

MECHASTELLAR CO-OP CAMPAIGNS FOR MOBILE SUIT GUNDAM

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Updated Acquisition Points and Momentum gain via Control Points

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CO-OP SANDBOX CAMPAIGN - FEDERATION

STARTING A CAMPAIGN

This is a Sandbox style campaign with just enough premise to get you started while you and your friends decide the rest of the narrative. After each mission you can grow your force, acquire stronger Mobile Suits (MS), and improve your pilots.

The mission pack is balanced around 4 MS but can be played with 1–6 players. For solo player you control 4 MS, for 2 Player each controls two MS, for 3 Player one player controls two MS to start, for 4 Players each player controls one MS. For 5–6 players each mission will tell you how many additional units to add.

Each Mission has a set of Objectives to complete. All Missions end after Round 5.

Players Starting Units

Players start with either a GM Ground Type, GM Sniper [G] or Guntank (MP) [G]. Don't forget to give each Pilot a name. In between missions you can swap pilots and MS at your hanger and acquire new units using acquisition points you receive on your missions. Your logistics staff can only support a maximum of 10 units total in your army.

Player Units

- Each mission you are limited to bringing 4 MS (5 or 6 if you have extra players.)
- Each Mission one player will be the Mission Commander.
 - This gives their unit a valuable Commander Trait for that mission.
 - They also decide the enemy's action if there is a conflict on the behavior table.
- Players rotate Mission Commander with each new Mission. By the 3rd time you are Mission Commander every other player should have done it twice by now.

Repairs

- After each mission repair 1000 HP for Frame 1–2 and 2000 HP for Frame 3+ units.
 - If a MS sits out a mission it is repaired again.
- You may also spend 10 Acquisitions Points to repair a MS 2000 HP.

Acquisitions

- Mission Objectives give Acquisition Points, they are fulfilled once per Mission.
 - Objectives are worth +10pts unless specified otherwise in their description.
 - You also gain points when destroying MS. Frame 1 is +1pt, 2 is +2pts, etc.
- MS are acquired with Acquisition Points, you are limited by your Requisition Limit.
 - Some MS have iconic pilots with specific pilot traits shown in Light Purple.
 - Ignore those and substitute your own pilot traits when using that MS.
 - Some units list weapon upgrades you can purchase on their profile.
 - i.e. +10pts for a Rocket Barrage which is usable once per Mission.
- You can recruit a new Tier 0 Pilot for free and a Tier 1 Skilled Pilot for 50 Points.
- Acquisition Points are shared for the group, players should agree on how to spend them with the Mission Commander of the previous mission having final say.

Battlefield Size

- Your battlefield can be as big or as small as you like.
 - We recommend no smaller than 24" x 36" and no larger than 48" x 48".
 - For Space no smaller than 48" x 48" and no larger than 48" x 64".
- Keep in mind the larger maps benefit units with high movement and/or long range.

Control Points

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

Momentum

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

Pilot Skills & Commands

- Your units can use all **Pilot Skills** in the Wargame Rules.
 - Your Pilot Stats let pay for Pilot Skills in lieu of Momentum.
- The Mission Commander selects one **Climactic Event** each Mission.
 - The "Narrow Escape" Event is recommended if you are new to the game.
- Enemy Commanders use Pilot Skills prioritizing **Defense** if it would save the unit.
 - If they have a 2nd Skill the Mission Commander decides when they will use it.

Pilot Levels & Tiers

In campaign mode you can gain 20 pilot levels which give more granular boosts to power.

At Level 10 you become a Tier 1 Skilled Pilot and Level 20 a Tier 2 Ace Pilot.

- Skilled Pilots no longer need to attack the closest enemy model
- A Tier 1 Skilled Pilot may have a single Tier I Pilot Trait
- A Tier 2 Ace Pilot may have a single Tier II Trait or two Tier I Traits
 - You may swap traits when you become an Ace Pilot.

Pilot Stats & Advancement

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

- +1 Level – Complete a mission. Bonus +1 Level if you are the Mission Commander.
- +2 Level – Challenge and Defeat a Tier 1 Skilled Pilot / Captain or Dreadful Kaiju
- +4 Levels – Challenge and Defeat a Tier 2 Ace Pilot, Captain or Unstoppable Kaiju
- +1 Level – GM's Discretion

Pilot Skill Points

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

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

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

Below are Pilot Skills split up by category.

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

*Continuing with the Level 7 Pilot example playing aggressively with SP.
On your turn your uses 1 ATK SP for +1 ACC with Bullseye.*

On the enemy turn they are attacked by a missile pod in close range. You spend your last 3 DEF SP on Defense to negate 3 Hits.

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

KIA / WIA

- If your unit was defeated in battle roll an Armor Save, on a 5+ the Pilot survives.
 - You may reroll the save for Skilled and Ace Pilots.
- After surviving a Pilot needs one Mission to recuperate before they can sortie again
- You may salvage an old or destroyed MS for one of the below benefits
 - Acquisition points equal to ½ its cost or full points if it is 100% repaired
 - Fully Repair another unit with the same Frame Level.

ENEMY 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 Tier 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.

MISSION 1 – REPEL THE ENEMY

Designer's Note: When playing these missions if you don't have enough models or the right model for the enemies use another figure or object as a proxy.

Premise: Zeon forces are attacking the base. Federation forces quickly sortie to defend.

Enemy Units

1. 3x Zaku II w/ Machine Gun (Cost 30)
2. 1x Zaku II w/ Magella Cannon (Cost 30)
3. +1 Zaku II with Machine Gun for each additional player

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - Place a large building in the center
 - Place several buildings around each Control Points
 - Keep the area North/South & East/West clear to show a road.
- Place Units
 - Place the Zaku II with the cannon a table edge within shelling distance
 - Place the other Zaku IIs on the outskirts of the base
 - Players can start anywhere inside the base

Mission Objectives

1. Capture 3 Control Points by round 3 (+30pts)
2. No allied units are destroyed (+20pts)
3. Survive for 5 Rounds
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Mission Completion

Pilots advance in level and the Requisition Limit improves from 30->50.

At the end of the mission pack you can find a table showing mobile suits available by your current requisition limit.

MISSION 2 - SCOUT THE DESERT

Premise: Federation forces scout the Desert for Zeon forces following the attack.

Enemy Units

1. 4x Zaku II w/ Machine Guns (Cost 30)
2. 1x Zaku Cannon (Cost 50)
3. +1 Zaku II with Machine Gun per extra player

Battlefield Setup

- Set up 4 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - Roll out a desert game mat or corkboard mat if you have one
 - Place several rocky structures, tall enough to block Line of Sight (LOS)
 - Use some large rocks from your garden or backyard for scenery
- Place Units
 - Place all enemies behind tall cover that blocks LOS
 - Place the Zaku with Magella Cannon farthest from the players
 - Spread out the Zaku IIs so they are not clustered in one spot
 - Players start on a battlefield corner furthest from the enemy

Mission Objectives

1. Make Line of Sight contact with every enemy unit (+30pts)
2. Capture 3 Control Points in 3 rounds or less (+20pts)
3. No allied units are damaged
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Special Rules

1. Due to a sandstorm Indirect Fire is disabled & all units have -1 Shooting Accuracy.

Mission Completion

Pilots advance in level and the Requisition Limit improves from 50->70.

MISSION 3 - SEEK AND DESTROY

Premise: With the scouting mission complete your team sets out to destroy hostile targets.

Enemy Units

1. Gouf (Cost 100)
2. 4x Zaku II w/ Machine Guns (Cost 30)
3. +1 Zaku II w/ Machine Gun per extra player

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - Roll out a desert game mat or corkboard mat if you have one.
 - Place several rocky structures, tall enough to block Line of Sight (LOS)
 - Use some large rocks from your garden or backyard for scenery.
- Place Units
 - Place all enemies behind tall cover that blocks Line of Sight (LOS)
 - Spread out the Zaku IIs so they are not clustered in one spot.
 - Place the Gouf next to a Zaku II but further from the players.
 - Players start on a battlefield corner

Mission Objectives

1. Destroy all enemy units in 3 rounds or less (+30pts)
2. Destroy the enemy commander (+20pts)
3. No allied units are destroyed
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Mission Completion

Pilots advance in level and the Requisition Limit improves from 70->90.

MISSION 4 – ATTACK THE ZEON BASE

Premise: Intel confirms the whereabouts of the enemy's underground base. Seize it.

Enemy Units

1. Zaku Desert Type w/ Long barrel Machine Gun (Cost 120)
 - a. **Commander Trait – Commando**
 - b. **Enemy Momentum 3 | Pilot Skills – Defense**
2. 2x Zaku Desert Types w/ Basic Pilots (Cost 70)
3. +1 Zaku Desert Type w/ Basic Pilot per extra player

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - Place terrain to represent a circular cave complex with an entry tunnel
 - Place one large terrain piece in the center to block Line of Sight
 - Set up buildings in the far end to represent maintenance and supply depots.
- Place Units
 - Place all enemy units behind Cover.
 - Place the Zaku Desert Type Commander on the opposite side of the players
 - Place one Zaku Desert Type within LOS on the entrance
 - Spread out the remaining models across the battlefield
 - Players start in the entry tunnel outside LOS

Mission Objectives

1. Destroy the enemy commander (+30pts)
2. Capture 2 Control Points by Round 2 (+20pts)
3. Capture 4 Control Points by Round 4
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Special Rules

1. The battlefield is underground as a result Indirect Fire is not usable.
2. The Zaku with the Tactician trait will use it on the Commander if they are visible.
3. If a Zeon unit with Full HP would be destroyed from a Shooting attack roll an Armor Save, if they succeed, they survive with 100 HP but can no longer move.

Mission Completion

Pilots advance in level and the Requisition Limit improves from 90->110.

MISSION 5 - ENEMY SNEAK ATTACK

Premise: The enemy launched a sneak attack while you were away. Requesting support!

Enemy Units

1. Dom with Giant Bazooka (Cost 80)
 - a. **Commander – Three Times as Fast**
 - b. **Enemy Momentum 3 | Pilot Skills – Defense, Improve**
2. 3x Dom with Giant Bazooka (Cost 80)
3. +3 Zaku II with Machine Gun per extra player

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - Place a large building in the center & smaller buildings across the battlefield
 - Keep the area North/South and East/West clear around the Control Points to show a road. If you have roads feel free to place them around the base.
- Place Units
 - Place the units throughout the base behind cover
 - Players start on one table edge

Mission Objectives

1. Survive for 5 Rounds (+30pts)
2. Commander MS survives (+20pts)
3. Capture 3 Control Points by turn 3
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Special Rules

1. If a Federation unit with Full HP would be destroyed from a Shooting attack roll an Armor Save, if they succeed, they survive with 100 HP but can no longer move.
2. The Doms may ignore the behavior table to instead Shoot then seek Cover

Mission Completion

- Pilots advance in level and the Requisition Limit improves from 110->130.

MISSION 6 - DEFEND THE CITY

Premise: Zeon forces have taken over a nearby city, your mission is to drive them out.

Enemy Units

1. Zaku II Dozle Custom (Cost 100)
 - a. **Commander Trait – Bold Leader**
2. **Momentum 3 | Pilot Skills – Defense, Accelerate**
3. 2x Zaku Half Cannon w/ Gatling Gun (Cost 70)
4. 5x Zaku II w/ Machine Gun (Cost 30)
5. +3 Zaku II w/ Machine Gun per extra player

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - Place many buildings to make a city.
 - Leave routes open for major roads & intersections.
 - Keep 4 Large buildings in the center to represent the city government
- Place Units
 - Place Zaku II Custom on top the government building for high ground
 - Place the Zaku Half Cannons by the City Government buildings
 - Place remaining units in the city, spread out behind cover
 - Players start at the edge of the city

Mission Objectives

1. No buildings are destroyed (+30pts)
2. No government buildings are destroyed (+20pts)
3. Capture 2 Control Points by turn 2
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Special Rules

1. If you roll a 1 or 10 for the Enemy Commander's behavior instead use Blitz
2. Zaku II Custom preferred Target: Skilled Pilot within 16" or Target with high Melee.

Mission Completion

Pilots advance in level and the Requisition Limit improves from 130->150.

MISSION 7 - SWEEP THE CITY

Premise: Having beaten back the enemy now it is time to sweep the remainder of the city.

Enemy Units

1. Dom High Speed Test Type (Cost 170)
 - a. **Commander Trait – Bold Leader**
 - b. **Enemy Momentum 3 | Pilot Skills – Defense, Accelerate**
2. 1x GM Camouf (Cost 60)
3. 3x Zaku II with Machine Gun (Cost 30)
4. 1x Gouf Flight Test Type (Cost 120)
5. +1 Gouf Flight Test Type (Cost 120) per extra player

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - Place several buildings to make a city.
 - Leave routes open to represent major roads and intersections.
 - Set up several destroyed buildings, ruins and/or barricades
 - Make sure buildings are cover are dense to make visibility difficult
- Place Units
 - The GM Camouf start on the player's side and appear as friendly.
 - Place the Hi-Speed Dom on the opposite side of the map as the players
 - Place the Zakus IIs & Gouf Flight Test Types throughout the city
 - Place all enemy units behind cover, LOS blocking if possible.
 - Players start on a battlefield corner

Mission Objectives

1. No buildings are destroyed (+30pts)
2. Make Line of Sight (LOS) contact with each enemy unit (+20pts)
3. Destroy all enemy units in 3 rounds or less
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Special Rules

1. Each turn The Dom Hi-Speed Test Type uses its high movement to Flank and try to shoot the Player with the lowest Evade and charge the player with the lowest Melee

Mission Completion

- Pilots advance in level and the Requisition Limit improves from 150->170.

MISSION 8 - TAKE BACK THE CITY

Premise: After clearing the city the team is ambushed by Guerilla fighters.

Enemy Units

1. Gouf Custom Ace w/ Shield (Cost 260)
 - a. **Commander Trait – Commando**
 - b. **Enemy Momentum 5 | Pilot Skills – Defense**
2. 4x Zaku II w/ Machine Gun (Cost 30)
3. 1x Dom with Bazooka (Cost 80)
4. +1 Dom with Bazooka per extra player

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - Reuse the previous mission's terrain and configuration or rearrange it.
- Place Units
 - Player's set up in the city center, put their models facing the same direction
 - All enemy units must be deployed outside of each player's Sensor range.
 - Place the Zakus behind the players and the Doms in front, all in Cover.
 - Place the Gouf Custom on top of a building overlooking the players.
 - Prepare a haughty speech for the enemy commander to deliver on high.

Mission Objectives

1. Control 4 Control Points by turn 4 (+30pts)
2. Do not lose any units (+20pts)
3. Defeat the enemy Commander
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Special Rules

1. Each turn the Gouf Custom will move to make a Melee attack against the Mission Commander and Shoot the player with the lowest Evade visible.
2. If you brought a Guntank it may forgo its turn to deal 800 DMG to the HLV.

Mission Completion

Pilots advance in level and the Requisition Limit improves from 170->190.

MISSION 9 – PURSUE THE ENEMY UNITS

Premise: After a crushing defeat your forces pursue the enemy into the woodlands.

Enemy Units

1. Zaku Flipper (Cost 80)
 - a. **Commander Trait – Resourceful**
 - b. **Enemy Momentum 6 | Pilot Skills – Defense, Bullseye**
2. 4x Zaku II (Cost 30)
3. 1x Dom Cannon (Cost 210)
4. 1x Dom with Bazooka (Cost 80)
5. +1 Dom with Bazooka per extra player

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - This battlefield will be a forest, set up delineating items to show several pockets of the forest that are dense enough to obscure Line of Sight such that units on opposite sides of these areas cannot shoot one another.
 - Try using string or a circle of dice to show this if you don't have terrain.
- Place Units
 - The player's deploy first
 - Place the Zaku Flipper near maximum weapon range of the Player's Mission Commander and within close distance to LOS obscuring terrain
 - Place the Zaku II behind cover throughout the battlefield
 - Place the Dom on either flank of the battlefield

Mission Objectives

1. Destroy 2 enemies by turn 2 (+30pts)
2. Capture 2 Control Points by turn 2 (+20pts)
3. Do not lose any units
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Special Rules

1. The Zaku Flipper goes first in Round 1. It fires at the Player's Mission Commander then retreats behind obscuring cover.

Mission Completion

Pilots advance in level and the Requisition Limit improves from 190->210.

MISSION 10 – BATTLE AT THE LAUNCH SITE

Premise: In the heart of the forest is a heavy-lift launch vehicle (HLV) loading a captured vaporization bomb. Destroy the HLV before it escapes into space.

Enemy Units

1. Zaku II Commander w/ Bazooka (Cost 90)
 - a. **Commander Trait – Rallying Leader**
 - b. **Enemy Momentum 5 | Pilot Skills – Defense**
2. 2x Zaku II w/ Magella Cannon (Cost 30)
3. 6x Zaku II w/ Machine Gun (Cost 30)
4. 2x Gouf Flight Type (Cost 180)
5. +2x Doms per extra player

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - Reuse and/or rearrange the same terrain from last mission
 - Set up a clearing in the center with the HLV (HP 5000)
 - The HLV may have taken DMG from a Guntank earlier.
 - Make sure the battlefield has at least 24” on each side on the HLV
- Place Units
 - Place the Zaku II Commander near the HLV
 - Place one Gouf Flight Type and half the Zakus on each side of the battlefield
 - The Players deploy on opposite ends of the battlefield in a pincer attack

Mission Objectives

1. Destroy the HLV by turn 5 (+30pts)
2. Destroy the enemy commander (+20pts)
3. Capture 2 Control Points by turn 2
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Mission Completion

Pilots advance in level and the Requisition Limit improves from 210->250.

INTERMISSION

Following the events of Mission 10 it was discovered the HLV was a decoy to attract your attention while other HLVs was launched into orbit. Intel suggests they are carrying a vaporization bomb which cause untold tragedy if used within a colony. Your mission is to stop the Zeon remnants carrying the vaporization bomb at all costs.

Back at headquarters your MS receive a complete overhaul while you receive new orders for a space sortie. The Thoroughbred, one of the few surviving Pegasus class warships, has been assigned to your unit to pursue the Zeon remnants into space.

As the Thoroughbred's Minovsky craft system carries you into space you receive a briefing that informs you of Zeon remnants activity in the area. While the Republic of Zeon denies any foreknowledge of this, expect heavy resistance from small groups operating in low Earth orbit and even as far as the colonies. Intelligence, Surveillance and Reconnaissance has already identified several Musai ships in the area.

You are standing on the bridge with your eyes gazing at the blue earth considering your next course of action when an alarm sounds.

“All pilots to the hanger deck, get ready to prepare for launch.”

RULES & LOGISTICS

- For Missions 11–15 you will use the Stellar Warfare Rules
 - You may not take [G]round units with you into space.
 - You may however convert a GM Command [G] into an [S]
- You only get resupplied with new units after Missions 11 and 15
 - It is recommended you sell off excess units to purchase stronger units.
 - All units are fully repaired and can be exchanged at full value.
 - You may still acquire units after a mission but you will not receive them until the resupply after Mission 11 or 15.
- If any of pilots are KIA you can recruit basic pilots from the Thoroughbred but you only recruit Skilled Pilots after Mission 11 and 15.
- The Thoroughbred Warships will be joining you on Missions 11–15.
 - The Mission Commander controls the Thoroughbreds.
 - The Thoroughbred repairs 2000 HP after each mission.
 - If the Thoroughbred is destroyed the game is lost.
- Gundam warships are often hard to come by and only for a select few models. If you don't have a White Base model kit or figure available go ahead and proxy it with another space ship from your collection.
 - If you don't have any ships figures or toys, just grab a big rock and let your imagination do the heavy lifting.

MISSION 11 – THOROUGHbred, TO SPACE ONCE MORE!

Premise: The Thoroughbred leaves the stratosphere and finds the HLV abandoned and the light of stellar engines in the distance. Before they can pursue, the enemy alert sounds.

Enemy Units

1. Bigro w/ Skilled Pilot – Headhunter (Cost 240)
 - a. **Commander – Three Times as Fast**
 - b. **Enemy Momentum 7 | Pilot Skills – Defense, Accelerate**
2. 4x Bigro (Cost 190)
3. +1x Bigro per extra player

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - Setup a space battlefield with the only terrain being 3 large objects to serve as the abandoned HLVs placed center field roughly 12" apart.
- Place Units
 - The players & Thoroughbred deploy on one corner of the map.
 - Place the Bigro Squadron on the opposing map corner hidden from LOS.

Special Rules

- Bigro's will attack the Thoroughbred if it is within range of their MPC

Mission Objectives

1. The Thoroughbred survives with >50% HP (+30pts)
2. Survive for 5 Rounds (+20pts)
3. Destroy 2 Units in one Round
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Mission Completion

Pilots advance in level and the Requisition Limit improves from 250->270.

Resupply occurs after Mission 11 and Mission 15.

MISSION 12 – ALL HANDS, BREAK THROUGH THE BLOCKADE!

Premise: After fending off the Bigro ambush the Thoroughbred chases after the stellar warships. All but one break away to delay the Thoroughbred and its crew.

Enemy Units

1. Rick Dom II Ace w/ Beam Bazooka (Cost 230)
 - a. **Commander – Impressive Skill**
 - b. **Enemy Momentum 7 | Pilot Skills – Defense, Bullseye**
2. 3x Rick Dom II (Cost 110)
3. 3x Zaku II FZ (Cost 100)
4. 2x Musai 0080 (Cost 100)
5. +1x Rick Dom II and Zaku II FZ per extra player

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - Setup a space battlefield with sparse terrain (asteroids / space debris)
- Place Units
 - The players & Thoroughbred deploy on one edge of the map
 - Place one Musai and the Rick Doms on one opposing corner.
 - Place the other Musai and Zaku II FZs on the other opposing corner.

Special Rules

- The enemy Commander each turn will use all of its movement to get closer to the Thoroughbred, it will attack the Thoroughbred or the highest level pilot in range.

Mission Objectives

1. The Thoroughbred survives with >50% HP (+30pts)
2. The Thoroughbred uses the Full Throttle action each Round. (+20pts)
3. The enemy Commander is prevented from firing on the Thoroughbred
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Mission Completion

Pilots advance in level and the Requisition Limit improves from 270->290.

Resupply occurs after Mission 11 and Mission 15.

MISSION 13 – COMMENCE INTERDICTION MISSION

Premise: Breaking past the blockade you have caught up to the Tivvay Heavy Cruiser just above the Moon's orbit. A surprisingly large force deploys from the Tivvay. Battle Stations!

Enemy Units

1. Gelgoog Jager Skilled Pilot (Cost 260)
 - a. **Commander Trait – Commando**
 - b. **Enemy Momentum 7 | Pilot Skills – Defense**
2. 2x Rick Dom II w/ Raketen Bazooka (Cost 120)
3. 4x Zaku II F2 w/ Basic Pilot (Cost 90)
4. 1x Tivvay 0080 (Cost 250)
5. 1x Gelgoog High Mobility Ace Erik Blanke (Cost 270)
6. 1x Kampffer w/ Ace Pilot (Cost 350)
7. 1x Rick Dom Elite Guard (Cost 200)
8. 1x Zaku High Mobility R2 w/ Ace Pilot (Cost 250)
9. +1x Bigro per extra player

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - Setup a space battlefield using destroyed Musai's as terrain in the center.
- Place Units
 - The players & Thoroughbred deploy on one side of the map
 - Place the Tivvay centered on the opposite side of the map with the Gelgoog Hi-Mob, Kampffer, Rick Dom Elite Guard & Zaku Hi-Mob R2 behind it.
 - Place all other units in front of the Tivvay 8" from the hull facing the players.

Special Rules

- The Gelgoog Hi-Mob, Kampffer, Rick Dom Elite Guard & Zaku Hi-Mob R2 always move towards the closest battlefield corner, upon reaching it they leave the battle.
 - If any of these units are destroyed they do not appear in future missions.
 - The enemy prioritizes Momentum protecting these units.
- Each round the Tivvay issues the Captain's Order "Take Evasive Action"

Mission Objectives

1. Sink the Tivvay Heavy Cruiser (+30pts)
2. The Thoroughbred survives with >50% HP (+20pts)
3. Destroy the enemy Commander
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Mission Completion

Pilots advance in level and the Requisition Limit improves from 290->310.

MISSION 14 – CAUGHT IN A DEADLY AMBUSH

Premise: The Interdiction mission was a success, the Tivvay along with the vaporization bomb was destroyed. Before they could pursue the enemy to the Moon a MPC barrage damages the main gun and engine on the Thoroughbred. MS approaching at combat speed!

Enemy Units

1. Gelgoog Marine Commander Ace (Cost 300)
 - a. **Commander Trait – Unyielding**
 - b. **Enemy Momentum 7 | Pilot Skills – Defense, Bullseye**
2. 5x Gelgoog Marine (Cost 200)
3. +1x Gelgoog Marine per extra player

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - Use the terrain from the last battle
- Place Units
 - The Thoroughbred is where it ended last mission, players deploy from there.
 - The enemy deploy from a battlefield edge behind the Thoroughbred

Special Rules

- The Thoroughbred has the main gun disabled and cannot turn or move.
- The enemy spends Skill Defense to protect the Gelgoog Marines but always keep enough Momentum in reserve to use Flawless Evasion on the Commander.
 - If 1x Gelgoog Marine is destroyed the Commander gains +1 Hit on Shooting.
 - If 3x Gelgoog Marines are destroyed the remaining units begin to retreat

Mission Objectives

1. The Thoroughbred survives with >50% HP (+30pts)
2. Your Commander survives an attack from the enemy Commander. (+20pts)
3. At least one of your units takes 1000+ DMG and survives.
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Mission Completion

Pilots advance in level and the Requisition Limit improves from 310->330.

Resupply occurs after Mission 11 and Mission 15.

MISSION 15 – RETREAT AT MAXIMUM COMBAT SPEED!

Premise: Engineering has managed a temporary fix on the starboard engine that will allow the Thoroughbred to move. Escort it out of the combat zone.

Enemy Units

1. Zudah Ace Pilot w/Antiship Rifle (Cost 160) with Highly Skilled MS Pilot (+50pts)
 - a. **Commander – Three Times as Fast**
 - b. **Enemy Momentum 7 | Pilot Skills – Defense, Shooting Counterattack**
2. 6x Dra-C (Cost 30)
3. +2x Zudah with Skilled Pilot and Bazooka per extra player

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - Use the terrain from the last battle
- Place Units
 - The Thoroughbred is where it ended last mission, players deploy from there.
 - The Zudah deploy from a battlefield edge behind the Thoroughbred
 - Place half the Dra-C Units on either flank of the Thoroughbred

Special Rules

- The Thoroughbred has the main gun disabled and can only move 5" per Round.
 - It moves in a straight line and has escaped by the end of Round 5.
- At the end of each Round deploy 6x more Dra-C same as before.
 - You may want to use tokens, coins, etc. to represent the waves of enemies

Mission Objectives

1. The Thoroughbred survives with >50% HP (+30pts)
2. Destroy the enemy Commander from range 32" or greater (+20pts)
3. Survive for 5 Rounds
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Mission Completion

Pilots advance in level and the Requisition Limit improves from 330->350.
Resupply occurs after Mission 11 and Mission 15.

MOBILE SUITS OBTAINABLE BY REQUISITION LIMIT

Below are points cost for all available Federation units. The points upgrades for their Pilot Level and Traits have been removed to show the base cost of the unit. [S]pace units are not available until Mission 11.

Req. Limit				
30pts	GM Ground Type [G]	GM Sniper [G]	Guntank MP [G]	
40pts	GM	GM Cannon		
50pts	GM Light Armor	GM Land Combat [G]	GM Cannon Space [S]	
60pts	Guncannon MP	GM Cold Districts [G] without Shield		
70pts	GM Kai	GM Cold Districts [G]	Desert GM [G]	Powered GM
80pts	GM Command [G]/[S]			
90pts				
100pts	Armored GM [G]	Gundam [G] & Ez8		
110pts	GM Command Early [G]	GM Striker	GM Raid	
120pts	GM Intercept Custom			
130pts	GM Sniper Custom	GM Guard Custom		
140pts	^ with Bazooka	GM Striker Metal Spider		
150pts	^ with Missiles	Guncannon		
160pts				
170pts	GM Custom	GM Cannon II	GM Quel	
180pts	G-Line Standard	G-Line Light Armor	G-Line Assault Armor	
190pts	Gundam Mudrock	Gundam Pixy		
200pts	RX-78-2 Gundam			
210pts	GM Sniper II	GM Spartan [G]		
220pts	RX-78-2 w/ Twin Beam Sabers & Bazooka	GM Intercept Custom with Fellow Booster	GM Night Seeker I/II	
230pts				
240pts				
250pts	Full Armor Gundam	Full Armor Gundam B		
260pts				
270pts	RX-78-2 (M. Coating)	Gunner Gundam		
280pts	(FA) 7 th Gundam	Heavy Gundam	Blue Destiny Unit1/3	
290pts				
300pts	Gundam Unit 4 / 5 Bst	GP01 Zephyranthes		

CO-OP SANDBOX CAMPAIGN - ZEON

STARTING A CAMPAIGN

This is a Sandbox style campaign with just enough premise to get you started while you and your friends decide the rest of the narrative. After each mission you can grow your force, acquire stronger Mobile Suits (MS), and improve your pilots.

The mission pack is balanced around 4 MS but can be played with 1–6 players. For solo player you control 4 MS, for 2 Player each controls two MS, for 3 Player one player controls two MS to start, for 4 Players each player controls one MS. For 5–6 players each mission will tell you how many additional units to add.

Each Mission has a set of Objectives to complete. All Missions end after Round 5.

Players Starting Units

Players start with either a Zaku II with Machine Gun or Magella Cannon or a Zaku I Sniper. Don't forget to give each Pilot a name. In between missions you can swap pilots and MS at your hanger and acquire new units using acquisition points you receive on your missions. Your logistics staff can only support a maximum of 10 units total in your army.

Player Units

- Each mission you are limited to bringing 4 MS (5 or 6 if you have extra players.)
- Each Mission one player will be the Mission Commander.
 - This gives their unit a valuable Commander Trait for that mission.
 - They also decide the enemy's action if there is a conflict on the behavior table.
- Players rotate Mission Commander with each new Mission. By the 3rd time you are Mission Commander every other player should have done it twice by now.

Repairs

- After each mission repair 1000 HP for Frame 1–2 and 2000 HP for Frame 3+ units.
 - If a MS sits out a mission it is repaired again.
- You may also spend 10 Acquisitions Points to repair a MS 2000 HP.

Acquisitions

- Mission Objectives give Acquisition Points, they are fulfilled once per Mission.
 - Objectives are worth +10pts unless specified otherwise in their description.
 - You also gain points when destroying MS. Frame 1 is +1pt, 2 is +2pts, etc.
- MS are acquired with Acquisition Points, you are limited by your Requisition Limit.
 - Some MS have iconic pilots with specific pilot traits shown in Light Purple.
 - Ignore those and substitute your own pilot traits when using that MS.
 - Some units list weapon upgrades you can purchase on their profile.
 - i.e. +10pts for a Rocket Barrage which is usable once per Mission.
- You can recruit a new Tier 0 Pilot for free and a Tier 1 Skilled Pilot for 50 Points.
- Acquisition Points are shared for the group, players should agree on how to spend them with the Mission Commander of the previous mission having final say.

Battlefield Size

- Your battlefield can be as big or as small as you like.
 - We recommend no smaller than 24" x 36" and no larger than 48" x 48".
 - For Space no smaller than 48" x 48" and no larger than 48" x 64".
- Keep in mind the larger maps benefit units with high movement and/or long range.

Control Points

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

Momentum

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

Pilot Skills & Commands

- Your units can use all **Pilot Skills** in the Wargame Rules.
 - Your Pilot Stats let pay for Pilot Skills in lieu of Momentum.
- The Mission Commander selects one **Climactic Event** each Mission.
 - The "Narrow Escape" Event is recommended if you are new to the game.
- Enemy Commanders use Pilot Skills prioritizing **Defense** if it would save the unit.
 - If they have a 2nd Skill the Mission Commander decides when they will use it.

Pilot Levels & Tiers

In campaign mode you can gain 20 pilot levels which give more granular boosts to power.

At Level 10 you become a Tier 1 Skilled Pilot and Level 20 a Tier 2 Ace Pilot.

- Skilled Pilots no longer need to attack the closest enemy model
- A Tier 1 Skilled Pilot may have a single Tier I Pilot Trait
- A Tier 2 Ace Pilot may have a single Tier II Trait or two Tier I Traits
 - You may swap traits when you become an Ace Pilot.

Pilot Stats & Advancement

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

- +1 Level – Complete a mission. Bonus +1 Level if you are the Mission Commander.
- +2 Level – Challenge and Defeat a Tier 1 Skilled Pilot / Captain or Dreadful Kaiju
- +4 Levels – Challenge and Defeat a Tier 2 Ace Pilot, Captain or Unstoppable Kaiju
- +1 Level – GM's Discretion

Pilot Skill Points

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

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

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

Below are Pilot Skills split up by category.

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

*Continuing with the Level 7 Pilot example playing aggressively with SP.
On your turn you uses 1 ATK SP for +1 ACC with Bullseye.*

On the enemy turn they are attacked by a missile pod in close range. You spend your last 3 DEF SP on Defense to negate 3 Hits.

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

KIA / WIA

- If your unit was defeated in battle roll an Armor Save, on a 5+ the Pilot survives.
 - You may reroll the save for Skilled and Ace Pilots.
- After surviving a Pilot needs one Mission to recuperate before they can sortie again
- You may salvage an old or destroyed MS for one of the below benefits
 - Acquisition points equal to ½ its cost or full points if it is 100% repaired
 - Fully Repair another unit with the same Frame Level.

ENEMY 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 Tier 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.

MISSION 1 – ASSAULT THE ENEMY BASE

Designer's Note: When playing these missions if you don't have enough models or the right model for the enemies use another figure or object as a proxy.

Premise: Zeon forces have caught the Federation forces off guard assaulting their base.

Enemy Units

1. 6x GM (Early) w/ Machine Guns (Cost 20)
2. +1 GM (Early) for each additional player

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - Place a large building in the center
 - Place several buildings around each Control Points
 - Keep the area North/South & East/West clear to show a road.
- Place Units
 - Players start on the edge of the battlefield
 - The enemies show up until Round 2. Place them behind cover on their side

Mission Objectives

1. Destroy two building (+30pts)
2. Destroy five buildings (+20pts)
3. Capture 3 Control Points by round 3
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Mission Completion

Pilots advance in level and the Requisition Limit improves from 30->50.

At the end of the mission pack you can find a table showing mobile suits available by your current requisition limit.

MISSION 2 - DESERT PATROL

Premise: Zeon forces on patrol discover a Federation mobile suit platoon.

Enemy Units

1. GM Light Armor w/ Basic Pilot (Cost 50)
2. 6x GM (Early) w/ Machine Guns (Cost 20)
3. +1 GM (Early) w/ Machine Gun per extra player

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - Roll out a desert game mat or corkboard mat if you have one
 - Place several rocky structures, tall enough to block Line of Sight (LOS)
 - Use some large rocks from your garden or backyard for scenery
- Place Units
 - Place all enemies behind tall cover that blocks LOS
 - Place the GM Light Armor farthest from the players
 - Spread out the other GMs so they are not clustered in one spot
 - Players start on a battlefield corner furthest from the enemy

Mission Objectives

1. Make Line of Sight contact with every enemy unit (+30pts)
2. Capture 3 Control Points by Round 3 (+20pts)
3. No allied units destroyed
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Special Rules

1. Due to a sandstorm Indirect Fire is disabled & all units have -1 Shooting Accuracy.

Mission Completion

Pilots advance in level and the Requisition Limit improves from 50->70.

MISSION 3 - DESERT AMBUSH

Premise: The Federation set an ambush and are bombarding our position

Enemy Units

1. Guntank MP (Cost 30)
 - a. **Commander Trait – Vigilant Leader**
 - b. **Enemy Momentum 3 | Pilot Skills – Defense**
2. 9x GM (Early) w/ Beam Spray Gun (Cost 25)
3. +1 GM (Early) w/ Beam Spray Gun per extra player.

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - Roll out a desert game mat or corkboard mat if you have one
 - Place several rocky structures, tall enough to block Line of Sight (LOS)
 - Use some large rocks from your garden or backyard for scenery
- Place Units
 - Players start in the center of the map behind cover
 - Place all enemies behind tall cover that blocks Line of Sight (LOS)
 - Place the Guntank far and away but within Indirect Fire range
 - Spread out the GMs to surround the players at least 24" away

Mission Objectives

1. Destroy all enemy units in 3 Rounds or less (+30pts)
2. Destroy the enemy commander (+20pts)
3. No allied units are destroyed
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Mission Completion

Pilots advance in level and the Requisition Limit improves from 70->90.

MISSION 4 - DEFEND THE BASE

Premise: After hasty repairs the Federation Forces have sent a strike team into our base.

Enemy Units

1. GM Sniper [G] (Cost 30)
 - a. **Commander Trait – Vigilant Leader**
 - b. **Enemy Momentum 3 | Pilot Skills – Defense**
2. 8x GM Ground Type w/ Machine Gun (Cost 30)
3. +2 GM Ground Type per extra player.

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - Place terrain to represent a circular cave complex with an entry tunnel
 - Place one large terrain piece in the center to block Line of Sight
 - Set up buildings in the far end to represent offices and maintenance
- Place Units
 - Players can position themselves anywhere except for the entrance
 - Place all enemies in the entrance tunnel outside LOS
 - Place the GM Sniper [G] behind the GM Ground Types

Mission Objectives

1. Destroy the enemy commander (+30pts)
2. Destroy all enemies by round 3 (+20pts)
3. Destroy one enemy in Round 1
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Special Rules

1. The battlefield is underground as a result Indirect Fire is not usable
2. If a Zeon unit with full HP would be destroyed from a Shooting attack roll an Armor Save, on a success they survive with 100 HP but can no longer move until repaired.

Mission Completion

Pilots advance in level and the Requisition Limit improves from 90->110.

MISSION 5 - SNEAK ATTACK

Premise: Strike the enemy base while the main force is engaged with our units.

Enemy Units

1. GM Command Early w/ Bazooka (Cost 160)
 - a. **Commander Trait – Commando**
 - b. **Enemy Momentum 3 | Pilot Skills – Defense, Mayhem**
2. 1x GM Command Early w/ Artillery Cannon (Cost 160)
3. +1 GM Kai per extra player

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - Place a large building in the center
 - Place several buildings or equivalent around each Control Points
 - Keep the area North/South and East/West clear around the Control Points to show a road. If you have roads feel free to place them around the base.
- Place Units
 - Split the enemy forces on each side of the base.
 - Player's may start anywhere on the map but must stay 16" from the enemy

Mission Objectives

1. Destroy 4 buildings and the large center building (+30pts)
2. Capture 3 Control Points by Round 3 (+20pts)
3. Survive for 5 Rounds
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Special Rules

1. The player's Mission Commander goes first in Round 1
2. If a Federation unit with full HP would be destroyed from a Shooting attack roll an Armor Save, on a success, they survive with 100 HP but can no longer move.

Mission Completion

Pilots advance in level and the Requisition Limit improves from 110->130.

MISSION 6 - OVERTAKE THE CITY

Premise: Rendezvous with other forces on a campaign to capture a key political target

Enemy Units

1. Armored GM w/ Giant Bazooka (Cost 100)
 - a. **Commander Trait – Galvanizing Display**
 - b. **Enemy Momentum 3 | Pilot Skills – Defense, Accelerate**
2. 3x GM Cold Districts Type with Shield (Cost 70)
3. 1x Desert GM (Cost 70)
4. +1 Desert GM for each additional player

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - Place several buildings to make for a dense city.
 - Leave routes open to represent major roads and intersections.
 - Keep 4 Large buildings in the center to represent the city government
- Place Units
 - Players start by the City Government Building
 - Place the enemy units behind cover on the outskirts of the city

Mission Objectives

1. One unit uses all their Actions for a turn to search City Gov. Buildings (+30pts)
2. Two units do the above actions (+20pts)
3. Capture 2 Control Points by turn 2
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Special Rules

1. If you roll a 1 or 10 for the Enemy Commander's behavior instead use Blitz

Mission Completion

Pilots advance in level and the Requisition Limit improves from 130->150.

MISSION 7 - THE HUNTER HAS BECOME THE HUNTED

Premise: The enemies fell for our diversion. Hunt them down as they search the city.

Enemy Units

1. GM Sniper Custom (Cost 180)
 - a. **Commander– Three Times as Fast**
 - b. **Enemy Momentum 3 | Pilot Skills – Defense, Bullseye**
2. 4x GM Cold Districts with Shields (Cost 70)
3. +1 GM Kai w/ Hyper Bazooka per extra player

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - Reuse and/or rearrange the city terrain from last mission
 - Make sure the terrain is dense enough to obscure line of sight
- Place Units
 - Place the GM Sniper Custom on the high ground in the center of the map
 - Place the GMs in a line on a road near the center searching the area
 - Keep all the enemy units facing forward except the GM Sniper Custom
 - Players deploy on both edges of the map in a pincer attack

Mission Objectives

1. Destroy all enemy models by 5 Rounds (+30pts)
2. Do not lose any models (+20pts)
3. Commander takes 0 damage
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Special rules

1. The player's Mission Commander goes first in Round 1

Mission Completion

Pilots advance in level and the Requisition Limit improves from 150->170.

MISSION 8 - ROUT THE ENEMY

Premise: The enemy's long range artillery can damage our HLV, destroy them.

Enemy Units

1. Ez8 Gundam (Cost 150)
 - a. **Commander Trait – Unyielding**
 - b. **Enemy Momentum 5 | Pilot Skills – Defense, Make it Count!**
2. Gundam Ground Type with Cannon (Cost 150)
3. Gundam Ground Type with Beam Rifle (Cost 150)
4. 3x Guntank MP (Cost 30)
5. +3x GM Ground Type w/ Machine Gun per extra player

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - Reuse and/or rearrange the city terrain from last mission
 - Make sure the terrain is dense enough to obscure line of sight.
- Place Units
 - Place the Guntanks like three points of a triangle at least 24" apart
 - Place one Gundam next to each Guntank.
 - Player's may start anywhere on the map but must stay 24" from the enemy

Mission Objectives

1. Destroy all Guntanks by Round 5 (+30pts)
2. Destroy a Guntank with a melee attack (+20pts)
3. Destroy a Guntank with a shooting attack
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Special rules

1. The Gundam's do not move further than 16" from their Guntanks
2. The Guntanks do not target enemy units except for Return Fire.
3. If there are no enemy units within 16" on a Guntank's turn then the HLV in Mission 10 takes 800 DMG.

Mission Completion

Pilots advance in level and the Requisition Limit improves from 170->190.

MISSION 9 – PROVIDE REARGUARD FOR THE MISSION ASSET

Premise: The enemy has limitless numbers, delay them so the asset can reach space.

Enemy Units

1. GM Intercept Custom (Cost 170)
 - a. **Commander Trait – Vigilant Leader**
 - b. **Enemy Momentum 5 | Pilot Skills – Defense, Return Shot**
2. GM Guard Custom (Cost 180)
3. 3x GM Cold Districts with Shield (Cost 70)
4. +2 GM w/ Beam Spray Gun per extra player

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - This battlefield will be a forest, set up delineating items to show several pockets of the forest that are dense enough to obscure Line of Sight such that units on opposite sides of these areas cannot shoot one another.
 - Try using string, a circle of dice to show this if you don't have terrain.
- Place Units
 - Enemies start on one edge of the map behind cover if able
 - Place the GM Guard & Intercept Custom on the center of a map edge
 - Place half the GMs on each flank of the opposite edge of the map
 - Player's may start anywhere on the map but must stay 16" from the enemy

Mission Objectives

1. Prevent any enemy models from crossing the center of the battlefield (+30pts)
2. Survive for 5 Rounds (+20pts)
3. Destroy the enemy Commander
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Special rules

1. At the end of a round roll a d6, on a 5+ place a GM (Cost 40) 16" away from an ally

Mission Completion

Pilots advance in level and the Requisition Limit improves from 190->210.

MISSION 10 – PROTECT THE HLV UNTIL LAUNCH!

Premise: We must protect the HLV to strike a blow against those who control spacenoids!

Enemy Units

1. Gundam Pixy (Cost 240)
 - a. **Commander – Three Times as Fast**
 - b. **Enemy Momentum 5 | Pilot Skills – Defense**
2. 8x GM with Beam Spray Gun (Cost 40)
3. 2x Land Combat GM (Cost 50)
4. +2x Armored GM with Machine Gun per extra player

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - Reuse and/or rearrange the same terrain from last mission
 - Set up a clearing in the center with the HLV (HP 5000)
 - It may have taken DMG from the Guntank earlier.
 - Make sure the battlefield has at least 24" on each side on the HLV
- Place Units
 - The players deploy within 16" of the HLV
 - The Gundam Pixy & Land Combat GMs begin on a map edge
 - The remaining GMs deploy on the other edge of the map

Mission Objectives

1. HLV survives until Round 5 (+30pts)
2. Destroy the Land Combat GMs by round 2 (+20pts)
3. Destroy the enemy Commander
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Special Rules

1. The Land Combat GMs will fire at the HLV if there are no enemy units within 16"

Mission Completion

Pilots advance in level and the Requisition Limit improves from 210->250.

INTERMISSION

Somehow our forces have managed to return to Space. It has been a difficult road, surviving on Earth for this long but finally we are back to the freedom of space. While we didn't expect such fierce resistance from the Federation forces our escape timing is still within mission parameters.

The stabilization jets on the HLV kick in and the craft slowly drifts in the Earth's orbit waiting for rendezvous. You don't have to wait long as sensors pick up the IFF code for a Papua class transport ship. That's odd, just one ship. It would appear the Earth Federation Space Forces responded faster than expected and the Zeon Remnants fleet had to take a diversionary route rather than risk open conflict.

The Papua is an older transport but still perfectly usable, and what's more it's carrying the supplies, parts and new mobile suits requested along with technicians to carry out full repairs. The Captain gives you a quick briefing on the change to plans. With the main fleet delayed by the Federation fleet two squadrons have broken off, one that will be meeting us shortly and another that will be reinforcing our position as we cross the lunar boundary.

Our mission remains the same, deliver the primary asset, the vaporization bomb, to the main Federation manufacturing plant on the moon. Once we rendezvous with the second squadron some of our ships will again split off as decoys to ensure the Federation does not know our final destination for the prime asset. They will have no choice but to split their forces giving us the best chance of success on this mission.

Before the Captain can continue an alarm sounds. Bad luck, it appears a Salamis patrol has stumbled on our position.

RULES & LOGISTICS

- For Missions 11–13 you will use the Stellar Warfare Rules
 - You may not take [G]round units with you into space.
 - Missions 14 & 15 will use the Low Gravity module instead.
- You only get resupplied with new units after Missions 11 and 15
 - It is recommended you sell off excess units to purchase stronger units.
 - All units are fully repaired and can be exchanged at full value.
 - You may still acquire units after a mission but you will not receive them until the resupply after Mission 11 or 15.
- If any of pilots are KIA you can recruit basic pilots from the remnants fleet but you only recruit Skilled Pilots after Mission 11 and 15.
- Various Stellar Warships will join your forces throughout this section.
 - The Mission Commander controls the Stellar Warships.
- Gundam warships are often hard to come by and only for a select few models. If you don't have any Zeon ship model kit or figures available go ahead and proxy it with another space ship from your collection.
 - If you don't have any ships figures or toys, just grab a big rock and let your imagination do the heavy lifting.

MISSION 11 – WE’VE BEEN SPOTTED BY A SALAMIS PATROL

Premise: Before resupply could finish long range sensors picked up a Salamis patrol. Hurry and sortie, destroy the enemy before they can relay our position to other patrols.

Enemy Units

1. GM Cannon [S] (Cost 100)
 - a. **Commander Trait – Vigilant Leader**
 - b. **Enemy Momentum 7 | Pilot Skills – Defense, Accelerate**
2. 7x GM (Cost 40)
3. 2x Salamis Cruisers (Cost 90)
4. +1x Salamis Cruiser and +3 GMs per extra player

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map’s center.
- Set up terrain.
 - Setup a space battlefield with the only terrain being 3 large objects to serve as the HLVs placed center field roughly 12” apart.
- Place Units
 - The players deploy within 8” of the HLVs
 - The Salamis and GMs deploy on one edge of the map.
 - Place a Papua class transport behind an HLV as LOS cover from the enemy.

Special Rules

- If the Salamis can see the Papua they will fire on it.

Mission Objectives

1. The Papua survives with >50% HP (+30pts)
2. Destroy three enemies in Round 1 or Round 2 (+20pts)
3. Wipe out the Salamis Cruisers before Round 3
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Mission Completion

Pilots advance in level and the Requisition Limit improves from 250->270.

Resupply occurs after Mission 11 and Mission 15.

MISSION 12 – DELAY THE THOROUGHbred

Premise: We've linked up with the main remnants fleet. Our inside man at EFSF HQ has reported a Trojan Horse ship named the Thoroughbred has left orbit on an intercept course. A small force will hang back to delay them while the priority asset continues forward. 30 minutes after operation commences fall back to the rendezvous coordinates for extraction.

Enemy Units

1. Guncannon with Skilled Pilot (Cost 200)
 - a. **Commander Trait – Unyielding**
 - b. **Enemy Momentum 7 | Pilot Skills – Defense, Persevere**
2. 2x Guncannon with Skilled Pilots (Cost 200)
3. 1x Thoroughbred Warship (Cost 450)
 - a. **Commander Trait – Unyielding**
4. +1x Guncannon with Skilled Pilot (Cost 200) per extra player

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - Setup a space battlefield with sparse terrain (asteroids / space debris)
- Place Units
 - The Guncannons & Thoroughbred deploy on one edge of the map
 - Split the players MS in half on the opposing corner of the map, they each deploy into a corner. Each group has a supporting Musai (0080) warship.

Special Rules

- The Musai closest to your Mission Commander becomes a Fleet Commander
- Each Round the Thoroughbred will move forward towards your edge of the map.
 - Each Round they issue the Captain's Order – Evasive Action.

Mission Objectives

1. Deal 3000 DMG or Battle DMG to the Thoroughbred (+30pts)
2. Capture 3 Control Points by Round 2 (+20pts)
3. Survive for 5 Rounds
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Mission Completion

Pilots advance in level and the Requisition Limit improves from 270->290.

Resupply occurs after Mission 11 and Mission 15.

MISSION 13 – THE 5TH GUNDAM FIGHTS AGAIN

Premise: Despite our best efforts the Thoroughbred has broken through the blockade. What's more they've brought with them a devil from the One Year War. Stop it at all costs.

Enemy Units

1. Gundam Unit 5 (Cost 350)
 - a. **Commander – Galvanizing Display**
 - b. **Enemy Momentum 7 | Pilot Skills – Defense, Giant Slayer**
2. 3x GM Command [S] with Basic Pilots (Cost 80)
3. 1x Thoroughbred Warship (Cost 500)
 - a. **Commander – Galvanizing Display**
4. +1x Guncannon with Skilled Pilot (Cost 200) per extra player

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - Setup a space battlefield using destroyed Musai's as terrain in the center.
- Place Units
 - The Enemy & Thoroughbred deploy on one side of the map
 - Place the Tivvay centered on the opposite side of the map with the players.

Special Rules

- The Tivvay is your Fleet Commander
- The Thoroughbred will move a minimum distance each round.
 - Each Round they issue the Captain's Order – Wipe out the Enemy
- If the Tivvay is within **Target Lock** range Gundam Unit 5 uses **Giant Slayer** to attack with its gatling gun. Otherwise it attacks the highest-level pilot in range.

Mission Objectives

1. Destroy Gundam Unit 5 (+30pts)
2. Survive for 5 Rounds (+20pts)
3. Do not lose any units before Round 4
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Mission Completion

Pilots advance in level and the Requisition Limit improves from 290->310.

Resupply occurs after Mission 11 and Mission 15.

MISSION 14 – DISABLE THE PERIMETER DEFENSE

Premise: With the Tivvay out of commission our remaining forces have retreated to the Lunar Surface while our reinforcements launch an ambush. We're switching to our fallback plan, Operation Varuna's Tears. Disable the perimeter defenses on the mass driver facility!

Enemy Units

1. GM Intercept Fb (Cost 270) with Highly Skilled MS Pilot (+50pts)
 - a. **Commander – Three Times as Fast**
 - b. **Enemy Momentum 7 | Pilot Skills – Defense, Shooting Counterattack**
2. 12x GM (Cost 40)
3. +1x GM Sniper w/ Missile Salvo (Cost 200) per extra player.

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - Setup a large dome in the center to represent the mass driver facility
 - Set up craters and small ridges to resemble the lunar surface.
- Place Units
 - The players deploy on one corner of the map.
 - Set up GMs in teams of 2 around the map with random facing.
 - Setup the GM Intercept Fb at the end of Round 2 in the player's corner.

Special Rules

- Instead of Stellar Warfare the rules for Low Gravity Battle apply.
- The Commander uses Untouchable (+1d10 Blocks) when faced with a lethal # of hits.
- The Commander uses Shooting Counterattack if they full Evade or use Untouchable.

Mission Objectives

1. Destroy the enemy Commander with a Shooting Attack. (+30pts)
2. At least one of your units takes 1000+ DMG and survives. (+20pts)
3. Destroy all enemy units
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Mission Completion

Pilots advance in level and the Requisition Limit improves from 310->330.

Resupply occurs after Mission 11 and Mission 15.

MISSION 15 – SEIZE CONTROL OF THE MASS DRIVER FACILITY

Premise: This facility is essential to execute Operation Varuna's Tears. Take control of the facility and reactivate the anti-air defenses.

Enemy Units

1. Heavy Gundam (Cost 380) with Highly Skilled MS Pilot (+50pts)
 - a. **Commander – Three Times as Fast**
 - b. **Enemy Momentum 7 | Pilot Skills – Defense, Shooting Counterattack**
2. 2x GM Guard Custom (Cost 180)
3. +1x GM Guard Custom per extra player

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - The facility has a large rectangular room in the center. Setup 2 twisting corridors wide enough for two mobile suits going to the center room.
 - Each corridor should have at least 3 corners before the main facility.
- Place Units
 - The Heavy Gundam is in the center facility
 - Each GM Guard Custom is setup guarding one of the two entrances.

Special Rules

- The GM Guard Custom do not move from their position.
- The Heavy Gundam begins moving towards the entrance with the most player MS.
- Players move up to 5" at a time, each time they move around a corner roll 4d10.
 - For every 5+ place a GM (Cost 40) in front but outside engagement range.
- In the main facility any player MS that is outside LOS of enemy MS may spend all of its actions to activate the Anti-Air Defense.

Mission Objectives

1. Activate the Anti-Air Defenses (+30pts)
2. Destroy a GM patrol before they activate (+20pts)
3. Destroy the Heavy Gundam in Melee
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Mission Completion

Pilots advance in level and the Requisition Limit improves from 330->350.

Resupply occurs after Mission 11 and Mission 15.

MOBILE SUITS OBTAINABLE BY REQUISITION LIMIT

Below are points cost for all available Zeon units. The points upgrades for their Pilot Level and Traits have been removed to show the base cost of the unit. [S]pace units are not available until Mission 11.

Req. Limit				
30pts	Zaku II	Zaku I Sniper	Dra-C [S]	
40pts	Zaku II Commander	Gigan		
50pts	Zaku Cannon	Char's or Matsunaga's Zaku II Commander	Dozle's Zaku with Ceremonial Unit	
60pts	Recon Zaku	Zudah	GM Camouf	
70pts	Zaku Half Cannon	Zaku Desert Type [G]	AC Guy [G]	
80pts	(Rick) Dom	Zaku Flipper	Dra-C Custom [S]	
90pts	Zaku II F2	Z'Gok [G]	Agg Guy [G]	
100pts	Zaku II FZ	Gouf	Dom Tropical Type	
110pts	Gogg [G]	Char's Z'Gok [G]	Rick Dom II	
120pts	Dom High Speed Type	Gouf Flight Test [G]	Z'Gok E [G]	
130pts	Efreet	Gato's Rick Dom	Hy-Gogg [G]	
140pts	Gouf White Rose [G]	Galbady Alpha	Dra-C Hvy Custom [S]	
150pts	Zaku II High Mobility	Gyan MP / Cannon	Rick Dom Elite Guard	
160pts	Gouf Custom [G]	Gelgoog	Dom Tropen / Cannon	
170pts	Gelgoog Ground [G]	Gelgoog High Mobility	Act Zaku / Commander	
180pts	Gelgoog Cannon	Zock [G]	Dom Barrage	
190pts	Gelgoog Gunthar [G]	Bigro [S]	Gouf Flight Type [G]	
200pts	Char / Ridden Gelgoog	Gelgoog Marine / Cdr	Gyan EOS / Krieger	
210pts	Gelgoog Jager	Big Zam MP		
220pts	Efreet Nacht			
230pts	Gasshia			
240pts				
250pts	Kampfer	Efreet Custom		
260pts	Jacobius Gelgoog			
270pts	Xamel [G]			
280pts	Blue Destiny Unit 2			
290pts				
300pts	Siemen's Gelgoog R			

MECHASTELLAR CO-OP CAMPAIGN

WAR IN THE POCKET 0080 NARRATIVE MISSION PACK

Starting a Campaign

This is a Narrative style campaign based around the major confrontations of Gundam 0080 War in the Pocket. This can be played with 1 to 6 players although you may have the most fun with four players or single player. In solo play one player controls all four MS options, in two or three player games one or two players will control multiple mobile suits.

For instance in a 3 player game in Mission 2, one player controls the Gelgoog Jaeger, one controls the pair of Rick Doms and the third player controls all the Zaku II FZ Mobile Suits.

Player Units

- In this Mission Pack each Mission will tell you what Mobile Suits the player's use.
 - Players pick an option (1, 2, 3, 4) which tell them how many MS they can use.
- With each mission players earn Victory Points, track these individually.
- The players choose their MS for the next mission based on Victory Points.
 - The player with the most choose first and the one with the least chooses last.
 - Unlike Sandbox mode you retain the pilot Tier and trait on the unit's profile.

Mission Commander

- Each Mission one player will be the Mission Commander.
 - This gives their unit a valuable Commander Trait for that mission.
 - They also decide the enemy's action if there is a conflict on the behavior table.

Control Points

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

Momentum

- Starting Momentum is 3. It resets every mission.
- Momentum is used for **Pilot Skills** which have a cost denoted as [M-#].
 - You gain [M+1] at the end of each battle Round.
 - You gain [M+1] when you attack in Melee on your turn.
 - You gain [M+1] if you destroyed any enemy units this turn.

Pilot Skills & Commands

- You have access to the full list of expanded Pilot Skills in the Wargame rules.
- The Mission Commander selects one Event, usable only once per Mission.
 - The "Narrow Escape" Event is recommended if you are new to the game.

ENEMY 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 Tier 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.

MISSION 1 – ASSAULT THE ARCTIC BASE

Premise: Zeon forces have caught wind of a secret Federation base in the arctic that is launching cargo into space that may change the fate of the world, the Cyclops team a special operations unit deploys with cutting edge amphibious mobile suits.

Available Units for Players

1. Z’Gok E
2. Z’Gok E
3. Hy-Gogg
4. Hy-Gogg
5. Additional players choose either a Z’Gok E or Hy-Gogg

Recommended Skills – **Mayhem** | **Accelerate**

Enemy Units

1. 8x GM Cold Districts without Shield (Cost 60)
2. +4 GM Cold Districts for each additional player

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map’s center.
- Set up terrain.
 - Place roads / runways running through each Control Point
 - Setup a 2 Hangers next to each Control Point.
 - Setup a heavy cargo plane at two Control Points furthest from the water
 - Scatter 10-20 buildings throughout the map to represent the base
- Place Units
 - Player’s setup on one battlefield edge that represents the water.
 - Setup 8 GMs in the main base in pairs of two at each Control Point.
 - Setup 8 GMs in round 2, setup 4 next to each cargo plane.

Mission Objectives (VP are awarded to Individual players)

1. +2VP: Each time a Hanger or Cargo Plane is destroyed
2. +1 VP: Each time you destroy a building or capture a Control Point
3. +1 VP: Each time you destroy two GMs in one round
4. -5 VP: Your unit is destroyed

Special Rules

1. All players activate before the enemy does in Round 1.
2. Players gain [M+1] for every building destroyed.

Mission Completion

- This mission ends after Round 5 is complete.
 - Next mission the players choose their units based on VP in descending order
- The HLV was able to escape the base before our forces could reach it. The Cyclops team relocates to space and infiltrates the colony where the weapon was delivered.

MISSION 2 - BATTLE IN SPACE

Premise: The Cyclops team is inserting an operative into the colony to investigate the Federation forces secret facility. In order to grant them passage into the colony a battle will be staged outside the colony while the operative requests an emergency landing.

Available Units for Players

1. Gelgoog Jäger
2. 2x Rick Dom II
3. 2x Zaku II FZ
4. 2x Zaku II FZ
5. 2x Zaku II FZ for each additional Player

Recommended Skills – Accelerate! | Bullseye!

Enemy Units

1. 10x GM Command Space (Cost 90)
2. +2x GM Command Space (Cost 90) per additional Player

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - The colony and transport start on opposing edges. Keep a path clear down the center to represent the space lane for the transport to enter the colony
 - Delineate circular areas where space construction equipment would be floating adrift after the battle broke out, this pockets will count as Cover while inside or shooting through it.
- Place Units
 - Place 2 GMs near the colony entrance flanking the space lane
 - Place 4 GMs 16" from the battlefield edge and 4 GMs 24" from the edge
 - The Cyclops Transport begins 40" from the colony. Players start on that edge.

Mission Objectives (VP are awarded to Individual players)

1. +1 VP: Each time you destroy a GM. Bonus VP if it was a Blindside attack.
2. +2 VP: Each time you destroy a GM that is within 16" of the transport
3. -1 VP: Your unit is destroyed

Special Rules

1. The Cyclops Team Transport moves 8" towards the colony at the end of each round
2. You may not fire at an enemy if the Cyclops transport is between you and the target
3. You must stay at least 16" from the Cyclops transport

Mission Completion

- This mission ends after Round 5 is complete.
- Next mission the Kampfer is controlled by the player with the most VP
 - The other players control the enemy forces next mission.
- The Cyclops Team confirms the weapon was successfully delivered to the colony and uncover it is a highly advanced Gundam. They have received orders to destroy it.

MISSION 3 – HAVOC IN THE CITY

Premise: The Cyclops Team assemble the Kampfer secretly within the city then send it out on a night raid to destroy the Federation’s research facility. The Grey Phantom, a Federation ship docked at the colony sends out the Scarlett team to intercept.

Available Units for Players

1. Kampfer
 - a. **Recommended Commander Trait – Commando** – Your opponent may only target your Commander if they are the closest model (including ally models).
 - b. **Recommended Skills: Seize the Day | Tear through the Ranks**

Enemy Units

1. Gundam Alex with Chobham Armor
 - a. **Enemy Momentum 3 | Pilot Skills – Defense**
 - b. **Special:** Gundam Alex does not have access to its Beam Rifle
2. 4x GM Sniper II w/ Bullpup Machinegun
3. 2x Guncannon Mass Produced
4. 3x GM Command [G]

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map’s center.
- Set up terrain.
 - Set up a major highway and a canal both running North to South
 - Setup 20–30 small buildings for the city
 - Setup the secret Federation Facility on the South edge 48” from the Kampfer
- Place Units
 - The Kampfer starts at the North Edge on the Highway
 - Set up 2 GM Sniper IIs and one Guncannon in the center 16” apart
 - Setup the remaining units in Round 3 scattered throughout the city 16” apart
 - Place all enemies behind tall cover that blocks Line of Sight (LOS)
 - When the Kampfer reaches the Secret Facility place Gundam Alex next to it

Mission Objectives

1. Destroy Gundam Alex

Special Rules

1. Enemy units do not activate in Round 1. Alex activates the round after it appears.
2. If Kampfer destroys the first wave of MS before Round 3 then every attack it makes in Round 3 is a Blindsight attack

Mission Completion

- If you destroy Gundam Alex you are victorious and have finished the mission pack
- If you fail to destroy Gundam Alex then it is only fitting that you watch Mobile Suit Gundam 0080: War in the Pocket.

MECHASTELLAR COOP CAMPAIGN

GUNDAM WING NARRATIVE MISSION PACK

Starting a Campaign

This is a Narrative style campaign based on the popular Gundam Wing series which first aired in the early 2000s and later had a manga retelling titled “Glory of the Losers”. This Mission Packs adapts a few events to happen simultaneously to allow for 2 players.

This campaign is ideally suited for one or two players Since most of the missions star two of the Gundam Pilots but it can be adapted for more players. For additional players if there are not enough playable units they may instead control enemy units. Normally the enemy units take their turns by rolling on the behavior table on the next page.

There will be no advancement system in this campaign, instead you are competing to see who can get the most Victory Points (VP).

Player Units

- Each mission players earn VP. You can use them to repair your Mobile Suits.
 - 10 VP repairs 2000 HP and/or 1 Battle Damage between missions.

Mission Commander

- Each Mission pick a new Pilot to be the Mission Commander.
 - This gives their unit a valuable Commander Trait for that mission.

Special Rules for Combat

- The rules from the Battle Damage Module are in effect.

Control Points

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

Momentum

- Starting Momentum is 3 for Missions 1–5 and 5 for 6–10. It resets every mission.
- Momentum is used for **Pilot Skills** which have a cost denoted as [M-#].
 - You gain [M+1] at the end of each battle Round.
 - You gain [M+1] when you attack in Melee on your turn.
 - You gain [M+1] if you destroyed any enemy units this turn.

Pilot Skills & Commands

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

ENEMY 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 Tier 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.

MISSION 1 – OZ BASE NEAR HAWAII (PACIFIC OCEAN)

Premise: Five Gundams descended to Earth to wipe out Oz and fight for the colonies. At an OZ base near Hawaii two Gundam pilots encounter one another.

Player Units

1. Wing Gundam
2. Deathscythe Gundam

Starting Momentum – 5

Enemy Units

1. Leo x14
2. Aries x6

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - Place two runways running through two Control Points
 - Setup a large Control Tower right in the center of the map
 - Scatter 10 small buildings throughout the map
- Place Units
 - Place 7x Leos & 3x Aries on each half of the map
 - Place Wing on one edge and Deathscythe on the other

Mission Objectives

1. +10 VP: Each time you destroy 5 units or 5 buildings
2. +10 VP: Each time you destroy three Mobile Suits in one unit turn
3. +10 VP: Deal 1000 DMG more than is necessary to destroy an OZ Mobile Suit
4. +20 VP: Destroy the large Control Tower after destroying all OZ Mobile Suits
5. –20 VP: Either Gundam loses 2000HP or more.

Note: VP are awarded to each Gundam Pilot on an individual basis.

Special Rules

1. Replace up to 6 Destroyed Leos and 4 Destroyed Aries on Rounds 2 – 4.
2. If Wing or Deathscythe fire a shot and destroy an enemy MS that is within 6” of the other Gundams that player gains +10 VP.

Mission Completion

- This mission ends on Round 5.
- After completing their Mission Heero and Duo are notified of their next mission at the New Andrews Base.

MISSION 2 - OZ BASE AT CORSICA (MEDITERRANEAN SEA)

Premise: Five Gundams descended to Earth to wipe out Oz and fight for the colonies. At an OZ base at Corsica two Gundam pilots encounter one another.

Player Units

1. Gundam Heavyarms
2. Gundam Sandrock

Starting Momentum – 5

Enemy Units

1. Leo x12
2. Tragos x4
3. Aries x6

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - Place two runways running through two Control Points
 - Setup a large blimp right in the center of the map
 - Scatter 5–10 small buildings throughout the map
- Place Units
 - Place 2x Aries hovering around the large blimp
 - Place 6x Leos, 2x Tragos & 2x Aries on each half of the map
 - Place Sandrock & the Maganacs on one edge and Heavyarms on the other

Mission Objectives

1. +10 VP: Each time you destroy 5 units or 5 buildings
2. +10 VP: Each time you destroy three Mobile Suits in one unit turn
3. +20 VP: Destroy the large Blimp after destroying all OZ Mobile Suits
4. +10 VP: Deal 1000 DMG more than is necessary to destroy an OZ Mobile Suit
5. –20 VP: Either Gundam loses 2000HP or more or a Maganac is destroyed by OZ.

Note: VP are awarded to each Gundam Pilot on an individual basis.

Special Rules

1. Replace up to 6 Leos and 4 Aries on Rounds 2 – 4.
2. After all OZ forces have been destroyed Heavyarms and Sandrock may each take a turn to fight one another in Melee. They gain +10 VP if they take 0 DMG.

Mission Completion

- This mission ends on Round 5.
- Quattro and Trowa realize they are not enemies and have a common goal. After a brief respite together they part ways. They are notified of their next mission at the New Andrews Base.

MISSION 3 – A BANQUET FOR PLEIADES [NEW EDWARDS BASE]

Premise: OZ has set a trap for the Gundam pilots by spreading rumors of OZ leadership all gathering here. A large amount of forces have been deployed here.

Player Units

1. Team 1 – Wing Gundam & Gundam Deathscythe
2. Team 2 – Gundam Heavyarms & Gundam Sandrock
3. Team 3 – Shenlong Gundam

Starting Momentum – 9

Enemy Units

1. Leo x20
2. Aries x10
3. Tragos x4

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - Place two runways running through two Control Points with a Shuttle on it.
 - Scatter 10–20 small buildings throughout the map.
 - Setup a Yacht on one edge at least 36" away from the Gundams.
- Place Units
 - Split the enemy forces evenly between both sides of the base.
 - Place Sandrock & Heavyarms on one edge. Place Wing & Deathscythe on the other. Place Shenlong 16" from the center on Round 3.

Mission Objectives

1. +10 VP: Each time you destroy 5 units or 5 buildings
2. +10 VP: Each time you destroy three Mobile Suits in one unit turn
3. +10 VP: Deal 1000 DMG more than is necessary to destroy an OZ Mobile Suit
4. +50 VP: Any Gundam destroys the shuttle holding the VPs
5. +50 VP: Shenlong reaches Treize's yacht
6. –20 VP: Any Gundam loses 2000HP or more.

Note: VP are awarded to each Gundam Pilot on an individual basis.

Special Rules

1. Aries units always use Flight Mode
2. Replace up to x8 Leos or x4 Aries in Rounds 2 – 4.
3. Team 1 & 2 have yet to meet & gain +20 VP if attacking each other in Rounds 1 & 2.

Mission Completion

- This mission ends on Round 5.
- The Pilots realize they were tricked into destroying the Earth Federation top brass.