

MECHASTELLAR WARGAME RULES

VERSUS AND COOPERATIVE CAMPAIGN MODES

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ARMY BUILDING

Setting the Scene

Before playing the game, you'll need to build out an army, this can be as small as a few units or as large as a battalion of 40+ mechs. It's important to talk with your opponent about what kind of game you'd like to play, both in terms of rules and narrative.

Selecting Rules

As you've noticed in the core combat rules there are several modules you can choose to include or leave out. This consists of **Pilot Skills**, **Commanders**, **Destroying Terrain**, **Battle Damage**, **Supreme Robot Warfare** and finally **Strategic Commands & 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 while you get a feel for the games lethality.

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 fill you with joy for each of their valorous deeds and dread for every Armor Save they make.

There are many types of battles you can setup, from classic skirmishes to heroic last stands. You can also set up training battles 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. Below are a few examples.

- *Battlefield*. Both players agree to field the same type of army. Could be large battalions fighting one another in the jungle, or an elite skirmish in space among the debris, or perhaps a group of grunts defending a base.
 - Consider using the **Confrontation** or **Secure the Objective** rules.
- *Last Stand*. One player has one to two powerful units while the other player fields a large horde of units. Recommended Frame 4+ vs ten to thirty Frame 1–2 units.
 - 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.
- *SRW*. Each player brings a few of their favorite mechs from different universes.
 - Consider using the **Simple Battle** or **Defend the City | Rampage** rules

Matching Performance

- You and your opponent should agree on a Performance range when selecting units.
- The smoothest running games keep Performance ranges for both armies within 3–4 points, so Performance 1–4, or 5–7, or 7–10 etc.
- If you want to run a game with a wider Performance range to reenact a particular series use a game type where it is easier to gain victory points without combat such as **Secure the Objective** or **Defend the City | Rampage**

MATCHING POINTS

- Start by setting a points total both players will build their army with
- Your Army's starting **Momentum** depends on the size of your game
 - 500pts – 3 Momentum | 1000pts – 5 Momentum
 - 1500pts – 7 Momentum | >1500pts – 9 Momentum
 - Your Momentum pool may never exceed 10

UNIT UPGRADES

For some games, you may have a hard time matching your opponent or hitting the exact points total. For instance you may have an 1500pt game but your two favorite units total up to 1400pts. In that case use the below options to spend your excess points.

Custom Tuning (+50pts)

- Tune up and refurbish a unit. Treat their Performance as being 2pts higher. Increase its Shooting and Evade stats by +1 and Melee by +1d10.
- MS units that hit Performance 5 gain +3 Move while Titans gain +3 Power and an additional +3 bonus when they hit Performance 8.
- Limitations: You may not upgrade a unit if their Performance would exceed the unit with the highest performance in either player's army.
- *Example: If you or your opponent has a Performance 9 unit you may not upgrade a Performance 8 or 9 unit. Similarly, you may upgrade a Performance 4 unit to 6 and then to 8, but you cannot upgrade it again to Performance 10.*

Pilot / Captain Upgrade (+50pts)

- Improve a Pilot/Captain to Tier 1 (Skilled) or Tier 2 (Ace / Battle-Hardened).
- A Tier 1 Pilot can afford a Tier I trait, a Tier 2 Pilot can afford two Tier I traits or one Tier II trait. Pilot & Captain Traits are found in the core rules.

Superior Instincts (+50pts)

- Choose an Ace Pilot or your Commander. They may reroll 1 Evade die per attack.
- They are immune to Blindside & High Ground Advantage.

Surprise Attack (+100pts)

- You go first and get to activate the first unit in the first round of combat.
- Your opponent has -1 Starting Momentum

Heavy Payload (+10pts)

- Choose a unit it gains 1 additional use of a Missile, Rocket or Grenade weapon.
- The cost is +20 for a Twin-Linked (TL) weapon.

Dynamic Entrance (+10pts)

- This unit gains +5" Movement & Ignore Elevation in the first round of battle.

Ambusher (+10pts)

- After being deployed this unit has [Tactical Advantage] for its first attack.

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**. In this game type your mobile suit forces encounter the enemy several times, in between battles you make hasty repairs, change your strategy then reengage the enemy. You cannot bring destroyed units into follow-up games so it rewards you for playing cautiously.

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 simply be 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.

OBJECTIVES

Each game type will have its own unique Primary Objectives to score victory points. In addition to that there are optional Secondary Objectives you can add to your game. These are chosen by the player and offer additional ways to earn victory points. They work best in games with many units, they are not recommended in smaller games (i.e. 3 on 3)

On the following pages we'll discuss rules for the different Versus types. After that we'll discuss a multi-mission cooperative game mode and an RPG mode.

BATTLEFIELD SIZE

Many game shops have tables that are 6ft by 4ft long, many even have terrain you can use. You want to setup a battlefield that is not so small that your forces can be rushed down in the first turn but not so large that you can't reach your opponent in Melee before Round 4. A good rule of thumb is that a battlefield should be at least 2 to 3 times as long as the highest movement unit either player has.

For instance if both players have units with movements between 8-16" then a battlefield that is 3ft x 3ft or 4ft x 4ft would be ideal. If most the units were movement 8" but a couple were 16" then the 3ft x 3ft might be best so the slower units don't feel too far apart and the few high speed units gets the spotlight thanks to their advantageous movement. Discuss with your opponent beforehand what battlefield size will be the most fun for your games.

Note: If playing with large models (6"+), it's easier to maneuver them on a large battlefield.

RETREATING

Depending on your game type you may want to have your units retreat rather than perish in battle. To Retreat you must reach a table edge and be 12" away from enemies with LOS.

VERSUS - SIMPLE BATTLE

Setting up the Game

- Gather 5 objects to be Control Points. These can be specific terrain, disabled mecha, bottle caps, loose change, 3D printed objects, or whatever you have handy.
- The first Control Point is placed dead center of the board. The remaining four Control Points are placed in the center of each quadrant of your game board.

Capturing the Point

- The first unit who gets within 3" of the point captures it.
 - Remove it from the field and that player gains +1 Momentum.

Deployments

- If you are both playing with large armies use the standard deployment where each side may deploy their units a distance away from their board edge equal to the unit's sensors range.
- If you both are playing with few units then consider the alternate deployment rules. This allows deployment anywhere on the battlefield as long as you stay outside the enemy unit's Sensor range.
- If you want to do a Last Stand type of game then the player with the horde deploys from the board edge using their sensors while the other player may deploy anywhere on the battlefield outside enemy Sensors range.

Scoring Primary Objectives

- After 5 rounds the battle is concluded
- When you destroy a unit gain VP equal to its Frame Level (1-5)
 - Enemy units with <50% HP are worth $\frac{1}{2}$ their Frame Level (round up) in VP.
- When you destroy a unit gain VP equal to the Pilot Tier (0-2)
- Gain +3 VP if you destroy the enemy Commander

Losing Victory Points

- Unacceptable Casualties: Lose 2 VP for every Ace Pilot (Tier 2) lost in battle
- Lost a Prototype: Lose 2 VP for every Frame Level 4+ Unit lost in battle
- Tomino Finale: VP penalties are waived in the finale of a multi-game campaign.

VERSUS - CONFRONTATION

Setting up the Game

- Confrontation is played across 3 games, each game lasts 3 rounds.
- It is recommended you use a minimum sized play area for this game type.
 - Most close combat units should be able to reach the enemy by round 2.
- Setup 5 Control Points, the first is placed dead center of the board. The remaining four Control Points are placed in the center of each quadrant of your game board.

Capturing the Point

- The first unit who gets within 3” of the point captures it.
 - Remove it from the field and that player gains +1 Momentum.

Repairs

- At the conclusion of each game repair 500 HP for Frame 1–2 units and 1000 HP for Frame 3+ units. Repair all Battle Damage if using that module.

The Next Battle

- Redeploy your surviving units as normal. You may opt for alternate deployments.
- You may choose not to deploy certain units.
 - They can arrive as reinforcements on your table edge at the end of any round.
- You may choose a new Commander, Pilot Skills, Commands & Events.
- Momentum resets with each game back to its original value. Even if your army has shrunk down to a smaller points category, keep the original starting Momentum.

Scoring Primary Objectives

DESIGNER’S NOTE: YOU DO NOT GAIN VP FOR UNITS THAT HID IN THE CORNER AND DID NOT PARTICIPATE IN BATTLE

- After 3 rounds a battle is concluded; score Victory Points after each game.
- Gain 1 VP for the total Frame Level and total Pilot Tier of all surviving units
- Lose 2 VP for each Frame 4+ unit or Ace Pilot lost in the first two battles

Example

Game 1 = 5x Frame 2 and 4x Frame 1, 2x Skilled Pilots survive = 17 VP

Game 2 = 3x Frame 2 and 4x Frame 1, 2x Skilled Pilots survive = 13 VP

Game 3 = 1 Frame 2 and 2x Frame 1 survive = 4 VP

Total = 34 VP

Game 1 = 1x Frame 4 and 3x Frame 2, 2x Ace Pilots survive = 16 VP

Game 1 = 1x Frame 4 and 2x Frame 2, 1 Ace Pilots survive = 12 VP

Ace Pilot did not survive = -2 VP

Game 3 = 1 Frame 4 and 2x Frame 3, 1 Ace Pilot survive = 12 VP

Total = 38 VP – Winner

VERSUS - SECURE THE OBJECTIVE

Setting up the Game

- Gather 5 objects to represent Control Points.
- The first Control Point is placed dead center of the board then you and your opponent take turns placing the rest. Control Points must be at least 6" from the table edge. They cannot be setup within 12" of each other.
- Control Points can be terrain, disabled mechs, bottle caps, or whatever you desire.

Definition

Controlling the Point means you have a model within 3" of a Control Point. If both players have models within 3" then sum up the total Frame level of the models, whichever side is highest controls the point.

Example: Player 1 has three Frame 1 units (3x1) while Player 2 has one Frame 4 unit on the Control Point. Player 2 currently controls the point.

Actions on Objective

While on a Control Point you can use all your Mech's actions to gain +1 VP. This can be done only once per Control Point per round.

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

Scoring Primary Objectives

- After 5 rounds the battle is concluded
- At the end of each round gain +2 VP for each Control Point you own.
- Gain +1 VP if you have more Control Points than your opponent.

Example
Round 1 – 2 Control Points, 2x Actions on Objective = 6 VP
Round 2 – 2 Control Points, 2x Actions on Objective = 6 VP
Round 3 – 3 Control Points, Controlled More +1 = 7 VP
Round 4 – 2 Control Points, Action on Objective = 5 VP
Round 5 – 1 Control Point, Action on Objective = 3 VP
Total = 27 VP

SECONDARY OBJECTIVES

DESIGNER'S NOTE: SECONDARY OBJECTIVES ARE INTENDED FOR GAMES WITH LARGE ARMIES ON EACH SIDE.

These can be taken in any Versus game type. These secondaries are organized into three categories: Destruction, Survival and Control the Battlespace.

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 army's strength and will be the easiest to achieve against your opponent.

Each Secondary Objective is limited to 5 Victory Points (VP) per game. Secondaries that are harder to achieve are worth more VP. Destruction objectives are scored immediately as they occur, Survival objectives are scored at the end of the game, and Battlespace objectives are scored either immediately or at the end of each round.

Scoring Secondary Objectives

- Choose one from each category
- They can score at a maximum 5 points each
- They are scored immediately or at the end of each battle round

Destruction

- **Top Gun:** +3 VP each time you destroy an enemy Ace, +1 VP for a Skilled Pilot. Gain a bonus +2 VP if the enemy Ace is also the enemy Commander.
- **Target the Prototype:** +3 VP each time you destroy a Frame 4+ Unit, +1 VP for a Frame 3+ Unit. Gain a bonus +2 VP if that Unit is also the enemy Commander.
- **Rout the Enemy:** +1 VP for every two units destroyed this round.
- **Surprise Assault:** +1 VP if you destroy an enemy unit with Tactical Advantage.
- **God of Death:** +1 VP every time your Commander destroys a unit. Gain a bonus +1 VP every time your Commander destroys a unit with a Melee Counterattack.

Survival

- **Bonds on the Battlefield:** +X VP. X is the total Pilot Tier of two surviving units.
- **Last Bastion:** +2 VP if your Commander survives. Gain a bonus +2 VP if 50%+ of your units (round up) were destroyed as well.
- **Minimize Losses:** +5 VP if 50%+ of your units (round up) survive the battle.
- **Flawless Insertion:** +5 VP but lose 1 VP for each allied unit that is lost or retreats.

Control the Battlespace

- **Repel the Enemy:** +1 VP anytime an enemy model leaves your half of the battlefield or is destroyed on your half of the battlefield.
- **Dominate the battlefield:** +2 VP at the end of each round if you have units in all four quadrants of the battlefield. Do not count models within 6" of the center.
- **Behind Enemy Lines:** +2 VP at the end of each round if you have 1 unit within 12" of the enemy table edge.
- **Scorched Earth:** +3 VP when you use a melee action on a Control Point destroying it.

DEFEND THE CITY | RAMPAGE!

DESIGNER'S NOTE: THIS IS A FAST GAME MODE WHERE MONSTERS SPEND MOST THE TIME FLATTENING BUILDINGS, YOU'LL GET THE MOST FUN WHEN THERE ARE 2+ MONSTERS RAMPAGING IN THE CITY. IT'S EVEN MORE FUN IF ONE PLAYER TAKES CONTROL OF THE MONSTERS WHILE THE OTHER PLAYERS EACH CONTROL A GIANT ROBOT DEFENDER.

Setting up the Game

- One side will be the Attacker using Monsters / Kaiju, the other side will be the Defender using their favorite Mecha. Each side should have roughly equal points.
- Set up at least 10 buildings for each monster, place the buildings together in pairs.
- Regardless of actual size each building is treated as small (Arm Sv+0).
- Use the Alternate Deployment Rules when setting up units

Solo Play Mode

- Monster behavior alternates between destroying buildings and fighting Defenders.
- Defender behavior involves moving closer and attacking monsters within range.
- Don't forget that Full Throttle lets giant monsters walk through and destroy terrain so they can use their action to destroy buildings and then make a free melee attack.

Gameplay

The attacker's goal is to destroy the city, the Defender's goal is to stop the stampeding monsters as fast as possible. The battle concludes at the end of Round 5.

Attacker Scoring

1. Score at most 1 VP per turn when a building is destroyed. This includes collateral damage on a Defender's turn.
 - a. Score 5 VP if you destroy at least 50% of buildings by Round 5.
2. Score 1 VP each time you destroy a Frame 1 or 2 unit.

Optional: Designate one building as the HQ, Research Lab, Secret Facility etc. (Arm Sv +3). It is destroyed after failing 5 Armor Saves. The Attackers +5 VP is tied to destroying this building instead of destroying all buildings.

Defender Scoring

1. Score X VP when you destroy an enemy Monster, where X depends on the round.
 - a. R1 = 10VP, R2 = 8VP, R3 = 6VP, R4 = 4VP, R5 = 2VP.
2. Score at most 1 VP per turn you deal damage or take damage in Melee.

Additional Scoring Options

You are highly encouraged to use the optional rule **Battle Damage** in this game mode. If you do, each side scores +1 VP every time they inflict Battle Damage on an opponent.

Clash of the Titans

- Attacker gains +1 Momentum for every building they destroy (Max 3 per turn).
- Defender gains +1 Momentum any turn where they deal OR take damage in Melee.
- If you move an enemy into a building it is destroyed and they take 500 DMG.
- You may not target a building if there is a closer enemy target

DEFEND THE CITY | RAMPAGE! - ENDURANCE MODE

DESIGNER'S NOTE: THIS IS AN ALTERNATE GAME MODE WHERE YOU DEPLOY YOUR UNITS IN WAVES. THIS MODE IS GREAT FOR A SRW STYLE GAME WHERE EACH WAVE IS A NEW UNIT FROM A DIFFERENT SERIES OR UNIVERSE.

Setting up the Game

In this game mode players split their army into three waves that arrive in Round 1, 2 & 4. Each wave uses the alternate deployment rules when they arrive on the battlefield.

First, the players agree on how many points each wave will be. Below are some preselected options, you can always choose a different point cost in your Momentum bracket (i.e. 750 instead of 650 is still in the [M+6] Momentum bracket). As a reminder the Momentum pool can never exceed 10, so be sure to use your Momentum before the next wave arrives.

- Each wave is 500pts. Your starting Momentum is 3, each new wave gives [M+3].
- Each wave is 650pts. Your starting Momentum is 5, each new wave gives [M+5].
- Each wave is 1000pts. Your starting Momentum is 5, each new wave gives [M+5].
- Each wave is 1300pts. Your starting Momentum is 7, each new wave gives [M+7].
- Each wave is 1500pts. Your starting Momentum is 7, each new wave gives [M+7].
- The first wave is 500pts and starting Momentum is 3.
 - The second wave is 1000pts and gives [M+5].
 - The third wave is 1500pts and gives [M+7].

Special: If all your units are destroyed you may field the next wave at the end of the round.

Game Type

From here decide if you will play the standard rules for Defend the City | Rampage scoring or if you would prefer to do a free-for-all game using one of the two scoring systems below.

Rampage Free-For-All Scoring

1. Score 1 VP for every building you destroy on your turn.
2. Score 1 VP each time deal 1000+ damage to an enemy unit on a single attack.
3. Score 1 VP each time your target fails an Armor Save or takes Battle Damage.
4. Score 1 VP each time you knock an enemy into a building or off of high ground.
5. Score 1 VP at the end of the round if you destroyed the most buildings this round.

Champion Free-For-All Scoring

1. Score X VP when you destroy an enemy unit, where X depends on the round.
 - a. R1 = 10VP, R2 = 8VP, R3 = 6VP, R4 = 4VP, R5 = 2VP.
2. Score at most 1 VP each turn you deal damage or take damage in Melee.
3. Score 1 VP each turn you evade or block all attack from Skilled or Ace Pilot.
4. Score 1 VP each time your target fails an Armor Save or takes Battle Damage.
5. Score VP equal to the highest surviving Frame Level unit you have still standing.

CO-OP MULTI-MISSION CAMPAIGN MODE

DESIGNER'S NOTE: IN THIS MODE PLAYERS BAND TOGETHER AND PLAY THROUGH A SERIES OF MISSIONS. IT CAN BE PLAYED SOLO, TAG TEAM OR WITH A LARGE GROUP. SINCE NO ONE IS PLAYING THE ENEMY, WE CREATED A SIMPLE BEHAVIOR TABLE IN EACH MISSION PACK FOR HOW THE ENEMY REACTS. YOU CAN ALSO HAVE ONE PLAYER CONTROL THE ENEMIES.

Campaign mode is game type for 1 to 6 players. Players take on the role of pilots during a conflict and take missions from their higher headquarters. Currently there are two types of mission packs, **Sandbox** and **Narrative**.

In Sandbox mode you earn points each mission to requisition new units or repair your current ones, the better you do the more points you'll have. Mission Packs will tell you the point cost of Mechs that become available to you as your requisition limit improves.

Your Mech Hanger can only hold 10 units. If you acquire a Mech that normally has a famous named pilot replace its Pilot Tier with your Tier & Pilot Traits.

In the Narrative mode your units available will be preset based on the mission. The better you do in each mission the larger your benefits in future missions as well as having a higher score in your campaign.

In either mode one player is the Mission Commander for each mission, their unit gains a Commander Trait for that mission and they may choose a single Command for use that mission. Choose a new Mission Commander after every mission so everyone gets a shot.

SETTING UP MISSIONS

When using premade missions, the mission will tell you how many units to place and what type. For instance, Mission 1 has 4 enemy Mechs that cost 20 points each, three have machine guns and one has an artillery cannon. Often the mission will tell you where to deploy them, if no instructions are given then deploy each side on opposing table edges.

The more terrain the better for both sides. You can use 3D printed or handcrafted terrain or various things around the kitchen like cans, fruit, or leftover plastic packaging from a cookie tray flipped upside down to look like a sci-fi base.

Each Mission will have four Control Points. They should be spaced evenly apart and away from the table edges. The easiest way to do this is to place one token roughly in the center of each quadrant of your battlefield. Players can capture these by moving within 3", doing so gives them +1 Momentum once per battle. Some Missions have an enemy Commander with Momentum reserved for their Skills, most often this will be Defense.

AFTER ACTION REPORTS

After most Missions you get a chance to repair your Mechs. In Sandbox mode the Mission Commander may upgrade to a Skilled Pilot (Tier 1). Well, provided their Mech was not destroyed and they participated in combat by attacking enemies or capturing control points. To become an Ace Pilot (Tier 2) they must defeat 20 enemy units OR they must defeat an enemy Skilled or Ace Pilot in one-on-one combat by issuing a **Challenge**.

MISSING IN ACTION

When a Mech is destroyed roll an Armor Save at the end of the game, the pilot survives on a 5+. Normally you need to spend acquisition points to repair destroyed Mechs.

Mech Repairs

- Mechs are repaired between missions. +500HP Frame 1–2, +1000 HP Frame 3+.
 - In Sandbox mode if you have additional Mechs in the hanger you can have a damage Mech sit out the next mission to get repaired a second time.
- You may also spend 10 Acquisition Points to repair +1000 HP.
 - This is the only way to repair destroyed Mechs.

ACQUISITIONS

After Battle the Mission Commander can spend points to acquire a Mech for themselves or another. If so, that player is then obliged to pay it forward when it's their turn. Players can acquire multiple Mechs in one turn or save their points until the next mission. You may cash in old Mechs for $\frac{1}{2}$ value or full value if they are fully repaired. *i.e. a 20pt Mech is worth 10 points salvaged or 20 points if its fully repaired.*