

MECHASTELLAR WARGAME RULES

RULES FOR DIFFERENT GAME MODES | UNIT UPGRADES

Version 10DRAFT – JAN26 REV37

<https://mechastellar.com/game-downloads/>



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/minatures-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.

TABLE OF CONTENTS

Building your Forces	1
Matching Performance.....	1
Game Modes	2
Vs – Simple Battle	3
Battlefield Setup Example.....	4
Terrain Coverage Example.....	6
Vs – Confrontation	TBD
Vs – Secure the Objective	7
Vs – Secondary Objectives	8
Co-op – Defend the City Rampage.....	TBD
Enemy Behavior Table	TBD
Optional Gameplay Modules	9
Climactic Events	9
Battlefield Hazards	11
Stellar Warfare Module	TBD
Battle Damage Module	TBD
SRW Module.....	TBD
Unit Upgrades	12
Mecha Upgrades	12
Elite Unit Upgrades.....	14
Pilot Traits	16
Captain Traits.....	18
Commander Upgrades	TBD
Version History Revision Log	X

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"



Attribution-NonCommercial-ShareAlike
CC BY-NC-SA

BUILDING YOUR FORCES

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.
 - 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.
 - Consider using the [Simple Battle](#) or [Confrontation](#) rules.
- *Monster Movie.* One side bring their Kaiju, the other brings their favorite Mecha.
 - Consider using the [Defend the City](#) | [Rampage](#) rules.

MATCHING POINTS | PERFORMANCE

- You and your opponent must agree on a Performance range when selecting units.
 - 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.
 - The Performance Upgrade / Downgrade options exist to let you field your favorite robots and keep a performance parity between armies.
 - 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.
 - 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.
 - 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.
 - NOTE: YOU DON'T NEED A NICE ROUND NUMBER, A 2000PT GAME IS JUST AS FUN AS A 1810PT GAME.

VERSUS MODE

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 72" x 48" 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.

We recommend 48" x 48" for your battlefield, this way warships and long range sniping weapons are always in range thus you must maneuver your units behind LOS cover to avoid long range fire. Fear not though, MechaStellar is setup to reward shooting in closer range, so long distance bombardments often fail to hit mobile troops.

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

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 $\frac{1}{2}$ 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.

Battlefield Example



- 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.

Battlefield Example



- 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.
 - The battlefield center has 3 CPs spaced equally apart.
 - Each player has one CP in their deployment zone, and each CP is an equal distance from the center point.
 - While there is good terrain coverage, each CP has a good shooting angle at least 2 other CPs.
 - 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.

Terrain Coverage Example



- 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 +25 VP. This is called “Action on Objective”. 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 immediately, Survival objectives are scored at the end of the game, and Battlespace objectives are scored immediately or at the end of each round.

Scoring Secondary Objectives

Choose one from each category

They can score at a maximum **200** VP points each

They are scored immediately or at the end of each battle round

Destruction

Top Gun: **+40** VP each time your Elite unit destroys an enemy Elite or Commander. Bonus **+60 VP** if the enemy was superior (i.e. Skilled defeats Ace).

Strongest Machine: **+50** VP anytime your Frame 3+ unit destroys a Frame 3+ Unit.

Rout the Enemy: **+10** VP for each unit destroyed. Bonus **+10VP vs Frame 1 or 2 units**

Surprise Assault: **+60** VP each time you destroy a unit on **your 1st Turn** that Round.

+30 VP each time you destroy a unit with Tactical Advantage.

Undefeated: **+20** VP every time your Commander destroys a unit. Bonus **+40** VP every time your Commander destroys a unit with a Counterattack.

Survival

Bonds on the Battlefield: **+100VP for every 2 Elite Pilots** that survive the battle.

Last Bastion: **+100** VP if your Commander survives. Gain a bonus **+100 VP** if 50%+ of your units (round up) were destroyed as well.

Minimize Losses: **+100** 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: **+200** VP but **-20** VP for **each Turn** you take damage in Round 1.

Invincible: **+20** VP each time there are **0 unblocked Hits** vs your Commander.

Control the Battlespace

Repel the Enemy: **+20** VP if an enemy is destroyed on your half of the battlefield.

Once per Turn gain **+10** VP if an enemy model leaves your half of the battlefield.

Dominate the battlefield: At the end of each round gain **+40 VP for each quadrant where you have more units than your opponent.** Lose **-40 VP** if the opposite is true.

Behind Enemy Lines: At the end of each round gain **+50** 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 **+100 VP**.

Gain **+100 VP** if you destroy a CP in your deployment zone in Round 1 or 2.

Rising Momentum: **+40** VP at the end of each round if you have more Momentum.

CLIMACTIC EVENTS

[OPTIONAL MODULE]

DESIGNER'S NOTE: THESE RULES ARE INTENDED TO LET YOU AND YOUR OPPONENT RECREATE MEMORABLE SCENES FROM YOUR FAVORITE SERIES. THE POWER AND UTILITY WILL VARY WITH EACH EVENT BUT WITH THREE TO CHOOSE FROM DURING GAMEPLAY YOU SHOULD BE ABLE TO FIND THE RIGHT ONE TO CREATE A REALLY FUN BATTLE.

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.
 - 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+ that unit gains +100pts of Elite upgrades. This may exceed the Elite upgrade limit, but does not affect the unit's VP total. For the sake of time, you must decide on the 100pts of upgrades you will use before 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.

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 **with +5 DEF..**
- AOE attacks will target both units, but both your units have +5 DEF.

Improvise *An unorthodox use of your thrusters, weapons or environment.*

- **For the rest of this unit's 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.
 - You may not counterattack or use any abilities that would harm the enemy.
- 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++
 - 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!!!*

- In Round 3+ your weapons gain Finisher+2 and the target number for Finisher Saves increases by 2 (Max 5+). I.E. IT IS ROUND 3 AND YOU HAVE 2 HITS ON A WEAPON WITH FINISHER+2, WITH THIS EVENT IT BECOMES FINISHER+4 = 9D10 FINISHER SAVES AND TARGET NUMBER 4+

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 regain 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**.
- Also 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.

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 i.e. **Stun** or **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).

Coordinated Attack *HERE WE GO! WE'LL DO THE JET STREAM ATTACK ONE MORE TIME!*

- On your Turn choose a Squad, this Turn each member of that Squad can make an attack but at least one member of the squad must use a different weapon.
- All members of the Squad receive the **Squad Attack** bonus.
- YOU HAVE A SQUAD OF 3 TRI-CLOPS EACH WITH A BAZOOKA, HEAT SABER, AND A BLINDING FLASH WEAPON. YOU USE COORDINATED ATTACK, THE SQUAD LEADER USES BLINDING FLASH, THE 2ND MODEL USES THE HEAT SABER AND THE 3RD MODEL USES THE BAZOOKA. ALL MODELS RECEIVE A SQUAD ATK BONUS OF +2D10.
- **Special:** If chosen, this Event can be reused one more time **in another Round**.

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 after 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. **Your opponent scores VP.**
- Then attack with this profile: Shooting Attack | Range: Self | AOE: 12" | ATK: 10d10 | **Use your Mech P. bonus and gain bonus Hits = Frame Level | 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 have a trait that gives a free accelerate action when deployed then you cannot take Dynamic Entrance which has the same effect.

MECHA PERFORMANCE UPGRADES

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

- 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)
- **Limitations:** You and your opponent decide on a Performance cap for you battle I.E. MAX PERFORMANCE 4. You may not upgrade units beyond this performance cap.

REMINDER: MECHASTELLAR RUNS BEST WHEN ALL UNITS ARE WITHIN 3-4 PERFORMANCE POINTS.

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

- 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)
- **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 (+40pts)

- Increase the units Sensors by **+4"**. You may select this upgrade multiple times.

Boost+1 (+50pts)

- Pick a unit with the Boost stat on its profile. Starting Boost is capped at **5**.
- **Fuel Hungry** reduce the unit cost by 20pts but you have 0 Boost in Round 4+

Power+1 or Havoc+1 (+50pts)

- Pick a unit with the Power/Havoc stat. Starting Power/Havoc is capped at **5**.

Movement Boost (+40pts)

- Increase a unit's movement by **4"**. Raid/Battler/Interceptor/Assault units have a max Move stat of **16"**, all other units are capped at **Move 12"**.

Warship Repair Bay+1 (+50pts)

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

Warship Repairs Upgrade (+10pts)

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

MECHA TRAIT UPGRADES

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

Ambusher (+20pts)

- This unit can **Reinforce** on any Table edge.

Awe Inspiring Arrival (+10pts)

- 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)

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

Desperation Attack (+30pts)

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

Dynamic Entrance (+10pts)

- This unit gains a free Accelerate action in the 1st Round it is deployed.

Final Fight (+50pts) / Last Stand (+100pts)

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

Missile Massacre (+50pts)

- Your E[X]plosives become AOE weapons and can make AOE Sweep attacks.

Stealth Ambusher (+50pts)

- This unit must be within enemy Sensors or 24" to target it.
- This unit can **Reinforce** on any Table edge.

WEAPON UPGRADES

Support Weapon (+40pts)

USE THIS TO REPRESENT A HANDS FREE WEAPON LIKE A SHOULDER MOUNTED MINIGUN WHICH LAYS DOWN SUPPRESSING FIRE TO SUPPORT YOUR PRIMARY HANDHELD WEAPONS.

- Choose a weapon with no special traits listed (i.e. IGNORE COVER, INDIRECT FIRE, ETC.)
- That weapon gains the Support ATK or Support DEF trait.

PILOT / CAPTAIN / KAIJU UPGRADES

- 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.

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

- Improve a Basic Unit to a Battle-Tested Unit. (+30 VP)
- Improve a Battle-Tested Unit to a Skill Unit. (+50 VP)
- Improve a Skilled Unit to an Ace Unit. (+150 VP)

Pilot / Captain / Kaiju Downgrade (-0pts)

- As above but in reverse order. i.e. Ace Unit to Skilled Unit (-100VP)

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

- Use a [M-3] 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)
 - You can combine two uses to instead use the [M-6] version of a skill.
I.E. USE 2X SUPERIOR INSTINCTS TO INSTEAD USE [M-6] FLASH.
- **Fearless** – Elite units gain a free use of the Valor Skill in Round 2+
- **Overzealous** – Gain one free use of the Zeal Skill at [M-3]
- **Superior Instincts** – Gain one free use of the Flash Skill
- **Persist** – One Free use of the Iron Wall Skill

[Ace] Army of One (+50pts)

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

Berserker / Killer Instinct (+100pts)

- This trait takes effect when HP<50% or in Round 4+
- **Killer Instinct**: Increase your Crit Range on ATK | DEF by 1 (Max 7++)
- **Berserker**: All attacks and all defense rolls gain +1 die (+1d10)

Merciless Melee / Gratuitous Violence (+50pts)

- Increase the bonus of Tear through the Ranks by +1.

Tactician (+50pts) / Grand Strategist (+100pts)

- **Tactician**: Once per Round choose an ally within LOS or Sensors. They gain a **Support** Bonus of +1 Hit or +1 DEF. **Grand Strategist**: Instead Twice per Round

Tandem Fighter (+50pts)

- If all Squad members have this trait, each Squad Member provides a +2d10 Squad bonus, and the cap is raised to 3d10. YOU HAVE A SQUAD OF 3 ELITE MODELS, NORMALLY THEY PROVIDE +2D10 ATK & DEF, WITH THIS TRAIT THEY INSTEAD PROVIDE +3D10 ATK & DEF. IF ONE MEMBER IS DESTROYED, THE LAST SQUAD MEMBER PROVIDES +2D10 ATK & DEF.

Wiley / Cunning Pilot (+50pt)

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

ELITE PILOT / KAIJU UPGRADES

Designer's Note: Traits with (2x) double the cost i.e. 2x (50pts | 5VP | +1 Elite) = (100pts | 10VP | +2 Elite). We intentionally avoid giving Elite Upgrades to most Mech Profiles on our website to give you maximum flexibility in building and upgrading your pilots.

- Elite pilots / kaiju may purchase **limited** additional “Elite Upgrades” listed below.
 - **Warning:** These increase a unit’s Elite Level which affects starting **Momentum**
 - Battle-Tested Pilots can have up to +100pts (Total +10VP / +2 Elite Level)
 - Skilled Units can have up to +200pts (Total +20VP / +4 Elite Level)
 - Ace Units can have up to +300pts (Total +30VP / +6 Elite Level)

Master of Mecha (+150pts | +15VP | +3 Elite)

- Increase your Critical Range on Attack and Defense by 1 (Max 7++)

Marksman (+50pts | +5VP | +1 Elite) | Deadeye (2x)

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

Elusive (+50pts | +5VP | +1 Elite) / Unpredictable (2x)

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

Gunnery Expert (+50pts | +5VP | +1 Elite) / Furious Fusillade (2x)

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

Guard Expert (+50pts | +5VP | +1 Elite) / Invulnerable (2x)

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

Swift Combatant (+50pts | +5VP | +1 Elite) / Whirlwind Combatant (2x)

- **Swift Combatant:** Increase the bonus for Swift strike by 1.
- **Whirlwind Instructor:** Increase the bonus for Swift strike by 2.

Crafty Combatant (+50pts | +5VP | +1 Elite) / Astute Combatant (2x)

- **Crafty Combatant:** Increase the bonus for Feint by 1.
- **Astute Combatant:** Increase the bonus for Feint by 2.

Lone Wolf (+50pts | +5VP | +1 Elite) / Solo Operative (2x)

- This unit can choose two defensive Elite Combat Bonuses (i.e. DODGE | GUARD) but the bonuses are capped at +2 for Lone Wolf & +3 for Solo Operative.
- They cannot benefit from Support Bonuses or be part of Squads.

Extra Level I Trait (+50pts | +5VP | +1 Elite) / Level II Trait (2x)

- Take an extra elite unit trait, but you cannot take a trait that duplicate effects. i.e. YOU CANNOT TAKE TWO TRAITS THAT GIVE FINISHER+1.
- 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 after this unit gained [M] from Rally or Momentum Shift, lose [M-1] to 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 $2d10 \times 100$ 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 **after** this unit gained [M] from Rally or Momentum Shift, lose $[M-1]$ to gain $2d10 \times 100$ 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 / Inspirational Captain

- 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+

Playtester Notes

REV37 – CLARIFIED YOU CAN COMBINE TWO FREE SKILLS TO USE THE [M-6] VERSION OF THE SKILL, I.E. 2X SUPERIOR INSTINCTS CAN BE 2X [M-3] FLASH OR 1X [M-6] FLASH.

REV36 – REMOVED VP FROM BOOST/POWER/HAVOC/REPAIR BAY AND SEVERAL TRAITS. MOVED SEVERAL TRAITS OUT OF THE ELITE UPGRADE SECTION.

REV35 – UPDATED VP FOR SECONDARY OBJECTIVES & PERFORMANCE TO BALANCE OUT MECH PROFILE VP UPDATE. UPDATED SOME EVENTS / HAZARDS TO COMPLY WITH RULES UPDATES. UPDATED COORDINATED ATTACK, TANDEM FIGHTER, MERCILESS MELEE AND MISSILE MASSACRE TO CONVERGE WITH NEW SQUAD SYSTEM. ADDED SPEED UPGRADE AND SUPPORT WEAPON UPGRADE. UPDATED PERFORMANCE UPGRADE LIMIT TO BE SIMPLER AND LESS WORDY.

REV34 – UPDATED CAP ON BOOST/POWER/HAVOC TO 5. SLIGHT TWEAK TO WORDING ON FIGHTING SPIRIT TO ACCOUNT FOR [M] SHIFTS BEING M+2 NOW.

REV33 – NOTED THAT “ELITE UPGRADES” ALSO INCREASE ELITE LEVEL WHEN DETERMINING STARTING MOMENTUM. RAISED CAP ON EXPERT UPGRADES FOR SKILLED / ACE UNITS. UPDATED BERSERKER / KILLER INSTINCT TO INSTEAD ACTIVATE IN ROUND 3+, INSTEAD OF RELYING ON THE DEATH OF AN ALLIED ELITE UNIT WHICH CAN BE VERY EASY TO PROC IN ROUND 1 WITH A SACRIFICIAL LOW COST ELITE UNIT.

REV32 – UPDATED VP IN SIMPLE BATTLE. UPDATED LEVEL 2 PILOT TRAITS FOR WARMONGER, UNFALTERING COURAGE, STEEL RESOLVE. UPDATED FIERCE REPUTATION. REMOVED AMBUSH EVENT BECAUSE ITS NOW IN CORE RULES.

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 PILOT 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.