

MECHASTELLAR CO-OP CAMPAIGN

WAR IN THE POCKET 0080 NARRATIVE MISSION PACK

Starting a Campaign

This is a Narrative style campaign based around the major confrontations of Gundam 0080 War in the Pocket. This can be played with 1 to 6 players although you may have the most fun with four players or single player. In solo play one player controls all four MS options, in two or three player games one or two players will control multiple mobile suits.

For instance in a 3 player game in Mission 2, one player controls the Gelgoog Jaeger, one controls the pair of Rick Doms and the third player controls all the Zaku II FZ Mobile Suits.

Player Units

- In this Mission Pack each Mission will tell you what Mobile Suits the player's use.
 - Players pick an option (1, 2, 3, 4) which tell them how many MS they can use.
- With each mission players earn Victory Points, track these individually.
- The players choose their MS for the next mission based on Victory Points.
 - The player with the most choose first and the one with the least chooses last.
 - Unlike Sandbox mode you retain the pilot Tier and trait on the unit's profile.

Mission Commander

- Each Mission one player will be the Mission Commander.
 - This gives their unit a valuable Commander Trait for that mission.
 - They also decide the enemy's action if there is a conflict on the behavior table.

Control Points

- Each Mission has 5 Control Points set in the center of the map and each quadrant.
- You can capture one by moving one of your units within 3". Doing so removes the Control Point and your forces gains +1 Momentum.
 - Enemy units do not capture or influence Control Points.

Momentum

- Starting Momentum is 3. It resets every mission.
- Momentum is used for **Pilot Skills** which have a cost denoted as [M-#].
 - You gain [M+1] at the end of each battle Round.
 - You gain [M+1] when you attack in Melee on your turn.
 - You gain [M+1] if you destroyed any enemy units this turn.

Pilot Skills & Commands

- The Mission Commander selects two Pilot Skills the army may use each Mission.
 - These are in addition to the Universal Pilot Skills.
 - Normally you may only use one Pilot Skill per Unit Turn.
- The Mission Commander selects one Event, usable only once per Mission.
 - The "Narrow Escape" Event is recommended if you are new to the game.

STARTING A CAMPAIGN

This is a Sandbox style campaign with just enough premise to get you started while you and your friends decide the rest of the narrative. After each mission you can grow your force, acquire stronger Mobile Suits (MS), and improve your pilots.

The mission pack is balanced around 4 Mobile Suits. It can be played with 1–6 players. For solo player you control all 4 MS, for 2 Player each one controls two MS, for 3 Player one player controls two MS to start, for 4 Players each player controls one MS. The game can expand to 5 or 6 players and each Mission will tell you how many additional units to add.

Each Mission has a set of Objectives to complete. All Missions end after Round 5.

Players Starting Units

Players start with either a GM Ground Type, GM Sniper [G]. Don't forget to give each Pilot a name. In between missions you can swap pilots and MS at your hanger and acquire new units using acquisition points you receive on your missions. Your logistics staff can only support a maximum of 10 units total in your army.

Player Units

- Each mission you are limited to bringing 4 MS (5 or 6 if you have extra players.)
- Each Mission one player will be the Mission Commander.
 - This gives their unit a valuable Commander Trait for that mission.
 - They also decide the enemy's action if there is a conflict on the behavior table.
 - At the end of the Mission their Pilot advances in experience and skill.
- Players rotate Mission Commander with each new Mission. Make sure everyone gets a chance to be Mission Commander in the first four missions.

Repairs

- After each mission repair 500 HP for Frame 1–2 and 1000 HP for Frame 3+ units.
 - If a MS sits out a mission it is repaired again.
- You may also spend 10 Acquisitions Points to repair a MS 1000 HP.

Acquisitions

- Mission Objectives give +10 Acquisition Points, they are fulfilled once per Mission.
- MS are acquired with Acquisition Points, you are limited by your Requisition Limit.
 - Some MS have iconic pilots and iconic pilot traits shown in Light Purple.
 - Ignore those and substitute your own pilot traits when using that MS.
- You can recruit a new Tier 0 Pilot for free and a Tier 1 Skilled Pilot for 50 Points.
- Acquisition Points are shared for the group, players should agree on how to spend them with the Mission Commander of the previous mission having final say.

Control Points

- Each Mission has 5 Control Points set in the center of the map and each quadrant.
- You can capture one by moving one of your units within 3" of the Control Point.
 - Doing so removes the Control Point and your forces gains +1 Momentum.
 - Enemy units do not capture or influence Control Points.

Momentum

- Starting Momentum is 3 for Missions 1–5 and 5 for 6–10. It resets every mission.
- Momentum is used for **Pilot Skills** which have a cost denoted as [M-#].
 - You gain [M+1] at the end of each battle Round.
 - You gain [M+1] when you attack in Melee on your turn.
 - You gain [M+1] if you destroyed any enemy units this turn.

Pilot Skills & Commands

- The Mission Commander selects 2 **Expanded Pilot Skills** to use for the Mission.
 - These are in addition to the Universal Pilot Skills.
 - Normally you may only use one Pilot Skill per Unit Turn.
- The Mission Commander selects one **Climactic Event** each Mission.
 - The “Narrow Escape” Event is recommended if you are new to the game.
 - You may use one Event per Round.
- Enemy Commanders use Pilot Skills prioritizing **Defense** if it would save the unit.
 - If they have a 2nd Skill the Mission Commander decides when they will use it.

Pilot Advancements

- After each Mission the Mission Commander may become a Skilled Pilot (Tier 1).
 - Skilled Pilots no longer need to attack the closest enemy model
 - A Tier 1 Skilled Pilot may have a single Tier I Pilot Trait
 - A Tier 2 Ace Pilot may have a single Tier II Trait or two Tier I Traits
 - You may swap traits when you become an Ace Pilot.
- 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**.

KIA / WIA

- If your unit was defeated in battle roll an Armor Save, on a 5+ the Pilot survives.
- After surviving a Pilot needs one Mission to recuperate before they can sortie again
- You may salvage an old or destroyed MS for one of the below benefits
 - Acquisition points equal to ½ its cost or full points if it is 100% repaired
 - Fully Repair another unit with the same Frame Level.

Battlefield Size

- Your battlefield can be as big or as small as you like. We recommend no smaller than 24” x 36” and no larger than 36” x 48”.
- Keep in mind the larger maps benefit units with high movement and/or long range.

ENEMY BEHAVIOR TABLE

Order of Priority for Enemy Activations

1. Enemy the players just attacked
2. Enemy Mission Commander
3. Enemy that can immediately gain and use Tactical Advantage
4. Enemy closest to a Player's unit

Enemy Targeting

- Ordinarily Tier 0 Basic Pilots must target the nearest enemy model.
 - Raid & Attacker units will move to target a unit with low Evade.
 - Snipers, Firepower & Indirect Fire units aim for the farthest target in range.
 - **Return Fire** – Enemies must attack whoever attacked them last if able.
- Enemies will move towards targets they can be most effective against.
 - Enemies are always seeking Rapid Fire range or Cover while moving.
- After moving enemies will use the strongest weapon they have that is within range.

Enemy Melee

- Enemies make a Melee attack if it will be effective. If their Melee stat is at least 3 dice smaller than their opponent (i.e. Melee 2d10 vs 5d10) they will not Melee.

Enemy Behavior

On the enemy's turn, the Mission Commander rolls a d10 and consults the table below. Read the table left to right and pick which header applies first. Additional guidelines:

- Units with Indirect Fire weapons ignore "Hidden" and use "Behind Cover" instead.
- Enemy Commanders & Return Fire activated units treat a roll of 1 as a 10 instead.
- When there is a conflict the Mission Commander chooses what the enemy will do.

d10	Hidden	HP<50%	Unit is Behind Cover & Target is in Range	Default
1	Hold	Retreat	Hold & Attack	Attack & Retreat
2-9	Flank	Attack & Retreat	Hold & Attack	Attack!
10	Blitz	Last Stand	Last Stand	Finish Them!

- **Hold** – Hold Position and stay where you are.
- **Retreat** – Fall back with Full Throttle and break Line of Sight if able.
- **Attack** – Make a Shooting and/or Melee Attack against the nearest enemy target.
- **Flank** – Move to gain Tactical Advantage using Full Throttle. Attack if able.
- **Finish Them!** – The enemy gains +1 Hit on Shooting and Melee.
 - They must move closer to the nearest enemy and make a melee attack if able.
- **Blitz** – The unit gains Move+5" this turn then moves to attack the nearest enemy.
- **Last Stand** – Hold position and Attack. They gain +1 Hit on Shooting and Melee.

MISSION 1 – ASSAULT THE ARCTIC BASE

Premise: Zeon forces have caught wind of a secret Federation base in the arctic that is launching cargo into space that may change the fate of the world, the Cyclops team a special operations unit deploys with cutting edge amphibious mobile suits.

Available Units for Players

1. Z'Gok E
2. Z'Gok E
3. Hy-Gogg
4. Hy-Gogg
5. Additional players choose either a Z'Gok E or Hy-Gogg

Recommended Skills – **Mayhem** | **Accelerate**

Enemy Units

1. 8x GM Cold Districts without Shield (Cost 50)
2. +4 GM Cold Districts for each additional player

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - Place roads / runways running through each Control Point
 - Setup a 2 Hangers next to each Control Point.
 - Setup a heavy cargo plane at two Control Points furthest from the water
 - Scatter 10-20 buildings throughout the map to represent the base
- Place Units
 - Player's setup on one battlefield edge that represents the water.
 - Setup 8 GMs in the main base in pairs of two at each Control Point.
 - Setup 8 GMs in round 2, setup 4 next to each cargo plane.

Mission Objectives (VP are awarded to Individual players)

1. +2VP: Each time a Hanger (ARM Sv+2) or Cargo Plane (ARM Sv+2) is destroyed
2. +1 VP: Each time you destroy a building or capture a Control Point
3. +1 VP: Each time you destroy two GMs in one round
4. -5 VP: Your unit is destroyed

Special Rules

1. All players activate before the enemy does in Round 1.
2. In Round 1 players treat their weapons as +1 PEN when attacking buildings

Mission Completion

- This mission ends after Round 5 is complete.
 - Next mission the players choose their units based on VP in descending order
- The HLV was able to escape the base before our forces could reach it. The Cyclops team relocates to space and infiltrates the colony where the weapon was delivered.

MISSION 2 - BATTLE IN SPACE

Premise: The Cyclops team is inserting an operative into the colony to investigate the Federation forces secret facility. In order to grant them passage into the colony a battle will be staged outside the colony while the operative requests an emergency landing.

Available Units for Players

1. Gelgoog Jäger
2. 2x Rick Dom II
3. 3x Zaku II FZ
4. 3x Zaku II FZ
5. 3x Zaku II FZ for each additional Player

Recommended Skills – Accelerate! | Bullseye!

Enemy Units

1. 12x GM Command Space (Cost 90)
2. +3x GM Command Space (Cost 90) per additional Player

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - The colony and transport start on opposing edges. Keep a path clear down the center to represent the space lane for the transport to enter the colony
 - Delineate circular areas where space construction equipment would be floating adrift after the battle broke out, this pockets will count as Cover while inside or shooting through it.
- Place Units
 - Place 2 GMs near the colony entrance flanking the space lane
 - Place 5 GMs 12" from the battlefield edge and 5 GMs 24" from the edge
 - The Cyclops Transport begins 40" from the colony. Players start on that edge.

Mission Objectives (VP are awarded to Individual players)

1. +1 VP: Each time you destroy a GM. Bonus VP if it was a Blindside attack.
2. +2 VP: Each time you destroy a GM that is within 12" of the transport
3. -1 VP: Your unit is destroyed

Special Rules

1. The Cyclops Team Transport moves 8" towards the colony at the end of each round
2. You may not fire at an enemy if the Cyclops transport is between you and the target
3. You must stay at least 12" from the Cyclops transport

Mission Completion

- This mission ends after Round 5 is complete.
- Next mission the Kampfer is controlled by the player with the most VP
 - The other players control the enemy forces next mission.
- The Cyclops Team confirms the weapon was successfully delivered to the colony and uncover it is a highly advanced Gundam. They have received orders to destroy it.

MISSION 3 – HAVOC IN THE CITY

Premise: The Cyclops Team assemble the Kampfer secretly within the city then send it out on a night raid to destroy the Federation’s research facility. The Grey Phantom, a Federation ship docked at the colony sends out the Scarlett team to intercept.

Available Units for Players

1. Kampfer
 - a. **Recommended Commander Trait – Commando** – Your opponent may only target your Commander if they are the closest model (including ally models).
 - b. **Recommended Skills: All-Out Attack | Tear through the Ranks**

Enemy Units

1. Gundam Alex with Chobham Armor
 - a. **Enemy Momentum 3 | Pilot Skills – Defense**
 - b. **Special:** Gundam Alex does not have access to its Beam Rifle
2. 5x GM Sniper II w/ Bullpup Machinegun
3. 2x Guncannon Mass Produced

Battlefield Setup

- Set up 5 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map’s center.
- Set up terrain.
 - Set up a major highway and a canal both running North to South
 - Setup 20–30 small buildings for the city
 - Setup the secret Federation Facility on the South edge 48” from the Kampfer
- Place Units
 - The Kampfer starts at the North Edge on the Highway
 - Set up ½ the GM Sniper IIs and one Guncannon in the center 12” apart
 - Setup the remaining units in Round 3 scattered throughout the city 12” apart
 - Place all enemies behind tall cover that blocks Line of Sight (LOS)
 - When the Kampfer reaches the Secret Facility place Gundam Alex next to it

Mission Objectives

1. Destroy Gundam Alex

Special Rules

1. Enemy units do not activate in Round 1. Alex activates the round after it appears.
2. If Kampfer destroys the first wave of MS before Round 3 then every attack it makes in Round 3 is a Blindside attack

Mission Completion

- If you destroy Gundam Alex you are victorious and have finished the mission pack
- If you fail to destroy Gundam Alex then it is only fitting that you watch Mobile Suit Gundam 0080: War in the Pocket.