MechaStellar WarGame Rules

Rules for Different Game Modes & Unit Upgrades

Introduction

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

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

For smaller games you can also use your favorite action figures such as **Robot Spirits, Chogokin, Revoltech**, **Mobile Suit in Action** or your expertly assembled model kits including **Gunpla, Moderoid**, **Super Minipla** or the many Space Battleship / Fighter model kits.

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

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

Goal

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

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

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

What you need
- Mecha Unit Profiles and Models to represent your units
- Battlefield Terrain such as handcrafted, cardstock or 3D printed varieties.
  - Books, cans, trays, packaging material, foam, etc. make for quick substitutes
- A Small tape measure. Always use the center of a model when measuring.
  - Alternatively use a hex map or grid map for movement.
  - For Small models 1 Hex / Square = 1". For large models 1 Hex / Square = 4"
  - For Square Grids, diagonal movement counts double (i.e. 2x4" or 2x1")
- Ten 10–sided dice (10d10) per player preferably one color of dice per player.
  - Additional dice are handy to track Momentum & Damage.
- Pencil and Paper to track Momentum, Damage and make notes.

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Designer's Note: This rulebook covers setting up games, different game modes, unit upgrades, and optional rules. If you are looking for Combat Rules please refer to the "MechaStellar Core Combat Rules"

Setting the Scene

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

Selecting Rules

MechaStellar has several optional modules you can choose to include or leave out such as Battle Damage or Climactic Events. If this is your first time playing then its best to skip these for now and focus on mastering the game's Momentum system.

Choosing a Narrative

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

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

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

Matching Points & Performance

- You and your opponent must agree on a Performance range when selecting units.
  - o The smoothest running games keep Performance ranges for both armies within 3 points, so for example Performance 1–4, or 5–7, or 8–10.
  - o The Performance Upgrade / Downgrade options exist to let you field your favorite robots and keep a performance parity between armies.
  - o If you are playing in a tournament, then the organizer shall specify the limits
    - ▪ I.E. THIS TOURNAMENT WILL HAVE PERFORMANCE LIMITS OF 4-7.
- After agreeing on a performance range you need to agree on a points limit.
  - o When deciding on the core units in your force it will quickly become apparent how many points you will need at a minimum, likewise for your opponent.
  - o FOR INSTANCE, IF YOU BRING 3 UNITS WORTH 150PTS EACH, YOUR GAME SHOULD BE AT LEAST 450PTS. YOUR OPPONENT IS PLANNING 2 UNITS THAT ARE 250PTS. SO YOU AGREE ON A 500PT GAME.
  - o NOTE: YOU DON'T NEED A NICE ROUND NUMBER, A 2000PT GAME IS JUST AS FUN AS A 1810PT GAME.

Game Types

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

The second is `Confrontation` which has your forces in the middle of a conflict dealing with unknown forces. It rewards your units for surviving.

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

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

Victory Objectives

Each game type has Primary Objectives to score victory points (VP). Secondary Objectives are optional and offer more ways to score VP. There are two sets of secondary objectives, one for small games (5 or less models per side) and one for large games of 5-30 models per side. In the rare event of a tie, the winner goes to the player with the most Momentum.

Battlefield Size

Designer's Note: If you don't have a large table you can use the centimeters instead of inches. Many game shops have tables that are 6ft by 4ft long, many have terrain you can use. For terrain you want a few pieces to block LOS but not so much you can hide your entire army.

A good rule of thumb is that a battlefield should be **at least** 4 to 6 times as long as the highest movement unit in either player's force. E.g. if both players have a couple units with movements 9" then a battlefield that is 3'x3' (36in x 36in) would be a good **minimum**, but if most units are 9" then a 4'x4' battlefield might be more fun. For space battles with warships, typically large battlefields (6'x4' or 8x'6') are the most fun.

For quick setup, place one objective dead center on the battlefield. You don't want your average unit to be able to accelerate and hit it Turn 1. e.g. if most units in this battle are Move 6" they can accelerate 18", so the deployment line should be 22+" away from center.

Remember that MechaStellar is a game to have fun with your favorite mecha, so always approach gameplay and setup with a collaborative mindset. Discuss with your opponent beforehand what battlefield size will be the most fun for both of your forces.

Retreating

You may want to have your units retreat rather than perish in battle. To retreat you must reach a table edge and be 16" away from enemies with LOS, remove that model from the table at the end of the Turn.

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.
  - o We recommend placing 2 CPs in line with the center CP in the middle of the battlefield on the central axis parallel to each players deployment zone.
    - ▪ The last 2 CPs are perpendicular to the center CP 8–16" from the table edge.
    - ▪ This Control Point setup will look like a plus sign "+" when complete.
  - o Alternatively, you can place 1 CP in each quadrant, this way each player can have two CPs in their deployment zone. The CPs should be placed in pairs, so your CP and your opponents CP are an equal distance from the center line.
- CPs are meant to be dangerous areas that you need to control.
  - o Do not place cover on the CP or surround it to block Line of Sight (LOS).
  - o Ensure there are clear fields of fire leading to the CP.
  - o You can see an example on the next page.

Capturing the Point

Designer's Note: Feel free to reuse objective markers from other games and use the size of those markers instead of the 4" rule below. In our home games we skip measuring and use 7.5" diameter objective markers which are close enough and speeds up gameplay.

- 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 4" of a CP.
  - o You retain ownership of a CP and score it until an enemy captures it.
  - o 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.
  - o 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.
  - o Afterwards gain [M+2] for each CP you control.

Scoring Primary Objectives

- After 5 rounds the battle is concluded
- Destroyed enemy units give Victory Points (VP) listed on their profile.
  - o Enemy units with less than 50% HP are worth ½ VP (round up).
- If you destroy the enemy Commander, gain VP equal to 10x the current Round.
  - o I.E. +50 VP IF YOU DESTROYED THEM IN ROUND 5.
- +20 VP if you destroy your Challenger / Revenge Target.
- Gain +100VP if you deal 10,000 DMG to one target in a single attack action.

- This is an example of placing CP in Quadrants after placing the first one dead center. The two players discussed and decided on 2 CPs in their deployment zones.
    - Players place CPs in pairs. An easy way to do this is to say "*this pair of CPs will be 12 from the table edge while the other pair are 12" from the center.*"
    - It doesn't have to be symmetrical or form a rectangle. You can make a rhombus by having one pair of CPs close to the center and one pair far apart.
        - i.e. 4'x6' table one CP pair is 36" apart and the others are 24" apart.
    - Just make sure there are clear firing lanes towards control points.
        - It's okay for some pieces of terrain to be in the way, but not so much terrain that LOS is blocked and you cannot attack units on a CP.
- Don't keep all the CPs clustered together. This is a game about high mobility robots, make the most of your movement values and have a wide arena to fight in.

- In this example the players both have powerful long range shooting units so they decide to use the "+" Plus Sign Control Point Layout. This way they are both encouraged to fight in the middle instead of trading long distance sniping attacks.
  - o The battlefield center has 3 CPs spaced equally apart.
  - o Each player has one CP in their deployment zone, and each CP is an equal distance from the center point.
  - o While there is good terrain coverage, each CP has a good shooting angle at least 2 other CPs.
  - o It's okay for some pieces of terrain to be in the way, but not so much terrain that LOS is blocked and you cannot attack units on a CP.

- You want to decide on your "Terrain Density" or "Terrain Coverage"
  - The above photo has a good amount of terrain but also a lot of open space.
    - Since the players are using small 1/400 scale models, there isn't much terrain coverage. So they decide to place more terrain.
    - New players often underestimate how much terrain they need.
    - Remember, any objects around your house can be used as terrain!

VERSUS – SECURE THE OBJECTIVE

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

Setting up the Game
- All the rules for Control Points (CP) and VP from Simple Battle are in effect with the following adjustments.
- After placing the 1st Control Point dead center, players alternate placing the remaining 4 control points anywhere on the map starting with the first player.
  - They must be at least 16" apart and 8" from any table edge.
- In this game mode, Control Points also generate VP in addition to Momentum.

Actions on Objective
A Mech that started its turn on a Control Point under your control may use its entire activation to gain +5 VP. This can be done only once per Control Point per round.

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

Scoring Primary Objectives
- After 5 Rounds the battle is concluded
- Use the VP Scoring from Simple Battle. Additionally score VP as shown below
- At the end of each round gain +100 VP for each Control Point you own.
  - Gain +50 VP if you own more Control Points than your opponent.
  - Gain +25 VP for Actions on Objective, once per Control Point per Round.

Ex: In Round 1 you owned 2 Control Points (+10VP) and your opponent controlled 1 so you gain +10 VP for owning more. Your units did Actions on Objective once for +5 VP. Total 25VP in Round 1.

[Optional Module] Secondary Objectives

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

Bonus Objectives for Versus games. These are organized into three categories: Destruction, Survival and Control the Battlespace. Those that are harder to achieve are worth more VP.

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

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

Scoring Secondary Objectives
 Choose one from each category
 They can score at a maximum 100 VP points each
 They are scored immediately or at the end of each battle round

Destruction
 Top Gun: +20 VP each time your Elite unit destroys an enemy Elite or Commander. Bonus +30 VP if the enemy was superior (i.e. Skilled defeats Ace).
 Strongest Machine: +25 VP anytime your Frame 3+ unit destroys a Frame 3+ Unit.
 Rout the Enemy: +5 VP for each unit destroyed. Bonus +5 VP vs Frame 1 or 2 units.
 Surprise Assault: +30 VP each time you destroy a unit on your 1st Turn that Round.
   +15 VP each time you destroy a unit with Tactical Advantage.
 Undefeated: +10 VP every time your Commander destroys a unit. Bonus +20 VP every time your Commander destroys a unit with a Counterattack.

Survival
 Bonds on the Battlefield: +50VP for every 2 Elite Pilots that survive the battle.
 Last Bastion: +50 VP if your Commander survives. Gain a bonus +50 VP if 50%+ of your units (round up) were destroyed as well.
 Minimize Losses: +50 VP if 50%+ of your units (round up) survive the battle. Gain +10 VP each time you use `Flash` or `Iron Wall` on your unit.
 Flawless Insertion: +100 VP but −10 VP for each Turn you take damage in Round 1.
 Invincible: +10 VP each time there are 0 unblocked Hits vs your Commander.

Control the Battlespace
 Repel the Enemy: +10 VP if an enemy is destroyed on your half of the battlefield. Once per Turn gain +5 VP if an enemy model leaves your half of the battlefield.
 Dominate the battlefield: At the end of each round gain +20 VP for each quadrant where you have more units than your opponent. Lose −20 VP if the opposite is true.
 Behind Enemy Lines: At the end of each round gain +25 VP if you have 1 unit outside engagement enemy engagement range in your opponent's deployment zone.
 Scorched Earth: Use a melee action to destroy a Control Point and gain +50 VP. Gain +50 VP if you destroy a CP in your deployment zone in Round 1 or 2.
 Swelling Momentum: +20 VP at the end of each round if you have more Momentum.

Climactic Events   [Optional Module]

Before the game starts each player selects 3 different options below for a Climactic Event
- During your game you will choose **one** Climactic Event to play so choose wisely.
    - o In general Climactic Events may be used at any time, however, if they affect an attack then follow the Order of Operations shown in the core rules.
- WRITES THESE DOWN ON AN INDEX CARD OR SIMILAR SO YOU DON'T FORGET. YOU CAN ALSO KEEP IT FACEDOWN DURING GAMEPLAY AND FLIP IT OVER TO SURPRISE YOUR OPPONENT LATER.

A Worthy Opponent *GUESS I SHOULD STOP HOLDING BACK...*
- Choose a unit that has previously fought an enemy Ace or Commander this battle
- In Round 3+ give that unit +100pts of upgrades, this may exceed the normal limit.
- For the sake of time, you must decide on which upgrades you will use before battle. However, you can decide which unit will get the upgrades after the battle starts.

Bonds that Transcend Time & Space
Can't a guy get a little rest around here? Listen Simon, let's finish this in one go.
- Usable when it is your turn to activate a new unit.
- A defeated unit returns to battle with 100 HP and immediately takes its turn.
- Your opponent gained VP for destroying them the 1st time but not for a 2nd time.

Coordinated Attack *HERE WE GO! WE'LL DO THE JET STREAM ATTACK ONE MORE TIME!*
- Starting in Round 3+ you may use this at the end of your unit's turn.
- Activate 1 additional unactivated unit and take a back–to–back turn.
    - o If you choose a Frame 1–2 unit you instead get 2 back–to–back turns.
- After you're done, your opponent then gets to do the exact same following the above rules. Your opponent may select an already activated unit for [M-1] each.

Giant Slayer *IF YOU DON'T FEAR THE SHINE OF THE SUN, THEN COME AT ME!*
- Your next attack can cause up to 10 Armor Saves instead of the usual 5.
- Gain ARM PEN equal to target's Size.

Guardian *AS THE SMOKE CLEARS, A VOICE CALLS OUT "YOU'RE NOT ALONE IN THIS FIGHT!"*
- After your units is targeted by an attack choose an allied unit with a Move stat high enough to let them move in front, or if there's no space, adjacent to the target.
- The allied unit takes the attack instead of the original target.
- AOE attacks will target both units, but the original target gains +5 DEF.

Improvise *An unorthodox use of your thrusters, weapons or environment.*
- Once per Turn you can reroll any dice you just rolled.
- **Special:** If chosen, this Event can be used once every Round.

Make it Count!

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

- Your next attack gains bonus Hits equal to the current Round I.E. ROUND 5 = +5 HITS.
- If you fail to destroy the target you have –2 DEF vs their Counterattack.

Narrow Escape CALL OFF THE SEARCH. THERE'S NO WAY ANYONE COULD HAVE SURVIVED THAT IMPACT.

- Gain +10 DEF against the current Attack.
    - o You may not counterattack or use any abilities that would harm the enemy.
- If a unit is equipped with a drill, you may remove that model, then at the end of the round set it up on any table edge at least 16" away from enemy units.

Take the Shot LOCKED ON. ELIMINATING TARGETS.

- Your next shooting attack gains Range+16" and +2 Crit Range (8++) to a max of 5++
    - o Cannot be used with AOE weapons or an attack with multiple targets.
- You may target an enemy in engagement range of allies.

The Will to Power! HAVE YOU FORGOTTEN? VICTORY GOES...TO THOSE WITH COURAGE!!!

- Use up to 3 Momentum for a stronger Finishing Blow, each [M] spent reduces the number needed to strike a Finishing Blow, i.e. [M-1] = 9+, [M-2] = 8+, [M-3] = 7+

Unbeaten THIS EARTH..YOU'RE THE ONLY ONES WHO CAN PROTECT IT NOW. STAND UP. YOU HAVE TO STAND UP! V!

- After your unit fails an Armor Save or takes a Finishing Blow, play this card to immediately regains 50% of their Max HP.

Warning YOUR SUPPORT OPERATOR ALERTS YOU TO A THREAT JUST IN TIME.

- For the rest of the Turn target unit is immune to Tactical Advantage.
- For the rest of the Round your Commander is immune to Tactical Advantage.
- **Special**: If chosen, this Event can be used once in every Round.

Battlefield Hazards   [Optional Module]

DESIGNER'S NOTE: THESE RULES LET YOU SETUP MISHAPS, SETBACKS AND TRAPS ON THE BATTLEFIELD.

Battlefield Hazards follows the exact same rules as Climactic Events where you choose three different options below and get to use one during the course of your game.

Ambush *OUR RECON TEAM HAS BREACHED THE PERIMETER UNDETECTED.*
- At the end of the Round select up to 3 units that were destroyed. Redeploy these units on any table edge but at least 20" away from any enemy units.
  - o Alternatively, select up to 3 units that have either Invisibility, Cloaking, Jamming, (Stealth) Ambusher, or [A]mphibious units currently underwater.
  - o [A]mphibious units can instead redeploy underwater instead of a table edge.
- The unit(s) you select to ambush have a points limit equal to 1/5 your Match points.
  - o i.e. 1000pt Game = Ambush up to 200pts. 2000pts = Ambush 400pts etc.
  - o With an ambush limit of 400pts, you select two 180pt units to Ambush

Berserk!!! *UNIT 01 HAS REACTIVATED. | THAT'S IMPOSSIBLE IT SHOULD BE COMPLETELY NON-OPERATIONAL!*
- Regain up to 50% Max HP and remove all negative effects such as Shutdown.
- If that unit had a Berserker / Killer Instinct ability it is now activated.
- From now on, the Berserk unit must attack the closest unit (enemy or ally).

Infantry Ambush / Explosive Trap *JUST A LITTLE CLOSER...*
- Choose up to 3 units, for each unit the owner must lose either [M-1] or 1000 HP.
- **Special**: This Hazard can be used 4 times but only once per Unit per Round.

Last Shooting One final act amidst the stars...point your weapon upward and fire.
- Immediately after being destroyed your unit makes a single shooting attack.
  - Gain bonus Hits equal to the current Round. I.E. ROUND 5 = +5 HITS.
- Target must be within range and cannot be engaged in melee with you or others.

Out of Ammo / Energy **CLICK, CLICK* TCCH..*
- After an enemy attacks, they must lose [M-3] or their weapon is no longer usable.

Overwatch *IT'S THE ENEMY!!*
- Choose a single unit you control to make a shooting attack on a valid enemy target <u>after</u> it finishes a move action. An Overwatch attack follows all the rules as Counterattack (i.e. -2 Hits, No Elite Bonus), any abilities that apply to Counterattack also affect Overwatch attacks.
- **Special**: If chosen, this Hazard can be reused one more time in another Round.

Self-Destruct *MISSION ACCEPTED.*
- Destroy one of your units instead of taking its turn. Then attack with this profile:
- Shooting Attack | Range: Self | AOE: 12" | ATK: 10d10 | Your shooting bonus hits are limited to your Frame Level I.E. FRAME 5 = MAX OF +5 HITS | DMG 1000

UNIT UPGRADES

For some games, you may have a hard time hitting the exact points total. In that case use the below options to spend your excess points.

Designer's Note: In MechaStellar it's common to rename traits to fit the unit. You cannot take a trait if it has a duplicate effect. E.g. If you already have a trait that gives Move+2" and Fly in Round 1 then you cannot take Dynamic Entrance which has the same effect.

MECHA PERFORMANCE UPGRADES

Performance Upgrade (+50pts & +20VP | Warships +100pts & +40pts)

- o Tune up and refurbish a unit. Raise Performance by 2, increase Shooting, Evade, Melee, and Melee Defense bonus by +1. (I.E. BONUS +3 HITS/DEF -> +4 HITS/DEF)
- o **Limitations**: You may not upgrade a unit if their Performance would be higher than the unit with the highest performance your opponent's forces.
    - ▪ *Example: Your opponent has a Performance 9 unit. You could upgrade a unit with Performance 4 to 6 and again from 6 to 8, but no further.*

Performance Reduction (-50pts & -20VP | Warships -100pts & -40pts)

- o Field a unit without repairs. Lower Performance by 2, reduce Shooting, Evade, Melee, and Melee Defense bonus by +1. (I.E. BONUS +3 HITS/DEF -> +2 HITS/DEF)
- o **Limitations**: A Unit's Performance and Evade cannot fall below 0.
    - ▪ You cannot choose a unit with Performance 0–1
    - ▪ You cannot choose a unit with Evade or Melee DEF modifier of +0DEF
    - ▪ You may not select a unit whose base cost is less than 100pts.
        - • To find a units base cost, remove its Traits (i.e. Trait +II or +V)
        - • Trait+I = +10, Trait+V = +50, Trait+X = 100 etc.

Advanced Sensors (+20pts)

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

Boost+1 (+50pts & +5VP)

- o Pick a unit with the Boost stat on its profile. Starting Boost is capped at 3
- o **Fuel Hungry** reduce the unit cost by 20pts but you have 0 Boost in Round 4+

Havoc+1 (+50pts & +5VP)

- o Pick a unit with the Havoc stat on its profile. Starting Havoc is capped at 3

Power+1 (+50pts & +5VP)

- o Pick a unit with the Power stat on its profile. Starting Power is capped at 3.

Warship Repair Bay+1 (+50pts & +5VP)

- o Pick a unit with the Repair Bay stat on its profile. Repair Bay is capped at 10.

Warship Repairs Upgrade (+10pts)

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

Mecha Trait Upgrades

NOTE: Warships may only take Awe Inspiring Arrival & Missile Massacre.

Ambusher (+20pts)

- o You can hold this unit in reserve and deploy it at the end of any Round on any table edge but 20"+ from any enemy units.

Awe Inspiring Arrival (+10pts)

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

Decoy Attack (+50pts & +5VP)

- o By setting a decoy or making use of a sudden decoupling this unit gains:
  - ▪ [M-1] Once per game your next Melee attack gains Blindside.

Desperation Attack (+30pts)

- o Once per game your [CC] weapon or [Crash] attack deals +1 Crit Hit.

Dynamic Entrance (+10pts)

- o This unit gains gains Move+2" & Fly in the first round it is deployed.

Final Fight (+50pts & +5VP) / Last Stand (+100pts & +10VP)

- o **Final Fight**: Improve Morale from 5+ to 4+.
- o **Last Stand**: Take this trait again for 4+ to 3+.

Missile Massacre (+50pts & +5VP)

- o When firing an E[X]plosive with Support ATK/DEF special trait, you gain that Support ATK/DEF bonus when attacking or receiving a counterattack.
- o YOU ATTACK WITH FIRE SUPPORT MISSILES (SUPPORT ATK) AND GAIN THE SUPPORT ATK BONUS (+2 HITS FOR A LIMITED USE WEAPONS) ON THAT ATTACK. IF YOU USED AA MISSILES (SUPPORT DEF) AND WERE COUNTERATTACKED YOU WOULD GAIN THE SUPPORT DEF BONUS (+2 FOR LIMITED USE).

Stealth Ambusher (+50pts & +5VP)

- o This unit must be within enemy Sensors or 20" to target it.
- o You can hold this unit in reserve and deploy it at the end of any Round on any table edge but 20"+ from any enemy units.

Elite Unit Upgrades

- Elite pilots are not limited by Targeting rules.
- Morale is 7+ for Basic & Battle–Tested, 6+ for Skilled and 5+ for Ace units.
- Skilled units have a Level I Trait. Ace units have 1x Level II or 2x Level I traits.
- Elite pilots may purchase **limited** additional "Expert Upgrades" on the next page.
  - Battle–Tested Pilots can have up to +100pts (Total +10VP)
  - Skilled Units can have up to +150pts (Total +15VP)
  - Ace Units can have up to +250pts (Total +25VP)
- Upgrades on previous pages and the three listed below do not apply to this limit.

Pilot / Captain / Kaiju Upgrade (+0pts) Elite Pilots are a free but increase VP

  - Improve a Basic Unit to a Battle–Tested Unit. (+5 VP)
  - Improve a Battle–Tested Unit to a Skill Unit. (+10 VP)
  - Improve a Skilled Unit to an Ace Unit. (+10 VP)

Pilot / Captain / Kaiju Downgrade (-0pts)

  - As above but in reverse order. i.e. Ace Unit to Skilled Unit (-10VP)

Highly Skilled Unit (+100pts & +10VP) ANY UNIT MAY TAKE THIS UPGRADE TO USE A SKILL

  - Use a Pilot Skill for free once per Game. The 1 Skill per Turn limit still applies.
    - You can take this upgrade again up to 3 times (300pts & +30 VP)
  - **Fearless** – Elite units gain a free use of the Valor Skill in Round 2+
    - You may not pay the [M–2] extra for Soul.
  - **Overzealous** – Gain one free use of the Zeal Skill at [M]=Current Round
  - **Superior Instincts** – Gain one free use of the Flash Skill
  - **Persist** – One Free use of the Iron Wall Skill

Expert Pilot / Kaiju Upgrades

Designer's Note: You can make a very strong unit but they will also cost more VP. If you invest too much into one unit you might lose the game when they're destroyed.

We intentionally avoided giving Expert Upgrades to most Mecha Profiles on our website. We want to give you maximum flexibility in building your army and upgrading your pilots.

[Ace] Army of One (+50pts & +5VP)

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

Killer Instinct / Berserker (+100pts & +10VP)

  - This trait takes effect when HP<50% or an ally Elite Unit is destroyed.
    - NOTE: Critical Range is capped at 7++
  - **Killer Instinct**: Increase your Crit Range on ATK & DEF by 1 (i.e. 9++)
  - **Berserker**: All attacks and all defense rolls gain +1 die (+1d10)

Master of Mecha (+150pts & +15VP)

  - Increase your Critical Range on Attack and Defense by 1 (i.e. 9++)
  - Critical Range is capped at 7++

Marksman (+50pts & +5VP) / Deadeye (+100pts & +10VP)

- o Marksman (+50pts & +1 VP) Bullseye has +2 Crit Range (8++)
- o Deadeye (+100pts & +2 VP) Bullseye has +3 Crit Range (7++)

Merciless Melee / Gratuitous Violence (+50pts & +5VP)

- o Tear through the Ranks gives +1 Action even if you don't destroy the enemy.

Elusive (+50pts & +5VP) / Unpredictable (+100pts & +10VP)

- o **Elusive**: Dodge has +2 Crit Range (8++)
- o **Unpredictable**: Dodge has +3 Crit Range (7++)

Gunnery Expert (+50pts & +5VP) / Furious Fusillade (+100pts & +10VP)

- o **Gunnery Expert**: Barrage is upgraded to +2.
- o **Furious Fusillade**: Barrage is upgraded to +3.

Guard Expert (+50pts & +5VP) / Invulnerable (+100pts & +10VP)

- o **Defensive Expert**: Guard is upgraded to +2.
- o **Invulnerable**: Guard is upgraded to +3.

Swift Combatant (+50pts & +5VP) / Whirlwind Combatant (+100pts & +10VP)

- o **Swift Combatant**: Increase the bonus for Swift & Critical Strike by 1.
- o **Whirlwind Instructor**: Increase the bonus for Swift & Critical Strike by 2.

Crafty Combatant (+50pts & +5VP) / Astute Combatant (+100pts & +10VP)

- o **Crafty Combatant**: Increase the bonus for Feint & Critical Strike by 1.
- o **Astute Combatant**: Increase the bonus for Feint & Critical Strike by 2.

Lone Wolf (+50pts & +5VP) / Solo Operative (+100pts & +10VP)

- o This unit can choose two defensive Elite Combat Bonuses (I.E. DODGE & GUARD).
- o They can neither receive nor provide Support ATK / DEF with other units.
- o Dodge / Guard bonus is capped at +2 for Lone Wolf and +3 for Solo Operative

Tactician (+50pts & +5VP) / Grand Strategist (+100pts & +10VP)

- • **Tactician**: Once per Round choose an ally in LOS or Sensor to gain Support ATK or DEF +12" on their weapon up to its Max Range this Turn.
- • **Grand Strategist**: Instead Twice per Round.

Tandem Fighter (+50pts & +5VP)

- o Allied units gain +1 DEF (Max +2) if a unit with this trait is within 12".

Wiley / Cunning Pilot (+50pts & +5VP)

- o You may decide on your Elite Combat Bonuses after rolling.

Additional Level I Trait (+50pts & +5VP)

- o This unit may have an additional Level I Pilot/Kaiju/Captain Trait.
- o You cannot take duplicate traits, nor can you take a Level I trait that duplicates any effects of a Level II trait. Pilots cannot take Warship traits and vice versa.
- o USE THIS TRAIT TO BUILD A ROBOT OR WARSHIP WITH MULTIPLE PILOTS / OFFICERS.

Exceptional Pilot Traits

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

Level I Pilot Traits

Cool Under Fire / Wisecracking Pilot / Entwined with Tragedy
- On Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger.

Fighting Spirit / Guts / Unwavering Loyalty
- Once per Unit Turn if this unit would gain [M] from Rally or Momentum Shift they can instead gain 2d10x100 HP. This can boost their HP up to 2x Max HP.

Honorable / Mechanics Expert / Kind Hearted
- Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.

Hot Blooded / Defiant / Powerhouse / Fierce Reputation
- All weapons gain Finisher+1.
- IF A WEAPON ALREADY HAD FINISHER+X, IMPROVE IT BY 1. IF THE WEAPON HAS FINISHER+X BASED ON A CONDITION LIKE RAPID FIRE (RF) OR [POWER-1] THEN THE WEAPON HAS FINISHER+1 AND CAN BOOST UNDER THAT CONDITION. I.E. A BEAM RIFLE WITH RF: FINISHER+2 WOULD BE FINISHER+1 AND THEN +3 IN RF RANGE.

Immortal / Overconfident / Daredevil
- Before rolling DEF make a Morale Save to Rally.

Inner Strength / Persevere / Inspiring Pilot
- This unit makes 2 Morale Saves to Rally when it activates.

Renowned Pilot / Seasoned Veteran / Hunting for a Rival
- This unit Hits on a 3+

Level II Pilot Traits

Burning Passion / Driven
- All weapons gain Finisher+1.
- Your attacks have a Target Number of 3+ for Finisher Saves.

Impulsive / Ruthless
- All weapons gain Finisher+1.
- Gain +2 Hits on Counterattack, Indirect Fire & AOE Attacks.

Invincible / Audacious / Megalomaniac
- This unit Defends on a 3+
- On Defense gain +1 DEF or +2 DEF vs Counterattacks or your Challenger.

Legendary Pilot / War Hero / Infamous Ace
- This unit Hits & Defends on a 3+

Noble Soul / Merciful
- This unit Defends on a 3+
- Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.

Reaper / Challenger
- This unit Hits on a 3+
- On your turn Attacks gain +1 Hits or +1 Crit Hit vs your Challenger

Steel Resolve / Hero of Justice
- This unit Defends on a 3+
- This unit makes 2 Morale Saves to Rally when it activates.

Unfaltering Courage / Warrior's Spirit
- This unit Hits on a 3+
- Once per Unit Turn if this unit would gain [M] from Rally or Momentum Shift they can instead gain 2d10x100 HP. This can boost their HP up to 2x Max HP.

Untouchable / Prodigy / Mastermind
- This unit Defends on a 3+
- Before rolling DEF make a Morale Save to Rally.

Warmonger / Fearsome
- This unit Hits on a 3+
- Usable once per Turn. Prior to your attack, target makes 1 Morale Saves vs Rout or 2 Saves if they are an Elite unit.

Exceptional Captain Traits

A Skilled Captain has one Level I Trait. An Ace Captain can have two Level I Traits or one Level II trait. You can of course rename these traits to better fit your Captain.

Level I Captain Traits

Daring / Brash Captain

- This Warship may use Guard when attacked.

Determined Captain / Steadfast Crew

- This unit makes 2 Morale Saves to Rally when it activates.

Expert Gunnery Crew

- This unit may use Barrage or Bullseye when it attacks.

Expert Operations Staff

- This unit may issue one additional Order.
- Special: You may take this trait along with Academy Instructor.

Renowned Captain / Seasoned Captain

- This unit Hits on a 3+

Level II Captain Traits

Academy Instructor

- This unit issue two additional Orders

Cavalier / Haughty Captain

- This Warship may use Guard when attacked.
- This unit Defends on a 3+

Dauntless / Stoic Captain

- This unit makes 2 Morale Saves to Rally when it activates.
- Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.

Fearsome / Dreaded Captain

- This unit Hits on a 3+
- Usable once per Turn. Prior to your attack, target makes 1 Morale Saves vs Rout or 2 Saves if they are an Elite unit.

Legendary Captain / War Hero

- This unit Hits and Defends on a 3+

REV32 – UPDATED VP IN SIMPLE BATTLE. UPDATED LEVEL 2 PILOT TRAITS FOR WARMONGER, UNFALTERING COURAGE, STEEL RESOLVE. UPDATED FIERCE REPUTATION.

REV31 – HUGE PILOT TRAIT OVERHAUL. NEW UPGRADES. ADJUST POINTS COSTS FOR FREE VALOR / FLASH / IRON WALL.

REV30 – UPDATED LONE WOLF, NOBLE SOUL, FEARLESS. UPDATED DESPERATION ATTACK.

REV29 – UPDATED MERCILESS MELEE & KILLER INSTINCT / BERSERKER

REV28 – RAISED THE CAP ON ELITE UNIT UPGRADES BY 50PTS. ADJUSTED ALL VP BASED ON NEW VP FORMULA FOR UNITS.

REV27 – UPDATED HOT BLOODED, TACTICIAN AND RELATED TRAITS.

REV26 – CLARIFIED THAT REUSABLE CLIMACTIC EVENTS / HAZARDS ARE USABLE ONCE PER ROUND. UPDATED BERSERK!! CLARIFIED PERFORMANCE UPGRADE.

REV25 – UPDATED BATTLEFIELD EXAMPLE AND DESCRIPTION IN SIMPLE BATTLE. ADDED PHOTOS FOR EXAMPLE TERRAIN DENSITY / COVERAGE. UPDATED SECONDARY OBJECTIVES TO VER10.

REV24 – TAKE THE SHOT CANNOT BE USED WITH AOE ATTACKS.

REV23 – CLOSED LOOPHOLE ON MISSILE MASSACRE AND AOE ATTACKS.

REV22 – UPDATED WORDING ON VARIOUS PILOT TRAITS.

REV21 – CLOSED LOOPHOLE ON TACTICIAN.

REV20 – ADDED IN CLIMACTIC EVENTS MODULE.

REV19 – UPDATED MISSILE MASSACRE AND PILOT TRAITS. THE MORALE UPGRADE (I.E. LAST STAND) IS NO LONGER LIMITED TO THE EXPERT UNIT POOL.

REV18 – UPDATED VP FOR CONTROL THE OBJECTIVE. UPDATED HIGHLY SKILLED UNIT AND ADDED VP. UPDATED DECOY ATTACK. UPDATED COOL UNDER FIRE / INVINCIBLE TO INCLUDE CHALLENGE

REV17 – ADDED INTRO PAGE. REMOVED VP PENALTIES FROM SIMPLE BATTLE, THESE WILL BE ADDED TO THE SAME SECTION AS SECONDARY OBJECTIVES IN A LATER UPDATE.

REV16 – ADDED BONUS PILOLT TRAIT TO UPGRADES. UPDATED UPGRADE LIMIT FOR ACE UNITS. UPDATED VP FOR MISSILE MASSACRE. REPLACED STEALTH WITH STEALTH AMBUSHER.

REV15 – Clarified that Lone Wolf units can't provide Support ATK/DEF either.

REV14 – Fixed typo on Highly Skilled where it should be free skill per game, not free skill per Round. Also clarified that Persist can be purchased by Warships.