

READING A MECHASTELLAR PROFILE

Designer's Note: Before we get into the rules let's take a brief moment to walk through a MechaStellar profile. It may be helpful to print off this page to easily refer back to it.

BLUE HEADER (MECH SUIT)

HERE'S AN EXAMPLE PROFILE FOR THE WHITE ASURA. PREVIOUSLY WE DISCUSSED FRAME, PERFORMANCE, AND ELITE LEVELS AS WELL AS COMBAT ROLES. WHITE ASURA COSTS 250PTS TO USE AND WHEN DESTROYED IS WORTH 40 VP.

Mecha Artwork	Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
	White Asura	Versatile	2	1	Giant	40	250
	Battle-Tested [Elite 1]	Sensors	Move	Boost	Armor HP	Morale	
	A. Ray	8" 12"	4"	-	6300	7+	
	Defenses	Evade DEF	TN	Melee DEF	TN		
	Mobile Suit DEF	6d10	4+	4d10	4+		
	[S2] Shield	Shield Bonus +2 DEF					
	Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
	RX Beam Rifle [E]	Crit 9+	24"	5d10	4+	200	AP7+
			-				
	Hyper Bazooka [K]	Siege 10+	24"	5d10	4+	500	BR8+
			-				
	Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
	Vulcans [K]	CIWS 8+	16"	7d10	4+	100	MB5+
		[One Use] [MB Saves = 200 DMG]					
	Beam Saber	Crit 9+	4"	6d10	4+	200	AP8+
			-				
	Close Combat [CC]	Siege 9+	4"	6d10	4+	400	PP7+
			-				
	Mecha & Pilot Traits						
Gundam Rising	Gain +1 VP each time you Accelerate. Once per Round gain +7VP if you start or end your turn within Close Range Sensors of an enemy.						Bonus Obj.
Mechanics Expert	This unit has additional passive pilot upgrades (Already included in profile)						Trait +V

YELLOW HEADER (BATTLE-TESTED)

WE SEE THEY ARE A BATTLE-TESTED PILOT AND THUS ELITE LEVEL 1, THIS MATTERS WHEN YOU CALCULATE YOUR STARTING MORALE POINTS. ON THE RIGHT SIDE WE SEE THEY HAVE MORALE 7+ WHICH IS THE TARGET NUMBER USED FOR MORALE SAVES LIKE RALLY OR ROUT. OTHER UNITS MIGHT HAVE IMPROVED MORALE LIKE 5+ OR 3+.

ALL UNITS HAVE DUAL SENSORS, THE FIRST IS USED WITH SHOOTING ATTACKS, THE 2ND IS FOR MELEE ATTACKS, IF A TARGET IS WITHIN SENSORS RANGE IT PROVIDES A POWERFUL BONUS. THE MELEE SENSOR RANGE ALSO LETS YOU DEPLOY FURTHER FROM THE TABLE EDGE, WHITE ASURA HAS SENSORS 8" | 12" AND SO CAN DEPLOY 12" FROM THE TABLE EDGE.

LIKE MOST UNITS, WHITE ASURA CAN MOVE 4" ON EACH MOVE ACTION. SOME UNITS HAVE A SPECIAL STAT FOR BOOST / POWER / HAVOC WHICH GIVES AN EXTRA BENEFIT WHEN USING PILOT SKILLS LIKE FLASH, VALOR OR ZEAL. LASTLY, WHITE ASURA HAS 6300 ARMOR HP, MAKING IT TOUGH TO BRING DOWN.

Mobile Suit (MS)	Combat Role	Frame	Performance	Size 0	VP	Points
White Asura	Versatile	2	1	Giant	40	250
Battle-Tested [Elite 1]	Sensors	Move	Boost	Armor HP	Morale	
A. Ray	8" 12"	4"	-	6300	7+	
Defenses	Evade DEF		TN	Melee DEF	TN	
Mobile Suit DEF	6d10		4+	4d10	4+	
[S2] Shield	Shield Bonus +2 DEF					

RED HEADER (DEFENSES)

HERE WE HAVE THE UNIT'S DEFENSES. ALL BASIC UNITS WILL DEF OR HIT ON A 5+, THIS IS CALLED A TARGET NUMBER (TN), BUT WHITE ASURA HAS AN ELITE PILOT AND SO HAS BETTER TNS FOR BOTH DEF AND HIT.

VS SHOOTING ATTACKS YOU ROLL EVADE DEF 6D10, YOUR TN IS 4+ MEANING EVERY 4 OR HIGHER YOU ROLL GIVES +1 DEF. MELEE DEF IS 4D10 WITH A TN OF 4+. LASTLY, THIS UNIT HAS A SHIELD WHICH GIVES AN AUTOMATIC +2 DEF IN THE FRONT 180 FACING ARC. EACH DEF BLOCKS 1 HIT.

Shooting Weapons	Trigger	Range	Attack	TN	DMG	Save
RX Beam Rifle [E]	Crit 9+	24"	5d10	4+	200	AP7+
-						
Hyper Bazooka [K]	Siege 10+	24"	5d10	4+	500	BR8+
-						

WEAPONS HEADER

WHITE ASURA HAS 5 WEAPONS ON ITS PROFILE, THE FIRST TWO ARE SHOOTING WEAPONS THE LAST THREE ARE MELEE OR CLOSE RANGE WEAPONS, THIS DISTINCTION IS USED FOR YOUR SENSORS, AND CERTAIN ELITE PILOTS WILL HAVE UPGRADED TNS FOR SHOOTING OR MELEE. WHITE ASURA'S PILOT IS BALANCED WITH A TN 4+ FOR BOTH SHOOTING AND MELEE.

FOR SHOOTING THE WHITE ASURA HAS A BEAM RIFLE AND A HYPER BAZOOKA. ALL WEAPONS HAVE A TRIGGER, IF YOU ROLL THE TRIGGER TN YOU HIT AND GENERATE A SAVING THROW [SAVE] THE TARGET MUST ROLL. MANY TRIGGERS ALSO GENERATE A BONUS EFFECT. CRIT GIVES EXTRA HITS, SIEGE GIVES SAVES. IN THIS EXAMPLE, FOR THE BEAM RIFLE A 4+ IS A HIT AND A 9+ IS A CRIT TRIGGER WORTH 2 HITS AND 1 SAVE. ON THE HYPER BAZOOKA A 4+ IS A HIT AND A 10+ IS A SIEGE TRIGGER WORTH 1 HIT AND 2 SAVES.

Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulgans [K]	CIWS 8+	16"	7d10	4+	100	MB5+
[One Use] [MB Saves = 200 DMG]						
Beam Saber	Crit 9+	4"	6d10	4+	200	AP8+
-						
Close Combat [CC]	Siege 9+	4"	6d10	4+	400	PP7+
-						

A WEAPONS OTHER TRAITS INCLUDE ITS MAX RANGE, 24" FOR BOTH THE RIFLE AND BAZOOKA, 16" FOR VULCANS AND 4" FOR THE BEAM SABER / CLOSE COMBAT. ATTACK SHOWS THE NUMBER OF DICE YOU ROLL, TN WE DISCUSSED ALREADY, DMG SHOWS HOW MUCH DAMAGE IS DEALT PER UNBLOCKED HIT. 9 HITS FROM A VULCANS IS 9x100 = 900 DMG.

Melee & Close Weapons	Trigger	Range	Attack	TN	DMG	Save
Vulcans [K]	CIWS 8+	16"	7d10	4+	100	MB5+
[One Use] [MB Saves = 200 DMG]						
Beam Saber	Crit 9+	4"	6d10	4+	200	AP8+
-						
Close Combat [CC]	Siege 9+	4"	6d10	4+	400	PP7+
-						

LASTLY, SAVE SHOWS THE TN FOR ANY SAVING THROWS. IF THE BEAM SABER ROLLED 3 CRIT TRIGGERS AND HIT THE TARGET, THEY WOULD MAKE 3 SAVES AT AP8+, NEEDING AN 8+ TO PASS THE SAVE. IF CLOSE COMBAT ROLLED 3 SIEGE TRIGGERS AND HIT THE TARGET, THEY WOULD MAKE 6 SAVES AT PP7+, NEEDING AN 7+ TO PASS THE SAVE.

THE TWO LETTERS PRECEDING THE TN REFER TO THE TYPE OF SAVE. AP SAVES CAUSE HIGH DAMAGE, BR BREAK SAVES CAN BREAK SHIELDS OR CAUSE DMG, MB MOBILITY SAVES CAN CAUSE DAMAGE AND POTENTIALLY PENALIZE THE TARGETS MOVEMENT. LASTLY PP PUSH/PULL SAVES CAN PUSH OR PULL THE TARGET, USEFUL FOR KNOCKING ENEMIES OFF A CONTROL POINT OR INTO TERRAIN. IF IT DOES NOT SPECIFY THEN THE WEAPON CAN BOTH PUSH OR PULL, OFTEN TYPHOON WEAPONS PUSH THE TARGET WHILE ROCKET ANCHORS PULL THE TARGET CLOSER. SAVES ARE COVERED ON (PG. 27)

SOME WEAPONS ALSO HAVE A SPECIAL NOTE, FOR EXAMPLE THE VULCANS CAN ONLY BE USED ONCE PER BATTLE. ALSO, FOR THIS SMALL WEAPON THE MOBILITY [MB] SAVES ONLY CAUSE 200 DMG.

Mecha & Pilot Traits		
Gundam Rising	Gain +1 VP each time you Accelerate. Once per Round gain +7VP if you start or end your turn within Close Range Sensors of an enemy.	Bonus Obj.
Mechanics Expert	This unit has additional passive pilot upgrades (Already included in profile)	Trait +V

MECHA & PILOT TRAITS HEADER

HERE ARE WHITE ASURA'S SPECIAL TRAITS. THE FIRST IS A BONUS OBJECTIVE, BEFORE YOU START THE BATTLE YOU CAN SELECT A BONUS OBJECTIVE FOR YOUR ENTIRE ARMY. IF YOU CHOOSE WHITE ASURA'S YOUR WHOLE ARMY GAIN VICTORY POINTS [VP] FOR USING THE ACCELERATE ACTION OR FOR ENDING YOUR TURN WITHIN CLOSE RANGE SENSORS OF THE ENEMY, WHICH IS 12" FOR WHITE ASURA. THE SECOND TRAIT SHOWS THAT WHITE ASURA'S PILOT IS A VERY GIFTED MECHANICS EXPERT, IT GIVES ADDITIONAL PILOT POINTS FOR PASSIVE UPGRADES WHICH IS WHY WHITE ASURA HAS SO MANY 4+ TNS ON SHOOTING, MELEE, EVADE AND MELEE DEFENSE. TRAIT+V MEANS IT IS WORTH 50PTS.

Elite Z2 Pilots Swaps							
Ace Pilots [Elite 3]	Special	Shoot	Melee	[M+]	EVA	M.DEF	Source
C. Aznable	Newtype	4+	4+	5+	3+	5+	0079
Black Tri-Stars	-	3+	3+	6+	4+	5+	0079
A. Gato	+100pts	4+	4+	3+	3+	3+	0083
S. Matsunaga	+50pts	4+	4+	5+	3+	3+	MSV

ALTERNATE ELITE PILOTS

MANY MECHS HAVE VARIOUS ICONIC PILOTS. AS SHOWN ABOVE HERE ARE FOUR PILOTS WHICH SHOWS THEIR TARGET NUMBERS FOR SHOOTING, MELEE, MORALE [M+], EVADE AND MELEE DEFENSE. ALTERNATE PILOTS ARE SHOWN ON THE MECHASTELLAR PROFILE SHEETS.

How to Remove an Elite Pilot from a Profile

1. Give the unit a Base Pilot [Elite Level 0]
Reset all HIT and DEF TNs to 5+ and Morale to 7+

2. Lower VP for the Unit:

Ace = $-20 \times [\text{Frame} + \text{Performance}] \text{VP}$

Skilled = $-10 \times [\text{Frame} + \text{Performance}] \text{VP}$

Battle-Tested = $-5 \times [\text{Frame} + \text{Performance}] \text{VP}$

i.e. An Ace Pilot in a Frame 1 Performance 2 machine worth 100VP

The unit with a basic pilot is now worth 40VP ($100 - 20 \times [\text{Frame} 1 + \text{Performance} 2]$)

3. Remove any pilot specific abilities like "Newtype" or "Mechanics Expert".
Lower the cost by 10x the Trait amount, i.e. Trait+V is worth 50pts.

REMOVE A PILOT

FOLLOW THE ABOVE STEPS TO REMOVE A PILOT. FOR A. RAY IN THE WHITE ASURA, YOU WOULD RESET TO ELITE 0, AND VP OF 25 ($40 - 5 \times [\text{FRAME} 2 + \text{PERFORMANCE} 1]$). REMOVE THE TRAIT+V FOR $250 - 50 = 200\text{PTS}$.

How to Add an Elite Pilot from a Profile

1. Remove the old pilot. Update the units Elite Level,
Update all HIT and DEF TNs to the new pilot.

2. Raise VP for the Unit:

Ace = $+20 \times [\text{Frame} + \text{Performance}] \text{VP}$

Skilled = $+10 \times [\text{Frame} + \text{Performance}] \text{VP}$

Battle-Tested = $+5 \times [\text{Frame} + \text{Performance}] \text{VP}$

i.e. A Basic Pilot in a Frame 2 Performance 2 machine is worth 45VP.

They become a Skilled Pilot worth 85VP ($45 + 10 \times [\text{Frame} 2 + \text{Performance} 2]$)

3. Some Elites have a Trait for improved HIT/DEF/Morale TNs in the special column it will say +50pts or +100pts
For others look up their Trait and raise the units Points Cost

ADD A PILOT

IF WE WANTED TO ADD A. GATO WE CHANGE ALL THE TNs. SHOOTING 4+, MELEE 4+, MORALE 3+, EVADE 3+, MELEE DEFENSE 3+. HE'S AN ACE SO WE RAISE THE VP BY $20 \times [\text{FRAME} 2 + \text{PERFORMANCE} 1] = +60\text{VP} = 85\text{VP}$. HE IS ALSO +100PTS SO WE RAISE THE POINTS FROM 200 TO 300PTS.