The OSGundam Draft - from On the shoulders of Giants

Original draft game was designed and borrowed from: Scanline Media

Gameplay -

Play with 2 or more players. First, you'll draft a roster of pilots. Second, you'll purchase mobile suits. Make the most horrific combinations of personalities and collect completely incompatible mobile suits. If you want to make it competitive, there's rules for a simple game to play between your teams.

PILOT RULES

- Decide some method of picking who goes first. *If you want help, it's whoever most recently built a gunpla or operated a piece of heavy machinery.*
- Draft via snake draft. *Starting from the first player, go clockwise. After going through all players, reverse back through the players, then repeat the process.*
- Keep in mind these limits:
    - 250 (million) salary cap
    - 10 pilots on your roster minimum, 20 maximum
      At no point may your roster exceed the limits
    - 1 captain minimum
- Lowballing:
    - During any players turn, they can offer below a character's fee, this opens up a round of bidding that all players are eligible to participate in.
    - When a lowball is initiated, the other players may announce in advance that they are dropping a player to free up capital if they are capped. This player goes into free agency.
    - If you are lowballing a free agent and no one can compete, you pay half the full value of the contract, rounded up to the nearest multiple of 5 million.
    - If you are lowballing an agent, everyone is assumed to be contesting, but is allowed to submit a bid of zero (except the initiating player, who must bid at least 5).
    - If you are lowballing an agent, the allowed bids are 5, 10, 15, 20, 25, or 30, or 0 if you are not the initiator (as established by previous rule).
    - Once a player has an established contract value, it cannot be changed. If a player picks up Katz for 10, and he ends up a Free Agent again, he may not be lowballed, merely picked up for 10 again.

(cont.)

PILOTS - FREE AGENT ROSTER

5 Million

Pilots

Biscuit Griffon	Carte Issue	Chuck Keith	Cucuruz Doan
Fa Yuiry	Flay Allster	Gaia	Hayato Kobayashi
Jerid Messa	Kai Shiden	M'Quve	Marbet Fingerhat
Mash	Ortega	Reccoa Londe	Riddhe Marcenas
Sleggar Law	Terry Sanders Jr.		

Captains

Bask Om	Dren	Icelina Eschonbach	Naze Turbine
Relena Peacecraft			

10 Million

Pilots

Allelujah Haptism	Amida Arca	Auel Neider	Beecha Oleg
Chloe Croce	Dozle Zabi	Emma Sheen	Four Murasama
Glemy Toto	Katejina Loos	Katz	Lafter Frankland
Lauda Neill	Lucrezia Noin	Nimbus Schterzen	Norris Packard
Paptimus Scirocco	Patrick Colasour	Quatre Winner	Roux Louka
Shiro Amada	Stella Loussier	Sting Oakley	Yuu Kajima

Captains

Garma Zabi	Henken Bekkener	Jamaican Daninghan	Nina Purpleton
South Burning			

15 Million

Pilots

Akihiro Atland	Andrew Waltfeld	Bernard Wiseman	Cagalli Yula Athha
Chang Wufei	Chara Soon	Chautury Panlunch	Christina Mackenzie
Cronicle Asher	Daryl Lorenz	Duo Maxwell	Elle Vianno
Gaelio Bauduin	Heine Westenfluss	Io Flemming	Karen Joshua
Lunamaria Hawke	Marida Cruz	McGillis Fareed	Mikhail Kaminsky
Mu La Flaga	Nyaan	Quess Paraya	Sayla Mass
Setsuna F. Seiei	Shuji Ito	Soma Peries	Tieria Erde
Treize Khushrenada	Trowa Barton		

Captains

Maria Pure Armonia	Natarle Badgiruel	Suberoa Zinnerman	Sumeragi Noriega

20 Million

Pilots

Ali al-Saachez	Amate Yuzuriha	Angelo Sauper	Banagher Links
Elpeo Ple	Haman Karn	Heero Yuy	Johann Trinity
Lockon Stratos	Mashymre Cello	Rambal Ral	Shaddiq Zenelli
Uso Ewin			

Captain

Bright Noa	Lacus Clyne	Murrue Ramius	Orga Itsuka

25 Million

Pilots

Anavel Gato	Athrun Zala	Elan Ceres	Guel Jetruk
Johnny Ridden	Kira Yamato	Lalah Sune	Mikazuki Augus
Neo Roanoke	Rau Le Creuset	Rey Za Burrel	Zechs Merquise

Captains

General Revil	Kycilia Zabi		

30 Million

Pilots

Amuro Ray	Char Aznable	Full Frontal	Graham Aker
Kamille Bidan	Suletta Mercury		

Captains

Kati Mannequin	Miorine Rembran	Sergei Smirnov	

(cont.)

MOBILE SUIT RULES

- -Decide some method of picking who goes first. *If you want help, it's whoever most recently watched a Gundam anime.*
- -Draft via snake draft
- -Keep in mind these limits:
    - 200 (million) purchasing budget
    - 10 mobile suits on your roster minimum, 20 maximum
    - 1 Gundam minimum
- Lowballing rules apply to mobile suits as well.
- No duplicates of any mobile suits, even the mass production models.
- You may take an AU GQuuuuuuX version of any suit at no cost, but it's 50/50 if it's cooler looking, or more ugly. Mark this next to the name of the Mobile Suit on your list.

(MA) denotes a Mobile Armor, this has no mechanical benefit.

MOBILE SUIT ROSTERS

5 Million

Mobile Suits

AEU-05/05 AEU Hellion Perpetuum	AMF-101 DINN	AMS-129 Geara Zulu	AMS-129M Zee Zulu
AMX-011 Zaku III	AMX-102 Zssa	AMX-109 Kapool	AX-B120 Hipelis
BTz-48 Clibarri	CFP-010 Heindree	EDM-GB Gundvölva	F06-12 Azrawan
FLAT-L06D FLAT	FMS-v-3 Hosler II	GM-02R Racowy	gMS-01 Gelgoog
GNZ-003 Gadessa	GNZ-004 Gaga	Gwigsy	HU-45p Prodoros
HZR-09K Huzar	JMA-0530 (Model U) Wodom	LM111E02 Gun-EZ	LM111E03 Gunblaster
MBF-M1 M1 Astray	MRC-U11D Walking Dumpling	MS-06 Zaku	MS-06F Zaku II
MS-06FZ Zaku II Kai	MS-06K Zaku Cannon	MS-12 Gigan	MSA-003 Nemo
MSJ-06II-A Tieren Ground Type	MSJ-121 Demi Trainer	MSM-03 Gogg	MSM-04 Acguy

MV-7 Zvalvi	RAG-79 Aqua GM	RB-79 Ball	RGM-119 Jamesgun
RGM-122 Javelin	RGM-79 GM	RGZ-95 ReZEL	RH-35E Riah 35 Draken-E
RMS-119 EWAC Zack	RMS-119 EWAC Zack	RMS-192M Zaku Mariner	RX-160 Byarlant
TKG-328 Kapell-Kuu	UM-HT-426 Jinete	UMF-4A GOOhN	UMF-5 ZnO
UOR-108 Cargore	VMS-15 Union Realdo	YMS-15 Gyan	ZM-S08G Zolo
Zuck			

10 Million

Mobile Suits

MAX-03 Adzam **(MA)**	AEU-09 AEU Enact	AMS-119 Geara Doga	AMS-129 Geara Zulu (Angelo Sauper Unit)
AMX-003 Gaza-C	AMX-009 Dreissen	AMX-014 Döven Wolf	AMX-101 Galluss-J
AMX-101E Schuzrum-Galluss	AMX-107 Bawoo	CEK-077 Beguir-Pente	F/D-19 Zowort
FF-X7 Core Fighter	G-838 Mahiroo	G-Fighter	GAT-01 Strike Dagger
GNMA-0001V Regnant	GNR-101A GN Archer	GNX-603T GN-X	GNZ-005 Garazzo
GNZ-007 Gaddess	MBF-02 Strike Rouge	MD-0031 Dilanza	MS-07B Gouf
MS-08TX[EXAM] Efreet Custom	MS-09F/TROP Dom Tropen	MS-09R Rick Dom	MS-14A Gelgoog
MS-14J ReGelgu	MS-21C Dra-C	MSA-005 Methuss	MSJ-R122 Demi Barding

MSM-03C Hygogg	MSM-04G Juaggu	MSM-04N Agguguy	MSM-07 Z'Gok
MSN-03 Jagd Doga	NRX-055 Baund Doc	RGC-83 GM Cannon II	RGC-83 GM Cannon II
RGM-79 Light-Type Guncannon	RGM-79G GM Command	RGM-79N GM Custom	RGM-79N GM Custom
RGM-79SP GM Sniper II	RGM-86R GM III	RMS-106 Hizack	RX-75 Guntank
RX-77-2 Guncannon	RX-79BD-3 Blue Destiny Unit 3	RX-80PR Pale Rider	SVMS-01 Union Flag
ZGMF-1017 GINN	ZGMF-2000 GOUF Ignited	ZGMF-515 CGUE	ZGMF-600 GuAIZ
ZM-S06S Zoloat	ZM-S14S Contio	ZM-S22S Rig Shokew	ZMT-A31S Doggorla
ZMT-S33S Gottrlatan			

Gundams

GN-004 Gundam Nadleeh	RX-178 Gundam Mk-II	XXXG-01SR Gundam Sandrock	

15 Million

Mobile Suits

AMX-103 Hamma Hamma	AMX-109 Capule	D-50C Loto (Pair)	FD-03-13 Gustav Karl Type-13
GNX-609T GN-XIII	MD-0064 Darilbalde	MS-05L Zaku I Sniper Type	MS-06R Psycho Zaku Mk-II
MS-06S Zaku II Commander Type (Red Comet Edition)	MS-14Fs Gelgoog Marine Commander Type	MSM-10 Zock	MVF-M11C Murasame
NRX-044 Asshimar	PMX-003 The-O	RAS-96 Anksha	RGM-89D Jegan D Type
RGZ-91 Re-GZ	RMS-099 Rick Dias	RMS-099B Schuzrum Dias	RX-139 Hambrabi

TMF/A-803 LaGOWE	TS-MA2mod.00 Moebius Zero **(MA)**	YMS-16M Xamel **(MA)**	

Gundams

FA-78 Full Armor Gundam (Thunderbolt Ver.)	GAT-333 Raider Full Spec	GAT-707E Forbidden Vortex	GAT-X102 Duel Gundam
GAT-X103 Buster Gundam	GAT-X105 Strike Gundam	GAT-X131 Calamity Gundam	GAT-X207 Blitz Gundam
GAT-X252 Forbidden Gundam	GAT-X370 Raider Gundam	GN-002 Gundam Dynames	GN-003 Gundam Kyrios
GN-005 Gundam Virtue	GNW-20000 Arche Gundam	RX-178 Gundam Mk-II	RX-78GP01 Gundam "Zephyranthes"
RX-78NT-1 Gundam NT-1	XXXG-01D Gundam Deathscythe	XXXG-01H Gundam Heavyarms	ZGMF-X23S Saviour Gundam
ZGMF-X24S Chaos Gundam	ZGMF-X31S Abyss Gundam	ZGMF-X56S/β Sword Impulse Gundam	ZGMF-X56S/γ Blast Impulse Gundam
ZGMF-X88S Gaia Gundam			

20 Million

Mobile Suits

ARX-014 Silver Bullet	GNMS-XCVII Alvaaron	MA-04X Zakrello **(MA)**	MA-05 Bigro **(MA)**
MA-06 Val Walo **(MA)**	MAM-07 Grublo **(MA)**	MAN-03 Braw Bro **(MA)**	MRC-F20 SUMO
MSN-00100 Hyaku Shiki	MSN-001A1 Delta Plus	MSZ-006A1 Zeta Plus A1	MW544B Sandhoge (MA)
NZ-000 Queen Mansa	ORX-005 Gaplant	PMX-001 Palace Athene	RGM-96X Jesta
RMS-108 Marasai	RX-160S Byarlant Custom	YAMS-132 Rozen Zulu	

Gundams

CB-0000G/C Reborns Gundam	Concept-X 6-1-2 Turn X	FA-010S Full Armor ZZ Gundam	GAT-X303 Aegis Gundam
gMS-α Red Gundam	GN-001 Gundam Exia	MSZ-006 Zeta Gundam	RX-78GP01-Fb Gundam Full Burnern "Zephyranthes"
RX-78GP02A Gundam "Physalis"	XGF-E3 Gundnode	XXXG-01W Wing Gundam	

25 Million

Mobile Suits

AEU-MA07013 Agrissa Type 13**(MA)**	AGX-04 Gerbera Tetra	AMX-004 Qubeley	AMX-004-3 Ple Two's Qubeley
MRX-010 Psycho Gundam Mk-II	MS-18E Kämpfer	NZ-666 Kshatriya	ZMT-S34S Rig Contio

Gundams

EDM-GA-02 Gundam Lfrith Thorn	GFAS-X1 Destroy Gundam	gMS-κ GFreD	gMS-Ω GQuuuuuuX
LM312V04 Victory Gundam	MDX-0003 Gundam Schwarzette	X-EX01 Gundam Calibarn	XGF-02 Gundam Lfrith
XVX-016 Gundam Aerial	ZGMF-X09A Justice Gundam	ZGMF-X10A Freedom Gundam	ZGMF-X13A Providence Gundam
ZGMF-X666S Legend Gundam			

30 Million

Mobile Suits

AMA-X7 Shamblo **(MA)**	AMX-002 Neue Ziel **(MA)**	MA-08 Big Zam **(MA)**	MAN-08 Elmeth **(MA)**
MSN-02 Zeong	MSN-06S Sinanju		

Gundams

LM314V21 Victory 2 Gundam	ORB-01 Akatsuki Gundam	RX-0 Unicorn Gundam	RX-0 Unicorn Gundam 02 Banshee
RX-78-2 Gundam	RX-78GP03S Gundam "Dendrobium Stamen"	SYSTEM ∀-99 ∀ Gundam	XVX-016RN Gundam Aerial Rebuild

40 Million

Mobile Suits

NZ-999 Neo Zeong **(MA)**

CARRIER (BONUS)

Pick a carrier, any carrier, from the series. You need a ship to move all those traumatized pilots and machines of war, don't you? *This has no mechanical effect.*

(cont)

GAME DAY

Optional Combat Rules

Just drafting these teams wouldn't be that fun, we had to make a game out of it! I thought long and hard about what the best way to do this would be, and I had to look no further than our own history with Gundam Games…

That's right, *Gundam: Evolution.*

Team based competitive gameplay was perfected in the now defunct live service game, Overwatch, Deadlock, Marvel Rivals? They all PALE (Rider) in comparison to the perfection of the best Gundam game ever developed.

Below you'll find the rules for our competitive Gundam Evolution league-

YOU'LL NEED 10 or so 6-sided (D6) dice, 1 20-sided (d20) die, 1 sheet of paper for tracking, as many sheets as players to write down their teams, 1 pencil or pen to keep score, 1 coin or other item to flip (*you can use a 6 sided die, odds and evens, for the same result!)*

SET UP Will be paired off against each other in a competition to see who can best the other in a competition of pure skill. For each turn, you'll be selecting a **6 unit Mobile Suit team** to deploy. The COST of your machines **must not exceed a total of 100 million** in total value. The salary of your pilot team doesn't matter, you can stack all the *Wing Boys* into your machines if you want - but be warned, each time one of your mobile suits loses, there's a chance it could be destroyed and you'll lose that pilot for the rest of the game.

If you are playing with more than two players, use a competitive bracket to see who is the top Captain. An example 4 player one is below for reference.

GAME PLAY
For each combat, do the following. Flip a coin, the away team gets to call. The away team is whichever player lives farthest from Sydney, Australia. Whoever wins the coin toss can decide to start by attacking, or defending.

Then, roll a D6 to determine Game Mode. 1-2: Point Capture, 3-4: Domination, 5-6: Destruction. *Game Mode has no mechanical effects.*

You'll then match 1 Pilots to 1 Mobile Suit for each combat. All Mobile Suits must be piloted, and Captains can pilot Mobile Suits.

You will then begin the turn.

The ATTACKER chooses one of their mobile suit/pilot combos to attack. Then, the DEFENDER chooses one of their mobile suit/pilot combos to defend.

For combat, divide the value in millions of a pilot or mobile suit by 5. You may also reference the following table to determine values for your combat calculations.

5 Million	1
10 Million	2
15 Million	3
20 Million	4
25 Million	5
30 Million	6
40 Million	8

The ATTACKER and the DEFENDER both roll the following-

(Mech Value) of D6 + (Pilot Value)

The higher number succeeds.

The loser then rolls the following-

D20 + (Mech Value) + ½ of (Pilot Value) *rounded down*

If the roll is 10 or greater, the mobile suit and pilot survive. Otherwise, both are destroyed and are removed from your roster.

After a turn, the ATTACKER and DEFENDER switch roles. Repeat until 6 turns have completed. If at any time a player does not have a mobile suit/pilot combo, this counts as an automatic success for the other player. If neither player has a mobile suit/pilot combo, the two players must see the error in a cycle of conflict and revenge, and the combat ends.

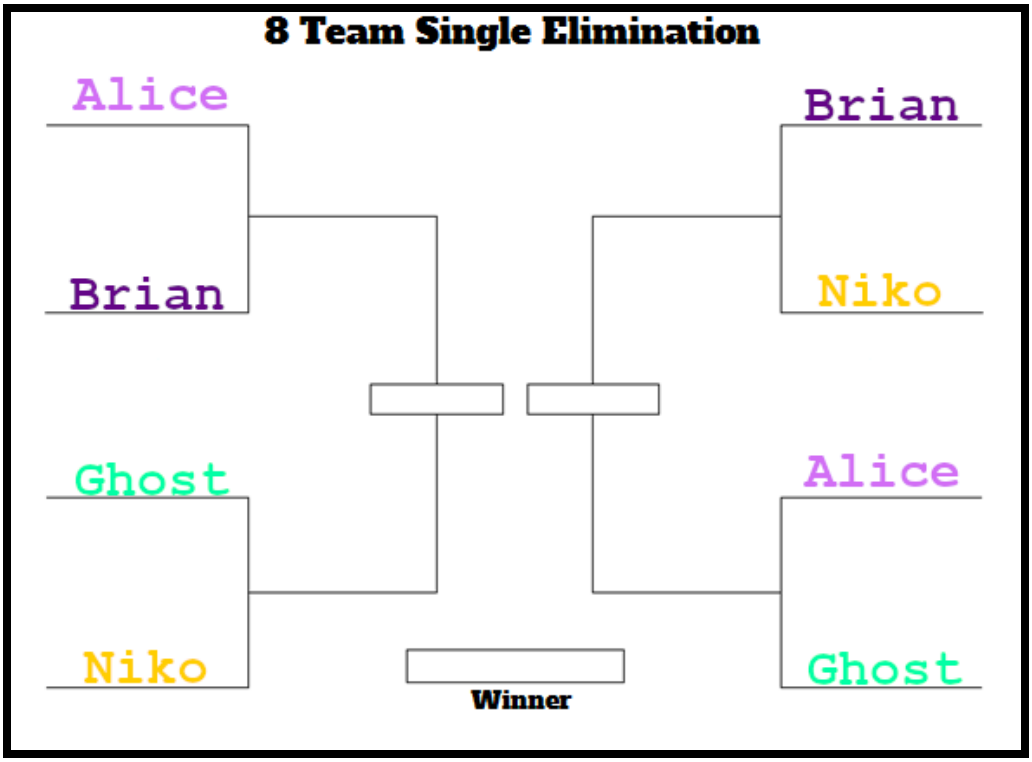
The winner is determined by whichever player had more successes. In the case of a tie, both pilots choose a mobile suit/pilot combo for a sudden death. They roll as normal, but the losing unit is immediately destroyed.

Combat can be repeated as many times as you want in casual duo play. If playing for more than one combat, consider Mobile Suit and Pilot destruction as permanent.

Optional Rules

- Team Bonuses - If a team has two or more pilots from the same in-canon faction, add a plus one to each roll including those pilots.
- Brand Bonuses - If a team has two or more mobile suits from the same in-canon manufacturer, add plus one die to each roll including those units.
- Heated Rivalry - If two pilots who are in an intimate relationship, or often shipped, are on the field at the same time then add plus one dice to each roll by those characters.
- Ideological Differences - If two pilots actively hate each in canon, add one die to each roll made against the other. For all other rolls, reduce by one die.
- Allow pilots to be deployed without mechs, roll no mobile suit dice if you do this.

- If you are playing with more than two players, use a competitive bracket to see who is the top Captain. You can elect to have empty slots, an example 4 player one is below for reference.



Example Game Bracket

Good luck out there, Captains!

Thank you to Scanline Media for the original and our wonderful listeners for letting me be unhinged as much as I am
x Alice 11.10.26