

MECHASTELLAR WARGAME RULES

VERSUS AND COOPERATIVE CAMPAIGN MODES

Version 9.3 – 28FEB24

<https://mechastellar.com/game-downloads/>

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BUILDING YOUR FORCES

Setting the Scene

Before playing the game, you'll need to build out your forces, you can play with a small force of a few models or a large army featuring a battalion of 30+ units. Talk with your opponent to see what size of force you'd like to play. Then decide on rules and a narrative.

Selecting Rules

In the core combat rules there are several modules you can choose to include or leave out such as Battle Damage, Commands or Events. If this is your first time playing then its best to skip these for now and focus on mastering the game's Momentum system.

Choosing a Narrative

For narrative you can try to reenact battles from your favorite shows or you can setup new battles and narratives of your own devising. Having a backdrop and the threads of a story make for a lot of fun when playing. Taking the time to name your pilots will fill you with joy for each of their valorous deeds and dread for every Armor Save they make.

Your battles can be a classic skirmish, a heroic last stand or even a training battle where the same faction faces off in a simulation. You can also set up a Super Robot Wars (SRW) style game where friends become foes and vice versa as universes collide.

- *Battlefield.* Both players agree to field a large size army.
 - Consider using the **Confrontation** or **Secure the Objective** rules.
- *Last Stand.* One player has a few expensive units while the other has a large army.
 - Consider using the **Simple Battle** or **Secure the Objective** rules.
- *Monster Movie.* One side bring their Kaiju, the other brings their favorite Mecha.
 - Consider using the **Defend the City | Rampage** rules.
- *SRW.* Each player brings a few of their favorite mechs from different universes.
 - Consider using the **Simple Battle** or **Defend the City Endurance Mode**.

MATCHING PERFORMANCE

- You and your opponent should agree on a Performance range when selecting units.
- The smoothest running games keep Performance ranges for both armies within 3–4 points, so for example Performance 1–4, or 5–7, or 7–10.
 - If your favorite robot has a much larger performance level than your friend's army then use the Performance Reduction (page 14) to level the playing field.
- If you want to run a game with a wider Performance range to reenact a particular series use a game type where it is easier to gain victory points without combat such as **Secure the Objective** or **Defend the City | Rampage**

MATCHING POINTS

- Set a points total for your army. Your starting **Momentum** depends on points total.
 - 500pts – 3 Momentum | 1000pts – 5 Momentum
 - 1500pts – 7 Momentum | >1500pts – 9 Momentum

VERSUS MODE

GAME TYPES

There are three types of Versus games in MechaStellar, generally they go for 5 rounds. The first is a **Simple Battle** where VP are awarded for destroying your opponent's units.

The second is **Confrontation** where your forces encounter the enemy several times, in between battles you make hasty repairs, change your strategy then reengage the enemy. You cannot bring destroyed units into the next battle so it rewards cautious playstyles.

The third game type is **Secure the Objective** where you and your opponent vie for Control Points and define them to suit your narrative. These could be strategic locations like the propulsion control room on a colony or asteroid. Or it could be the last known whereabouts of a key researcher or pilot that you need to <rescue/capture>. It could also be as simple as a tactical area you need to hold to prevent being overrun elsewhere.

Lastly there is **Defend the City | Rampage** which can be played as Versus or Co-op.

OBJECTIVES

Each game type has Primary Objectives to score victory points (VP). Secondary Objectives are optional and offer more ways to score VP. They are recommended only for large games of 6–20+ units. [The SRW Module in the Core Rules has Secondaries for small games.](#) In the rare event of a tie, the winner goes to the player with the most Momentum.

BATTLEFIELD SIZE

Designer's Note: If you don't have a large table you can use the centimeters instead of inches. Many game shops have tables that are 6ft by 4ft long, many even have terrain you can use. [For terrain you want a few pieces to block LOS but not so much you can hide your entire army.](#) You want to setup a battlefield that is not so small that your forces can be rushed down in the first turn but not so large that you cannot get into Melee by Round 3.

A good rule of thumb is that a battlefield should be **at least** 2 to 4 times as long as the highest movement unit in either player's force. For instance if both players have units with movements between 8–16" then a battlefield that is 3ft x 3ft or 4ft x 4ft would be good.

If most of the units were movement 8" but a couple were 16" then the 3ft x 3ft might be best so the slower units don't feel too far apart and the few high speed units gets the spotlight thanks to their advantageous movement.

You may want to do larger battlefield to give the spotlight to artillery & sniper units along with Warships. In space battles it is best to have a battlefield that is 60" – 96" (6–8ft) long. Discuss with your opponent beforehand what battlefield size will be the most fun.

RETREATING

Depending on your game type you may want to have your units retreat rather than perish in battle. To Retreat you must reach a table edge and be 16" away from enemies with LOS.

VERSUS - SIMPLE BATTLE

Setting up the Game

- Gather 5 objects to be Control Points (CPs). These can be specific terrain, disabled mecha, bottle caps, loose change, 3D printed objects, or whatever you have handy.
- The 1st Control Point is placed dead center of the board. Then place the remaining 4.
 - You can place 2 on each axis like a plus sign or one in each quadrant.
 - Place CPs in pairs and equal distance from the center point.
 - CPs are meant to be dangerous areas that you need to control.
 - Do not place cover on the CP or surround it with LOS blocking terrain.
 - Ensure there are clear fields of fire leading to the CP.
 - You can see an example on the next page.

Capturing the Point

- Capturing a CP represents extending your lines and presence on the battlespace.
- You capture a CP if your unit starts or ends its turn within 3" of a CP.
 - You retain ownership of a CP and score it until an enemy captures it.
 - If both players have units on the CP then it is contested and no one owns it.
- At the end of the Round evaluate each CP to see if the ownership should change.
 - For instance, if a CP was contested earlier, but the enemy either retreated or was destroyed while your unit remains on the CP then you now own the CP.
 - Afterwards gain Momentum equal to the number of CP you control.

Example: Player 1 captured two CPs but the center CP is contested. Before the Round finished Player 1 destroyed all of Player 2's units that were on the CP, he now owns it and gains Momentum for each CP.

Scoring Primary Objectives

- After 5 rounds the battle is concluded
- When you destroy a unit gain Victory Points (VP) equal to its Frame Level (1–5) & its Pilot / Captain / Kaiju Level (0–2)
 - Warships are worth +2 VP.
 - High Performance Units (5+/8+/10) are worth +1/+2/+3 VP.
 - Enemy units with less than 50% HP are worth ½ VP (round up).
- If you destroy the enemy Commander gain VP equal to the current Round.
 - i.e. 5VP if they were destroyed in Round 5.
- If you destroy a **Challenge/Revenge** target gain 2x VP.
- [Optional Module] Gain +1 VP each time you deal **Battle Damage**.

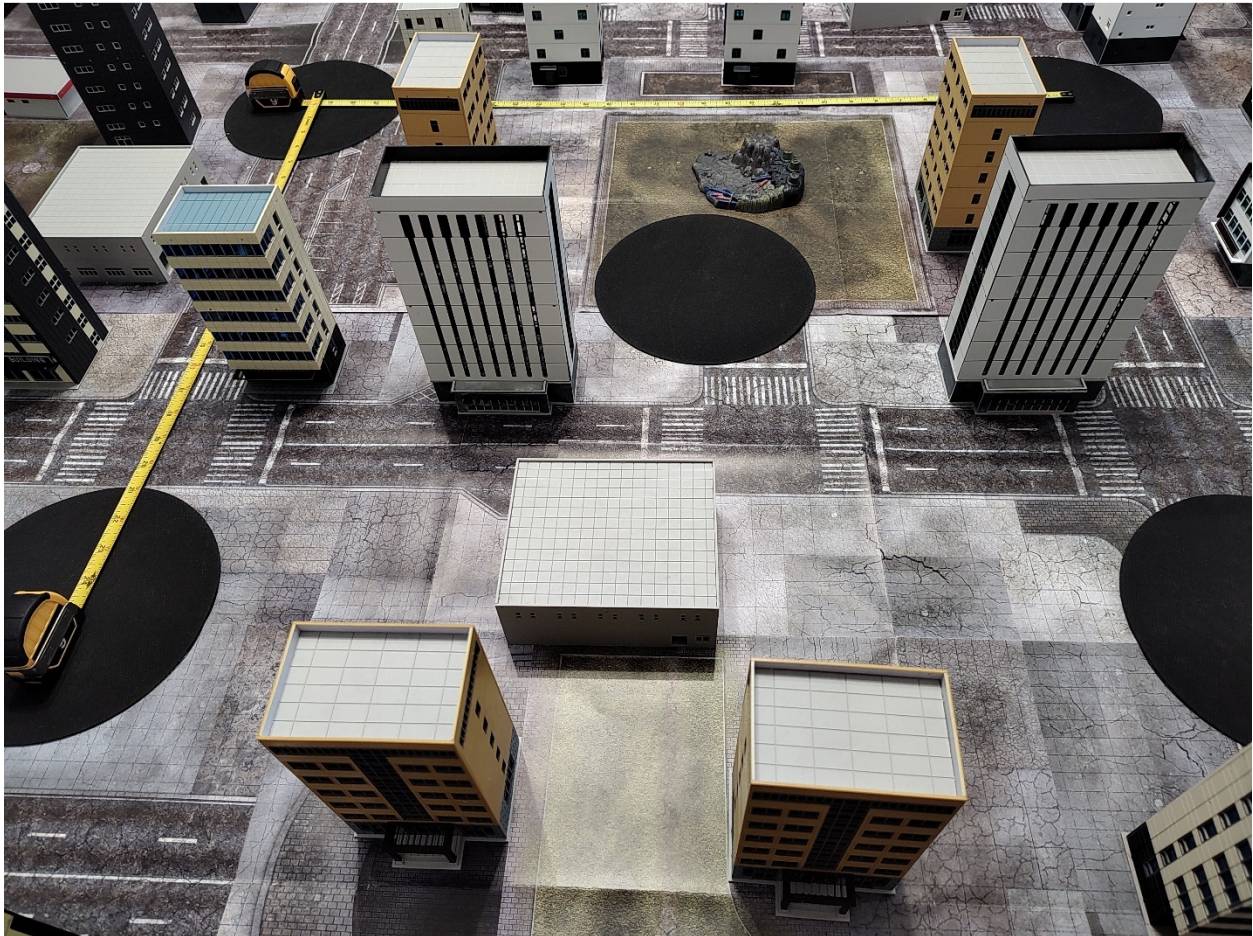
Losing Victory Points

Lost a Critical Machine –3 VP if you lost a unit worth 500+ points.

Unacceptable Casualties –2 VP for each Level 2 Pilot/Kaiju/Captain destroyed.

Tomino Finale VP penalties are waived in the finale of a multi-game campaign.

Battlefield Example



- Discuss with your opponent where you want the CPs laid out for your battlefield.
 - Place the first CP dead center of the battlefield.
 - Then have each player place a pair of CPs. An easy way to do this is to say *“this pair of CPs will each be 12 from the edge of the table.”*
 - CPs are placed in pairs; you can place one pair far apart and the other closer.
 - i.e. 4’x6’ table CPs are 32” on the long end and 24” apart on the other.
- You don’t have to be perfectly symmetric when placing your CPs
 - In the above example if you wanted to you could push the four outer control points ~6” up that way they are all located on intersections.
 - Just make sure there are clear firing lanes towards control points.
 - It’s okay for some pieces of terrain to be in the way, but not so much terrain that LOS is blocked and you cannot attack units on a CP.
- Make sure CPs are far enough apart so your units can deploy on top of them.

VERSUS - CONFRONTATION

Setting up the Game

- Confrontation is played across 3 games, each game lasts 3 rounds.
- It is recommended you use a minimum sized play area for this game type.
 - Most close combat units should be able to reach the enemy by round 2.
- The rules for Control Points and VP from Simple Battle are in effect.

Repairs

- After each game repair all units equal to 50% their Max HP and any Battle Damage.

The Next Battle

- Redeploy your surviving units as normal. You may opt for alternate deployments.
- You may choose not to deploy certain units.
 - They can arrive as reinforcements on your table edge at the end of any round.
- You may choose a new Commander, Commands & Events.
- Momentum resets with each game back to its original value. Even if your force has shrunk down to a smaller points category, keep the original starting Momentum.

Scoring Primary Objectives

DESIGNER'S NOTE: YOU DO NOT GAIN VP FOR UNITS THAT HID IN THE CORNER AND DID NOT PARTICIPATE IN BATTLE

- After 3 rounds a battle is concluded; score Victory Points after each battle.
- Use the VP Scoring from Simple Battle. Additionally score VP as shown below
- Gain 1 VP for the total Frame Level and total Pilot Level of all surviving units.
 - High Performance Units (5+/8+/10) are worth +1/+2/+3 VP.
 - Warships are worth +2 VP.

Example

Game 1 = 5x Frame 2 and 4x Frame 1, 2x Skilled Pilots survive = 17 VP

Game 2 = 3x Frame 2 and 4x Frame 1, 2x Skilled Pilots survive = 13 VP

Game 3 = 1 Frame 2 and 2x Frame 1 survive = 4 VP

Total = 34 VP

Game 1 = 1x Frame 4 and 3x Frame 2, 2x Ace Pilots survive = 16 VP

Game 1 = 1x Frame 4 and 2x Frame 2, 1 Ace Pilots survive = 12 VP

Game 3 = 1 Frame 4 and 2x Frame 3, 1 Ace Pilot survive = 12 VP

Total = 40 VP – Winner

VERSUS - SECURE THE OBJECTIVE

Designer's Note: This mode works best when both sides have large forces (10+ units).

Setting up the Game

- The rules for Control Points (CP) and VP from Simple Battle are in effect.
 - In this game mode CPs also give bonus VP.
- You and your opponent may instead take turns placing control points anywhere on the map. They must be spaced at least 16" apart and 8" from the table edge.

Actions on Objective

A Mech that started its turn on a Control Point under your control may use its entire activation to gain +3 VP. This can be done only once per Control Point per round.

You and your opponent decide the narrative for this action. It can represent searching for a missing pilot / scientist, secret cache of equipment, or top-secret design information. It can also represent performing necessary actions to complete the mission like setting demolition charges to break apart an asteroid or destroying the power conduits in a colony laser.

Scoring Primary Objectives

- After 5 Rounds the battle is concluded
- Use the VP Scoring from Simple Battle. Additionally score VP as shown below
- At the end of each round gain +5 VP for each Control Point you own.
 - Gain +5 VP if you own more Control Points than your opponent.
 - Gain +3 VP for Actions on Objective, once per Control Point per Round.

Ex: In Round 1 you owned 2 Control Points (+10VP) and your opponent controlled 1 so you gain +5 VP for owning more. Your units did Actions on Objective twice for +6 VP. Total 21VP in Round 1.

[OPTIONAL MODULE] SECONDARY OBJECTIVES

DESIGNER'S NOTE: SECONDARY OBJECTIVES WORK BEST FOR GAMES WITH AT LEAST 5-10+ UNITS ON EACH SIDE.

These can be taken in any Versus game type. These secondaries are organized into three categories: Destruction, Survival and Control the Battlespace.

After you and your opponent show each other your armies you then select your secondary objectives. Choose one from each category. It is recommended you pick ones that best fit your force and will be the easiest to achieve against your opponent. Secondaries that are harder to achieve are worth more VP.

Destruction objectives are scored immediately, Survival objectives are scored at the end of the game, and Battlespace objectives are scored immediately or at the end of each round.

Scoring Secondary Objectives

Choose one from each category

They can score at a maximum 10 VP points each

They are scored immediately or at the end of each battle round

Destruction

Top Gun: +2 VP anytime your Skilled or Ace Pilot destroys an enemy Skilled or Ace Pilot. Bonus +2VP if they destroy the enemy Commander.

Strongest Prototype: +5 VP anytime your Frame 4+ unit destroys a Frame 4+ Unit.

Rout the Enemy: +1 VP for every unit destroyed (Max 5 per Round).

Surprise Assault: +1 VP when you destroy a unit in the first Round of battle.

+3 VP when you destroy a unit with Tactical Advantage.

Undefeated: +2 VP every time your Commander destroys a unit. Gain a bonus +3 VP every time your Commander destroys a unit with a Melee Counterattack.

Survival

Bonds on the Battlefield: +X VP equal to the total Pilot Level of 3 surviving units.

Last Bastion: +3 VP if your Commander survives. Gain a bonus +3 VP if 50%+ of your units (round up) were destroyed as well.

Minimize Losses: +5 VP if 50%+ of your units (round up) survive the battle. Gain a bonus +1 VP each time you spend at least 1 Momentum to save a unit.

Flawless Insertion: +10 VP but lose 1 VP for each of your units destroyed in Round 1

Invincible: +1 VP each time your unit take 0 DMG from a Shooting or Melee attack.

Control the Battlespace

Repel the Enemy: +1 VP anytime an enemy model leaves your half of the battlefield or is destroyed on your half of the battlefield.

Dominate the battlefield: At the end of each round gain +3 VP if you have units in 3 quadrants, +4 VP for 4 quadrants. Do not count units within 8" of the center.

Behind Enemy Lines: At the end of each round gain +2 VP if you have 1 unit within 16" of the enemy table edge and +3 VP for 2+ units.

Scorched Earth: +5 VP when you use a melee action on a Control Point destroying it.

Swelling Momentum: +2 VP at the end of each round if you have more Momentum.

DEFEND THE CITY | RAMPAGE

DESIGNER'S NOTE: THIS IS A FAST GAME MODE WHERE MONSTERS SPEND MOST THE TIME FLATTENING BUILDINGS, YOU'LL GET THE MOST FUN WHEN THERE ARE 2+ MONSTERS RAMPAGING IN THE CITY. IT'S EVEN MORE FUN IF ONE PLAYER TAKES CONTROL OF THE MONSTERS WHILE THE OTHER PLAYERS EACH CONTROL A GIANT ROBOT DEFENDER.

SETTING UP THE GAME

- One side will be the Attacker the other will be the Defender.
 - In a Free-for-all Rampage all players are treated as the Attacker.
- Setup 20–30 buildings spaced 4–12" apart then use Alternate Deployment Rules.
 - You can use whatever you have around the house as a proxy.
- This game mode does not use Control Points.

Solo Play Mode

- If you are the Rampaging Attacker use the Mecha behavior table on page 17.
- If you are the City Defender use the Kaiju behavior table on page 18.

GAMEPLAY

The attacker's goal is to destroy the city, the Defender's goal is to stop the enemy as fast as possible. The battle concludes at the end of Round 5. Additional rules are in effect.

Clash of the Titans

- You may not target a building if there is a closer enemy target
- **Rampage:** You can use **Crash Through and Trample** on targets with the same size.
- Regardless of battle size both sides start with [M=7]
 - The Attacker gains [M+1] for each building they destroy. (Max 3 per Turn)
 - The Defender gains [M+1] any turn their unit(s) takes DMG.

VICTORY POINTS

- Use the Victory Points from Simple Battle and the ones below.
- The Attacker gains +1 VP (Max 10) for every 2 buildings destroyed (round up).
- The Defender gain double VP for destroying a Unit in Round 1 or 2.

DEFEND THE CITY | RAMPAGE - ENDURANCE MODE

DESIGNER'S NOTE: THIS IS AN ALTERNATE GAME MODE WHERE YOU DEPLOY YOUR UNITS IN WAVES. THIS IS MODE IS GREAT FOR A SRW STYLE GAME WHERE EACH WAVE IS A NEW UNIT FROM A DIFFERENT SERIES OR UNIVERSE.

Setting up the Game

In this game mode players split their forces into three waves that arrive in Round 1, 2 & 4. Each wave uses the alternate deployment rules. [M=7] at the end of each Round.

First, the players agree on how many points for each wave. Below are some examples.

- Example: Each wave is 500 or 750 or 1000 or 1500 or 2000pts.
- Example: The first wave is 500pts, the second and third wave are 1000pts.

Special: If all your units are destroyed you may field the next wave at the end of the round.

ENEMY MECHA 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 Level 0 Basic Pilots 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.
- Enemies will put all their dice on Melee DEF 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:

- Units with Indirect Fire weapons ignore "Hidden" and use "Behind Cover" instead.
- 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	Hidden	HP<50%	Unit is Behind Cover & Target is in Range	Default
1	Hold	Retreat	Hold & Attack	Attack & Retreat
2-9	Flank	Attack & Retreat	Hold & Attack	Attack!
10	Blitz	Last Stand	Last Stand	Finish Them!

- **Hold** – Hold Position and stay where you are.
- **Retreat** – Fall back with Full Throttle and break Line of Sight if able.
- **Attack** – Make a Shooting and/or Melee Attack against the nearest enemy target.
- **Flank** – Move to gain Tactical Advantage. Attack if able, otherwise Full Throttle.
- **Blitz** – The unit gains Move+5" this turn then moves to attack the nearest enemy.
- **Last Stand** – Hold position and Attack. They gain +1 Hit on Shooting and Melee.
- **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.

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 Level 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.

UNIT UPGRADES

For some games, you may have a hard time hitting the exact points total. In that case use the below options to spend your excess points. Warships may only take Advanced Sensors, CAPT upgrade, Performance Upgrade, Repairs Upgrade, or Reactor Upgrade.

In MechaStellar it is common to rename traits to fit the unit. You cannot take a trait if it has a duplicate effect as one you already have. E.g. If you already have a trait that gives Move+5" and Fly in Round 1 then you cannot take Dynamic Entrance has the same effect.

Advanced Sensors (+10pts)

- Increase the units Sensors by +2". You may select this upgrade multiple times.

Anti-Beam Coating (+50pts)

- Choose a unit to gain +2 to Armor Saves vs [E]nergy Shooting Weapons

Army of One (+50pts)

- This unit may use two different Pilot Skills per Turn.

Highly Skilled MS Pilot (+20pts or +50pts)

- These upgrades allow your **MS** Pilot to use a Pilot Skill for free once per Round.
 - You are still limited to using only one Pilot Skill per unit turn.
 - You may only choose this upgrade once per unit.
- +20pts Upgrade
 - Accelerate, Bullseye Giant Slayer, Mayhem, Persevere
- +50pts Upgrade
 - Shooting Counterattack, Take the Shot, Unbeaten

Bonus Skill - Giant Slayer [M-1]

- Gain +1 ARM PEN this turn. Bonus +2 PEN in Melee if the target is a larger Size.

Bonus Skill - Mayhem! [M-1]

- After the **Melee Clash** make an **Overwatch Attack** with +1 Critical Hit.

Bonus Skill - Persevere [M-2]

- This turn take -200 DMG per Hit. In Rounds 4+ it becomes -300 DMG per Hit.
- This skill cannot reduce an attacks damage value below 100 DMG.

Bonus Skill - Shooting Counterattack [M-2]

- If your unit survives an enemy shooting attack, they may immediately **Return Fire** at the aggressor using a single shooting weapon within range.

Bonus Skill - Take the Shot! [M-2] Choose one of the below benefits this turn

- Your next attack ignores Shooting or Rapid Fire penalties and gains Range+16".
- Ignore Blocks from Shields & Cover when firing a weapon with ARM PEN 3+.
- You may make a Shooting attack at a target engaged in Melee with an ally.

Bonus Skill - Unbeaten [M-2]

- Reroll any **Melee DEF** dice this turn. You may still use **Skill Defense**.

Performance Upgrade (+50pts)

- Tune up and refurbish a unit. Raise their Performance by 2 points, increase its Shooting and Evade stats by +1 and Melee by +1d10.
- At Performance 5+ and Performance 8+ your units receive the following:
 - MS gain Sensors+2", Move+2" & HP+1000.
 - Super Robots gain Sensors+4", & HP+1400.
 - Kaiju / Super Heavy gain Sensors+2", Move+1" & HP+2000.
 - Warships gain Sensors+8" & Moves+1 & HP+1000
- **Limitations:** You may not upgrade a unit if their Performance would be higher than the unit with the highest performance your opponent's forces.
 - *Example: Your opponent has a Performance 9 unit. You could upgrade a unit with Performance 4 to 6 and again from 6 to 8, but no further.*

Performance Reduction (-50pts)

Designer's Note: Field a model that has not received maintenance or had time to repair.

- Lower the units Performance by 2 points, reduce its Shooting and Evade stats by 1 and Melee by 1d10.
- If a unit's Performance falls below 8 or 5 it receives another penalty.
 - MS lose Sensors+2", Move+2" & HP+1000.
 - Super Robots lose Sensors+4", & HP+1400.
 - Kaiju / Super Heavy lose Sensors+2", Move+1" & HP+2000.
 - Warships lose Sensors+8" & Moves+1 & HP+1000
- **Limitations:** A Unit's Performance and Evade cannot fall below 0.
 - You may not choose a unit with Performance 0-1 or Evade+0.
 - You may not select a unit whose base cost is less than 80pts.
 - Remove Pilot Levels and Traits to find the base cost.

Pilot / Captain / Kaiju Upgrade (+50pts)

- Improve a unit from Level 0 to a Level 1 (Skilled Pilot / Captain / Dreadful Kaiju)
- Improve a unit from Level 1 (Skilled Pilot / Skilled Captain / Dreadful Kaiju) to a Level 2 (Ace Pilot / Battle-Hardened Captain / Unstoppable Kaiju).
- At Level 1 they have a Level I Trait, at Level 2 they can have either two Level I Traits or one Level II trait. Pilot & Captain Traits are found in the core rules.

Pilot / Captain / Kaiju Downgrade (-50pts)

- Reduce a unit from Level 2 to Level 1 Pilot / Captain / Kaiju.
- Reduce a unit from Level 1 to Level 0 Pilot / Captain / Kaiju.
- You may also reduce the units cost by removing traits associated with the pilot such as "Skilled Swordsman" or "Seeking Shots" or "Secret Technique"
 - Reduce the unit's points by the Trait value.
 - Trait+I is 10pts, Trait+III is +30pts, Trait+V is +50pts etc.

Superior Instincts (+100pts)

- Choose an Ace Pilot or your Commander.
- They are immune to Blindside and twice per game gain +3 Blocks this Turn.

Super Heavy / Kaiju - Havoc +1 (+100pts)

- Your **Super Heavy / Kaiju** Unit gains +1 Havoc
- Your base Havoc stat is capped at 1 for Frame 1 – 2 and 2 for Frame 3 – 5 units.
 - Performance 5+ and 8+ raise the cap by 1 each.

Super Heavy / Kaiju - Widespread Havoc

- Choose a **Super Heavy / Kaiju** to gain Havoc+1. The unit is worth +2VP.
 - Your starting Momentum is reduced by 2.
 - You may select this upgrade only once per unit.

Super Robot - Power +1 (+50pts)

- Your **Super Robot** unit gains +1 Power.
- Your base Power stat is capped at 2 for Frame 1 – 2 and 4 for Frame 3 – 5 units.
 - Performance 5+ and 8+ raise the cap by 2 each.

Super Robot - Immensely Powerful

- Choose a **Super Robot** to gain Power+2. The unit is worth +2VP.
 - Your starting Momentum is reduced by 2.
 - You may select this upgrade only once per unit.

Warship Reactor Upgrade (+50pts)

- **Warships** improve their Actions stat by +1.
 - A Warships Actions cannot exceed their Frame level +3.

Warship Repairs Upgrade (+10pts)

- Pick this trait to represent an experienced Deck Chef and Hangar crew
- Warships improve their Repair stat by +100HP (Max 1000HP)

TRAIT UPGRADES

Ambusher (+10pts)

- After being deployed gain [Tactical Advantage] for your first attack within 24".

Awe Inspiring Arrival (+10pts)

- On the first turn you are attacked gain +1 Block vs each enemy attack action.
 - This does not stack with abilities that offer the same effects.

Decoy Attack (+20pts)

- By setting a decoy or making use of a sudden decoupling this unit gains Blindsight on Melee attack at the cost of [M-1]

Desperation Attack (+30pts)

- In Melee if you roll three of a kind with a Close Combat [CC] weapon treat those dice as Critical Hits. Only dice rolls of 5+ are eligible.

Dynamic Entrance (+10pts)

- This unit gains Move+5" & Fly in the first round of battle.
 - This does not stack with abilities that offer the same effects.

Fuel Hungry (+10pts)

- Full Throttle gives an additional Move+5" but you may not use it after Round 3.

Heavy Payload (+Xpts)

- Choose a unit to gain 1 additional use of a Missile, Rocket or Grenade weapon.
- The cost depends on the number of slots the explosive uses.
 - Most of these will be 1 slot, 2 if it is twin-linked.
 - This upgrade costs 10pts for each slot needed.
- Compare the units EQ Slots and uses to determine how many slots are needed.
 - For instance if it has 3 uses & 9 slots, then each missile uses 3 slots
 - Thus Heavy Payload for this weapon would be +30pts for each use.

Missile Massacre (+50pts)

- Once per Turn an E[x]plosive weapon can strike two targets within 16" of each other
 - Make the standard number of attacks against each target.
 - This does not stack with other abilities that give a bonus target.

Seeking Shot (+50pts)

- Your target may not reroll Evade dice and may not improve their Evade bonus.
 - Requires a Level 1+ Pilot or Kaiju

Swordsman / Martial Artist (+50pts/+100pts)

- Skilled (+50pts) Enemies in Melee have a -1 Accuracy (i.e. 5+ to 6+) to Hit you.
 - Requires a Level 1+ Pilot or Kaiju
- Master (+100pts) Enemies in Melee have a -1 Accuracy (i.e. 5+ to 6+) to Hit you and to Block against your attacks.
 - Requires a Level 2 Ace Pilot or Unstoppable Kaiju

COMMANDERS

Designer's Note: Commander traits allow your lead unit to stand out from the rest.

After you see your opponent's forces, designate a unit as the **Commander** in charge of this operation and critical to its success. Choose a trait from the list below. If your Commander is destroyed you loses any benefits they were providing.

In a multiplayer game such as a 2v2 tag team you can give each player a Commander trait for their forces, or you can stick with one unit as the overall Commander.

COMMANDER TRAITS

Unyielding – Commander rerolls failed ARM Saves. **Once per Round gain +2 Blocks.**

Three Times as Fast! – Gain Fly, Move+5" and reroll up to 3 Evade dice per attack.

Commando – Your opponent may only target your Commander if they are the closest model.

Count allied models when determining if the Commando is the closest model.

- This trait overrides targeting rules such as **Return Fire** or Level 1+ Pilots etc.
- Size 2+ units cannot benefit from this trait.

Vigilant Leader – Allied units gain +1 Shooting accuracy versus enemies within 24".

Bold Leader – Allied units Hit in Melee on a 4+. Your Commander also Blocks on a 4+

Impressive Skill – Reduce the cost of your Commander's Skills by 1 (Min. 0).

The cost of Skill Defense, however, cannot be reduced.

Galvanizing Display – Gain [M+2] on any Turn your Commander is attacked.

Rallying Leader – Gain [M+1] each time an allied unit is destroyed.

Bonus [M+2] if it was Frame 3+ unit or had a Level 1–2 Pilot/Kaiju/Captain.

Resourceful – Your starting Momentum is increased by 1.

Your Commander gives you a bonus [M+2] at the end of each round.

Decimator – **Tear through the Ranks** costs [M-0] vs Frame 1–2 Units. Any Round where your Commander destroys a unit **or reduces it to <50%HP** the enemy loses [M-2].

FLEET COMMANDER

If both players are running Stellar Warships, they may agree to have one of their Warships become a Fleet Commander and gain access to one of the powerful traits listed below.

Don't Give up the Ship – Your Fleet Commander rerolls any failed Armor Saves.

Blockade Runner – Gain Move+3” and reroll up to 2 Evade dice per attack.

Ship Hunter – Fleet Commander's **Lock-on** gives +2 Shots or +2 Hits vs Warships

Pinpoint Air Defenses – Allied warships gain +1 Hit with [AA] weapons and +1 Block with AA Defense / Ship Melee.

Fleet Missile Defense – Allied units within 24” gain +2 Blocks vs E[X]plosive weapons that were fired more than 16” away.

Missile Saturation – The Reload action instead reloads all E[X]plosive weapons. Allied warships gain +2 Hits with [AA] E[X]plosive weapons.

Carrier Armada – All warships double their Catapult and Repair stats. Units may embark within 12” instead of 8”.

AWACS Support – All non-Warships gain Target Lock when they are attacking a unit within your Fleet Commander's Sensors range.

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EXCEPTIONAL PILOT TRAITS

A Skilled Pilot (Level 1) has one Level I Trait. An Ace Pilot (Level 2) can have two Level I Traits or one Level II trait. You can of course rename these traits to better fit your pilot.

LEVEL I PILOT TRAITS

Close Combat Expert / Merciful

- In Melee gain +1 Hit on ATK and +1 Block on DEF.

Elusive / Cool Under Fire / Cunning Pilot

- Vs Shooting attacks improve the bonus to Dodge and Guard by 1. (Max 3)

Fighting Spirit / Guts / Idealist / Unwavering Loyalty

- When this unit activates if their HP<50% or [M=0] gain [M+2] OR 2 Focus Actions.
- [M+3] when this unit is destroyed.

Gunnery Expert / Marksman

- +1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.

Headhunter / Hunting for a Rival / Elite Guard

- Gain +1 Hit (+2 with DMG 0–200 Weapons) Vs Level 1–2 Pilots/Kaiju/Captains.

Hot Blooded / Driven / Defiant / Rage

- [M+2] if you engaged an enemy unit or end your turn 5" closer to an enemy.
- All weapons gain +1 Hit this turn if you activated due to Return Fire.

Immortal / Overconfident / Daredevil

- Starting in Round 2 gain [M+2] on this unit's turn if their HP is 50% or greater.

Mechanics Expert / Robotics Expert / Ship Hunter

- When this unit activates choose a weapons bonus this turn: +1 PEN or +100 DMG.

Renowned / Inspiring Pilot / Seasoned Veteran / Well Trained

- Gain [M+1] or +1 Focus action when this unit activates.

Tactician

- When the Round starts give 2 allies in LOS or Sensors a Focus actions on their turn

LEVEL II PILOT TRAITS

Burning Passion / Overzealous / Ruthless

- [M+2] if you end your turn engaged or 5" closer to an enemy unit.
- All weapons gain +1 Hit this turn if you activated due to Return Fire.

Deadeye / Furious Fusillade

- +1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.
- **Deadeye** – Precision also lets you target units that are engaged in Melee.
- **Furious Fusillade** – Barrage lets you **change your weapon's Rapid Fire to RF+1**.

Grand Strategist

- When the Round starts give 5 allies in LOS / Sensors a Focus action on their turn.

Invincible / Untouchable

- Vs Shooting attacks improve the bonus to Dodge and Guard by 1. (Max 3)
- **Invincible**: Once per Round while using Guard, Crits vs this unit are instead Hits
- **Untouchable**: Once per Round while using Dodge, Crits vs this unit instead Miss.

Killer Instinct / Berserker

- This trait takes effect when HP<50% or an ally Skilled / Ace Pilot is destroyed.
 - Gain +1 Block versus each enemy attack.
 - **Killer Instinct**: Gain +1 Hit on all attacks (+2 with DMG 0–200 weapons)
 - **Berserker**: Gain +3 Hits in the Melee Clash.

Legendary Pilot / War Hero / Infamous Ace / Genius Pilot

- Gain [M+2] or +2 Focus Actions when this unit activates.

Mastermind / Fearsome

- When this unit activates choose a bonus for this turn: +2 PEN or +200 DMG.

Merciless Melee / Master of Close Combat

- In Melee gain +2 Hits on ATK and +1 Block on DEF.
- It costs an additional [M-1] to disengage from this unit.

Solo Operative / Lone Wolf

- Once per Round you can benefit from both Guard & Dodge or Guard & Counter.
- When this unit activates if there are no allies within 16" gain [M+1].

Unflinching Courage / Heroic Spirit / Steel Resolve

- When this unit activates if their HP<50% or [M=0] gain [M+3] OR 3 Focus Actions.
- Gain [M+1] each turn you attack a Level 2 enemy Ace / Unstoppable Kaiju.

Warmonger / Reaper

- Gain +2 Hits (+4 with DMG 1–200 Weapons) Vs Level 1–2 Pilots/Kaiju/Captains.

EXCEPTIONAL CAPTAIN TRAITS

A Skilled Captain (Level 1) has one Level I Trait and a Battle Hardened Captain (Level 2) can have two Level I Traits or one Level II trait. You can rename these as usual.

LEVEL I CAPTAIN TRAITS

Daring / Brash Captain

- Vs Shooting attacks improve the bonus to Dodge and Guard by 1. (Max 3)

Determined Captain / Steadfast Crew

- When this unit activates if HP<50% or [M=0] gain [M+2] OR +2 Actions.
- When this unit is destroyed gain [M+3]

Discerning / Crafty / Scheming Captain

- When the Round starts give 2 allies in LOS or Sensors a Focus actions on their turn

Expert Engineering Division

- When this unit activates choose a weapon bonus for the turn: +1 PEN or +100 DMG.

Expert Gunnery Crew

- +1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.

Renowned / Inspiring / Devoted Captain

Gain +1 Momentum or +1 Influence or +1 Action when this unit activates.

LEVEL II CAPTAIN TRAITS

Cavalier / Haughty Captain

- Vs Shooting attacks improve the bonus to Dodge and Guard by 1. (Max 3)
- Gain +1 Block versus weapon within 16"

Fearless / Dauntless / Stoic Captain

- When this unit activates if HP<50% or [M=0] gain [M+3] OR +3 Actions.
- If a weapon is destroyed gain +1 Action permanently.

Fearsome / Dreaded Captain

- When this unit activates choose a bonus for this turn: +2 PEN or +200 DMG.

Legendary Captain / War Hero

- Gain [M+2] or [I+2] or +2 Focus Actions when this unit activates.

Sharp Witted / Wiley Captain

- Vs Shooting attacks improve the bonus to Dodge and Guard by 1. (Max 3)
- Once per Round you may swap your current Captain's Order with a new one.

Strategic Captain

- When the Round starts give 5 allies in LOS / Sensors a Focus action on their turn.

REVISION LOG

VER 9.1 November

- Updated the bonus for Performance Upgrade at 5+ and 8+
- Updated Secure the Objective such that you retain control of a Control Point until your opponent captures it.
- Added alternate Control Point Layout (Plus sign) for Simple Battle & Confrontation
- Added VP in Simple Battle for Battle Damage or declaring Revenge or a Challenge.
- By popular demand added in VP for Frame/Pilot destruction to Confrontation and Secure the Objective.
- Increased Primary Objective VP for Secure the Objective.
- Updated Secondary Objectives and raised the cap to 10VP

VER 9.1R1 December

- Noted that Warships are worth double Victory Points
- Noted that you must end your turn near a Control Point to capture it
- Added Anti-Beam Coating, Decoy Attack & Highly Skilled as Points Upgrades

VER 9.2 December

- Replaced "Lost a Prototype" with "Lost a Critical Machine" which triggers based on cost instead of Frame 4+
- Clarified what upgrades Warships can take.
- Added a note about terrain to the Battlefield size section.
- Secondary Objectives – Top Gun – Noted that the Commander is a bonus +2VP
- Updated VP for Defend the City | Rampage Endurance Mode
- Gave Push / Pull weapons a bonus in Defend the City

VER 9.2R1 January 2024

- Adjusted the upgrade bonus for Performance improvement
- Added Logistic Support to wargame rules

VER 9.2R2 January 2024

- Clarified note regarding traits that duplicate effects
- Updated Highly Skilled MS Pilot, Superior Instincts, Awe Inspiring Arrival
- Added Army of One, Fuel Hungry, Warship Reactor & Repairs traits

VER 9.3 February 2024

- Moved End of Round [M] bonus and Pilot / Commander traits to the Wargame rules
 - Updated Unyielding, Impressive Skill, Decimator and Merciless Melee.
- Control Points give Momentum at the end of each Round instead of only once.
 - Updated Control Point layout.
- Simplified Defend the City Rules
- Updated / Consolidated Pilot Traits and the Impressive Skill Commander trait.