

MECHASTELLAR CO-OP CAMPAIGN

PACIFIC RIM - NARRATIVE MISSION PACK

STARTING A CAMPAIGN

This mission pack is intended for use with 1, 2 or 3 players. For two players each player controls a Jaeger, and you take turns being the Mission Commander which puts you in charge of rolling on the behavior table on the next page to see what the Kaiju will do on their turn. In a two player game if there is only one Jaeger left then the second player takes control of the Kaiju. In a 3 Player game the third player runs the Kaiju rampaging through the city instead of using the behavior table.

The mission starts off in Victoria Harbour in Hong Kong, proceeds into the city and finishes under the ocean. It follows the general scenes of the movie but allows you to play things out differently and if the dice are in your favor perhaps more Jaegers will survive.

Special Rules for Combat

1. **Battle Damage** rules are in effect
2. Jaegers gain +1 Momentum when they deal or take Melee DMG
3. Kaiju gain +1 Momentum for every building they destroy
4. All buildings and Ships can be destroyed.

Special Rules for Player Units

1. In this mission pack repairs will only occur between Missions 3 & 4
 - a. HP & Battle Damage carries over mission to mission
 - b. 10 Mission Points repair 2000pts of Damage and/or 1 Battle Damage
2. Starting Momentum is 5. It resets with each mission
3. Each Mission choose one player to be the Mission Commander
 - a. Their Jaeger gains a Commander Trait for that mission.
 - b. They choose two of the Expanded Pilot Skills for each Mission.
4. Gipsy Danger may not use their Chain Swords until Round 4+ of Mission 3

Special Rules for Enemy Units

1. Surviving Kaiju regain 1000 HP after each Mission but keep any Battle Damage.
2. Skills are preselected for Kaiju in each mission.
3. Otachi may not use "**Transform**" until Round 4+ of Mission 3
4. Enemy Commanders use Pilot Skills prioritizing **Defense** if it would save the unit
 - o If they have a 2nd Skill the Mission Commander decides when they use it.
5. Kaiju have a modified behavior table shown on the next page.

KAIJU 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.

MISSION 1 – VICTORIA HARBOUR

Premise: A category 4 Kaiju has emerged from the breach and is threatening Hong Kong.

Enemy Units

1. Otachi
 - a. **Commander Trait – Unyielding**
2. Leatherback

Enemy Momentum 5

ENEMIES USE DEFENSE IF IT WILL LET THEM USE FINISH BLOW OR TO AVOID DEATH.

1. **Defense [M-X]** – Each Momentum lost is +1 Block versus an Attack.

Special Rules

1. Otachi goes first in Round 1 with an Attack behavior.
2. Leatherback goes first in Round 2 with an Attack behavior.
3. Jaegers and Kaiju may not use Shooting Attacks on Rounds 1, 3 & 5.
4. Leatherback uses “**EMP**” in round 5, it may not use it prior to Round 5.
5. You may deploy a Jaeger reinforcement 16” from the city on Round 4+.
6. Kaiju in the water outside Sensors range benefit from Cover.

Battlefield Setup

- Set up terrain.
 - Place terrain to represent a large sea and harbor.
 - 1/3 of the Map will have buildings representing the city & waterfront.
 - Optional: Set up some Ships to act as cover.
- Place Units
 - Players place 2 Jaegers in the center, each unit must be 16” apart.
 - Place Otachi outside the Jaeger’s Sensor Range & Leatherback in reserves.
 - Place Leatherback in reserves, they will [**Ambush**] at the end of Round 1.

Mission Objectives

1. Survive for 5 Rounds
2. Destroy 50% or more of enemy units
3. Commander MS destroys an enemy unit

Each mission objective is worth +10 Mission Points to the Pan Pacific Defense Corps. 10. Points can be used to repair a Mech by 1000 HP between Mission 3 & 4.

Mission End

The mission ends in Round 5. If Leatherback used its EMP then no Mechs in this mission may be used in Mission 2 & 3. If either Kaiju is defeated you may skip their mission.

MISSION 2 - NO PULSE

Premise: After the EMP burst the remaining Jaegers are airlifted in to fight Leatherback

Enemy Units

1. Leatherback
 - a. **Commander Trait – Bold Leader**

Enemy Skills (Momentum 3)

ENEMIES USE DEFENSE IF IT WILL LET THEM USE FINISH BLOW OR TO AVOID DEATH.

1. **Defense [M-X]** – Each Momentum lost is +1 Block versus an Attack.

Special Rules

1. Gipsy Danger may not use their Chain Swords.

Battlefield Setup

- Set up terrain.
 - Reuse the terrain setup from the last mission.
- Place Units
 - Place the Jaegers and Leatherback in the harbor near the city 16” apart.

Mission Objectives

1. No allies are destroyed
2. All allies have 50% or more HP remaining
3. Destroy Leatherback in 3 rounds or less
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Each mission objective is worth +10 Mission Points to the Pan Pacific Defense Corps. 10 Points can be used to repair a Mech by 1000 HP between Mission 3 & 4.

Mission End

If you fail to kill Leatherback by Round 5, lose 10 Mission points per Round until it is defeated. Proceed to Mission 3.

MISSION 3 - WE'RE OUT OF OPTIONS!

Premise: After defeating Leatherback the Jaegers must deal with Otachi

Enemy Units

1. Otachi
 - a. **Commander Trait – Bold Leader**

Enemy Skills (Momentum 3)

ENEMIES USE DEFENSE IF IT WILL LET THEM USE FINISH BLOW OR TO AVOID DEATH.

1. **Defense [M-X]** – Each Momentum lost is +1 Block versus an Attack.

Special Rules

1. Otachi goes 1st in Round 4, uses Transform then Stratosphere drop on Gipsy Danger.
2. Gipsy Danger can make an immediate Melee Clash with its Chain Swords.
3. If Gipsy defeats Otachi in midair, roll 3d10, every 5+ negates a Hit from Stratosphere Drop.

Battlefield Setup

- Set up terrain.
 - Set up a city packed densely with city terrain with a minimum 15 buildings
- Place Units
 - Place Gipsy Danger and Otachi no more than 16” away from each other facing one another on a highway.

Mission Objectives

1. Survive for 5 Rounds
2. All allies have 50% or more HP remaining
3. Destroy Otachi in 3 rounds or less
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Each mission objective is worth +10 Mission Points to the Pan Pacific Defense Corps. 10. Points can be used to repair a Mech by 1000 HP between Mission 3 & 4.

Mission End

If you fail to kill Otachi by Round 5, lose 10 Mission points per Round until it is defeated. Proceed to Mission 4 and make repairs as needed using Mission points.

MISSION 4 – WE’LL FLANK THEM, STANDARD TWO TEAM FORMATION.

Premise: The remaining Jaegers form two teams and descend beneath the Pacific Ocean, their goal is to destroy the breach and stop the Kaiju once and for all. Just before the rift the first Category V Kaiju to be encountered by humanity emerges.

Enemy Units

1. Slattern
 - a. **Commander Trait – Unyielding**
2. Scunner & Raiju

Enemy Skills (Momentum 6)

SLATTERN USE DEFENSE IF IT WILL LET THEM USE FINISH BLOW OR TO AVOID DEATH.

1. **Defense [M-1]** – Each Momentum lost is +1 Block versus an Attack.

Special Rules

1. Slattern goes first in Round 1, Raiju goes first in Round 2 with Attack behaviors
2. Slattern ignores the Retreat and Rampage Roll and uses Attack instead
3. Jaegers do not add their Speed bonus when using Full Throttle
4. One Jaeger (Striker Eureka recommended) is equipped with the bomb. That unit may use the “Self-Destruct” as an Event.

Battlefield Setup

- Set up terrain.
 - In the center of the battlefield place the rift it should be larger than 2 models
 - Only Kaiju may move through the Rift, Jaegers must move around
 - Place 4–8 Volcanic Vents (orange dice or terrain) around the map
 - Units that were pushed or thrown onto this terrain take 500 DMG
 - Set up rocky formations and underwater mesa
- Place Units
 - Split Jaegers into two teams as evenly as you can.
 - If Striker Eureka survived then they are part of Team 1
 - If Gipsy Danger survived then they are part of Team 2
 - Place Team 1 and Slattern within 8” of the rift
 - Place Team 2 & Scunner 10” apart and 16” behind Team 1.
 - Place Raiju in reserves, they will [**Ambush**] at the end of Round 1

Mission Objectives

1. Gipsy Danger or the Jaeger carrying the bomb must survive

Mission End

Proceed to Mission 5

MISSION 5 – WE ARE CANCELLING THE APOCALYPSE!

Premise: With their forces decimated it is time for a last desperate gambit to put an end to the Kaiju threat.

Enemy Units

1. Slattern
 - a. **Commander Trait – Unyielding**
 - b. **NOTE:** If Slattern was defeated last Mission it starts with 7000 HP.
2. Any Kaiju that survived the last mission are also deployed

Enemy Skills (Momentum 3)

SLATTERN USE DEFENSE IF IT WILL LET THEM USE FINISH BLOW OR TO AVOID DEATH.

1. **Defense [M-1]** – Each Momentum lost is +1 Block versus an Attack.

Special Rules

1. Jaegers do not add their Speed bonus when using Full Throttle
2. Slattern ignores the Retreat and Rampage Roll and uses Attack instead
3. Only Kaiju may enter the rift, in order for a Jaeger to enter the rift you must take a Kaiju with you.
 - a. Eligible targets include Slattern and any defeated Kaiju that was not destroyed by a Self-Destruct action.
 - b. You may drag a Kaiju but at half movement that turn.
 - c. Winning the Melee Clash pushes an enemy 2”
 - d. You may use a High Speed Attack to push you and the enemy 4”

Battlefield Setup

- Set up terrain.
 - Reuse the terrain from the previous mission.
- Place Units
 - Place Slattern near the rift.
 - Place any surviving Jaegers at least 16” away from the Rift. If a unit used Self-Destruct last mission then each Jaeger is an additional 2d10” away.

Mission Objectives

1. Gipsy Danger or a Jaeger carrying the bomb must enter the rift and Self-Destruct no later than Round 5.

Mission End

If you complete your objectives then you have saved humanity. Well done! A helicopter rescue team is standing by at your position ready to pick up any survivors or rescue pods.