MechaStellar Core Combat Rules

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What's New in MechaStellar Version 10?

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

MechaStellar VER 10

The main goal of Version 10 was to unify the core mechanic for attack rolls. Now both Shooting and Melee will utilize d10 dice pools where you Hit on a 5+ and Crit on a You're Similarly, Evade and Melee Defense will function the same.

Core Rules Updates

- Renamed
  - o Full Throttle -> Accelerate
  - o Precision -> Bullseye
  - o Blocks -> Defenses (DEF)
- Units now **Move** twice per turn. Movement values are halved on the sheets so Net 0.
- All units have **1 Action**.
  - o Melee is no longer a free action.
  - o Zeal gives any unit bonus actions to make multiple attacks.
- **Rapid Fire** is no longer locked at ½ Range. Can be 20" | 12" for instance.
- Unified Core **Attack** Mechanic
  - o Unit's bonuses to Shooting / Melee / Evade give bonus Hits / DEF
  - o Melee is now Melee ATK & Melee DEF.
    - ▪ It operates much faster now that you no longer need to split dice pools.
    - ▪ Counterattack is no longer automatic
  - o Precision / Barrage / Dodge / Guard are limited to Level 1+ Pilots / Kaiju
    - ▪ You can also Counterattack (Shooting/Melee) instead of Dodge / Guard
    - ▪ Targets in Sensors range is now tied into Bullseye (Precision)
  - o Finishing Blow is streamlined to require 7 Unblocked Hits
    - ▪ You can use Finishing Blow with Shooting or Melee weapons now
- **Armor Saves** are capped at 5 dice.
  - o Unit no longer get Armor Save bonuses.
  - o It's not over yet has been removed.
  - o The Pilot Skill Iron Wall now gives Armor Save bonuses.
- Streamlined **Power** & **Havoc**
  - o A similar mechanic called "Boost" will be added for MS types
- **Pilot Skills** are brand new
  - o Many of these give a lot more powerful for their Momentum cost
  - o Older pilot skills are moving to a new section called "Trump Cards" which will be an offensive counterpart to the current defensive Climactic Events
- All unit profiles now have a **Defense** section which had Evade and Melee DEF dice
  - o Most **Weapons** have been updated to be a base of 5 (5d10) or 6 (6d10) attacks.
- **Momentum** system completely overhauled
  - o New mechanics involve **Momentum Shifts** and **Morale**
- Integrated Warship rules into the Core Combat Rules.

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

Alternate Deployment

Designer's Note: This type of deployment is perfect for representing an ongoing skirmish with forces scattered across a city or jungle with each side trying to outflank the other.

You and your opponent take turns deploying units one by one anywhere on the table except for High Ground. Whoever has the most models deploys first. You must be behind Line of Sight (LOS) blocking terrain to deploy within 16" of another unit. If you cannot deploy a unit, they remain in reserves and deploy on your table edge at the end of the Round.

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 Mech or other vehicle that participates in the battle
- On your Turn activate a unit, if all your units have activated you skip your turn.
    - When activated a unit has one Combat Action and two Move Actions.

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 but they gain +1 CRIT DEF 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.
    - Normally, Warships cannot be activated until all other units have activated.
- Return Fire! Your opponent must activate the unit you just attacked unless it has already activated. If multiple units were attacked your opponent chooses one.
    - That unit must attack the aggressor provided the target is visible and within range. Snipers, Warships & Level 1+ Pilots/Kaiju can target any unit.
- Repeat until all units are activated.

Movement & Facing

DESIGNER'S NOTE: FOR VERISIMILITUDE TRY TO AVOID UNREALISTIC MOVEMENTS.

- Your Movement value is the max <u>horizontal</u> distance you can move each time.
  - All units have two `Move Actions` per Turn. You can move, shoot, move.
  - You can pre–measure distances but keep it to 1 minutes or less.
- A model can move any direction. You may rotate up to 90° on each move action.
  - You can use a Move Action solely to rotate your unit.
  - A MODEL WITH MOVE 8" COULD MOVE 6" DOWN A STREET, ROTATE 90° THEN USE THEIR SECOND MOVE ACTION TO MOVE DOWN A DIFFERENT STREET UP TO 8".
  - Warships may only move forward, never backwards, they can only rotate 45°.
- If an enemy starts their turn in your rear 180° arc, their attacks `Blindside` you.
  - You may not use your `Shield` against a Blindside attack.

Engagements

MECHA FIGURES COME IN MANY SCALES, REGARDLESS OF SIZE THEY ALL USE THE SAME ENGAGEMENT RANGE FORMULA.

- Engagement Range is Size+5". I.E. VOLTLION (SIZE 2) HAS A 7" ENGAGEMENT RANGE.
- Anytime you move within engagement range you become locked in Melee combat which prevents other units from targeting you outside of special circumstances.
  - When making a Melee (Counter)Attack rotate your model to face the enemy
  - On your turn you strafe & circle but you must stay within engagement range.
  - <u>**Warning**</u> – `[M-X]` Disengage from melee. X = Number of engaged enemies.
  - <u>**Warning**</u> – `[M-2]` Shoot in engagement range and ignore Rapid Fire penalties
- 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.

[Combat Action] Accelerate

- Move a third time this Turn. You may use one move action to move <u>vertically</u>.
  - Start the vertical move next to a terrain piece and finish it on top the terrain.
  - Dropping off terrain does not require an Accelerate action.

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.
  - You can freely move over terrain that is smaller than that.
  - `High Ground` requires `Fly` or an `Accelerate` action to get on top.
    - Lose `[M-1]` if you drop down the same turn you gained High Ground.
  - `Fly` lets you take the High Ground as part of a move for `[M-1]`.

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 after being attacked in melee
- Transforming gives a benefit and a drawback *i.e. Gain Move+3" but Melee DEF is 7+*

Weapon's Range

- Weapon's have a Max Effective Range and many will also list a Rapid Fire range.
  - o A BEAM RIFLE (RANGE: 24" | 16") HAS A 24" MAX RANGE AND 16" RAPID FIRE 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 standing mechs the center will be their head.
  - o Warships come in many shapes so measure from the center most gun turret.
- Rapid Fire [RF] – Some weapons gain more or less shots in Rapid Fire range.
  - o THE BEAM RIFLE MAKES 5D10 SHOTS AT MAX RANGE AND +1D10 IN RAPID FIRE RANGE (6D10 TOTAL)
  - o THE SNIPER RIFLE MADES 6D10 SHOTS AT MAX RANGE AND -2D10 IN RAPID FIRE RANGE (4D10 TOTAL)

Line of Sight (LOS)

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

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

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 shoot models in the 180° field of view in front of your model.
  - o Some weapons have a [360] tag which can fire in any direction.
  - o <u>Warning</u> – Basic Captains may <u>not</u> target enemies within 8" of an ally.
- Ordinarily while Shooting you must target the closest visible enemy model.
  - o Ignore enemies in Melee or outside LOS since they are not valid targets.
  - o Indirect Fire, Snipers, Warships & Level 1+ Pilots / Kaiju ignore this rule.
  - o Return Fire bypasses this if you are able to target your attacker.

[Combat Action] Target Lock

- Your next Shooting attack ignores Cover.
- Target Lock is a free action against units within Sensors range.

[Combat Action] Attack (Shooting / Melee)

- Evade is used against Shooting. Melee Defense is used against Melee Attack.
- Attacking with the same weapon again costs 2 Actions. E[X]plosives ignore this rule

Dice Pools
1. The Attacker rolls d10s equal to the weapons Attack value I.E. BEAM RIFLE/SABER 6D10
2. The Defender rolls d10s equal to their Defense value I.E. EVADE 8D10 OR MELEE 4D10
   a. Dice pools on Attack & Defense are capped at 10d10.

Counting Success
1. On Attack each 5+ is a HIT, each 10+ is a CRIT HIT which is worth 2 HITs.
   a. Add any bonuses as listed I.E. BEAM RIFLE +5 HITS, BEAM SABER +6 HITS.
2. On Defense each 5+ is a Defense (DEF), each 10+ is a CRIT DEF worth 2 DEF.
   a. Add any bonuses as listed I.E. EVADE +2 DEF, MELEE +3 DEF, SHIELD +2 DEF.
   b. Each DEF negates a Hit. Count up the number of unblocked Hits.

Tilt the Odds in your Favor
1. <u>First</u> the attacker decides to use any Skills, Events or Traits like Valor or Focus.
2. The Defender decides to use any Skills, Events or Traits like Flash or Iron Wall.

Dealing Damage
1. Any unblocked Hits deals DMG. I.E. A BEAM RIFLE DOES 300 DMG FOR EACH UNBLOCKED HIT.
2. Weapons with Armor Penetration [PEN] can cause catastrophic damage.
   a. Roll a d10 ARM Save for each Hit (Max 5). Failed saves do 1000 DMG each.
   b. Your target number is the weapon's Armor Penetration.
   c. I.E. BEAM RIFLE IS PEN6 SO YOU NEED A 6+ ON EACH D10 TO PASS AN ARMOR SAVE.
   d. Warships may sacrifice a weapon to pass a failed Armor Save.
3. If there are 7+ Unblocked Hits you strike a Finishing Blow for 1000 DMG.
   a. SOME WEAPONS ENHANCE FINISHING BLOW, FINISHER+2 IS 2000 DMG, FINISHER+3 IS 3000, ETC.
4. After resolving the attack (and any counterattack) the Attacker may Disengage.

Attack & Defense Bonuses for Level 1+ Pilots & Kaiju
DESIGNER'S NOTE: PILOTS ARE A POWERFUL UPGRADES THAT ENHANCE YOUR OFFENSE AND DEFENSIVE CAPABILITIES.
- Each time they attack they choose one of the below Level 1+ bonuses **<u>before rolling</u>**.
   o Barrage <u>Shooting</u> gains +1 Hit. +2 with E[X]plosives / Support ATK weapons
   o Bullseye <u>Shooting</u> gains +1 Crit Range (i.e. 10++ to 9++)
     ▪ If your attack ignores Cover you instead gain a bonus +1 Crit Range.
   o Power (SUPER/KAIJU ONLY) Gain +1 CRIT Hit but –1 DEF. Counter strikes first.
   o Balanced Melee Attacks gains +1 Hit & +1 Crit Range in melee.
   o Swift Melee (MS ONLY) Target cannot Counter.
- Each time they defend they choose one of the below Level 1+ bonuses **<u>before rolling</u>**.
   o Dodge and gain +1 Crit Range on Evade / Melee Defense (10++ -> 9++)
   o Guard and gain +1 DEF
   o Counter Attack with an eligible weapon within range but with –2 Hits.
     ▪ Infinite loops are forbidden so you may not Counter a Counterattack.
     ▪ You cannot Counter if you were Pushed you out of engagement range.
     ▪ Neither you or your opponent choose a Level 1+ bonus on Counter.

Quick Dice

- Both players can roll at the same time, but the Attacker must declares Skills first.
- If you have a lot of identical units, it can be helpful to count up bonuses first.
  - I.E. You have +4 Hits shooting while the target has +2 Evade DEF & +2 Shield DEF = +0 Hits
    Every time you shoot that target you and your opponent only have to consider dice.

Shooting Attack Example

The Argonaut fires its Machine Gun at the Dervish.
Argonauts' profile has Machine Gun 8d10 ATK Dice + 8 Hits.
If he was in Rapid Fire Range he would gain a Bonus +2 Hits.
He rolls [2,2,5,6,7,7,8,10] = 5 Hits + 1 Crit + 8 = 15 Hits

Dervish' defense profile has Evade 7d10 + 5 DEF
As a bonus they can Reroll 1s on Evade.
She rolls [1,1,8,8] = 2 DEF but the 1s Reroll into [5,6] = 4 DEF + 5 = 9 DEF
*The 6 Unblocked Hits deal 200 DMG each for 1200 DMG total.*

Melee Clash Example

Blue Djinn (Ace Pilot) attacks with its Heat Sword 6d10+6 Hits
They choose Barrage for +1 Hit
[2,5,6,7,9,9] = 5 Hits + 6 + 1 = 12 Hits Total
White Asura (Skilled Pilot) Melee DEF is 3d10+5 DEF + 2 Shield DEF
They choose to Counter
[8,10,10] = 1 DEF + 2 CRIT + 5 + 2 = 12 DEF Total

White Asura Counters with Beam Saber 5d10+7 Hits
[2,5,8,10,10] = 2 Hits + 2 Crits + 7 –1 = 12 Hits
Blue Djinn uses Guard+1 DEF on 3d10+1 DEF +2 Shield DEF
[5,6,8] = 3 DEF + 1 + 2 = 6 DEF
Blue Djinn takes 6 hits for 300 DMG each and makes 5 PEN 8 Armor Saves

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Armor Save Example

Laughing Joker is hit twice by a PEN 5 and four times by a PEN 4 weapon.
She rolls 2d10 for the PEN 5 weapon, [3,5]
She fails one and passes one and takes 1000 DMG.
She then rolls 4d10 for the PEN 4 weapons [4,5,8,9]
Passing all four saves!
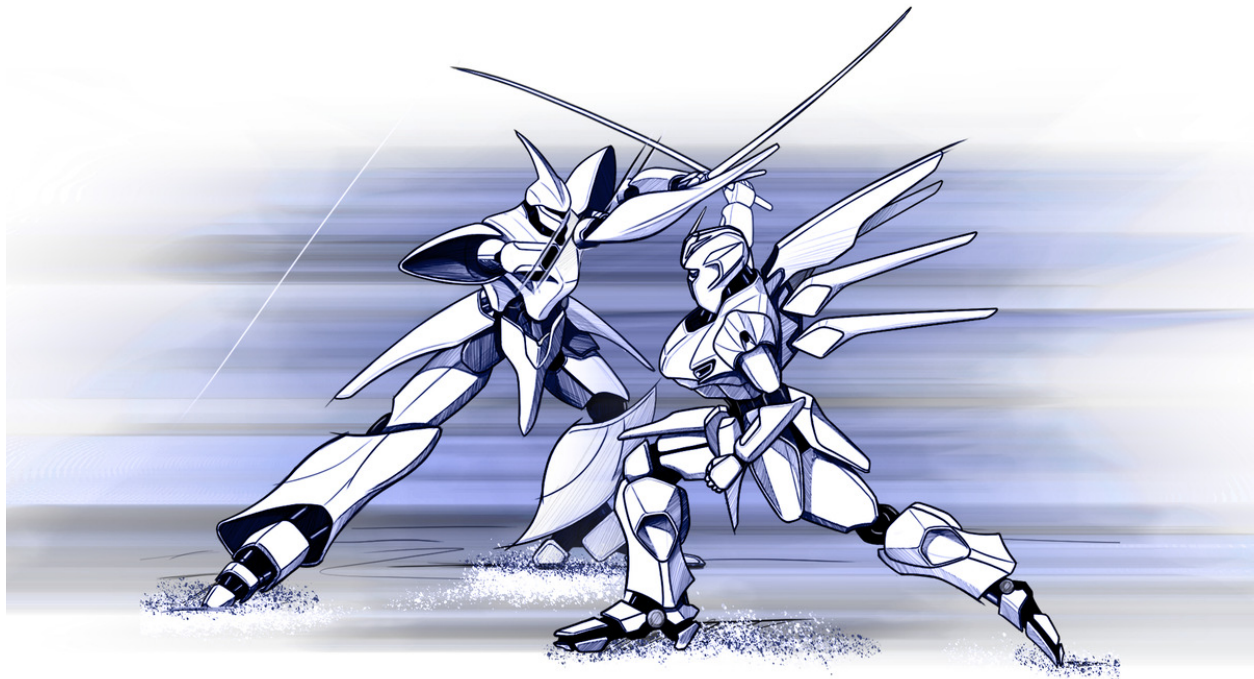
Shields [S]

- Shields give bonus DEF vs Shooting & Melee. Typically, they don't work vs Blindside.
- Shield Blocks do not stack with Cover or [Barriers].

Support Attack / Defeense

- Some weapons have the Support ATK or DEF trait with a Range X" listed.
  - These require an ally to be within X" of the Support weapon, and the enemy target must be in LOS and within the Support Weapon's range.
- When this is true, Support ATK gives +1 Hit and Support DEF gives +1 DEF.
  - The bonus from Support ATK / DEF is capped at +1.
- GREEN VIKING'S MACHINE GUN HAS SUPPORT ATK 12".
  - ALLIES WITHIN 12" OF GREEN VIKING GAIN +1 HIT AS LONG AS THE ENEMY IS ALSO WITHIN RANGE OF THE MACHINE GUN (RANGE 20")
  - IF AN ALLY IS WITHIN 12" BUT THE ENEMY IS OUTSIDE LOS OR THE ENEMY IS OUTSIDE LOS AND OUTSIDE 20" IT GRANTS NO BONUS HITS.
- GAMMA APOLLO'S BEAM PHALANX HAS SUPPORT DEF 8".
  - ALLIES WITHIN 8" GAIN +1 DEF AS LONG AS THE ENEMY IS ALSO WITHIN RANGE OF THE BEAM PHALANX (RANGE 16")
  - IF AN ALLY IS WITHIN 8" BUT THE ENEMY IS OUTSIDE LOS OR THE ENEMY IS OUTSIDE LOS AND OUTSIDE 16" IT GRANTS NO BONUS DEF.

[Combat Action] Throw Enemy / Terrain

DESIGNER'S NOTE: THE MAJORITY OF UNITS ARE SIZE 0.

- **Enemy** Melee Attack 5d10 | PEN (7+Size)P | DMG 0 | Push 3" per failed Save
- **Terrain** Shooting 5d10 | R:12" | DMG (2+Size)x100 | +1 Crit from Deadly Terrain
- These attacks gain bonus Hits as shown on your profile.
    - IF YOU HAD A SHOOTING WEAPON WITH +3 BONUS HITS, THEN THROW TERRAIN ALSO HAS +3 HITS.
    - IF YOU HAD A MELEE WEAPON WITH +5 BONUS HITS, THEN THROW ENEMY ALSO HAS +5 HITS.

[Combat Action] Crash

- Move through up to two units or terrain pieces and Melee ATK each.
    - Melee Attack 4d10 | DMG (2+Size)x100 | Cannot be Counterattacked.
    - This attack directly targets and does double DMG vs Terrain
- A unit may use this action at most once per Round.

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

- As a free action at the start of each Round, each ship may deploy a number of onboard units equal to ships catapult stat 24" from the ship's hull.
- Any other units may deploy 8" from the ship's center most turret.

[Warship Free Action] Overwatch! AA TURRETS FOCUS ON THE STARBOARD SIDE!

- Once per Round per Warship, one of the ship's [AA] weapons makes an attack vs a unit that started or ended a move action with 24" of the ship's center most turret.
    - Standard targeting rules apply, i.e. you may not target a unit in melee.

[Warship Combat Action] Reload MISSILE TUBES 1-4 HAVE FINISHED RELOADING.

- Choose an E[X]plosive weapon currently reloading. It is now ready to fire this turn.

[Warship Free Action] 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 up to 4 onboard units regain X HP. X = Ship's Repair stat.

Boost!

Some MS have a Boost stat representing extreme thrust and often extra propellant tanks.

Boost Usage
- Each Boost point is usable **once per game**.
- Use a Boost point for a free `Accelerate` action or for +2 DEF on an Evade roll.

Full Power!

Some Super Robots have a Power stat (highlighted green on their profile). This lets them crank up the power supplied to their weapons or body. Some units have variable Power which reflects the protagonists drawing Power from their courage, willpower, or teamwork.

Power Usage
- Power points refresh at the start of the Round, they may be spent at any time.
- The below options all cost 1 Power. It costs 2 for the same upgrade twice in a Turn.
    - Gain DMG+100 on your next attack.
    - Gain ARM PEN+1 on your next attack.
    - Gain +1 DEF on your [Barrier] vs the current attack.

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+2.
Next Round on his Power resets back to 1.
On his turn he gives his Rocket Punch DMG+100".

World Shaking Havoc

Some 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 in their wake.

Havoc Usage
- Havoc points refresh at the start of the Round, they may be spent at any time.
- The below options all cost 1 Havoc. It costs 2 for the same upgrade twice in a Round.
    - Gain +2 DEF on your [Barrier] vs the current attack.
    - Make a bonus attack against Cover before attacking your target.
    - `Crash` gains DMG+200.
    - Gain +2 Actions

The Trident Drake (Havoc 3) swoops into the city and begins its rampage.
He Attacks Turtle Robo, 3 Havoc gives +4 Hits.

In Round 3 the defense forces vehicles have gotten close. When attacked he spends 3 Havoc for DMG+400 on Crash this Round.

Momentum represents the collective morale, luck, training and battle tempo of all forces. When used for Defense this represents you prioritizing survival but losing momentum in return. You gain Momentum by pressing forward to rout the enemy.

- Your starting Momentum is [M=10].
    - Reduce starting Momentum by 2 for every Level 1+ Pilot/Kaiju in your Forces
    - Your Momentum pool has a minimum of [M=0] and a maximum of [M=10].
- Momentum Shifts [M+#]
    - While your [M<3] gain [M+1] if you use a move action to move closer to the nearest enemy unit. You must move 3+" and/or end in engagement range.
    - Conversely, while [M>3] lose [M-1] if you use a move action to move any distance away from the nearest enemy unit.
    - There are no Momentum Shifts when your opponent is out of activations.

MORALE

- In this game you will make Morale Saves either to Rally or prevent a Rout.
    - Rally – When you pass a Morale Save gain [M+1].
    - Rout – When you fail a Morale Save your opponent gains [M+1].
- Roll a d10 to make a Morale Save, your unit profile lists the target number I.E. 7+, 5+, ETC.
- If a Level 1+ Pilot/Kaiju/Captain is defeated their allies make a Morale Save vs Rout.
    - LT EMMA IS DEFEATED BY YAZAN'S MIDNIGHT MANTA, ALL ALLIED UNITS ON THE BATTLEFIELD MUST ROLL A DAUNTING MORALE SAVE. AFTER 5 FAILED SAVES YAZAN'S FORCES GAIN [M+5].

MISSION COMMANDER

After you see your opponent's forces, designate a unit as the Commander in charge of this operation and critical to its success. In a multiplayer game each team gets one Commander.

MISSION COMMANDER'S ORDERS

Once per Round your Commander can issue one of these orders.

Trust *Keep on fighting, I know you have it in you!*
- After rolling Defense, choose an ally to make 3 Morale Saves to Rally.
    - Faith: In Round 4+ you instead make 5 Morale Saves.

Daunt *Keep it up and rout the enemy!*
- After destroying an enemy, all their allies within 12" roll a Morale Save vs Rout.
    - A GREEN VIKING IS DESTROYED, IT HAD TWO ALLIED UNITS WITHIN 12" WHO EACH ROLL A MORALE SAVE. THEIR TARGET NUMBER IS 7+. THEY ROLL [3,5] SO THE OPPONENT GAINS [M+2]

Pilot / Kaiju Skills

Pilot Skills let you perform incredible feats with a Momentum cost denoted by [M-#].
- Unless otherwise noted Pilot Skills can be used once per turn and at any time.
- Level 2 Pilots / Kaiju may also gain the [ACE] benefit from a Skill.

Flash [M-3] *With unbelievable reflexes you narrowly avoid a decisive blow*
- After rolling each 5+ gives a bonus +1 DEF. [5,5,7,10] GIVES 8 DEF INSTEAD OF 5.
    - If you use the Focus Skill then it is each 3+.
    - **Warning**: Cannot be used by Super Heavy / Kaiju.
    - [ACE] Intuition: Also, negate the penalty to Counter.

Focus [M-1] *Wow, the Lieutenant's skills haven't changed since the One Year War*
- You HIT or DEF on a 3+. Use this skill after rolling.
- This Skill does not count against the limit of 1 Skill per turn.

Iron Wall [M-3] *Grandfather built this invincible machine, it won't lose!*
- After rolling DEF gain +5 DEF. You may use this Skill multiple times in one Turn.
    - **Warning**: Cannot be used by MS.
    - [ACE] Persevere: +3 on ARM Saves vs this attack except versus Push/Pull.

Zeal [M-3] *Let's see how they handle our Super Electromagnetic Weapons*
- Gain +1 Action for each [M] used to a maximum of 3.
- TIP: WHEN [M<3] YOU WILL WANT TO USE ZEAL BEFORE MOVING.

Level 1+ Pilot / Kaiju Skills

Improvise [M-0] *An unorthodox use of your thrusters / environment / weapons*
- Reroll any dice just rolled on your Shooting / Melee / Evade roll.
- This Skill is usable once per Round. It does not count against the limit per Turn.

Valor [M-3] *We'll crush the Hyakki empire once and for all!*
- This attack gains +5 Hits.
    - [ACE] Soul: Instead lose [M-5] but gain +7 Hits.

Captain's Orders

Each Level 1 Captain can issue one Order per Round, Level 2 Captains can issue 2 Orders.
- Skilled Captains are Level 1 and Battle Hardened Captains are Level 2.
- Unless noted otherwise, Captain's can issue orders at any time.

Tactical Support *Tac Officer, support out units on the front lines.*
- Target unit hits on a 3+ this turn

Operations Support *Ops Officer, enact our battle plans.*
- Target **warship** (including this one) gains +1 Action this turn.

Focus Example

Falconeye fires its micromissiles at Dusk Wraith
It rolls 10d10 and gets [2,2,3,3,3,3,5,7,8,9] = 4 Hits
It uses Focus [M-1] to turn Hit on a 3+ = 8 Hits
Dusk Wraith rolls Evade 7d10 [1,2,3,3,5,7,9] = 3 DEF
It uses Focus [M-1] to DEF on a 3+ = 5 DEF

Flash Example

CycloDom fires its giant bazooka at White Asura scoring 4 unblocked Hits
White Asura uses Flash [M-3] for +5 DEF
As an Ace Pilot they also get to ignore the penalty for Counterattack

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Iron Wall Example

Lunar Ravager attacks with its Beam M.Gun PEN 4 & Tomahawk PEN 8
Crimson Gallant uses [ACE] Iron Wall [M-3]
Beam M.Gun DMG 150->50 | Beam Tomahawk DMG 400 -> 300
Both weapons have Armor Penetration so failed Saves still deal 1000 DMG
With ARM Save+3 it auto–passes vs PEN 4, and needs a 5+ vs PEN 8

Valor Example

VoltLion moves in to finish off the Deathly Beastman
Their Jyuoken Sword deals 15 Hits while the Beastman gets 8 DEF
VoltLion uses the Soul [M-5] option for Valor for +5 Hits
Even if the Beastman used Flash there would still be 7 Unblocked
guaranteeing a Finishing Blow from Volt Lion
Their Sword has Finisher+2 and so deals a bonus 2000 DMG

Zeal Example

Iron Duke uses its Rust Hurricane to destroy a close target
It then uses Zeal [M-2] for +2 actions. It then uses its Rocket Punch
Using Rust Hurricane or Rocket Punch again would now cost 2 Actions
Instead, Iron Duke uses its Drill Missiles

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

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.

- You may Blindside a target if you began your turn behind their 180° facing arc.
  - Blindside ignores `Support DEF`, `Shields`, & `Cover`.
- If you have a surplus of units it may be beneficial to use Accelerate instead of attacking to position your units behind an enemy target.
  - To move past an enemy you must stay outside Engagement range.

High Ground

- Gain Tactical Advantage when you are on High Ground terrain and the target is not.
  - Enemies gain +X Hit vs a target with High Ground where X is 1+Size.
  - 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.

Overwhelm

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

Shutdown

- Gain Tactical Advantage vs Shutdown units. Units Shudown at <0 Actions.
- Shutdown cannot roll Evade/Melee DEF dice but retain any bonus DEF.
  - You may not use [Barriers] while shutdown.

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.
    - You 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 to -1 Action and causes Shutdown. On its turn to activate, it skips its turn then rolls 3d10 [2,5,7] removing 2 actions penalties & the shutdown status.

Push / Pull Weapons

- These weapons force horizontal movement. Their ARM PEN has a P (i.e. PEN 5P)
  - Unless noted otherwise each failed Armor Save moves the target 3" backwards
    - The Attacker decides the direction of movement.
    - The Attacker gains PEN+2P if they used Accelerate this turn.
    - Defender gains an Armor Save bonus equal to your Size stat.
  - If knocked off of high ground, into terrain or another unit, those unit(s) each lose [M-1] or take DMG equal to 200xPEN. I.E. PEN 5P = 1000 DMG, 7P = 1400 DMG, ETC.

Multi-Target Attacks

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

Area of Effect Weapons

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

Remote Weapons

- Remote weapons are usually wire–guided or mentally controlled (bits, funnels)
- Instead of Actions you instead fire a Remote Weapon with Momentum.
  - THE BRAIN–WAVE COMMUNICATION SYSTEMS TAKE A HEAVY BURDEN ON THE PILOT.
- 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 ACCELERATE OR FLY TO GET ON TOP.
  - THESE DICE REPRESENT A DEBRIS FIELD, ANYONE INSIDE OR BEHIND IT GAINS COVER.
  - THESE TREES REPRESENT A TALL JUNGLE WHICH IS OBSCURING TERRAIN FOR UNITS BEHIND IT.
    - SINCE THE JUNGLE IS TALL YOU NEED TO CLIMB EITHER OF THESE MOUNTAINS IN ORDER TO ESTABLISH LOS USING THE HIGH GROUND
  - THIS DARK BLUE WATER IS DEEP WATER AND IS DIFFICULT TO CROSS.
- You should include some Terrain pieces to block LOS midfield. For sportsmanship and good fun avoid deploying 50% of your army hidden behind LOS blocking terrain.

Line of Sight (LOS)

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

Criteria for Cover

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

Benefit of Cover

- Cover gives +2 Blocks vs Shooting. It does not stack with Shields or [Barriers].

Special Circumstances

DESIGNER'S NOTE: BEAM WEAPONS AND ENERGY WEAPONS ARE INTERCHANGEABLE TERMS.

- [E]nergy Weapons may shoot a target within Sensors through buildings at –3 PEN
- Deep Water terrain requires [A]mphibious/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 [A]mphibious/Fly & Move–5" to surface.
    - While Underwater [E]nergy attacks are at –5 PEN.

Destroying Terrain

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 includes large asteroids, satellites, most rock formations, hills, swathes of wilderness (forests / jungle) and cannot be destroyed. However, AOE weapons like a flamethrower or death way can destroy wilderness terrain.

Small Cover has a chance to be destroyed if it is used to block an attack.
   - o If multiple pieces of terrain are in the way of the attack, the Defender chooses which one has a chance to be destroyed. AOE weapons can destroy two.
   - o Whenever possible leave terrain knocked over that way you can still use the Throw Terrain action or traits like Improvised weapons.
- Roll 1d10x100, if it equals or exceeds the weapon DMG the cover survives.
- If you target a piece of cover directly, it must pass the above check 5 times.
- Destroyed Terrain no longer provides the benefit of Cover

A Machine Gun with DMG 200 would require a 2+.
A Cannon with DMG 500 would require a 5+
If you target cover directly with a bazooka it would need to roll 5d10. If a single die fails this save it is destroyed.

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
- If a Push/Pull weapon forces a unit into terrain it is destroyed.
- Pull weapons that move yourself can target cover as long as it survives the DMG.

Tactical Advantage from Crumbling Buildings
- Any units formerly on top of destroyed terrain fall to the ground.
   - o Your forces have Tactical Advantage against them until they activate.
   - o Level 1+ Pilots & Kaiju, however, ignore this penalty.

Warships & Terrain
- If a ship crashes into / through terrain features they make 5 Armor Saves vs PEN 5.
- 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 5 ARM Sv versus PEN 5. If they survive deploy them within 8"

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 CPs 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 [M+2] for each 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 [M+2] 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)
  - Level 1 Pilots/Kaiju are worth +5 VP. Level 2 Pilots/Kaiju are worth +10VP.
  - 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 or a Challenge/Revenge target gain VP equal to the current Round. I.E. +5 VP IF YOU DESTROYED THEM IN ROUND 5.
- Gain +10VP if you deal 10,000 DMG in a single attack action.

Losing Victory Points

- **Lost a Critical Machine** –3 VP if you lost a unit worth 300+ points.
- **Unacceptable Casualties** –2 VP if you lost 50% or more of your units.
- **Tomino Finale** VP penalties are waived in the finale of a multi–game campaign.