

GUNDAM: 0017 WAR

ITEMS NEEDED:

Polyhedral Dice set
Ruler/Measuring tape
Copy of the Rules
Gunpla (agree on scale among players)
Character Sheets
Tabletop Terrain (optional)
Flight bases (optional)

SETUP :

Agree on points value and type of campaign, and choose character sheets matching the unit or units each player will use.
Take turns placing terrain on table and agree on type for each piece of terrain.
Deploy each unit to the table within 12" of your side.

GAME RULES

PHASES

Upkeep – Settle damages and situations and objectives, also reposition units without moving them from their current position on the board, this includes rotating and posing to get the units better coverage

Initiative - Roll D20 Add Mods, highest goes first

Quick Actions

- **Move** – Move character their speed in inches (or less) in a straight line
- **Attack** – Roll D20 plus mods against opponents Defense total (AC+Mods) if the attack lands roll weapons damage dice.
- **Reload** – Reload Quick Reload Weapons
- **Switch weapon** – Switch to an unequipped weapon (mounted weapons are always equipped)
- **Block** – If equipped with a shield your second quick action can be to protect yourself, if this is done any damage dealt goes to your shield.
- **Quick Ability** – Use ability labeled “Quick”

Slow Actions

- **Boost** – Move Character 1D4 X Speed in inches while ignoring Heavy terrain or to fly to a new elevation. Direction can change between each movement segment.
- **Aimed Shot** – A well placed shot that does not inflict damage but leaves a limb useless until repaired. Arms: cannot use weapons in that hand, legs: cut speed in half (round down) head: no attack mods maybe used, shields: destroyed
- **Slow Reload** – Reload Slow Reload Weapons
- **Slow Ability** – Use Ability labeled “Slow”
- **Repair** – Roll D10 until you reach 10. Add any rolls from the previous turn, any extra repair amount may be applied to another limb if it is currently incapacitated.

Move:

Move the unit up to their speed in a straight line in any direction. If terrain interferes with the line refer to the terrain chart. Movement is measured from the front of the foot to and ends on the back of the foot.

Type	Example	Effect
Light Terrain	Small Hills, Roads, Space	None
Heavy Terrain	Wreckage, Ruins, Narrow Spaces	Speed is reduced by half while moving into, within, or from this terrain
Dangerous Terrain	Fire, Mine field	Same as Heavy but take 1D4 damage at the end of each turn ended in this terrain
Impassible Terrain	Cliffs, Deep Water, Atmosphere	Units may not travel through this terrain type unless they have an ability to allow it

Attack:

To attack another unit, proclaim your action, who you are attacking and with which weapon. Next check to see if you're in range. Now make sure you have Line of Sight. If 2/3 or more of the enemy unit is visible there is no negative effects. If only 1/3 of the enemy is visible you do not get any attack modifiers, the attack uses only the die roll. If you cannot see the enemy unit you cannot attack them. A units line of sight is 180 degrees in front of it. The next step in attacking it to roll a D20 and add any sort of modifiers that apply to the situation. Then compare that number against the enemy's AC and any modifiers. If your number is the same or higher you roll the damage die for the weapon and apply that to the enemy's HP.

Combat bonuses:

Flanking: If you and another unit are attacking the same enemy you get +2 to your Attack Roll

Charging: If you have a melee weapon equipped and you move in to range in the same turn your attacking you receive a +2 to your attack roll.

Critical Hit: When you roll a natural 20, or the number your current weapon has listed for under "Crit" you double you damage roll (or triple depending on the weapon)

High Ground: Firing from a higher elevation than your enemy gives you +1 to your attack roll

Reload:

This action reloads any ammo for any weapon in battle fully. The speed of the reload depends on the weapon itself. Weapons can be reloaded as many times as needed during a battle unless noted.

Switch weapon:

This action allows you to switch weapons that your character is carrying. Mounted weapons are always considered equipped. This can also but used to pick weapons up off the board if with in 3"

Block:

This action needs to be your second quick action, if it is your first, you cannot make a second. This action may also only be used if your unit has a shield equipped. If you are attacked after performing a Block, your shield takes all the damage. Shields can be broken and then you lose any bonuses from having one equipped.

Abilities:

This action allows you to use a Slow or Quick Ability from your list.

Boost:

To use the boost action roll 1d4 and move your character up to its full speed that many times. For example, if you roll a 3 and your speed is 4 you may move up to for 4 inches 3 times while turning between each move. This is also how units with the Flight ability can ignore terrain and get to higher elevations. If a unit is stops their movement midflight they must a base to hold them at the correct height. Flying movements as still measured from the front of the foot to start to the back of the foot to end, even vertically off of the table, so a ruler or a stiff measuring tape maybe more helpful in this situation.

Aimed Shot:

This action allows you to make a precise shot to disable parts of an enemy unit, but does not take away their HP. Make a standard attack and if it hits, instead of rolling the damage die chose a part of the enemy unit to disable. The part chosen must be fully visible from your unit's point of view. If you disable an arm the enemy may not use anything equipped to that arm/hand. If a leg is disabled the enemy's speed is cut in half (rounded down). If the shield is targeted the shield is destroyed. If the head is targeted the enemy loses all attack modifiers.

Repair:

If you have a disabled limb, you may use this action to attempt to repair it. Roll 1D10, with the goal of reaching 10. If you do not get 10 on the first roll during your next phase you can try again, adding on to the roll you made on your last attempt. Once a 10 is reached that limb is functional again. If you have another damage limb and left over may be applied to that limb. You cannot repair a shield.

CREATING CHARACTER SHEET:

Mobile suit: The name of the Mobile suit you're using. It can be straight from the anime/manga, or a custom suit.

Pilot: The name of the pilot in the suit. It can be your name or another character you make up. This opens up the game for more of a role-playing setting as well.

Faction: What Faction do you fight for? Once again, this can be from the anime/manga or one you create yourself.

Base Point Value: The agreed upon base point value for the current campaign. From here on out we will assume the point value for the campaign in 1000 and we will put our base value of our Unit as 600 which leaves 400 points to spend on upgrades.

Current Point Value: This is the Current Point Value of your unit. In the previous example our current value is 600 (which will be spent on attributes) and once you add upgrades you will add up your total Points Value and write it here.

With the Point Value System, you will spend your Base Points on your HP, AC, Speed, Initiative, and Attack Bonus. In the example, we set aside 600 for this. The remaining 400 will go towards Weapons, Shields, and Abilities. If its agreed on upon the players you can also add additional units to your side while distributing the allowed point between them. Or you can set a higher point limit to accommodate whatever size army everyone wishes to field.

Initiative: This score is divided by 100. Your Initiative score is what you will add to your 20 roll to see the order in which you will take your turn in a round. The highest Initiative goes first, second highest goes next and so on.

Speed: This score is divided by 100. Once you divide your points in speed by 100, and add any modifiers and this will tell you how many inches across the board your unit can move.

Armor Class (AC): This score is divided by 100. Once you divide your points by 100, add that amount to 10, and you get your base AC. Then add your modifiers to get your final AC.

Attack Bonus: This score is divided by 100. This number is added to your attack roll, which is a D20 roll where you try to match or beat your enemy's AC

Hit Points (HP): This score is NOT divided anything. The amount of points you put under your hit points are your units hit points.

Challenge Rating (CR): This is your Current Point Value divided by 100. When you are defeated by an opponent this is how much experience they receive.

Experience (XP): This is gained by defeating enemies. When an enemy is defeated you gain XP equal to their CR. You can use XP to upgrade weapons and abilities. Make sure to remove any XP used and that it's added to your Current Point Value.

Mobile Suit Status: This is where you keep track of any limbs that have been disabled and how much damage your unit has taken, as well as your shield status.

WEAPONS / SHIELD CHART

Name/Type	Cost	Range	Damage	Crit	Special	Reload	Capacity
Ranged							
Vulcan Guns	10	0-12	1D4	20 X2	Burst 3	None	∞
Low Caliber	20	6-24	1D4	20 X2	Burst 3	Quick	24

Medium Caliber	30	6-24	1D6	20 X2	Penetrating	Quick	24
Beam Gun	30	0-12	1D6	19-20 X2	Penetrating	None	12
Sniper Rifle	40	12-48	1D8	20 X2	Sniper	Quick	4
Beam Rifle	60	24-36	1D8	19-20 X2	Penetrating	None	∞
Beam Sniper Rifle	70	24-48	1D8	19-20 X2	Sniper	None	∞
Gatling Gun	50	12-36	1D6	20 X2	Burst 5	Slow	50
Gatling Beam	70	12-36	1D6	19-20 X2	Burst 5	None	∞
Rockets	50	6-24	1D8	20 X3	Volley	Slow	6
Missiles	50	12-36	1D8	20 X3	Volley	Slow	6
Bazooka	70	12-36	1D10	20 X2	Blast	Slow	4
Mega Cannon	80	12-48	1D10	20 X3	Blast	Slow	4
Beam Bazooka	100	12-48	1D12	19-20 X3	Blast	None	4
Melee							
Fists/Feet	0	0-4	1D4	20 X2			
Claws/Spikes	10	0-4	1D4	20 X2			
Blunt Metal	10	0-8	1D6	20 X2			
Metal Blades	10	0-6	1D6	20 X2			
Beam Saber	20	0-8	1D6	20 X3			
Beam Blade	20	0-6	1D6	20 X3			

Special list:

Sniper: If you critical hit with this weapon, you also get to choose a limb to disable.

Burst-X: Take a Slow Action to fire a burst. Roll X amount of attack dice if attack hits your enemy.

Blast: Does none the same damage (noncritical) to any unit or structure in a 6-inch radius from the target.

Penetrating: The weapon ignores partial cover and cannot be "Blocked" by a shield.

Volley: Allows a weapon to choose a spot on the map to attack with a 4-inch blast radius instead of firing straight at a target. The attack roll must be 15 or higher.

Shields			
Shield Types	Cost	Bonuses	Example
Light	10	+1 to AC	Zaku Shield (1/3 the size of the mobile suit)
Medium	20	+2 to AC	GM shield (1/2 the size of the mobile suit)
Heavy	30	+3 to AC	Gelgoog shield (3/4 the size of the mobile suit)
Super Heavy	40	+4 to AC -1 to speed	Physalis shield (The same size of the mobile suit)


ABILITIES

Name	Speed	Cost	Effect
Air Strike	Quick	50	choose ¼ of the battle field, every unit takes 1D4 damage unless under cover
Air Strike	Slow	100	choose ¼ of the battle field every unit takes 1D6 Damage regardless of cover
Fall back	Quick	50	you may make a third quick action to move half your speed away from enemy units
Fall back	Slow	100	you may make a second slow action to move your full speed away from enemy units
Controlled aim	Quick	50	Allows re-roll on missed ranged attacks
Blitzkrieg	Passive	40	If you destroy an enemy unit, you get to perform another attack immediately after.
Fortunate	Passive	40	Allows you to reroll damage dice (must take second roll)
Mechanic	Quick	50	Roll 1d6, regain that much HP

Mechanic	Slow	100	Roll 1d12 regain that much HP
Merciful	Passive	30	After an attack you may, instead of dealing damage, convert the attack to an aimed attack and only disable a limb
NewType	Passive	30	This unit has 360-degree vision
Quick Draw	Passive	40	When an enemy moves within range you automatically get a free attack action with your equipped weapon.
Swift	Passive	30	You always win initiative rolls
Anti-Beam Coating	Passive	40	Minus 1 to any damage done to you, and ignore "Aimed Shots" by any beam weapon
Heavy plating	Passive	40	Minus 1 damage, and ignore "Aimed Shots" from any ballistic weapon
Upgraded Optics	Passive	30	All Range increased by 1
Upgraded Thrusters	Passive	30	Speed is increased by 1
Beam Flyer	Passive	40	If you Crit with a beam weapon, roll an addition hit die
Barrage	Slow	60	Attack with every equipped and mounted weapon available (once per battle)
Hit and Run	Passive	40	If you successfully damage an enemy you make take a free move action
Mighty Shield	Passive	40	Instead of taking a critical hit you may block it with your shield but the shield is then destroyed
Red Comet	Passive	40	Your boost rolls are always 4
Smoke Screen	Quick	50	Put out a smoke screen for 2 rounds to be used as cover (Must use a marker to show where it is on the board)
Smoke Screen	Slow	100	Release a smoke screen that lasts the entirety of the battle to be used as cover (Must use a marker to show where it is on the board)
Weapon pack	Passive	X	When deployed this unit may leave X (x100) number of weapons /shields in its deployment zone for later use.
Repair Tech	Quick	50	Add a D4 to repair roll
Repair Tech	Slow	70	Add a D8 to repair roll
Flight	Passive	10	This unit can fly during Boost
Marine	Passive	10	This unit can ignore water terrain
Command	Quick	50	Allows you to give a friendly Unit a command. This command is chosen from the list of quick actions and is used as a third quick action or added on to a slow action.
SD Unit	Passive	0	+2 to Armor class due to their small size but -1 to speed
Stealth	Quick	50	for this turn get a +5 to AC due to being 99% invisible.
Stealth	Slow	100	On the next turn you get + 5 to AC for being 99% invisible.
Double time	Passive	40	allows unit to make 1 extra non-attack quick action per round
Triple Time	Passive	60	allows unit to make one non-attack quick action with a slow action
Take Cover	Passive	60	if this unit is within 3 inches of Cover terrain while under ranged attack they are considered 2/3 covered (attacker loses and modifiers)
Resupply	Quick	40	Roll 1d6, that number of weapons are reloaded
Resupply	Slow	60	Roll 1D6 that number of weapons are reloaded for friendly units in a 6-inch radius
Reserves	Quick	50	once per battle you may return 1 friendly unit to battle with half HP and 1 weapon
Reserves	Slow	100	once per battle you may return 1 friendly unit to battle with full HP and 2 weapons

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CHARACTER SHEET

Mobile Suit:		Pilot:		
Faction:	Base Point Value:	Current Point Value:		
Initiative:				
Speed:				
Armor Class:				
Attack Bonus:				
HP:				
XP:				
CR:				
Shields/Equipment				
Type/Name	Cost			Effects

Weapons							
Name	Cost	Range	Damage	Crit	Special	Reload	Capacity

Abilities			
Name	Cost	Speed	Effect