

Gundam Blackbird

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Hosted by



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Lieutenant Ivan Kovich and his MS Test Team, the “Blue Lightnings”, have been charged with field testing a new federation Mobil Suit: the Gundam Blackbird.

However, while moving the Gundam Blackbird with Medea transport planes to no man's land, the Blue Lightning Test Team have been ambushed by Zeon forces. Cut from their main forces, the Team has been forced to crash land and scramble for their mobile suits. Kovich is sure about this: someone at Command level sold them to Zeon.

While the Blue Lightnings are hiding in the jungle the Zeon MS teams, led by Captain Robert Baumer, are searching for them and it's only a matter of time before they are going to be caught. Minovsky particles spread on the area make it impossible to contact the Command by radio and Kovich fears that the same one who betrayed them would signal their position to the enemy: the Blue Lightnings have to make it to their base on their own. Their destination is surveillance Outpost 47, the nearest allied place, several tens of miles far to south from their current location.

Lieutenant Ivan Kovich wants to lead their Team out of this situation but doesn't know his long lost brother is actually leading the Zeon MS team.

Ensign Charlene DuMont, being a convicted soldier, wants to desert the federal army as soon as possible, but feels bad at leaving Kovich in trouble.

Ensign Miles Cray is in secretly in love with DuMont and totally faithful to the Team.

WILL THEY MANAGE TO RETURN TO BASE OR WILL THEY BE CAPTURED?

WHAT ABOUT THE BLACKBIRD PROTOTYPE?

CAN THEY SURVIVE IN SPITE OF WAR?

The One Year War

It's the year 0079 of the Universal Century. Humanity has colonized space near the Earth and most of the population lives in giant orbiting colonies. One of the colonies, Side 3, renamed itself Principality of Zeon and declared independence from the Earth Federation. They started a war against the Earth Federation fielding giant humanoid piloted robots called Mobile Suits. They proved a superior weapon against the traditionally equipped Federal forces. During the first week of war, casualties ranged in the millions, effectively reducing by half the total human population. After this turn of events, Zeon and Federation met in Antarctica and agreed a treaty banning nuclear, biological and chemical weapons of mass destruction. The war dragged on and Federation started his own secret program to develop its own mobile suits, "Project V". Now it's September and the war has lasted ten months without any real winner.

Mobile suits (MSs)

Mobile suits (MSs for short) are giant humanoid vehicles. They are direct descendants to the mobile pods EVA used for building colonies in space, only more complex. The MS is fitted with thrusters all over the body and can take advantage of its limbs to better give direction to thrusters. This makes the MS much more effective at maneuvering and speed change in space. On Earth an MS is much more limited and usually able only to walk and run, but is still better armored and agile than conventional vehicles. A typical MS is roughly 18 meters in height and weights roughly 70 tons.

MSs are powered by Minovsky compact fusion reactors, but still use conventional fuel for their thrusters and, with few exceptions, are not able to power beam cannons, so they tend to rely on projectile weapons or non guided missiles.

Many of the fine controls (such as getting a grip with an hand or moving correctly legs to walk) are handled automatically by the MS itself, while the pilot focus on aim, weapon control, speed and direction. MS sensor suites rely almost exclusively on computer enhanced vision and external audio pickup as the Minovsky particles make all other type of sensors useless. The pilot cockpit is located deep in the MS torso, making it impossible for most models to feature an emergency ejection system. This led to heavy pilot casualties, during the war, to the point that MS are more available than capable pilots.

Minovsky particles

Minovsky particles are a recent breakthrough. These particles are generated by a fusion reaction based on the Minovsky fusion reaction and form a particle net, blocking most of the electromagnetic radiation. This effect make it possible to build smaller and compact reactors with less need of heat and radiation, as most are contained by the Minovsky particle field surrounding the reactor core. This reactors can be fitted even on a MS.

Minovsky particles, when spread over a battlefield, make radio communications difficult, radar ineffective and even limits line of sight, with a mist-like effect at long range. It also make electrical machinery unable to function unless shielded properly. Civilian hardware stop functioning. Both Federation and Zeon spreads Minovsky particles from their battleships (MS reactors are too small to spread them) to protect themselves from long range artillery thus making war a close range affair; hence the role of MS for close range combat, smaller, but packing the firepower of battleship artillery.

Brazilian North Sector 7

This sector is the designed field test zone for the Blackbird Gundam. It is mostly rain forest and is crossed by the Negro river. The Blue Lightnings Team has crash-landed here. There is a large zone of broken trees, where the Medea transport touched down, covered in smoke and small fire. It's easy to spot from afar and the BL won't be able to linger here for long without being attacked by the enemy.

There are some civilian settlements nearby that could provide shelter (or betray them). There are also some indigenous tribes that are wondering about the "metal gods from the sky" walking around.

The nearest federal outpost is Observation Post 47, located deep in the rain forest, many miles south from the Blue Lightnings current location. Observation Post 47 is concealed underground and uses surveillance cameras and other sensors to scan the surroundings. Kovich does not know its exact location, except for a general area he heard it is assigned to.

Zeon forces

The "Dragon Fangs" elite MS team have been tasked by Zeon Command with capturing the Blackbird Gundam prototype. They have some Dopp fighters scouting the sky, in search of the target and ready to provide aerial support. They also have a specially equipped Magella attack tank able to sense seismic vibration from ground caused by MS walking. Even so, it's not easy for the Dragon Fangs to catch their target because of the cover provided by the rain forest.

Their Team consists of variously equipped Zaku IIs J ground combat and a Gouf.

They are led by Captain Robert Baumer. Baumer is an idealistic officer who truly believes in Zeon independence ideals and sees all federals as incapable corrupt bureaucrats. He has earned his men's trust and won't sacrifice them in senseless combat. He does not know that Kovich is his brother, as they had been separated when their parents divorced at a young age.

Karin Botsch is a recent addition to the Dragon Fangs and she is the second in command. She is secretly keeping an eye on Baumer by order of her superiors as they suspect their orders are not always followed to the letter.

Lieutenant Ivan Kovich

Caring squad leader, trying to get the team survive combat by molding it in a good squad. Pilots the Blackbird Gundam.

Traits

Athlete

Endurance, Boxing, Tough, Run, Brawn, Climbing, [First aid]

Bold

Brave, Heroic, Rescue, Outnumbered, Falling, Explosions, Escapes, [Launching with Grappling hook]

Optimist

Honest, Calm, Confidence, Inspire, Positive, Tenacious

Mobile Suit Pilot

Speed, Death from above, Strike to disable, On my signal, Navigation, MS Tactics, [Head on charge], [Blindside hiding]

Tags in [brackets] are qualities you don't have yet. You can buy them with advances. See the Rules Summary below, under Keys.

Key of the Commander

Kovich is accustomed to giving orders and having them obeyed. Hit your trait when Kovich comes up with a plan and gives orders to make it happen. **Buyoff:** Kovich acknowledges someone else as the leader.

Key of Conscience

Kovich don't like to see anyone suffer, even enemies. Hit your key when Kovich helps someone who is in trouble or when he changes someone's life for the better. **Buyoff:** Ignore a request for help.

Key of Dark Past

Though no one can put his finger on it, Kovich did something he deeply regrets. Hit your key when Kovich alludes to what he did or use an unexpected skill related to what happened. **Buyoff:** Kovich tells someone the story regarding what happened and what he regrets.

Secret of Experience

Having Kovich been through many battles, once per session you can use tags from more than one trait when you make a roll.

Secret of Leadership

Once per session, you can give someone else a chance to re-roll a failed roll, by having Kovich give them orders, advice, or setting a good example.

Injured Dead Cornered Angry Lost Shaken Captured

Ensign Charlene “Charlie” Du Mont

Convicted MS Pilot, she actually cares for Kovich but wants to desert Federal Army as soon as possible. Pilots the Ground Combat GM.

Traits

Convict

Bitter, Cold stare, Desperate, Fight dirty, Improvise, Tough, [Escape Artist]

MS Pilot

Lightning reflexes, Long thruster-Assisted jump, Burst firing, Swift melee strikes, Hiding, Parrying with shield, [field repairs], [Evasive action]

Survivor in spite of war

Endure, Run, Scrounge, Keen, Cunning, First aid, [Crafty]

Woman

Pretty, Slapping, Throwing things very hard, Deception, Distract, Act innocently, [Beautiful dress], [Sexy]

Tags in [brackets] are qualities you don't have yet. You can buy them with advances. See the Rules Summary below, under Keys.

Key of the Hot-Head

Charlie is an hot-head. Hit your key when Charlie acts hasty or impetuous, doing something that is risky or reckless without thinking the consequences.

Buyoff: Charlie stays cool and acts on judgement.

Key of the Fraternity

Kovich has been helpful and honestly caring to Charlie since her joining the team, up to the point she unconsciously feels a bond of brotherhood with him. Hit your key when Charlie is influenced by him or when she shows how deep her bond is. **Buyoff:** Charlie severs this bond.

Key of Lost Freedom

Charlie has been forced to be a Test pilot by Federal Forces and take part into the war effort. This is part of the sentence for her robberies when she was a war survivor. Now she longs for freedom and leaving the war behind. Hit your key when Charlie allude to her longing for freedom or take steps to achieve it. **Buyoff:** Charlie gives up deserting the Federal Army and stays with her team.

The Secret of Reflexes

Once per session, you can re-roll a failure when Charlie is doing anything involving grace, dexterity, or quick reflexes. This includes Mobile Suit maneuvers and reaction time.

The Secret of Determination

Charlie is a stubborn woman and not one to give up on challenges. If your pool is full (and was before you rolled) you may re-roll once.

Injured Dead Cornered Angry Lost Shaken Captured

Ensign Miles Cray

Faithful team member, secretly in love with Charlene. Pilots a Ground Combat GM Sniper.

Traits

Kind

Listen, Calm, Negotiate, Gentle, Smile, Caring, [Sense of humour]

MS Pilot

Camouflage, Bullseye, Take cover, Support fire, Flanking, Evasive action, [One shot one kill]

Reclusive

Shy, Quiet, Hide, Independent, Misunderstood, Insecure, [Hide feelings], [Flee], ["Leave me alone!"]

Sniper

Long shot, Ambush, Rifles, Sharp eye, Steady hand, Patient, [Trick shot], [Traps]

Tags in [brackets] are qualities you don't have yet. You can buy them with advances. See the Rules Summary below, under Keys.

Key of Hidden Longing

Miles is completely enthralled by Charlene but he doesn't want her to know it. Hit your key when Miles makes a decision based on this secret affection or when he somehow shows it indirectly. **Buyoff:** Miles gives up on his secret desire or makes it public.

Key of Team Spirit

Miles has sworn himself to the success of his Team. Hit your key whenever you make a decision influenced by the team. **Buyoff:** Sever the relationship with your teammates.

Key of the Naif

Miles is especially naive. Hit your key whenever Miles is taken advantage of. **Buyoff:** Miles gets the better of someone.

The Secret of Teamwork

When Miles is assisting an ally, you may give more than one pool die.

The Secret of the Lucky Break

Once per session Miles can succeed at something decidedly unlikely and you can keep your pool dice when he does (so go ahead and use 'em all).

Injured Dead Cornered Angry Lost Shaken Captured

RGM-79[G] GM Sniper

Befitting its name, the GM Sniper is a RGM-79[G] GM Ground Type modified for long range combat. In order to make use of space, two extra ammunition packs for the machinegun were placed on the side skirt armor. The GM Snipers aren't seen with the various hand-carried standard weapons that a GM Ground Type has, and is replaced with a single Long Range Beam Rifle. The rifle is meant for long range combat, but its power is too much for the GM Sniper's generator alone, so the gun is connected to a larger, more powerful generator by thick wires. This means that the GM Sniper is a sitting duck if enemy forces get in too close.

Head Height	18.0 meters
Max Weight	66.0 tons
Standard Weight	53.8 tons
Power-plant	Minovsky Ultracompact Fusion Reactor
Power Output	1150 kW
Sensor Range	6000 meters
Accommodation	Pilot only, in standard cockpit in torso
Armor	Luna Titanium Alloy
Max Acceleration	0.74 G
Propulsion	Rocket thrusters: 49000 kg total
Armaments	2 x Beam Saber, Long-range Beam Rifle

Secret of Long Beam Sniping

When the GM Sniper takes aim and stand still, it can charge its Long-range Beam Rifle and fire it with devastating accuracy. You gain two bonus dice for the roll if the GM Sniper pilot does not use traits or tags involving movement or maneuvers.

Secret of the GM Ground Type

The GM Ground Type is a design thought for small team deployment. You get a pool of two. You can give one or two dice from this pool to a roll of a character your pilot supports. This extra pool is external to your character's pool and it refreshes on each session start.

- Out of ammo
- Torn limb
- Need Thruster Fuel
- Slowed
- Constrained
- Disabled

RGM-79[G] GM Ground Type

The RGM-79[G] GM Ground Type was rushed through development based on early data from Project V. The RGM-79[G] uses 80% of the same parts of its more powerful cousin the RX-79[G] Gundam Ground Type. It also shared the durable lunar titanium alloy armor, its ability to use beam rifles and most of the Gundam Ground Type weaponry. While sharing all the hand held weaponry with his predecessor, this unit is optimized for ranged assault.

Head Height	18.0 meters
Max Weight	66.0 tons
Standard Weight	53.8 tons
Power-plant	Minovsky Ultracompact Fusion Reactor
Power Output	1150 kW
Sensor Range	6000 meters
Accommodation	Pilot only, in standard cockpit in torso
Armor	Luna Titanium Alloy
Max Acceleration	0.74 G
Propulsion	Rocket thrusters: 49000 kg total
Armaments	2 x Beam Saber, NF-GMG-Type.37/100mm Machine Gun, Small Shield

Secret of Ranged Assault

The GM Ground Type is especially effective at fast ranged assault, shield and gun equipped. You gain a bonus die to your rolls when the GM Ground Combat is attacking a target at range. Once per session you can also change a "Torn limb", "Disabled" or "Constrained" condition to "Shield destroyed" as the GM Ground Type uses the shield to deflect enemy strikes.

Secret of the GM Ground Type

The GM Ground Type is a design thought for small team deployment. You get a pool of two. You can give one or two dice from this pool to a roll of a character your pilot supports. This extra pool is external to your character's pool and it refreshes on each session start.

- Out of ammo**
- Torn limb**
- Need Thruster Fuel**
- Slowed**
- Constrained**
- Disabled**

- Shield destroyed**

RX-78XB Gundam Blackbird

Being a variant of the RX-78 Series, the RX-78XB Gundam Blackbird is an high performance Mobile Suit especially created for ground based close combat. It is lighter than the original RX-78 model mostly because it does away with the core block system and reduces armor plating, limiting its use but placing it in a more effective way. This makes this unit fast while maintaining its strength. It can even jump higher than any Mobile Suit ever build using its thrusters.

The Gundam Blackbird prototype has been painted black with red trims. It's slimmer than the original RX-78 design and more utilitarian in its design (modular hardpoints and grips).

This Prototype, being a data harvesting unit, still equips the expensive Learning Computer that enables it to help and correct the pilot action: it adapts to the pilot's input and learns from him and the enemies' actions on the battlefield. This feature will be removed from the production model.

If it's successful at field testing a limited production will be run at the Federation headquarter "Jaburo" to be sent to take part in the upcoming operation "Odessa".

Head Height	18.3 meters
Max Weight	39.8 tons
Standard Weight	53.8 tons
Power-plant	Minovsky Ultracompact Fusion Reactor
Power Output	1440 kW
Sensor Range	6000 meters
Accommodation	Pilot only, in standard cockpit in torso
Armor	Luna Titanium Alloy
Max Acceleration	0.93 G
Propulsion	Rocket thrusters: 70500 kg total
Armaments	2 x Beam Saber, 2 x 60mm Vulcan Gun, NF-GMG-Type.37/100mm Machine Gun.

Secret of the Blackbird Prototype

The Gundam Blackbird is a powerful close combat Mobile Suit. You add one die to rolls when the Gundam Blackbird engages the enemy in close combat, use speedy jumps or run.

Secret of the Gundam type aka "It's the white one!"

The Gundam is the most successful in the Federation line of Mobile Suits. Tough and Quick, it's becoming a legend in the battlefields. Once for session you can replace the "Disabled" or "Torn limb" conditions with "Out of ammo" or "Need Thruster Fuel" if it comes up.

Out of ammo **Torn limb** **Need Thruster Fuel** **Slowed** **Constrained** **Disabled**

Running the game

The game

This is a roleplaying game scenario. Here are the basics for those not knowing what's a roleplaying game.

You, and a few of your friends, read this document, and get together to play the game it describes. You'll need a bunch of six sided dice too.

One of your friends takes on the role of the Game Master (**GM** from now on), who takes care of bringing the world to life, animating the obstacles and opponents and allies found there.

The rest of you (the **Players** from now on), each choose a protagonist character from the previous list (Kovich, Charlie or Miles) and play the part of that character as a protagonist in the story emerging from the game. Both players and GM push the story forward by suggesting scenes, building on the history of the protagonists, as they strive ever closer to their goals.

Protagonists

All the three protagonists (Kovich, Charlie and Miles) are defined by **Traits**, **Keys** and **Secrets**.

Traits are the protagonist's trademarks, such as abilities, talents, professional skills, recurring catchphrases, special equipment and so on. Each Trait also provides a list of **Tags** that further define the Trait. Take a look to them to get a feel of the protagonist.

Keys are links and springboards to the themes of the protagonist. The player is rewarded for bringing them in play during scenes. Take a look at them to understand what are the story seeds of the protagonist.

Secrets are exceptional abilities the protagonist has got and can use to achieve his goals.

Rules

Rolling the dice

When your protagonist tries to overcome an obstacle, you roll dice. Start with one die. Add a die if you have a trait that can help you. If that trait has any tags that apply, add another die for each tag. Finally, add any number of dice from your personal pool of dice (your pool starts with 7 dice).

Roll all the dice you've gathered. Each die that shows 4 or higher is a hit. You need hits equal to the difficulty level (usually 3) to for your protagonist to pass the obstacle.

Levels: 2 easy—3 difficult—4 challenging—5 extreme

If your protagonist passes, discard all the dice you rolled (including any pool dice you used). Don't worry, you can get your pool dice back.

If your protagonist doesn't pass, you don't yet achieve your goal. But, you get to keep the pool dice you rolled and add another die to your pool. The GM will escalate the situation in some way and you might be able to try again.

Conditions

When events warrant or especially when you fail a roll, the GM may impose a Condition on your protagonist: Injured, Dead, Cornered, Angry, Lost, Shaken or Captured. When you take a Condition,

mark its box and say how it comes about. [Note: The “dead” condition just means “presumed dead” unless you, as the protagonist’s Player, say otherwise.]

Mobile Suits may get Conditions too: Out of ammo, Torn limb, Need Thruster Fuel, Slowed, Constrained, Disabled or Shield destroyed.

Helping

If your protagonist is in a position to help another protagonist, you can give him a die from your pool. Say what your protagonist does to help. If the roll fails, you get your pool die back. If it succeeds, your die is lost.

Keys

When you hit a Key for your protagonist, you can do one of two things:

- Take an experience point (XP)
- Add a die to your pool (up to a max of 10)

If your protagonist goes into danger because of his key, you get 2 XP or 2 pool dice (or 1 XP and 1 pool die). When you have accumulated 5 XP, you earn an advance. You can spend an advance on one of the following:

- Add a new Trait (based on something you learned during play or on some past experience that has come to light) Note: when you buy a new trait, you don’t start with any tags. You need to buy them with advances.
- Add a tag to an existing trait
- Add a new Key (you can never have the same key twice)
- Learn a Secret (if you have the means to)

You can hold on to advances if you want, and spend them at any time, even in the middle of a battle! Each key also has a buyoff. If the buyoff condition occurs, you have the option of removing the Key and earning two advances.

For hard limits use these on character growth:

- Maximum Tags on one trait: 12
- Maximum Keys per character: 5
- Maximum Secrets per character: 4

See “New Traits, Keys and Secrets” at the end of the document for a list of possible advances.

Refresh

You can refresh your pool back to 7 dice by having your protagonist have a refreshment scene with another character (player owned or GM owned).

You may also remove a condition or regain the use of a Secret, depending on the details of the scene. A refreshment scene is a good time to ask questions (in character) so the other player can show off aspects of his or her protagonist—“Why did you choose this life?”—“What do you think of the war?”—“Why did you enlist in the army?” etc. Refreshment scenes can be flashbacks, too.

Gear

Some gear is assumed: lockpicks, medical bag. Some gear is factual stuff in the narrative. “The general gives Kovich the key card.” And some gear can be Tags, for example as in: Soldier: marksman, bolt-

action rifle. When you lose your bolt-action rifle, you don't cross it off - rather you take the negative condition "disarmed." When you lose your lockpicks, take the Condition, "Lost lockpicks" - picking locks is more difficult now or even impossible. When you lose everything, "Unequipped."

Mobile suits

Mobile Suits are special machines and they add some Secrets to those already available to the character. The mobile suit's Secrets are available as long as the protagonist is piloting it; once he boards off he loses them.

Mobile Suits also have Conditions that are treated exactly as protagonist Conditions. The Protagonist suffers from the mobile suit's marked Conditions as long as he pilots it.

Tips & Tricks for the GM

Listen, Question, Don't Plan

When you're the GM, don't try to plan what will happen. Instead, ask questions—lots and lots and make them pointed toward the things you're interested in.

Ask questions like:

- "Does anything break when you do this crazy maneuver?"
- "The fire probably spreads out of control, doesn't it?"
- "That sounds like a bold plan. What's the first step?"
- "Do the two of you end up somewhere quiet together? Does something happen between you?"

Keep that going at a steady pace and the game flies along pretty well. Part of the job of the GM is listening to what the players say, catching it, turning it around and looking at it, and seeing if there's anything else to be done with it.

The GM's jobs: listen and reincorporate, play your other characters (allies and opponents) with gusto, create interesting obstacles, and impose conditions as events warrant (especially when rolls fail).

Frame the Scenes

Every time you, as the GM, say something like "So you walk into the room and see an enemy soldier pointing a pistol at you" or "So now you've gotten to the border of the river" you are framing a scene. It's about establishing the transition for the next scene where interesting game action is going to happen. Essentially you describe the stage the scene is occurring in. Even if you've never played a role playing game, you'll instinctively frame a scene.

Think of the game the way a film editor might. As the editor, you know well where scenes start, and where they end, and when you make the decision to move on to the next scene, you're framing it. When it feels like all that a scene needed to accomplish has been done, you end it, and start framing the next one.

There are some practical tricks to frame a scene:

- Frame the scene before something that is the focus of the scene itself happens.
- Don't describe what protagonists are exactly doing, that is the players' job. Ask questions about it to each of them instead. The answers will tell much of their characters and what they want and will probably give you further ideas.
- Don't tell the players what their protagonists are feeling, that's another job for the players. Describe instead what they are seeing and ask what their protagonists feel. As above the answers will tell more of their protagonists and will probably spur new ideas.

Encourage the players to feel free suggesting the framing of a scene when they think a particular scene would be a natural and interesting consequence. Welcome those suggestions and let them frame the scene explaining what their protagonists are doing and why. Ask questions and you'll find ideas flowing to you.

Say yes, Look For Obstacles

By default, protagonists can accomplish anything covered by their traits. It's no fun to ask for a roll when there's no cool obstacle in the way. Just say yes to the action, listen, and ask questions as usual. But also, be on the look out for the opportunity to create obstacles as the action develops. Obstacles can be people (enemy soldiers, bandits, native people), weather, animals (rain forest is plenty of wild and dangerous animals), situations (fires, falling, being shot at, chases, escapes) or anything else you can imagine.

Because you're asking leading questions and listening closely, they'll be all over the place, so it won't be too hard to spot them.

If a character tries something not covered by their traits, that's an obstacle right there: lack of experience and training. Lots of fun things can go wrong when you don't know what you're doing! Also, players will sometimes try things they're bad at so they can fail and add dice to their pool. It's a fine move for them and it gives you the chance to create more trouble, so everyone wins.

Conditions

A Condition constrains what the player should say about their character. It's a clue to tell the GM and players to pay attention to that thing and use it as material for the developing fiction.

For the GM, the Conditions can create opportunities or give permissions. "Your are injured, right? The Zeon soldiers follow the blood trails. They are right behind you." Sometimes a condition will become an Obstacle in its own right, calling for a roll to deal with it.

Obstacles

Against Captain Robert Baumer

Baumer is a veteran pilot from the very beginning of the conflict. He believes in the need for independence from the Federation but he knows that war is really a brutal and violent affair. He tries to do the right thing while keeping his team alive as much as he can. In battle he gauges the enemy weakness to exploit it to the maximum effect. He pilots the MS-07 Gouf.

Obstacles: Dodging the Gouf's Heat rod: 5; Hitting Baumer's Gouf: 5; Spotting Baumer before he strikes from hiding: 3;

Escalation: You waste ammo while trying to hit Baumer (Out of Ammo condition); You are grappled by the Heat rod and shocked (Constrained Condition); Baumer kicks you hard cutting away a limb (Torn Limb condition)

Against Lieutenant Karin Botsch

Botsch is a covert agent from the Kycilia's secret services. She knows Baumer is not always following orders and will ensure he does this time. She is ready to kill and sacrifice anyone if needed to accomplish the mission. She is serious, vicious and brilliant enough to prove a worthy foe to anyone. She pilots a Zaku II ground type with leg missiles.

Obstacles: avoiding leg missiles salvos: 5; Parrying the Heat hawk: 4; Dodging the Zaku's bull charge: 4; Striking Botsch: 4; dodging or parrying Machine Gun bursts: 4

Escalation: You are knocked down by a charge (Slowed Condition); The heat hawk cuts your MS arm (Torn Limb Condition)

Ambush by Zakus

Lieutenant Bosch ordered to set up an ambush near the river where the Blue Lightnings are going to pass to cross the river and get towards their destination. Zakus are concealed along the river where crossing is possible.

Obstacles: Fight back the Zakus when ambushed: 5; Disengage the enemy and fall back: 4; Create a distraction to get the upper hand: 3

Escalation: Enemy surrounds the Team (Cornered); One the Team is left behind (Captured)

Pursuing Zakus

Captain Baumer leads the pursuing Zeon MSs relentlessly behind the Blue Lightnings. They got superior numbers and weaponry. Front assault is hardly an option for the BL Team.

Obstacles: Ambush the pursuing enemy: 3; Hiding in the rain forest using environment: 4; Set a trap: 4

Escalation: The Team is spotted by enemy; More pursuers show up; The Team comes to a dead end (Cornered).

Negotiating with natives

The rain forest is home to native people living outside civilization. They are curious but cautious about the "Metal Gods from the Sky wielding the power of thunder". Their help could be useful and give the Blue Lightnings the relief they need. Or they could become hostile...

Obstacles: Find the natives: 3; Obtain help from the natives: 4; Strike a deal with them: 3

Escalation: They are angered and attack the pilot; They betray them to the other "metal gods"; they capture the team (Captured)

Hidden Federal Armoury

Federal Forces have several concealed armoury and refuges scattered over the quadrant in case of need. The BL knows the general location of one near them and they could be instrumental to replenish ammo and get supplies. The Armoury is also rigged with traps and need codes to be accessed.

Obstacles: Find the Armoury: 3; Avoid explosive trap: 4, Crack the access code: 5

Escalation: Armoury explodes; The enemy appears; The armoury has been already looted

Raiding the Zeon outpost

Zeon forces set up an observation and supply outpost in the sector. It is unavoidable having to force the way right into them to reach destination.

Obstacles: Destroy the outpost: 3; Take prisoners: 4; Force crossing and passing the outpost: 5

Escalation: Enemy Reinforcements arrive; Enemy fire is too heavy (torn limb); Too much ammunition is spent (Out of ammo);

Hazardous terrain

Rain Forest is full of dangerous terrains that Mobile Suits were never meant to cross, but that damn Zeon scum is right after the Blue Lightnings and there is no time to plan a better course to reach destination. MS mechanisms gets clogged easily just to say one.

Obstacles: Running through the rain forest: 4; Sudden cliff: 4; Thick vegetation: 4

Escalation: The MS is slowed by the terrain (gets the Slowed Condition); The MS gets blocked by deep vegetation and mechanisms get clogged (gets the Constrained Condition); The MS falls on a high and steep terrain and it damages a limb (gets the Torn limb Condition).

Dangerous fauna

Wild animals are everywhere in the rain forest. Some are harmless and some are really dangerous. They prove really frightening to those who lived almost all of they life on space colonies. Also you can't stay forever in that small MS cockpit.

Obstacles: birds fly en masse on the MS main camera, the MS trips and fall over: 3; A jaguar attacks leaping on a pilot while outside of the MS: 5

Escalation: struggling with animals draws even bigger predators; the MS gets damaged while struggling with wild animals (mechanisms clogged, accidental misfire)

Traps by bandits

Outlaws and bandits living outside the civilization are not unheard of in this part of the world. Sometimes they get greedy and could think to get the best of stranded soldiers and loot them. They are cowards and set traps.

Obstacles: ambushed by bandits by luring the pilots outside their MS: 4; Arrange a Deal with bandits: 4; escape the bandit's lair: 5

Escalation: You are sold to the enemy; A teammate is Captured

New Traits, Keys and Secrets

Traits

Handy

Insightful, Aware, Practical, Assess, Repair, Drive, Vehicles, Jury-Rig, Patch up, Danger, Explosives

Impassive

Cool-Headed, Inconceivable!, Informed, Logical, Surmise, Think It Through, Unemotional, Unyielding

Keen

Insightful, Aware, Coiled, Liars, Traps, Danger, Sense Motives, Ready, Anticipation, Quick, Perceptive, Observant, Watchful, Common Sense, Understanding, Distrustful, Listen

Military Science

Gunnery, Aim, Maintenance, Digging, Observation, Signals, Supplies, Healer, Construction, Damage Control

Orator

Convincing, Censure, Command, Charisma, Hope, Inspiration, Rebuke

Perfectionist

Critical, Details, Effort, Expertise, Frustration, Hard Work, Irritable, Stress, Studious, Tireless

Protect

Awareness, Threats, Defend, Disarm, Restrain, Carry, Delay, Healer

Quick

Fast Hands, Smart, First To Act, Run

Reputation

Trustworthy, Reliable, Fearless, Reckless, Ruthless, Underhanded, Dangerous, Deadly, Cruel, Unpredictable, Heroic, Honorable, Compassionate

Scarred

Memorable, Frightening, Intimidating

Soldier

Discipline, Rifle, Pistol, Command, Tactics, Fraternity, Strategy, All For One, Bitter, Fierce, Flashbacks, Grim, Grisly Tales, Gritty, March, Scarred, Shooting, Spit and Polish, Tough, Uniform Jacket, Veteran, War Stories

Keys

The Key of the Brokenhearted

The protagonist no longer forms bonds of love or friendship. Hit your key when your protagonist succumbs to nostalgia or rebuffs the affection of others. **Buyoff:** The protagonist falls in love.

The Key of the Hero

The protagonist does what needs to be done, no matter the cost. He likes to be considered one of the good guys. Hit your key when he acts on behalf of others. **Buyoff:** The protagonist acts selfishly.

The Key of the Mission

The protagonist has a critical, pressing mission. Hit your key when he takes action to complete the mission. **Buyoff:** He gives up on his mission.

The Key of the Reluctant Leader

As the highest ranking survivor, the protagonist was obliged to take command. Hit your key when his orders are obeyed and when he risks his life for his men. **Buyoff:** He leaves his men to die.

Secrets

The Secret of the Hidden Plan

The protagonist plans for every contingency. Once per session, you may declare how he prepared for the situation at hand. This may involve a roll.

The Secret of Contacts

You may declare past relationships of the protagonist with any characters in the adventure by describing them in a short phrase, such as "old rival" or "ex-lover", but the GM decides the current disposition of each person.

The Secret of Common Sense

Once per session, you may allow someone else a chance to re-roll a failed roll by having your protagonist give them advice.