

MECHASTELLAR CORE COMBAT RULES

VER11 – AUG26 REV91

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



TABLE OF CONTENTS

Gameplay Concepts	1
How to read a Mech Profile.....	3
Game Setup & Deployment	7
Begin Battle Operations	8
Movement & Accelerate Actions	9
Targeting & Sensors Actions	10
Shooting & Melee Attack Actions	12
Saves.....	13
Weapon Triggers	13
Morale Points	19
Elite Skills.....	20
Boost, Power, Havoc	21
Advanced Tactics	22
Special Weapons & Defense.....	23
Terrain and Cover.....	25
Tactical Advantage & Battle Damage	28
Squads & Warship Special Rules	30
Versus Mode	32
Simple Battle & Bonus Objectives.....	32
Battlefield Setup & Example Photos.....	33
What's New in MechaStellar VER 11	37
Version History & Revision Log	38

Designer's Note: This rulebook only covers core rules. Pilot upgrades, and customizing units can be found at the end of the MechaStellar unit profile sheets.

All Rights Reserved

Non-commercial fan content, profiles, scenarios, battle reports, etc. are welcome.

GAMEPLAY TOOLS

To play this game each player should have ten, 10-sided dice of one color, then a pool of d10s that either player can use to Track Morale points, Weapon Triggers, Combat Action penalties and Move penalties. We recommend 50 10-sided dice sets you can find online.

- ATK & DEF dice – Player 1 Blue 10d10 | Player 2 Red 10d10.
- Action penalties – Combat Action Black = 10d10 | Move = White 10d10.
- Morale Points, Triggers, Misc. – Green 10d10.

For movement you will want a tape measure, or a hexmap where 4" = 1 Hex. You can use also use a square 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. Lastly, pen and paper to track HP and VP.

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.

Each die has a **Target Number [TN]**. Attack & Defense is 5+ (5plus) this means you need to roll a 5 or better for a success, which is called a **HIT** on Attack & **DEF** on Defense.

Saving Throws [Saves] have a target number listed on the unit profile. Some rules modify the target number I.E. INDIRECT FIRE YOU HIT ON A 7+ INSTEAD OF 5+.

Weapons have a Trigger ability with a higher [TN], if you hit this number you score a Hit and a bonus from the Trigger ability. E.G. CRIT 9+ = ROLL A 9+ FOR CRIT WHICH IS WORTH 2 HITS!

BASIC GAME RULES

DICE POOLS

Your dice pool can never exceed 10d10. Dice in excess of 10d10 becomes automatic success. I.E. MICRO MISSILES WITH 11D10 ATTACK WOULD HAVE A DICE POOL OF 10D10 AND +1 AUTOMATIC SUCCESS (HIT)

ORDER OF OPERATIONS

The Attacker and Defender can roll dice at the same time, however, the Attacker first declares any skills or abilities, then the Defender does the same.

RULES INTERACTIONS

Specific rules can provide exceptions to override general rules. 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. During the game 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>

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

A Mech's Combat Bonus on Shooting, Evade, & Melee ATK / DEF are determined by their Frame, Performance and their Combat Role. This is already baked into a unit's combat profile in the column that says "Mech+".

Frame level establishes a baseline of HP & Equipment for your unit (as does a unit's **Size**). Frame 1 is for grunt units, Frame 2 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 newer units typically have higher performance than older models although some exceptions prioritize cost effectiveness over performance.

Performance range is 1–3 corresponding to different eras of technology. The tensest battles will have all units in the same range, E.G. FOR THIS BATTLE ALL UNITS ARE PERFORMANCE 1-2.

Combat Roles tell you what the unit is best at. Versatile & Guardians are generalist front line units, Raid & Battler combine higher movement with either a Shooting or Melee bonus; Snipers have high Shooting & Sensors, while Firepower is all offense on Shooting & Melee.

BASIC & ELITE UNITS

Your Pilots / Captains / Kaiju are split into two Tier: **Basic** & **Elite Units**. Elites are either Battle-Tested (well-trained but often nameless pilots), Skilled (very competent) or Aces (the best of the best). Elite-only & Ace only mechanics are labeled **[Elite]** or **[Ace]**.

MORALE POINTS

Morale Points [M] are used on skills & abilities to turn the tide of battle. [M-1] means it costs 1 Morale Point, [M-2] 2 Morale points etc. You gain or lose [M] via Morale Saves.

WEAPON PROFILES

MechaStellar is geared towards simplicity and usability over granularity so we favor common and reusable weapon profiles. **Shooting** is for long range weapons while **Melee** encompasses all close range weapons including boomerang, whips, vulcans and grenades. Weapons are split into three categories --[K] | [E] | [X]-- and are balanced against each other.

- Kinetic Weapons [K] = Machine guns, bazookas, railguns, etc. often with good DMG.
- Energy Weapons [E] = Beams, Heat Rays, etc. with low DMG but high AP Saves.
- Explosives [X] = Missiles, grenades, etc. with high ATK dice but limited ammo.

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.

Mech 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. 13)

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 ALONG WITH RULES FOR UPGRADING PILOTS.

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. Some Elites are worth +50/+100pts for improved HIT/DEF/Morale TNs, removing the pilot lowers the unit price. Likewise remove unit traits like "Newtype" then lower the cost, Trait+V = +50pts, +X=+100pts etc.

Remove any enhanced Triggers like Shooting Trigger+1 or Melee Trigger+1,

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

A unit with S.Trigger+1 improves all Shooting Triggers by 1 (i.e. Crit 9+ to 8+)
likewise for M.Trigger+1 which improves Melee Triggers by 1.

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.

GAME SETUP

Designer's Note: Feel free to reuse objective markers from other games that have a diameter close to 8" to use as CPs. It's much faster than measuring 4" each time.

Each player 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 broken mechs, bottle caps, loose change, 3D-printed objects, or really whatever you have handy.
- The 1st Control Point is placed dead center of the board. Then place the remaining 4.
 - Place 2 CPs on the central axis parallel to each player's deployment zone.
 - The last 2 CPs are perpendicular to the center CP 4" from the table edge.
 - The last 2 CPs are each player's Deployment CP.
 - This Control Point setup will look like a plus sign "+" when complete.
- CPs are dangerous areas, ensure there are clear fields of fire leading to the CP
 - Do not place cover on the CP or surround it to block Line of Sight (LOS).
 - You can place CPs on top of Terrain; if terrain is destroyed the CP remains.
- Capturing CPs can generate **Morale Points** (PG. 12) and **Victory Points** (PG. 32).

HIGH GROUND

- Before battle, designate which terrain will be **High Ground** Level 1 or 2.
- After deployment, move on top of high ground to gain **Tactical Advantage**. (PG. 28)

DEPLOY UNITS

The player with the most units deploys first. Deploy units a distance from the table edge equal to 4" OR their Close-Range **Sensor** value. You may not deploy units on **High Ground**

Reserve Units

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

- Starting Round 2+ you may deploy a reserve unit only when it's your turn to play and you can no longer activate any other units.
- Reinforcements deploy on one of your CPs, inside a Warship, or on your table edge.
 - Units with the **Ambush** trait can reinforce & deploy from ANY table edge a distance equal to 4" or their Close-Range Sensors. They must be at least 20"+ from enemy units OR completely behind Line-of-Sight blocking terrain.
 - Optionally, instead of behind LOS blocking terrain you may instead destroy that terrain piece and emerge from the ruins.
- The reinforcing unit may take an immediate turn but with the following limitations
 - Their movement stat is locked to 4" and they may not capture or contest CPs
 - They do not have a Combat Action unless using the Zeal skill. (PG. 20)

In either option, after deployment is complete both players may adjust their models facing.

BEGIN BATTLE OPERATIONS

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

[ELITE] CHALLENGE ACCEPTED

Once per game when activating an **Elite Unit** they may **Challenge** another Elite Unit within Line of Sight (**LOS**). If that player accepts the challenge, then for the rest of the game those units must target each other with all their attacks (except for Counterattacks) and finish the turn within LOS of each other. Doing so generates Victory Points (**VP**).

Once per game if an Elite Pilot you control is defeated, you may choose an allied Elite pilot to declare **Revenge** and unilaterally force a challenge against the Attacker for the rest of the game. You must activate that allied unit next if able.

ALTERNATING ACTIVATIONS

DESIGNER'S NOTE: MECHASTELLAR CAN SCALE UP TO 20-30 MODELS PER SIDE. RETURN FIRE IS ESSENTIAL IN KEEPING SUCH 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.

- 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 1 **Combat Action** and 2 **Move Actions**.
- The 1st Player activates one unit, then their opponent activates one unit, unless...
- **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.
 - Instead of normal targeting rules, you may instead target your attacker.
- Repeat until all units are activated.

MOVEMENT

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 minute or less.
- At the start of a move action the unit makes a free spin to change the direction the Mech is facing. Mechs can move in any direction regardless of facing.
 - I.E. A MODEL WITH MOVE 12" COULD MOVE 8" DOWN A STREET, ROTATE 90°, THEN USE THEIR SECOND MOVE ACTION TO MOVE 12" DOWN A DIFFERENT STREET.
 - Warships/Aircraft cannot move backwards (anywhere in the rear 180° arc), they do not get a Free Spin. Their facing is the direction they moved in.
- After your attack rotate your model so its facing points directly at that target.
- If an enemy **starts** their turn in your rear 180° arc, their attacks **Blindside** (PG. 23).

ENGAGEMENTS

- Engagement Range is 4". While engaged, units outside this engagement cannot target you. But, if your **Size** is 2pts greater, **you** are not considered engaged.
I.E. A SIZE 0 MECH CAN ENGAGE WITH A SIZE 2 WARSHIP, BUT THE WARSHIP IS NOT CONSIDERED ENGAGED.
- Once engaged, stay in engagement range. You can still strafe & circle.
 - **Warning** – [M-X] Disengage & Move 4". X = # of engaged enemy models.
 - **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.

HIGH GROUND

- When moving vertically start adjacent to the terrain and finish on top of it. To drop off, use [M-1] OR one move action to descend ending adjacent to the terrain feature.
- To move on top of High Ground, Elevation 1 requires 4" of movement while Elevation 2 requires 8" of movement. You can move freely over smaller terrain.
 - Units with **Fly** can move on top High Ground for 0" and may move across different high ground terrain features without first descending to the ground.
 - **Size** 2+ Units can melee attack an enemy on the High Ground.

TRANSFORMING UNITS

DESIGNER'S NOTE: YOU DON'T NEED TO PHYSICALLY TRANSFORM A MODEL, JUST BE CLEAR WHAT MODE THEY ARE IN.

- You may Transform at the Start of your turn **OR** after being attacked in melee.
- Transforming gives a benefit and a drawback I.E. MOVE = 12" BUT MELEE DEF IS 5+ -> 7+

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.

- Ordinarily, while shooting, you must target the closest visible enemy model.
 - Ignore enemies engaged in Melee or outside LOS, they are not valid targets.
 - On **Return Fire** you may instead target your attacker.
 - **AOE**, **Bullseye**, and **Indirect Fire** weapons can target any model.
- You may only shoot models in the 180° field of view in front of your model.
 - Weapons with [360] have LOS and can fire in any direction without turning.
- After your attack, rotate your model so its facing points directly at that target.

WEAPON'S RANGE

- Weapons have a Max Effective Range I.E. A BEAM RIFLE IS RANGE 24" WHILE A WHIP IS RANGE 8"
- 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 centermost gun turret.

LINE OF SIGHT (LOS)

Designer's Note: LOS is meant to be a quick check of "can you see it or not?"

- 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 also be visible to shoot.
 - I.E. YOU CANNOT PLACE JUST THE RIFLE OUTSIDE OF A LOS BLOCKING WALL AND THEN FIRE.

TARGET LOCK

Target Lock improves your Trigger (PG. 16) TN by 1 (I.E. CRIT 9+ -> 8+) while the enemy is within the correct Sensors range. All units have a dual Sensors profile fire control system,

- The 1st value is Long Range Sensors, Shooting weapons I.E. A RIFLE OR BAZOOKA gain Target Lock vs Targets within this range.
- The 2nd value is Close Range Sensors for Melee & Close-Range weapons I.E. A BEAM SABER OR VULCANS gain Target Lock vs Targets within this range.

[COMBAT ACTION] LOCK ON!

- Gain a Target Lock bonus vs one unit in Line of Sight for the rest of the Turn.

[COMBAT ACTION] SENSORS SWEEP

Create a narrative for this action, here's some examples: "Locate a missing scientist", "Find the Axis demolition charges", "Telemetry data", or "Analyze Reactor Signatures".

- Scan an enemy unit in Long Range Sensors OR a **Control Point** (CP) within Close Range Sensors, neither of which any of your forces have scanned before.
 - Gain VP = [Your Frame + Performance Level].
 - If you are able to capture that CP do so immediately.

MOVEMENT & TARGETING FLOW CHART

Start a Move Action

- Transforming Units may Transform to change their Move stat.
- Each move, make a Free Spin to change the direction the mech is facing.
 - However, after each attack rotate your model to point directly at your target.

1st Move

- You can move any direction
- Move a distance up to your Move stat I.E. 4", 8" ETC.
- High Ground LVL 1 requires 4" & LVL 2 is 8" to ascend
- Stay outside Engagement Range to move around an enemy

2nd Move

- Same as above



Optional:
Accelerate

- Gain Fly and Move 4"
- Fly lets you ascend for 0"

Consider Targets

- Normally you must target the closest enemy.
- **Return Fire**: Instead lets you to target your attacker.
- **Bullseye, AOE & IDF** attacks do not have to target the closest either.
- Consider which target(s) your unit is most effective against?
 - Can you move to make that target the closest target?

Consider Opportunities

- Can you capture a **Control Point**?
- Can you move into **Target Lock** range?
- Can you move to gain **Tactical Advantage** this Turn or next Turn?

Consider Risks

- Will you lose a **Control Point**?
- Do you want to leave **Cover** and be out in the open?
- Do you need to guard a weaker or damaged unit?

[COMBAT ACTION] SHOOTING / MELEE ATTACK

Dice Pools

1. The Attacker rolls d10s equal to the weapons Attack value I.E. BEAM RIFLE 5d10
The Defender rolls d10s equal to their Defense value I.E. EVADE 6d10 OR MELEE DEF 4d10
 - a. Use **Evade** Vs **Shooting** and **Melee Defense** Vs **Melee Attack**.
 - b. Dice pools on Attack & Defense are capped at 10d10.
2. On Attack, each 5+ is a HIT. Count up HITs then add bonuses I.E. SUPPORT ATK+1 HIT
On Defense, each 5+ is a DEF. Count up DEFs then add bonuses I.E. SHIELD+2 DEF
 - a. Elite Units often have improved Target Numbers [TN] on ATK & DEF.

Trigger Effects

Designer's Note: We'll **bold** dice that succeed and underline Triggers i.e. Hit 5+ & CRIT 9+ on 6d10 = [1,2,**5,6,9**]. To Master this game find the right Trigger (pg. 13) for the right job.

1. Weapons have a Target Number (TN) to **Trigger** which causes a **Save** and bonus effect. I.E. CRITICAL 8+ = EVERY 8+ GENERATES A SAVE AND A CRIT HIT (WORTH 2 HITS)
2. Weapons with Siege reduce the bonus from **Cover** and **Shields**.

White Asura's Beam Rifle is ATK 5d10 and Hit on a 4+
The Beam Rifle has CRIT 9+ so on a 9+ it Triggers a Critical Hit (worth 2 Hits)
They roll 5d10 = [2,4,**5,9,10**] = 2 Hits + 2 Crit (Trigger) = 6 Hits & 2 Saves

Tilt the Odds in your Favor

Both sides roll dice at the same time, then Attacker and Defender decide on Skills.

1. Calculate Current Unblocked Hits = Total HITs – Total DEF
 - a. Gain bonus +DEF equal to the Cover or Shield or Armor Level

Blue Djinn has Melee DEF 4d10 TN 3+ and an [S2] Shield (+2 DEF)
They roll 4d10 = [1,2,**3,7**] = 2 rolled + 2 Shield = 4 DEF
Current Unblocked Hits = 6 HITs – 4 DEF = 2 HITs & 2 Saves

2. Attacker decides to use **Focus** [M-1] OR **[Elite] Valor** [M-3] (FINISHER PHASE PG. 21)
 - a. **Focus** – After rolling ATK, turn a d10 into a 10 OR gain +2 Hits.

White Asura uses Focus [M-1] to turn the focus into [2] into a [**10**] = +1 Crit Trigger = +2 Hits & +1 Save. Total = 4 Hits & 3 Saves.

3. **[Elite]** Defender decides whether they will use **Flash** [M-2]
 - a. [M-2] Reroll all DEF dice, then add DEF to your current total.

Blue Djinn has [M-2], enough to use Flash once. They reroll the 4d10 DEF & get [1,1,**5,8**] = +2 DEF. That means there will be 2 Unblocked Hits and thus 3 Saves left to roll.

Unblocked Hits Cause Damage and Saves

Designer's Note: Saves are an abstraction. AP is for beams, heat or vibrating weapons that pierce the target; while BR is for most conventional weapons that blow things apart. MB is for suppressive fire from machine guns or rifles with a failed save, meaning the target is either pinned down or caught in a hail of gunfire; ST captures both electric weapons and railguns that shock or stagger the target; and lastly, Push / Pull runs the gamut of rocket anchors, tail sweeps, and tornadoes that move the target or tear it apart.

- First, any unblocked Hits deals DMG. A HEAT SABER DOES 400 DMG FOR EACH UNBLOCKED HIT.
- If there are any Unblocked Hits, roll 1 **Save** per Trigger (Max 10). 3 TRIGGERS = 3 SAVES
 - a. The weapon profile shows Target Number (TN) to pass the Save I.E. AP6 = 6+
 - b. Each failed Save does damage and/or an effect to the unit (Attacker's choice).
 - c. **Iron Wall** [M-1] can be used to pass a failed Save.

The Beam Saber is DMG 200 | Save AP8+. The 2 Unblocked Hits cause 200 DMG each and 1 Save. Since White Asura rolled 2 Triggers that is +2 Saves vs AP8+ If Blue Djinn rolls a 1-7 they suffer another 1000 DMG per Save

- **AP** = Armor Saves. They deal 1000 DMG.
- **BR** = Break Saves. 1 failed save breaks an [S1] or [S2] shield, 2 failed saves on a single attack break an [S3] Shield. They deal 700 DMG to targets without Shields.
 - a. A TARGET WITH AN [S2] SHIELD FAILED 3 BREAK SAVES, THE FIRST BREAKS THE SHIELD, THE REMAINING TWO SAVES DEAL 700 DMG EACH = 1400 DMG TOTAL.
- **PP** = Push/Pull Saves. They deal 500 DMG or Move the target unit 4".
- **MB** = Mobility Saves. They deal 500 DMG.
 - a. If Target's HP was <50% when the attack began, if there any failed MB Saves the target also suffers a single -1 Move Action penalty.
- **ST** = Stun Saves. They deal 500 DMG.
 - a. If Target's HP was <50% when the attack began, if there any failed ST Saves the target also suffers a single -1 Combat Action penalty.
 - b. When used on a Counterattack, this can prevent further attack actions.
 - c. I.E. YOU ACTIVATE AND USE ZEAL AND HAVE 3 COMBAT ACTIONS, YOU USE 1 COMBAT ACTION TO ATTACK THE TARGET, THEY COUNTERATTACK AND YOU FAIL A STUN SAVE AND TAKE -1 COMBAT ACTION PENALTY. YOU NOW HAVE ONLY 1 COMBAT ACTION LEFT, ATTACKING THE SAME TARGET OR USING THE SAME WEAPON REQUIRES 2 COMBAT ACTIONS THUS LIMITING WHAT YOU CAN DO WITH THAT ACTION.

Action Penalties

- Units have 1 Combat Action & 2 Move Actions when they activate. An Action penalty removes an Action. You can use Zeal to gain bonus Combat actions.
- **WARNING**: A unit can have at most 1 Combat Action and 1 Move action penalty.
 - a. Units always have a min. of 1 Move action, regardless of penalties.
- Remove an Action penalty: At anytime [M-1] OR on that unit's turn roll 2 **Control Saves** (TN = MORALE), Pass a Save to remove a penalty of your choice.
 - a. IT'S HELPFUL TO LEAVE A D10 OR TOKEN NEXT TO THE UNIT TO REMEMBER THE ACTION PENALTY. IDEALLY IT WILL BE ONE COLOR FOR ACTION PENALTIES AND A DIFFERENT COLOR FOR MOVE PENALTIES.

Squads (pg. 30)

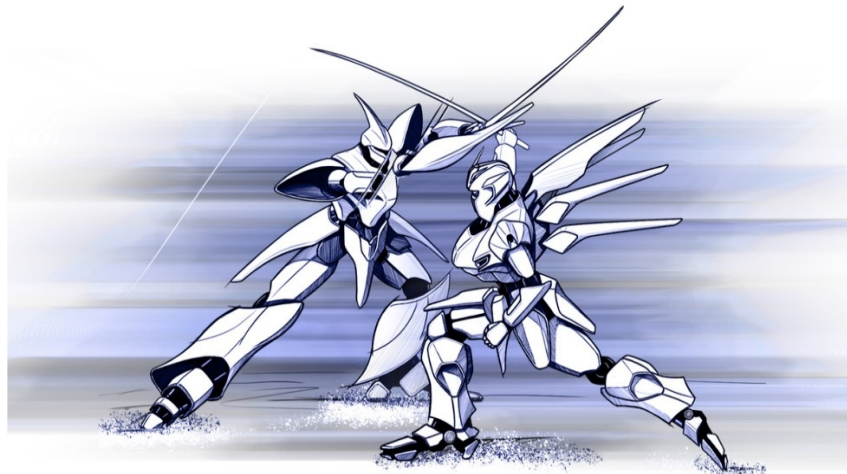
1. Vs a squad, resolve all damage & saves simultaneously then sum the final DMG.
 - a. Damage is first assigned to a damaged model. If it is the first time the Squad takes DMG, the **Defender** chooses which model takes DMG first.
 - b. Only one squad member can take DMG at a time. That model takes DMG until they are destroyed, then excess DMG spills over to the next model the Defender chooses. Repeat the process until the Squad runs out of HP.
 - c. Action penalties from ST & MB Saves apply to the unit, and remain on the unit until it is removed via [M-1] or via a **Control Save**.

Each model has 2800 HP. Unblocked Hits & Failed Saves deal 6400 DMG. To protect your Squad Leader you assign DMG to him last. One model is destroyed (2800 DMG), then a 2nd (5600 DMG), then the Squad leader takes the remaining 800 DMG.

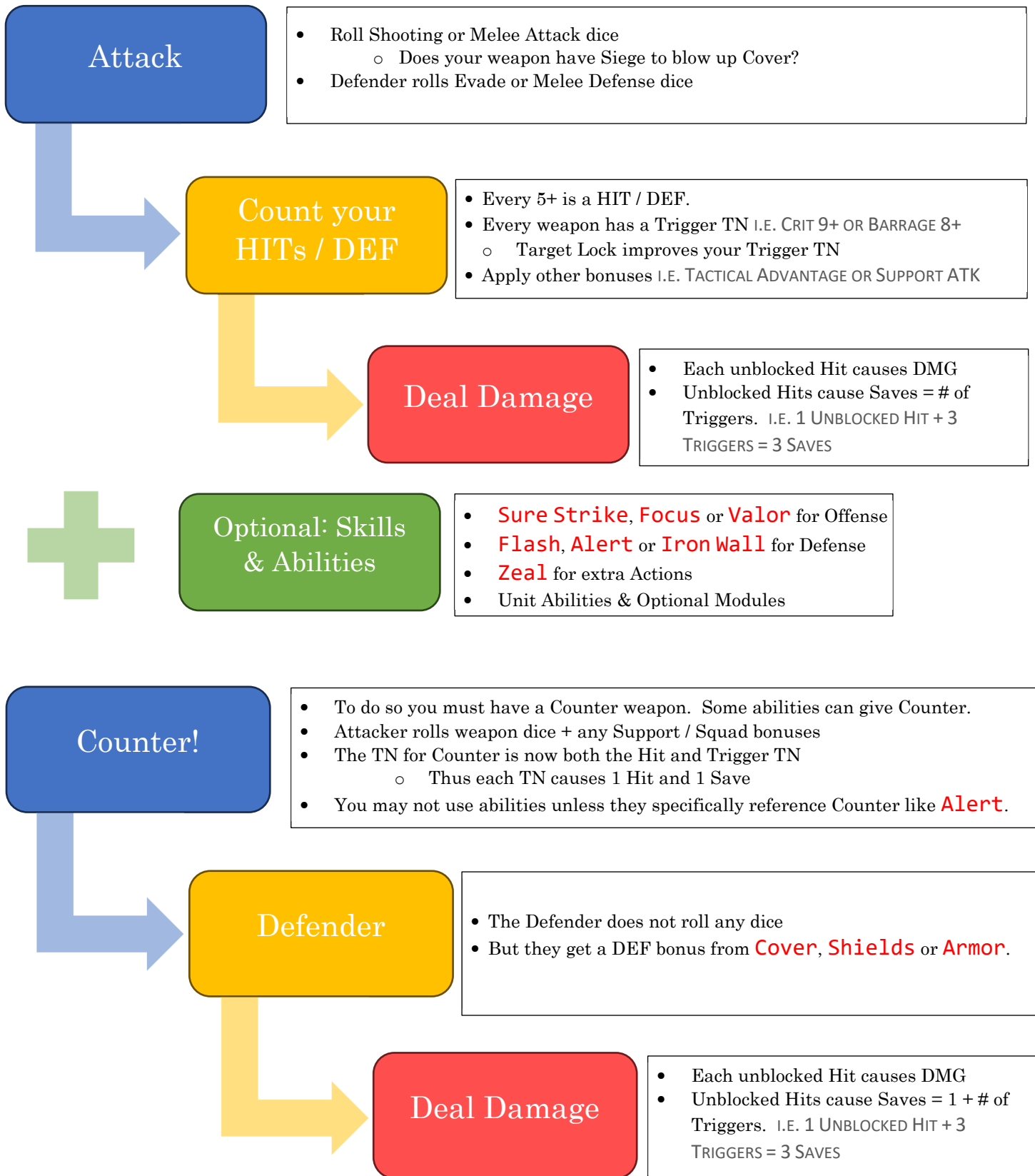
Counterattack

1. Weapons with the **Counter** Trigger may **Counterattack** your attacker.
 - a. Unlike a normal attack, a Counterattack only rolls the weapon's base Attack dice (+Squad or Support bonus if applicable). The Counter TN is used both for Hit and for Trigger, so each TN generates 1 Hit and 1 Save.
 - b. Counterattack gets no bonuses like **Target Lock** or **Skills** unless they specifically reference Counter like **Alert**. The target does not roll defense or get any defense bonuses except for **Shields**, **Armor**, **Cover** and **Barriers**.
 - c. **WARNING:** You must be within range to Counter, thus Push weapons are hard to Counter. Bullseye & Bombardment weapons also cannot Counter.

Blue Djinn attacks White Asura with its heat sword but it survives
White Asura has a Newtype Skill that turns a weapon into Counter 8+ after using Flash
White Asura Counters with its Beam Saber 5d10 | DMG 200 | AP 8+
5d10 = [1,2,5,**8,10**] = 2 Hits for 200 DMG each and 2 Triggers for 2 AP8+ Saves
Blue Djinn may be destroyed if it fails these AP Saves



ATTACK SEQUENCE FLOW CHART



WEAPON TRIGGERS

Designer's Note: The most common Triggers are Crit, always reliable; Barrage, great for chip damage; Bullseye for hi-value targets; and Siege for blasting terrain and targets.

Weapons Hit on a 5+ and have a **Trigger** with a higher Target Number [TN]. I.E. A SNIPER RIFLE WITH BULLSEYE 8+ HITS ON A 5+ AND TRIGGERS BULLSEYE ON AN 8+. Each Trigger generates a Save on your attack, and depending on the weapon may also provide another bonus effect.

Barrage

- After counting up Hits & Triggers, remove all Misses and then reroll the remaining dice one additional time, adding any new Hits or Triggers to the original total.



FIRST, COUNT YOUR TRIGGERS (ESPECIALLY FOR BARRAGE) – PLACE A DIFFERENT COLOR DIE SHOWING THE NUMBER OF TRIGGERS. THIS MARKER REMINDS YOU HOW MANY SAVES IT WILL CAUSE LATER. PICTURED ABOVE, THE UNIT HITS ON A 5+ AND WILL BARRAGE ON 8+. THEY PLACED A DIFFERENT COLOR D10 SHOWING THE NUMBER OF TRIGGERS [3]. THE PLAYER THEN REMOVES ANY MISSES LIKE THE [1&2]. THEN THEY SIFT THROUGH THE HITS [6] AND TRIGGERS [8,8,9].



BARRAGE – AT THIS POINT THE PLAYER SAYS TO THEIR OPPONENT “OK, 4 HITS AND 3 TRIGGERS”. THEN THE ATTACKER PICKS UP SUCCESSFUL (TN 5+) DICE [6,8,8,8] AND REROLLS THEM INTO [5,5,10,10] = +4 HITS AND +2 TRIGGERS. “Ok, 8 HITS AND 5 TRIGGERS, YOUR TURN FOR DEFENSE”.

TRIGGERS & SAVES – ITS OFTEN EASIER TO SAY “8 HITS AND 5 SAVES” SINCE A TRIGGERS DETERMINES THE NUMBER OF SAVES THE TARGET HAS TO ROLL. JUST DON'T FORGET THAT FOR SIEGE WEAPONS, EACH TRIGGER IS WORTH 2X SAVES.

Bullseye

- You may target any enemy unit, not just the closest.
- Each **Trigger** is a Crit Hit if Target has +0 Cover bonus OR has only 1 Move Action
 - **WARNING:** Warships & Tanks only have 1 Move Action.

Critical

- Each **Trigger** is a Critical Hit worth a bonus +1 Hit.

Counter

- Once per Unit Turn, this weapon may Counterattack; the **Trigger** is the TN to Hit.

Opener

- Each **Trigger** gives +1 Hit to the next attack vs this Target this Turn.

Pierce

- Each **Trigger** raises the TN for Saves by 1. I.E. AP4+ & 3 TRIGGERS = AP7+

Siege

- Each **Trigger** instead causes 2 Saves I.E. 2 TRIGGERS = 4 SAVES INSTEAD OF 2 SAVES
- Temporarily reduce target's Shield bonus by 1 for this attack. I.E. [S2] SHIELD -> +1 DEF
- Also, when attacking, if the target has a Cover bonus, reduce it by 1. If there are multiple **Cover Clusters**, the Attacker chooses which Cluster to affect first.
 - BATTLEFIELD SETUP: USE 3 PIECES OF TERRAIN FOR LEVEL 3 TERRAIN, 2 PIECES FOR LEVEL 2, ETC. THIS MAKES IT VERY EASY TO VISUALLY REPRESENT WHAT LEVEL OF COVER A TERRAIN FEATURE PROVIDES.
 - ALTERNATIVELY, KEEP A DIE NEXT TO EACH TERRAIN FEATURE.



SIEGE & COVER – IN THE ABOVE PHOTO, THERE ARE 2 BUILDINGS ON THE LEFT WITH ONE ON TOP THE OTHER REPRESENTING LEVEL 2 COVER. ON THE RIGHT IS A TRIO OF BUILDINGS WHICH IS COVER LEVEL 3. IF A SIEGE WEAPON BLOWS UP COVER, THE DEFENDER CAN SIMPLY PICK UP AND REMOVE A BUILDING. GENERALLY, THE LAST BUILDING REMOVED IS THE ONE CLOSEST TO THE MODEL THAT WAY THE MODEL STAYS WITHIN ENGAGEMENT RANGE OF COVER.

COMBINATION TRIGGERS

Designer's Note: These weapons count as both types. For example, if an ability improves Barrage Triggers by 1, 8+ to 7+, it also applies to CIWS and Swarm.

Breaker

- This weapon has both Crit & Pierce

Vermillion V spiral drills *into* the enemy [Breaker 8+ | ATK 7d10 | AP4+ | DMG 400]
CRIT PIERCE: [2,2,5,5,8,9,9] = 5 Hits & 3 Triggers = 8 Hits (8*400) & 3 Saves at AP 7+

CIWS

- This weapon has both Counter & Barrage.

Crimson Gallant fires its Vulcans [CIWS 7+ | ATK 8d10] as a Counter vs *Tranquil Haze*.
COUNTER: [2,5,5,7,7,9,10] = 4 Triggers = 4 Hits & 4 Saves on Counter
BARRAGE: Reroll the 4 Hits = [1,2,5,9] = +1 Hit & +1 Save on Counter

Dominate

- This weapon has both Bullseye & Siege.

Rising Yamato fires its wave motion beam [Dominate 6+ | ATK 7d10]
SIEGE: They roll [1,2,5,5,6,10,10] = 5 Hits & 3 Triggers = 5 Hits & 6 Saves
BULLSEYE: The target has Level 0 Cover, thus 3 Trigger = 3 Crits (+3 Hits) = 8 Total Hits

Duelist

- This weapon has both Critical & Counter.

Dervish 66 counters with her segmented whip [Duelist 8+ | ATK 6d10]
Even though she normally hits on a 3+, on Counter the TN to Hit is the Trigger of 8+
But as a Duelist, each Trigger is a Crit on Attack and Counter
CRIT COUNTER: [3,5,7,7,8,9] = 2 Hits + 2 Triggers (+2 Hits) = 4 Hits on Counter

Overkill

- This weapon has both Crit & Siege

Showtime 0's arm piston releases a sudden impact [Overkill 8+ | ATK 5d10 | BR 5+]
CRIT Siege: [1,2,8,9,10] = 3 Triggers = 6 Hits & 6 Saves vs BR 5+

Swarm

- This weapon has both Critical & Barrage.

Falconeye unleashes its micro missiles [Swarm 8+ | ATK 8d10 | DMG 200 | MB7+]
CRIT: [1,2,5,6,9,9,9,10] = 2 Hits + 4 Triggers (+8 Hits) = 10 Hits & 4 Saves
BARRAGE: Reroll the 6 Hits [1,2,5,7,7,10] = +3 Hits & 1 Trigger = +5 Hits & +1 Save
Total = 10+5 = 15 Hits and 4+1 = 5 Saves Vs MB7+

MORALE POINTS

Morale Points represent the collective morale, luck, training and battle tempo of all forces, they ebb and flow using **Skills**, making **Morale Saves** and capturing **Control Points**.

- Your **Morale Points** have a minimum of [M=0] and a maximum of [M=10].
- To calculate starting Morale Points, first add up the total Elite level of your army.
 - Battle-Tested are worth 1, Skilled are worth 2 and Ace Units are worth 3.
 - AN ACE, 1 SKILLED AND 3 BATTLE-TESTED UNITS = 3 + 2 + 3 = 8
 - The player with the highest Elite Level starts at [M=5]. The other player starts at 5 plus the difference in Elite Level to a maximum of [M=10].
 - PLAYER 1'S ELITE LEVEL IS 8, PLAYER 2'S IS 12. THE DIFFERENCE IS 4, SO PLAYER 1 STARTS WITH [M=9]

MORALE SAVES

- In this game you will make Morale Saves to either Rally or to prevent a Rout.
 - **Rally Save** Pass and gain [M+1].
 - **Rout Save** Fail and lose [M-1]
 - Roll a d10 to make a Morale Save; your profile lists the target number. I.E. 7+, 5+, ETC

RALLY & ROUT SAVES

- Whenever you activate a unit each model makes a **Rally Save** using each model's TN.
 - Elite models instead roll +1 Rally Save using the model's TN
 - Warship models roll +1 Rally Save using the model's TN
- When you Disengage from an enemy unit make a **Rout Save**.
 - If you are engaged with multiple models, make 1 **Rout Save** per model.

[COMBAT ACTION] BATTLE CRY!

- [Once on your Turn] Your unit makes a **Rally Save**, meanwhile, the nearest enemy unit within LOS OR Close Range Sensors makes a single **Rout Save**.
 - If you destroy an enemy Elite model, Battle Cry! is a [Free Action] this Turn.

CONTROL POINTS [CP]

Designer's Note: Control Points can represent supply depots, communication hubs, command centers, important routes or areas where a VIP is sheltered or missing.

- Capturing a CP represents extending your lines and presence on the battlespace.
- At the start OR end of any Unit Turn, if your unit is within 4" of a CP you capture it.
 - You retain ownership of a CP and score it until an enemy captures it.
 - If you move a unit within 4" of a CP that an enemy controls, you contest it, and now neither player controls the CP or benefits from it.
 - At the end of the round gain [M+2] for each CP you control.

PILOT / KAIJU / CAPTAIN SKILLS

DESIGNER'S NOTE: MORALE POINTS ARE A PRECIOUS RESOURCE, SO BE STRATEGIC WITH HOW YOU USE THEM.

Pilot Skills let you perform incredible feats with a Morale Point cost denoted by [M-#]. Each Skill is usable once per Turn, except **Flash** which may be used once per Attack.

- **WARNING:** You may not use **Valor & Zeal** or **Valor & Focus** on the same Turn.

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

- On your Turn, after rolling ATK dice turn one d10 into a 10 OR gain +2 Hits.
 - [Ace] Units may use Focus twice per Turn.

Broken Zero fires its Buster Rifle [Siege 8+] = [1,2,2,5,5,9,9] = 4 Hits & 4 Saves (Siege)

As an Ace he can Focus twice turning 2s into 10s = +2 Hits & +4 Saves.

But he can't risk this attack missing, so instead he uses Focus twice for +4 Hits.

Total 8 Hits & 4 Saves.

Zeal [M-2] *Let's see how they handle our Super Electromagnetic Weapons*

- **WARNING:** You must use Zeal before taking any Combat Actions. Gain +2 Combat Actions. It costs 2 Actions to attack the same target or use the same weapon twice.
- **SPECIAL:** Limited Use [AOE X] weapons are expended at the end of the Turn instead of after each Attack. This does not apply to [AOE X Burst Y"] weapons.

Iron Duke uses its Rust Hurricane to destroy one target. It then uses Zeal for +2 actions.

Attacking the same target again or using Rust Hurricane again would cost both actions, so instead it fires its rocket punch and drill missiles at 2 other targets.

[Elite] Flash [M-2] *He dodged the Jet Stream Attack? It must have been a fluke*

- [M-2] Roll only your DEF dice again and add the new DEF to your current total.
- [Ace] Units may use Flash a 2nd time on the same attack.

The EzGun II fires its beam carbine at Gamma Apollo, 5 Hits & 4 Saves

Gamma Apollo defends on a 5+ he rolls 6d10 and gets [2,3,4,4,8,8] = 2 DEF

With Flash [M-4] he rolls [1,3,5,8,10] = 3 Crit DEF = +6 DEF = 8 DEF.

Since there are 0 Unblocked Hits, there are 0 Saves.

[Elite] Alert [M-1] *Load Missile Tubes! Maintain Anti-Air Coverage!*

- For the rest of the Turn treat this unit as having +1 Cover Level LEVEL 0 -> LEVEL 1 capped at 3, and improve the Counter TN by 1pt, capped at 5+ I.E. CIWS 6+ -> 5+
 - [Ace] Units may use Alert twice per Turn.
- **WARNING:** Only Warships & Kaiju may use Alert.

The Archangel is under attack by a missile salvo. They use the Alert skill to go from

Level 0 to Level 1 Cover (+1 DEF) and improve their CIWS from 8+ to 7+.

[Elite] Iron Wall [M-1] *Grandfather built this invincible machine, it won't lose!*

- After rolling an AP, BR, PP, or ST Saves, this **unit** turns 1 die into a 10.
 - I.E. YOU ARE HIT 3 TIMES AND FAIL 3 ARMOR SAVES. YOU USE IRON WALL TO PASS 1 FAILED SAVE.
 - **[Ace]** Units may use Iron Wall twice per Turn.

Lunar Ravager's Beam Tomahawk deals 2 Hits & 2 Saves. Crimson Gallant failed both Saves, the DMG would destroy it, so he uses Iron Wall to pass 1 Save and survive.

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

- Enter the **Finisher Phase**: Roll Finisher dice = Elite Level + Current Round.
 - Finisher Dice use your Morale TN if it is better than your Hit TN.
 - Add any Hits or Triggers to your original attack

Arcus Crisium (Hit 5+ & Morale 3+) uses its Muon Bow (Bullseye 8+) = 8 Hits & 4 Saves.

They use Valor = Round 2+Skilled (2) = 4d10.

Their Hit TN becomes 3+. The Target has no Cover so Bullseye Triggers Crit.

[3,4,5,10] = +3 Hits + 1 Bullseye (No Cover) = +5 Hits & +1 Save = 13 Hits & 5 Saves

BOOST | POWER | HAVOC

ON A UNIT PROFILE, THE BOOST STAT IS HIGHLIGHTED BLUE, THE POWER STAT IS HIGHLIGHTED GREEN, AND THE HAVOC STAT, REPRESENTING A WARSHIP CAPTAIN SHOUTING ALL-WEAPONS FIRE, OR A SUPER ROBOT (OFTEN A COMBINER) UNLEASHING ITS ARSENAL OF WEAPONS, IS HIGHLIGHTED ORANGE.

- When using **Flash**, you may move 4" for each **Boost** point.
 - This movement **cannot** cancel the attack. Range, Target Lock and Line of Sight are determined from the point the attack was declared.
 - You may gain a Cover bonus or move into Counterattack range or onto a CP.
 - You may not move into engagement range, but you can move out [**Rout Save**]

Blue Zephyr (Boost 2) uses Flash, moving 8" away.

- When using **Valor** improve your Trigger by Power for Finisher Dice.

Vermillion V uses Valor in Round 2 and roll 1+2xRound = 5d10 Finisher dice. The weapon is Breaker 8+, with Power 1 it becomes Breaker 7+

- When using **Zeal**, gain a Support Bonus of +**Havoc** HITs for the rest of the Turn.

VoltLion (Havoc 2) uses Zeal to attack with its Laser Magnum, Fire Tornado, & Beast King Sword vs 3 different targets; each attack gains +2 Hits.

A ROUND IN MECHASTELLAR

Start the
Round &
Activate a Unit

- Roll Initiative (d10). The winner decides who goes first
- Each model in the unit make a **Rally Save** upon activating
 - Elites & Warships make +1 Rally Save
- Utilize your Combat and Move Actions
 - Each unit has 1 Combat Action and 2 Move Actions
 - YOU CAN MOVE, SHOOT, MOVE OR MOVE, MOVE, SHOOT ETC.

Activate the
next Unit

- **Return Fire!** Activate the unit just attacked unless it already activated
- Otherwise select an unactivated unit.
- If you have units in Reserve you can reinforce after you run out of units

The Round
Ends when:

- Both players run out of units to activate
- Gain [M+2] for each CP you own
- Proceed to the next Round (Max 5)

MECHASTELLAR ADVANCED RULES



SPECIAL WEAPONS

PUSH / PULL WEAPONS

DESIGNER'S NOTE: PUSH / PULL CAN FORCE ENEMIES OFF OF CPS, FREE UP ALLIES STUCK IN MELEE OR AVOID A COUNTER.

THEY ALSO HAVE FUN INTERACTIONS WITH TERRAIN YOU CAN SEE HERE: <https://mechastellar.com/gameplay/>

- If a weapon does not specify then a PP Save defaults to [Push]
 - Push is any direction **away** from the attacker, and vice versa for Pull.
 - Rarely some weapons are both Push and Pull.
- Resolve each Push / Pull save individually. If a forced movement would move into another unit, the move stops & the affected unit(s) suffer 500 DMG for each save.
- When you collide with cover, the move stops & the target takes DMG equal to 500x Cover Level; if the terrain is destructible the cover becomes Level 0 and is destroyed.
 - Note that the table edge is considered indestructible terrain with Level 1 Cover.
 - **EXAMPLE:** TARGET FAILS 4 PUSH SAVES, THEY MOVE 4" AND STOP TO HIT LEVEL 2 COVER DESTROYING IT WHILE THEY TAKE 1000 DMG, THEN MOVE 4", THEN 4" STOPPING WHEN THEY HIT ANOTHER UNIT, EACH TAKING 500 DMG. THE 4TH PUSH HITS THE SAME UNIT FOR ANOTHER 500 DMG.
- **[Combat Action]** Target terrain with a **[Pull]** weapon & pull yourself 8" towards it.

AREA OF EFFECT WEAPONS

- **[AOE X]** gives bonus Hits = $[X + \text{Target Unit Size}]$.
 - **[AOE 2]** VS SQUAD OF 3 MODELS = $[2+3] = +5$ HITS
 - **[AOE 1]** VS SIZE 3 WARSHIP = $[1+3] = +4$ HITS
- Weapons with an **[AOE X Burst Y"]** tag also make a Burst Attack.
 - Resolve the attack then attack every other valid target (friend or foe) within Y" of the target with a 2pt TN penalty (HIT 5+ -> 7+). Resolve each attack separately.
- **Warning:** **[AOE]** attacks cannot be fired in engagement range or at targets within 4" of an ally. Your target(s) may not counter. You cannot counter with AOE weapons.

INDIRECT FIRE WEAPONS

- Weapons with the **[IDF]** Tag can make an IDF attack, which ignores Line of Sight and the closest target rule, but must target enemies 20"+ away.
 - IDF Attacks have a -2 Hit TN penalty I.E. CHANCE TO HIT 5+ -> 7+
 - On the **[G]**round, IDF cannot target units with Fly.
 - In **[S]**pace, **[K]**inetic weapons cannot use IDF but gain Range+8".

REMOTE WEAPONS

DESIGNER'S NOTE: REMOTE WEAPON'S BRAIN-WAVE COMMUNICATION SYSTEMS TAKE A HEAVY BURDEN ON THE PILOT.

- Instead of an Attack action you may instead fire a Remote Weapon with **[M-X]**, which makes an **IDF** Attack with **Blindside**. OFTEN CALLED AN ALL-RANGE ATTACK, THESE WEAPONS FIRE QUICKLY AT UNEXPECTED ANGLES OVER LONG DISTANCES, CATCHING THE ENEMY OFF-GUARD.
- For every 10 an **Elite** Pilot rolls on Evade they shoot down a remote weapon, lowering its attack by 1d10 (Min. 0d10) for the remainder of the battle.

SPECIAL DEFENSES

ARMOR & SHIELDS

- Armor & Shields provide +X DEF vs all attacks.
 - Each failed **Break Save** can break an [S1] or [S2] Shield.
 - It takes 2 failed Saves on the same attack to break an [S3] Shield.
 - If a Squad fails any Break Saves, destroy the Squad Member's shields first and the Squad Leader's shield last.
 - The unit retains a Shield bonus as long as the Squad Leader has a Shield.
 - Armor & Shields retain all special traits until reduced to [A0] or [S0].
 - CHOGOKIN [A2] ARMOR = +2 DEF | REROLL 1S ON ARMOR SAVES. AN EFFECT LATER WEAKENS IT TO [A1], BUT IT RETAINS THE REROLL 1S ON ARMOR SAVES UNTIL [A0].
- Shields do not protect against **Blindside** attacks, but Armor and Cover do.
- Armor, Shields & Cover do not stack with one another; use the highest value.

BARRIERS

- A Barrier provides a separate HP pool. Unblocked Hits and failed Saves deal DMG to the Barrier HP pool first; excess damage spills over onto the unit's regular HP pool.
 - CRIMSON GALLANT (HP 4800, BARRIER 2000) TAKES 4X UNBLOCKED HITS FROM A DMG 200 WEAPON = $4 \times 200 = 800$ DMG AND FAILS 2 SAVES VS AP 6+ = $2 \times 1000 = 2000$. TOTAL $800 + 2000 = 2800$ DMG. THE BARRIER TAKES 2000 DMG, AND HIS HP BECOMES 4000/4800.
- At HP = 0 Barriers shut down and lose any other effects they were providing.
- Some Barriers regenerate HP up to max at the end of every Round.
 - AT THE END OF THE ROUND CRIMSON GALLANT'S BARRIER REGAINS 1000 HP = TOTAL 1000/2000.
- Some Barriers are hard to sustain and lose HP at the end of every Round.
 - RISING YAMATO'S WAVE MOTION SHIELD LOSES HP-500 EACH ROUND TO A MIN. OF 0.
- Some [Barriers] also have special rules:
 - [180°] Barriers only work in the front arc. All other Barriers are [360°]
 - Some Barriers can Reflect or Redirect attacks.
 - FORTIGAR LEO'S SHADE BARRIER CAN REFLECT [E]NERGY WEAPONS IF THERE ARE NO FAILED AP SAVES.

TERRAIN FEATURES

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.

TYPES OF TERRAIN

- Terrain features come in various types:
 - **Destructible Terrain** can be destroyed, while indestructible terrain cannot.
 - Typically many terrain features can be destroyed except for giant asteroids, rock formations, or large swathes of wilderness.
 - **High Ground** is taller and can provide Tactical Advantage or LOS.
 - **Cover Clusters**: Groups of adjacent terrain that provide a Cover DEF bonus vs all attacks, with a max level of 3. I.E. LEVEL 3 COVER = +3 DEF, LEVEL 2 = +2 DEF, ETC.
 - **Obscuring Areas**: Indestructible Terrain with a predefined footprint such as a jungle or cloud cover. These do not normally provide a Cover DEF bonus but instead block LOS, preventing attacks except for **IDF**.
- Cover Clusters can be destructible or indestructible, high ground or not, but obscuring areas are always indestructible and rarely provide high ground.

SETTING UP TERRAIN PRE-GAME

DESIGNER'S NOTE: YOU SHOULD INCLUDE SOME TERRAIN PIECES TO BLOCK LOS MIDFIELD. FOR SPORTSMANSHIP AND GOOD FUN, AVOID DEPLOYING MORE THAN 50% OF YOUR ARMY HIDDEN BEHIND LOS BLOCKING TERRAIN.

- Before starting, you and your opponent should survey the battlefield and specify which terrain pieces can be destroyed, and which ones count as high ground.
 - *"ON THIS BATTLEFIELD, THE TWO BUILDINGS IN THE CENTER ARE LEVEL 2 HIGH GROUND."*
 - *"THESE TREES REPRESENT A TALL JUNGLE, WHICH IS OBSCURING AREA TERRAIN. IF YOU CAN GET ON LEVEL 2+ HIGH GROUND, YOU CAN BYPASS OBSCURING AND ESTABLISH LOS."*
- If you don't have fancy terrain, use your dice & household goods and imagination.
 - *"THESE DICE REPRESENT A DEBRIS FIELD AND THE REMOTE IS A SUNKEN BATTLESHIP."*
 - *"THESE COTTON BALLS REPRESENT CLOUD COVER OBSCURING AREA TERRAIN AND THESE CANS REPRESENT INDESTRUCTIBLE COLUMNS OF THE SPACE ELEVATOR."*
- Whenever possible try to make Cover Clusters a reasonable size.
 - DESIGNER'S NOTE: PREFERENCES VARY BUT WE RECOMMEND >50% HEIGHT, SO >2.5" FOR A 5" FIGURE
- Whenever possible, build Cover Clusters using a number of adjacent terrain pieces to match the cover level (LEVEL 3 COVER = 3 ADJACENT BUILDINGS). This way, when a Siege weapon reduces the cover level the Defender can simply remove a piece of terrain.
 - DESIGNER'S NOTE: IF YOU PUT MORE THAN 3 PIECES TOGETHER, THE MAX BONUS IS STILL +3 DEF, BUT HAVING 5 TERRAIN PIECES MEANS THAT COVER CAN TAKE A FEW HITS WHILE STILL PROVIDING +3 DEF.
 - Alternatively, keep a die next to each terrain feature. LEVEL 3 COVER = 3 ON THE D10.

COVER CLUSTERS

- Cover Clusters give a unit a DEF bonus if any of the following apply:
 - When determining LOS you cannot see 100% of the model because of Cover.
 - The target is within 4" of Cover which is between the attacker and the target.
MODELS ARE STATIC ON THE TABLE BUT NOT IN OUR IMAGINATION WHERE THEY CAN DIVE FOR COVER.
 - Cover within 4" of the attacker does not give a Cover bonus to the target. I.E. YOUR UNIT IS NEXT TO A BUILDING. IT GIVES YOU A COVER BONUS, BUT NOT YOUR TARGET.
 - DESIGNER'S NOTE: COVER CAN GIVE A DEF BONUS VS MELEE ATTACKS IF ANY OF THE ABOVE APPLIES. WHILE IT'S RARE FOR R:4" MELEE WEAPONS, IT'S MORE COMMON VS WHIPS, BOOMERANGS, ETC.
- **SPECIAL:** When determining LOS, if the target is not fully visible because of other units in the way they gain a Level 2 Cover bonus.

DESTROYING TERRAIN

Designer's Note: Giant robots and monsters leave a path of devastation in their wake. To keep setup simple just say "All terrain except for these pieces can be destroyed."

- **Siege** weapons reduce target's Cover by 1 Level when they attack.
- If the closest enemy target is in Cover, you may instead attack the cover directly; your weapon Trigger changes to Siege then reduces the Cover level by 1.
 - If it was already Siege, it instead reduces Cover by 2 Levels (Min. 0).



- Leave the model for destroyed Warships or Kaiju in place. It becomes destructible Cover where the Level = the unit's Size (Max 3) I.E. SIZE 2 WARSHIP = +2 DEF.
 - IN THE ABOVE PHOTO THE SUPER ROBOTS DESTROYED THESE WARSHIPS AND NOW USE THEM AS COVER.

OBSCURING AREAS

- Obscuring Terrain features (jungles, mountains, etc.) are areas that are fictitiously tall and block LOS for any model that is behind the terrain, even if it's visible.
 - High Ground Level 2 bypasses the LOS blocking effect.
- Before deployment, agree which Obscuring Areas are traversable (FORESTS, CLOUD COVER) and which are impassable (MOUNTAINS, RADIOACTIVE DEBRIS FIELDS)
 - Entering obscuring terrain removes the previous LOS blocking effect but instead provides Level 3 Cover to the unit inside it.
 - IN THE LEFT PHOTO THE ASTEROIDS REPRESENT A DENSE INDESTRUCTIBLE DEBRIS FIELD WHICH IS OBSCURING AND BLOCKING LOS FOR BOTH UNITS. IN THE RIGHT PHOTO, THE WHITE UNIT ENTERED THE OBSCURING TERRAIN; LOS IS RESTORED FOR BOTH UNITS, BUT NOW THE WHITE UNIT GAINS A +3 DEF COVER BONUS.



ENVIRONMENTAL RULES

- [E]nergy attacks may use **Lock On** to shoot through destructible terrain but at AP-3
- **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. Effectively, the water is obscuring area terrain between you and surface units.
 - You need [A]mphibious/Fly & one Move action to surface.
 - While Underwater, [E]nergy attacks are AP-3 i.e. AP6+ -> AP3+

TACTICAL ADVANTAGE [TAC. ADV.]

DESIGNER'S NOTE: WE WANTED TO GIVE GOOD TACTICAL POSITIONING A STRONG REWARD THAT WAS FAST AND EASY TO REMEMBER BUT NOT SO STRONG IT DISRUPTED GAME BALANCE. THUS WE GET THE NON-STACKING TAC. ADV. BONUS.

Tactical Advantage turns one die rolled into a 10. Some of the below conditions also provide a secondary effect. You may only benefit from one type of Tactical Advantage per Attack.

Blindside

WHEN YOU CIRCLE A ROBOT ON YOUR TURN, IMAGINE THEM ALSO TURNING TO KEEP THE THREAT IN THEIR FIELD OF VIEW.

- Gain Tac. Adv. vs a target if you began your turn behind their 180° facing arc.
 - You may only Blindside a target once per Turn.
- **Bonus:** The target may not use their Shield or [180°] Barrier but may use Cover.
 - Target may not Counter unless they have the [360] tag

Fallen Units

- After a unit formerly on top of destroyed terrain falls to the ground any unit attacking them gains Tac. Adv. until their next activation.
- **Bonus:** If there are unblocked Hits this also causes a **System Shock** Save (next page.)

High Ground

- Gain Tac. Adv. when you are on High Ground terrain (Elevation 1+) while the target is on a lower level (Ground = Elevation 0).
- **Bonus:** If you are on High Ground then move to make a death from above Melee Attack vs a target at a lower level. The elevation difference gives bonus Hits.
- **Penalty:** Enemies may target a unit with High Ground even if they are not the closest model. They gain Tac. Adv. against that unit.
 - You cannot benefit from Cover on High Ground terrain.
 - To descent and jump off terrain use a Move / Accelerate action or lose [M-1].
- **Special:** On its turn, a unit with **Fly** may spend [M-2] to immediately ascend, hover and remain at **High Ground** Level 3 until its next activation.
 - You may not descend on your Turn. On your next Turn descend to Level 0.
 - If a unit fails a PP Save while hovering, they take +500 DMG then fall to the ground (level 0); **Fallen Units** now applies until their next activation.
 - In [G]round battles Warships & Aircraft with **Fly** always have High Ground; PP Saves still do +500 DMG but they do not knock the unit to the ground.

Overwhelm

- Gain Tac. Adv. when you attack an enemy within 8" provided two other ally models are also within 8" of that enemy unit. I.E. A SQUAD OF 3 SHOOT OR MELEE A TARGET WITHIN 8"
- **Bonus:** If there are unblocked Hits this also causes a **System Shock** Save (next page.)

Point Blank

- Gain Tac. Adv. when shooting in Engagement range.
- **Bonus:** The Target has a 2pt TN penalty when rolling Defense I.E. 5+ -> 7+ TO DEF

BATTLE DAMAGE

Designer's Note: System Shock Saves work based off of morale because battle damage caused to subsystems in mecha anime is often due to pilot panic, loss of control of strained systems, and for Super Robots, broken spirits. So, the morale save represents keeping composure, maintaining control and fighting through damage. For maximum fun, players can instead alternate choosing the battle damage result based on what fits best.

- **System Shock** Saves are rare, they are caused by **Overwhelm**, attacking **Fallen Units** or a specific ability like a weapon that gains a bonus in the Finisher phase.
- The Save has a TN equal to your Morale. If you fail this save, it causes Battle Damage.
 - The **Defender** chooses from the below list.

SYSTEM SHOCK RESULT

1. **Destroy Weapon**
 - a. The weapon can no longer be used this battle.
 - b. If you destroy an E[X]plosive weapon, that weapon deals 3 Hits times the number of remaining uses to its owner.
 - i. I.E. MISSILE POD(2) DMG 300 = 2X (3 HITS x DMG 300) = 1800 DMG.
 - c. You may not disable Melee or CIWS weapons
2. **Battle Damage to Reactor**
 - a. Lose 1000 HP OR Permanently lose 1 Boost / Power / Havoc (Min 0) or FLY.
 - b. If your opponent agrees you can instead lose a relevant cost increasing positive Trait like [Barrier] or [Hyper Model].
3. **Battle Damage to Head / Main Camera**
 - a. You no longer can benefit from Sensors **Target Lock**.
 - b. All attacks against this unit gain **Blindside** for the rest of the battle

[ACE] IT'S NOT OVER YET

Designer's Note: This is a way to keep your Ace units alive a little longer.

You may take **Battle Damage** instead of the usual effects of a failed **Save**.

Shining Freedom is hit several times by the enemy dragoons and fails 4 Armor Saves. It chooses to take Battle Damage 4 times instead. First it loses its beam rifle, then plasma cannons, then it loses its head and lastly takes damage to its reactor losing Boost 1.

DEPLOYING UNIT SQUADS

DESIGNER'S NOTE: THIS IS A SIMPLE SYSTEM TO IMPROVE THE OFFENSIVE POWER OF YOUR GRUNT UNITS. THE SQUAD MEMBERS ONLY PURPOSE IS TO IMPROVE THE SQUAD LEADER'S COMBAT EFFECTIVENESS.

- Before deployment you can form Squads by pairing 2 or 3 models with the same **Role** & **Performance** into one unit. Normally, you cannot modify a squad after deployment.
 - The Squad's **Size** is equal to the number of models in the Squad.
 - If the model's Size is 1+, the squad size equals the sum of their sizes.
 - YOU HAVE 3 MUSARL CRUISERS (SIZE 2) IN A SQUAD, SO THE SQUAD SIZE IS 6.
 - This Size value is used vs **AOE** or other weapon effects.
 - The Squad's Elite level is equal to the highest Elite level in the Squad
- Designate one model as the Squad Leader; if they are destroyed, designate a new one.

SQUAD LEADER

- Use the Squad Leader's Close Range Sensors when deploying the unit.
- All movement, facing, LOS and target rules apply only to the Squad Leader.
 - Only the Squad Leader rolls ATK & DEF.
 - Only the Squad Leader's Traits I.E. HOT BLOODED OR IMMORTAL are usable.
- Gain a Support ATK bonus of +1 Hit for each other squad member with the same weapon profile. Support Attack bonuses are capped at +2 Hits.
 - YOU HAVE TWO JACK KNIFE IIIs IN A SQUAD, EACH WITH A BEAM RIFLE. WHEN YOU ATTACK, GAIN A SUPPORT ATK BONUS OF +1 HIT, FROM THE 2ND JACK KNIFE. IF YOU HAD 3 MODELS IT WOULD BE +2 HITS.

TAKING A TURN WITH A SQUAD

- Whenever you activate a unit each model makes a **Rally Save** using each model's TN.
 - Elite models instead roll +1 Rally Save using the model's TN
 - Warship models roll +1 Rally Save using the model's TN
- Models in this unit move together but must stay adjacent (<5") to the Squad Leader. If you want to move onto High Ground, all members must fit on the terrain.

[FREE ACTION] REFORM OR DISBAND A SQUAD

- **Once per game**, during a unit's turn you can combine adjacent models into one squad (MAX 3 MODELS, SAME ROLE & PERFORMANCE).
 - When combining, the activated unit becomes the Squad Leader and may use any remaining move or combat actions they have remaining.
 - YOU HAVE 2 SQUADS EACH WITH 3 GREEN VIKINGS. LATER ON THE SQUADS SUFFER CASUALTIES, LEAVING YOU WITH A SQUAD OF 2 GREEN VIKINGS, AND A LONE GREEN VIKING NO LONGER IN A SQUAD. YOU MOVE THE LONE GREEN VIKING OVER TO THE 2 MODEL SQUAD, THEN MERGE THE 3 MODELS INTO ONE UNIT. THE LONE GREEN VIKING IS NOW SQUAD LEADER. HE HAS ONE COMBAT ACTION, THEN USES ZEAL [M-2] FOR +2 COMBAT ACTIONS, THEN PROCEEDS TO USE ALL 3 COMBAT ACTIONS WITH THE EXTRA FIREPOWER OF HIS SQUAD MEMBERS BEHIND HIM.
- **Once per game**, before you activate a Squad disband that Squad into individual units. They are not considered activated. Now choose one of those models to activate.

ADVANCED WARSHIP RULES

Designer's Note: Warships have some additional actions of their own. Additionally, Elite Captains with certain upgrades can issue Orders providing various benefits such as allowing you to use a pilot skill for free each Round or additional rally or rout saves.

[FREE ACTION] BOARD GYRO STABILIZER IS SHOT, COMING IN FAST! GET THE ARRESTING CABLES READY!

- On your turn at the end of any action, if an allied unit is within 8" of your warship they may board it, remove that unit from the battlefield.
 - YOUR UNIT MOVES WITHIN 8" OF A WARSHIP, THEN BOARDS THE WARSHIP.
 - CONVERSELY, YOUR WARSHIP MOVES WITHIN 8" OF A UNIT, RETRIEVING IT ONBOARD.
- If the ship is destroyed, onboard units roll 5 Saves vs BR5+.
 - If they survive, deploy them within 8" of the destroyed warship terrain.

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

- During deployment you may have units begin onboard a warship.
- 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!

- At the end of the Round you may repair onboard units up to their max HP using your Ship's Repair Stat. You may spread that repair value across one or more units.
 - I.E. REPAIR 1800 HP = REPAIR ONE UNIT 1800 HP OR 1 UNIT FOR 1000HP & ANOTHER 800HP ETC.

[WARSHIP ACTION] REINFORCEMENTS SCRAMBLE THE 2ND COSMO FIGHTER WING!

Designer's Note: Want to field carrier but don't want to bring 20 aircraft? Well, now you can bring 2 squads and each time one is destroyed you can begin deploying the next one.

- You may use this Action once per Round instead of using **Repair** this Round.
- Restore one of your destroyed units whose HP is less than or equal to your Repair Stat and that is at least 2 Sizes smaller than your Warship. Place it onboard.
 - **WARNING:** You may not restore units with named pilots.
 - You may restore a squad as long as your Repair stat equals or exceeds the squad's total HP. I.E. YOU HAVE REPAIR 2400. YOU RESTORE 3 AIRCRAFT TO 800 HP AND FORM THEM INTO A SQUAD. AT THE START OF THE NEXT ROUND YOU CAN LAUNCH THEM.

VERSUS MODE

In MechaStellar the battle is concluded after 5 Rounds, then you score Victory Points [VP].

SCORING PRIMARY OBJECTIVES

- Destroyed enemy units give Victory Points (VP) listed on their profile.
 - Enemy units with less than 50% HP are worth ½ VP (round up).
- Gain +5 VP if you declare **Revenge** or **Challenge** (REGARDLESS OF WHETHER THEY ACCEPT).
- Gain +5 VP if your unit defeats the target of its **Challenge** / **Revenge**.

BONUS OBJECTIVES

DESIGNER'S NOTE: IT'S HELPFUL TO TRACK BONUS OBJECTIVE VP USING EITHER PEN AND PAPER OR EXTRA DICE. EACH ROUND ANNOUNCE VP OUT LOUD BECAUSE IT'S A RACE BETWEEN YOU AND YOUR OPPONENT!

After both players reveal their army, choose a single Bonus Objective for your entire Army. You may select one from the list below; however, if any of your units has a built-in Bonus Objective (I.E. G RISING ON WHITE ASURA) you must choose one of those instead. After selecting one, all units in your army gain that Bonus Objective, replacing any listed on their profile.

WARNING: Bonus Objectives are capped at +50VP per game.

DESTRUCTION

- **Top Gun:** +7 VP when you destroy a unit, bonus +3 VP if they were Elite.
- **Clash of the Titans** +1 VP every time your Elite unit rolls a 10 on ATK or DEF vs an **Elite**, **Challenge**, **Revenge** or **Size 1+** target.
- **Bounty Hunter:** Once per game gain +[10x Current Round] VP when you destroy either the highest VP or your **Challenge** target.
- **Finishing Blow:** [Finisher Phase] Gain +1 VP for each 10 rolled on Finisher Dice. Bonus +10 VP if you destroy the target.

SURVIVAL

- **Bonds on the Battlefield:** +25 VP for every 2 Elite Pilots that survive the battle.
- **Tenacious:** If your unit survives an attack gain +4 VP for each Save you failed (including ones you passed with Iron Wall).
- **Flawless Insertion:** +2 VP each time you use **Ambush**, **Flash**, **Alert**, or **Iron Wall**.
- **None but the Brave:** Gain +[2+Elite Level]VP each time this unit ends its Turn without a Cover bonus. Gain 2xVP if they are your only unit on the board.

CONTROL THE BATTLESPACE

- **Press Forward:** Gain +1 VP each time you use Accelerate. Once per Round gain +7 VP if you start or end your turn within Close Range Sensors of an enemy unit.
- **Battlefield Domination** Once per Round gain +5VP when you Capture or Contest a CP. At the end of the Round gain +10VP if you control the most CPs.
- **Scorched Earth:** Use a [Combat Action] to destroy a Control Point in Engagement range and gain +10 VP. Bonus +20 VP if the CP was in your deployment zone.
- **Unfaltering Morale:** Gain +3 VP each time you pass a Rally or Rout Save.

BATTLEFIELD SETUP

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 Climactic Events or Unit Upgrades. If this is your first time playing then its best to skip these for now and focus on mastering the game's Morale 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 Saving Throw they must 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 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 and thus you must maneuver your units behind LOS cover to avoid long-range fire. Fear not, 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, then remove that model from the table at the end of the Turn. If HP<50% you still count them for [VP] scoring.

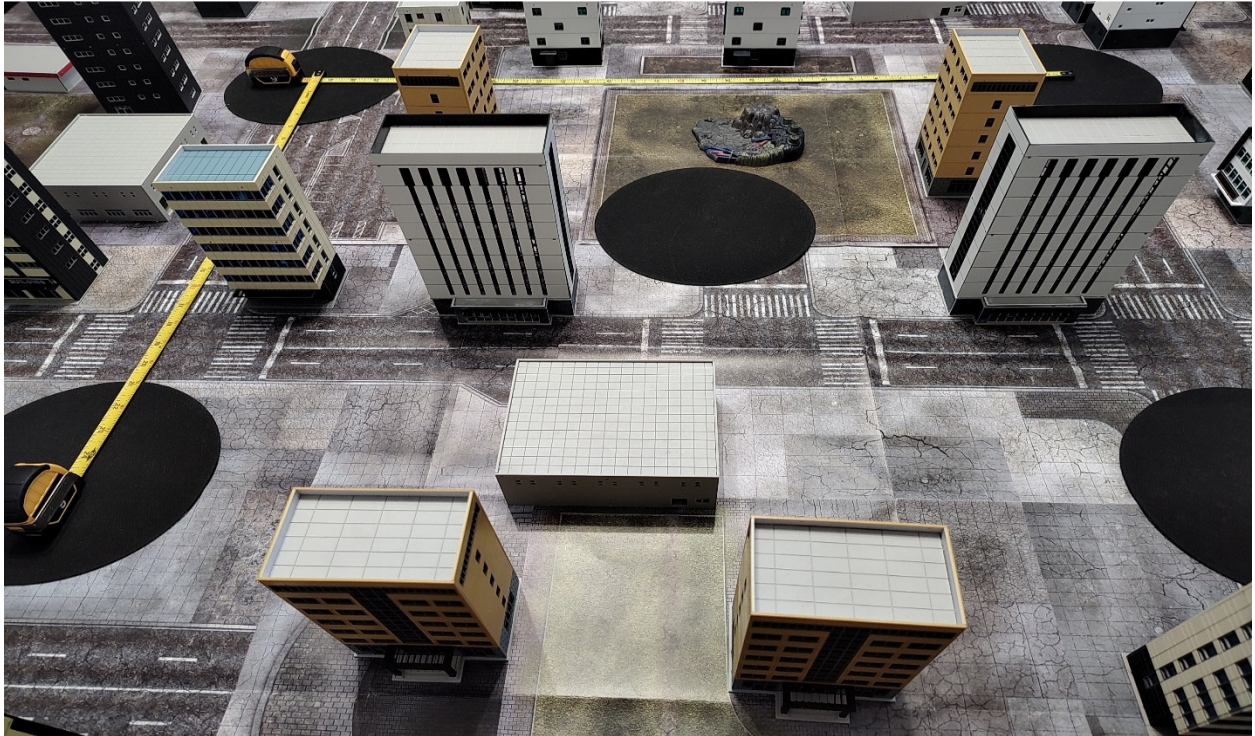
BATTLEFIELD EXAMPLES



- This is the standard CP setup, with one CP in your deployment zone and the rest down the center of the battlefield, resembling a “+” plus sign.
 - 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 for at least 2 other CPs.
 - Deployment zones can be top & bottom PIC ABOVE or left & right side PIC BELOW



BATTLEFIELD EXAMPLES



- This is an example of doing an alternate CP setup by putting one CP dead center and then putting 2 other CPs in your deployment zone. This setup is only recommended when each side has a few models. This example is 2v2.
 - 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.



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!



WHAT'S NEW IN MECHASTELLAR VERSION 11?

The main goal of Version 11 was to build off of VER11 while making it fast and simple, taking all the additions of the last year i.e. WARSHIPS ACTIONS, SQUADS & FINISHERS and better integrating them into the core rules. Thus we've made the following major changes.

MECH PERFORMANCE

Mechs no longer provide bonus Hits or bonus DEF, you only roll dice now. We've also flattened performance just to 3 Eras, so you can now field a Tier 1 army vs a Tier 3 army.

WEAPON TRIGGERS

Rapid Fire is removed and 10s are no longer Critical Hits / DEF. Instead, each weapon has a defined battlefield role with a high roll activating a **Trigger**. Saves are no longer equal to Unblocked Hits, but instead Triggers rolled, making the game significantly less lethal.

- **Critical** weapons still Crit (2 Hits instead of 1).
- **Barrage** weapons roll lots of dakka dice without needing to be in Rapid Fire range.
- **Bullseye** weapons can target any unit and gain Crits vs targets without cover.
- **Siege** weapons blow up cover and generate 2 Saves per Trigger.
- **Pierce** weapons improve their Save i.e. Armor Penetration for each Trigger.
- **Counter** weapons are the only weapon that can counterattack by default.
- There are also Combination Triggers that combine 2 of the above Triggers.

SAVES

Armor Saves are no longer the only Save in the game. Now each weapon has a Save assigned to it, and all weapons can force a Save every time you roll a Trigger. Since Saves are now tied to Triggers instead of Unblocked Hits, only lucky rolls are lethal.

- Armor Penetration (**AP**) = Standard Pass the Save or take 1000 DMG
- Break Saves (**BR**) = Break Shields or 700 DMG to targets without a Shield.
- Push / Pull (**PP**) = These Move the target or deal 500 DMG.
- Stun Save (**ST**) = 500 DMG; when target HP<50% apply a Combat Action penalty.
- Mobility Saves (**MB**) = 500 DMG, when target HP<50% apply a Move Action penalty

MORALE

Momentum have been renamed to Morale Points. You now gain Morale by making a Rally save at the start of your turn or from Control Points you captured at the end of the round. Morale Point gains are more rare but Pilot Skills are now cheaper.

PILOT SKILLS & ELITE UNITS

Pilot Skills have been revamped, with Flash and Iron Wall having clear identities. Many Skills are now cheaper, while Valor is now integrated into the Finisher system. Boost / Power / Havoc are now tied into skill usage for Flash / Valor / Zeal.

Elite Units now have built in passives like improved TN to HIT, DEF or Morale. Captains play just like MS Pilots while Captain's orders and Pilot Traits are now upgrade options.