

# MECHASTELLAR COOP CAMPAIGN

## GUNDAM WING NARRATIVE MISSION PACK

### Starting a Campaign

This is a Narrative style campaign based on the popular Gundam Wing series which first aired in the early 2000s and later had a manga retelling titled “Glory of the Losers”. This Mission Packs adapts a few events to happen simultaneously to allow for 2 players.

This campaign is ideally suited for one or two players Since most of the missions star two of the Gundam Pilots but it can be adapted for more players. For additional players if there are not enough playable units they may instead control enemy units. Normally the enemy units take their turns by rolling on the behavior table on the next page.

There will be no advancement system in this campaign, instead you are competing to see who can get the most Victory Points (VP).

### Player Units

- Each mission players earn VP. You can use them to repair your Mobile Suits.
  - 10 VP repairs 1000 HP and/or 1 Battle Damage between missions.

### Mission Commander

- Each Mission pick a new Pilot to be the Mission Commander.
  - This gives their unit a valuable Commander Trait for that mission.

### Special Rules for Combat

1. The rules from the **Battle Damage Module** are in effect.

### Control Points

- Each Mission has 5 Control Points set in the center of the map and each quadrant.
- You can capture one by moving your units within 3”. Remove the Control Point and gain +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 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 – OZ BASE NEAR HAWAII (PACIFIC OCEAN)

**Premise:** Five Gundams descended to Earth to wipe out Oz and fight for the colonies. At an OZ base near Hawaii two Gundam pilots encounter one another.

### Player Units

1. Wing Gundam
2. Deathscythe Gundam

**Starting Momentum – 5 | Recommended Skills – Fire Vulcans! | Take the Shot**

### Enemy Units

1. Leo x14
2. Aries x6

### 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 two runways running through two Control Points
  - Setup a large Control Tower right in the center of the map
  - Scatter 10 small buildings throughout the map
- Place Units
  - Place 7x Leos & 3x Aries on each half of the map
  - Place Wing on one edge and Deathscythe on the other

### Mission Objectives

1. +10 VP: Each time you destroy 5 units or 5 buildings
2. +10 VP: Each time you destroy three Mobile Suits in one unit turn
3. +10 VP: Deal 1000 DMG more than is necessary to destroy an OZ Mobile Suit
4. +20 VP: Destroy the large Control Tower after destroying all OZ Mobile Suits
5. –20 VP: Either Gundam loses 2000HP or more.

**Note:** VP are awarded to each Gundam Pilot on an individual basis.

### Special Rules

1. Replace up to 6 Destroyed Leos and 4 Destroyed Aries on Rounds 2 – 4.
2. If Wing or Deathscythe fire a shot and destroy an enemy MS that is within 6” of the other Gundams that player gains +10 VP.

### Mission Completion

- This mission ends on Round 5.
- After completing their Mission Heero and Duo are notified of their next mission at the New Andrews Base.

## MISSION 2 - OZ BASE AT CORSICA (MEDITERRANEAN SEA)

**Premise:** Five Gundams descended to Earth to wipe out Oz and fight for the colonies. At an OZ base at Corsica two Gundam pilots encounter one another.

### Player Units

1. Gundam Heavyarms
2. Gundam Sandrock

**Staring Momentum** – 5 | **Recommended Skills** – Fire Vulcans! | All-Out Attack

### Enemy Units

1. Leo x12
2. Tragos x4
3. Aries x6

### 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 two runways running through two Control Points
  - Setup a large blimp right in the center of the map
  - Scatter 5–10 small buildings throughout the map
- Place Units
  - Place 2x Aries hovering around the large blimp
  - Place 6x Leos, 2x Tragos & 2x Aries on each half of the map
  - Place Sandrock & the Maganacs on one edge and Heavyarms on the other

### Mission Objectives

1. +10 VP: Each time you destroy 5 units or 5 buildings
2. +10 VP: Each time you destroy three Mobile Suits in one unit turn
3. +20 VP: Destroy the large Blimp after destroying all OZ Mobile Suits
4. +10 VP: Deal 1000 DMG more than is necessary to destroy an OZ Mobile Suit
5. –20 VP: Either Gundam loses 2000HP or more or a Maganac is destroyed by OZ.

**Note:** VP are awarded to each Gundam Pilot on an individual basis.

### Special Rules

1. Replace up to 6 Leos and 4 Aries on Rounds 2 – 4.
2. After all OZ forces have been destroyed Heavyarms and Sandrock may each take a turn to fight one another in Melee. They gain +10 VP if they take 0 DMG.

### Mission Completion

- This mission ends on Round 5.
- Quattro and Trowa realize they are not enemies and have a common goal. After a brief respite together they part ways. They are notified of their next mission at the New Andrews Base.

## MISSION 3 – A BANQUET FOR PLEIADES [NEW EDWARDS BASE]

**Premise:** OZ has set a trap for the Gundam pilots by spreading rumors of OZ leadership all gathering here. A large amount of forces have been deployed here.

### Player Units

1. Team 1 – Wing Gundam & Gundam Deathscythe
2. Team 2 – Gundam Heavyarms & Gundam Sandrock
3. Team 3 – Shenlong Gundam

**Starting Momentum** – 9 | **Recommended Skill** – Tear through the Ranks

### Enemy Units

1. Leo x20
2. Aries x10
3. Tragos x4

### 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 two runways running through two Control Points with a Shuttle on it.
  - Scatter 10–20 small buildings throughout the map.
  - Setup a Yacht on one edge at least 36" away from the Gundams.
- Place Units
  - Split the enemy forces evenly between both sides of the base.
  - Place Sandrock & Heavyarms on one edge. Place Wing & Deathscythe on the other. Place Shenlong 12" from the center on Round 3.

### Mission Objectives

1. +10 VP: Each time you destroy 5 units or 5 buildings
2. +10 VP: Each time you destroy three Mobile Suits in one unit turn
3. +10 VP: Deal 1000 DMG more than is necessary to destroy an OZ Mobile Suit
4. +50 VP: Any Gundam destroys the shuttle holding the VPs
5. +50 VP: Shenlong reaches Treize's yacht
6. –20 VP: Any Gundam loses 2000HP or more.

**Note:** VP are awarded to each Gundam Pilot on an individual basis.

### Special Rules

1. Aries units always use Flight Mode
2. Replace up to x8 Leos or x4 Aries in Rounds 2 – 4.
3. Team 1 & 2 have yet to meet & gain +20 VP if attacking each other in Rounds 1 & 2.

### Mission Completion

- This mission ends on Round 5.
- The Pilots realize they were tricked into destroying the Earth Federation top brass.