

MECHASTELLAR CO-OP CAMPAIGN

EARTH FEDERATION FORCES SANDBOX MISSION PACK 1

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.
- 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 - REPEL THE ENEMY

Premise: Zeon forces are attacking the base. Federation forces quickly sortie to defend.

Enemy Units

1. 3x Zaku II w/ Machine Guns (Cost 30)
2. +1 Zaku II with Machine Guns 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 a large building in the center
 - Place several buildings around each Control Points
 - Keep the area North/South & East/West clear to show a road.
- Place Units
 - Place the Zaku II with the cannon a table edge within shelling distance
 - Place the other Zaku IIs on the outskirts of the base
 - Players can start anywhere inside the base

Mission Objectives

1. No allied units are destroyed
2. Survive for 5 Rounds
3. Capture 3 Control Points by round 3
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Mission Completion

The Mission Commander may upgrade to a Skilled Pilot and then selects a Pilot Trait. Requisition Limit improves from 30->40. The following Cost 40 units can be acquired.

- Guntank Mass Production Type (Firepower)
- GM Light Armor (Interceptor)
- GM Cannon (Firepower)
- GM (Battler)

MISSION 2 - SCOUT THE DESERT

Premise: Federation forces scout the Desert for Zeon forces following the attack.

Enemy Units

1. 4x Zaku II w/ Machine Guns (Cost 30)
2. 1x Zaku II w/ Magella Cannon (Cost 30)
3. +1 Zaku II with Machine Gun per extra player

Battlefield Setup

- Set up 4 Control Points on the map.
 - Place one roughly in the center of each quadrant and one in the map's center.
- Set up terrain.
 - Roll out a desert game mat or corkboard mat if you have one
 - Place several rocky structures, tall enough to block Line of Sight (LOS)
 - Use some large rocks from your garden or backyard for scenery
- Place Units
 - Place all enemies behind tall cover that blocks LOS
 - Place the Zaku with Magella Cannon farthest from the players
 - Spread out the Zaku IIs so they are not clustered in one spot
 - Players start on a battlefield corner furthest from the enemy

Mission Objectives

1. Make Line of Sight contact with every enemy unit
2. Capture 3 Control Points in 3 rounds or less
3. No allied units are damaged
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Special Rules

1. Due to a sandstorm Indirect Fire is disabled & all units have -1 Shooting Accuracy.

Mission Completion

The Mission Commander may upgrade to a Skilled Pilot and then selects a Pilot Trait. Requisition Limit improves from 40->50. The following Cost 50 units can be acquired

- Guncannon Mass Produced – All variants (Firepower)
- GM Cold Districts without Shield (Attacker)
- Guntank (Firepower)

MISSION 3 - SEEK AND DESTROY

Premise: With the scouting mission complete your team sets out to destroy hostile targets.

Enemy Units

1. Gouf (Cost 80)
2. 4x Zaku II w/ Machine Guns (Cost 30)
3. +1 Zaku II w/ Machine Gun per extra 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.
 - Roll out a desert game mat or corkboard mat if you have one
 - Place several rocky structures, tall enough to block Line of Sight (LOS)
 - Use some large rocks from your garden or backyard for scenery
- Place Units
 - Place all enemies behind tall cover that blocks Line of Sight (LOS)
 - Spread out the Zaku IIs so they are not clustered in one spot
 - Place the Gouf next to a Zaku II
 - Players start on a battlefield corner

Mission Objectives

1. Destroy the enemy commander
2. Destroy all enemy units in 3 rounds or less
3. No allied units are destroyed
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Mission Completion

The Mission Commander may upgrade to a Skilled Pilot and then selects a Pilot Trait. Requisition Limit improves from 50->60. The following Cost 60 units can be acquired

- GM Cold Districts with Shield (Attacker)
- GM Land Combat Type (Attacker)
- Desert GM (Sniper)

MISSION 4 – ATTACK THE ZEON BASE

Premise: Intel confirms the whereabouts of the enemy's underground base. Seize it.

Enemy Units

1. Zaku Desert Type w/ Long barrel Machine Gun (Cost 110)
 - a. **Commander Trait – Rallying Leader** – +1 Momentum for each ally destroyed
 - b. **Enemy Momentum 3 | Pilot Skills – Defense**
2. Zaku Desert Type w/ Missile Pods (Cost 110)
3. Zaku II w/ Machine Guns (Cost 30)
4. +2 Zaku II w/ Machine Gun per extra 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 terrain to represent a circular cave complex with an entry tunnel
 - Place one large terrain piece in the center to block Line of Sight
 - Set up buildings in the far end to represent offices and maintenance
- Place Units
 - Place the Zaku Desert Type Commander on the opposite side of the players
 - Place the Zaku Desert Type with Missile Pods with LOS on the entrance
 - Spread out the remaining models across the battlefield
 - Players start in the entry tunnel outside LOS

Mission Objectives

1. Destroy the enemy commander
2. Capture 2 Control Points by Round 2
3. Capture 4 Control Points by Round 4
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Special Rules

1. The battlefield is underground as a result Indirect Fire is not usable.
2. The Zaku with the Tactician trait will use it on the Commander if they are visible.
3. If a Zeon unit with Full HP would be destroyed from a Shooting attack roll an Armor Save, if they succeed, they survive with 100 HP but can no longer move.

Mission Completion

The Mission Commander may upgrade to a Skilled Pilot and then selects a Pilot Trait. Requisition Limit improves from 60->70. The following Cost 70 units may be acquired

- GM Kai – All variants (Battler)

MISSION 5 - ENEMY SNEAK ATTACK

Premise: The enemy launched a sneak attack while you were away. Requesting support!

Enemy Units

- 3x Dom with Giant Bazooka (Cost 100)
 - Commander Trait – Three Times as Fast** – Commander gains +5” Movement and may reroll one Evade die per turn
 - Enemy Momentum 3 | Pilot Skills – Defense, Improve**
- +3 Zaku II with machine Gun per extra 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 a large building in the center & smaller buildings across the battlefield
 - Keep the area North/South and East/West clear around the Control Points to show a road. If you have roads feel free to place them around the base.
- Place Units
 - Place the Doms throughout the base behind cover
 - Players start on one table edge

Mission Objectives

1. Survive for 5 Rounds
2. Commander MS survives
3. Capture 3 Control Points by turn 3
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Special Rules

1. If a Federation unit with Full HP would be destroyed from a Shooting attack roll an Armor Save, if they succeed, they survive with 100 HP but can no longer move.
2. The Doms may ignore the behavior table to instead Shoot then seek Cover

Mission Completion

The Mission Commander may upgrade to a Skilled Pilot and then selects a Pilot Trait. Requisition Limit improves from 70->80. The following Cost 80 units may be acquired

- GM Command Spec Ops (Battler) – All Variants
- Powered GM (Attacker)

MISSION 6 - DEFEND THE CITY

Premise: Zeon forces have taken over a nearby city, your mission is to drive them out.

Enemy Units

1. Zaku II Dozle Custom (Cost 100)
 - a. **Commander Trait – Bold Leader** – Your army hits on a 4+ in Melee
2. **Momentum 3 | Pilot Skills – Defense, Accelerate**
3. 1x Zaku II w/ Missile Pods and Giant Bazooka (Cost 50)
4. 2x Zaku Half Cannon w/ Gatling Gun (Cost 40)
5. 4x Zaku II w/ Machine Gun (Cost 30)
6. +3 Zaku II w/ Machine Gun per extra 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 several government buildings (ARM Sv+2) & small buildings (ARM Sv+0) to make a city. Leave routes open for major roads & intersections.
 - Keep 4 Large buildings in the center to represent the city government
- Place Units
 - Place Zaku II Custom on top the government building for high ground
 - Place the Zaku Half Cannons by the City Government buildings
 - Place remaining units in the city, spread out behind cover
 - Players start at the edge of the city

Mission Objectives

1. No buildings are destroyed
2. No government buildings are destroyed
3. Capture 2 Control Points by turn 2
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Destructible Cover Rules

1. Cover makes an Armor Save when attacked or when used to Block Shots.
 - a. Cover survives on a 5+, the City Government buildings survive on a 3+

Special Rules

1. If you roll a 1 or 10 for the Enemy Commander's behavior instead use Blitz
2. Zaku II Custom preferred Target: Skilled Pilot within 18" or Target with high Melee.

Mission Completion

The Mission Commander may upgrade to a Skilled Pilot and then selects a Pilot Trait. Requisition Limit improves from 80->90. The following Cost 90 units may be acquired

- GM Intercept Custom (Interceptor)

MISSION 7 - SWEEP THE CITY

Premise: Having beaten back the enemy now it is time to sweep the remainder of the city.

Enemy Units

1. Dom High Speed Test Type (Cost 180)
 - a. **Commander Trait – Bold Leader** – Your army hits on a 4+ in Melee
 - b. **Enemy Momentum 3 | Pilot Skills – Defense, Accelerate**
2. 1x GM Camouf (Cost 50)
3. 3x Zaku II with Machine Gun (Cost 30)
4. 1x Gouf Flight Test Type (Cost 90)
5. +1 Gouf Flight Test Type (Cost 90) per extra 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 several large (ARM Sv+2) & small buildings (ARM Sv+0) to make a city. Leave routes open to represent major roads and intersections.
 - Set up several destroyed buildings, ruins and/or barricades
 - Make sure buildings are cover are dense to make visibility difficult
- Place Units
 - The GM Camouf start on the player's side and appear as friendly.
 - Place the Hi-Speed Dom on the opposite side of the map as the players
 - Place the Gouf near the players, place the Zakus IIs throughout the city
 - Place all enemy units behind cover, LOS blocking if possible.
 - Players start on a battlefield corner

Mission Objectives

1. No buildings are destroyed
2. Make Line of Sight (LOS) contact with each enemy unit
3. Destroy all enemy units in 3 rounds or less
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Special Rules

1. Each turn The Dom Hi-Speed Test Type uses its high movement to Flank and try to shoot the Player with the lowest Evade and charge the player with the lowest Melee

Mission Completion

The Mission Commander may upgrade to a Skilled Pilot and then selects a Pilot Trait. Requisition Limit improves from 90->100. The following Cost 100 units may be acquired

- Ez-8 & Gundam Ground Types – All variants (Battler/Indomitable)
- Armored GM – All Variants (Attacker)
- Guncannon (Firepower/Indomitable)

MISSION 8 - TAKE BACK THE CITY

Premise: After clearing the city the team is ambushed by Guerilla fighters.

Enemy Units

1. Gouf Custom w/ Shield (Cost 230)
 - a. **Commander Trait – Commando** – Your opponent may only target your Commander if they are the closest model (including allied models).
 - b. **Enemy Momentum 5 | Pilot Skills – Defense, Fire Vulcans**
2. 4x Zaku II w/ Machine Gun (Cost 30)
3. 2x Dom with Bazooka (Cost 100)
4. +1 Dom with Bazooka per extra 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.
 - Reuse the previous mission's terrain and configuration or rearrange it.
- Place Units
 - Player's set up in the city center, put their models facing the same direction
 - All enemy units must be deployed outside of each player's Sensor range.
 - Place the Zakus behind the players and the Doms in front, both in Cover.
 - Place the Gouf Custom on top of a building overlooking the players.
 - Prepare a haughty speech for the enemy commander to deliver on high.

Mission Objectives

1. Control 4 Control Points by turn 4
2. Do not lose any units
3. Defeat the enemy Commander
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Special Rules

1. Each turn the Gouf Custom will move to make a Melee attack against the Mission Commander and Shoot the player with the lowest Evade visible.
2. If a Guntank is brought on this mission, it may forgo its turn to force the HLV terrain piece on Mission 10 to make an Armor Save (ARM Sv+3).

Mission Completion

The Mission Commander may upgrade to a Skilled Pilot and then selects a Pilot Trait.

Requisition Limit improves from 100->110. The following Cost 110 units may be acquired

- GM Sniper Custom w/ Pistol or Bazooka (Sniper)
- GM Guard Custom (Firepower)

MISSION 9 – PURSUE THE ENEMY UNITS

Premise: After a crushing defeat your forces pursue the enemy into the woodlands.

Enemy Units

1. Zaku Flipper (Cost 80)
 - a. **Commander Trait – Resourceful** – Starting Momentum +1 (Included below)
 - b. **Enemy Momentum 6 | Pilot Skills – Defense, Take the Shot**
2. 5x Zaku II (Cost 30)
3. 1x Dom Cannon (Cost 180)
4. +1 Dom with Bazooka per extra 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.
 - This battlefield will be a forest, set up delineating items to show several pockets of the forest that are dense enough to obscure Line of Sight such that units on opposite sides of these areas cannot shoot one another.
 - Try using string or a circle of dice to show this if you don't have terrain.
- Place Units
 - The player's deploy first
 - Place the Zaku Flipper near maximum weapon range of the Player's Mission Commander and within close distance to LOS obscuring terrain
 - Place the Zaku II behind cover throughout the battlefield
 - Place the Dom on either flank of the battlefield

Mission Objectives

1. Destroy 2 enemies by turn 2
2. Capture 2 Control Points by turn 2
3. Do not lose any units
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Special Rules

1. The Zaku Flipper goes first in Round 1. It fires at the Player's Mission Commander then retreats behind obscuring cover.

Mission Completion

The Mission Commander may upgrade to a Skilled Pilot and then selects a Pilot Trait.

Requisition Limit improves from 110->120. The following Cost 120 units may be acquired

- N/A

MISSION 10 – BATTLE AT THE LAUNCH SITE

Premise: In the heart of the forest is a heavy-lift launch vehicle (HLV) loading a captured vaporization bomb. Destroy the HLV before it escapes into space.

Enemy Units

1. Zaku II Commander w/ Bazooka (Cost 90)
 - a. **Commander Trait – Galvanizing Display** – Gain 1 Momentum on any turn your commander is attacked
 - b. **Enemy Momentum 5 | Pilot Skills – Defense**
2. 2x Zaku II w/ Magella Cannon (Cost 30)
3. 6x Zaku II w/ Machine Gun (Cost 30)
4. 2x Gouf Flight Type (Cost 110)
5. +6x Zaku II per extra 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.
 - Reuse and/or rearrange the same terrain from last mission
 - Set up a clearing in the center with the HLV (ARM Sv+3)
 - Make sure the battlefield has at least 18” on each side on the HLV
 - The HLV is destroyed after failing 5 Armor Saves
- Place Units
 - Place the Zaku II Commander near the HLV
 - Place one Gouf Flight Type and half the Zakus on each side of the battlefield
 - The Players deploy on opposite ends of the battlefield in a pincer attack

Mission Objectives

1. Destroy the HLV by turn 5
2. Destroy the enemy commander
3. Capture 2 Control Points by turn 2
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

Mission Completion

The Mission Commander may upgrade to a Skilled Pilot and then selects a Pilot Trait.

Requisition Limit improves from 120->130. The following Cost 130 units may be acquired

- GM Sniper Custom w/ TL Rocket Barrage (Sniper)