegun- f/r/b.

Game scenario ideas:

This area has been designed to help give GM's a few ideas for their games, including ones that don't deal primarily with mobile suit combat.

- I. The zeon/federation have lost contact with one of their Medeas/lugguns over a certain area. The characters are ordered to investigate the site and locate the lost ship.
- II. The heroes are ordered by their superiors to sneak into a nearby village, which is under zeon/federation control, and try to gather as much information about the nearby base without allowing their allegiances becoming known.
- III. One of the characters has been captured, the other heroes must try and rescue them by any means necessary, while the captured character is trying to escape from the inside.
- IV. If the group has a mobile suit/fighter pilot, then the group may be ambushed while they are being flown to their next battlefield and the escort and pilot will have to battle it out until reinforcements come.
- V. An allied mobile suit squad is under heavy fire from enemy mobile suits and request assistance, the heroes as well as a small force are sent out to aid their comrades.