

GUNDAM RPG RULES

By Sean Patten v1.4

SECTION ONE: Character Creation

ROLE. Choose one to describe your character. Examples: Ace Pilot, Mechanic, Pirate, Spy, Negotiator, Medic, Heir, Enlightened Newtype, Cyber Newtype, Rebellious kid, Hacker, Cheerful buddy, grizzled veteran, psychopath, Fanatic, crippled veteran, war orphan

PURPOSE. What you want to do with your life. (Used when determining XP earned). Revenge, Political Upheaval, Profit, Escape, Power, Save Lives, End the War, Social justice, Forget, Love, Fame, Understand.

STATS. 12 points to spread across 4 stats. Recommended values 2 – 4. Only one stat can be at 5.

- **STR-** strength: How strong and fit you are. Can you lift this, can you survive that?
- **AGIL-** agility: How agile and dexterous you are. Reflects both speed and precision.
- **INT-** intelligence: How well you learn and think. Also represents your knowledge and focus.
- **EMP-** empathy: How well you understand and interact with others. Also Newtype potential.

SKILLS. 12 points to spread across all skills. No skill can be higher than 3 at the start of the campaign. To use a skill, roll the associated ability in D6, plus the skill value in D6, plus any gear bonus in D6. Any 6s rolled are successes. You may **PUSH** your roll once: reroll any dice that did NOT roll 1s or 6s. Any 1s on the stat do trauma to that stat. Any 1s on gear reduce the gear value by one.

Fight- Your melee combat skill (see combat) **Force-** Your ability to move or break things. **Endure-** Your survival capacity.

Shoot- Your ranged combat capability. **Sneak-** Your stealth ability- roll successes vs. opponent's Sense.

Move- Can you traverse difficult terrain, escape, dodge, or just flat out run.

Medic- Your ability to heal. Each Success removes one damage or fatigue.

Tech- Your mechanical and computer skills. Each Success can repair 1 damage. To HACK, GM determines number of successes required. May require multiple turns to get enough successes.

Tactic- Your ability to plan military operations. Each success grants 1 auto success to an ally of your choice when they next perform the action you choose.

Sense- Roll success to tell if something is out there, someone is lying, something is about to happen.

Psy- Newtype ability to operate Psychommu weapons and exhibit Newtype powers (see section 5).

Coerce- Can you convince others to do, think, or feel what you want? **Cool-** Can you remain calm in the chaos? Can you manage stress effectively?

SPIRIT. Points earned from events that strongly impact your character- awarded at GM's discretion, or whenever you resolve a neurosis. You may spend Spirit points to gain automatic successes on any skill marked with a spirit (heart) icon.

NEUROSES. 0-2, each gives you +1 skill point. At the GMs discretion (usually when you take Stress), you may have to take one or more degrees in one of your neuroses. Neuroses must be roleplayed- you cannot earn or spend Spirit points or Experience Points until you resolve all degrees in all neuroses. Resolving them usually earns you a Spirit point. **Example Neuroses:** Amnesia, Defeatist, Forlorn, Fanatical, Escapist, Alcoholic, Regression, Manic, Split Personality, PTSD, Introvert, Rage, Fearless, Obsessive, Paranoid, Cynical.

EQUIPMENT. 20 credits to spend on Personal equipment, Mobile Suits and Weapons- see below.

SECTION TWO: PERSONAL WEAPONS AND EQUIPMENT

PERSONAL EQUIPMENT	Function	CREDITS
Standard Gear	Basic clothes, Food and Water, Radio	1
Normal Suit	+2 to Endure space / toxic, but -1 to Agility	1
Pilot Suit	+1 to Endure rolls in space or toxic environments	1
Uniform (Zeon or FF)	+1 to Coerce rolls vs. military of that type	1
Survival Gear	+1 to Endure rolls in the wilderness.	1
Binoculars	+1 to Sense rolls.	1
Camo / Night gear	+1 to Sneak rolls	1
Crowbar/ Hammer	+1 to Force rolls	1
Tool Kit	+1 to Tech rolls when building or repairing	2
First Aid Kit	+1 to Medic rolls	1
Tactical Map	+1 to Tactic rolls	1
Trademark Item	+1 to Cool rolls	1
HARO personal robot	+1 to Tech rolls	3
Motorcycle / Wappa	+3 to Move rolls, can carry 1 passenger.	3
Jeep / Elecar	+2 to Move rolls, can carry 3 passengers / cargo.	3
3 axle Truck	+1 to Move rolls, can carry 12 passengers / cargo.	4
Cui Assault Vehicle	+3 to Move Rolls, can carry 12 passengers	4

PERSONAL WEAPONS	Range	Dice	Dam	Notes	CREDITS
Pistol	6"	1	1	Clip	1
Submachine Gun	6"	3	1	Clip	2
Assault Rifle	12"	2	2	Clip	2
Heavy Machinegun	12"	3	2	Clip. Heavy.	3
Hand Grenades	12"	1	2	3 grenades. Blast.	3
Bazooka	24"	1	2/1	3 shots. Blast. Heavy.	3
Antitank Missile	36"	1	3/2	1 Missile. Blast. Heavy.	4

Clip: If you roll three or more 1's when using it, you have run out of ammo or jammed and must spend a reload maneuver for the weapon to be useable again.

Heavy: Move -1 if carried. May be mounted on a vehicle to negate this effect.

Blast: Does 1 damage to all other targets within 3", and automatically does Knock Down to hit targets.

##/# damage: second number is damage vs. a MS.

A NOTE ON DAMAGE SCALES

Note that MS / MA and their weapons operate on a different damage scale than personal. Persons are small targets, and thus much harder for a MS (or other large weapon) to hit.

- Remove 2 successes from any MS attack on a person or 1 for a personal vehicle.
- Assume the damage from a MS (if it hits) is sufficient to destroy or KO the target.

*A NOTE ON UNIT LISTS

Below are lists of Mobile Suits by faction. For our current Gundam campaign, we have made several CHANGES to which units are with which factions, and only included units we have models for. Just bear with us and enjoy the variety, or feel free to reassign and write up your own units however you feel is best for your campaign!

SECTION THREE: MOBILE SUITS AND LARGE WEAPONS

ZION MS	RMR	STR	AGL	INT	Special	CREDITS
Magella Attack	2	1	1	0	No Melee. Cannon, Vulcans.	5
Mobile Worker	1	4	2	0	Claws	6
Gaza C	3	3	4	+1	TMS	8
Zaku	2	4	3	0	(easy to find replacement parts)	7
Gouf	2	5	3	0		9
Dom	3	4	4	0		12
Kampfer	3	4	5	0		15
Marasai	4	4	4	+1		14
Gelgoog	4	4	5	+1		16
Gyan	4	5	4	0		15
Gira Doga	4	5	4	+1		16
Jagt Doga	4	5	5	+2	EMP +1	20
Sazabi	5	6	5	+1	EMP +1	35
Dreissen	5	5	5	+1		18
Qubeley	4	4	5	+2	EMP +2, Stress	24
Baund Doc	5	6	4	+1	EMP +1, Stress, TMS	26
Kshatrya	5	6	4	+2	EMP +2, Stress	35
Zakrello	4	7	6	+1	Claws	40
Aggai	2	4	3	+1	Claws. Marine.	10
Zugock	3	5	4	0	Claws Marine.	14
Gogg	4	5	3	0	Claws Marine.	15
Hygogg	3	5	4	+1	Claws Marine.	16
Zokk	4	5	2	+1	Claws Marine.	16
+ Command Type	Adds +1 to RMR, STR, AGL or INT (GM approval required)					+50%

TMS: Can transform into Mobile Armor mode: Melee -2, Move +2 while in MA mode.

Stress: Pilot that uses a Newtype ability must roll Cool or take 1 Stress.

Marine: Ignore penalties for operating in water.

FEDERAL MS	RMR	STR	AGL	INT	Special	CREDITS
Type 61 Tank	2	1	1	0	Cannon.	5
Attack Heli	0	1	5	+1	Vulcans, 2 missiles.	4
Core Booster	1	1	4	+1	Vulcans, 2 missiles, 2 Particle Guns.	5
G Fighter	3	2	3	+1	Beam Cannon, 2 missiles.	6
Petit MS	0	1	3	0	+1 to repair rolls	4
Middle MS	1	2	2	0	+2 to repair rolls	5
GM	2	3	3	0		6
GM III	3	4	4	+1		10
GM Sniper II	3	4	4	+2		16
Jegan	4	4	4	+1		15
Guntank	3	2	2	0		5
Guncannon	4	4	3	0		12
Ground Gundam	4	4	4	0		14
FA Gundam	5	5	4	+1		20
Methuss	4	3	5	0	TMS	14
Zeta Plus	4	4	6	+1	TMS	20

Vehicles like the Type 61 tank, Attack Heli, and Core Booster cannot use MS weapons.

TITANS MS	RMR	STR	AGL	INT	Special	CREDITS
GM Quell	3	3	4	+1		10
Rick Dias	5	4	4	+1		14
Garibaldi Beta	4	4	6	+1		16
Proto. Gundam	4	4	4	+1		15
Gundam Mk II	4	4	5	+2		20
Asshimar	5	4	4	0		18
Gabthley	4	4	6	+1	TMS	20
Gaplant	5	4	6	+1	TMS	25
Hammurabi	4	4	5	0	TMS	18
Messala	5	5	5	+1	TMS	30
Pallas Athene	5	4	4	+2		25
Bolinok Saman	4	5	4	+1		25
Banshee	5	5	5	+2	EMP+2, Stress	40
Psycho Gundam	6	8	2	+2	TMS, EMP +3, Stress	100

MS WEAPONS	Range	Dice	Dam	Notes	CREDITS
Punch	1"	1	0	First success does 1 KD.	-
Kick	1"	0	1	First success does 1 KD.	-
Claws	1"	1	1		1
Heat Hawk	1"	1	2		2
Heat Saber	1"	2	2		4
Hammer	6"	1	1	First success does 1 KD.	2
Shock Whip	6"	2	1	Hit also does 1 Fatigue.	4
Vulgans	12"	2	0	Clip	2
Pistol	18"	1	1	Clip	2
Machine Gun	18"	2	1	Clip	3
Rifle	24"	1	2	Clip	3
Cannon	36"	0	2		3
Shotgun	18"	3	0	Clip	4
Gatling Gun	24"	3	1	Clip	5
Flash Gun	12"	1	1	Hit also does 1 Fatigue.	3
Particle Gun	36"	1	1	Linked.	3
Bazooka	36"	0	2	3 Shots.	4
Funnels	All	1	2	Roll Psy to attack.	5
Shield	--	D	--	D= Armor Dice Bonus	2xD
MODIFICATIONS	(Requires GM Approval)				
+ Beam	As Weapon			+ Penetrate	+2
+ Hyper/Heavy/Twin	As Weapon		+1	As Weapon	x2
+ Sniper/Long	+50%	As Weapon		As Weapon	+1
MUNITIONS	One use per game.				
Hand Grenades	18"	1	2		1
Cracker Pod	12"	2	1	Hit also does 1 Fatigue.	1
Missile	36"	1	1	Linked.	1

Clip: Runs out of ammo/jams if you roll any 1s on the gear dice. Spend a maneuver to clear / reload.

Penetrate: Cancels out target's first armor success.

Linked: May fire all linked weapons of the same type as one attack, add the dice together.

SECTION FOUR: Combat and Trauma

Initiative: Roll **1d6 + Sense** skill- turn order is from highest to lowest. If in a **MS**, you may roll **1d6 + Int** stat (including MS Bonus) instead. Each turn, you may perform one Action and one Maneuver (in any order).

MANEUVERS.

- **Move** (AGL in". AGL x3" for MS).
- **Charge**- as move, adds +1 Melee.
- **Aim**- adds +1 skill die to an attack.
- **Target**- Declare a target location and draw 3 cards instead of 1 (draw 5 cards for melee attacks). If your declared location is one of the cards, apply it. Otherwise, apply the first card drawn.
- **Get Up**- from being knocked down
- **Reload**, ready, or deploy a weapon

ACTIONS.

- **Shoot**- AGL + Shoot + weapon
- **MS Shoot**- INT + Shoot + weapon
- Use a **Skill** (GM permitting)
- Use a **Newtype** ability
- **Grapple**- Contested Fight roll, no weapons. Success = Grappled, additional successes do 1 damage each. Once grappling, you may only let go or continue holding. Grappled may only try to break free (win a contested fight roll). Otherwise, no other actions or maneuvers allowed!
- **Charge**- make a move, then melee attack- STR + Fight +Weapon
- Perform a **Maneuver**

REACTIONS.

These take your next available Maneuver or Action (use up to two ACTION markers to track this). Once you have two markers, you may take additional defensive actions if you can roll a success on your Sense skill (no additional markers required). You may also spend a SPIRIT point to perform a Reaction.

- **Dodge**- Move roll to counter a ranged attack (reduce your successes from theirs)
- **Block**- Fight roll to counter a melee attack (reduce your successes from theirs)
- **Shield**- adds shield + Endure dice to your armor roll. If damage absorbed equals or exceeds shield dice, shield is destroyed.

SPECIAL STATES.

- **Knocked Down**- **Agility and Strength are at -2** while knocked down.
- **Stunned**- you may perform no maneuvers or actions except for Recover
- **In Water**- Non-marine units in water have **Agility and Strength -2**.

DAMAGE AND TRAUMA.

On a SUCCESS, the attack does the weapon's damage. Then roll the target's armor and deduct armor successes from the total damage. Each remaining point of damage can either be applied directly against the target's STR value, used to draw and apply 1 LOCATION card, or used to STUN the target.

BROKEN.

- If any one of your statistics reaches 0, you are effectively KOed.
- If your character's STR is reduced to LESS than 0, you must receive medical aid or make an Endure roll within 1D6+1 turns, or your character will die of fatal injuries!

SECTION FIVE: Newtype Abilities

- **Newtype Link.** As a Maneuver. Roll Sense to connect and communicate with another Newtype that is either someone you already know, or is nearby. No line of sight or technological communication needed.
- **Warning Flash.** As a Reaction. Roll Psy and give successes to an ally when they are dodging, blocking, or enduring.
- **Psycho Wave.** As an Attack. Affects ALL enemies within range 24". Roll Psy vs. their Cool, each success inflicts 1 stress on the target.
- **Bio-shield.** As a Reaction. Roll Psy as part of your Armor roll- effective against ALL attacks made against you this turn.
- **Overcharge.** As a Maneuver. Costs 1 SPIRIT. Add your Empathy and Psy dice to your next attack.

SECTION SIX: Experience

At the end of a session, the GM should award **XP** to the players based on the following criteria (each earns 1 XP):

- Did they participate in the session?
- Did they sacrifice something to help their buddy?
- Did they sacrifice something to outdo their rival?
- Did they significantly interfere with their Nemesis?
- Did they make notable effort towards their purpose?

A player may use 5 XP to increase one of their skills by 1 point. They may not save up more than 10 XP.

The GM can also award **Credits** to the players for completing missions or doing work- about **2** credits per session. This is in addition to any items they steal, inherit, find, or otherwise acquire.

NOTE ON RESALE: Players may sell their equipment for HALF the listed credit price, or even less at GM's discretion. They should roleplay the sale (use coerce vs. cool).

GUNDAM RPG MOBILE SUIT

NAME
 ALIGN
 ROLE

SPIRIT RMR

STAT	GEAR	NOTES	SKILL	RMR	GEAR	NOTES
STR <input type="text"/> DAMAGE	<input type="text"/>	<input type="text"/>	<input type="radio"/> FIGHT <input type="radio"/> FORCE <input type="radio"/> ENDURE	<input type="text"/> <input type="text"/>	<input type="text"/>	<input type="text"/>
AGIL <input type="text"/> FATIGUE	<input type="text"/>	<input type="text"/>	<input type="radio"/> SHOOT <input type="radio"/> SNEAK <input type="radio"/> MOVE	<input type="text"/> <input type="text"/>	<input type="text"/>	<input type="text"/>
INT <input type="text"/> STRESS	<input type="text"/>	<input type="text"/>	<input type="radio"/> MEDIC <input type="radio"/> TECH <input type="radio"/> TACTIC	<input type="text"/> <input type="text"/>	<input type="text"/>	<input type="text"/>
EMP <input type="text"/> STRESS	<input type="text"/>	<input type="text"/>	<input type="radio"/> SENSE <input type="radio"/> PSY <input type="radio"/> COERCE <input type="radio"/> COOL	<input type="text"/> <input type="text"/>	<input type="text"/>	<input type="text"/>

NEUROSIS EFFECT DEGREE

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XP

SESSIONS BUDDY
 RIVAL
 CREDIT PURPOSE

