

MECHASTELLAR CORE COMBAT RULES

VER10 DRAFT – 30NOV25 REV109

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Designer's Note: This rulebook only covers combat rules. If you are looking for rules on different game modes, unit upgrades, and optional rules please look through the "MechaStellar Wargame Rules."



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KEY CONCEPTS

As you can tell from the name, MechaStellar features Mechs and Stellar Warships. For unit types there are mobile **Mech Suits (MS)**, **Super Robots (SR)**, **Kaiju**, **Warships** and **Vehicles**. MS are agile with lower durability, Kaiju are the opposite, and Super Robots are in between. Warships are force multipliers while Vehicles are often chaff units.

MECHAStELLAR UNITS

Units are defined by their Frame level, Performance level and their Combat Role. These three determine their bonus HITS / DEF on Shooting, Evade and Melee Attack / Defense. This is already baked into a unit's combat profile where it says "MS Bonus" or "SR Bonus".

Frame level establishes a baseline of HP & Equipment for your unit (as does a unit's **Size**). Frame 1–2 are grunt units, 3–5 is for prototypes & high-end models which have cutting edge technology (for their time period) boosting their combat stats.

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

Performance level is on a scale of 1–10. The game works best when all units are operating on a similar performance range. When you and your opponent build your armies, establish a **Max Performance Range** within 3–4pts (i.e. 1–4 or 5–7).

Combat Roles tell you what the unit is best at. Versatile has strong shooting and melee while Snipers / Melee roles are the strongest at each. Interceptors, Raid, & Battler roles have strong Move and Evade. The Firepower role has strong shooting and sensors. Special roles like Unstoppable, Assault & Heavy Arms have high offense at the expense of defense.

Basic & Elite Units

Your Pilots / Captains / Kaiju are split into two Tiers, **Basic & Elite Units**. Elites are either Battle-Tested (well trained but often nameless pilots), Skilled (competent named characters) or Aces (the best of the best). They have enhanced combat options and can be customized with the wargaming rules. **Elite only game mechanics are labeled [Elite]**.

WEAPON PROFILES

MechaStellar is geared towards simplicity and usability over granularity so many units use a common weapon profile I.E. ONLY A FEW BEAM RIFLE PROFILES INSTEAD OF DOZENS OF UNIQUE ONES. Super Robots with their dazzling arsenals use upgraded (and often renamed) profiles. Weapons are split into three categories [K]/[E]/[X] and are balanced against each other.

- Kinetic Weapons [K]
 - Machine guns, bazookas, railguns, etc. with high DMG and low ARM PEN.
- Energy Weapons [E]
 - Lasers, Beams, Heat Rays, etc. with lower DMG but higher ARM PEN.
- Homing Explosives [X]
 - Missiles, grenades, etc. with high ATK and/or DMG but limited ammo.

GAMEPLAY TOOLS

To play this game you will want ten, 10-sided dice. Also a tape measure for movement, or a hexmap where 1 move = 1 Hex, you can use also use a grid map but diagonal movement costs double. If your tape measure is centimeters only, you can swap all ranges, I.E. YOUR BEAM RIFLE 24" IS NOW 24CM, this also means you can play on a smaller table.

Dice Rolls & Success

This game uses dice pools where you roll a pool of several d10s. For example, 5d10 means roll five 10-sided dice. Many effects will give you a bonus dice. $5d10 + 2d10 = 7d10$ dice.

When you roll a d10 you have a **Target Number** such as 5+ (5plus) this means you need to roll a 5 or better which is considered a success. On Attack a success is called a **HIT** on Defense it is called a **DEF**. The target number for Success is capped at 3+.

Attack and Defense rolls also have Criticals such as 9++ (9plusplus) which means if you roll a 9 or better you have a Critical HIT / DEF. Criticals are capped at 7++

BASIC GAME RULES

Dice Pools

Your dice pool can never exceed 10d10. If your dice pool is already 10d10 then bonus dice becomes automatic success. I.E. IF AN ATTACK POOL IS ALREADY 10D10 THEN +2D10 INSTEAD BECOMES +2 HITS

Rerolls

Several effects in this game allow you to reroll some or all of your dice. The important thing to note is that you cannot reroll a reroll.

Order of Operations

Most of the time, you roll your dice then decide if you will use skills or abilities.

The Attacker and Defender can roll dice at the same time, however, the Attacker must commit to their offense and declare all the skills / abilities they will use first; then the Defender does the same for defense. The roles are then reversed for Counterattack.

Rules Interactions

Specific rules can provide exceptions to override general rules. I.E. GENERAL RULE: COUNTERATTACK IS AT -2 HITS. EXCEPTION: AN [ACE] SKILL IGNORES THIS PENALTY. In case of Rules Conflicts use the more specific rule or use Rule Zero below.

Rule Zero

This is a game of momentous action with giant fighting robots. While playing if there is a situation not covered by the rules or where the rules don't make sense, talk it over with your opponent and decide on an outcome that will be fun or exciting for both of you.

If you ever have questions about the rules, your rulings or how to run the game feel free to contact us at mechastellar@gmail.com or on social media at <https://linktr.ee/mechastellar>

SETTING UP THE GAME

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.

- 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.
 - 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.
- CPs are meant to be dangerous areas that you need to control.
 - Do not place cover on the CP or surround it to block Line of Sight (LOS).
 - Ensure there are clear fields of fire leading to the CP.
- Find out more about capturing **Control Points** and **Victory Points** on page 24.

DEPLOY UNITS

Each player gets one half of the battlefield, deploy your forces **between the table edge and your Control Point**. The player with the most units deploys first and sets up all their units. I.E. IF YOUR CONTROL POINT IS 16” FROM THE TABLE EDGE YOU CAN SETUP UNITS AT RANGE 4”, 8”, 12” OR 16”.

Reinforcements

Designer’s Note: Keeping units in reserve opens up a lot of tactical opportunities later. You must deploy at least one unit onto the battlefield. You can choose not to deploy certain units and they can arrive as reinforcements later but must follow the below rules

- You may deploy a Reinforcement unit only when it’s your turn to play and you can no longer activate any other units.
- They arrive on one of your Control Points, or the table edge you deployed from.
 - Many units can **Ambush** and reinforce on any table edge but they must be at least 20”+ from enemy units or completely behind LOS blocking terrain.
- The reinforcing unit may take an immediate turn with the following limitations:
 - Their movement stat is locked to 4” and they may not capture CPs
 - They do not have a **Combat Action** (pg. 7) unless using the **Zeal** skill. (pg. 16)

Alternate Deployment

Designer’s Note: This one is perfect to simulate an ongoing skirmish with scattered forces. 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 20” 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.

COMBAT

DESIGNER'S NOTE: [YOU CAN FIND A RULES SUMMARY & FLOW CHARTS FOR UNIT TURNS AND ACTIONS ON PAGE 17-19.](#)

START THE BATTLE!

Before each Round starts, both sides roll off with a d10, the winner chooses to go 1st or 2nd.

Challenge Accepted [Elite]

At the start of each Round the player going first may issue a **Challenge**, if they do not then the 2nd player may issue one. To issue a Challenge, choose one of your **Elite** units and an enemy unit to become **Challengers** this Round. They must target each other with all their attacks and finish the turn closer and within Line of Sight (LOS) of their Challenger.

Once per game if an allied Elite Pilot is defeated, you may declare **Revenge**. If so, an allied unit and the aggressor unit have a permanent bonus **Challenge** for the rest of the game.

Alternating Activations

- 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, skip your turn.
 - When activated, a unit has one **Combat Action** and two **Move Actions**.
- The 1st Player activates one unit, then their opponent activates one unit.
 - **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 **either** the aggressor, provided the target is visible and within range, or the closest eligible target.
 - Snipers, Warships & Elite Units may target any unit.
- Repeat until all units are activated.

DESIGNER'S NOTE: MECHAStellar CAN SCALE UP TO 20-30 MODELS PER SIDE. RETURN FIRE IS ESSENTIAL IN KEEPING THOSE GAMES UNDER 3 HOURS WHILE ENSURING YOUR GRUNTS PLAY OUT THEIR FIREFIGHTS LOCALLY. LEARNING HOW AND WHEN TO BREAK A RETURN FIRE CHAIN LEADS TO SOME INTRIGUING TACTICAL PLAY FOR YOU AND YOUR OPPONENT.

MOVEMENT & FACING

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

- Your Movement value is the max 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.
- You can move any direction. **Choose any facing at the end of the first move action.**
 - Warships/Aircraft cannot move backwards (**anywhere in the rear 180° arc**).
 - You can **also** use a Move Action solely to rotate your unit any direction.
 - A MODEL WITH MOVE 12" COULD MOVE 8" DOWN A STREET, ROTATE 90° THEN USE THEIR SECOND MOVE ACTION TO MOVE DOWN A DIFFERENT STREET UP TO 12".
- If an enemy **starts** their turn in your rear 180° arc, their attacks **Blindside** (PG 15).

ENGAGEMENTS

- Melee Engagement Range is 4". While engaged other units cannot target you. **If your units Size is 2pts larger than any enemies in engagement range then your larger unit is not considered engaged.**
 - You can strafe & circle, but you must stay within engagement range.
 - **Warning** – [M-X] Disengage & **Move 4"**. X = Number of engaged enemies.
 - **Warning** – [M-2] Fire a **Shooting** weapon while in engagement range.
 - **Warning** – **Fly is required to Engage a warship or aircraft with Fly.**
- 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

THIS CAN REPRESENT A MECH GOING FULL THROTTLE OR A KAIJU CLIMBING AND SMASHING ITS WAY UP A BUILDING.

- Gain **Fly** this turn. **Immediately move 4"** for each Accelerate Action used.
- Accelerate is a convenient way to get on top of High Ground.

HIGH GROUND

- Before battle designate which terrain will be **High Ground** & if they are **Level 1 or 2**.
 - When moving vertically start **adjacent** to the terrain and finish on top of it.
 - **Level 1** requires 4" of movement while **Level 2** requires 8" of movement (or 2x **Accelerate actions**) to get on top. You can freely move over smaller terrain.
 - If you are on higher terrain gain the **High Ground Advantage**. (PG 18)
 - **Size 2+ Units** are tall enough to melee attack an enemy on the High Ground.
- **Fly** allows you to move across **High Ground** without falling to the ground.
 - Movement is not required to drop off terrain, but lose [M-1] to drop down.
 - **Fly** lets you drop off terrain using 4" of Movement instead of [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

- 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.
 - Warships come in many shapes, so measure from the center most gun turret.
- Weapons have a Max Effective Range; many will also list a 2nd range for Rapid Fire.
 - A BEAM RIFLE (RANGE: 24" | 16") HAS A 24" MAX RANGE AND 16" RAPID FIRE RANGE.
 - Some melee weapons, like a whip, can be used at very short ranges (8").
- **Rapid Fire [RF]** – Some weapons gain more or less shots in Rapid Fire range.
 - THE BEAM RIFLE MAKES 6D10 SHOTS AT MAX RANGE AND +1D10 IN RAPID FIRE RANGE (7D10 TOTAL)
 - THE SNIPER RIFLE MAKES 7D10 SHOTS AT MAX RANGE AND -3D10 IN RAPID FIRE RANGE (4D10 TOTAL)

Designer's Note: Attack dice are an abstraction, more dice could represent a higher rate of fire, a wider beam, a melee weapon with exceptional reach or ease of use.

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.*
- **Indirect Fire [IDF]** does not require LOS but has a **-2 Hit penalty**.
 - Target gains a Cover bonus if there's any cover between them & the attacker. Overhead cover stops IDF. On [G]round IDF cannot target units **with Fly**.
 - IDF **cannot Counter** or gain **any** bonuses (i.e. Skills/Traits) except **Barrage**.
 - In [S]pace **[K]inetic weapons** replace the IDF trait with **Support ATK 12"**.

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.
 - **When attack or counterattack rotate your model to point at the target.**
 - Some weapons have a [360] tag which fire in any direction **without turning**.
- Ordinarily while shooting, you must target the closest visible enemy model.
 - **Indirect Fire**, Snipers, Warships & Elite Pilots / Kaiju ignore this rule.
 - **Return Fire** activations let you attack the unit that attacked you instead.
 - Ignore enemies engaged in Melee or outside LOS, they are not valid targets.

LOCK ON

On each Shooting or Evade roll vs enemies within **Sensors** choose a **Lock On** bonus.

- 1) **Negate the -2 Hit Indirect Fire penalty.**
- 2) **Gain +1 Attack die** (i.e. 6D10 TO 7D10). ON SHOOTING THIS IS OFTEN REFERRED TO AS +1 SHOT.
- 3) **Gain +1 Defense die** (i.e. 8D10 TO 9D10)

Some units have dual sensors (i.e. 24" | 12") the 1st value is for shooting the 2nd is for evade.

[COMBAT ACTION] ATTACK (SHOOTING / MELEE)

- Evade is used vs Shooting Attacks while Melee Defense is used vs Melee Attacks.
- Attacking with the same weapon **against the same target** costs 2 Actions.
 - **Limited use** weapons I.E. MISSILE POD – SINGLE USE 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 DEF 6D10
 - 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, SPEAR +1 DEF IN MELEE.
 - b. Each DEF negates a Hit. Count up the number of unblocked Hits.

Tilt the Odds in your Favor

1. The Attacker decides to use any **Skills**, **Traits** or abilities like **Events** or **Power**
2. The Defender decides to use any **Skills**, **Traits** or abilities like **Events** or **Power**

Dealing Damage

1. Any unblocked Hits deals DMG. I.E. A BEAM RIFLE DOES 300 DMG FOR EACH UNBLOCKED HIT.
 - a. Each unblocked Hit can cause an Armor Save **and a Finisher Save**.
 - b. **Note: All DMG from Hits, ARM Saves & Finishing Blow are simultaneous.**
2. Weapons with **Armor Penetration** [PEN] can cause **bonus** damage.
 - a. Target rolls a d10 **ARM Sv** for each Hit (**Max 3**), each failed save is +1000DMG
 - b. The target number is the weapon's Armor Penetration I.E. YOU NEED A 6+ VS PEN 6
3. **If you have 10+ unblocked Hits OR a Finisher** weapon you can cause bonus DMG
 - a. Target rolls a d10 **Finisher Sv** (Max 10), each failed save is +1000 DMG.
 - i. Finisher Save Dice pool = Unblocked Hits + **Finisher+X** Bonus + **Current Round** I.E. 2 UNBLOCKED HIT + FINISHER+2 + ROUND 3 = 7D10 FINISHER SAVES
 - ii. **If there are more than 10 dice, extra dice are treated as failed saves.**
I.E. 7 UNBLOCKED HITS + FINISHER+2 + ROUND 3 = 12 = 10D10 AND 2 FAILED SAVES.
 - iii. **The target number to pass a Finisher Save is 2+**
4. OPTIONAL **[M-1] Counter** using an eligible weapon within range but with **-2 Hits**.
 - a. Infinite loops are forbidden, so you may not Counter a Counterattack.
 - b. You cannot Counter if you were **Pushed** out of engagement range.
 - c. **You may not benefit from Lock On, or Elite Bonuses** on Counter ATK / DEF. **Weapons with Counter+X provide +X Hits on Counter.**

Designer's Note: HITS and DEF are an abstraction. 5 Hits could be 5 quick hits, or a single well aimed direct hit, likewise for DEF. Use the dice rolls to build your narrative.

Quick Dice

- BOTH PLAYERS SHOULD ROLL AT THE SAME TIME, BUT THE ATTACKER MUST DECLARES SKILLS & ABILITIES FIRST.
- IF YOU HAVE A LOT OF IDENTICAL UNITS, IT CAN BE HELPFUL TO COUNT UP BONUSES TO SEE IF THEY EQUAL OUT.
 - I.E. YOUR MECH GETS +4 HITS SHOOTING, THEIR MECH GETS +4 DEF ON EVADE, SO YOU CAN SKIP THE MENTAL MATH AND JUST FOCUS ON WHO ROLLS BETTER ON THEIR DICE POOL.

ELITE COMBAT BONUS (ELITE PILOTS / KAIJU ONLY)

Designer's Note: Elite units have a wide array of options when fighting, this keeps the core attack mechanic for grunts fast and simple while your elites get memorable duels.

Shooting Attack! Before rolling choose one elite bonus below each time you attack.

- **Barrage** Shooting gains +1 Shot.
- **Bullseye** Shooting gains +1 Crit Range (i.e. 10++ -> 9++).

Evade! Before rolling choose one elite bonus below each time you defend.

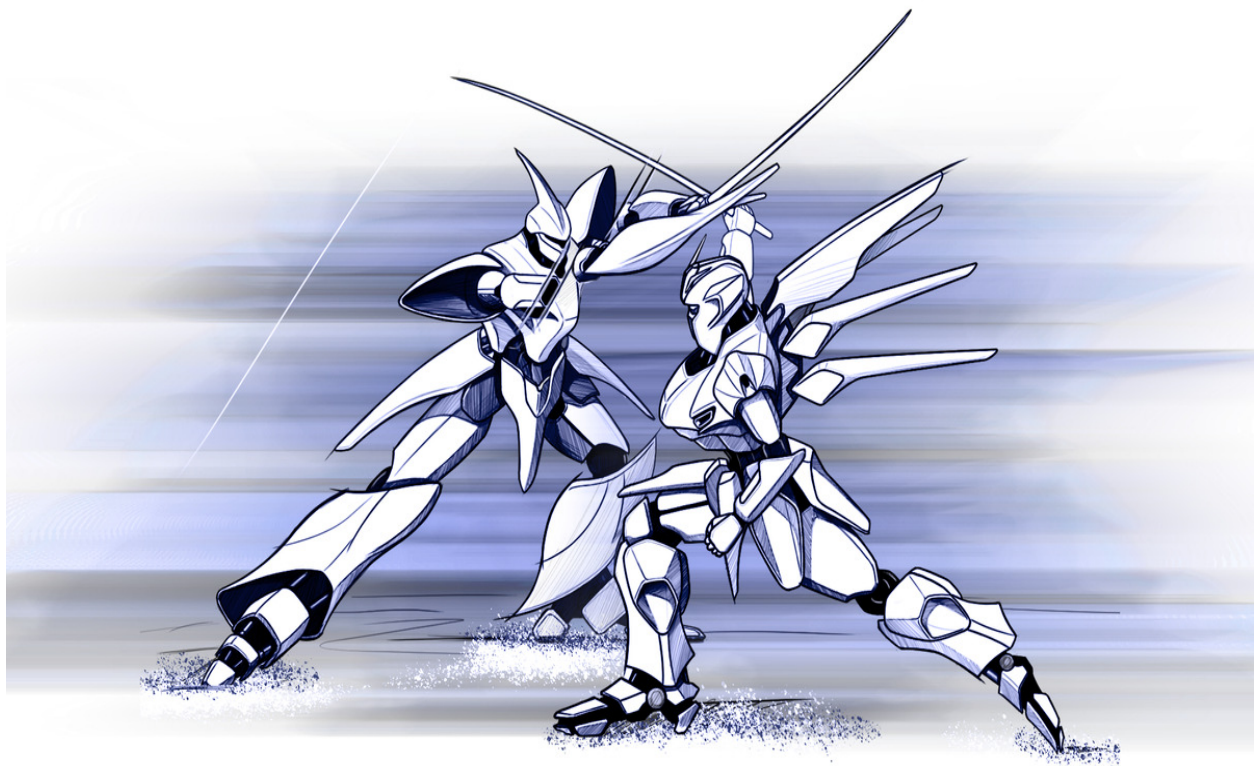
- **Guard** and gain +1 Defense Dice (+1d10).
- **Dodge** and gain +1 Crit Range on Evade (10++ -> 9++).

Melee Attack! Before rolling choose one elite bonus below each time you attack.

- **Swift Strike** to gain +1 Attack Dice (+1d10). **Counter** costs [M-2]
- **Feint** to gain +1 Crit Range (10++ -> 9++) and **Disengage** after Melee / Counter.
- **Critical Strike** to gain +1 Crit, but target may **Counter** before you roll attack but your target forfeits any Elite Bonuses on Defense.
- **Tear Through The Ranks** Once per Turn gain +1 Action if you defeat the target.

Melee Defense! Before rolling choose one elite bonus below each time you defend.

- **Guard** and gain +1 Defense Dice (+1d10).
- **Dodge** and gain +1 Crit Range (10++ -> 9++).
- **Retaliate** and gain Counter ATK+2d10 but Melee DEF-2d10. **Counter** is [M-0].



Shooting Attack Example

*The Argonaut fires its Machine Gun at the Dervish.
Argonauts' profile has Machine Gun 9d10 ATK Dice + 5 Hits.
If he was in Rapid Fire Range he would gain a Bonus +1 Hit.
He rolls [1,2,2,5,6,7,7,8,10] = 5 Hits + 1 Crit + 5 = 12 Hits*

*Dervish' defense profile has Evade 8d10 + 3 DEF
She gets [2,2,5,6,8,8,8,9] = 6 DEF + 3 = 9 DEF
The 3 Unblocked Hits deal 200 DMG each for 600 DMG total.*

Melee Clash Example

*Blue Djinn attacks with its Heat Sword 7d10+5 Hits
They choose Feint (Crit 9++)
[5,5,5,6,7,9,9] = 5 Hits + 2 Crits + 5 = 14 Hits Total
White Asura Melee DEF is 6d10+5 DEF
For their bonus they choose Counter [M-0] without penalty
[2,2,7,8,10,10] = 2 DEF + 2 CRIT + 5 = 11 DEF Total*

*The Heat sword is Finisher+1, PEN 5, DMG 500
There are 3 unblocked Hits so 3 Armor Saves vs PEN 5
White Asura survives the 3 unblocked hits*

*White Asura Counters with Beam Saber 7d10+5 Hits
[1,1,2,5,8,10,10] = 2 Hits + 2 Crits + 5 - 2 (Counter) = 9 Hits
Blue Djinn uses Guard+1d10 = 7d10+4 DEF
[1,1,2,2,5,6,8] = 3 DEF + 4 = 7 DEF
Will they survive the two Armor Saves vs PEN 7?*

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 3d10 for the PEN 4 weapons [4,5,9]
Passing all four saves!*

BATTLE DAMAGE (ELITE)

Designer's Note: Battle Damage is a fast and fun way to simulate your Mech losing weapons or suffering critical damage to key functions.

For each failed **Armor Save** or **Finishing Blow** your Elite units receives, instead of the usual HP damage you can opt to take **Battle Damage** chosen from the list below.

- **Battle Damage to a Weapon**
 - The weapon can no longer be used this battle.
 - If you disable an E[X]plosive take 3 Hits equal to the weapon's DMG, times the number of uses it has left. I.E. MISSILE POD(2) DMG 300 = 2X (3 HITS DMG 300)
 - You may not disable limited use weapons that are [Free Actions] I.E. VULCANS
 - You may not disable **Melee** weapons
- **Battle Damage to a Shield**
 - Remove a [S#] Shield and lower the Evade & Melee Defense bonus by the S#. Now raise the Evade and Melee dice by the [S#].
 - I.E. [S1] IS -1 EVADE DEF & -1 MELEE DEF, [S2] IS -2 EVADE DEF & -2 MELEE DEF, ETC.
 - I.E. [S1] IS +1D10 EVADE & MELEE DEF, [S2] IS +2D10 EVADE & MELEE DEF DICE, ETC.
 - Remove a [MD#] Shield and lower the Melee Defense bonus by the MD#.
- **Battle Damage to Head / Main Camera**
 - -1 HIT on Shooting and Melee Attack (min. 0) for the rest of battle
- **Battle Damage to Legs / Propulsion**
 - -1 DEF on Evade DEF and Melee DEF (min. 0) for the rest of battle
- **Battle Damage to Core / Reactor**
 - Lower your Boost / Power / Havoc by 1 (min. 0) for the rest of the battle.
- **[Optional] Battle Damage to Trait+V or better**
 - Disable one of your units Traits. Note this option can only be chosen if both you and your opponent agree that disabling the trait makes sense given the attack and current state of the battle.
 - You cannot disable traits with limited uses that have already been used.

White Asura fails 2 Armor Saves against Blue Djinn's Heat Sword. It chooses to lose a weapon (Beam Rifle) and it's [S2] Shield. The player's describe Blue Djinn hacking through the beam rifle and cleaving through the shield, White Asura draws its beam saber and prepares for a final showdown.

CALLED SHOTS (ELITE)

Designer's Note: This is an optional module to specifically make disabling attacks which is perfect for a multi-mission campaign or RPG style game but it is not recommended for large battles with 7-10+ units since it's a lot of additional bookkeeping.

For each failed **Armor Save** or **Finishing Blow** your target receives, instead of the usual HP damage you can choose to deal **Battle Damage** chosen from the list above.

SUPPORT ATTACK / DEFENSE

DESIGNER'S NOTE: SUPPORT ATK IS A WAY TO REPRESENT UNITS WORKING TOGETHER USING A HIGH RATE OF FIRE WEAPON TO SUPPRESS AN ENEMY WHILE A HEAVY WEAPON LIKE A BAZOOKA MOVES IN FOR THE KILL. E[X]PLOSIVES WITH THEIR LIMITED HOMING AND/OR EXPLOSIVE SPLASH KEEP THE PRESSURE ON THE ENEMY WHILE YOU FIRE YOUR MAIN WEAPON. SUPPORT DEF IS MORE COMMON ON SHORTER RANGE WEAPONS THAT EXCEL AT KEEPING THE ENEMY AT A DISTANCE.

- Some weapons have the Support ATK or DEF trait with a Range X" listed.
 - These require another allied unit to be within X" of the Support weapon, and the enemy target must be in LOS and within the Support Weapon's range.
 - **SPECIAL** – Support weapons can be used by a Unit to give itself a Support ATK / DEF bonus if it is your last unit on the battlefield. The target must be within range of the Support ATK / DEF value. i.e. Support ATK 12"
 - **WARNING** – Allies in melee cannot use or benefit from Support ATK or DEF. Similarly allies in melee cannot provide Support ATK or DEF.
- When this is true, Support ATK gives +1 HIT & Support DEF gives +1 DEF to the ally.
 - Limited use Support weapons like E[X]plosives instead give +2 HITs / DEF.
 - Support ATK / DEF can stack but the bonuses are capped at +2.
 - A unit with two support weapons could provide the +2 cap by itself.
- GREEN VIKING'S MACHINE GUN HAS RANGE 24" AND SUPPORT ATK 12".
 - ALLIES WITHIN 12" OF GREEN VIKING GAIN +1 HIT AS LONG AS THE ENEMY IS WITHIN RANGE OF THE MACHINE GUN (RANGE 24") AND LOS. IF THERE WERE 2X GREEN VIKINGS THEY WOULD GIVE +2 HITS.
 - IF AN ALLY IS WITHIN 12" BUT THE ENEMY IS OUTSIDE R:24" OR LOS THEN THERE ARE NO BONUS HITS.
- GAMMA APOLLO'S BEAM PHALANX HAS RANGE 20" AND SUPPORT DEF 12".
 - ALLIES WITHIN 12" GAIN +1 DEF IF THE ENEMY IS ALSO WITHIN RANGE OF THE BEAM PHALANX (20")
 - IF AN ALLY IS WITHIN 12" BUT THE ENEMY IS OUTSIDE THE R:20" OR LOS THEN THERE IS NO BONUS DEF.
- WHITE RAVEN IS THE LAST UNIT THE PLAYER CONTROLS ON THE BATTLEFIELD. IT HAS A RIFLE, SABER, MISSILE POD (SUPPORT ATK 16") AND PULSE LASER (SUPPORT DEF 12")
 - AGAINST A TARGET WITHIN 16" IT COULD USE IT'S MISSILE POD FOR A SUPPORT ATK BOOST GAINING +2 HITS BECAUSE IT IS A LIMITED USE E[X]PLOSIVE.
 - IF IT IS TARGETED BY AN ENEMY WITHIN 12" IT'S PULSE LASER WOULD GIVE IT SUPPORT DEF +1 DEF.

[COMBAT ACTION] THROW ATTACK

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

- **Throw Enemy** Melee Attack 5d10 | PEN (Size+8)P | DMG 0
 - Throwing a larger size target costs Power / Havoc equal to the size difference.
- **Throw Terrain** Shooting 5d10 | R:16" | PEN (Size+5P) | DMG (Size+3)x100
- These attacks gain bonus Hits as shown on your profile.
 - IF YOU HAD A MELEE WEAPON WITH +5 BONUS HITS, THEN THROW ENEMY ALSO HAS +5 HITS.
 - IF YOU HAD A SHOOTING WEAPON WITH +3 BONUS HITS, THEN THROW TERRAIN ALSO HAS +3 HITS.

[COMBAT ACTION] CRASH ATTACK

- This Turn you can move through 1 enemy and/or terrain per Move action. Make a melee attack with the following profile against those target(s).
 - Melee Attack 6d10 | DMG (Size+4)x100 | Cannot be Counterattacked.
 - Some Mechs have a custom profile with [Crash] listed at the end.
 - These attacks gain bonus Melee Hits as shown on your profile.
 - This attack directly targets Terrain.

[WARSHIP REACTION] ALL WEAPONS FIRE! [M-1] FIRE ON MY COMMAND!

- Usable at any time. For the rest of the Round this warship gains +1 Hit with all weapons besides [AA] weapons this turn. Usable once per Round.
- **Elite Captains** may use this up to twice per Round.

[WARSHIP REACTION] ANTI-AIR DEFENSES! [M-1] AA GUNS FOCUS ON THE PORT SIDE!

- Usable at any time. For the rest of the Round this warship's [AA] weapons gain +1 Hit and you gain +1 DEF vs E[X]plosive weapons.
- **Elite Captains** may use this up to twice per Round.

[WARSHIP FREE ACTION] LAUNCH CATAPULT IS READY YOU ARE CLEARED TO LAUNCH ENSIGN.

- When each Round starts deploy any onboard units 8" from the ship's center turret.
- **Some ships** have launch catapults on their profile which deploy units farther away.

[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".
- **Once per Round** one onboard unit regain X HP. X = Ship's Repair stat.
- **Some Warships** have large repair bays and can repair additional units. In lieu of a **Havoc** stat they have a **Repair Bay** stat which lists how many units it can repair.
 - They can make repairs per Round equal to the repair stat, but they cannot repair the same unit more than once.
- If the ship is destroyed, onboard units roll 3 Armor Saves vs ARM PEN 5.
 - If they survive deploy them within 8" of the destroyed warship terrain.

REMINDER: IN THIS GAME YOU MAY NOT REROLL DICE THAT HAVE ALREADY BEEN REROLLED.

BOOST!

Some MS have a **Boost** stat (highlighted blue) representing momentary extreme thrust.

- Boost points refresh at the start of the Round, they may be spent at any time.
- Use a Boost point to **Accelerate** OR for the rest of the Turn reroll any Defense dice

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 traits can boost energy which reflects them drawing power from their courage, willpower, or teamwork.

- Power points refresh at the start of the Round, they may be spent at any time.
 - Some weapons need energy to be used on each attack i.e. [Power-1]
 - Some use Power for a special attack. i.e. Final Flash [Power-1] Gain PEN+2
- Use a Power point to **Accelerate** OR reroll any Attack dice just rolled.

*Koji lands his hoverjet into his Super Robot the Iron Castle [Power=1].
In the first Round he uses Fire Blaster which requires [Power-1] to use.
Next Round on his Power resets back to 1.
On his turn he uses [Power-1] to reroll the attack dice on his Rocket Punch.*

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 points refresh at the start of the Round, they may be spent at any time.
 - Some weapons need Havoc to be used on each attack i.e. [Havoc-1]
- Use a Havoc point make a bonus attack against Cover before attacking your target OR reroll any Attack dice just rolled.

*The Trident Drake (Havoc 3) swoops into the city and begins its rampage.
He attacks Turtle Robo, he uses 1 Havoc each to reroll the attack dice on
three of his grav-beam weapons.*

*In Round 3 the defense forces vehicles have gotten close. He uses Havoc to
destroy cover before attacking the defense force maser cannon tanks.*

BATTLEFIELD MOMENTUM

Momentum represents the collective morale, luck, training and battle tempo of all forces, it shifts due to battlefield movement, capturing **Control Points**, and **Morale** saves.

- Your **Momentum** pool has a minimum of [M=0] and a maximum of [M=10].
- To calculate **Starting Momentum** first add up the total Elite level of your army.
 - Battle-Tested are worth ½ (round up), Skilled are worth 1 and Ace Units are worth 2. I.E. AN ACE, 3 SKILLED AND 3 BATTLE TESTED UNITS = 2 + 3 + 2 (1.5 ROUNDED UP) = 7
 - The player with the lowest Elite Level starts at [M=10].
 - The other player starts 10 minus the difference in Elite Level (Min. [M=4])
I.E. PLAYER 1'S ELITE LEVEL IS 5, PLAYER 2'S IS 9, THE DIFFERENCE IS 4, PLAYER 2 STARTS WITH [M=6]

MOMENTUM SHIFTS

- Once per turn if . . .
 - [M>5] lose [M-1] if you move away from the nearest enemy unit.
 - [M<5] gain [M+2] if you move 4+” closer or **engage** an enemy unit.
 - IF YOU'RE ALREADY ENGAGED, USE A MOVE ACTION TO TRIGGER A MOMENTUM SHIFT.
 - There is one last Momentum Shift when your opponent is out of activations.
- At the end of each round gain [M+2] for each **Control Point** (PG23) you own.

MORALE

- In this game you will make Morale Saves either to Rally or prevent a Rout.
 - **Rally** – Gain [M+1] when you pass a Morale Save to Rally.
 - **Rout** – Lose [M-1] when you fail a Morale Save vs Rout.
- Roll a d10 to make a Morale Save; your unit profile lists the target number. I.E. 7+, 5+, ETC
 - Morale is 7+ by default and improved for Elite Pilots, Captain's & Kaiju
- When an Elite Unit is destroyed the nearest ally makes a Morale Save vs Rout.

MISSION COMMANDER

Designate a unit as the **Commander** in charge of this operation. In a multiplayer game each team gets one Commander. Once per Round your Commander can one **Command** below.

- **Trust**: At the end of any unit turn, an ally regains 2d10x100 HP up to their Max HP. In Round 4+ instead regain 4d10x100 HP up to their Max HP.
- **Rally**: At the end of any unit turn, your Commander and their 2 closest allies make a Morale Save to Rally. In Round 4+ you each make 2 Morale Saves.
- **Rout**: After destroying an enemy unit their 4 closest allies make a Morale Save vs Rout. In Round 4+ they each make 2 Morale Saves.
 - GREEN VIKING IS DESTROYED, ITS FOUR CLOSEST ALLIES HAVE MORALE SAVES OF 5+/7+/7+/7+. THEY ROLL 5 FOR THE ACE, AND 3,5,9 FOR THE REST. TWO SAVES PASSES AND TWO FAIL, THEY LOSE [M-2].

PILOT / KAIJU SKILLS

Pilot Skills let you perform incredible feats with a Momentum cost denoted by [M-#].

- In general a unit may use a single Pilot Skill at any time but only once per Turn.
 - Flash / Iron Wall can be used once per Defense instead of once per Turn.
- Your Commander & Ace Pilots / Kaiju may use the Skill's [ACE] bonus.

Focus [M-1] *Wow, the Lieutenant's skills haven't changed since the One Year War*

- Used after rolling attack or defense, you HIT or DEF on a 3+ for this roll only.
- This Skill does not count against the limit of 1 Skill per turn.
- **Special:** This skill is usable by Warships.

Flash [M-X] *He dodged the Jet Stream Attack? It must have been a fluke*

- After rolling your Defense dice lose [M-3] to gain +5 DEF or [M-6] gain +10 DEF.
 - [ACE] **Intuition:** Also, negate the penalty to Counter.

Iron Wall [M-X] *Grandfather built this invincible machine, it won't lose!*

- Vs all Hits this Turn [M-3] for DMG-200 (min. 100) or [M-6] DMG-400 (min. 0).
 - I.E. YOU ARE HIT BY 7 HITS DMG 500, YOU LOSE [M-6] AND TAKE 100 DMG EACH.
 - **Special:** This skill is usable by Warships, but only for Elite Captains.
 - [ACE] **Persevere:** ARM & Finisher Saves are -500 DMG (I.E. 1000 -> 500).

Zeal [M-X] *Let's see how they handle our Super Electromagnetic Weapons*

- Use Zeal after a combat action or your 2nd move action. Each [M] gives +1 Combat Action. You can spend [M] up to the current Round. I.E. ROUND 5 = [M-5].

COMMANDER & [ELITE] PILOT / KAIJU SKILLS

Valor [M-3] *We'll crush the Hyakki empire once and for all!*

- In Round 2+, ATK gains +5 Hits. [ACE] **Soul:** Instead lose [M-5] but gain +7 Hits.

[ELITE] CAPTAIN'S ORDERS

Ship Captain's issue orders instead of using Pilot Skills. Battle-Tested Captains can issue 1 order per round, Skilled Captains can issue 2, and Ace Captains can issue 3 orders for each Round. Captain's can issue orders at any time.

Operations Support *Ops Officer, enact our battle plans.*

- The next time target unit (including this one) uses Warship Reactions, Focus, Counter, Disengage, or moves off High Ground, reduce the [M] cost by 1 (min. 0).

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*

Iron Wall Example

*Lunar Ravager attacks with its Beam M.Gun PEN 4 & Tomahawk PEN 7
Crimson Gallant uses [ACE] Iron Wall [M-2]
Beam M.Gun DMG 150 -> 100 / Beam Tomahawk DMG 400 -> 200
Both weapons have Armor Penetration so failed Saves still deal 1000 DMG
With ARM Save+2 it needs a 2+ vs PEN 4, and needs a 5+ vs PEN 7*

Valor Example

*VoltLion moves in to finish off the Deathly Beastman
Their Jyuoken Sword deals 13 Hits while the Beastman gets 9 DEF
VoltLion uses the [M-5] Soul Ace option on Valor for +7 Hits
Even if the Beastman used Flash there would still be 6 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 and fires its Rocket Punch.
Using Rust Hurricane or Rocket Punch again would now cost 2 Actions
Instead, Iron Duke uses its Photon Energy Beam.*

SUMMARY: ELITE PILOTS / KAIJU / CAPTAINS

Designer's Note: MechaStellar has two Tiers of Units, Basic Units and Elite Units. Level 1 is Battle-Tested Pilots, these are your (often nameless) expert pilots. Level 2 is Skilled Pilots, these are the talented / experienced named Pilots from your favorite series. Level 3 is reserved for the best of the best, your Ace Pilots, Captains & Kaiju.

Basic Pilots / Kaiju / Captains

1. Must either target the nearest enemy or their attacker due to **Return Fire**.
2. With a Morale of 7+ they are very vulnerable to Morale Saves vs **Rout**.

Battle-Tested Pilots / Kaiju / Captains

1. With better training, mental acuity and experience they can target any unit.
2. **Elite units can take Battle Damage and lose weapons to survive longer.**
3. **When any Elite unit is destroyed, its nearest ally makes a Morale Save vs Rout.**
4. Pilots & Kaiju gain Elite Pilot Skills (previous page) & Elite Combat Bonuses below.
 - a. Captains gain a set number of free orders each Round, equal to their level.

Skilled Pilots / Kaiju / Captains

Exactly the same as a Battle-Tested Pilot except

1. They have a powerful Level I Pilot Trait. Their **Morale** is improved to 6+.

Ace Pilots / Kaiju / Captains

Exactly the same as a Skilled Pilot except

1. They have 2x Level I or 1x Level II Pilot Trait. Their **Morale** is improved to 5+.
2. They can use the [Ace] version of Pilot Skills

ELITE COMBAT BONUS (PILOTS / KAIJU ONLY)

Designer's Note: Elite units have a wide array of options when fighting, this keeps the core attack mechanic for grunts fast and simple while your elites get memorable duels.

Shooting Attack! Before rolling choose one elite bonus below each time you attack.

- **Barrage** Shooting gains +1 Shot.
- **Bullseye** Shooting gains +1 Crit Range (i.e. 10++ -> 9++).

Evade! Before rolling choose one elite bonus below each time you defend.

- **Guard** and gain +1 Defense Dice (+1d10).
- **Dodge** and gain +1 Crit Range on Evade (10++ -> 9++).

Melee Attack! Before rolling choose one elite bonus below each time you attack.

- **Swift Strike** to gain +1 Attack Dice (+1d10). **Counter** costs [M-2]
- **Feint** to gain +1 Crit Range (10++ -> 9++) and **Disengage** after Melee / Counter.
- **Critical Strike** to gain +1 Crit, but target may **Counter** before you roll attack.
- **Tear Through The Ranks** Once per Turn gain +1 Action if you defeat the target.

Melee Defense! Before rolling choose one elite bonus below each time you defend.

- **Guard** and gain +1 Defense Dice (+1d10).
- **Dodge** and gain +1 Crit Range (10++ -> 9++).
- **Retaliate** and gain Counter ATK+2d10 but Melee DEF-2d10. **Counter** is [M-0].

SUMMARY: UNIT TURN

Designer's Note: MechaStellar is a game about fast dynamic action for your giant robots, stellar battleships and city destroying kaiju. It has alternating activations, highly mobile forces with flexible facing rules and a Momentum system that ebbs and flows in battle. The rules are written to be concise and quick to skim through but a summary never hurts.

Challenge

1. The Player who wins initiative to go first can issue a Challenge with an **Elite** unit.
2. If they choose not to then player 2 may do so with one of their **Elite** units.

Activation Pilots / Kaiju / Captains

1. The player who goes first activates the first unit which takes a **Turn**
2. After they take their Turn the other player goes and activates a unit.
 - a. Most of the time the unit that was attack activates next due to **Return Fire**.
 - b. In grunt battles this leads to very fast back and forth firefights.

Unit Turn Pilots / Kaiju / Captains

1. Each unit can make 2 **Move actions** and 1 **Combat Action** with several options.
 - a. You can take these actions in any order.
2. **Accelerate** to move extra distance
3. **Attack** to make a Shooting or Melee Attack
4. **Throw** enemies or terrain
5. **Crash** into enemies or terrain
6. There are also **Warships** specific actions

Movement

1. You can move twice, each time up to your maximum movement stat horizontally.
 - a. Vertical movement requires either **Fly** or the **Accelerate** action.
2. To move around enemy models you must stay outside their Engagement range (4")
3. Consider LOS and terrain location when deciding where to end each movement.
4. Keep in mind the distance a unit can provide a Support ATK or DEF boost.

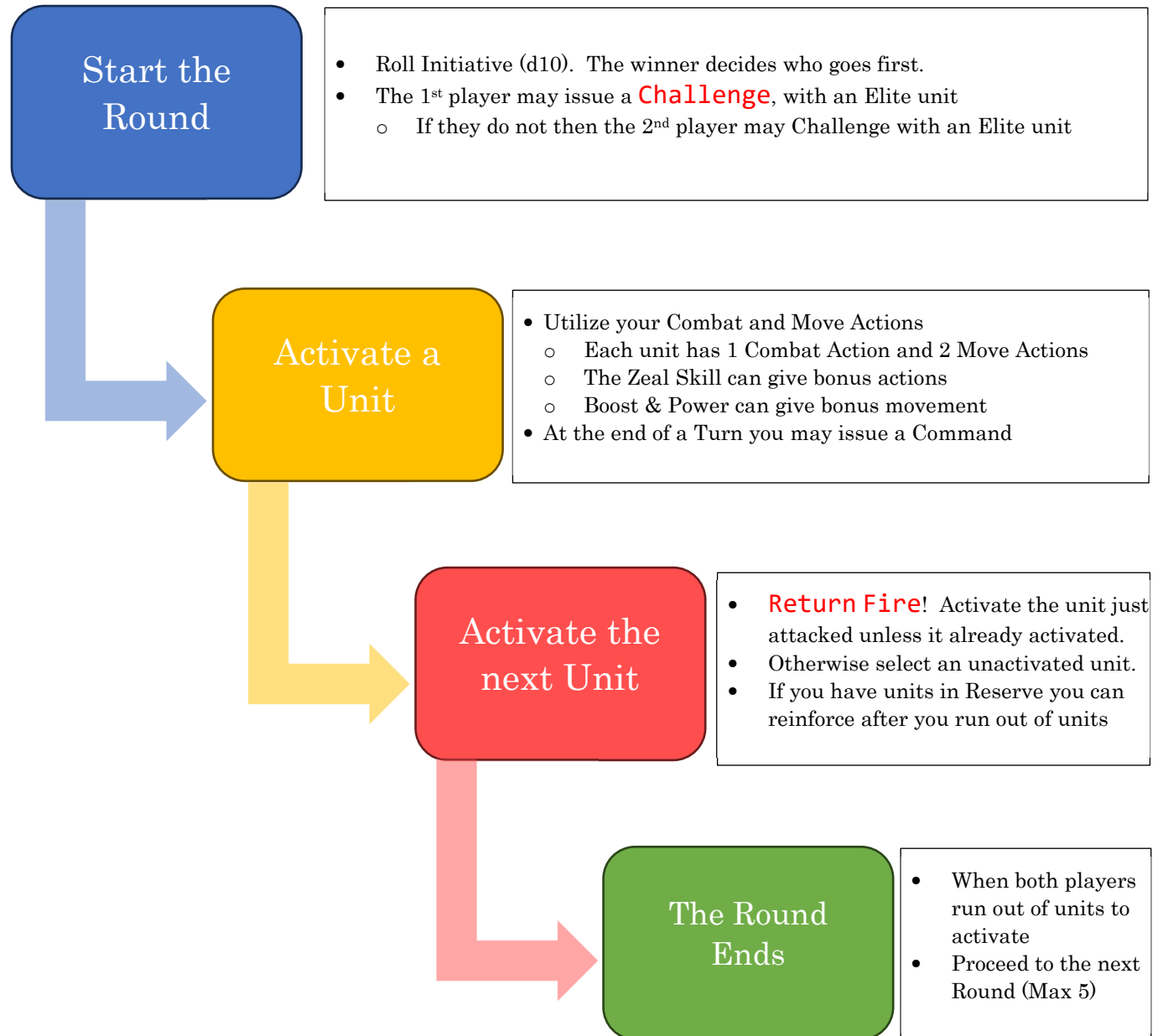
Attack

1. The Attacker and Defender roll dice, they count their successes as HITs and DEF.
 - a. Both Attacker and Defender decide if they will use **Focus** after rolling.
2. At this point both sides should count up any Unblocked Hits = (HITs – DEF)
3. The Attacker decides if they will leverage any other **Pilot Skills** or other bonuses to improve their Hits. The Defender then decides the same.
4. Unblocked Hits may result in **Armor Saves** and/or a **Finishing Blow**.
5. Destroying units generates Victory Points (**VP**) and potentially **Morale** Saves.

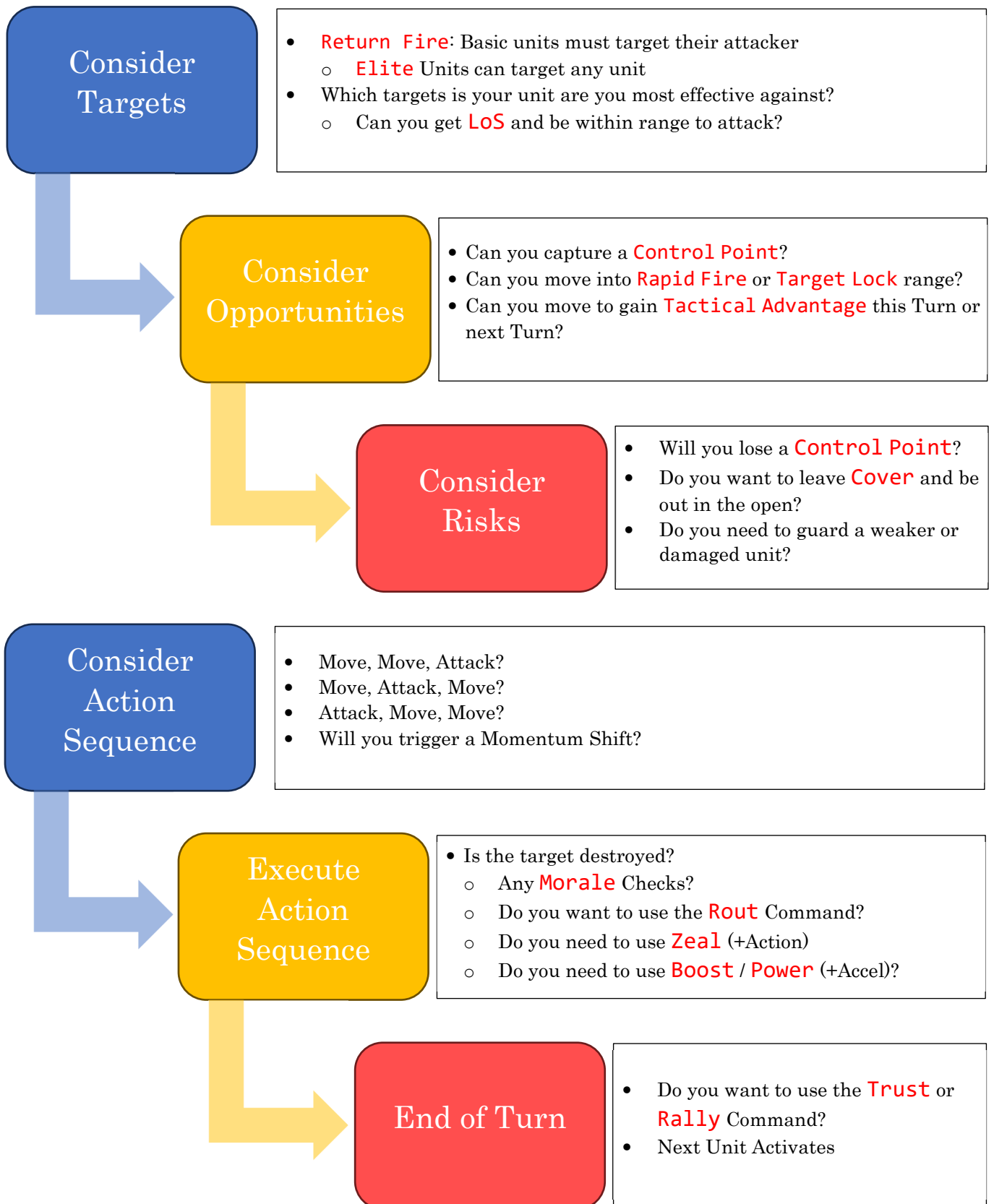
Momentum

1. Momentum shifts throughout the battle. When it's high you lose Momentum by retreating, when it's low you gain Momentum by charging forward.
2. Your Commander has **Rout** and **Rally** orders to build or deplete Momentum.

SUMMARY: A ROUND IN MECHASTELLAR



SUMMARY: A TURN IN MECHAStELLAR



SUMMARY: MOVE ACTION & COMBAT ACTION FLOW CHART



ADVANCED TACTICS

TACTICAL ADVANTAGE

DESIGNER'S NOTE: WE WANTED TO GIVE GOOD TACTICAL POSITIONING A STRONG REWARD THAT WAS FAST, EASY TO REMEMBER BUT NOT SO STRONG IT DEFIED GAME BALANCE. THUS WE GET A NON-STACKING +1 CRITICAL HIT.

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.
 - Ignore Support DEF and gain +X Hits vs [S]hields, where X = [S#].
 - I.E. GAIN +1 HIT VS [S1], +2 HITS VS [S2], +3 HITS VS [S3], ETC.
 - In Melee gain +X Hits vs Melee Shields where X = [MD#]
 - You may only Blindside a target once per Turn.
- Tactically it may be best to use Accelerate to setup a Blindside attack next Round.

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 your Size+1.
 - You cannot benefit from Cover on High Ground terrain.
- Enemies may target a unit with High Ground even if they are not the closest model.

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

Overwhelm

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

Crumbling Buildings

- Any units formerly on top of destroyed terrain fall to the ground.
- Gain Tactical Advantage if they are a Basic unit, until their next activation.

Shutdown

- Gain Tactical Advantage versus Shutdown units.
- Units Shutdown if their **Stun Tokens** exceeds (3+Boost/Power/Havoc stat).
- Shutdown cannot roll Evade/Melee DEF dice but retain any bonus DEF.
 - You may not use [Barriers] while shutdown.
- Read more about Shutdown on the next page.

STUN / ELECTRICAL / FREEZING DAMAGE

DESIGNER'S NOTE: WE RECOMMEND TOKENS OR A SEPARATE DIE TO REMIND YOU A UNIT HAS RECEIVED STUN DAMAGE. IT'S HELPFUL TO MAKE A NOTE ON THE UNITS MECHA PROFILE SHEET AS WELL SO YOU DON'T FORGET.

- Stun weapons (i.e. PEN 5S) give 1 Stun Token after each failed Armor Save.
 - Each Stun Token is worth -1 Action and increases the cost of Counter by [M-1].
 - When the unit activates you may immediately use the Zeal Skill, otherwise the owner decides whether to lose a combat action or move action(s) that Turn.
 - Units are capped at 5 Stun Tokens. At 5 Stun Tokens the unit is Shutdown.
- At the end of your turn roll 1d10 for each stun token; each 5+ removes a Stun Token.
 - You may also use 1 Boost/Power/Havoc to immediately remove a Stun Token.

Blue Djinn hits White Asura with an Arc Whip. It failed 4 Saves giving it 4 Stun Tokens. This disables it's combat action and 2 Move actions. On its turn to activate, it skips its turn but rolls 3d10 [2,5,7] removing 2 actions penalties & shutdown status.

PUSH / PULL WEAPONS

DESIGNER'S NOTE: PUSH / PULL WEAPONS GIVE YOU A LOT OF TACTICAL OPTIONS. THEY CAN FORCE ENEMIES OFF OF OBJECTIVES, FREE UP AN ALLY STUCK IN MELEE OR PREVENT A COUNTERATTACK. THEY CAN ALSO HAVE FUN INTERACTIONS WITH TERRAIN LIKE IN THE VER10 GAMEPLAY EXAMPLE <https://mechastellar.com/gameplay/>

- These weapons force horizontal movement. Their ARM PEN has a P (i.e. PEN 5P)
 - Each failed Armor Save instead does 0 DMG and moves the target 4"
 - The Attacker decides the direction of movement.
 - [CC] & [Crash] gain PEN+1P for each Accelerate action used this turn.
 - The Defender gains an Armor Save bonus equal to their Size stat.
- If a failed Save would Push/Pull a unit off of high ground to a lower elevation, or into terrain or another unit, those unit(s) each lose [M-1] or take 1000 DMG for each Save.
 - Pushing a unit into another unit stops the unit and deals damage to both units. I.E. TARGET FAILS 3 PUSH SAVES, THEY MOVE 4", THEN MOVE 4" AND HIT ANOTHER UNIT, THE LAST SAVE WOULD PUSH THEM INTO THE SAME UNIT. BOTH UNITS MUST LOSE EITHER [M-1] OR TAKE 100 DMG FOR THE 2ND AND 3RD SAVE.
 - Pushing a unit into destructible terrain stops the unit and destroys the terrain. I.E. TARGET FAILS 3 PUSH SAVES, THEY MOVE 4" AND FALL OFF A BUILDING, THEN 4", THEN MOVE 4" AND HIT A BUILDING. THEY MUST LOSE EITHER [M-1] OR TAKE 1000 DMG FOR THE 1ST AND 3RD SAVE.
 - You may treat the edge of the battlefield as Indestructible Terrain.
- You may also use these weapons on terrain features.
 - For Pull weapons that pull you, each Armor Save moves you towards the terrain.
 - For Push weapons or Pull weapons that pull the enemy, this can be used on destructible terrain to move it into an enemy which then destroys the terrain.

AREA OF EFFECT WEAPONS

- Some weapons have an AOE special effect. Instead of a single attack you can choose to make an AOE attack with –2 Hits against multiple targets.
- AOE attacks hit multiple targets, both enemies & allies caught in the crosshairs.
 - Draw a line with a length equal to the weapon's range.
 - A DEATH RAY IS R:36" ALL ENEMIES CAUGHT IN THAT LINE ROLL EVADE.
 - You roll attack vs each enemy starting with the closest.
 - Resolve each attack / defense one at a time.
 - Afterwards, each surviving enemy may spend [M-1] to Counter
 - For AOE attacks that use Circles, the range listed is the Radius.
 - If they have a Rapid Fire bonus, the range is equal to the Radius.
- AOE attacks cannot be fired in engagement range or at targets engaged in melee. They cannot be used on Counterattack or anytime it is not your unit's turn.
- If an AOE weapons destroys Cover, the unit behind it still gains +1 DEF from Cover.
 - If that Cover was completely blocking LOS the unit instead gains +2 DEF.
 - AOE Weapons fully stop at the 2nd piece of Cover. Units behind that are safe.
 - AOE weapons fully stop if there are 0 unblocked Hits vs a [Barrier] unit.
- Any effects outside the weapons profile (I.E RAPID FIRE AND BONUS HITS) that improve your attack, or improve your chance to hit such as Rerolls, Lock On, Focus, Elite Pilot Bonuses or Traits apply only to a single predesignated target.
 - I.E. FOCUS TO HIT ON A 3+ AND VALOR FOR +5 HITS APPLIES ONLY TO ONE TARGET. ALL OTHER UNITS CAUGHT IN THE AOE YOU MAKE A NORMAL ATTACK OF YOUR DICE + UNIT BONUS, I.E. 6d10+2 HITS.

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 AND GET THE HIGH GROUND BONUS.
 - 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 HIGH GROUND TO ESTABLISH LOS
- 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.

Criteria for Cover

- Visible Units that are behind reasonable sized cover receive a Cover bonus.
 - *i.e. Preferences vary but we recommend ~50% height, so 2.5" for a 5" figure*
- 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.
 - Models are static on the table but not in our imagination. Units gain a cover bonus if they are within 4" of any cover that is between them and their attacker.
- Cover immediately next to your model does not give a Cover bonus for your target.
- Cover gives +1 DEF vs Shooting. It does not stack with [Barriers].
 - If an AOE attack or Lock On shoots through Cover, it instead gives +2 DEF.

Obscuring Terrain

- Obscuring Terrain features (jungles, mountains, etc.) are fictitiously tall and block LOS for any model that is behind the terrain, even if it's visible.
 - High Ground bypasses the LOS effect (but the unit must still be 33% visible.)
- For mountains and similar, you may get on top for High Ground advantage. For jungles or forests you may move inside or through obscuring terrain.
 - If you are inside obscuring terrain, it does not block LOS but does provide Cover.
 - To enter Obscuring terrain it costs one Move action.

Special Circumstances

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

- [E]nergy shots may use Lock On to shoot through destructible terrain 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 & one Move action to surface.
 - While Underwater, [E]nergy attacks are at -3 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 includes large asteroids, satellites, most rock formations, hills, swathes of wilderness (forests / jungle) and cannot be destroyed. You can decide that AOE weapons like a flamethrower or death ray can destroy wilderness terrain.

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.
- If you target a cover directly **or with AOE**, 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+

Target cover directly with a cannon requires 5 successful Saves.

An enemy is knocked into terrain, both it and the building take 1000 DMG.

Since the building was not targeted directly, it needs one 10+

If the target opted to lose [M-1] to prevent damage the building survives

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.

Warships & Terrain

- If a ship crashes into / through terrain features, they make 3 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.

VERSUS - SIMPLE BATTLE

Setting up the Game

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.

- 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.
 - 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.
- CPs are meant to be dangerous areas that you need to control.
 - Do not place cover on the CP or surround it to block Line of Sight (LOS).
 - Ensure there are clear fields of fire leading to the CP.

Capturing the Point

• Capturing a CP represents extending your lines and presence on the battlespace.
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.

- You capture a CP if your unit starts or ends its turn within 4” 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.

Scoring Primary Objectives

- After 5 rounds the battle is concluded
- Destroyed enemy units give Victory Points (VP) listed on their profile.
 - 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.
 - 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.

WHAT'S NEW IN MECHASTELLAR VERSION 10?

Here's a list of changes for VER10 Rules

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 10. Similarly, Evade and Melee Defense will function the same.

Core Rules Updates

- Renamed
 - Full Throttle -> Accelerate
 - Precision -> Bullseye
 - Blocks -> Defenses (DEF)
- Units now **Move** twice per turn.
- All units have **1 Action**.
 - Melee is no longer a free action. Engagement range is 4".
 - Zeal gives any unit bonus actions to make multiple attacks.
- **Rapid Fire** is no longer locked at ½ Range. It could be R20" | RF12" for instance.
- Unified Core **Attack** Mechanic
 - Unit's bonuses to Shooting / Melee / Evade give bonus HITS / DEF
 - 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
 - All units can Counterattack for [M-1] in Melee and now also Shooting
 - Bullseye / Barrage / Dodge / Guard are limited to Elite Pilots / Kaiju
 - Targets in Sensors range is now tied into various effects
 - You can use Finishing Blow with Shooting or Melee weapons now
- **Armor Saves** are capped at 3 dice.
 - "*It's not over yet*" has been removed.
- Streamlined **Power & Havoc. Boost** is added for MS types
- **Pilot Skills** are brand new
 - Many of these give a lot more powerful for their Momentum cost
 - Older pilot skills are moving to a new section called **Climactic Events**
- All unit profiles now have a **Defense** section which has Evade and Melee DEF dice
 - Most **Weapons** have been updated to be a base of 5 (5d10) or 6 (6d10) attacks.
- **Momentum** system completely overhauled
 - New mechanics involve **Momentum Shifts** and **Morale**
- Integrated Battle Damage and Warship rules into the Core Combat Rules.

Playtester Notes OCT UPDATE

- REV109 – WARSHIP REACTION “ALL WEAPONS FIRE” AND “AA DEFENSE” CAN BE USED UP TO 3 TIMES FOR ELITE CAPTAINS. BOOST – REROLLS NOW LAST FOR THE ENTIRE TURN.
- REV108 – ADDED FLOW CHARTS
- REV107 – BASED ON FEEDBACK YOU NOW ROTATE YOUR MODEL WHEN MAKING ALL ATTACKS, NOT JUST MELEE ATTACKS. IF YOUR UNIT IS 2+ SIZE LARGER, YOU ARE NOT CONSIDERED ENGAGED. SIZE 2+ UNITS ARE TALL ENOUGH TO MELEE ATTACK AN ENEMY ON THE HIGH GROUND. THE FLY REQUIREMENT TO ENGAGE IS LIMITED TO ONLY WARSHIPS / AIRCRAFT. RAPID FIRE CAN NO LONGER BE USED ON COUNTER. RENAMED TARGET LOCK TO LOCK ON, BECAUSE ABBREVIATING IT TO TL CONFUSES MY SIMPLE BRAIN WHEN I MAKE BATTLE REPORT NOTES, SORRY :’(
- REV106 – UPDATED REINFORCEMENTS TO ALLOW FOR UNITS TO ARRIVE AND ACTIVATE INSTEAD OF MISSING AN ENTIRE ROUND. MOVED CONTROL POINT SETUP TO BEFORE DEPLOYMENT SINCE IT’S NOW STANDARDIZED IN ALL GAME MODES. UPDATED CP SETUP TO BE 8” OR 16” AWAY FROM TABLE EDGE. UPDATED DEPLOYMENT RULES.
- REV105 – UPDATED BATTLE DAMAGE THAT E[X]PLOSIVES CAUSE DAMAGE WHEN DISABLED. CHALLENGE NOW REQUIRES AN ELITE UNIT TO ISSUE, TO ENSURE ELITE UNITS WITH CHALLENGE RELATED ABILITIES GET TO USE THEM.
- REV104 –UPDATED WARSHIP CAPTAIN’S ORDERS TO BE SIMPLER WITH MORE BROAD APPLICATION LETTING YOU TURN AN [M-1] ABILITY INTO [M-0]. UPDATED AND RENAMED WARSHIP OVERWATCH, MOVED “ALL WEAPONS FIRE” TO ACTIONS SECTION. UPDATED WARSHIPS TO 90° TURNING.
- REV103 – CLARIFIED PUSH / PULL THAT YOU LOSE [M-1] OR TAKE 1000 DMG IF A FAILED SAVE WOULD PUSH YOU INTO ANOTHER UNITS / TERRAIN / OFF HIGH GROUND. UPDATED EXAMPLES TO MATCH. UPDATED VP IN SIMPLE BATTLE.

Playtester Notes SEP UPDATE

- REV102 – UPDATED FACING RULES. UPDATED IDF IN SPACE. UPDATED IRON WALL AGAIN. UPDATED CRITICAL STRIKE. CLARIFIED VARIOUS ITEMS BASED ON PLAYTESTER FEEDBACK.
- REV101 – UPDATED GAMEPLAY TOOLS FOR HEXASTELLAR / MECHAGRID GAMEPLAY. UPDATED WORDING ON CHALLENGE AGAIN. UPDATED IDF IN SPACE. ALLOWED FOR SUPER FLASH / SUPER IRON WALL AT M-6. UPDATED AOE AND PUSH/PULL.
- REV101 – REMOVED FROM BARRAGE AND TARGET LOCK THE CLAUSE FOR GETTING +1 HIT INSTEAD OF +1 SHOT. REBALANCED MACHINE GUNS TO BE BASE 10D10 ATTACK, SO BARRAGE AND TARGET LOCK STILL BECOMES +1 HIT FOR THOSE WEAPONS PER PG2.

UPDATED BATTLE DAMAGE TO CORRESPOND WITH REMOVING SHIELD PROFILE BLOAT. SOLO UNIT SUPPORT ATK /DEF IS NOW LIMITED TO THE TRAITS RANGE. ARMOR SAVES ARE LIMITED TO 3 DICE.

- REV100 – CLOSED LOOPHOLE ON CHALLENGE WHERE CHALLENGE TRAITS HAD NO USE IF YOU WENT 2ND AND PLAYER 1 ONLY HAD A SINGLE UNIT. CLARIFIED DISENGAGE. UPDATED AND RENAMED MELEE ELITE BONUSES, FREE DISENGAGE IS ONLY ONE ON MELEE ELITE OPTION NOW. UPDATED FINISHER FORMULA. VALOR IS NOW ROUND 2+
- REV99 – CONVERTED BATTLE DAMAGE FROM VER9 TO VER10
- REV98 – BIG UPDATE TO STARTING MOMENTUM & SHIFTS (M+2 TO MOVE CLOSER)
- REV97 – REMOVED TYPE RESTRICTIONS (MS/SUPER ROBOT) ON FLASH & IRON WALL. IMPROVED IRON WALL AND RESET IT TO [M-3]. FINISHER IS NOW ROLLED BY THE DEFENDER, IT ACTIVATES ON A 1 INSTEAD OF A 10. ADDED A CLAUSE ABOUT GOING OVER THE 10 DICE FINISHER LIMIT. UPDATED ACCELERATE TO COINCIDE WITH THE HEXASTELLAR MOVEMENT UPDATE. UPDATED PUSH/PULL WEAPONS WHICH NO LONGER DEAL DMG ON FAILED ARMOR SAVES UNLESS YOU HIT ANOTHER OBJECT.

Playtester Notes JUN UPDATE

- REV96 – UPDATED FINISHING BLOW TO COINCIDE WITH G GUNDAM CHANGES. SOME ABILITIES LIKE HOT BLOODED WILL ALLOW YOU TO STRIKE A FINISHING BLOW ON A 9+++ OR 8+++. NOTED THAT ARMOR SAVES ARE +1000 DMG, NOT 1000 IN LIEU OF BASE DMG. UPDATED MOMENTUM SHIFTS TO 4" INSTEAD OF 3". CLARIFIED PUSH/PULL WEAPONS ON TERRAIN. ADDED AN INTERACTION BETWEEN [BARRIERS] AND AOE WEAPONS.
- REV95 – REDUCE THE MELEE ATK ELITE BONUS. UPDATED IRON WALL [M-2] +2 ARMSV.
- REV94 – UPDATED CHALLENGE. UPDATED SUPPORT ATK/DEF. YOU CAN NO LONGER GIVE YOURSELF SUPPORT ATK/DEF WITH LIMITED USE WEAPONS LIKE E[X]PLOSIVES (THAT ABILITY HAS BEEN MOVED TO THE WARGAME RULES AS AN UPGRADE), HOWEVER, YOU CAN NOW BENEFIT FROM YOUR OWN SUPPORT ATK / DEF IF YOU ARE THE LAST UNIT ON YOUR SIDE OF THE BATTLEFIELD.

Playtester Notes APR UPDATE

- REV93 – ADDED NOTE THAT FLY / ACCEL IS REQUIRED TO ENGAGE/MELEE A FLYING UNIT. BASED ON FEEDBACK CHANGED RETALIATE TO +2D10/-2D10 INSTEAD OF 3. UPDATED PUSH/PULL WEAPONS TO 4". UPDATED ZEAL TO AVOID ALPHA STRIKES.
- REV92 – REMOVED RELOAD WARSHIP ACTION, RELOAD WILL BE REMOVED FROM WEAPON PROFILES. UPDATED REPAIR SO IT IS ANYTIME INSTEAD OF END OF ROUND. REMOVED +1

COMBAT ACTION FROM CAPTAIN'S ORDER OPS SUPPORT WHICH EFFECTIVELY ALLOWED FOR VALOR + ZEAL. WARSHIPS WILL RECEIVE AN ACTIONS UPDATE TO COMPENSATE.

Playtester Notes MAR UPDATE

- REV91 – UPDATED FINISHING BLOW TO MAKE IT MORE LIKELY FOR SUPER ROBOTS.
- REV90 – UPDATED ELITE BONUSES FOR MELEE COMBAT TO BRING BACK SOME VER9 FEEL.
- REV89 –UPDATED ATTACK/ZEAL THAT IT ONLY COSTS 2 ACTIONS TO ATTACK THE SAME TARGET WITH THE SAME WEAPON AGAIN. THIS ALLOWS SINGLE WEAPON UNITS TO MORE EASILY ATTACK MULTIPLE TARGETS I.E. SUPPORT UNITS.
- REV88 – REMOVED MULTI-TARGET & UPDATED AOE. UPDATED SUPPORT ATK/DEF. STARTING [M=8] FOR UP TO 3 BATTLE-TESTED PILOTS.

Playtester Notes JAN UPDATE

- REV87 – ADDED IN BASIC RULES SECTION TO THE VERY BEGINNING WHICH INCLUDES CERTAIN THINGS LIKE “YOU CAN’T REROLL OR A REROLL” OR WHAT HAPPENS WHEN YOUR DICE POOL EXCEEDS 10D10. FINALLY ADDED IN THE MISSING KEY CONCEPTS PAGE. ADDED IN VARIOUS DESIGNER’S NOTES THROUGHOUT THE DOCUMENT. REMOVED LOSING VP CONDITIONS FROM SIMPLE BATTLE, THESE WILL BE ADDED TO THE RULES SUPPLEMENT. UPDATED STUN & PUSH PULL WEAPONS. UPGRADED BOOST. UPDATED CRASH.
- REV86 – UPDATED HOW ACE UNITS AFFECT STARTING MOMENTUM, SINCE MORE MOMENTUM IS MORE FUN. YOU CAN NOW HAVE 3V3 ACE BATTLE AND START WITH [M=6]. UPDATED TARGET LOCK TO BE BONUS DICE, SINCE MORE DICE IS MORE FUN. UPDATED BARRAGE WORDING TO MATCH TARGET LOCK AND GIVE BONUS HITS FOR WEAPONS THAT GIVE BONUS HITS. CLOSES OUT TACTICIAN + SUPPORT ATK + SNIPER LOOPHOLE.
- REV85 – REMOVED IMPROVISE, IT WILL BE REWORKED AND ADDED TO TRUMP CARD SECTION IN THE WARGAMING RULES SUPPLEMENT. CLARIFIED MOMENTUM SHIFTS WHILE CURRENTLY ENGAGED IN MELEE.
- REV84 – CLARIFIED TIMING FOR ROUT AND RALLY COMMANDS. UPDATED AN ERROR ON TACTICAL SUPPORT WHICH WAS NOT MEANT TO LAST THE ENTIRE TURN. UPDATED OVERWATCH TO BE [M-1] BUT FULL RANGE. MOVED TARGETING RULE REGARDING ENEMIES WITHIN 8” OF ALLIES TO OVERWATCH SECTION . UPDATED CAPTAIN’S ORDERS SO YOU CAN [M-1] FOR AN EXTRA ORDER. RENAMED COMMANDER’S ORDERS TO STRATEGIES TO PREVENT CONFUSION WITH CAPTAIN’S ORDERS.

Playtester Notes DEC UPDATE

- REV83 – UPDATED TARGET LOCK, HAVOC, REPAIR. UPDATED WORDING IN SIMPLE BATTLE.

- REV82 – ADDED SUMMARY PAGE FOR ELITE PILOTS & UNIT TURNS.
- REV81 – UPDATED CHALLENGE, IDF VS TRANSFORM & ZEAL, MOMENTUM SHIFTS
- REV80 – CHANGED LEVEL 1+ PILOT TO “ELITE PILOTS”. ADDED A 3RD PILOT TIER WHICH IS BARRAGE/BULLSEYE/DODGE/GUARD ETC. BUT NO TRAIT. UPDATED VP.
- REV79 – UPDATED COMMANDER ORDERS FOR TRUST, RALLY AND ROUT.
- REV78 – UPGRADED COVER TO +2 DEF. TARGET LOCK NO LONGER REQUIRES ELITE PILOTS

Playtester Notes NOV UPDATE

- REV77 – UPDATED COVER INCLUDING OBSCURING COVER. VARIOUS CLARIFICATIONS.
- REV76 – UPDATED IDF & TARGET LOCK, CLARIFIED ACCELERATE, UPDATED VP

Playtester Notes OCT UPDATE

- REV75 – UPDATED THE BONUSES FOR BOOST, POWER, AND HAVOC.
- REV74 – ADDED A MOMENTUM OUTLET FOR WARSHIP HEAVY ARMIES
- REV73 – UPDATED STARTING MOMENTUM BASED ON LEVEL 1+ PILOTS/CAPTAINS/KAIJU
- REV72 – REVERTED FINISHING BLOW TO 7+ UNBLOCKED HITS AND COUNTER TO -2 HITS, CLARIFIED THAT IRON WALL HALVES THE FINAL DMG. UPDATED VP.

Playtester Notes SEP UPDATE

- REV71 – UPDATED VP FOR SIMPLE BATTLE. PERFORMANCE NOW GIVES VP.
- REV70 – UPDATED FINISHING BLOW & COUNTER MOVED TO DEFAULT COMBAT SECTION.
- REV70 – ALLOWED FOR E[X]PLOSIVES TO PROVIDE SUPPORT ATK/DEF FOR YOURSELF. UPDATED OVERWATCH TO ADD AN ANTI-E[X]PLOSIVE OPTION.
- REV 69 – UPDATED PUSH/PULL WEAPONS & CLARIFIED COVER. UPDATED HAVOC.
- REV 68 – UPDATED BARRAGE / GUARD & TARGET LOCK’S BONUS & FINISHING BLOW.
- REV 67 – UPDATED MOMENTUM SHIFTS & ROUT WHICH NOW LOWERS MOMENTUM
- REV 66 – CLARIFIED THAT FLASH / IRON WALL CAN BE USED MULTIPLE TIMES IN ONE TURN BUT ONLY ONCE PER ATTACK. ALSO THAT ALLIES IN MELEE DON’T AFFECT SUPPORT ATK/DEF

Playtester Notes AUG UPDATE

- REV65 – REMOVED LAST BULLET UNDER TARGET LOCK (REDUNDANT WITH DODGE)
- REV65 – DISENGAGE AFTER MELEE RESERVED FOR LEVEL 1+ PILOTS.
- TARGET LOCK IS ALWAYS ON, NO LONGER REQUIRES AN ACTION. TARGET LOCK GIVES A DODGE BONUS, NOW YOUR MELEE BRUTES HAVE A REASON TO INVEST IN SENSORS
- ENHANCED THE SYNERGY BETWEEN INDIRECT FIRE AND SENSORS (TARGET LOCK)
- FINISHING BLOW REQUIRES SKILLED / ACE PILOT

- UPDATED SWIFT AND GLORIOUS MELEE COMBAT
- UPDATED SHIELDS & BLINDSIDE. UPDATED COVER TO STACK WITH SHIELDS
- FIXED INTERACTION BETWEEN ZEAL AND BLINDSIDE, LIMITING BLINDSIDE TO ONCE PER TURN.
- ATK & DEF BONUSES ARE PRETTY CLOSE TOGETHER IN THE LATEST REVISION IN ORDER TO REIGN IN COUNTERATTACK AND IMPROVE SURVIVABILITY OF UNITS. IT DOES HAVE THE UNFORTUNATE DOWNSIDE OF MAKING FINISHING BLOW MUCH HARDER TO LAND NOW, SO WE ARE DROPPING IT DOWN TO 5 UNBLOCKED HITS
- WE HEARD YOUR FEEDBACK AND IN ADDITION TO FIXING FLASH / IRON WALL WE'VE ALSO UPDATED THE PILOT BONUSES FOR BARRAGE. AS A DOWNSTREAM EFFECT ALL THE MELEE OPTIONS ALSO GOT UPDATED. STILL NEED MORE FEEDBACK FROM SUPER ROBOT / KAIJU PLAYERS ON THE POWER SHOT / MELEE OPTION.
- WE'RE STILL WORKING ON MOMENTUM SHIFTS. IF YOU WANT YOU CAN TRY CHANGING THE CURRENT CRITERIA FROM LESS THAN / GREATER THAN 3 TO LESS THAN / GREATER THAN 6.
- THANKS FOR POINTING OUT THAT SUPPORT ATK/DEF WAS TOO WEAK WITH MISSILE WEAPONS, WE'VE UPDATED THAT AND ALSO RAISED THE CAP TO +2, SO YOU'RE EVEN MORE ENCOURAGED TO RUN WITH PLATOONS OF 3 MACHINE GUNS OR 3 BEAM PISTOLS.
- UPDATED THE WORDING ON AOE WEAPONS SO RENOWNED PILOT IS NO LONGER AN "I WIN" BUTTON
- UPDATED THE DISENGAGE [M] PENALTY SO YOU CAN CONTINUE TO GET STUCK-IN LADS

Playtester Notes JUL UPDATE

- UPDATED UNIT PROFILES TO REMOVE THE MAJORITY OF NON-COMBAT STATS INCLUDING EQUIPMENT SLOTS AND BUILD STATS
- MOVE BONUS HITS ON THE UNIT PROFILE TO BE IN LINE WITH WEAPON STATS
- MOVED BONUS DEF ON THE UNIT PROFILE TO BE IN LINE WITH THE SHIELD/ARMOR STATS
- UPDATED DICE FOR DEFENSIVE PROFILES. UPDATED SEVERAL WEAPONS.
- REMOVED MORALE TURN SKIP SYSTEM. REPLACED WITH ROUT / RALLY SYSTEM.

Playtester Notes JUN UPDATE

- UNITS ARE 1 ACTION BY DEFAULT. ZEAL FOR ADDITIONAL ACTIONS / ATTACKS.
- PILOT UPGRADES ARE NOW FREE, BUT GIVE MORE VP WHEN DEFEATED
- SIZE UPGRADES ARE NOW FREE, BUT HAVE BIGGER PENALTIES
- ADDED ACE UPGRADES FOR PILOT SKILLS – FLASH, IRON WALL & VALOR.
- UPDATED ROLES, POWER, HAVOC & CRASH. ADDED BOOST
- UPDATED AOE AND INTERACTION WITH PILOT TRAITS / SKILLS.

- UPDATED SHIELDS & BLINDSIDE
- REMOVED OVERWATCH, REPLACED WITH SUPPORT ATK/DEF.
- REMOVED MORALE HP SYSTEM. REPLACED WITH TURN SKIP SYSTEM.
- ADDED MOMENTUM SHIFTS.

Playtester Notes MAY UPDATE

- WEAPONS WILL BE DICE INSTEAD OF BONUS HITS.
- PERFORMANCE WILL BE BONUS HITS INSTEAD OF BONUS DICE.
- ALL UNITS WILL HAVE A DEFAULT DEFENSIVE PROFILE
- UPDATED SHIELDS & BLINDSIDE
- ZEAL WILL BE BONUS ACTIONS INSTEAD OF BONUS TURNS. LIMIT ON ZEAL DUE TO GOLION SPAMMING AOE ATTACKS.
- REMOVED "IT'S NOT OVER YET" AND REBALANCED STUN WEAPONS

Playtester Notes APR UPDATE

- UNITS ARE 2 ACTIONS DEFAULT WITH SOME UNITS HAVE 3-4 ACTIONS
- UPDATED ACCELERATE TO BE A BONUS MOVE INSTEAD OF A MODIFIER
- UPDATED MOVEMENT AND FACING
- UPDATED SHIELDS & BLINDSIDE
- UPDATED PILOT TRAITS & WEAPONS.
- UPDATED MOMENTUM GAIN. BONUS M GAIN BY COMMANDER UNITS.