

MECHA STELLAR V9.5R1 QUICKSTART

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 $\frac{1}{2}$ 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 anywhere 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

DESIGNER'S NOTE: MECHASTELLAR IS ABOUT DYNAMIC MECHS, YOU CAN MOVE ANY TIME BEFORE AND AFTER ATTACKS.

- 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

DESIGNER'S NOTE: FOR VERISIMILITUDE TRY TO AVOID UNREALISTIC MOVEMENTS LIKE SUPER SHARP TURNS AND PIVOTS.

- 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

DESIGNER'S NOTE: YOU DON'T NEED TO PHYSICALLY TRANSFORM A MODEL, JUST BE CLEAR WHAT MODE THEY ARE IN.

- 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.
 - For most mecha models in a standard pose the center will be their head.
 - 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.
 - *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.
 - 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.*
 - 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.
 - Targets within engagement range of **Cover** keep their Cover bonus vs IDF.
 - Cannons cannot Indirect Fire in Stellar Battlefields
 - 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.
 - Ignore enemies in Melee or outside LOS since they are not valid targets.
 - **Indirect Fire**, Snipers, Warships & Level 1+ Pilots / Kaiju ignore this rule.
 - **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:
 - Level 0 Pilots / Kaiju may target any model with a shooting attack.
 - Your next attack this turn gains +1 Hit (or +2 Hits with DMG 0–200 Shots.)
 - The Focus action gives Indirect Fire +1 Shot instead of +1 Hit.
 - [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

DESIGNER'S NOTE: IN MECHAStellar YOU DO NOT ROLL ATTACK, INSTEAD THE DEFENDER ROLLS A D10 TO EVADE.

- 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

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.*

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

DESIGNER'S NOTE: USE THIS TO RECREATE A FAVORITE SCENE WITH A RED CANNON-TOTING MS THROWING A BOULDER.

- 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 through 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.

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

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 no more than three per weapon.
 - Your target number is ARM PEN – ARM Sv. You automatically pass on a 1+.
- Each failed Armor Save does a bonus 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.

*Laughing Joker (ARM Sv+2) is hit twice by a PEN 5 and four times by a
PEN 4 weapon. Vs the PEN 5 weapon she was hit twice and rolls 2d10.
Vs PEN 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.
Vs PEN 4 she needs a 2+ to pass each save. She rolls [1,6,7] failing one save.*

SHIELDS [S]

- Shields give Blocks vs Shooting & Melee. They are applied after 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].

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

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.

*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.*

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.
 - 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
 - This Round melee gains +1 Hit & **Push/Pull** weapons gain PEN+1P.
 - This Turn 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**
 - Any equipment or traits that provide a [Barrier] gain +2 Blocks this turn.
- **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 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

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 on your turn.
 - 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 on your turn.
 - 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+

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**.
 - 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.
 - Enemies gain +1 Hit vs a target with High Ground (+2 Hits vs Size 2+ units)
 - 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.
- You lose [M-1] if you drop down the same turn you gained High Ground.

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".
 - **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 AOE's 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 between 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.

- 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.
- 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.
 - 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.
 - 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.
 - 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.
 - Your forces have Tactical Advantage against them until they activate.
 - Level 2 Pilots & Kaiju, however, ignore this penalty.

STELLAR WARFARE

DESIGNER'S NOTE: OUR GOAL WAS TO CAPTURE THE FEELING OF FLYING THROUGH SPACE WITH A FEW ADDED RULES.

PRE-BATTLE

DESIGNER'S NOTE: YOU AND YOUR OPPONENT CAN ALSO SETUP A GROUND BATTLE USING THE DEPLOYMENT AND SPREAD M-PARTICLES RULES TO REPRESENT A BATTLE FAR FROM SUPPLY LINES RELYING ONLY ON YOUR LAND WARSHIPS.

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, any unit 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.

DESIGNER'S NOTE: WARSHIPS HAVE SOME MODIFICATIONS TO THE STANDARD ACTIONS. UNLESS STATED OTHERWISE, WARSHIPS FOLLOW THE STANDARD COMBAT RULES SUCH AS MOVEMENT, LOS, TARGETING, RETURN FIRE, ETC.

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)
 - Warships may only use Focus once per weapon.

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

- Basic Captains may not target enemies that are within 8" of an ally.
- Ship weapons can fire in the front and the rear arc, except for **Recharge** weapons.
 - [360] Weapons may select a target in the Front and 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 turn 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°.
 - 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.

VERSUS - SIMPLE BATTLE

Setting up the Game

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

Capturing the Point

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

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

Scoring Primary Objectives

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

Losing Victory Points

- **Lost a Critical Machine** –3 VP if you lost a unit worth 500+ points.
- **Unacceptable Casualties** –2 VP for each Level 2 Pilot/Kaiju/Captain destroyed.
- **Tomino Finale** VP penalties are waived in the finale of a multi-game campaign.