

MECHASTELLAR CAMPAIGNS FOR GETTER ROBO AND SHIN MAZINGER Z

Last Update – 29 February 2024

Updated Acquisition Points and Momentum gain via Control Points

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MECHASTELLAR SOLO CAMPAIGN

GETTER ROBO (1974) MISSION PACK

Starting a Campaign

This is a Narrative style campaign based on the 1974 Getter Robo manga by Ken Ishikawa. This campaign is meant to be single player but you can always have your friends play taking control of the other Getter Units or controlling the Mechasaurus' in each mission.

Note: Your pilots are not Skilled or Ace Pilots by default.

Mission Commander

- Unless otherwise specified, Getter Robo is always the Mission Commander.

Special Rules for Combat

1. The **Battle Damage** rules are in effect
2. The **SRW Module** rules are in effect
3. All buildings can be destroyed.
4. Spend 10VP to repair 2000 HP.

Control Points (CP)

- Each Mission has 5 Control Points (CP) set in the map's center and each quadrant.
- You capture one when one of your units **starts** or **ends its turn** within 3" of a CP.
 - At the end of the Round gain [M+1] for each CP you own.
 - If it does not conflict with the behavior table, enemy units will capture CPs.
 - The Mission Commander takes charge of moving enemy units.

Momentum

- Your starting Momentum depends on your mission. It resets with each new mission.
 - [M3] for Missions 1–5, [M5] for 6–10, [M7] for 11–15 and [M9] for 16–20.
- Momentum is used for **Pilot Skills** which have a cost denoted as [M-#].
 - You gain [M+1] at the end of each battle Round.
 - You gain [M+1] when you attack in Melee on your turn.
 - You gain [M+1] if you destroyed any enemy units this turn.

Pilot Skills & Commands

- Your units can use all **Pilot Skills** in the Wargame Rules.
 - Your Pilot Stats let pay for Pilot Skills in lieu of Momentum.
- Selects one **Climactic Event** each Mission.

Pilot Levels & Tiers

In campaign mode you can gain 20 pilot levels which give more granular boosts to power. At Level 10 you become a Tier 1 Skilled Pilot and Level 20 a Tier 2 Ace Pilot.

- Skilled Pilots no longer need to attack the closest enemy model
- A Tier 1 Skilled Pilot may have a single Tier I Pilot Trait
- A Tier 2 Ace Pilot may have a single Tier II Trait or two Tier I Traits

Pilot Stats & Advancement

The Getter Pilots start at Level 3 with an **Attack**, **Defense** or **Mobility** score of 1. Each time they level up increase one of those stats by 1. They can level up in the following ways:

- +1 Level – Complete a mission.
- Spend 10 VP in-between missions to train a Pilot to the next level.

Pilot Skill Points

When you begin a battle you gain Skill Points equal to your pilots **Attack**, **Defense** or **Mobility** stat to be used for Pilot Skills in lieu of Momentum.

For instance if your Level 7 Pilot has Attack 3, Defense 3 and Mobility 1 you begin the battle with 3 Attack, 3 Defense and 1 Mobility Skill Point which you can abbreviate to 3 ATK SP, 3 DEF SP, and 1 MOB SP.

Skill Points can only be spent on Pilot Skills from their own category. For instance you can use 1 ATK SP on Bullseye or Mayhem but cannot use it on Persevere.

Below are Pilot Skills split up by category.

ATTACK	DEFENSE	MOBILITY
Bullseye	Skill Defense	Disengage
Giant Slayer	Persevere	Accelerate
Mayhem	Unbeaten	Tear through the Ranks
Take the Shot		Shooting Counterattack

*Continuing with the Level 7 Pilot example playing aggressively with SP.
On your turn your uses 2 ATK SP for +2 ACC with Bullseye.*

On the enemy turn they are attacked by a missile pod in close range. You spend 1 DEF SP on Improvise to reroll 2 Evade dice and your last 2 DEF SP on Defense to negate 2 Hits.

*Next turn you use 1 MOB SP on Accelerate to retreat after attacking.
It's Round 2 and you have already used up most of your SP.*

MECHASAURUS BEHAVIOR TABLE

Order of Priority for Enemy Activations

1. Enemy the players just attacked
2. Enemy Mission Commander
3. Enemy that can immediately gain and use Tactical Advantage
4. Enemy closest to a Player's unit

Enemy Targeting

- Ordinarily Kaiju Tier 0 units must target the nearest enemy model.
 - Raid & Attacker units will move to target a unit with low Evade.
 - Snipers, Firepower & Indirect Fire units aim for the farthest target in range.
 - **Return Fire** – Enemies must attack whoever attacked them last if able.
- Enemies will move towards targets they can be most effective against.
 - Enemies are always seeking Rapid Fire range or Cover while moving.
- After moving enemies will use the strongest weapon they have that is within range.

Enemy Melee

- Enemies make a Melee attack if it will be effective. If their Melee stat is at least 3 dice smaller than their opponent (i.e. Melee 2d10 vs 5d10) they will not Melee.
- Kaiju Enemies will put all their dice on Melee ATK when attacked.

Enemy Behavior

On the enemy's turn, the Mission Commander rolls a d10 and consults the table below. Read the table left to right and pick which header applies first. Additional guidelines:

- Enemy Commanders & Return Fire activated units treat a roll of 1 as a 10 instead.
- When there is a conflict the Mission Commander chooses what the enemy will do.

d10	Enemy is >10" Away	Enemy is within 10"
1	Retreat & Rampage	Roaring Behemoth
2–9	Attack!	Attack!
10	Blitz!	Finish Them!

Roaring Behemoth! – Hold Position and roar at your enemies. Gain 3 Momentum.

Retreat – Fall back, use Full Throttle & Break Line of Sight if able.

Rampage – Destroy buildings this turn Crash Through, Shooting and/or Melee Attacks.

Attack – Make a Shooting and/or Melee Attack against the nearest enemy target.

Blitz – The unit gains Move+5" this turn then moves to attack the nearest enemy.

Finish Them! – The enemy gains +1 Hit on Shooting and Melee.

- They must move closer to the nearest enemy and make a melee attack if able.



Getter Robo 1974 by Ken Ishikawa Vol 1 Chapter 04

MISSION 1 – GETTER-1 ARRIVES

Premise: Professor Saotome dispatches Ryoma Nagare to recruit a man capable of being a Getter Pilot. On a rainy day he encounter a young revolutionist named Hayato Jin and quickly come to blows as he rejects Ryoma's offer. Their fight is interrupted as the Mechasaurus Gigi begins to crash through the building they are occupying.

Player Units

1. Getter-1
2. Pilot: Ryoma Nagare (Basic Pilot without Pilot Traits)

Starting Momentum – 3 | **Recommended Skills** – **Improvise** | **Giant Slayer**

Enemy Units

1. Mechasaurus Gigi

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - Place roads running through each Control Point
 - Setup a large building right in the center of the map
 - Scatter 5–10 small buildings throughout the map
- Place Units
 - Place Gigi hovering above the large center building
 - Place Getter-1 on one edge of the map

Mission Objectives

1. +20 VP: Take 0 DMG this mission
2. +10 VP: Destroy Gigi using Getter Tomahawk
3. +10 VP: Inflict Battle Damage on Gigi
4. +10 VP: Deal damage using Getter Razor (CC)
5. –20 VP: The large center building is destroyed

Special Rules

1. In Round 1 Gigi goes first but Getter-1 has +3 Blocks since it just combined
2. Getter-1 may not use Getter Beam this mission or Open Get!

Mission Completion

- This mission ends when Mechasaurus Gigi is defeated
- Upon defeat a portion of Gigi's fuselage breaks free and rockets off. Getter-1 pursues it all the way beneath the seas
- Note: You may not perform any repairs between Missions 1 & 2



Getter Robo 1974 by Ken Ishikawa Vol 1 Chapter 05

MISSION 2 – DARK LORD OF THE DEPTHS, GORE

Premise: Deep beneath the waves the Getter Team discovers a strange prehistoric sea inhabited by long dead creatures. There they encounter their mortal enemy Emperor Gore for the first time. He is intent on subjugating earth for the Dinosaur Empire.

The Getter Team learns that the Dinosaur Empire were the dominant form of life on Earth before mankind, but they were driven underground with the advent of cosmic radiation bombarding the planet's surface, Getter Rays. Ryoma reminds Gore not to underestimate Humanity as he tears open the jaws of Emperor Gore's submersible vehicle. From its jaws emerges Mechasaurus Jiga.

Player Units

1. Getter-1
2. Getter-2
3. Pilots: Ryoma Nagare & Hayato Jin (Basic Pilot)

Momentum – 3 | Recommended Skills – *Improvise* | *Seize the Day*

Enemy Units

1. Mechasaurus Jiga

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - The battlefield is underwater with lots of rocky terrain
 - Setup a large building right in the center of the map
 - Scatter 5–10 small buildings throughout the map
- Place Units
 - Place Jiga behind a large boulder outside Line of Sight
 - Place Getter-1 on one edge of the map

Mission Objectives

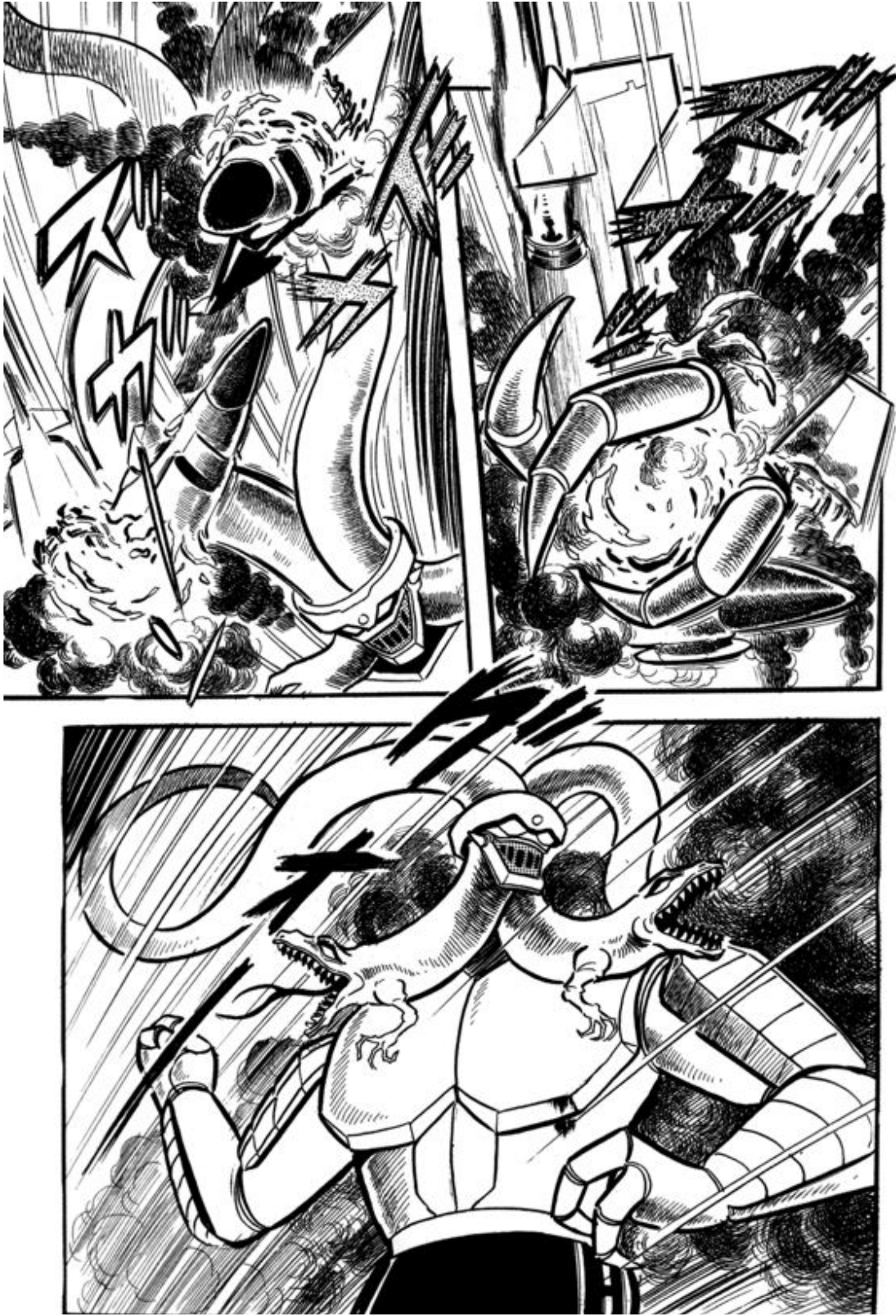
1. +20 VP: Take 0 DMG this mission
2. +10 VP: Destroy Jiga using Getter Beam
3. +10 VP: Deal damage using Getter Drill Arm
4. +10 VP: Inflict battle damage using Getter Drill Arm
5. –20 VP: The HP for Getter-1 falls below 50%

Special Rules

1. In Round 1 Jiga goes first and uses Titan throw
2. In Round 2 Jiga uses Immobilizing Tentacles with Tactical Advantage
3. You may not change into Getter-2 until after Jiga uses Immobilizing Tentacles

Mission Completion

- This mission ends when Mechasaurus Jiga is defeated
- Emperor Gore retreats but promises that humanity will have no future.



Getter Robo 1974 by Ken Ishikawa Vol 1 Chapter 6

MISSION 3 – VISION OF HELL ON MT. DAISETSU

Premise: Professor Saotome sends Ryoma to Hokaido to investigate humans devolving into Apes, a new secret weapon of the Dinosaur Empire. While flying above peaks he is ambushed by General Bat and crashes through the canopy below. Before the reptiloids of the Dinosaur Empire can finish him off he is Musashi Tomoe. Together they managed to repair the Eagle Machine and get it airborne allowing them to combine with the other Getter Machines to form Getter Robo just in time to fight.

Player Units

1. Getter Robo (1, 2, & 3)
2. Pilots: Ryoma Nagare, Hayato Jin, Musashi Tomoe

Momentum – 3 | **Recommended Skills** – **Improvise** | **Giant Slayer**

Enemy Units

1. Mechasaurus Doba
2. Mechasaurus Giro
3. Mechasaurus Bull

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - The battlefield is jungle terrain surrounding a large mountain
 - Setup several areas of dense jungle terrain with clearings
- Place Units
 - Place Doba by the Mountain. Setup Bull & Giro 16" from Getter in Round 3.
 - Place Getter-1 16" from Doba.

Mission Objectives

1. +20 VP: Survive this mission
2. +10 VP: Inflict battle damage on Doba and disable it's tentacles
3. +10 VP: Destroy Bull using Getter-3s crushing strength
4. +10 VP: Destroy Giro using Getter-2s Drill Arm
5. -20 VP: The HP for Getter-2 or 3 falls below 50%

Special Rules

1. In Round 1 Getter-1 goes first.
2. On its first turn Doba uses immobilizing tentacles on Getter
3. Giro uses its hurricane speed versus Getter-3
4. You may not change into Getter-3 until Giro & Bull are deployed

Mission Completion

- This mission ends when Mechasaurus Doba, Giro & Bull are defeated
- Getter-2 drills underground into Emperor Gore's hidden base and stops their machines before all of Japan is swallowed in a sea of flames.



Getter Robo 1974 by Ken Ishikawa Vol 1 Chapter 06

MISSION 4 – ATTACK OF THE CHIRYU CLAN

Premise: The Chiryu Clan are an outcast group from the Dinosaur Empire with unique physiology, Emperor Gore of the Dinosaur Empire promised to liberate their people in exchange for destroying Getter Robo. The Chiryu Clan infiltrates the Saotome Institute and gravely wound Musashi who discovers them. After dispatching the enemy the Facility is struck by the explosives from Mechasaurus Rad. The Getter Team deploy the Getter Machines moments before everything comes crashing down.

Player Units

1. Getter Robo (1, 2)
2. Pilots: Ryoma Nagare, Hayato Jin, Musashi Tomoe

Momentum – 3 | **Recommended Skills** – **Unbeaten** | **Persevere**

Enemy Units

1. Mechasaurus Rad

Enemy Momentum – 3 | **Skills** – **Defense**

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - The battlefield includes rocky terrain and forests
 - Setup the ruins of the Saotome Institute in the center of the map
- Place Units
 - Place Rad hovering above the large center building
 - Place Getter–1 16" behind Mechasaurus Rad.

Mission Objectives

1. +20 VP: Survive this mission
2. +10 VP: Destroy Mechasaurus Rad by Round 4
3. +10 VP: Inflict battle damage on Rad using Getter Tomahawk
4. +10 VP: Destroy Mechasaurus Rad using Getter–2s Drill Arm
5. –20 VP: The HP for Getter–1 or 2 falls below 50%

Special Rules

1. In Round 1 Getter–1 goes first.
2. Musashi is badly injured. There is a 3/10 chance that Open Get fails. If so, the unit still receives the +3 Blocks as normal but may not activate again until next round.
3. After Mechasaurus Rad splits apart, if you block all attacks from one unit you may instead have it strike the other half of the Mechasaurus dealing 1000 DMG.
4. You may not change into Getter–3

Mission Completion

- This mission ends when Mechasaurus Rad is defeated
- Somehow the Getter Team survive their injuries and work to rebuild the Saotome Institute.



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Getter Robo 1974 by Ken Ishikawa Vol 2 Chapter 08

MISSION 5 – TWISTER OF TERROR

Premise: Tornados have formed at the Asamu plateau, launch Getter immediately. On their way the sensors in the Getter machines start going crazy right before being ambushed by Mechasaurus Moba who electrocutes them while combining. They awaken after a crash landing and meet school students who plan on avenging their classmates using TNT. Despite Ryoma's protests they stun him and carry out their plan.

Player Units

1. Getter Robo (1, 2, 3)
2. Pilots: Ryoma Nagare, Hayato Jin, Musashi Tomoe

Momentum – 3 | Recommended Skills – Persevere | Tear through the Ranks

Enemy Units

1. Mechasaurus Moba
2. Gore Tower
3. 4x Mecha Typhoon

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - The battlefield is a city in ruins. Setup several destroyed & intact buildings.
- Place Units
 - Place Gore Tower at the center control point.
 - Place a Mecha Typhoon at the remaining Control Points.
 - Place Getter–1 16" from a Mecha Typhoon.
 - Place Moba 16" from Gore Tower at the end of Round 2.

Mission Objectives

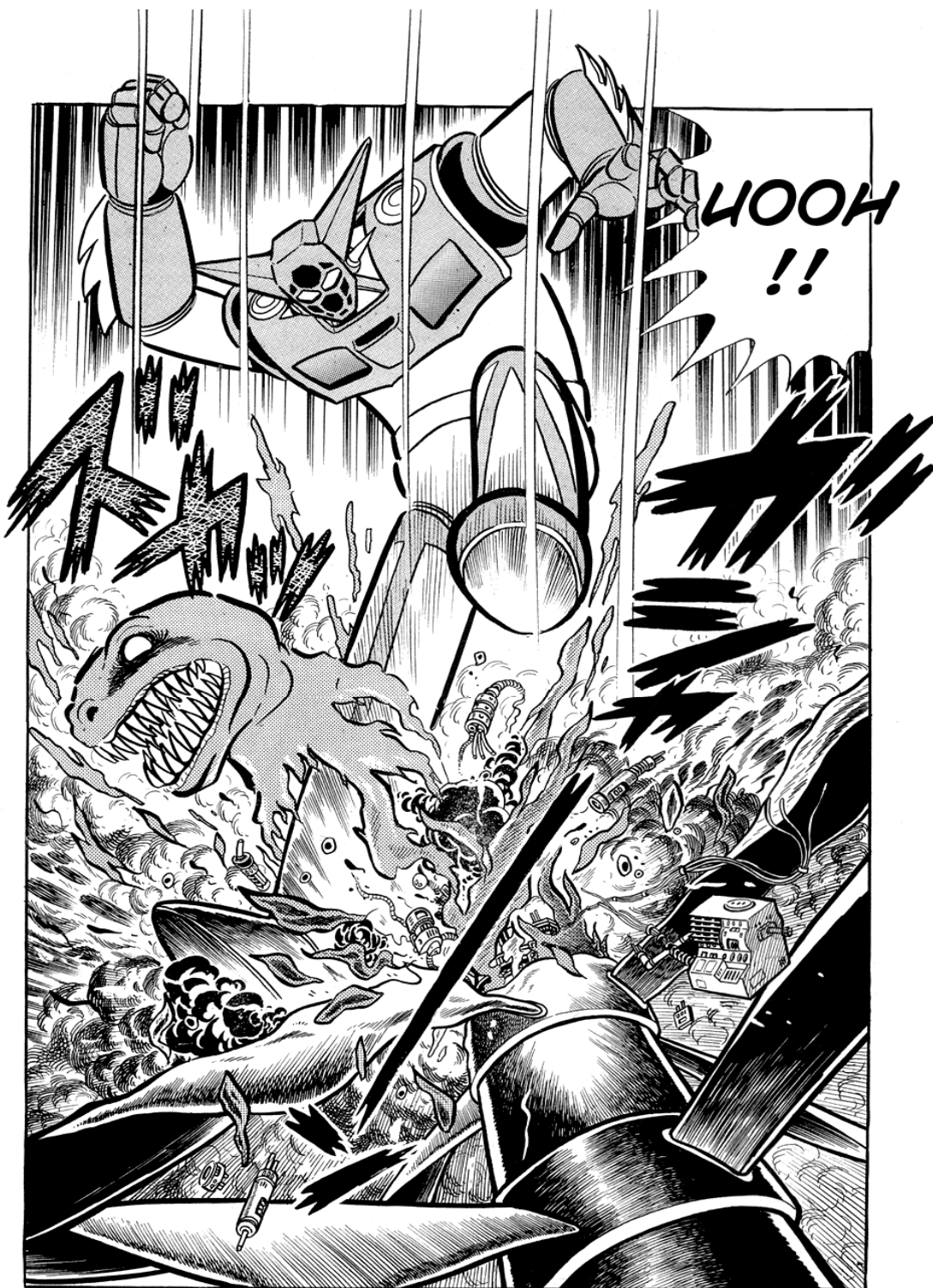
1. +20 VP: Survive this mission
2. +10 VP: Destroy a Mecha Typhoon with a High-Speed attack.
3. +10 VP: Destroy Mechasaurus Moba with a melee attack.
4. +10 VP: Use Open Get! to Blindside Moba

Special Rules

1. In Round 1 Getter–1 goes first.
2. Mechasaurus Moba only uses Arcing Electricity in Round 4
3. In Round 5 a crate of TNT explodes on Gore Tower disabling it. If Getter goes first it may blindside Moba.

Mission Completion

- This mission ends in Round 5 when Gore Tower self-destructs.
- The leader of the school students goes insane and launches a kamikaze attack. Ryoma in Getter 1 dives in to save him, although the cockpit glass shatters in the process blinding him. Knowing they can't escape in his condition Ryoma splits the Getter machines and sends the rest of the team airborne to escape.



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MISSION 6 – MUSASHI’S LAST STAND

Premise: The student leader awakens in the protective grasp of Getter’s hand, Ryoma is nowhere to be found the cockpit has melted. While driving Professor Saotome and Hayato are ambushed by a bandaged man who escapes upon hearing the name Ryoma. Hayato and Musashi track him down to a hospital and discover a dreadful new enemy, the Hyakki Empire who resemble supernatural Oni.

The Dinosaur Empire in a fit of indignance chases the Hyakki Empire who lures them to the Saotome laboratory which they attack with their Mechasaurus army. While the Getter team rescues Ryoma he is still suffering from amnesia. Try as they might there’s no way for the team to regain his memories. Professor Saotome laments that if they had more time they could finish the new Getter Robo. Musashi concocts a plan and launches Getter.

Player Units

1. Getter–1
2. Pilots: Musashi Tomoe

Momentum – 3 | Recommended Skills – Persevere | Tear through the Ranks

Enemy Units

1. 5x Mechasaurus Bombers
2. 5x Mechasaurus Raiders
3. 5x Mechasaurus Lancers
4. 5x Mechasaurus Army

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map’s center.
- Set up terrain.
 - The battlefield includes rocky terrain and forests
 - Setup the Saotome Research Institute in the center
- Place Units
 - At the start of each round place 5x of the Mechasaurus units, starting with the bombers, then the raiders, then the lancers and finally the army.
 - Place Getter–1 16” from a Mecha Typhoon.

Mission Objectives

1. +20 VP: Survive until the end of Round 5
2. +20 VP: Each time you destroy 2+ Mechasaurus in a single turn
3. +20 VP: Each time Getter suffers Battle Damage

Special Rules

1. In Round 1 Getter–1 goes first.
2. You may not use Open Get! Will of Getter gives +2 Momentum instead of +1

Mission Completion

- This mission ends in Round 5 when Getter–1 removes its reactor from its stomach.



Getter Robo 1974 by Ken Ishikawa Vol 2 Chapter 12

MECHASTELLAR SOLO CAMPAIGN

SHIN MAZINGER Z (2009) MISSION PACK

Starting a Campaign

This is a Narrative style campaign based on the Shin Mazinger Z OVA (Mazinger Edition Z: The Impact!) from 2008 directed by Yasuhiro Imagawa. This OVA was a retelling of the original Mazinger Z storyline replete with new characters from other Go Nagai works.

This campaign is meant to be single player but you can always have a friend take control of the enemy Kikaiju. **Note:** Your pilots are not Skilled or Ace Pilots by default.

Mission Commander

- Unless otherwise specified, Mazinger Z is always the Mission Commander.

Special Rules for Combat

1. The **Battle Damage** rules are in effect
2. The **SRW Module** rules are in effect
3. Spend 10VP to repair 2000 HP.

Control Points (CP)

- Each Mission has 5 Control Points (CP) set in the map's center and each quadrant.
- You capture one when one of your units **starts** or **ends its turn** within 3" of a CP.
 - At the end of the Round gain [M+1] for each CP you own.
 - If it does not conflict with the behavior table, enemy units will capture CPs.
 - The Mission Commander takes charge of moving enemy units.

Momentum

- Your starting Momentum depends on your mission. It resets with each new mission.
 - [M3] for Missions 1–5, [M5] for 6–10, [M7] for 11–15 and [M9] for 16–20.
- Momentum is used for **Pilot Skills** which have a cost denoted as [M-#].
 - You gain [M+1] at the end of each battle Round.
 - You gain [M+1] when you attack in Melee on your turn.
 - You gain [M+1] if you destroyed any enemy units this turn.

Pilot Skills & Commands

- Your units can use all **Pilot Skills** in the Wargame Rules.
 - Your Pilot Stats let pay for Pilot Skills in lieu of Momentum.
- Selects one **Climactic Event** each Mission.

Pilot Levels & Tiers

In campaign mode you can gain 20 pilot levels which give more granular boosts to power. At Level 10 you become a Tier 1 Skilled Pilot and Level 20 a Tier 2 Ace Pilot.

- Skilled Pilots no longer need to attack the closest enemy model
- A Tier 1 Skilled Pilot may have a single Tier I Pilot Trait
- A Tier 2 Ace Pilot may have a single Tier II Trait or two Tier I Traits

Pilot Stats & Advancement

Koji, Sayaka and Boss start at Level 3 with an **Attack**, **Defense** or **Mobility** score of 1. Each time they level up increase one of those stats by 1.

- Complete a mission to gain +1 Level
- Spend 10 VP in-between missions to train a Pilot to the next level.

Pilot Skill Points

When you begin a battle you gain Skill Points equal to your pilots **Attack**, **Defense** or **Mobility** stat to be used for Pilot Skills in lieu of Momentum.

For instance if your Level 7 Pilot has Attack 3, Defense 3 and Mobility 1 you begin the battle with 3 Attack, 3 Defense and 1 Mobility Skill Point which you can abbreviate to 3 ATK SP, 3 DEF SP, and 1 MOB SP.

Skill Points can only be spent on Pilot Skills from their own category. For instance you can use 1 ATK SP on Bullseye or Mayhem but cannot use it on Persevere.

Below are Pilot Skills split up by category.

ATTACK	DEFENSE	MOBILITY
Bullseye	Skill Defense	Disengage
Giant Slayer	Persevere	Accelerate
Mayhem	Unbeaten	Tear through the Ranks
Take the Shot		Shooting Counterattack

*Continuing with the Level 7 Pilot example playing aggressively with SP.
On your turn your uses 2 ATK SP for +2 ACC with Bullseye.*

On the enemy turn they are attacked by a missile pod in close range. You spend 1 DEF SP on Improvise to reroll 2 Evade dice and your last 2 DEF SP on Defense to negate 2 Hits.

*Next turn you use 1 MOB SP on Accelerate to retreat after attacking.
It's Round 2 and you have already used up most of your SP.*

KIKAIJU BEHAVIOR TABLE

Order of Priority for Enemy Activations

1. Enemy the players just attacked
2. Enemy Mission Commander
3. Enemy that can immediately gain and use Tactical Advantage
4. Enemy closest to a Player's unit

Enemy Targeting

- Ordinarily Kikaiju Tier 0 units must target the nearest enemy model.
 - Raid & Attacker units will move to target a unit with low Evade.
 - Snipers, Firepower & Indirect Fire units aim for the farthest target in range.
 - **Return Fire** – Enemies must attack whoever attacked them last if able.
- Enemies will move towards targets they can be most effective against.
 - Enemies are always seeking Rapid Fire range or Cover while moving.
- After moving enemies will use the strongest weapon they have that is within range.

Enemy Melee

- Enemies make a Melee attack if it will be effective. If their Melee stat is at least 3 dice smaller than their opponent (i.e. Melee 2d10 vs 5d10) they will not Melee.
- Kaiju Enemies will put all their dice on Melee ATK when attacked.

Enemy Behavior

On the enemy's turn, the Mission Commander rolls a d10 and consults the table below. Read the table left to right and pick which header applies first. Additional guidelines:

- Enemy Commanders & Return Fire activated units treat a roll of 1 as a 10 instead.
- When there is a conflict the Mission Commander chooses what the enemy will do.

d10	Enemy is >10" Away	Enemy is within 10"
1	Retreat & Rampage	Roaring Behemoth
2–9	Attack!	Attack!
10	Blitz!	Finish Them!

Roaring Behemoth! – Hold Position and roar at your enemies. Gain 3 Momentum.

Retreat – Fall back, use Full Throttle & Break Line of Sight if able.

Rampage – Destroy buildings this turn Crash Through, Shooting and/or Melee Attacks.

Attack – Make a Shooting and/or Melee Attack against the nearest enemy target.

Blitz – The unit gains Move+5" this turn then moves to attack the nearest enemy.

Finish Them! – The enemy gains +1 Hit on Shooting and Melee.

- They must move closer to the nearest enemy and make a melee attack if able.

MISSION 1 – ACTIVATION! MAZINGER!

Premise: Koji Kabuto lives a peaceful life with his brother Shiro and grandfather Juuzo. One day he finds himself being chased by giant stone statues as they escape on their motorcycle. His Grandfather sends him a Hover Pilder which will allow him to escape and pilot the giant robot Mazinger Z, whose power could allow its wielder to become either a God or a Demon. Koji takes control of Mazinger Z just in time to fight off the giants.

Player Units

- Shin Marzinger Z
- Pilot: Koji Kabuto (Basic Pilot without Pilot Traits)

Starting Momentum – 3 | **Recommended Skills** – Persevere | Defense

Enemy Units

- 2x Talos Warriors
- Mechanical Beasts: Garada K7 & Doubblas M2

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - Set up a forest with a large ruined building on one side
- Place Units
 - Place Mazinger Z near the ruined laboratory & the Talos statues within 16”.

Mission Objectives

1. +20 VP: Take 0 DMG this mission
2. +10 VP: Destroy a Talos Warrior using Rocket Punch
3. +10 VP: Destroy Garada K7 using Rust Hurricane
4. +10 VP: Destroy Doubblas M2 using Breast Fire
5. +10 VP: Deal damage using Smash (CC)
6. –10 VP: For every 1000 DMG you take (round down)

Special Rules

1. The Talos statues go first in Round 1. When destroyed leave the model on the battlefield. When both are destroyed replace them with Garada K7 and Doubblas M2.
2. During Garada's first turn it will skip it's turn to attack Aphrodite A off-screen.
3. You may not use Photon Power Beam, Flight Mode or Scrandar Cross.

Mission Completion

- This mission ends when the Kikaiju Garada K7 and Doubblas M2 are defeated.
- Upon defeat Baron Ashura and Dr. Hell swear revenge on Mazinger Z and the Photon Power Laboratory.
- Count Brocken, another of Dr. Hell's minions drops an exploding Kikaiju on the city, but he is thwarted when Tsubasa Nishikiori appears and shows Koji how to use the Photon Power Beam to its full potential.

MISSION 2 – ACTIVATE JAPAN RAID OPERATION!

Premise: As Koji Kabuto continues to master Mazinger Z, Dr. Hell stages a multi-pronged attack on Japan. Tsubasa Nishikiori advises Koji to not engage until he finishes his training. Meanwhile, the defense forces of Japan cannot stop the Kikaiju's rampage so Koji rushes off into danger to face them but a clever trap awaits him. Once Koji is able to dock with Mazinger Z he is forced to face Vargas V5 underwater.

Player Units

- Shin Mazinger Z

Starting Momentum – 3 | Recommended Skills – Shooting Counterattack

Enemy Units

- Mechanical Beast Vargas V5
- Mechanical Beast Glossam X2

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - Setup an underwater battlefield that is mostly barren with one massive rock feature in the center of the battlefield.
- Place Units
 - Place Mazinger Z near the rock structure.
 - Place Vargas V5 16" from Mazinger Z

Mission Objectives

1. +20 VP: Take 0 DMG this mission
2. +10 VP: Use the Kaiju Throw ability on Vargas V5
3. +10 VP: Make a Blindside attack on Vargas V5
4. +10 VP: Destroy Vargas V5 using Breast Fire
5. +10 VP: Destroy Glossam X2 using Breast Fire
6. +10 VP: Each turn your Invincible trait activates against Glossam X2
7. -10 VP: For every 1000 DMG you take (round down)

Special Rules

1. In this underwater battle Mazinger Z has Evade-1.
2. Mazinger may use Rust Tornado to create a 12" diameter circle of obscuring terrain by kicking up the sand and silt. Mazinger cannot be shot at while inside the circle.
3. After Vargas V5 is defeated place Glossam X2 24" away from Mazinger Z
4. You may not use Flight Mode or Scrander Cross.

Mission Completion

- This mission ends when the Mechanical Beasts are defeated.
- Mazinger trudges to the seashore where he is ambushed by more mechanical beasts.
- You may not repair Mazinger Z between Mission 2 & 3.

MISSION 3 – MECHANICAL BEASTS PINCER ATTACK!

Premise: Climbing out of the wall Koji is suddenly attacked by Tauros D7 and Ghostfire V9. Most importantly Tauros D7 horn is made out of Chogokin Z alloying it to grievously injure Mazinger Z. Will Koji survive this battle?

Player Units

- Shin Mazinger Z

Starting Momentum – 3 | **Recommended Skills** – **Persevere** | **Accelerate**

Enemy Units

- Mechanical Beast Tauros D7 & Ghostfire V9

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - Setup a rocky shoreline with the sea covering ¼ the battlefield.
- Place Units
 - Place Mazinger Z on the beach and Tauros D7 6" away
 - Place Ghostfire V9 16" away from Mazinger Z

Mission Objectives

1. +20 VP: Take less than 3000 DMG this mission
2. +10 VP: Tauros D7 does damage to Ghostfire V9
3. +10 VP: Destroy Ghostfire V9 via Kaiju Throw
4. +10 VP: Destroy Tauros D7 via Kaiju Throw

Special Rules

1. Tauros D7 goes first in Round 1.
2. If you block all melee attacks from Tauros D7 and Ghostfire V9 is within 8" it takes 2000 DMG in your place as the raging bull skewers his partner.
3. You may not use Flight Mode or Scrander Cross.

Mission Completion

- This mission ends when the Mechanical Beasts are defeated.
- Mechanical Beast Kingdan X10 arrives dragging Aphrodite A. Koji surrenders and is taken onboard the moving undersea fortress Saluud along with Sayaka and Boss.

MISSION 4 – THE MYCENAEAN KEDORA APPEARS!

Premise: A strange alien monster that controls the Mechanical Beasts called a Kedora has taken over Mazinger Z. After retaking control of Mazinger Z, Koji Kabuto, Baron Ashura, Nishikiori Tsubasa and the Kurogane 5 are transported into the Kedora's memories where they witness the end of the Mycenaean empire and the giant Gods Zeus and Hades clash while Koji and Mazinger Z must fight Garadoubblas.

Player Units

- Shin Mazinger Z
- Zeus (Z Mazinger)

Starting Momentum – 9 | **Recommended Skills** – **Persevere** | **Giant Slayer**

Enemy Units

- Garadoubblas
- Hades

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - Setup a rocky shoreline with the sea covering $\frac{1}{4}$ the battlefield.
- Place Units
 - Place Mazinger Z on the beach with Garadoubblas
 - Place Zeus and Hades in the sea 16" away

Mission Objectives

1. +20 VP: Mazinger takes 0 DMG this mission
2. +10 VP: Mazinger or Garadoubblas attack Hades
3. +10 VP: Zeus destroy Hades with a Rocket Punch attack
4. -10 VP: For every 1000 DMG you take (round down)

Special Rules

1. Hades has challenged Zeus, the two exclusively fight each other.
2. Hades has severed Zeus arm, he cannot benefit from the Sword's Melee ATK+3d10.
3. If Mazinger Z completely blocks all melee attacks from Garadoubblas he may then force Garadoubblas to make a single heat ray attack on Hades.
4. If Mazinger Z uses a Rocket Punch on Hades after defeating Garadoubblas Zeus may use a Rocket Punch attack on its next turn with +5 Attacks against Hades.
5. Zeus cannot benefit from Shining Raiment until Hades is attacked by Mazinger.
6. Hades "Hidden Beneath" ability does not activate this mission.

Mission Completion

- This mission ends when all enemies are defeated.
- Tsubasa Nishikiori and Baron Ashura track down and slay the Kedora returning them to the present but a curse awaits them in the future.