MOBILE SUIT GUNDAM: SKIRMISH

REVISED EDITION

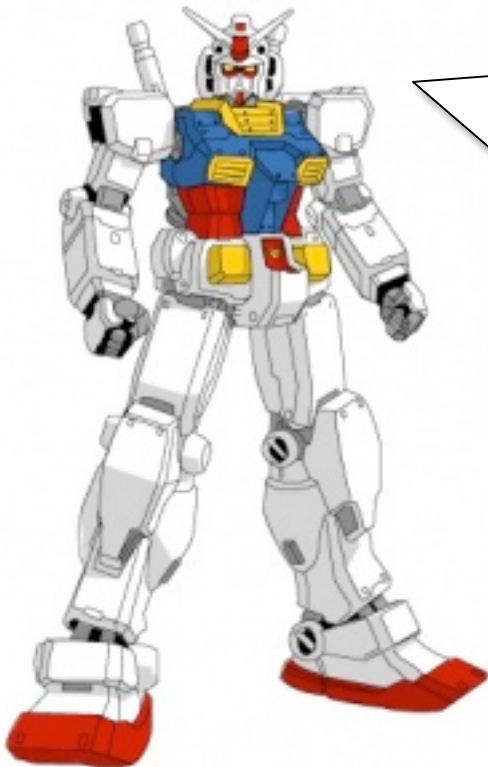Version 1.0   by DonkusGaming

Welcome to the newest iteration of the "Mobile Suit Gundam: Skirmish" 1/144 scale tabletop wargame!

This version of the game has been developed from feedback gathered regarding the previous version of the game!

There is now a focus on combined hit and wound mechanics both in close combat and shooting, as well as faster paced games in general! Mechanics have been largely simplified to accommodate these changes!

Do not fear however! The original rules are still available for those who like detailed, slow, and methodical combat! A separate document for these rules and expansion content is available from the website.

I recommend trying both rule sets and determining which style you like more. All future content will be available in both formats!

Check out
https://donkusgaming.wordpress.com/author/donkusgaming/

For more information and downloads!

What you will need:

This game is designed for two players. You will need the following items in order to play the game:

- A ruler or tape measure that measures in inches.

- 1/144 scale Gundam Plastic Model Kits (GUNPLA.) Look for High Grades and Real Grades. Enough kits should be assembled to provide enough units for the two factions (each player controls one faction.)

- 1/144 scale terrain (trees, buildings, mountains, rivers, etc.) N and O scale model train accessories and/or 10-12mm models are typically acceptable.

- Plenty of D6, otherwise known as six sided dice.

- A print out of these and other necessary rules for reference.

Setting up a game:

Make sure you play the game on a flat surface or game board that is large enough to be able to play on. A minimum 5' x 5' surface, such as a large dining table may be a good starting point.

Each player should take control of one 'Faction' of the game: either the 'Earth Federation' or the 'Principality of Zeon' and choose units from those available to that faction. Try to make sure there are a relatively even number of comparable units for all players (compare the statistics of the units to help!)

Each player should then take turns setting up one unit at a time within their "Deployment Zone" on the playing field (See the diagram below for details.) Once all units are placed, you are ready to begin playing!

5 - 6' Length

10" Width

Player 1 Deployment Zone

5 - 6' Length

Battlefield

Player 2 Deployment Zone
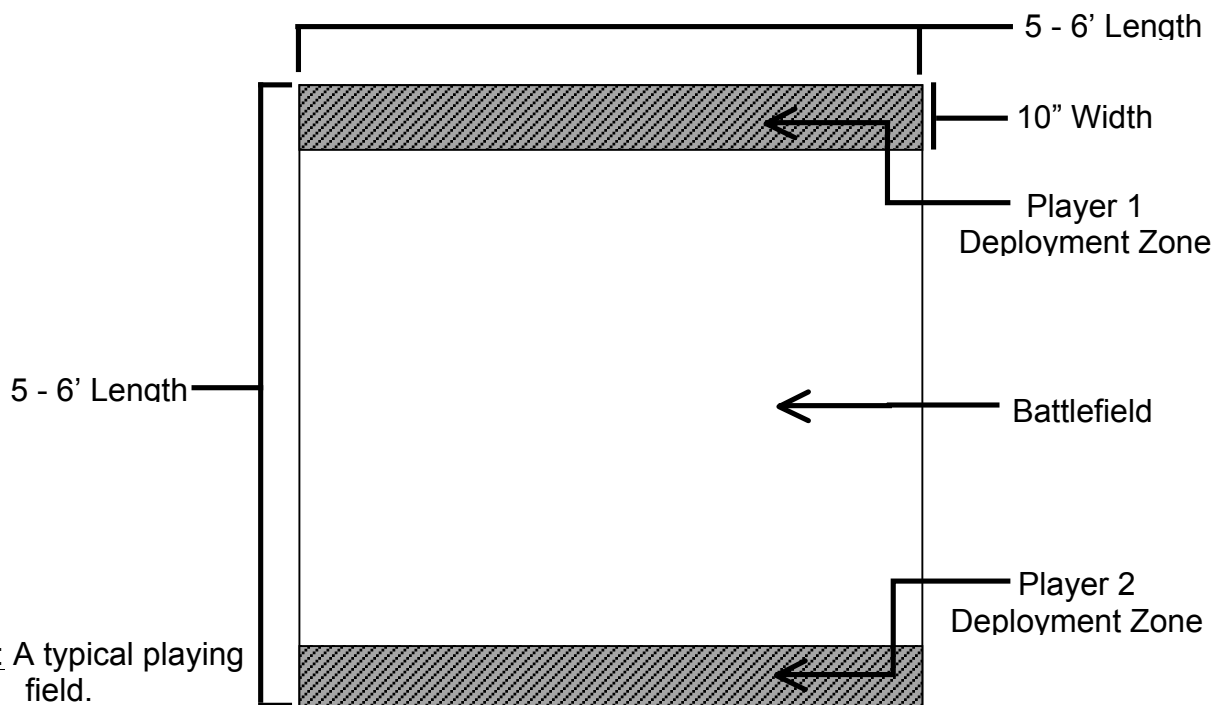
Diagram: A typical playing field.

Sequence of Play:

At the beginning of a game, a "Roll for Priority" must be performed. To do this, players roll a die each; the player with the highest number wins! Be sure to reroll if there is a tie. The winning player always takes their "Turn" first.

The Structure of a Turn

1. a) Select a unit and allow it to 'Move.'

    OR

    b) Select a unit and allow it to perform an 'Action' (See 'Actions')

    - Note: A unit that performs an Action does not proceed to '2' and beyond for the remainder of the turn (see diagram below).

2. The selected unit may now 'Shoot' with their equipped weapon.

3. You should initiate 'Close Combat' if within 6" (or base contact) of an enemy unit at any time during your turn.

4. Choose another of your units and repeat the process (1 - 4) until all your units have participated.

5. It is now the other player's turn.
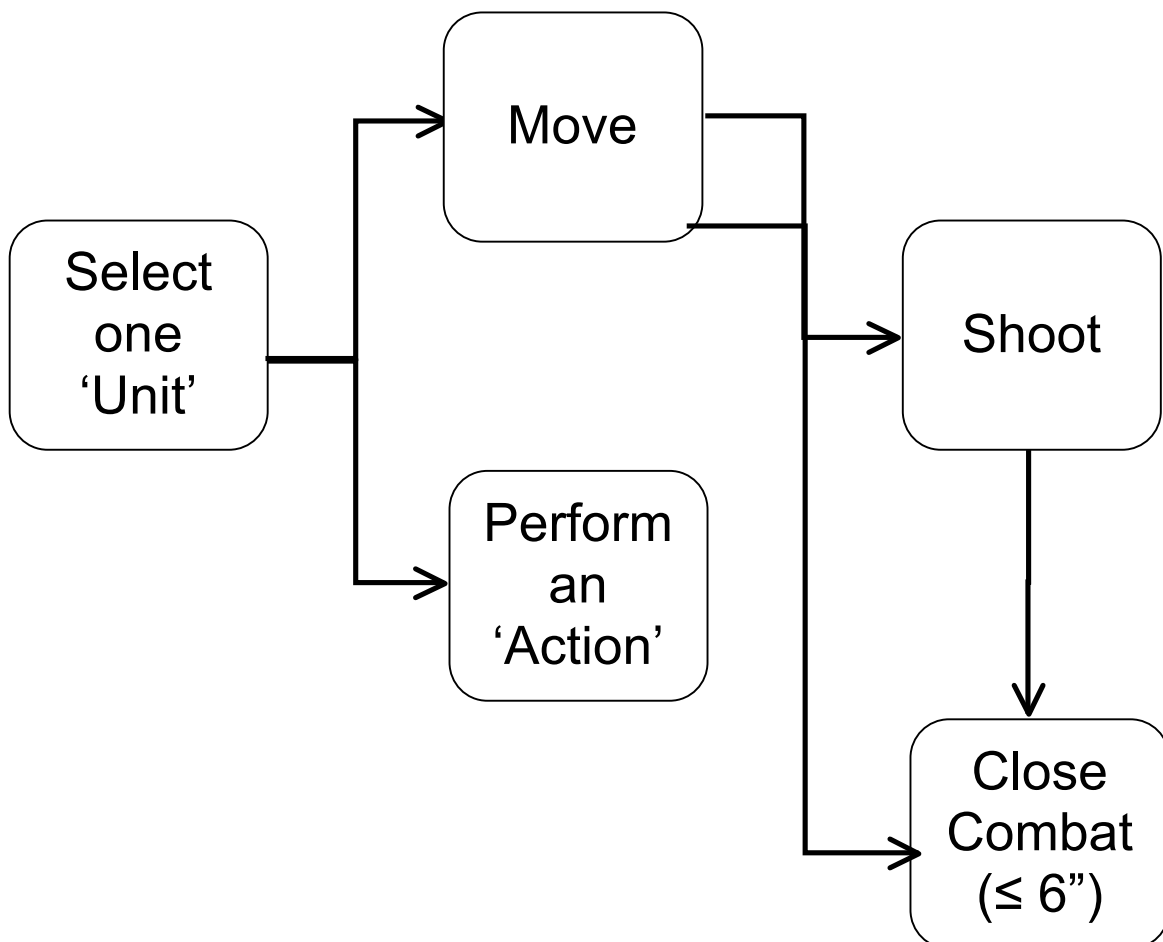
Diagram: A typical Turn.

How to Move:

The player with 'Priority' moves first. Each unit in a player's army may perform a movement every turn, in any order decided by the player. Movement speed is determined by two main factors: The 'Armour Class' of the unit (typically an indicator of it's weight and speed), and the 'Terrain Type' that the unit is moving within (see the examples below.)

Armour Class	Example of Units	Typical Base Movement
Heavy	Dom, Guntank, Rick Dom, Z'Gok	Up to 6"
Medium	Acguy, Gogg, Gouf, Guncannon, RGM-79, RX-79, Zaku II	Up to 12"
Light	Core Booster, Core Fighter, Dopp, Fanfan, Gunship, Magella, Type 61,Type 74, Zaku I	Up to 18"

| Terrain type	Examples	How it affects movement
Impassable	Cliffs, canyons, ravines, etc.	'Boost' in order to pass (See 'Actions')
Difficult	Trenches, woods, water, hills, etc.	Maximum movement distance is halved (50%.)
Dangerous	Minefields, ruined buildings, traps, etc.	Maximum movement distance is halved. Units within take 1 integrity damage per turn.

Check your unit and the terrain you are moving on or into and apply movement penalties if necessary. You may now move up to the full "Base Movement" possible.

When moving a unit, use a ruler or tape measure to guide your unit from point a to b. You should move a unit from the point on the unit's base (or approximate) that is closest to the direction that you wish to travel, to the opposite edge of the unit's base (see below).
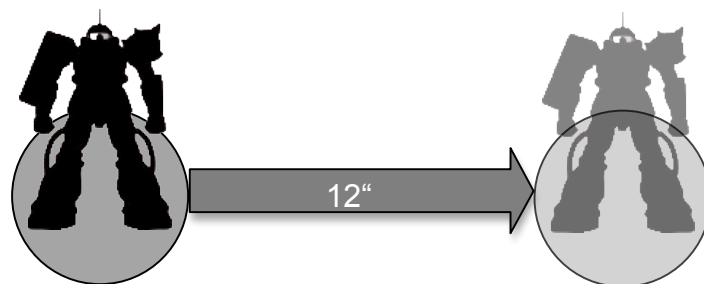
Diagram: An example of a correct movement.

Things to note:

- Units with the passive ability "Amphibious" are unaffected (in terms of movement distance) when they are moving through water.

- Units with the passive ability "Air Unit" ignore terrain types when calculating movement. "Air units" (exempting helicopters) must, however, make a move each turn and other restrictions (see "Special Terms.")

Actions:

Actions are used to do various things in battle that may not necessarily involve attacking the enemy. Units typically perform an action during their turn at the cost of moving normally, shooting, or attacking an enemy in close combat.

A unit that performs an 'action' may not typically (unless otherwise stated) move without boosting, shoot, initiate close combat (though the enemy may against it, see below), or likewise perform another action for the remainder of that turn.

Types of actions you may do

Boost: If you choose for a unit to boost (and it is capable of boosting, as listed in the unit description), this results in said unit travelling over all 'Cover' up to the length of twice the unit's 'Base Movement' without any penalties penalty. This can also be used to move upwards or even diagonally, provided a flat surface is ended on (such as a roof).

Be wary of boosting! It can be used to cover long distances effectively but it leaves you vulnerable to enemy fire as you cannot shoot or otherwise effectively damage the enemy!

Do Nothing: This is just as described. This unit may elect to do forgo the remainder of their turn.

Reload: Some heavier weapons, typically Bazookas, Sniper Rifles, etc., after firing must forgo shooting with this weapon again until the 'Reload' action is completed. You may only reload one weapon per this unit's turn.

- Flying units have the ability to perform a reload action and move at the same time, but may otherwise not attack on that turn as normal.

Switch Weapon: This unit now changes its weapon being used to a different one bought into battle with them. For example, an RGM-79 GM might swap from its Beam Spray Gun to its Beam Sabre in order to prepare for close combat.

Use Unit Ability: There are two kinds of abilities: 'Active,' and 'Passive.' 'Active' abilities may be used at this time (performing an action). 'Passive' abilities are always active!
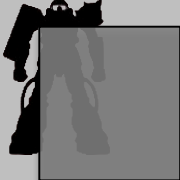
Note: If you are attacked in Close Combat while performing an action...

- Fight as normal, applying modifiers (including modifiers for not initiating combat!)

- If you lose the Close Combat, apply damage and Fall Back as normal.

- If you win the Close Combat, the enemy unit falls back but does not take damage.

How to Shoot:

1. Select one target model, measure range and check 'Line of Sight.'

   About 'Line of Sight': Sight is effectively what is able to be seen physically from the perspective (eye level) of a unit. To check, get down to said level and observe what can be seen, taking into account the information within the table below.

Unobstructed	You have a clear view of the enemy. You may attack them as normal.
In cover *An example*	Up to Two-Thirds (66%) of the enemy unit cannot be seen because of Terrain. You may 'shoot' the enemy but must apply a 'Shooting Attack Modifier' (Light Cover or Heavy Cover) which describes the density of the obstructing material. For example, sandbags may count as 'Light Cover' and a building as 'Heavy Cover' based on the players' agreement. Note: Cover does not apply a modifier in 'Close Combat.'
Obstructed	More than Two-Thirds (66%) of the enemy unit cannot be seen because of Terrain. This unit cannot be attacked under normal circumstances.

2. If the target is in sight, the model that is shooting rolls 2D6 and adds it's 'Shoot' statistic. 'Shooting Modifiers' are then added and subtracted as necessary (See table below.) This is the 'Shooting Attack' roll.

Shooting Attack Factors	Modifiers
Target is 12" away or less	(+) 1
Target is a lower 'Armour Class'	(+) 1
Target is within 'Weapon Class Range'	(+) 2
Target is engaged in combat	(-) 1
Shooter has moved this turn	(-) 1
Target is a higher 'Armour Class'	(-) 2
Target is outside of 'Weapon Class Range'	(-) 2
Target is in 'Light Cover'	(-) 1
Target is in 'Heavy Cover'	(-) 2

3. If the resulting 'Shooting Attack' results in the number 9 or higher, the target model has been 'Damaged.' (See the 'Damage' section for details.) If the result is 8 or fewer, then the shot has missed!

- If the target model is in base contact (or 6" or less distance) with one or more other models (either allied or enemy) and your shot misses, pick the closest model and reroll for shooting against them instead. This process does not repeat upon missing again.

How to perform Close Combat:

1. Any two opposing models within 'Contact' of each other (6" or model's base if one is available) at any time (during either player's turn) must undergo 'Close Combat.' Only one opponent may be fought at a time.

2. Both models roll 1D6 each and add their unit's respective 'Combat' statistic. 'Combat Modifiers' are then added and subtracted as necessary (See table below). This is the 'Close Combat' roll.

Close Combat Factors	Modifiers
Opponent is contacting 2 or more foes	(+) 1
Opponent is a lower 'Armour Class'	(+) 1
Opponent has an inferior 'Weapon'	(+) 1
You initiated Close Combat with a Close Combat 'Weapon' equipped *	(+) 2
Opponent is a higher 'Armour Class'	(-) 1
Opponent has a shield	(-) 1
Your unit has shot during this turn	(-) 1
Your unit did not initiate 'Close Combat'	(-) 1

3. The model that has a higher 'Close Combat' roll is the victor and their opponent has now been 'Damaged' (See the 'Damage' section for details) and must 'Fall Back.'

• A model that 'Falls Back' as a result of Close Combat must make a full movement in the direction opposite their opponent. Remember to take 'Terrain' into account.

• Each model participating in Close Combat will end their encounter with their Close Combat 'Weapon' equipped (See below) and therefore, must utilise the 'Action' 'Switch Weapon' during their next available turn if they wish to re-equip a ranged weapon.

Important:

• *A unit that engages in 'Close Combat' without a Close Combat 'Weapon' equipped (*See Switch Weapon in 'Actions'*) is assumed to be able to draw said weapon in time to fight but does not gain the advantageous "You initiated Close Combat with a Close Combat 'Weapon' " modifier in combat! Therefore, it is important to try to equip yourself beforehand!

• Units that do not have a Close Combat 'Weapon' listed on their unit sheet, such as tanks and aircraft, can still be attacked by other units with said weapons in close combat, they just simply count as having 'Fists / Unarmed' (Rank 5) when rolling. They also do not have to 'Switch Weapon' after combat, as they had none to begin with!

• If a unit with 'Fists / Unarmed' wins the 'Close Combat', the enemy 'Falls Back' as normal but does not take any damage.

Damage:

After an opponent has been successfully attacked, it is time for them to take damage! This is the process of removing 'Integrity' from the opposing unit's base integrity.

Integrity is a number found in a unit's statistics that represents how much damage that unit can take before it is 'Destroyed' and removed from play. When a unit's 'Integrity' reaches zero (0) or less, that unit is 'Destroyed.' Consult the charts below to determine how much integrity is subtracted from your opponent.

All integrity removed from a unit is cumulative. That is to say, a unit with 4 integrity that was to take 2 integrity damage from one attack, and then 3 integrity damage the next turn, for example, would be destroyed.

Shooting Damage: The following classes of ranged weapon (See 'Classes' for more information) cause the listed amount of integrity damage to the opponent as a result of a successful 'Shooting Attack':

Low Calibre	- 1 Integrity to opponent
High Calibre	- 2 Integrity to opponent
Beam	- 3 Integrity to opponent
Explosive	- 4 Integrity to opponent

Close Combat Damage: In order to deal damage in 'Close Combat' the winner must calculate the difference between their and their opponent's roll and compare the result to the table below. In other words, the severity of damage in Close Combat is proportional to the difference between the player unit's 'Close Combat' rolls:

Your roll was 1 – 2 greater than foe	- 2 Integrity to opponent
Your roll was 3 – 4 greater than foe	- 3 Integrity to opponent
Your roll was 5 or higher greater than foe	- 4 Integrity to opponent

Classes:

Classes are used to describe the relative levels of power of difference in unit weapons and armour. Classes come in the form of names and ranks.

Names, such as "Beam" form categories for weapons and armour to fall into. Each category also has a rank that shows you how strong it is. Classes with a 'Rank' number closer to '1' are considered superior. Superior ranks provide higher positive bonuses in combat.

For example, 'High Calibre' ranged weapons are ranked '2' and are generally more powerful than 'Low Calibre' ranged weapons.

Weapon Class:

Ranged Weapons

Weapon Name	Examples	Rank
Explosive	Bazooka, Hyper Bazooka, Bomb, Grenade, Missile, Rocket, Torpedo	1
Beam	Beam Spray Gun, Beam Sniper Rifle, Beam Rifle, Mega Particle Gun	2
High Calibre	Tank, Rifle, Cannon, Sniper Rifle	3
Low Calibre	Machine Gun, Machine Pistol, Vulcans	4

Range Type	Distance	Examples
Short	0" - 12"	Beam Spray Guns, Machine Pistols, Vulcans, Bombs
Medium	12" - 24"	Machine Guns, Rifles, Grenade, Smaller Missiles
Long	24" - 36"	Beam Rifles, Bazookas, Hyper Bazookas, Rocket, Torpedo, Missiles, Mega Particle Guns
Very Long	36" - 48"	Artillery, Sniper Rifles, Beam Sniper Rifles

Close Combat Weapons

Weapon Name	Examples	Rank
Beam Sabres	Beam Sabre, Beam Naginata	1
Heat Blades	Heat Rod, Heat Sword, Heat Sabre	2
Heat Hawks	Heat Hawks	3
Claws	Iron Nail	4
Fists / Unarmed		5

Armour Class:

Armour Class	Units	Rank
Heavy	Dom, Gelgoog, Guntank, Rick Dom, RX-78-2, Z'Gok	1
Medium	Acguy, Gogg, Gouf, Guncannon, RGM-79, RX-79 Zaku II	2
Light	Core Booster, Core Fighter, Dopp, Fanfan, Gunship, Magella, Type 61,Type 74, Zaku I	3

Special Terms

The following terms occur commonly in unit descriptions and abilities. These have been placed here to act as a reference for these units.

Air Units: Air units have unique properties:

- Air Units are unaffected by all terrain types when moving (as they fly over them.)

- Air Units cannot benefit from cover bonuses.

- Air Units must not make a movement directly backwards (not even during 'Fall Back', where they must choose to move in a different direction.)
  [Helicopters excepted]

- Air Units must perform a movement each turn, as they cannot stop in mid air.
  [Helicopters excepted]

- Air Units have the ability to perform a reload action and move at the same time, but may otherwise not attack on that turn as normal.

Lastly, Air units cannot be attacked or targeted by close combat weapons and ballistic explosives, excepting missiles.

Deep Strike: Units equipped with a means of subterfuge or surprise attack, may elect to postpone deployment into the field of action until a point chosen by the player.

Deep strikes may be launched in both allied and enemy territory. Once a spot has been chosen, the player may:

- *Roll a D6. On a result of 4, 5 or 6, the unit deploys at the chosen spot. On a result of 2 or 3, your opponent may choose the deployment spot for this unit. On a result of 1, the unit fails to deploy, and must try again next turn.*

Volley: Most weapons can only fire when there is a direct line of sight. Weapons with 'Volley' such as grenades or artillery cannons can choose to fire at an enemy within direct line of sight as well, but may also choose to fire over cover and other obstacles (or into provided there is no overhang or roof) at enemies normally inaccessible, provided they are within the weapon's range.

If you choose to fire over said cover or other obstacles, you must:

- *Roll a D6; a result of 3 or lower is an automatic miss. If you roll 4 or higher, proceed to perform a 'Shooting Attack' as normal. With the 'Volley' weapon.*

How to Read "Unit Statistics"

Understanding how to read the unit statistics sheet is vital to playing the game. Key terms are defined beneath the following diagram:

Unit Name

Unit Faction

RX-79 (G) GUNDAM GROUND TYPE (Earth Federation)					
Movement	12"	Combat	2	Shoot	2
Integrity	4	Armour Class	Medium	Boost	Yes

Statistics

	Weapon Name	Type	Range
✓	a) 100mm Machine Gun	Low Calibre (Rank 4)	12" - 24"
➤	a) Beam Rifle	Beam (Rank 2)	24" - 36"
➤	a) 380mm Hyper Bazooka	Explosive (Rank 1)	24" - 36" <RELOAD>
➤	a) 180mm Sniper Cannon	High Calibre (Rank 3)	36" - 48" <RELOAD>
✓	Gatling Cannon	Low Calibre (Rank 4)	0" - 12"
✓	Beam Sabre	Beam Sabre (Rank 1)	Close Combat

Default Weapons

Optional Weapons

Weapon Group

Weapons

Reload

Abilities: **Multi-Launcher** *<Passive>*: Roll a D6 during an enemy unit's 'Shooting Attack' that targets this unit; on the result of a 5 or 6, this unit forces the enemy unit to reroll for that 'Shooting Attack.' Usable only once per turn.

Paratrooper *<Passive>*: At the beginning of the game, this unit may attempt to 'Deep Strike' to any location on the battlefield at the cost of not deploying with a 180mm Sniper Cannon or 380mm Hyper Bazooka.

Abilities

- **Unit Name:** This lists the name of this unit.

- **Unit Faction:** Here you can see which 'Faction' has access to this unit (see 'Setting up a game' for an explanation.)

- **Statistics:** These give you reference for calculations during battle, including the 'Shoot' and 'Combat' score for this unit, the 'Integrity' for calculating damage, and even weather or not a unit is capable of performing the 'Action' 'Boost.'

- **Weapons:** This list contains all the different possible weapons that this unit may bring to battle. See the below terms to learn how to choose weapons.

- **Default Weapons:** This 'Check' informs you that this weapon is normally always available to this unit for it to use in combat. These weapons can be swapped between at any time during this unit's turn by using the 'Switch Weapon' action.

- **Optional Weapons:** This 'Arrowhead' informs you that this weapon is not normally equipped by this unit. This optional weapon may be equipped by this unit before the game begins in exchange for a 'Default Weapon' in the same 'Weapon Group.'

- **Weapon Group:** This 'Letter' informs you of all the weapons in the same group. Grouped weapons typically occupy the same physical space on a mobile suit (for example, its hands) and so only one weapon from this group can be carried by the unit at a time. You can only bring one weapon from this group into battle, in other words. Note: You can not replace a 'Close Combat' weapon with a 'Ranged' weapon and vice versa.

- **Reload:** Weapons with a <RELOAD> symbol must be reloaded using the action 'Reload' before they can be fired again (see 'Actions' for more.)

- **Abilities:** These describe your abilities and tell you what they do and the circumstances surrounding their use (see 'Actions' for more.)

Principality of Zeon [POZ]
(One Year War)

ZAKU I (Principality of Zeon)					
Movement	18"	*Combat*	0	*Shoot*	0
Integrity	2	*Armour Class*	Light	*Boost*	Yes
Weapon Name		**Type**		**Range**	
✓ 105mm Machine Gun		Low Calibre (Rank 4)		12" - 24"	
➢ ZMP-47D Machine Gun		Low Calibre (Rank 4)		0" - 12"	
➢ 280mm Zaku Bazooka		Explosive (Rank 1)		24" - 36" <RELOAD>	
✓ Heat Hawk		Heat Hawk (Rank 3)		Close Combat	

Abilities: **Throw Cracker Grenade** *<Active>*: This unit throws a Cracker Grenade! Roll a D6, on a result of 5 or 6, the grenade causes 2 Integrity damage to the chosen enemy unit. Usable only once per unit, per game. The Range is 12" – 24" and counts as a 'Volley' weapon (See Special Terms).

ZAKU I – SNIPER TYPE (Principality of Zeon)					
Movement	18"	Combat	0	Shoot	2
Integrity	2	Armour Class	Light	Boost	Yes
Weapon Name		**Type**		**Range**	
➢ 105mm Machine Gun		Low Calibre (Rank 4)		12" - 24"	
✓ Beam Sniper Rifle		Beam (Rank 2)		36" - 48" <RELOAD>	
✓ Heat Hawk		Heat Hawk (Rank 3)		Close Combat	

Abilities: **Penetration** *<Passive>*: This unit ignores 'Shooting Attack' modifiers caused by both Light and Heavy 'Cover' when attacking an enemy unit with its Sniper Rifle.

ZAKU II (Principality of Zeon)					
Movement	12"	Combat	1	Shoot	1
Integrity	3	Armour Class	Medium	Boost	Yes
Weapon Name		**Type**		**Range**	
✓ 120mm Machine Gun		Low Calibre (Rank 4)		12" - 24"	
➢ 280mm Zaku Bazooka		Explosive (Rank 1)		24" - 36" <RELOAD>	
✓ Heat Hawk		Heat Hawk (Rank 3)		Close Combat	

Abilities: **Throw Cracker Grenade** *<Active>*: This unit throws a Cracker Grenade! Roll a D6, on a result of 5 or 6, the grenade causes 2 Integrity damage to the chosen enemy unit. Usable only once per unit, per game. The Range is 12" – 24" and counts as a 'Volley' weapon (See Special Terms).

Sieg Zeon! *<Passive>*: This unit may always fire it's 120mm Machine Gun twice during a 'Shooting Attack', but only against the same target.

ZAKU II – COMMAND TYPE (Principality of Zeon)

Movement	12"	Combat	1	Shoot	2
Integrity	4	Armour Class	Medium	Boost	Yes

Weapon Name	Type	Range
✓ 120mm Machine Gun	Low Calibre (Rank 4)	12" - 24"
➢ 280mm Zaku Bazooka	Explosive (Rank 1)	24" - 36" <RELOAD>
✓ Heat Hawk	Heat Hawk (Rank 3)	Close Combat

Abilities: **Throw Cracker Grenade** *<Active>*: This unit throws a Cracker Grenade! Roll a D6, on a result of 5 or 6, the grenade causes 2 Integrity damage to the chosen enemy unit. Usable only once per unit, per game. The Range is 12" – 24" and counts as a 'Volley' weapon (See Special Terms).

Red Comet! *<Passive>*: This unit may both 'Boost' and perform a 'Shooting Attack' in the same turn.

GOUF (Principality of Zeon)

Movement	12"	Combat	2	Shoot	2
Integrity	4	Armour Class	Medium	Boost	Yes

Weapon Name	Type	Range
✓ a) 120mm Machine Gun	Low Calibre (Rank 4)	12" - 24"
➢ a) 280mm Zaku Bazooka	Explosive (Rank 1)	24" - 36" <RELOAD>
✓ Hand Machine Gun	Low Calibre (Rank 4)	0" - 12"
✓ Heat Sword	Heat Blade (Rank 2)	Close Combat

Abilities: **This is no Zaku, boy!** *<Active>*: Roll a D6, on the result of a 5 or 6, This unit uses it's Heat Rod to prevent a target enemy unit from performing 'Close Combat' during their next turn. The Range is 0" – 12".

GELGOOG (Principality of Zeon)

Movement	18"	Combat	3	Shoot	3
Integrity	5	Armour Class	Heavy	Boost	Yes

Weapon Name	Type	Range
✓ Zeonic Beam Rifle	Beam (Rank 2)	24" - 36"
✓ Beam Naginata	Beam Sabre (Rank 1)	Close Combat

Abilities: **Beam Flayer** *<Passive>*: This unit attack with its Beam Naginata twice during 'Close Combat', but only against the same target.

DOM (Principality of Zeon)

Movement	6"	Combat	2	Shoot	1
Integrity	5	Armour Class	Heavy	Boost	Yes

Weapon Name	Type	Range
➢ a) MMP-80 Machine Gun	Low Calibre (Rank 4)	0" - 12"
➢ a) 120mm Machine Gun	Low Calibre (Rank 4)	12" - 24"
✓ a) Giant Bazooka	Explosive (Rank 1)	24" - 36" <RELOAD>
✓ Heat Sabre	Heat Blade (Rank 2)	Close Combat

Abilities: **Scatter Beam** *<Passive>*: Roll a D6 during an enemy unit's 'Shooting Attack' that targets this unit; on the result of a 5 or 6, This unit forces the enemy unit to reroll for that 'Shooting Attack.' Usable only once per turn.

RICK DOM (Principality of Zeon)

Movement	6"	Combat	2	Shoot	2
Integrity	6	Armour Class	Heavy	Boost	Yes

Weapon Name	Type	Range
➢ a) MMP-80 Machine Gun	Low Calibre (Rank 4)	0" - 12"
➢ a) 120mm Machine Gun	Low Calibre (Rank 4)	12" - 24"
✓ a) Giant Bazooka	Explosive (Rank 1)	24" - 36" <RELOAD>
✓ Heat Sabre	Heat Blade (Rank 2)	Close Combat

Abilities: **Scatter Beam** *<Passive>*: Roll a D6 during an enemy unit's 'Shooting Attack' that targets this unit; on the result of a 5 or 6, This unit forces the enemy unit to reroll for that 'Shooting Attack.' Usable only once per turn.

RICK DOM II (Principality of Zeon)

Movement	6"	Combat	3	Shoot	2
Integrity	7	Armour Class	Heavy	Boost	Yes

Weapon Name	Type	Range
➢ a) MMP-80 Machine Gun	Low Calibre (Rank 4)	0" - 12"
➢ a) 120mm Machine Gun	Low Calibre (Rank 4)	12" - 24"
✓ a) Giant Bazooka	Explosive (Rank 1)	24" - 36" <RELOAD>
✓ Heat Sabre	Heat Blade (Rank 2)	Close Combat

Abilities: **Scatter Beam** *<Passive>*: Roll a D6 during an enemy unit's 'Shooting Attack' that targets this unit; on the result of a 5 or 6, This unit forces the enemy unit to reroll for that 'Shooting Attack.' Usable only once per turn.

GOGG (Principality of Zeon)					
Movement	12"	Combat	2	Shoot	1
Integrity	3	Armour Class	Medium	Boost	Yes
Weapon Name		**Type**		**Range**	
✓ Torpedo Launcher		Explosive (Rank 1)		12" - 24"	
✓ Mega Particle Gun		Beam (Rank 2)		24" - 36" <RELOAD>	
✓ Iron Nail		Claws (Rank 4)		Close Combat	

Abilities: **Water Cooled** *<Passive>*: The Mega Particle Gun can only be fired outside of water once. This unit must move into a source of water before can fire again.

Amphibious *<Passive>*: This unit does not undergo movement penalties from moving in water. This unit, at the start of the game, may also choose to 'Deep Strike' from within a source of water (see 'Special Terms' for more.)

ACGUY (Principality of Zeon)					
Movement	12"	Combat	3	Shoot	2
Integrity	4	Armour Class	Medium	Boost	Yes
Weapon Name		**Type**		**Range**	
✓ 6 Tube Rocket		Explosive (Rank 1)		24" - 36"	
✓ Mega Particle Gun		Beam (Rank 2)		24" - 36" <RELOAD>	
✓ 105mm Vulcan Gun		Low Calibre (Rank 4)		0" - 12"	
✓ Iron Nail		Claws (Rank 4)		Close Combat	

Abilities: **Water Cooled** *<Passive>*: The Mega Particle Gun can only be fired outside of water once. This unit must move into a source of water before can fire again.

Amphibious *<Passive>*: This unit does not undergo movement penalties from moving in water. This unit, at the start of the game, may also choose to 'Deep Strike' from within a source of water (see 'Special Terms' for more.)

Z'GOK (Principality of Zeon)					
Movement	6"	Combat	4	Shoot	2
Integrity	6	Armour Class	Heavy	Boost	Yes
Weapon Name		**Type**		**Range**	
✓ 6 Tube Rocket		Explosive (Rank 1)		24" - 36"	
✓ Mega Particle Gun		Beam (Rank 2)		24" - 36" <RELOAD>	
✓ Iron Nail		Claws (Rank 4)		Close Combat	

Abilities: **Amphibious** *<Passive>*: This unit does not undergo movement penalties from moving in water. This unit, at the start of the game, may also choose to 'Deep Strike' from within a source of water (see 'Special Terms' for more.)

MAGELLA ATTACK TANK (Principality of Zeon)

Movement	18"	Combat	0	Shoot	1
Integrity	2	Armour Class	Light	Boost	No

Weapon Name	Type	Range
✓ 175mm Cannon	High Calibre (Rank 3)	24" - 36"
✓ Triple 35mm Machine Gun	Low Calibre (Rank 4)	0" - 12"

Abilities: **Just Keep Firing!** *<Passive>*: This unit's 175mm Cannon may be fired twice during a 'Shooting Attack', but only against the same target, and only if this unit is within contact (base contact or 6" or less) of one or more of the same type of unit.

MAGELLA EINS (Principality of Zeon)

Movement	18"	Combat	0	Shoot	0
Integrity	1	Armour Class	Light	Boost	No

Weapon Name	Type	Range
✓ 175mm Cannon	High Calibre (Rank 3)	24" - 36"
✓ MG74 Machine Gun	Low Calibre (Rank 4)	0" - 12"

GUNSHIP HELI (Principality of Zeon)

Movement	18"	Combat	0	Shoot	2
Integrity	1	Armour Class	Light	Boost	No

Weapon Name	Type	Range
✓ 8 X Missile Launcher	Explosive (Rank 1)	12" - 24" <RELOAD>
✓ Vulcan Gun	Low Calibre (Rank 4)	0" - 12"

Abilities: **Helicopter** *<Passive>*: This unit follows the 'Air Units' rules with a few exceptions (see 'Special Terms' for more information.)

DOFF (Principality of Zeon)

Movement	18"	Combat	0	Shoot	3
Integrity	1	Armour Class	Light	Boost	No

Weapon Name	Type	Range
✓ 2 X 6-Tube Missile Launcher	Explosive (Rank 1)	12" - 24" <RELOAD>
✓ 2 X 20mm Vulcan Guns	Low Calibre (Rank 4)	0" - 12"

Abilities: **Aircraft** *<Passive>*: This unit is subject to the 'Air Units' rules (see 'Special Terms' for more information.)

Earth Federation Forces [EFF]
(One Year War)

RGM-79 GM (Earth Federation)					
Movement	12”	Combat	1	Shoot	1
Integrity	3	Armour Class	Medium	Boost	Yes
Weapon Name		**Type**		**Range**	
➢ a) 90mm Machine Gun		Low Calibre (Rank 4)		12” - 24”	
✓ a) Beam Spray Gun		Beam (Rank 2)		0” - 12”	
➢ a) 380mm Hyper Bazooka		Explosive (Rank 1)		24” - 36” <RELOAD>	
✓ Beam Sabre		Beam Sabre (Rank 1)		Close Combat	
✓ Head Vulcans		Low Calibre (Rank 4)		0” - 12”	

Abilities: **A Good Defence** *<Passive>*: This unit receives 1 less integrity of damage from every damage source that causes 2 or greater integrity damage.

RGM-79SC GM SNIPER (Earth Federation)					
Movement	12”	Combat	1	Shoot	2
Integrity	3	Armour Class	Medium	Boost	Yes
Weapon Name		**Type**		**Range**	
➢ a) Beam Spray Gun		Beam (Rank 2)		0” - 12”	
➢ a) 380mm Hyper Bazooka		Explosive (Rank 1)		24” - 36” <RELOAD>	
✓ a) Sniper Beam Rifle		Beam (Rank 2)		36” - 48” <RELOAD>	
✓ Beam Sabre		Beam Sabre (Rank 1)		Close Combat	

Abilities: **Penetration** *<Passive>*: This unit ignores 'Shooting Attack' modifiers caused by both Light and Heavy 'Cover' when attacking an enemy unit with its Sniper Rifle.

RGM-79SP GM SNIPER II (Earth Federation)					
Movement	12”	Combat	1	Shoot	3
Integrity	4	Armour Class	Medium	Boost	Yes
Weapon Name		**Type**		**Range**	
➢ a) Beam Spray Gun		Beam (Rank 2)		0” - 12”	
➢ a) 90mm Machine Gun		Low Calibre (Rank 4)		12” - 24”	
➢ a) 380mm Hyper Bazooka		Explosive (Rank 1)		24” - 36” <RELOAD>	
✓ a) 75mm Sniper Rifle		Low Calibre (Rank 4)		36” - 48”	
✓ Beam Sabre		Beam Sabre (Rank 1)		Close Combat	

Abilities: **A Good Defence** *<Passive>*: This unit receives 1 less integrity of damage from every damage source that causes 2 or greater integrity damage.

Penetration *<Passive>*: This unit ignores 'Shooting Attack' modifiers caused by both Light and Heavy 'Cover' when attacking an enemy unit with its Sniper Rifle.

RGM-79 (G) GM GROUND TYPE (Earth Federation)

Movement	12"	Combat	1	Shoot	2
Integrity	4	Armour Class	Medium	Boost	Yes

Weapon Name	Type	Range
✓ 100mm Machine Gun	Low Calibre (Rank 4)	12" - 24"
➢ 380mm Hyper Bazooka	Explosive (Rank 1)	24" - 36" <RELOAD>
✓ Beam Sabre	Beam Sabre (Rank 1)	Close Combat

Abilities: **A Good Defence** *<Passive>*: This unit receives 1 less integrity of damage from every damage source that causes 2 or greater integrity damage.

RX-79 (G) GUNDAM GROUND TYPE (Earth Federation)

Movement	12"	Combat	2	Shoot	2
Integrity	4	Armour Class	Medium	Boost	Yes

Weapon Name	Type	Range
✓ a) 100mm Machine Gun	Low Calibre (Rank 4)	12" - 24"
➢ a) Beam Rifle	Beam (Rank 2)	24" - 36"
➢ a) 380mm Hyper Bazooka	Explosive (Rank 1)	24" - 36" <RELOAD>
➢ a) 180mm Sniper Cannon	High Calibre (Rank 3)	36" - 48" <RELOAD>
✓ Gatling Cannon	Low Calibre (Rank 4)	0" - 12"
✓ Beam Sabre	Beam Sabre (Rank 1)	Close Combat

Abilities: **Multi-Launcher** *<Passive>*: Roll a D6 during an enemy unit's 'Shooting Attack' that targets this unit; on the result of a 5 or 6, this unit forces the enemy unit to reroll for that 'Shooting Attack.' Usable only once per turn.

Paratrooper *<Passive>*: At the beginning of the game, this unit may attempt to 'Deep Strike' to any location on the battlefield at the cost of not deploying with a 180mm Sniper Cannon or 380mm Hyper Bazooka.

RX-79 (G) EZ8 GUNDAM EZ8 (Earth Federation)

Movement	12"	Combat	2	Shoot	3
Integrity	5	Armour Class	Medium	Boost	Yes

Weapon Name	Type	Range
✓ a) 100mm Machine Gun	Low Calibre (Rank 4)	12" - 24"
➢ a) Beam Rifle	Beam (Rank 2)	24" - 36"
➢ a) 380mm Hyper Bazooka	Explosive (Rank 1)	24" - 36" <RELOAD>
➢ a) 180mm Sniper Cannon	High Calibre (Rank 3)	36" - 48" <RELOAD>
✓ Head Vulcans	Low Calibre (Rank 4)	0" - 12"
✓ Beam Sabre	Beam Sabre (Rank 1)	Close Combat

Abilities: **Paratrooper** *<Passive>*: At the beginning of the game, this unit may attempt to 'Deep Strike' to any location on the battlefield at the cost of not deploying with a 180mm Sniper Cannon or 380mm Hyper Bazooka.

RX-78-2 GUNDAM (Earth Federation)

Movement	18”	Combat	3	Shoot	3
Integrity	6	Armour Class	Heavy	Boost	Yes

Weapon Name	Type	Range
✓ a) Beam Rifle	Beam (Rank 2)	24” - 36”
➢ a) 380mm Hyper Bazooka	Explosive (Rank 1)	24” - 36” <RELOAD>
✓ Head Vulcans	Low Calibre (Rank 4)	0” - 12”
✓ Beam Sabre	Beam Sabre (Rank 1)	Close Combat

Abilities: **The White Devil** *<Passive>*: This unit may both 'Boost' and perform a 'Shooting Attack' in the same turn.

RX-75-4 GUNTANK (Earth Federation)

Movement	6”	Combat	1	Shoot	3
Integrity	6	Armour Class	Heavy	Boost	Yes

Weapon Name	Type	Range
✓ 180mm Artillery Cannon	Explosive (Rank 1)	36” - 48” <RELOAD>
✓ 40mm Bop Missiles	Explosive (Rank 1)	12” - 24” <RELOAD>

Abilities: **Penetration** *<Passive>*: This unit ignores 'Shooting Attack' modifiers caused by both Light and Heavy 'Cover' when attacking an enemy unit.

Volley Fire *<Passive>*: This unit's 180mm Artillery Cannon counts as a 'Volley' weapon (see 'Special Terms' for more information.)

RX-75 GUNTANK MASS PRODUCTION (Earth Federation)

Movement	6”	Combat	1	Shoot	2
Integrity	5	Armour Class	Heavy	Boost	Yes

Weapon Name	Type	Range
✓ 120mm Artillery Cannon	Explosive (Rank 1)	36” - 48” <RELOAD>
✓ 40mm Bop Missiles	Explosive (Rank 1)	12” - 24” <RELOAD>

Abilities: **Penetration** *<Passive>*: This unit ignores 'Shooting Attack' modifiers caused by both Light and Heavy 'Cover' when attacking an enemy unit.

Volley Fire *<Passive>*: This unit's 120mm Artillery Cannon counts as a 'Volley' weapon (see 'Special Terms' for more information.)

RX-77-2 GUNCANNON (Earth Federation)

Movement	6"	Combat	2	Shoot	3
Integrity	5	Armour Class	Heavy	Boost	Yes

Weapon Name	Type	Range
✓ 240mm Artillery Cannon	Explosive (Rank 1)	24" - 36" <RELOAD>
✓ Head Vulcans	Low Calibre (Rank 4)	0" - 12"
✓ Beam Rifle	Beam (Rank 2)	24" - 36"

Abilities: **Throw Frag Grenade** *<Active>*: This unit throws a Frag Grenade! Roll a D6, on a result of 5 or 6, the grenade causes 2 Integrity damage to the chosen enemy unit. Usable only once per unit, per game. The Range is 12" – 24" and counts as a 'Volley' weapon (See Special Terms).

RX-77D GUNCANNON MASS PRODUCTION (Earth Federation)

Movement	12"	Combat	2	Shoot	2
Integrity	4	Armour Class	Medium	Boost	Yes

Weapon Name	Type	Range
✓ 240mm Artillery Cannon	Explosive (Rank 1)	24" - 36" <RELOAD>
✓ 100mm Machine Gun	Low Calibre (Rank 4)	12" - 24"

Abilities: **Throw Frag Grenade** *<Active>*: This unit throws a Frag Grenade! Roll a D6, on a result of 5 or 6, the grenade causes 2 Integrity damage to the chosen enemy unit. Usable only once per unit, per game. The Range is 12" – 24" and counts as a 'Volley' weapon (See Special Terms).

FF-X7 CORE FIGHTER (Earth Federation)

Movement	18"	Combat	0	Shoot	3
Integrity	1	Armour Class	Light	Boost	No

Weapon Name	Type	Range
✓ 8 X AIM-79 A.A Missiles	Explosive (Rank 1)	12" - 24" <RELOAD>
✓ 4 X 25mm Vulcan Guns	Low Calibre (Rank 4)	0" - 12"

Abilities: **Aircraft** *<Passive>*: This unit is subject to the 'Air Units' rules (see 'Special Terms' for more information.)

FFB-7BST JET CORE BOOSTER II (Earth Federation)

Movement	18"	Combat	0	Shoot	2
Integrity	1	Armour Class	Light	Boost	No

Weapon Name	Type	Range
✓ Bunker Buster Bomb	Explosive (Rank 1)	0" – 12" <RELOAD>
✓ 2 X Missile Launchers	Explosive (Rank 1)	12" - 24" <RELOAD>
✓ 4 X 25mm Vulcan Guns	Low Calibre (Rank 4)	0" - 12"

Abilities: **Aircraft** *<Passive>*: This unit is subject to the 'Air Units' rules.

FANFAN (Earth Federation)

Movement	18"	Combat	0	Shoot	2
Integrity	1	Armour Class	Light	Boost	No

Weapon Name	Type	Range
✓ 2 X Missile Launchers	Explosive (Rank 1)	12" - 24" <RELOAD>

Abilities: **Helicopter** *<Passive>*: This unit follows the 'Air Units' rules with a few exceptions (see 'Special Terms' for more information.)

TYPE 61 TANK (Earth Federation)

Movement	18"	Combat	0	Shoot	0
Integrity	1	Armour Class	Light	Boost	No

Weapon Name	Type	Range
✓ 2 X 150mm Cannons	High Calibre (Rank 3)	24" - 36"
✓ 12.7mm Machine Gun	Low Calibre (Rank 4)	0" - 12"

Abilities: **Twin Cannons** *<Passive>*: This unit's 150mm Cannons may be fired twice during a 'Shooting Attack', but only against the same target.

TYPE 74 HOVER TRUCK "BLOODHOUND" (Earth Federation)

Movement	18"	Combat	0	Shoot	0
Integrity	1	Armour Class	Light	Boost	No

Weapon Name	Type	Range
✓ Vulcan Gun	Low Calibre (Rank 4)	0" - 12"

Abilities: **Deploy Infantry** *<Active>*: This unit may create a single "Anti Mobile Suit Squad" within contact (base contact / 6" or less) of this unit. This may only be done once per unit, per game.

ANTI MOBILE SUIT SQUAD (Earth Federation)

Movement	6"	Combat	0	Shoot	0
Integrity	1	Armour Class	Light	Boost	No

Weapon Name	Type	Range
✓ Anti MS Missiles	Explosive (Rank 1)	0" - 12"

Abilities: **Dig in!** *<Active>*: Upon activating this ability, this unit cannot be engaged by enemy unit 'Shooting Attacks' or 'Close Combat.' However, this unit also cannot engage any units as well. This ability can be deactivated as an 'Action.' This ability can only be activated once per unit, per game.