



MOBILE SUIT

GUNDAM

THE ORIGIN

I

A GUNDAM SENKI
SOURCEBOOK

BASED ON MEKTON ZETA

Version 0.20

By MiltonMan

YAS '08

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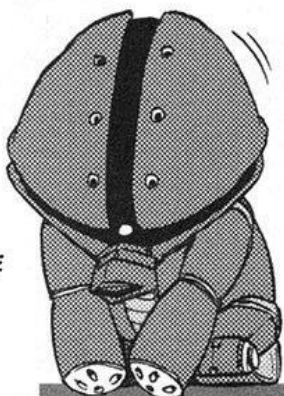
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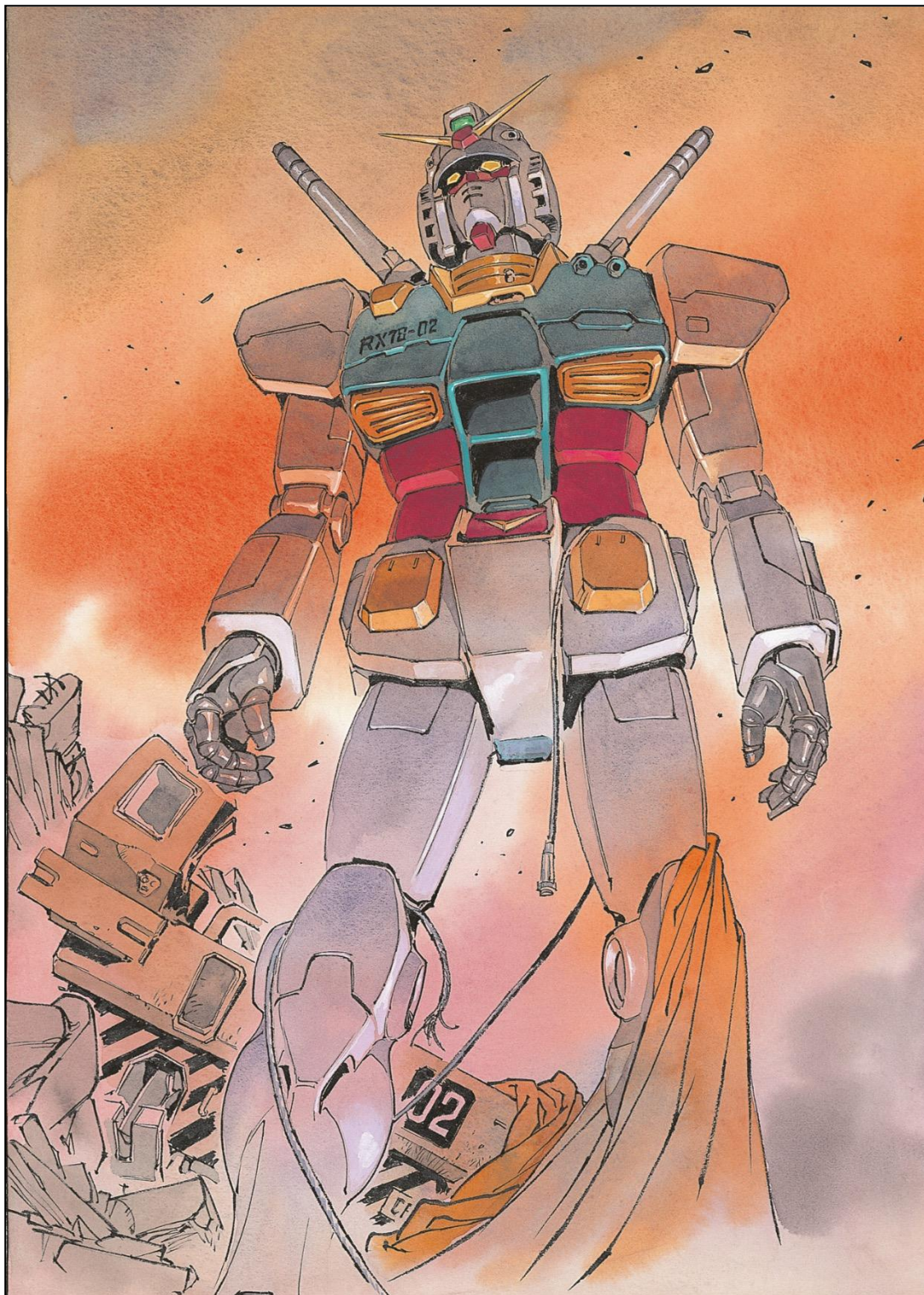
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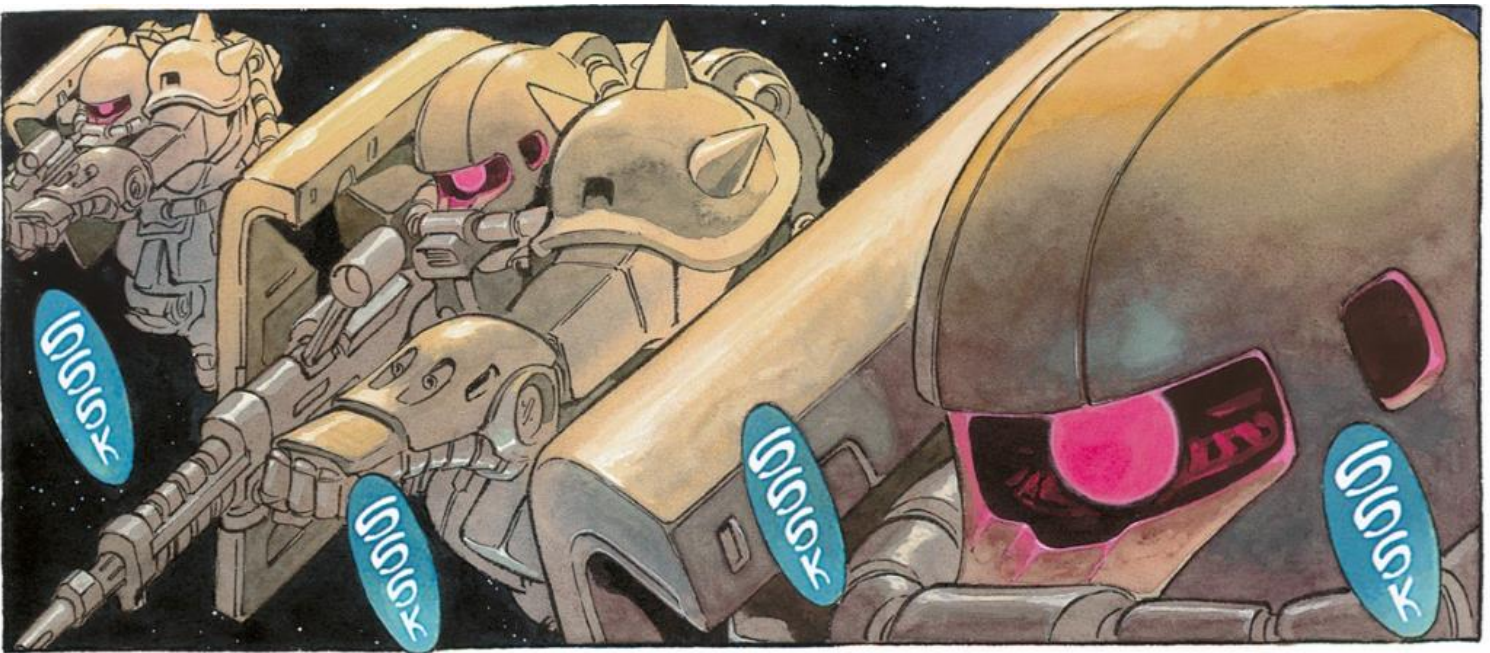
WELCOME



CHAPTER 1: *GUNDAM RISING!*

"THE YEAR UNIVERSAL CENTURY 0079..."





ACTIVATION!

Almost four decades ago, Mobile Suit Gundam aired in Japan and changed the way the world looked at giant robots. Gundam established a new genre of anime, changed the way the West consumed Japanese animation, and became a cultural touchstone for the robotics technology of the future. In this translation/adaptation of R. Talsorian's Gundam Senki, you take on the role of a character in the Mobile Suit Gundam Universe and fight through legend that is the original series or create a legend of your own.

This translation will be using the Mobile Suit Gundam manga the Origin as its basis so some content will be omitted. The game is based heavily on Mekton Zeta but differs in several key areas. As such, only basic rules will be explained with a focus on these key differences.

WHAT YOU NEED TO PLAY

In order to play Gundam Senki, you'll need:

- This translation, to guide you through the basics of the game that differ from Mekton
- Mekton Zeta Core Rule Book
- (Optional but highly recommended) Mekton Zeta Plus
- Pencil and paper
- Several D6s (two per player)

DICE

Gundam Senki uses a 2d6 system to resolve actions during the game. That is, rolling two six sided dice. Any reference to dice refer to the six sided dice rolled as no other dice are used in this game.

MODIFIERS

Modifiers will be referenced throughout the rules. These refer to an amount add to or subtracted from your dice roll. These modifiers are entirely situational will be described where appropriate.

USING THIS BOOK

The best way to read this book depends on whether or not you're going to be GMing a campaign or one-shot of Gundam Senki or if you're going to be a player in a campaign. If you're GMing you're going to want to read the entire book and maybe run a few combats using some of the NPCs just to get a feel for things. Familiarizing yourself with Mekton Zeta is also a must. If you're a player, you really only need to read the introduction and character creation sections.

THE BASICS

Gundam Senki is based on the Mekton Zeta RPG line. This means that it will allow you to create dramatic stories that unfold during the largest conflict in the Gundam Universal Century, the One Year War. This game should allow a broad variety of stories and playstyles only limited by your creativity. No matter how you play, the main goal is to have fun.

HOUSE RULE BOX

These boxes will appear periodically throughout the book. These will feature changes that I run in my games or changes from the official book that I made to better reflect **The Origin** source material. Be sure to read these especially if you're a GM. Think of these like optional rules.

THE CORE MECHANIC

Gundam Senki uses a single mechanic to resolve every roll. Whenever a character attempts to perform an action that has a chance of failing, this procedure should be followed:

- The player rolls 2D6
- Adds a relevant **Skill** (if applicable)
- Adds the corresponding **Stat**
- Add any number of situational modifiers
- Compare to the **Target Number**
- If the sum is greater than the **Target Number**, the roll is a success
- If the sum is less than the **Target Number**, the roll is a failure

DICE TERMINOLOGY

Any time a D6 is mentioned it refers to a single six sided die. This is the only dice used in the game. Any references to D2s or D3s will be resolved as such:

- D2s – Roll a D6. Count 1-3 as 1, and 4-6 as 2

- D3s – Roll a D6. Treat 1-2 as 1, 3-4 as 2, and 5-6 as 3.

As a general rule, if any fractions appear they are **rounded down**.

THE TARGET NUMBER

The **Target Number** represents the difficulty of the attempted task. In most cases this will be a value determined by the GM using the table below.

During combat, however, this value will be determined by opposed rolls. For opposed rolls, the defending roll's result is the **Target Number**. In cases of a tie, the defender wins.

Basic Difficulty Levels

<i>Easy</i>	10
<i>Average</i>	15
<i>Difficult</i>	20
<i>Very Difficult</i>	25
<i>Nearly Impossible</i>	30



DECISIVE SUCCESS AND CATASTROPHIC FAILURE

When the dice are rolled, if a result of 12 is rolled, that is both dice land on 6s, the result is a **Decisive Success**. The dice are rolled again and added the result to the total. **Decisive Successes** can be chained for as long as the player can roll perfect 12s.

On the opposite end there are **Catastrophic Failures**. If the result of a roll is a 2, where both dice land on 1s, the result is considered a **Catastrophic Failure**. The dice are rolled again and that amount is subtracted from the total. This doesn't chain like **Catastrophic Successes** and can only occur once per roll.

SITUATIONAL MODIFIERS

Situational Modifiers represent the myriad of things that can go wrong or make a task more difficult to complete. **Situational Modifiers** are subtracted from the result of a roll. They scale from -1 to -5, with -1 being a minor inconvenience and -5 being a major obstacle.

Some Example Situational Modifiers

<i>Don't have a relevant skill</i>	-1
<i>Unfamiliar tools/weapons/vehicles</i>	-4
<i>Doesn't have the right tools</i>	-2
<i>Completing task under fire</i>	-3
<i>Acrobatics require while doing task</i>	-5
<i>Adverse environment or climate</i>	-4
<i>Drunk/Drugged/Fatigued</i>	-4

HOUSE RULE BOX

You'll notice that there are no positive situational modifiers. This is true for all rolls outside of combat. I like to hand out positive situational modifiers on a scale of +1 - +5 depending on the circumstances or if a player role plays particularly well. Don't hand them out constantly and make them an earned reward.

These modifiers can stack causing even the easiest of tasks to become difficult under severe circumstances.

LUCK AND ACE POINTS

These two values represent the characters raw talent and luck on the battlefield. By spending these points, you are able to alter the course of a battle or perform extreme feats that would otherwise be impossible. These two values separate the ace pilots from the grunts in terms of power level.

LUCK

Luck points are based off of a characters **LUCK** stat. The amount of Luck Points available to a character are equal to the value of their **LUCK** Stat. In Gundam Senki, only Player Characters and Major NPCs can actually use their **LUCK** stat. Grunts and mooks can't. In Gundam Senki, **LUCK** is used in the following ways:

- When you get hit, change the hit location by spending 1 Luck Point.
- When you fail a G-Factor roll, you can spend any amount of Luck to decrease the dice result by an equal amount.
- Increase any defensive or offensive roll. Any amount may be spent for Defensive rolls, but only 1 point may be spent on Offensive rolls. The result increases by the amount of Luck spent.
- Outside of combat rolls, you may add any amount of Luck to a Skill roll. The result increases by the amount of Luck spent.

Luck points are always applied after the dice are rolled. This means after any **Decisive Successes** or **Catastrophic Failures**. If a player declares that they are using Luck before rolling, they must spend at least 1 point on said roll. Luck points recover at the end of every session.

ACE POINTS

Ace Points are similar to Luck points in many ways but reflect the raw skill of the character rather than their fortune on the battlefield. Similar to **LUCK**, only Player Characters and Major NPCs can actually use their **Ace Points**. Grunts and mooks can't. Ace Points can be used in the following ways:

- **Ace Points** can be used in the same manner as Luck Points, but only for **MS Combat** related rolls.
- Can increase **MA** by 1 for each **Ace Point** spent.

HOUSE RULE BOX

A replacement for the second use of Ace Points that I have used recently is to double your MA for one movement action by spending an Ace Point. I feel that this better reflects the abilities of some characters, such as Char. In his *Zaku II*, Char would be able to move about 3 times faster than a normal *Zaku II* using this rule!

Ace Points are determined by the level of their relative "Piloting" skill: **MS Piloting** for Mobile Suit pilots, **Aircraft/Shuttle** for Mobile Armor or Space/Jet fighter pilots, **Driving** for Tankers. The amount of **Ace Points** available to a character = **[Piloting skill] - 5**. Thus, the points increase as the piloting skill increases.

Ace Points are recovered when the character returns to their base or mothership. When they launch again they will have regained their full **Ace Points**. This is the main advantage over Luck Points.

The number of Ace Points available is doubled when piloting **Ace Custom** vehicles. Many vehicles are capable of having the **Ace Custom** tag. Ace Customs are customized exclusively for their pilots and usually feature one of a kind modifications and distinct paintjobs. As such, only Major NPCs or PCs pilot Ace Customs barring extreme cases.

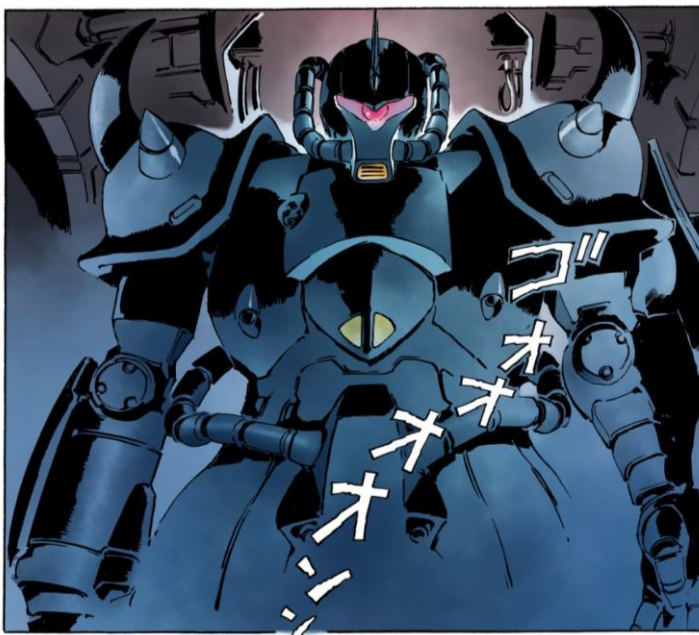
NEWTYPES

In the **Universal Century**, especially in the **One Year War**, there are several cases of people with extraordinary abilities. They have extremely high degrees of focus and spatial awareness, almost akin to a sixth sense. They are sensitive to hostile intentions directed at them by others, allowing them to react even before the offender carries out the intended action. They can also detect other individuals with similar abilities. These individuals are called **Newtypes**.

Newtype Points or [N-Points] represent the strength of a character's Newtype ability.

Newtype Level	
0	All of ordinary mankind [Oldtype]
1-3	Has sharp senses
4-6	Quickly master MS combat
7-9	Fending off an attack in your blind spot
10+	Predict future, send messages to hearts of others





HOUSE RULE BOX

Don't let future sight become the replacement for an Awareness check. Newtype visions should be major plot points or give the players insight on situations they would otherwise be clueless about. Keep them strange and special! The last thing you want is for PCs to feel that using their powers constantly is normal.

Conditional Modifiers of Telepathy

<i>Both are on the battlefield</i>	+2
<i>One party is currently fighting</i>	+2
<i>Are near each other</i>	+2
<i>Close friend/relative/lover</i>	+4
<i>Either are exposed to extreme danger</i>	+4
<i>Either are using Psycommu</i>	+5
<i>Both are using Psycommu</i>	+10

EFFECTS OF (N-POINTS)

[NP] is a special skill for Newtypes. During the course of a game, [NP] works as follows:

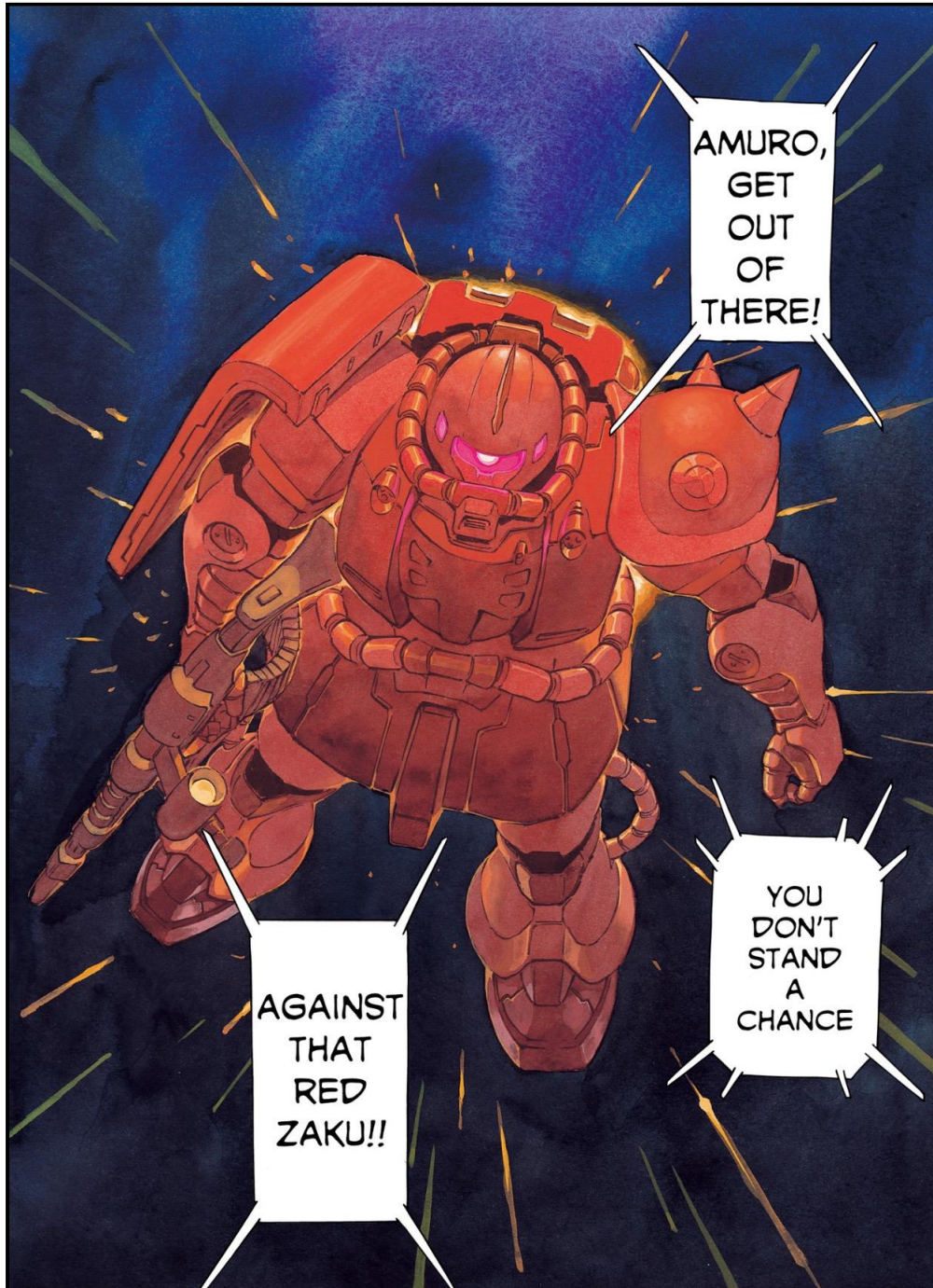
- Can be spent as Luck Points.
- Newtypes can add [NP] to initiative rolls.
- Newtypes can add ½ of [NP] to any **REF** based combat skills.
- Newtypes can add [NP] to **Awareness**, **Human Perception**, and **Zero-G** rolls.
- Newtypes with [NP] level 6 or better can decrease combat penalties (lost parts, flanked, etc.) by a value = [NP]-5.
- The GM may give Newtype Characters faint visions of the future.
- Newtypes may telepathically communicate if the sum of both characters [NP] + 2D6 equals or exceeds a difficulty 30 test. See table below.

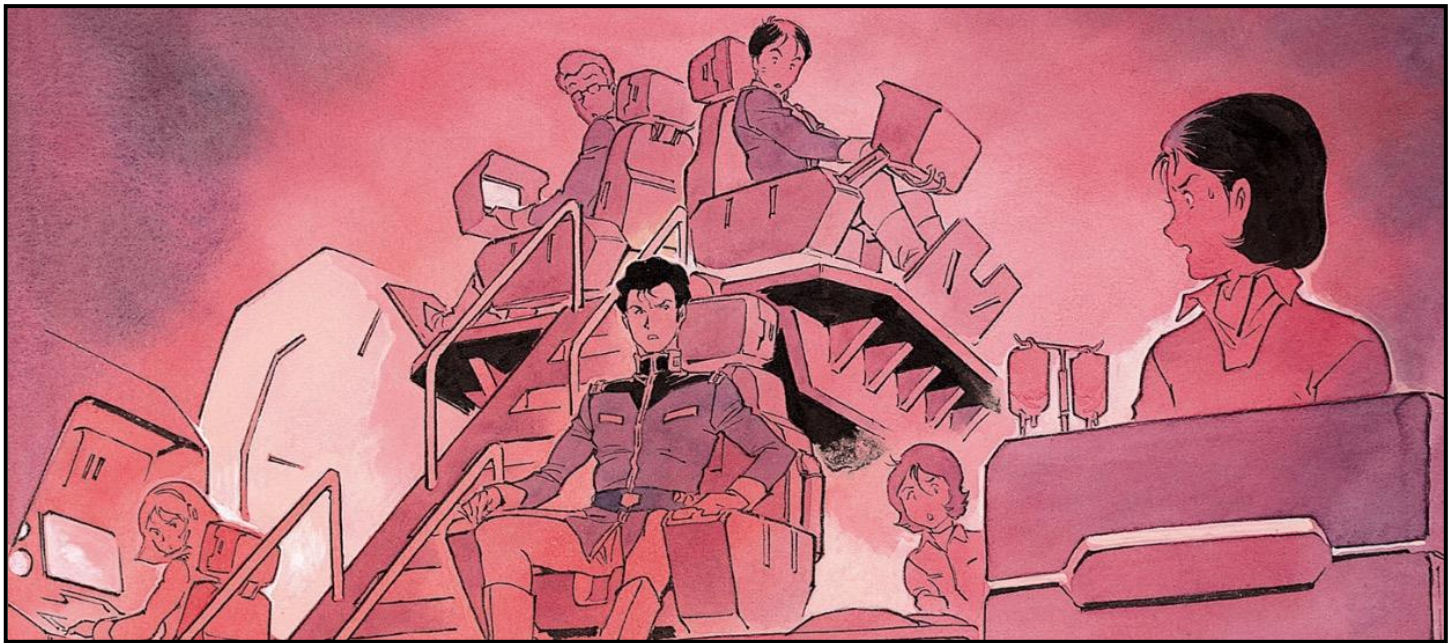
As stated earlier, [NP] is treated like a skill with advancement similar to any other. The main difference is that general IP cannot be spent on [NP]. It has a separate pool of IP earned from tasks using [NP] or similar accomplishments. For an Oldtype to learn the [NP] skill, the cost is 100IP. Lost [NP] points are regained in full when the session ends. Advancement of skills is covered at the end of the Character Creation section.

Being a Newtype allows the operation of such equipment as Psycommu systems, Bio-sensors, and Psychoframes. Without the [NP] skill, characters will be unable to use such devices.

CHAPTER 2: WINDS OF WAR

"WHO'S PILOTING THAT THING?!"





CHARACTER CREATION

Creating a character for Gundam Senki follows a simple process using the information presented in this chapter. This process will require a character sheet and some scratch paper. The process is as follows:

1. CONCEPT FOR CHARACTER

Before any stats are rolled or skills are picked, you'll need to consider what type of character you want to create. What is your character good at? What is their past like? What is their most notable aspect? Are you a hardened Zeon vet, weary of battle? Or a young Federation recruit eager to prove them self? Maybe you just want to play a character from the Gundam series. Write down these ideas on your scratch paper and use them to guide your choices throughout the process.

2. TALK WITH THE GM

After you've brainstormed this initial concept you should run it by your GM to see if it's appropriate

HOUSE RULE BOX

If you're short on ideas don't fear! Character/NPC templates and Mekton's *Lifepath* will be included in the Appendix to help you come up with some interesting characters.

for the game. You don't want to bring a Zeon ace into a game about Federation recruits! Make sure this doesn't happen and talk to the GM.

3. GENERATE STATS

Determine your characters basic stats. These are the basis for your characters abilities in game and there is no way of improving them or changing them. Choose carefully!

4. PICK CHARACTER TYPE

Select your character type. Will you be a skilled veteran, a raw recruit, or a budding Newtype? Your character type will determine the amount of skill points you start with, the rate you gain Improvement Points, and Newtype points.

5. SELECT SKILLS

Specialize your character by purchasing skills. These reflect what your character can do and how skilled that are at accomplishing said task.

6. FINAL TOUCHES

Finalize your character by giving them a name and figuring out how they fit in the GMs world. Work with the other players to help establish who knows who and why the group of PCs are together.

GENERATE STATS

Each character has nine attributes that define them. These attributes are called **STATS**. Stats are generated by rolling 2D6 nine times and assigning each value to a **STAT**. Stats cap at 10, so any roll higher than a 10 counts as a 10. If no stats are above an 8 you may reroll all nine stats. They are as follows:

WILLPOWER

A measure of how well you stand up under pressure and how charismatic you are. High willpower denotes sophistication and great leadership potential. Most skills that deal with social interaction will use Willpower.

MOVEMENT

How far in meters you can move in a pinch. This stat also determines how fast you can run and how far you can jump.

LUCK

That “something” that occasionally throws the balance of events in your favor. This stat represents a certain number of points you may spend each game session.

APPEARANCE

How good looking you are. This stat will occasionally be used with social interaction skills.

EMPATHY

How well you relate to other living things. This is a measure of likeability and sympathetic emotions. You may need Willpower for troops to follow you, but you need Empathy for them to *like* following you.

TECHNICAL

Your character’s ability to create, modify, and repair technology. This stat will be used with all skills that involve the repair and function of machinery. A must for any technicians or engineers.

BODY

Determines how much damage a character can take before being killed. For more on Hits, Kills, and other types of damage, as well as specific values for your character see the table below.

	<i>Hits by Location</i>				
<i>Body</i>	2	3-4	5-7	8-9	10
<i>Head</i>	4	5	6	7	8
<i>Torso</i>	8	10	12	14	16
<i>Limbs</i>	6	7	9	10	12

	<i>Damage Modifier (your melee attacks)</i>				
<i>Body</i>	2	3-4	5-7	8-9	10
<i>Modifier</i>	-2	-1	±0	+1	+2

INTELLIGENCE

How smart you are. Most scientific skills will work with your Intelligence.

REFLEX

A combination of agility and hand-eye coordination. If you are a combat oriented character, high Reflex is a must, as just about any physical skill will use them.

HOUSE RULE BOX

Stats are the basis of a character. Therefore, they play a key role in determining the power level of a game. If you want a grittier or more deadly campaign consider lowering the starting cap on stats. On the opposite end, considering allowing stats up to 12 for a higher power level campaign. This is a pretty big decision as so many things are based off of these stats.



CHARACTER TYPE

There are three types of characters in Gundam Senki: Veterans, Rookies, and Civilians. Not to be confused with a class, character types are very broad outlines of characters. Two characters can both be veterans but be very different and excel at different tasks. Each type also has its advantages and disadvantages – Veterans have more skills, Civilians have more Newtype points, and Rookies are a balance between the two.

VETERANS

ROOKIES

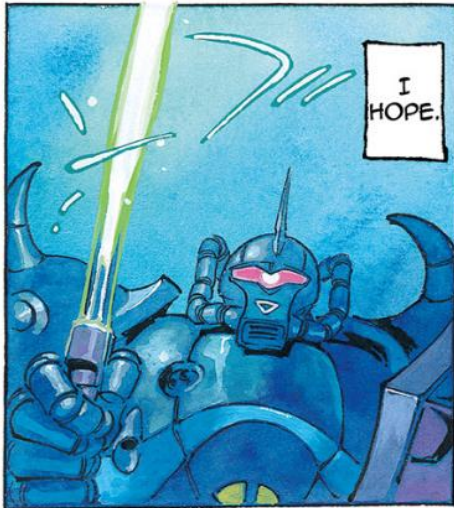
CIVILIANS

SKILLS

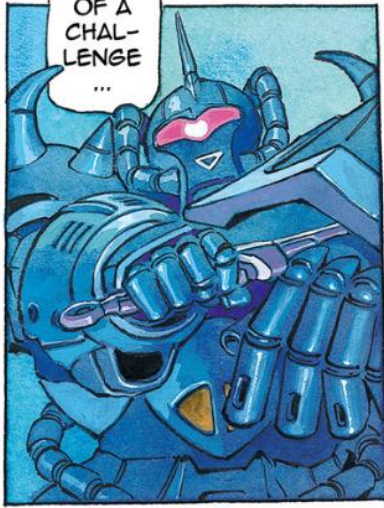
CHAPTER 3: SORROW AND HATRED

"LET'S SEE WHAT IT CAN DO..."





I HOPE.



MORE OF A CHALLENGE ...



HERE'S A BOLD PILOT.

AH.

COMBAT

CHAPTER 4: *A COSMIC GLOW*

"THIS IS NO ZAKU, BOY! NO ZAKU!"



MECHANIC FILES

What would a Gundam game be without mobile suits? This section will give detailed profiles about the various mobile weapons, vehicles, and ships seen in the series. This chapter will be split into two sections, one for the Federation Forces and one for the Principality of Zeon. A mechanic file has the following sections:

SUMMARY

This section gives a brief history on the mechanic and any notable information.

BASIC STATS

The basic stats section describes the general characteristics of the mechanic. This includes:

- **Type** – the specification the mechanic
- **Skill** – the skill used to pilot the mechanic
- **Reaction Adjustment [MV]** – a modifier for the pilots reaction while piloting the mechanic
- **Basic Evasion** – the typical evasion value of a pilot, this is added for speed of play
- **Basic Initiative** – the typical initiative value for a pilot
- **Power** – a rating of the mechanics raw power, this value determines any damage modifiers for melee attacks.

The typical pilot has 8 REF and 4 in all relevant combat skills. Basic Evasion and Initiative are based off of this assumption. If Basic Initiative and Evasion aren't present, the mechanic is not meant to be used by typical pilots and should only be used by PCs or Major NPCs.

ARMOR & SHIELDS

The amount of armor and kills a robot has is detailed here as well as its hit location chart. Any shields will also be detailed here. This includes information on:

- **Stopping Power** – the amount of damage that can be blocked before it is subtracted from kills. Unless it is marked as “L” for *Lunarium*, any damage done to armor will lower its stopping value by 1. L-armor takes at least 8 damage at once to lower its stopping power.
- **Defense Accuracy [DA]** – how much area the shield can cover/maneuverable the shield is.
- **Kills** – the structural integrity of a servo. Think of these like hit points. When they hit zero the servo is destroyed.

WEAPONS

This section details the weapons that are available to the mechanic. This includes:

- **Mounted Weapons** – these are weapons that are directly attached to the mechanic and are always available.
- **Optional Weapons** – these are weapons that are usually wielded by the mechanic and can be swapped out. These weapons are not always available.
- **Accuracy [WA]** – how accurate the weapon is. This modifies attack rolls.
- **Range** – how many units you can fire without effectively. Max range is this number squared.
- **Damage** – how much damage is applied on a hit in Kills.
- **Ammo** – how many shots until the weapon needs reloaded or is unusable.
- **Location** – where the weapon is located on the mechanic. Weapons are unusable if this location is destroyed.
- **Skill Used** – the skill used when rolling to attack with this weapon.

SPECIAL

This section lists any special abilities or equipment of the mechanic. Such as any environmental penalty protection or being an **Ace Custom**.

WEAPON TAGS

Most weapons will have a tag that describes their usage. They are as follows:

- **Energy Cap [EC]:** The weapon can only be used by Mobile Suits equipped with an Energy Cap system.
The number of shots is as written in the individual mechanic file. EC weapons can only be recharged at a mothership or base.
- **Magazine [M]:** The weapon is reloaded by magazine. Most One-Year War MS cannot reload weapons by hand. The number equals the number of shots in one magazine.
- **Energy Melee Weapon [EM]:**
- **Machine Gun [MG]:** All MG has BV5.
- **Cross-Linked [_CL_]:** the number before the CL being the Damage caused, and the number after being the number of weapons linked together.
- **Blast Radius [BR]:**
- **Anti-Personnel [AH]:** Anti-Personnel weaponry does damage in Hits not Kills.
- **Underwater [UW]**
- **Heat Weapons [HW]**
- **Scatter Shot [SS]:**

OVERLY FAST MECHANICS

Mobile Suits with Magnet Coating or other ways of maneuvering quickly require such delicate control that ordinary pilots cannot handle them. For mechanics with **MV** of -3 or worse, no penalty is applied. For those with **MV** -2 or better, the pilot's **Reflex** + appropriate **Piloting Skill** + **Newtype Points** must equal a target number, or the pilot receives a -4 penalty to all actions within the suit.

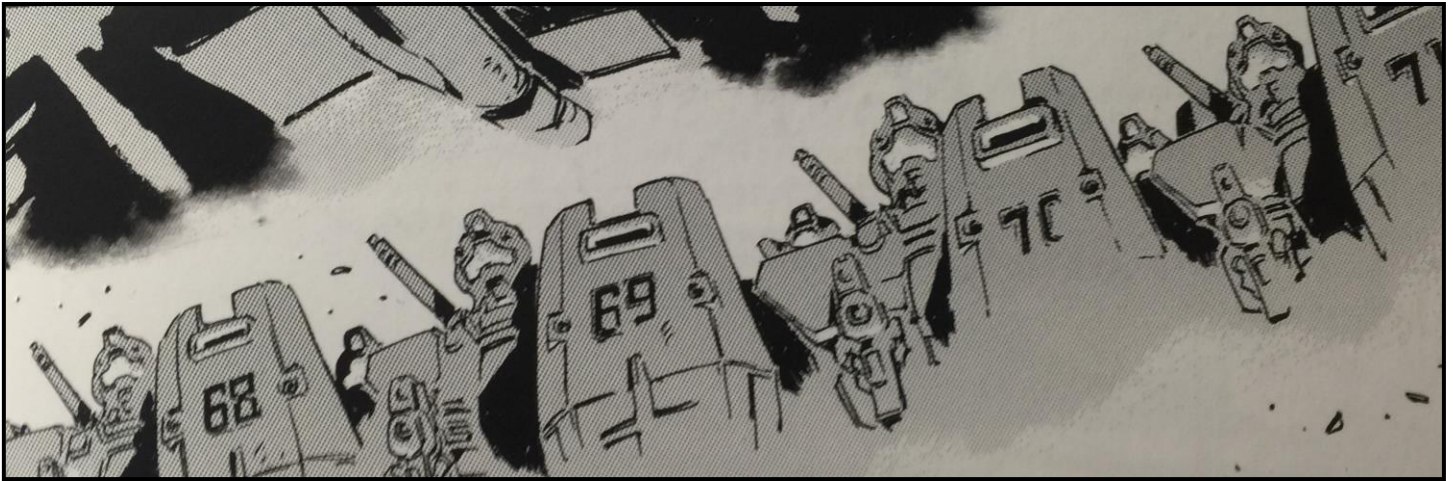
MV Value	Reflex + Skill + [N-Points]
-2	15
-1	20
+0	25

POWER RATINGS

As stated earlier, Power describes the raw strength of a mechanic. It directly affects how much damage they do in melee combat. See the Power table for more details.

Power Rank	Punch/Claw/Hand Weapon	Kick
20	+6	+9
19	+6	+9
18	+5	+8
17	+5	+8
16	+5	+7
15	+4	+7
14	+4	+6
13	+4	+6
12	+3	+5
11	+3	+5
10	+3	+4
9	+2	+4
8	+2	+3
7	+2	+3
6	+1	+2
5	+1	+2
4	+1	+1
3	+0	+1
2	+0	+0
1	+0	+0





FEDERATION MECHANICS

This section will detail the various mobile suits, space craft, and vehicles used by the Earth Federation during the One Year War.



ZEON MECHANICS

This section will detail the various mobile suits, mobile armor, space craft, and vehicles used by the Principality of Zeon during the One Year War.