# MechaStellar Core Combat Rules

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

## Introduction

MechaStellar started off as a simple ruleset for a group of friends to get together and battle it out with their favorite Mechs. The game rules have evolved over time from a series of RPG one shots into a specialist miniature war game to facilitate large scale battles between big armies as well as small scale conflicts between seasoned and heroic pilots.

For very large armies the game is best played with small miniatures such as gashapon capsule toys which also lets you reutilize 28mm scale war game terrain. You can easily find these online by searching **Gundam 1/400** or **Super Robot Wars Gashapon**.

For smaller games you can also field your favorite action figures such as **Robot Spirits, Chogokin, Revoltech**, or your expertly assembled model kits including **Gunpla, Moderoid**, or **Super Minipla**. For large figures the only rules change is a larger melee engagement range.

For the parents out there, large models can be fun with the kids if you transform the entire living room into a battlefield. Don't worry about measuring distances for these games.

Here are examples of different figures: https://mechastellar.com/miniatures-and-models/

## Goal

MechaStellar is designed to simulate small scale and large–scale conflicts between iconic Mecha. The ruleset is meant to be fast and fluid to allow you to play a game in 1–2 hours for large battles (10-30 models per side) or 30-60 min. for small ones (2-5 models per side).

The game is balanced to best represent the lethality of the most popular Real Robot series while also allowing enough flexibility to include everyone's favorite Super Robot show. Combat will be more lethal the closer you get, with Melee being the most dangerous.

As a design goal, we strived to make rules easy to remember leaning towards simplicity over complexity while providing a modest depth of strategy via the Momentum system. There are also a few optional rules modules you can use to change the play experience. Premade Mecha Profiles are provided on our website linked at the top of the page. On the last few pages there is a breakdown of the different parts of our Mecha Unit Profiles.

## What you need

- Mecha Unit Profiles and Models to represent your units
- Battlefield Terrain such as handcrafted or 3D printed varieties.
    - Books, cans, trays, packaging material, foam, etc. make for quick substitutes
- A Small tape measure. Always use the center of a model when measuring.
- Ten 10–sided dice (10d10) per player preferably one color of dice per player.
    - Additional dice are handy to track Momentum & Damage.
- Pencil and Paper to track Momentum, Damage and make notes.

# Table of Contents

# What's New in MechaStellar VER 9?

Here's a list of changes if you haven't played since VER 8 was released in February 2022

## MechaStellar VER 8

To start the main rules doc was split into two. Core Combat Rules is for playing the game while the Wargame Rules has upgrade options and Versus and Solo / Co-op game modes.

### Core Rules Updates

- Updated several rules sections and mecha profiles to cut down on mental math.
- Updated engagement ranges to accommodate players using larger models.
- Provided additional options for the Focus action.
- Simplified several steps in the Melee Clash and added Finishing Blow.
- Changed Armor Saves to be universal for all unit types as a flat 1000 DMG.
- Updated Armor Saves to be max 3 per weapon, but [M-1] to pass a failed Save.
- Updated the rules for various Pilot Skills and Traits. Added Captain's Orders.
- Added the following Optional Modules
    - Gritty Mecha Battles Module and the high power SRW Module.
    - Influence Pool for Strategic Commands
    - Stellar Warfare, Stellar Warships and Low Gravity Battles
- Fixed several loopholes regarding AOE weapons, Terrain, Disengage, Indirect Fire.

### Wargame Rules Updates

- Updated the Victory Points for several Versus modes.
- Added army building and unit upgrades for points matching.

## MechaStellar VER 9

The big chance from VER 8 to VER 9 is the Power system for Super Robots and Kaiju. Previously Power was used as a budget for which weapons you could use for the Round. The Power stat has been repurposed to be a potent bonus instead.

For Super Robots Power is meant to represent cranking the dial up to maximum before firing off your laser vision or heat ray. For Super Heavy Robots & Kaiju, Havoc represents throwing your considerable weight around dealing massive collateral damage as a result.

VER8 & 9 have focused on cutting down on mental math and making it easier to run multiple units so Super Robots, Kaiju and Warships play the same as a MS now.

When Shooting all units have can choose a bonus of precision (+ACC) or barrage (+Shots) while the target can choose to Dodge (+Evade) or Guard (+Blocks). Upgraded Pilots & Kaiju now upgrade these as passive bonuses.

Lastly the Critical Range is now 1s and 2s on Shooting and 9s and 10s on melee attack.

Designer's Note: Below is a list of important game terms organized by concept.

## Mecha / Mech

### MS Mecha

Prioritize mobility but have low durability. MS are often used for Real Robot shows.

### Super Mecha & Kaiju

Prioritize durability and stronger weapons. Super Robots are used for Super Robot shows. A Super Heavy has even more HP but lower Evade than a MS or Super Robot. This type is used to model durable slower types like a Megadeus, Mechasaurus, Jaeger or Kaiju.

### Stellar Warships

Prioritize firepower and volume of fire over Evade. They are best used as force multipliers.

## Mecha Stats: Frame, Performance & Pilot

These three stats determine the main components of your Mech and its derived stats.

### Frame

Frame establishes a baseline HP for your Mech and how much equipment can be mounted to it. Frame 1–2 is for grunt mechs, 3–5 is for prototypes & high–end models. High Frame units typically have cutting edge technology boosting Shooting Accuracy, Melee & Evade.

### Performance

Performance reflects targeting, maneuvering, sensors and electronics that all improve with the march of time. In mecha shows typically newer units have higher performance than older models although some exceptions prioritize cost effectiveness over performance.

### Cross Universe Compatibility

If you set up super robot wars style game with Mecha from different universes the most important thing is ensuring both sides have a similar Performance range (i.e. 2–5 or 6–9).

### Pilot

Pilots are grouped into 3 Levels: Level 0 Basic Pilots, Level 1 Skilled Pilots (naturally talented or experienced veterans) and Level 2 Ace Pilots, the best of the best. Any rule that applies to a Skilled / Ace Pilot also applies to a Dreadful / Unstoppable Kaiju.

### Derived Stats

Shooting Accuracy, Evade, & Melee are a function of your Frame and Performance.

### Combat Roles

Each mech has several Combat Roles to choose from that affects multiple stats.
- Battlers are your front–line fighters with strong Shooting Accuracy and Melee.
  - Interceptors are front line defenders with the best in class Evade.
- Raid & Attackers are meant to break past the front line and attack softer targets.
- Firepower & Snipers are long range units that will bombard or snipe the enemy.

## Combat Actions

Most Mechs only have one action, however, Movement and Melee do not require an action.

### Full Throttle

This action represents pushing the controls forward and using all the thrust and engine speed available to improve your movement. You can also visualize it ignoring elevation as a kaiju charging and clambering up buildings or a mecha travelling via grappling hooks.

### Shooting Attack

Shooting weapons fire a number of shots at the enemy. The target makes an Evasion check where they roll a d10 vs each shot. +1 Shot means the defender rolls another d10 to evade. +1 Hit means an auto–hit, but it can still be blocked by a Shield, Cover, Momentum, etc.

### Shots & Hits

A Shot or Hit does not necessarily represent the number of shots being fired. For example, one hit from a Beam Rifle might be a glancing hit while 2–3 Hits would be a direct hit.

### Rapid Fire

When you are within ½ a weapon's Max Range you can Rapid Fire for additional shots. This is meant to represent at closer range your shots at more likely to hit the enemy.

### Melee Clash

Melee is a free action once per turn. Both sides split their dice into ATK and DEF pools. If the attacker has more successes, they damage the Defender. If they survive, the Defender gets to counterattack while the Attacker now has to Defend with their remaining dice.

### Damage & Critical Hits

Damage is a flat value multiplied by the number of hits (i.e. 500 DMG per Hit). A Critical Hit (1 on an Evade roll or 10 on a Melee Attack) counts as 2 Hits.

### Blocks

Blocks are used to block Hits. In the Narrative it can be described as blocking with a shield or beam saber, but it also represents a quick dodge or superficial damage from a near miss.

### Focus

Is used to improve Shooting or Melee such as a gunner zeroing in on a target or a warrior's all–out attack. It is an abstraction where the bonus comes from the pilot or the mech.

### Size

Several systems including Crash Through and Throw Terrain give a bonus based on Size. These are geared towards Kaiju and large units since the majority units are Size 0.

## Momentum System

Momentum (often denoted as [M-#]) reflects your forces morale and training, it is spent on Pilot Skills to protect or enhance your units. The most common is Skill Defense which you can visualize this as dodging, defending, strengthening a barrier, etc.

## Tactical Advantage

Gives a Shooting/Melee bonus based on positioning, such as `High Ground` or a `Blindside` attack from behind.  Tactical Advantage is applied once and does not stack with itself.

## Weapon Profiles

MechaStellar is geared more towards simplicity and usability over granularity so there is one profile rather than dozens of unique beam rifles or missiles.  Super Robots which often have unusual weapons, start with one of the basic profile and upgrade from there.

### Kinetic Weapons [K]

Machine guns, bazookas & railguns which typically have higher DMG but lower ARM PEN.

### Energy Weapons [E]

Lasers, Beams, Heat Rays etc. which typically have lower DMG but higher ARM PEN.

### Homing Explosives [X]

Missiles pods, micromissiles, grenades etc. which have a limited homing capacity.

### Armor Saves

Armor Penetration (ARM PEN) forces an ARM Save, failing it deals 1000 DMG.  It can also disable a weapon, propulsion or the main camera via the Battle Damage optional module.

### Destroyed Units

A destroyed unit doesn't always mean completely obliterated.  The unit may be inert on the battlefield or be mobile enough to immediately retreat.  Either way remove it from play.

### Low Cost

This equipment option is primarily used for Mechs that are known for being cost efficient or easy to mass produce.  It is also used as design space for units that carry more weapons, armor, propellant and so forth later on in their respective series.

## Order of Operations

On Offense any abilities that improve an attack such as +1 PEN, the `Make it Count` skill, or a special move like a Giga Drill must be announced before the attack.  On Defense you may roll before deciding to use your traits or skills such as Skill Defense.

## Rule Interactions

In cases where rules may conflict, go with the specific exception over the general rule.  For example, normally you can Melee only once per turn, however, there is a Skill that lets you bypass this and melee attack again.  This is a specific exception to a general rule.

**Rules can stack, but bonuses to Shooting Accuracy, Evade, & Focus are capped at +3.**

## Rule Zero

This is a friendly ruleset so it's important to have fun with your giant fighting robots.  During a game if a rule does not make sense or conflicts with another rule talk it over with your opponent and come to an agreement on an outcome that is both sensible and fair.

## Deploy Units

Each side takes one half of the battlefield.  We recommend a dinner table or FLGS table for your battlefield to make the most of your ranged weapons.  Each player sets up Terrain.

The player with the most units deploys first and sets up all their forces. You may deploy your forces from the table edge a distance equal to ½ the length of your half the battlefield. i.e. On a 48" long table, your half is 24" so you can deploy up to 12" from the edge.

### Alternate Deployment

Designer's Note:  This type of deployment is perfect for representing an ongoing skirmish with forces scattered across a city or jungle with each side trying to outflank the other. You and your opponent take turns deploying units one by one <u>anywhere</u> on the table except for High Ground. Whoever has the most models deploys first. You may not deploy within 16" of another unit unless you are behind Line of Sight (LOS) blocking terrain.

In either option, after deployment is complete both players may adjust their models facing.

## Definitions

- A battle Round is complete when every unit has activated and taken a turn.
- A Unit is a model of a Mecha or other vehicle that participates in the battle
- A Unit Turn means a Unit activates and takes any Actions available to it.
- A Unit can only be activated once per round.  Most units have one Action.
- There are four primary Actions: Shoot, Melee, Focus and Full Throttle.
    - Note: Melee is a free action usable only once per unit turn.

## Start the Battle!

Before each battle round starts both sides will roll off with a d10.  The player who rolls highest can choose to go first or second, in the event of a tie reroll.

### Challenge Accepted

Each Round the first unit activated may Challenge an enemy.  These units must target each other with all their attacks. As a bonus they gain +1 Block versus all other enemies. Naturally, if you retreat or hide from LOS the enemy is no longer required to strike back.

Once per game if an allied Level 1+ Pilot is defeated you may declare Revenge.  Doing so gives those two units a permanent Challenge for the remainder of the game.

### Alternating Activations

- The 1st Player activates one unit, then the opponent activates one unit.
- Return Fire!  Your opponent must activate the unit you just attacked unless it has already taken a turn. If multiple units were attacked your opponent chooses one.
    - That unit must attack the aggressor provided the target is visible and within effective range.  Snipers, Warships & Level 1+ Pilots/Kaiju ignore this rule.
- Repeat until all units are activated.

## Movement

- Your Movement value shows the max horizontal distance you can move each turn.
    - You can move, attack, then move but only up to your max horizontal distance.
    - You can freely move over terrain that is either 2" or ½ your model's height.
    - You can pre–measure distances but keep it to 1 minutes or less.

## Facing

- When you activate a unit you may change its facing and rotate it up to 360°.
- When you move a model you may either have its facing match the direction it is moving or you can keep its initial facing to represent strafing or moving backwards
    - On Melee Attack you must rotate your model to directly face the enemy.
- At the end of your turn you can rotate your model up to 90°.

## Engagements

- Mecha figures come in many different sizes, you and your opponent choose one of the below engagement ranges for your battle. We recommend the following:
    - If most of the models are <4" engagement range is 4" + the Size stat.
    - If most of the models are >4" engagement range is 6" + the Size stat.
        - *VoltLion is 8" tall and Size 2. Its engagement range is 8".*
- Anytime you move within engagement range you become locked in Melee combat which prevents other units from targeting you outside of special circumstances.
    - On your turn you still can move but you must stay within engagement range.
    - You must defeat your enemy or use the `Disengage` skill to escape.
- To move around an enemy you must fully stay outside their engagement range.
    - Careful positioning can block off an attack route to protect your flagship, home base, key objective, or a vulnerable ally.

## [Action] Full Throttle! / Charge!

- Gain Move+5" & Fly this turn. You can only benefit from this action once per turn.

## High Ground

- Before battle designate which terrain pieces will be `High Ground`.
    - We recommend 4+" for small models and 6+" tall terrain for larger models.
    - `High Ground` requires `Fly` or a `Full Throttle/Charge` action to get on top.
    - You lose [M-1] if you drop down the same turn you gained High Ground.
- Units with `Fly` may freely move over terrain pieces but `High Ground` terrain requires them to measure diagonally from the model's feet to get on top.

## Transforming Units

- These units can Transform at the Start of their turn or during Melee Counter ATK.
- Transforming gives a benefit and a drawback *i.e. Gain Move+5" but Melee DEF is 7+*
    - Additionally, while Transformed you cannot take turns sharper than 90°

# Weapon's Range

- A weapon's profile shows its maximum effective range. To check if a target is within range measure from the center on your unit to the center of the target unit.
    - o For most mecha models in a standard pose the center will be their head.
    - o Warships come in many shapes measure from the center most gun–turret.
- Rapid Fire – Some weapons gain more or less shots while within half range.
    - o *Ex: Your Beam Rifle has a max effective range of 32" where it fires 4 Shots. At Rapid Fire Range (within 16") you have RF+1 for a total of 5 Shots.*

# Line of Sight (LOS)

Designer's Note: LOS is meant to be a quick check of "can you see it or not?" If you can only see a single limb or an antenna then you need to move to a better position.

- You must have clear LOS to use a shooting or melee attack action. Position your eye behind your model. You can shoot if you see at least one third of the enemy model.
    - o In general, if you can shoot the enemy then the enemy can shoot you.
        - ▪ At least one third of your model must be outside of cover to shoot.
        - ▪ *i.e. You cannot place just the rifle outside of cover and then fire.*
    - o Some terrain, like Forests, obscure LOS so you cannot shoot through them.
- Indirect Fire [IDF] does not need LOS but is fully stopped by overhead Cover.
    - o Targets within engagement range of Cover keep their Cover bonus vs IDF.
        - ▪ Cannons cannot Indirect Fire in Stellar Battlefields
    - o Indirect Fire treat Critical Hits as Hits and cannot benefit from Skills.

# Targeting

Designer's Note: It's a wise idea to keep your toughest or most evasive units out front since the enemy grunts must target the closest valid target.

- You may only target models in the 180° field of view in front of your model.
- Ordinarily while Shooting you must target the closest visible enemy model.
    - o Ignore enemies in Melee or outside LOS since they are not valid targets.
    - o Indirect Fire, Snipers, Warships & Level 1+ Pilots / Kaiju ignore this rule.
    - o Return Fire requires you to target your attacker if able.

# [Action] Focus

Designer's Note: Focus is often used by Firepower or Assault units with only one weapon.

- Choose **one** benefit when using this action:
    - o Level 0 Pilots / Kaiju may target any model with a shooting attack.
    - o Your next attack this turn gains +1 Hit (or +2 Hits with DMG 0–200 Shots.)
    - o [Level 1+ Pilots & Kaiju] Your next Shooting action can be made while within Engagement range. This attack ignores Rapid Fire penalties.
- A unit is capped at 3 Focus actions per turn.

# [Action] Shooting Attack

- First the Attacker chooses a bonus: Precision (+1 Accuracy) or Barrage (+1 Shot)
    - Level 1+ Pilots / Captain / Kaiju improve this bonus to +2.
- Then before rolling the Defender chooses to Dodge (+1 Evade) or Guard (+1 Block)
    - Level 2 Pilots / Captains / Kaiju improve this bonus to +2.
- The Defender rolls 1d10 + Evade against each shot from a shooting weapon.
    - Regardless of modifiers weapons are capped at 10 shots (or 10d10).
    - For multi–target attacks the Defender decides the order to roll Evade.
- If it meets or exceeds the enemy's Shooting Accuracy you have evaded the Shot.
    - An unmodified roll of 9 or 10 is always a **MISS**
    - An unmodified roll of 1 or 2 is a **Critical HIT** which counts as 2 Hits
        - **Target Lock:** 3s are also Crit Hits vs target within **Sensors** range.
        - Shooting Criticals are capped at 3, any additional are regular Hits.

## QUICK DICE

- Target number to evade equals their SHOOTING ACCURACY minus your EVADE

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*The Argonaut has two actions it uses one to fire its cannon and another to fire its machine gun at the Dervish. Argonaut's Shooting Accuracy is 9, Dervish has Evade+4 so her target number is 5+ to Evade each shot.*

*The cannon makes 4 shots, Dervish rolls 5,7,7,10. All cannon shots miss. The Machine gun (DMG 200) makes 7 shots.*
*Dervish rolls [1,1,4,5,7,7,10]. 1 Hit and 2 Critical Hits for a total of 5 Hits. Dervish takes 200 DMG x 5 = 1000 DMG.*

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## Firing Weapons

- A Weapon System may only be fired once per turn and normally has only one target.
    - Missiles, Grenades etc. can be fired as many times as you have ammo.
    - If you have 2 actions but 1 weapon, consider using **Focus** or **Full Throttle**.
- **NOTE**: R:8" weapons can shoot in engagement range but their range is capped at 8".

# [Action] Throw Terrain

- Throw a piece of terrain as a Shooting attack (this does not harm the Terrain).
- It has the following profile: Range 16" | # of Shots: 4+**Size** | DMG 200
    - Throwing a piece of **Dangerous Terrain** gives a bonus +1 CRIT.

# [Action] Crash Through and Trample

- Move <u>through</u> 2 buildings and/or trample up to 2 smaller **Size** targets.
    - This is treated as a Shooting attack with 5 shots and DMG 200+100x**Size**
    - The Defender can make Overwatch attacks as normal.

# CHARGE INTO MELEE

When you enter `Engagement` range the Defender rotates their model does the following:

1. The Defender can fire an `Overwatch` weapon with each `Action` their unit has.
   a. Overwatch II fires twice, Overwatch III fires thrice, etc.
      i. The Attacker rolls Evade and uses their Shield as normal.
      ii. Overwatch does not use Precision / Barrage / Dodge / Guard.
   b. Defenders may not Overwatch if they are already in melee or `Blindsided`.
      i. When Blindsided you spin your model after you Defend.
2. Both sides clash in melee if the attacker is eligible to make a melee attack.

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*Zodiac charges AcroGunner (3 Actions & 3 Weapons with Overwatch III)*
*Zodiac rolls Evade vs 3x3 Shots before entering the Melee Clash.*

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# MELEE CLASH

Designer's Note: Melee is a free action usable only once per turn where both sides attack & defend. It's helpful to have two sets of dice, i.e. red dice for ATK and blue dice for DEF.

- **Dice Pools**
   1. Both sides grab dice equal to their Melee stat (i.e. Melee 5d10).
   2. Starting with the Attacker, both units split their dice into `Attack` & `Defense`.
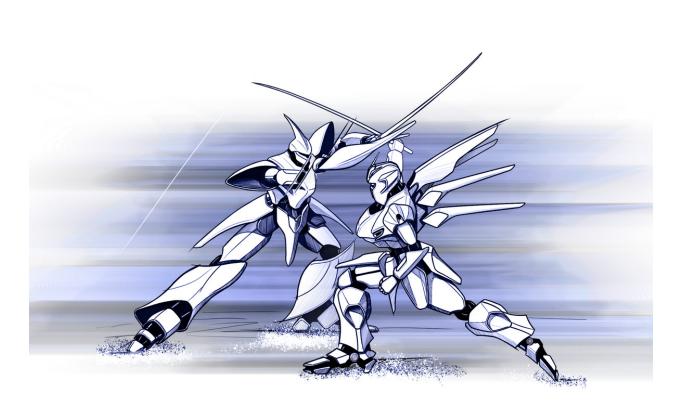      i. Each of your dice pools is capped at 10 dice (10d10).
- **Counting Successes**
   1. Every 5+ rolled on `Attack` is a `Hit`  |  Every 5+ rolled on `Defense` is a `Block`.
   2. On `Attack` 9s & 10s are Critical Hits which are counted as 2 Hits.
- **Clash!**
   1. The Attacker gains +1 to Hit (+2 for Level 1+ Pilots, Captains & Kaiju).
   2. The Defender chooses Counter (+1 Hit) OR Guard (+1 Block)
      i. Level 2+ Pilots, Captains & Kaiju improve the Defender bonus to +2.
   3. The Attacker rolls their Attack dice and counts their total Hits.
   4. The Defender rolls their Defense dice and counts their total Blocks.
   5. Each player then decides if they will use `Pilot Skills`, `Commands` or `Events`.
      i. Each unblocked Hit deals DMG and may cause an `Armor Save`.
   6. If they survive the Defender counter attacks while the Attacker defends.
      i. If a weapon pushes the Defender out of melee they cannot counter ATK.
- **Finishing Blow!** (Usable by Skilled & Ace Pilots or Dreadful & Unstoppable Kaiju)
   1. If the Attacker or Defender dealt damage while taking zero in return, or pushed the enemy out of melee, they may strike a Finishing Blow for 1000 DMG.
   2. Weapons with Finisher+1 deal +1000 DMG, Finisher+2 deal +2000 DMG, etc.
- **Conclusion**
   1. If both parties survive they are locked in Melee which costs [M-1] to `Disengage`.
   2. If the attacker's melee stat is 10d10 or greater they may `Disengage` and move 5"

*Blue Djinn (Ace Pilot) is Melee 7d10 and has a Shield & Heat Sword.*
*White Asura (Skilled Pilot) is Melee 7d10 with a Shield & Beam Saber.*
*Blue Djinn splits their dice into ATK 6d10 & DEF 3d10*
*For ATK they roll 6d10 [3,3,7,7,8,10] = 3 Hits & 1 CRIT = 5 Hits.*
*As the attacker they get a bonus +2 Hits = 7 Hits.*

*White Asura chose Counter & split their dice into ATK 3d10 & DEF 4d10.*
*Rolling 4d10 DEF he gets [2,5,8,10] = 3 Blocks +1 Shield = 4 Blocks.*
*White Asura chooses not to use Skill Defense, the three unblocked hits deal 900 DMG. White Asura passes their Armor Saves.*

*White Asura chose Counter (+1 Hit) and rolls 3d10 [2, 8, 8] = 2+1 = 3 Hits!*
*Blue Djinn has Defense 3d10 [2,4,4] = 0 Blocks +1 Shield = 1 Block.*
*Blue Djinn is out of Momentum and has to take the last hit.*
*Since both sides are taking damage neither strikes a Finishing Blow.*
*The Beam Saber has a high Armor Penetration so this may be a lethal hit*

# Armor Saves

Weapons with high armor penetration (ARM PEN) may cause catastrophic damage.
- Unblocked hits from a weapon with ARM PEN 2+ require an Armor Save (ARM Sv).
    - Roll a d10 ARM Sv once per unblocked Hit but <u>no more than three</u> per weapon.
    - Your target number is ARM PEN – ARM Sv. You automatically pass on a 1+.
- Each failed Armor Save does a flat 1000 DMG which cannot be modified.
    - *It's not over yet!* [M-1] A Level 1+ Pilot or Kaiju negates a failed ARM Sv.
        - This reaction cannot be used versus Push/Pull weapons.

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*Laughing Joker (ARM Sv+2) is hit <u>twice</u> by a PEN 5 and <u>four</u> times by a PEN 4 weapon.*

*Against the PEN 5 weapon she was hit twice and so rolls 2d10.*
*She has Armor Save+2 the Armor Penetration is 5.*
*She needs a 3+ to pass each save.*
*She rolls [3, 5] and passes both.*

*The second weapon hit 4 times saves are capped at 3d10.*
*She has Armor Save+2 vs Armor Penetration 4.*
*She needs a 2+ to pass each save.*
*She rolls [1,6,7] failing one save.*

*As a Skilled Pilot and does not want to take a 1000 DMG on top of what she has already sustained so she spends [M-1] to negate the failed Armor Save.*

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# Shields [S]

- Shields give Blocks vs Shooting & Melee. They are applied <u>after</u> you roll your dice.
    - If you are attacked three times in a turn, the Shield applies three times.
    - Shields do not work against Blindside attacks.
- Shield Blocks **do not stack** with Cover or [Barriers].

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*White Asura is hit by a machine gun (DMG 200) and bazooka (DMG 800)*
*Their Shield gives 2 Blocks vs each of these weapons.*

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# Full Power!

Super Robots have a stat for Power (highlighted green on their profile). This lets them crank up the power supplied to one of their weapons or increase the force outputted by their arms and legs. Some Super Robot shows have the protagonists drawing power from their spirit, courage, willpower, or teamwork which will be represented by a unique mecha trait.

## Power Usage
- Power points may be spent at any time. They refresh at the end of the Round.
- Spend Power to improve Weapons, Barriers, or Full Throttle
    - The first time you choose an upgrade (i.e. DMG+100) it costs 1 Power.
    - If you choose that same upgrade again (i.e. Full Throttle+5") it costs 2 Power.

## Power Upgrades
- **Weapon Systems** *Choose a temporary weapon upgrade for your next attack action.*
    - DMG+100
    - ARM PEN+1  (+2 for Push/Pull Weapons)
    - Max Range+8"
        - You may not select Melee or Range 8" weapons.
- **Barriers**
    - Any equipment or traits that provide a [Barrier] gain +1 Block this turn.
- **Full Throttle**
    - Move an additional +5" when using Full Throttle.
- **Titan Throw**
    - [Free Action] You can make a free attack with a Close Combat [CC] **Push** weapon against a target that is at least 2 sizes smaller than you.
        - Spend 2 Power to throw a target up to your size.
        - Spend 4 Power to throw a target up to 2 sizes larger.
        - Spend 2 Power to do this an additional time.

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*Koji has landed his hoverjet into his Super Robot the Iron Castle (Power 1).*
*In the first Round he uses 1 Power to give his Photon Beams ARM PEN+1.*
*Next Round on his Power resets back to 1.*
*On his turn he gives his Rocket Punch Range+8".*

*Later in Round 5 a special ability activates and Koji has Power 5.*
*He spends 2 Power on Titan throw hurling one enemy into another enemy.*

*Koji then uses the remaining 3 Power for ARM PEN+1 (Power–1) and then ARM PEN+1 again (Power–2) on his heat ray to melt the surviving enemy mechanical beast.*

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# World Shaking Havoc

Kaiju and Super Heavy units have a stat for Havoc (highlighted Orange on their profile). This lets them use their size and mass to increase the devastation brought on by their attacks or even their movement.  This is very useful stat when you are outnumbered.

## Havoc Usage
- Havoc points may be spent at any time.  They refresh at the end of the Round.
- Spend Havoc to improve Impact, Collateral Damage or to Throw an enemy.
    o If you choose the same upgrade twice the effects can stack (i.e. DMG+200)

## Havoc Upgrades
- **Impact** *Choose 1 Option Below for each Havoc spent*
    o This <u>Round</u> melee gains +1 Hit & **Push/Pull** weapons gain PEN+1P.
    o This <u>Turn</u> all shooting attacks gain +100 DMG.
- **Collateral Damage** *Choose 1 Option Below for each Havoc spent*
    1. This Round gain the benefit of **Cover** & **Crash Through** gains DMG+100.
    2. For the rest of your Turn when attacking a target with Cover you can make a bonus Shooting attack directly against the Cover before attacking the target.
- **Barriers**
    o Any equipment or traits that provide a [Barrier] gain +2 Blocks this turn.
- **Titan Throw**
    o [Free Action] You can make a free attack with a Close Combat [CC] **Push** weapon against a target that is at least 2 sizes smaller than you.
        ▪ Spend 1 Havoc to throw a target up to your size.
        ▪ Spend 2 Havoc to throw a target up to 3 sizes larger.
        ▪ Spend 1 Havoc to do this an additional time.

---

*The Trident Drake (Havoc 3) swoops into the city and begins its rampage.*

*In Round 1 he uses 1 Havoc to shoot the target's Cover before each attack. He then uses 2 Havoc for +2 Hits on his Gravity Beams this Turn.*

*Havoc resets in Round 2, his target is the TurtleRobo with a building behind him.  He spends 3 Havoc for +3 Hits and ARM PEN+3P making him more likely to knock him back into a nearby building.*

*In Round 3 many of the defense forces small craft have gotten close. He uses 3 Havoc while he's being attacked to gain Cover and +300 DMG with Crash through and Trample.*

---

Momentum represents the collective morale, luck, training and expertise of your forces. It is a pool of points that can be used by any unit in your forces most commonly for Defense. When used for Defense this represents you prioritizing survival but losing momentum in return. You gain Momentum by routing the enemy and surviving each round.

- Your starting Momentum depends on the size of your game
  - 500pts – 3 Momentum  |  1000pts – 5 Momentum
  - 1500pts – 7 Momentum  |  >1500pts – 9 Momentum
  - Your Momentum pool may never exceed 10
- Gaining Momentum [M+X]
  - You gain +1 Momentum when you attack an enemy in Melee <u>on your turn</u>.
  - You gain +1 Momentum if you destroyed any enemy units this turn.

## Pilot Skills

Pilot Skills let your units perform incredible feats both on their turn and enemy turns with a Momentum cost denoted by [M-#]. Every player has the below Universal Skills. Unless otherwise noted Pilot Skills may be used at any time. You may only use one Skill per unit turn. Skill Defense will be the single most valuable skill in your arsenal.

## Universal Skill – Accelerate [M-1]

- On your turn gain a Full Throttle action. This skill is [M-0] in Rounds 4+.

## Universal Skill – Bullseye [M-1]

- On your turn gain +1 Hit on your next attack.

## Universal Skill – Defense [M-X]

- Each point of Momentum negates 1 Hit from the enemy attack.
  - This is the only Skill that Warships may use, but the [M] cost is doubled.
  - You may use this skill once per enemy attack action.

---

*Our MS is shot 4 times by a beam weapon. We roll 4 Evade dice but evade only 1 shot. We opt to lose 3 Momentum to dodge the other 3 shots.*

*In our imagination we see our MS dodging and weaving while the enemy is applying considerable pressure. It's unclear how long we can last.*

*Our foe moves into Melee and has 5 Hits to our 3 Blocks. We lose [M-2] for +2 Block. We imagine our MS parrying the beam saber at the last minute.*

---

## Universal Skill – Disengage [M-1]

- Break away from all units in engagement range <u>on your turn</u>.
  - If you want to make any attacks afterwards you lose an additional [M-1].

# Exceptional Pilots

Pilot Level 1 means a Skilled Pilot, Pilot Level 2 is for a top scoring Ace Pilot. Exceptional Pilots gain powerful passive bonuses and they may use the additional pilot skills below.

- Level 1 Pilots / Captains / Kaiju improve the Precision / Barrage / Melee bonus to +2.
- Level 2 Pilots / Captains / Kaiju improve the Dodge / Guard / Counter bonus to +2.

# Exceptional Pilots Skills

The below universal skills are reserved for Commanders & Level 1+ Pilots & Kaiju.

## Universal Skill – Make it Count! [M-0]

For your narrative you can describe this as a well-aimed or overcharged shot, a skillful slice or overzealous swing; a villainous gambit or a final strike made with all your conviction & courage.

- Once per game your next attack gains bonus Hits equal to the current Round.

---

*Lunar Ravager uses fires their Particle Cannon in Round 4 for +4 Hits.*

---

## Universal Skill – Improvise [M-0]

For your narrative you can describe this as your thrusters kicking up dust cloud, shooting down missiles with vulcans, quick draw of a weapon, a sucker punch or anything else you can think up.

- Once per Round reroll up to 2 Evade or Melee dice you just rolled.
  - You may use Improvise and Skill Defense on the same turn.

## Universal Skill – Tear through the Ranks [M-3]

- In Round 2+ make a bonus shooting or melee attack action. This bonus attack action may be used to shoot the same weapon or to melee clash again this Turn.
  - Reduce the [M] cost by 1 if used versus a Level 0 Pilot / Captain / Kaiju.
- If you destroy the target gain Move+5" and make one last bonus attack action.
  - You can target terrain and if it is destroyed make the final bonus attack against the unit that was previously hidden by terrain.
- These bonus attacks are new attacks so any modifiers to the original attack like Focus or [M-1] to Blindside do not carry over to follow on attacks.

---

*Falconeye uses Tear through the Ranks with its micro–missiles.*
*The target of its bonus attack is a Pilot Level 0 so it costs [M-2]*
*They destroy one unit then they attack another target.*

---

## Universal Skill – Seize the Day [M-X]

- You may use each of the below options once per game.
  - [M-0] Gain +1 Action on your turn.
  - [M-5] In Round 2+ after all your units have activated select one to reactivate.
    - Increase the [M] cost by 2 if the unit is Frame 3+ or Performance 5+

https://mechastellar.com/gameplay/ has turn-by-turn gameplay examples with photos.

Capt. Henry Goker is the pilot of the Jet Black Lancer, an Assault Type that gives it a bonus action. On his turn he closes the distance and enter melee this round. He fires his Machine Gun in rapid fire range at Kara Cimarrone before beginning the Melee Clash. Henry and Kara are both Skilled Pilots, each started the skirmish with 3 Momentum [M:3]

*Shooting*
- *He chooses Precision (+2 ACC) while Kara chooses Guard (+1 Block)*
- *Henry's Machine Gun makes 6 shots at Shooting Accuracy 10+2.*
- *Kara's has Evade+3, she needs a 9+ to evade Henry's Shots.*
- *Kara's Great Shield Blocks 3 Shots with a bonus block from Guard.*
- *Kara rolls 6d10 [1,1,4,4,5,**9**]. Two Crit Hits and three regular hits for a total of 7, her Great Shield blocks 4, the 3 Hits left deal 200 DMG each. The 600 DMG brings her HP to 3500/4100. Kara is saving her Momentum for Melee*

*Melee Clash*
- *Now it's time for Henry to shine, he uses his 2nd action to Focus for +1 Hit in Melee. Melee also nets him +1 Momentum [M:4]. His MS has Melee 7d10, Kara has 5d10.*
    - *Henry gets +2 Hits on attack, Kara chooses Counter for +1 Hit.*
    - *Henry's Heat Lancer provided ATK+1 Hit and Reroll 1s & 2s on Attack.*
    - *They split up their dice pools as follows*
        - *Henry: Attack 7d10 | Defense 0d10*
        - *Kara: Attack 1d10 | Defense 4d10*
    - *He rolls 7d10 [1,2,3,4,**5,7,10**] bad luck, 2 Hits and a Crit Hit for 4 total.*
    - *He rerolls the 1 & 2 and gets a 3 & 8 giving another Hit, 5 total.*
    - *Henry has +2 Hits as the attacker and +1 from his weapon for 8 Total.*
- *Kara is not excited about dealing with 8 Hits.*
    - *Kara rolls 4d10 and luckily gets [5,7,10,10] = 4 Blocks*
    - *Her Great Shield gives +3 Blocks for a total of 7 Blocks.*
    - *She then spends 1 Momentum [M:2] on Skill Defense to bring it to 7 Blocks.*
    - *Now she rolls her 1d10 on Attack [10] a Critical Hit which counts as 2 Hits.*
    - *Her earlier choice of Counter brings it to 3 Hits.*
    - *Henry didn't save any dice for Defense and has no Shield so he has to Spend 3 Momentum or avoid taking damage or rolling Armor Saves [M:1]*
- *On Kara's turn she will skip melee and instead use [M-2] to disengage [M:0].*
- *She is also an Assault type and uses a Full Throttle action to moves far away. If she wins initiative next round, she can move further away keeping Henry at a distance.*
    - *As she retreats, she fires her Beam Rifle for a total of 4 shots.*
    - *She chooses Precision (+2 ACC) while Henry chooses Dodge (+1 Evade)*
    - *Kara's accuracy is 10+2, Henry's Evade+5+1 so he needs 6s to dodge.*
- *Henry rolls 4d10 to Evade and gets [4,**7,8,9**] he Evades 1 and has to deal with 1 Hit. Henry loses [M-1] to avoid the rest of the shots. [M:0]*
- *In the new round they roll off to see who goes first and continue their battle.*

# ADVANCED TACTICS

## Tactical Advantage

The below conditions give +1 Critical Hit on Attack, some also provide a secondary effect. If multiple conditions apply, the secondary effects stack but the +1 Critical Hit does not.

### Blindside

- Attacking behind a target's 180° facing arc ignores Overwatch, Shields, & Cover.
    - o Remember to move past an enemy you must stay outside Engagement range.
- You may only Blindside an enemy if you activated behind their 180° facing arc.

DESIGNER'S NOTE: WHILE THE ROBOTS ARE STATIC ON THE TABLETOP THEY ARE NOT IN OUR IMAGINATION, SO WHEN YOU CIRCLE A ROBOT ON YOUR TURN IMAGINE THEM TURNING AS WELL TO KEEP THE THREAT IN THEIR FIELD OF VIEW.

### High Ground

- Gain Tactical Advantage when you are on High Ground terrain and the target is not.
    - o Enemies gain +1 Hit vs a target with High Ground (+2 Hits vs Size 2+ units)
    - o You cannot benefit from Cover on High Ground terrain.
- Enemies may target a unit with High Ground even if they are not the closest model.

---

*Blue Djinn activates on a building outside the firing arc of the Tankcrawler.*
*Blindside & High Ground apply but the bonus is capped at +1 Critical Hit.*
*He gains the secondary bonus for Blindside and penalty for High Ground.*

---

### High Speed Attack

- Full Throttle gives Tactical Advantage [CC] weapons if you move at least 10".
    - o Push [CC] weapons also gain ARM PEN+2P.

---

*Fire Cricket (Super Robot) uses full throttle to move 15" before rocketing into its target. It's Fists [CC] gain +1 Crit and ARM PEN+2P.*

---

### Overwhelm

- Gain Tactical Advantage when you outnumber the enemy in Melee by at least 3:1.

### Shutdown

- A unit with less than 0 Actions shuts down until it reactivates.
- Gain Tactical Advantage vs Shutdown units, their Evade and Melee are set to 0.

## Stun / Electrical / Freezing Damage

- These weapons reduce actions. Their ARM PEN has an S (i.e. PEN 5S)
  - Each failed Armor Save gives –1 Action. Shutdown occurs at <0 Actions.
    - Kaiju & Super Units may lose –1 Power or Havoc instead of an Action.
  - A unit may roll 3d10 at the end of its turn, each 5+ removes a –1 Action penalty.

---

*Blue Djinn hits White Asura with an Arc Whip. The two failed saves brings it down to -1 Action causing a shutdown status. On its next activation its controller rolls 3d10 [2,5,7] recovering 2 actions then it takes its turn.*

---

## Push / Pull Weapons

- These weapons force horizontal movement. Their ARM PEN has a P (i.e. PEN 5P)
  - Each failed Armor Save moves the target a set distance i.e. pull target 3".
    - The Attacker decides the direction of movement.
    - Gain an Armor Save bonus equal to 2x your Size stat.
  - If knocked into terrain or off high ground they lose [M-1] or take 1000 DMG.
  - If knocked into another unit both targets lose [M-1] or take 1000 DMG.

## Multi-Target Attacks

- Some weapons and abilities will target more than one unit, each Target will roll Evade.
  - Your choice of Precision or Barrage applies to both targets.
  - All other improvements (i.e. Focus, Power) apply only to a single target.
- Abilities that give a bonus target (i.e. +1 target with E[X]plosives) do not stack.

## Area of Effect Weapons

- AOE weapons hit multiple targets, both enemies & allies caught in the crosshairs.
  - Draw a line with a length equal to weapon range & width equal to its AOE value.
  - *Ex: A Death Ray is R:48" AOE 3". Anyone in that 48"x3" rectangle rolls Evade.*
  - For AOEs that use Circles the range listed is the Diameter.
- AOE weapons cannot be fired in engagement range or at targets engaged in melee.
- If an AOE weapons destroys Cover the unit behind it still gains a Cover bonus.
  - AOE Weapons fully stop at the 2nd piece of Cover. Units behind that are safe.

## Remote Weapons

- Remote weapons are usually wire–guided or mentally controlled (bits, funnels)
- Instead of Actions you may fire a Remote Weapon using Momentum instead.
  - *The brain–wave communication systems take a heavy burden on the pilot.*
- If you use Momentum gain Blindside then Indirect Fire the weapon.
  - *Often called an All–Range Attack these weapons fire quickly at unexpected angles over long distances catching the enemy off–guard.*
- Ace Pilots may attempt to shoot down a Remote weapon when they Evade.
  - Every 10 on Evade shoots down a remote weapon lowering its attack by 1 to a minimum of 0 for the remainder of the battle.

# Targets in Cover

DESIGNER'S NOTE: COVER IS INTENDED TO BE A SIMPLE SYSTEM BOTH PLAYERS CAN BENEFIT FROM. ALWAYS TRY TO GIVE YOUR OPPONENT THE BENEFIT OF THE DOUBT WHEN DECIDING IF THEY HAVE COVER. SOME MODELS HAVE VERY DYNAMIC POSES MAKING THEM HARD TO POSITION ON THE TABLETOP SO GIVE THEM SOME LEEWAY WHEN DETERMINING COVER.

## Setting up Terrain Pre–Game
- Before starting you and your opponent may designate areas that provide cover.
  - *Pretend these buildings are short and do not block LOS, now pretend these buildings are very tall, block LOS and require Full Throttle or Fly to get on top.*
  - *These dice represent a debris field, anyone inside or behind it gains cover.*
  - *These trees represent a tall jungle which is obscuring terrain for units behind it.*
    - *Since the jungle is tall you need to climb either of these mountains in order to establish LOS using the High Ground*
  - *This dark blue water is Deep Water and is difficult to cross.*
- You should include some Terrain pieces to block LOS midfield. For sportsmanship and good fun avoid deploying 50% of your army hidden behind LOS blocking terrain.

## Line of Sight (LOS)
- Obscuring Terrain features will block LOS for attacks going through it.
  - Battlefields with lots of mountains or forests can prevent your opponent from easily shooting you across the board with their long–range artillery and rifles.
  - Use High Ground to bypass obscuring terrain (the unit must still be 33% visible).
- Indirect Fire can ignore LOS, consider putting artillery units behind cover that blocks LOS which both protects them while also allowing them to target others.

## Criteria for Cover
- Visible Units that are behind reasonable sized cover receive a Cover bonus.
  - *i.e. For a 5" figure, terrain should be at least ~2.5" tall.*
- When determining LOS between your model and the target, if the model is not fully visible because of terrain or other units in the way, that unit gains a cover bonus.
- Miniatures are static on the table but not in our imagination.
  - It is assumed that our models are hugging cover and so receive a Cover Bonus if they are within engagement range of cover <u>between</u> them and their opponent.

## Benefit of Cover
- Cover Blocks 1 Shot vs each attack action & 2 Blocks vs DMG 500 or less weapons.
- It does not stack with Shields or [Barriers].

## Special Circumstances
DESIGNER'S NOTE: BEAM WEAPONS AND ENERGY WEAPONS ARE INTERCHANGEABLE TERMS.
- Energy Weapons may shoot a target within Sensors through buildings at –3 PEN
- Deep Water terrain requires Amphibious/Fly to move over or to avoid sinking.
  - If you stop in Deep Water terrain you sink and break LOS with surface units.
    - You need Amphibious/Fly & Move–5" to surface.
    - While Underwater [E]nergy attacks are at –5 PEN.

# Destroying Terrain

DESIGNER'S NOTE: GIANT ROBOTS AND MONSTERS LEAVE A PATH OF DEVASTATION IN THEIR WAKE.

When setting up terrain specify which pieces can be destroyed and which are indestructible. Typically buildings, obstacles, space debris, small asteroids or other small pieces can be destroyed. Very large objects such as hills, large asteroids, satellites, most rock formations, swathes of wilderness (forests / jungle) cannot be destroyed. However, Area of Effect weapons like a flamethrower or deathray and can destroy wilderness terrain piece.

DESIGNER'S NOTE: TO KEEP IT SIMPLE SAY "ALL TERRAIN EXCEPT FOR THESE PIECES CAN BE DESTROYED"
Small Cover has a chance to be destroyed if it is used to block an attack.
  - o If multiple pieces of terrain are in the way of the attack, the Defender chooses which one has a chance to be destroyed. AOE weapons can destroy two.
  - o Whenever possible leave terrain knocked over that way you can still use the Throw Terrain action or traits like Improvised weapons.
- Roll 1d10x100, if it equals or exceeds the weapon DMG the cover survives.
  - o Melee weapons and Crash Through are double DMG vs cover.
- If you target a piece of cover directly, it must pass the above check 3 times.
  - o Melee & Crash Through always require 3 checks.
- Destroyed Terrain no longer provides the benefit of Cover

---

*A Machine Gun with DMG 200 would require a 2+.*
*A Bazooka which is DMG 800 would require you to roll an 8+*
*If you target cover directly with a bazooka it would need to roll 3d10 and each would have to be an 8+ otherwise it is destroyed.*

*A Melee (x2) Smash DMG 300 would require a 6+ on each of three dice.*
*Crash Through (x2) DMG 200 would require a 4+ on each of three dice.*

---

## AOE Weapons
AOE weapons can destroy at most two pieces of terrain. If the terrain is destroyed it then targets any units behind that terrain, those units retain their Cover bonus for the AOE.

## Knockback
- Push/Pull weapons can force a unit to into terrain where they lose [M] or take DMG.
  - o In either case the terrain is destroyed.
- Pull weapons that move yourself can target cover as long as it survives the DMG.

## Tactical Advantage from Crumbling Buildings
- Any units formerly on top of destroyed terrain fall to the ground.
  - o Your forces have Tactical Advantage against them until they activate.
  - o Level 2 Pilots & Kaiju, however, ignore this penalty.

# MechaStellar Optional Modules

# Dangerous Terrain [Module]

When setting up terrain for your battlefield you can also establish certain pieces as being exceptionally dangerous.  It is up to you and your opponent to determine what type and how many of each will be featured in your battlefield.  Below are some examples.

## Automated and Abandoned Gun Turrets

- The battlefield includes automated gun turrets that fire on any targets within view.
- Turrets have a Shooting Accuracy 2pts worse than the lowest in either player's force.
  - They are range 16" and make 4 Shots with 0 PEN each dealing 100 DMG.
  - They attack at the end of each Round and shoot the nearest enemy unit.

## Asteroids

- Point the rocks in the direction they will be moving at the start of the game.
- Move these terrain pieces d10" at the end of each Round.
  - A unit hit by a large Asteroid takes 1000 DMG, small Asteroids deal 200 DMG.

## Difficult Terrain

- This terrain requires a Full Throttle / Charge action to move through or leave.
- If you finish your turn in this terrain there is a 1/10 chance that unit will disappear.
  - It escapes from the collapsed rubble / watery trench next Round.

## Explosive Trap

- Saboteurs have placed explosives in the area.  When a unit takes cover roll a d10.
- On a 5+ an explosion is set off dealing 200 DMG to the unit.

## Fuel Depot

- Attacking a model within 8" of a Fuel Depot risks it blowing up.
- All units within 16" make 3 Armor Save vs PEN 3.

## Power Plant Explosion

- A nearby super power plant using unobtanium is destroyed causing a wide blast.
- All units within 24" make 3 Armor Saves versus PEN 6.

## Power Station Electrocution

- Knockback or using Full Throttle / Charge through this terrain deals Stun DMG.
- Roll a d10 to determine the Armor Penetration.  (i.e. Roll a 5 for ARM PEN 5S)

# Battle Damage (Module)

After <u>failing</u> an Armor Save, roll a d10 and add your Armor Save then consult the below table to determine the Battle Damage inflicted on your unit.

- 1 `->` *Critical*. Roll on the below table.
  - 1-9: Attacker may choose Main Camera, Propulsion or Disable.
  - 10: Cockpit DMG, unit is instantly neutralized and crew feared dead.
- 2 `->` *Head / Main Camera*. Accuracy–1 and enemies gain `Blindside` within 16".
  - This stacks up to 3, so Shooting–3 and Melee Accuracy–3 (Hit on 8+)
  - If other effects apply an accuracy penalty it is also limited to minus 3.
- 3 `->` *Propulsion*. Evade -1, Move -5", loses Fly & Full Throttle
  - These effects stack to a minimum of 0 Movement.
- 4–9 `->` *Disable.* A Shield, Shooting Weapon or Mech/Monster Trait is disabled.
  - If present a Shield is broken first. Otherwise it's the Attacker's choice.
  - Intrinsic effects such as Reactor type or Pilot traits cannot be disabled
- 10+ `->` No negative effect.

---

*White Asura (ARM Sv+2) failed an Armor Save and rolled a 6 (4+2). Blue Djinn would like to disable Asura's beam rifle but the Shield is broken first.*

*DangerBear hits Joker (ARM Sv+0) with 2 separate PEN 5 weapons, Joker makes Armor Saves failing both. Her first roll is a 1, she then rolls a 4, Ammo Explosion. Joker is Frame 3 and takes 1500 DMG.*

*Joker's second roll was a 3, the locomotion has been damaged penalizing their Movement, Evade and movement traits. Joker puts a bright red die next to her Mech to remind her next turn she'll be moving a lot slower.*

---

## Gritty Mecha Battles (Optional Module)

- Each side may have no more than 5 units, preferably Frame Level 1–3.
- All units have **double HP** but `Armor Saves` are capped at 5 (10 for Warships.)
- [Optional] The first failed ARM Sv each turn does Battle DMG instead of 1000 DMG
- [Optional] After a Shield block roll 1d10+[S] x100. If it's lower than the weapons DMG it breaks. Vs a DMG 700 Bazooka your [S2] Shield would need a 5+ to survive
  - Repair all Battle DMG & Shields between games.
- [Optional] Unit mays discard their Shield at any time.
  - When discarded or destroyed increase the unit's Evade by its [S] value.
    i.e. a Shield [S2] give Evade+2 when discarded, but a Light Shield [S0] is +0.

# Strategic Robot Warfare [SRW Module]

DESIGNER'S NOTE: USE THIS MODE WHEN YOU WANT TO HAVE A SMALL-SCALE SUPER ROBOT WARS STYLE GAME.
YOUR SUPER ROBOTS SURVIVE ON PURE SPIRIT WHILE YOUR MS WILL BE EVEN MORE AGILE THAN BEFORE.

- Each side may have no more than 5 units.
- All units have **double HP** but Armor Saves are capped at 5 (10 for Warships.)
- Redline: Full Throttle / Charge instead moves 2d10" but must be in a straight line.
  - o If you roll a 5+ on either d10 you cannot use Full Throttle/Charge next turn.
  - o [Optional] If all players agree Full Throttle / Charge becomes a free action.
- In a Challenge after melee both units circle each other while moving 8" back.
  - o Imagine a clock face. If the Attacker moves to 10 the Defender moves to 4 avoiding other units / terrain. They finish 16" apart facing each other.
  - o The Attacker may instead opt to skip this and remain in melee combat.
- Replace Universal Ace Skill – Flawless Ace Evade with Ace Evade.

---

## Universal Ace Skill – Ace Evade [M-X]
For this turn gain a +3 Evade Bonus.
You may still use Skill Defense this Turn.
The [M] Cost is equal to the current Round (i.e. Round 3 is [M-3]

---

## REAL ROBOT RUMBLE (THESE RULES APPLY ONLY TO MS)

- Hit & Run: Once per turn move backwards up to ½ your Move stat after Shooting
  - o After defeating an enemy in Melee a MS may move forwards up to 5".

## SUPER ROBOT SCRAMBLE (THESE RULES APPLY ONLY TO SUPER ROBOTS, HEAVYS AND KAIJU)

- Fearless: When you activate a unit, if there is no Cover within their engagement range of their front arc they either gain [M+1] or rally and recover 2d10x100 HP.
- Down but not out: Leave defeated units where they fall on the battlefield.
  - o Roll a d10 at the end of each round, on a 10+ they get back up with 100 HP and take their turn starting with the player who won Initiative.
  - o Defeated units are scored only once for VP

## STELLAR WARSHIP SHOWDOWN

- Your Warships may act in the Mech phase.

## Secondary Objectives

DESIGNER'S NOTE: THE SRW MODULE USES THE BELOW OBJECTIVES INSTEAD OF THE STANDARD SECONDARY OBJECTIVES.
THE OBJECTIVES ARE SCORED AT THE FINAL STEP OF EACH ROUND. THERE IS NO CAP ON VP FOR THESE OBJECTIVES.

- Destruction +5 VP if your side destroyed any units this Round.
  - o +5 VP if your opponent has [M<5] while you have [M>=5].
- Survival +5 VP if one or more units you control have <50% HP.
  - o +10 VP if at least 50% of your units are at full HP.
- Control +15 VP if you control the only unit(s) within 8" of the battlefield center.

# Climactic Events [Module]

These are optional rules to let you and your opponent recreate memorable scenes.  Each player may select one Event, they are useable at any time but only once per game.

## Narrow Escape
*"Call off the search.  There's no way anyone could have survived that impact."*
- o Fully negate all Hits in Melee (ATK <u>and</u> Counter ATK) or vs a Shooting attack.
- o If a unit is equipped with a drill, you may remove that model, then at the end of the round set it up anywhere on the battlefield outside enemy Sensor range.

## Last Shooting
*With one final act amidst the stars your Mecha points its weapon upward and fires.*
- o Immediately after being destroyed your unit makes a single shooting attack.
- o Target must be within range and cannot be engaged in melee with you or others.

## Pyrrhic Victory
*Your Mecha intentionally takes a severe hit in order to grasp victory in Melee.*
- o For every 2 Hits that did DMG to you in Melee gain +1 Hit on Counterattack.

## Moment of Clarity
*"So that's how it is.  I've finally seen through the fatal flaw in your technique."*
- o Your Commander gains 1 Focus action for every 2 Rounds that have elapsed.

## Self-Destruct
*"Mission Accepted."*
- o Destroy one of your units at the end of its turn dealing (2x Frame) HITs to each unit within 8".  The damage per Hit is 1000 for Mechs and 2000 for Warships.
- o Unit may spend Momentum as normal to Block.

## It's Gone Berserk!!!
*"Unit 01 has reactivated." | "That's impossible! It should be completely non-operational."*
- o Your unit permanently gains +2 Hits in Melee but loses all Shooting weapons.
- o This does not stack with any similar <u>Traits</u> that give bonus Hits.

## The Will to Power!
*"Have you forgotten?  Victory goes…to those with courage!!!"*
- o Usable in Round 3+.  Your Commander may transform 3 Hits into Critical Hits.

## Bonds that Transcend Time & Space
*You hear the brave words of someone very important to you telling you keep fighting.*
- o Usable in Round 3+ when it is your turn to activate a new unit.
- o A defeated unit returns to battle with 100 HP and immediately takes its turn.
- o Your opponent gained VP for destroying them the 1st time but not for a 2nd time.

# Strategic Commands [Module]

## Influence

Influence represents the strategic vision, tactical acumen, and spatial awareness of your Commander and/or combat information center to bolster your forces.  While the Momentum pool is used for Skills, the Influence pool is used to issue Commands to your forces.

- Your starting Influence depends on the size of your game
  - 1000pts – 1 Influence  |  2000pts – 2 Influence  | >2000pts – 3 Influence
  - Your Influence pool may never exceed 10
- Gaining Influence [I+X]
  - You gain +1 Influence at the end of each battle Round.
  - You gain +1 Influence if you defeat an enemy Commander.

Standard Commands are used at the start of the Round and affect all your forces.  **Reaction** commands instead can be used any time but affect only one or a select few units. You may only use one standard Command per Round; Reaction Commands are usable once per turn and do not count against this limit.  Every player starts with these Universal Commands.

## Universal Commands

- Inspiring Speech (I-1) *We can't give up here, not now, not ever!*
  - Once per battle your forces gain [M+3].
  - Only usable by your Commander in Round 4+.

- [Reaction] Warning (I-1) *Your support operator alerts you to a threat just in time.*
  - Choose a unit, they are immune to Tactical Advantage this turn.
  - You may also adjust that unit's facing up to 90°

- [Reaction] Guardian (I-1) *As the smoke clears, a voice calls out "You're not alone in this fight!"*
  - After one of your units has failed to Evade or Block any Hits choose another one of your units within 5" (10" if they have 20+ Movement) to intercept those Hits.
  - The Guardian unit takes all remaining Hits in lieu of the original target.

- Ambush! (I-1) *Our Recon Team has breached the perimeter undetected.*
  - Up to 3 Frame 1–2 units may [Ambush] at the end of a round.  Deploy anywhere outside LOS or enemy Sensor's range. Amphibious units must deploy in water.
  - For each Ambusher you may also return a unit to Reserves as long as they have Stealth, Jamming, or they are Amphibious units and are currently in the water.

# Expanded Strategic Commands

Designer's Note: This a module to adds more Commands for experienced players.
You may select up to two Strategic Commands to use with your forces this battle.

## Strategic Commands

- **[Reaction]** Coordinated Attack! *Here we go! We'll do the Jet Stream Attack one more time!*
    - o At the end of your turn immediately activate one or two more units.
    - o These unit can make Shooting or Melee attacks but may not do both.
    - o The Influence cost is 1 for each Frame 1–2 Unit, and 2 for each Frame 3+ unit.

- **[Reaction]** Infantry Ambush / Explosive Trap (I-1)
    - o Once per battle choose up to 5 enemy units, they each take 400 DMG.

- Missile Screen! (I-1)
    - o This round Missiles / Rockets gain Overwatch V.
    - o Using them for Overwatch consumes the armament.
    - o Missiles that already had Overwatch instead gain +5 Hits.

- Opening Bombardment (I-1)
    - o You may fire up to 2 Artillery Indirect Fire weapons prior to the start of battle.

- **[Reaction]** Overwatch (I-1)
    - o One unit makes an Overwatch Attack against an enemy within range.
        - ▪ An individual unit may not Overwatch more than once per Round.
    - o *e.g. Green Viking uses its Machine Gun (Overwatch IV) and makes 4 attacks.*

- Advancing Bulwark (I-2)
    - o This round gain Move+5" and +1 Melee Block.

- Lightning Raid (I-2)
    - o This round your units gain Move+5" and +1 Evade.

- Overwhelming Firepower (I-3)
    - o This round your army gains +1 Shooting Accuracy and +1 ARM PEN.

- The Valiant (I-3)
    - o This round during any Melee your forces gain Melee ATK+2 Hits if their HP<50% or if their opponent has a Melee stat greater than their own.

- Reinforcements (I-X)
    - o Once per game redeploy up to 5 destroyed Frame 1 or 2 units on your table edge.
    - o The total cost of units redeployed cannot exceed 100x Influence spent.
    - o You may not redeploy units that have Level 1+ Pilots/Captains/Kaiju.
    - o These units are considered new units and count for VP scoring.

# Stellar Warfare

## Pre–Battle

### Deployment  *HAVE THE NEMO TEAM COVER OUR REAR FLANK; THE IRON DUKE CAN HANDLE THE FRONT.*

- Units with the [G] tag cannot sortie in space, the [S] tag cannot sortie on the ground.
- Warships must deploy on the table edge. They cannot use the [Ambush] Command.
- Mecha & Aircraft either stay embarked or deploy 8" of the ship's center turret.
    - You can only embark on ships that are larger in Size than your unit.
- Warships do not benefit from Cover but can benefit from LOS blocking terrain.

### Spread M-Particles  *CAPTAIN, M-PARTICLES HAVE REACHED COMBAT DENSITY!*

- Prior to the start of battle either player can have their warships spread M–Particles.
- If so, <u>any unit</u> attacked outside 24" may reroll 1 Evade die per enemy attack action.

## Stellar Mobility of MS & Super Robots

### Movement

- Skilled and Ace Pilots gain Movement+5".
- Moving in an opposing direction of your first movement costs [M-1] due to inertia.
    - An opposite direction does not have to be 180° but any opposing direction.
    - This penalty includes strafing out of cover then reversing back into cover.
    - Skilled and Ace Pilots ignore this requirement.

---

*Argonaut (Move 13" | Basic Pilot) wants to do a hit and run attack.*
*They move forward 5" and Fire, then lose [M-1] to move backwards 8".*

---

## Low Gravity Battle

Designer's Note: Setup a ground battle with a few Stellar rules to create a lunar battle.

- Skilled and Ace Pilots gain Movement+5".
- Warships are immune to High Ground and it costs Move–5" to Melee attack one.
- Units may take High Ground without Full Throttle. Falling & Throws deal no DMG.
- Roll a d10 if a unit on the high ground takes damage, they fall off on a roll of 1–4.

## Tactical Advantage in Stellar Battlefields

- You cannot gain the High Ground advantage in open space.
- Regardless of facing you may only Blindside if you can Outmaneuver your enemy.
    - Against a Warship this instead becomes an attack run on the bridge.

## Outmaneuver / Bridge Attack

- Prior to an Attack choose a target within 10" then spend Move–10" to begin.
- Each side rolls a pool of dice (5d10 ± modifiers) to see who gains an advantage.
  - The Battler, Interceptor, Attacker and Melee roles gain +1d10.
  - If your base Movement is 5" greater than your opponent gain +1d10.
    - If your base Movement is 10" greater instead gain +2d10.
  - If the Defender has at least one allied warship within 16" gain +1d10.
  - If the Attacker is making a Melee attack versus a Warship they lose –2d10.
- Every 5+ rolled is a success and every 10++ is worth double.
  - Level 1+ Pilots & Captains may spend [M-1] for +1 Success up to 3 times.
  - Skills and Traits that reroll Evade dice also apply to these rolls.
- In the event of a tie, the sequence ends.

## Outmaneuver Outcome

- A victorious Attacker gains Tactical Advantage versus the target this turn.
  - If they beat their opponent by 3 or more, they instead gain Blindside.
- A victorious Defender makes an Overwatch attack with +3 Shots.
  - If they do not have an Overwatch weapon make 3 Shots.

## Bridge Attack Outcome

- A victorious Attacker gains Blindside and ARM PEN+3.
  - If the ship survives it has ACC–2 and all attacks within 16" Blindside it.
- A victorious Defender makes an Overwatch attack with +3 Hits.

---

*Green Viking attempts a Bridge Attack on the Saronic Cruiser. They move within 6" last turn and this turn spend 10" to start their attack run.*

*Green Viking is a Battler and rolls 6d10, the Saronic Cruiser has another Cruiser nearby and rolls 6d10 as well. Their final rolls are:*
*Green Viking [3,4,__6,8,9,10__] = 5 Successes*
*Saronic Cruiser [1,2,4,__7,7,10__] = 4 Successes*

*Green Viking is victorious, their Machine Gun gains PEN+3, the Saronic Cruiser is hit by 9 times and must now make 5 ARM Saves vs PEN 3.*

*The players describe this as Green Viking's blowing up several cannons and turrets on its way towards the bridge before striking the critical blow.*

---

## Warship Combat

### Phases

- Warships take their turn in a separate phase at the end of the round after all other units have taken their turns. The player who won initiative goes first this phase.

### Melee

- Ships may Disengage freely [M-0]. Most ships have AA DEF which is Melee DEF.
- Ships with a Melee stat can Melee ATK any unit within 6" of the Warship hull.

### Movement

- Ships may only move forward, never backwards, they may not turn more than 45°.
- Ships can move diagonal (but no more than 45°) while keeping their current facing.
- If a ship crashes into / through terrain features they make 3 Armor Saves vs PEN 5.

### [Action] Full Throttle! ALL-AHEAD FULL, PROCEED AT MAXIMUM COMBAT SPEED!

- Warships only gain Move+3". A unit may benefit from this only once per unit turn.

### [Action] Focus GUNNERY SECTION ESTABLISH A LOCK ON THE ENEMY FIGHTERS.

- Warship choose a target and weapon to gain +1 Shot (+1 Hit vs Warships)
  - o Warships may only use Focus once per weapon.

### [Action] Shooting Attack MAIN GUNS AND MISSILE TUBES 1-4 BEGIN FIRING!

- Basic Captains may <u>not</u> target enemies that are within 8" of an ally.
- Ship weapons can fire in the front and the rear arc, except for **Recharge** weapons.
  - o [360] Weapons may select a target in the Front <u>and</u> Rear firing arc.
    - ▪ You cannot target the same unit twice with a [360] weapon.
- Since Warships come in unusual shapes measure from the center most gun–turret.

---

*The Saronic Cruiser has 2 actions and so fires 2 Mega Particle Cannons.*
*Next Round one MPC is destroyed, they use their 2nd action to Focus.*
*In Round 4 they use an Action to Full Throttle and begin retreating.*

---

### [Action] Reload! GUNNERY SECTION I NEED MISSILE TUBES 1-4 RELOADED ON THE DOUBLE!

- Choose a weapon currently reloading, it is now ready to fire this turn.

### [Free Action] Overwatch! HAVE THE ANTI-AIR TURRETS FOCUS ON THE STARBOARD SIDE!

- Once per <u>turn</u> one [AA] weapon fires Overwatch Vs a unit that moved within 24"

### [Free Action] Launch CATAPULT IS READY YOU ARE CLEARED TO LAUNCH ENSIGN.

- At the start of each round each ship may deploy onboard units up to their catapult stat 24" from their hull.  All other units may deploy 8" from the ship's center turret.

### Repairs  DECK CREW GET THAT MS FUNCTIONAL IN 10 MINUTES!

- Units may board a Warship at the end of their turn if they are within 8".
- At the end of each round 4 onboard units regain HP equal to the ships Repair stat.

### Warship Armor Saves

- Warship Armor Save are instead capped at 5 (10 vs AOE weapons).
- If a warship is within the attacker's sensors range a failed Armor Save either destroys a weapon or does 1000 DMG (Defender's choice.)

---

*The Musarl Cruiser is within Sensors range and hit by a Beam Rifle three times (PEN 6). It rolls three Armor Saves, if they roll a 1–5 the Defender must decide if they will take 1000 DMG or sacrifice a weapon.*

---

### Sunken Ships

- When a ship is destroyed leave the model on the battlefield.  Smaller units such as MS & Super Robots may use the ship as LOS blocking cover when maneuvering.
- Onboard units roll 3 ARM Sv versus PEN 5.  If they survive deploy them within 8"

## Exceptional Captain's Orders

- Skilled Captains are Level 1 and Battle Hardened Captains are Level 2.
- Instead of enhanced Precision / Barrage / Dodge / Guard, Captain's gain Orders.
- At the start of each Round, each Captain may issue one Order, they last for 1 Round.

### All Units High-Alert, Take Evasive Action!

- This Round your units improve the Dodge bonus by 1. (Max 3).
- Battle Hardened Captain – Your Warships may immediately rotate up to 45°.
  - o  Also any non–warships units outside of Melee may immediately fall back 5".

### Main Battery and Support Element, Wipe out the Enemy!

- This Round your units improve the Precision / Barrage bonus by 1. (Max 3)
- Battle Hardened Captain – Your units also gain +1 ARM PEN.

### Prepare for Close Combat, We're Taking the Fight to Them!

- This Round your units improve the Melee Guard bonus by 1. (Max 3)
- Battle Hardened Captain – Your units also gain Move+5" this Round.

### Comms Officer I Need you to Relay a Direct Order.

- Choose an allied unit, they get +1 Action on their turn.  This does not stack.

# MechaStellar Reference Information

# Reading a Mecha Unit Profile

The unit profiles for MechaStellar can be information dense so let's take a moment to walk through it.

| Unit Name | | Type | Role | Special | Performance | Frame | Points |
|---|---|---|---|---|---|---|---|
| Green Viking | | MS | Battler | | 2 | 1 | 30 |
| **Basic Pilot** | | Model | EQ Slots | Size 0 | Speed+ | Armor+ | Cost+ |
| | | | 3 | Giant | -1 | 1 | -3 |
| **Sensors** | **Move** | **Actions** | **Shooting** | **Melee** | **Evade d10** | **ARM Sv** | **HP** |
| 6" | 7" | 1 | 8 | 5d10 | +3 | + | 800 |
| **Weapons** | | **EQ Slots** | **Range** | **Attacks** | **Close Range** | **PEN** | **DMG** |
| Machine Gun | | 1 | 24" | 6 | RF+2 Hits | - | 200 |
| Overwatch IV | | | | | | | |
| Melee Shield | | 1 | - | +1 Block | - | - | - |
| Can only Block Melee or Overwatch Attacks | | | | | | | |
| Heat Hawk | | 1 | Melee | - | - | 5 | 500 |
| Reroll 1s on Attack | | | | | | | |
| Shoulder Tackle [CC] | | - | Melee | - | - | - | 500 |
| After Melee push target out of Engagement range | | | | | | | |

| Green Viking alternate weapons. Giant Bazooka requires a Skilled / Ace Pilot. | | | | | |
|---|---|---|---|---|---|
| **Weapons** | **EQ Slots** | **Range** | **Attacks** | **Close Range** | **PEN** | **DMG** |
| Magella Cannon | 1 | 48" | 4 | RF-2 | 1 | 500 |
| Indirect Fire (R:32" to 40"+Sensors) | | | | | | |
| Giant Bazooka | 1 | 32" | 3 | RF+1 | 2 | 800 |
| +1 PEN vs Warships | | | | | | |

## Section 1 – Green Heading

- This section is for build choices that determine your combat stats and points cost.
  - Build stats are highlighted purple, and typically do not come up in Combat.
- **Type** will specify if it is a MS, Super Robot, Kaiju / Super Heavy, or Stellar Warship.
- **Role** will specify what the unit is generally used for.
  - **Battlers** are your front line fighters good at Shooting and Melee.
  - **Interceptors** have lower Shooting & Melee in exchange for the best Evade.
  - **Melee** units have the best Melee while **Snipers** have the best Shooting.
  - **Raid** units have good movement **Attackers** have good Melee & Evade.
- **Special** is used for very powerful or unique units and further improves their stats.
- Higher **Performance** units have better Shooting, Melee & Evade (S/M/E).
  - Tier 2 Units begin at Performance 5+ and have better Sensors, Move & HP.
  - Tier 3 Units begin at Performance 8+ and get another bonus.
- **Frame** Level determines your base HP & EQ Slots as well as how much additional Armor a unit can hold before it becomes weighed down and slower.
  - Frame 3+ Units have cutting edge technology further improving S/M/E.
- **Total Points** shows how many points it costs to field this unit. This unit is 30pts so you could easily field a dozen of these even in a small 500pt game.

| Unit Name | | Type | Role | Special | Performance | Frame | Points |
|---|---|---|---|---|---|---|---|
| Green Viking | | MS | Battler | | 2 | 1 | 30 |
| **Basic Pilot** | | Model | EQ Slots | Size 0 | Speed+ | Armor+ | Cost+ |
| | | | 3 | Giant | -1 | 1 | -3 |
| **Sensors** | **Move** | **Actions** | **Shooting** | **Melee** | **Evade d10** | **ARM Sv** | **HP** |
| 6" | 7" | 1 | 8 | 5d10 | +3 | + | 800 |
| **Weapons** | | **EQ Slots** | **Range** | **Attacks** | **Close Range** | **PEN** | **DMG** |
| Machine Gun | | 1 | 24" | 6 | RF+2 Hits | - | 200 |
| | | | Overwatch IV | | | | |
| Melee Shield | | 1 | - | +1 Block | - | - | - |
| | | | Can only Block Melee or Overwatch Attacks | | | | |
| Heat Hawk | | 1 | Melee | - | - | 5 | 500 |
| | | | Reroll 1s on Attack | | | | |
| Shoulder Tackle [CC] | | - | Melee | - | - | - | 500 |
| | | | After Melee push target out of Engagement range | | | | |

| Green Viking alternate weapons. Giant Bazooka requires a Skilled / Ace Pilot. | | | | | | | |
|---|---|---|---|---|---|---|---|
| **Weapons** | **EQ Slots** | **Range** | **Attacks** | **Close Range** | **PEN** | **DMG** | |
| Magella Cannon | 1 | 48" | 4 | RF-2 | 1 | 500 | |
| | | Indirect Fire (R:32" to 40"+Sensors) | | | | | |
| Giant Bazooka | 1 | 32" | 3 | RF+1 | 2 | 800 | |
| | | +1 PEN vs Warships | | | | | |

## Section 2 – Yellow Heading

- Skilled (Level 1) and Ace (Level 2) pilots have access to powerful Skills & Traits.
  - A Kaiju equivalent is Dreadful (Level 1) and Unstoppable (Level 2).
  - A Captain equivalent is Skilled (Level 1) and Battle–Hardened (Level 2).
- This rest of section is for build stats highlighted in purple.
- The **"Model"** area lists the model number for the unit in its original series, for example Unit 01 or the legendary RX-78-2.
  - In lieu of **Model** Super Robots & Warships have a green **Power** stat.
  - In lieu of **Model** Kaiju & S. Heavy units have an orange **Havoc** stat.
- The **Equipment Slots** stat shows the number of slots dedicated for weapons. If this value doesn't match the sum of the weapons shown then the Designer made an error.
  - In this profile the weapons add up to 3 which matches the EQ Slot field.
- **Size** affects a units HP, EQ slots & Points. Very large units take an Evade penalty.
  - Size 0 is the standard size for most Giant Robots around 18m.
- Speed & Armor are build stats affecting Move, HP & Armor Save.
- Cost+ is most frequently used to lower a unit's cost. This is commonly used stat for mass production units used by your grunts.

## Section 3 – Pink / Light Red Heading

- You will use this section most often as it houses your combat stats.
  - It includes **Sensors** range, **Movement** and **Actions** per turn
  - The unit's **Shooting** Accuracy, **Melee** dice pool and **Evade** bonus.
  - **Armor Save** modifier (+0 in our example) & **HP**.

| Unit Name | Type | Role | Special | Performance | Frame | Points |
|---|---|---|---|---|---|---|
| Green Viking | MS | Battler | | 2 | 1 | 30 |
| **Basic Pilot** | Model | EQ Slots | Size 0 | Speed+ | Armor+ | Cost+ |
| | | 3 | Giant | -1 | 1 | -3 |

| Sensors | Move | Actions | Shooting | Melee | Evade d10 | ARM Sv | HP |
|---|---|---|---|---|---|---|---|
| 6" | 7" | 1 | 8 | 5d10 | +3 | + | 800 |

| Weapons | EQ Slots | Range | Attacks | Close Range | PEN | DMG |
|---|---|---|---|---|---|---|
| Machine Gun | 1 | 24" | 6 | RF+2 Hits | - | 200 |
| Overwatch IV | | | | | | |
| Melee Shield | 1 | - | +1 Block | - | - | - |
| Can only Block Melee or Overwatch Attacks | | | | | | |
| Heat Hawk | 1 | Melee | - | - | 5 | 500 |
| Reroll 1s on Attack | | | | | | |
| Shoulder Tackle [CC] | - | Melee | - | - | - | 500 |
| After Melee push target out of Engagement range | | | | | | |

| Green Viking alternate weapons. Giant Bazooka requires a Skilled / Ace Pilot. | | | | | | |
|---|---|---|---|---|---|---|
| Weapons | EQ Slots | Range | Attacks | Close Range | PEN | DMG |
| Magella Cannon | 1 | 48" | 4 | RF-2 | 1 | 500 |
| Indirect Fire (R:32" to 40"+Sensors) | | | | | | |
| Giant Bazooka | 1 | 32" | 3 | RF+1 | 2 | 800 |
| +1 PEN vs Warships | | | | | | |

## Section 4 – Charcoal Grey Heading – Equipment Loadout

- In this example the Green Viking has four equipment options.
    - The Machine Gun for Shooting attacks with high rate of fire.
        - They may swap their weapon with a long–range cannon.
        - If they were a Skilled / Ace Pilot they could take a high DMG Bazooka.
    - A Melee Shield which gives +1 Block against Melee or Overwatch attacks.
    - A Heat Hawk for Melee attacks with good Armor Penetration.
    - Shoulder Tackle, a Close Combat [CC] weapon.
- Weapon profiles
    - A weapon's **Max Range** is shown, half of that is the **Rapid Fire** range.
        - The Machine Gun becomes very potent in rapid fire range.
        - Conversely, the long–range artillery cannon performs poorly close up.
    - **Attacks** show the number of ranged shots or **Melee ATK** bonus (if any).
        - **Shields** will instead show the number of Blocks.
        - **Close Range** will show either the **Rapid Fire** bonus (i.e. RF+1 gives +1 Shot, while RF+1 Hit is +1 Hit) Or it will show a **Melee DEF** bonus.
    - **Armor Penetration** is the value an **Armor Save** is rolled against.
    - **Damage** shows how much damage each Hit will deal.
    - **Special** qualities are shown for each piece of equipment.
    - Nomenclature
        - Twin-Linked is abbreviated as TL, its bonus is included in the weapon
        - For space reasons you may see Machine Gun abbreviated as M.Gun or Beam Rifle abbreviated as B.Rifle

| Unit Name | | Type | Role | Special | Performance | Frame | Points | |
|---|---|---|---|---|---|---|---|---|
| Green Viking Cdr | | MS | Battler | | 2 | 1 | 40 | |
| **Basic Pilot** | | Model | EQ Slots | Size 0 | Speed+ | Armor+ | Cost+ | |
| | | | 3 | Giant | | 1 | -2 | |
| **Sensors** | **Move** | **Actions** | **Shooting** | **Melee** | **Evade d10** | **ARM Sv** | **HP** | |
| 6" | 9" | 1 | 8 | 5d10 | +3 | + | 800 | |
| **Weapons** | | **EQ Slots** | **Range** | **Attacks** | **Close Range** | **PEN** | **DMG** | |
| Machine Gun | | 1 | 24" | 6 | RF+2 Hits | - | 200 | Unit |
| Overwatch IV | | | | | | | | Image |
| Melee Shield | | 1 | - | +1 Block | - | - | - | |
| Can only Block Melee or Overwatch Attacks | | | | | | | | |
| Heat Hawk | | 1 | Melee | - | - | 5 | 500 | |
| Reroll 1s on Attack | | | | | | | | |
| Shoulder Tackle [CC] | | - | Melee | - | - | - | 500 | |
| After Melee push target out of Engagement range | | | | | | | | |
| **Mecha & Pilot Traits** | | | | | | | | |
| Gain [M+1] when this unit activates. | | | | | | Pilot Trait I | Renowned Pilot | |
| When you attack Level 1-2 Pilots, Captains & Kaiju gain: +1 Hit (+2 with DMG<300 Weapons) | | | | | | Pilot Trait I | Headhunter | |

| **For +20pts the Green Viking units may equip TL Missile Pods** | | | | | | |
|---|---|---|---|---|---|---|
| **Weapons** | **EQ Slots** | **Range** | **Attacks** | **Close Range** | **PEN** | **DMG** |
| TL Missile Pods | 2 | 32" | 6 | RF+3 Hits | 2 | 300 |
| Single Use | | | | | | |

## Section 4 – Midnight Blue Heading

- Mecha & Pilot Traits shown here typically alternate between light purple and white
  - A Mecha's traits might include a Barrier, an Emotion Drive, Cloaking, the ability to Transform, or special maneuvers such as elongating limbs.
  - In the example the Mecha itself has no unique traits but the Ace Pilot does.
    - Renowned Pilots give your forces +1 Momentum when they activate.
    - A Headhunter is great at taking down enemy Aces and Skilled Pilots gaining +1 Hit against them (or +2 Hits when using a DMG 100 or 200 weapon which are typically high rate of fire like a machine gun.)
- If you want to swap Pilots with your own creation simply swap out a Level I Trait with another Level I Pilot Trait, or a Level II with another Level II Trait or two Level I Traits.
- On some pages it will also list alternate or additional weapons you can take.
  - As noted above the Green Viking units could take a cannon or bazooka.
  - Additionally, for +20pts more they can get a Twin–Linked Missile Pods.
    - These pack quite a punch with higher damage than the machine gun, better range and a bonus Hit in rapid fire range but are single use.

## QUESTIONS?

Send us an email at mechastellar@gmail.com

# Revision Log

Any changes to the Core Rules are shown in blue text throughout the document.

VER9R1 August 2023
- Fixed a typo in Stellar Warships regarding targeting with [AA] weapons.
- Shifted the "Catapults" & [360] traits from the Stellar Ship profiles to the core rules.

VER9.1 October 2023
- Updated Target Lock so when a target is within Sensors 1s OR 2s become Crit Hits
- Updated Engagement range to be a recommendation based on the size of the figures being used but players may choose either option.
- Changed terminology from "Ignore Elevation" to "Fly"
- To continue making the rules scale neutral, removed height requirement for Fly / Full Throttle, instead players designate what terrain is considered high ground.
- High Ground now bypasses closest target rules for grunts
- In "Full Power" if you choose the same upgrade (i.e. DMG+100) then it costs 2 Power the second time it is chosen. Removed the limitation on Range 16" weapons.
- Clarified that abilities that improve an attack like Focus or Make it Count apply only to a single target when making a multi-target or AOE attack.
- Stun / Electric / Freezing weapons now require an Armor Save to reduce Actions.
- Push / Pull weapons now require an Armor Save as well. Added mechanics about hitting terrain, other units or being knocked off the high ground to the core rules.
- Terrain – Clarified that if a model is not fully visible because of terrain or other units in the way that they receive the benefits of cover.
- Battle Damage Module – Propulsion damage also disables Full Throttle
- SRW Module – Added Redline for randomized movement.
- Adjusted the following traits – Renowned Pilot, Fighting Spirit, Lonewolf, Marksman, Berserker and their derivative traits.

VER9.2 November 2023
- Changed Super Titan nomenclature to Super Robot due to fit in new profile layout.
- Allowed Focus in engagement range to ignores rapid fire penalties
- Modified Vigilant Leader to prevent castling
- Updated Shields and Terrain Cover bonus. Fixed numbers on Destroy Terrain.
- Gritty Battles – Provided info on combat stats after a Shield break
- Stellar Warfare – Updated M-Particles and All Ahead Full
- Updated Tactician, Merciless Melee & Furious Fusillade.

VER9.2R1 December 1 2023
- Updated the [M] cost for the Make it Count Skill.

VER9.2R2 December 16th 2023
- Based on feedback changed Vigilant Leader to +1 Accuracy within 24"
- Upgraded Giant Slayer to be +2 ARM PEN vs larger targets.
- Updated Seasoned Veteran / Untouchable to be more useful for Skilled Pilots
- Updated Legendary Pilot, Fighting Spirit, and Unfaltering Courage

VER9.2R3  December 17th 2023

- Added a note about setting up Terrain in the Target in Cover section.
- Increased Engagement range to 4" for small figures.
- Fixed typos regarding Fleet Commanders and updated Decimator trait.
- Clarified Cover height for larger figures and Cover vs IDF

VER9.3  December 23rd 2023

- Updated Challenge to require all attacks into the challenger
- Melee Clash - Included a note about weapons that force movement (Shoulder tackle [CC]) will now preemptively ends melee before a Counterattack.  Updated example.
  - o  Removed the Super Robot bonus on Melee stat of 10d10.
- Updated Decimator, Rallying Leader, Bold Leader, 3x as Fast Commander Traits
- Noted that AOE weapons gain bonus hits when targeting a single warship.
- Gritty Battles – Added in an option to allow the first failed Armor Save each turn to cause Battle DMG instead of 1000 DMG.
- Due to popular request streamlined the SRW module trimming it down to 1-2 special rules per type (Real Robot, Super Robot, Warship) and capped ARM Sv at 5.
  - o  Adjusted Redline to reduce the action potential for Turn 1 Alpha strikes
  - o  Updated VP to disincentivize directing all your attacks at one unit.
- Updated the Overwatch Command to be once per unit per Round
- Clarified what happens when a warship is sunk and units are onboard
- Fixed a version control issue where a few previous revisions were missing.

VER9.3R1  December 30th 2023

- Added an example to Shields in the Core Rules
- Clarified deep water terrain in Cover rules
- Fixed typo in SRW Module Destruction VP, should be each Round instead of Turn
- Added a note about Land Battles under Deployment / Hangar / Spread M-Particles
- Streamlined Stellar Warfare - Outmaneuver / Bridge Attack
- Added a note about melee range for Warships.
- Clarified that Lock-on is a Warship focus action and rebalanced the effect.
- Removed the Lock-on requirement to target a MS outside of Sensors range
- Allowed Warships to Overwatch once per turn with a single weapon against any target that moves within 24" to encourage more back and forth interaction in the Mech phase.  Rebalanced Warships [AA] weapons.
- Capped Warships Armor Saves at 5.  Also allowed the Captain to decide if they will take 1000 DMG or lose a Weapon per failed Armor Save
- Updated several army wide Commands to match the Captain's Orders.
- Updated Level II Pilot and Captain Traits

VER9.4 January 31st 2024

- Criticals
  - o  You always Evade on a roll of 9 or 10.  In Melee you crit on a 9 or 10.
  - o  Shooting Crits are on a 1 or 2.  Target Lock increases it to 1,2 or 3.

- All units gain the following offensive & defensive options
  - Attacker chooses Precision (+1 Shooting Accuracy) or Burst Fire (+1 Shot)
    - Skilled Pilots improve these bonuses to +2
  - The Defender choose either Dodge (Evade+1) or Guard (+1 Block, stacks with Shields/Cover) or Counter (+1 Hit in Melee).
    - Ace Pilots improve the bonuses to +2
- Made Revenge a special case for Challenge instead of Tactical Advantage
- Removed the Size 3+ clause from Melee added it to the "Slow and Laborious Trait"
- Full Power & World Shaking Havoc – Updated to integrate Push/Pull weapons.
- Updated the following Skills & Traits
  - Remove Ace Evade & Flawless Ace Evade
  - M.I.C., Bullseye, Tear through Ranks, Improvise, Seize the Day, Unbeaten.
  - Updated Renowned Pilot, Immortal, Elusive, Marksman, Untouchable, Lone Wolf / Operative, Tactician, Fearsome, Brash, Wiley & Stoic Captain.
  - Merged these traits: Renowned Pilot & Seasoned Veteran; Deadeye and Furious Fusillade; Merciless & Melee Mastery; Heroic Spirit & Steel Resolve.
  - Commanders gain access to all pilot skills even if they are a basic pilot
  - Upgraded Decimator and Unyielding Commander Traits
- Clarified multi-target abilities
- The High Ground penalty gives +1 Hit against you instead of +1 Accuracy
- Based on feedback simplified the Destroying Terrain module
- Updated Shield Breaks for Gritty Battles
- Stellar Warfare
  - Removed the Hangar stat, Warships gain access to Full Power.
  - Warships now use one action to fire one weapon just like all other units.
  - Ships can spend [M-2] to Dodge an attack

VER9.5 February 28 2024

- Moved End of Round [M] bonus and Commander traits to the Wargame rules.
- Updated deployment rules to no longer be based on Sensors.
- Updated Challenge to instead be a Defensive Bonus.
- Updated Facing rules as well as Warship Firing arcs.
- Noted that you lose [M-1] if you drop down the same turn you gained High Ground.
- Added a note about Transforming MS to the core rules.
- Added a LOS clarification to close a loophole where you could shoot but not be shot.
- Simplified IDF so it cannot benefit from Skills or deal Critical Hits.
- Capped Critical Hits at 3 for Shooting attacks.
- Made Crash Through and Trample its own action as a Shooting attack option.
- Upgraded the Havoc stat. Updated and moved Destroying Terrain to the Core Rules.
- Updated Tear through the Ranks and Seize the Day to cut down on Alpha Strikes.
- Updated Bullseye Skill to be more useful.