

MECHASTELLAR SOLO CAMPAIGN

SHIN MAZINGER Z (2009) MISSION PACK

Starting a Campaign

This is a Narrative style campaign based on the Shin Mazinger Z OVA (Mazinger Edition Z: The Impact!) from 2008 directed by Yasuhiro Imagawa. This OVA was a retelling of the original Mazinger Z storyline replete with new characters from other Go Nagai works.

This campaign is meant to be single player but you can always have a friend take control of the enemy Kikaiju. Unlike Sandbox campaigns the advancement system for Pilots will be a little different here.

Player Units

- With each mission players earn Victory Points (VP). These will be used to upgrade you're the Pilots for your Getter Team or to repair Getter in-between missions.
 - 10 VP repairs 1000 HP or 1 Battle Damage between missions
 - 100 VP increases your Pilot's Tier to 1 becoming a Skilled Pilot
 - 200 VP more to increase your Pilot's Tier to 2 becoming an Ace Pilot.
- The player starts off with Koji Kabuto at Tier 0 and without any traits.

Mission Commander

- Each Mission choose a Commander Trait for Koji Kabuto.

Special Rules for Combat

- The **Battle Damage** rules are in effect
- The **SRW Module** rules 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. 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.

KIKAIJU 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 Kikaiju Tier 0 units 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:

- 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 | Enemy is >10" Away | Enemy is within 10" |
|-----|------------------------------|-------------------------|
| 1 | Retreat & Rampage | Roaring Behemoth |
| 2-9 | Attack! | Attack! |
| 10 | Blitz! | Finish Them! |

Roaring Behemoth! – Hold Position and roar at your enemies. Gain 3 Momentum.

Retreat – Fall back, use Full Throttle & Break Line of Sight if able.

Rampage – Destroy buildings this turn using Full Throttle and/or Melee Attacks. Full Throttle lets you **Crash Through** buildings forcing them to make an Armor Save.

Attack – Make a Shooting and/or Melee Attack against the nearest enemy target.

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 – Increase the enemies movement by 5" then move to attack the nearest enemy.

MISSION 1 – ACTIVATION MAZINGER!

Premise: Koji Kabuto lives a peaceful life with his brother Shiro and grandfather Juuzo. One day he finds himself being chased by giant stone statues as they escape on their motorcycle. His Grandfather sends him a Hover Pilder which will allow him to escape and pilot the giant robot Mazinger Z, whose power could allow its wielder to become either a God or a Demon. Koji takes control of Mazinger Z just in time to fight off the giants.

Player Units

- Shin Mazinger Z
- Pilot: Koji Kabuto (Pilot Tier 0)

Starting Momentum – 3 | **Recommended Skills** – Persevere | Moment of Clarity

Enemy Units

- 2x Talos Warriors
- Mechanical Beasts: Garada K7 & Doublas M2

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 forest with a large ruined building on one side
- Place Units
 - Place Mazinger Z near the ruined laboratory & the Talos statues within 12”.

Mission Objectives

1. +20 VP: Take 0 DMG this mission
2. +20 VP: Destroy a Talos Warrior using Rocket Punch
3. +20 VP: Destroy Garada K7 using Rust Hurricane
4. +20 VP: Destroy Doublas M2 using Breast Fire
5. +10 VP: Deal damage using Smash (CC)
6. –10 VP: For every 1000 DMG you take (round down)

Special Rules

1. The Talos statues go first in Round 1. When destroyed leave the model on the battlefield. When both are destroyed replace them with Garada K7 and Doublas M2.
2. During Garada's first turn it will skip it's turn to attack Aphrodite A off-screen.
3. You may not use Photon Power Beam, Flight Mode or Scrander Cross.

Mission Completion

- This mission ends when the Kikaiju Garada K7 and Doublas M2 are defeated.
- Upon defeat Baron Ashura and Dr. Hell swear revenge on Mazinger Z and the Photon Power Laboratory.
- Count Brocken, another of Dr. Hell's minions drops an exploding Kikaiju on the city, but he is thwarted when Tsubasa Nishikiori appears and shows Koji how to use the Photon Power Beam to its full potential.

MISSION 2 - ACTIVATE JAPAN RAID OPERATION!

Premise: As Koji Kabuto continues to master Mazinger Z, Dr. Hell stages a multi-pronged attack on Japan. Tsubasa Nishikiori advises Koji to not engage until he finishes his training. Meanwhile, the defense forces of Japan cannot stop the Kikaiju's rampage so Koji rushes off into danger to face them but a clever trap awaits him. Once Koji is able to dock with Mazinger Z he is forced to face Vargas V5 underwater.

Player Units

- Shin Mazinger Z

Starting Momentum – 3 | **Recommended Skills** – **Improvise** | **Return Fire**

Enemy Units

- Mechanical Beast Vargas V5
- Mechanical Beast Glossam X2

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.
 - Setup an underwater battlefield that is mostly barren with one massive rock feature in the center of the battlefield.
- Place Units
 - Place Mazinger Z near the rock structure.
 - Place Vargas V5 18" from Mazinger Z

Mission Objectives

1. +20 VP: Take 0 DMG this mission
2. +20 VP: Use the Kaiju Throw ability on Vargas V5
3. +20 VP: Make a Blindsight attack on Vargas V5
4. +20 VP: Destroy Vargas V5 using Breast Fire
5. +20 VP: Destroy Glossam X2 using Breast Fire
6. +10 VP: Each turn your Invincible trait activates against Glossam X2
7. -10 VP: For every 1000 DMG you take (round down)

Special Rules

1. In this underwater battle Mazinger Z has Evade-1.
2. Mazinger may use Rust Tornado to create a 12" diameter circle of obscuring terrain by kicking up the sand and silt. Mazinger cannot be shot at while inside the circle.
3. After Vargas V5 is defeated place Glossam X2 24" away from Mazinger Z
4. You may not use Flight Mode or Scrambler Cross.

Mission Completion

- This mission ends when the Mechanical Beasts are defeated.
- Mazinger trudges to the seashore where he is ambushed by more mechanical beasts.
- You may not repair Mazinger Z between Mission 2 & 3.

MISSION 3 – MECHANICAL BEASTS PINCER ATTACK!

Premise: Climbing out of the wall Koji is suddenly attacked by Tauros D7 and Ghostfire V9. Most importantly Tauros D7 horn is made out of Chogokin Z alloying it to grievously injure Mazinger Z. Will Koji survive this battle?

Player Units

- Shin Mazinger Z

Starting Momentum – 3 | **Recommended Skills** – **Persevere** | **Accelerate**

Enemy Units

- Mechanical Beast Tauros D7 & Ghostfire V9

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.
 - Setup a rocky shoreline with the sea covering ¼ the battlefield.
- Place Units
 - Place Mazinger Z on the beach and Tauros D7 6" away
 - Place Ghostfire V9 18" away from Mazinger Z

Mission Objectives

1. +20 VP: Take less than 3000 DMG this mission
2. +20 VP: Tauros D7 does damage to Ghostfire V9
3. +20 VP: Destroy Ghostfire V9 via Kaiju Throw
4. +20 VP: Destroy Tauros D7 via Kaiju Throw

Special Rules

1. Tauros D7 goes first in Round 1.
2. If you block all melee attacks from Tauros D7 and Ghostfire V9 is within 8" it takes 2000 DMG in your place as the raging bull skewers his partner.
3. You may not use Flight Mode or Scrander Cross.

Mission Completion

- This mission ends when the Mechanical Beasts are defeated.
- Mechanical Beast Kingdan X10 arrives dragging Aphrodite A. Koji surrenders and is taken onboard the moving undersea fortress Saluud along with Sayaka and Boss.

MISSION 4 – THE MYCENAEAN KEDORA APPEARS!

Premise: A strange alien monster that controls the Mechanical Beasts called a Kedora has taken over Mazinger Z. After retaking control of Mazinger Z, Koji Kabuto, Baron Ashura, Nishikiori Tsubasa and the Kurogane 5 are transported into the Kedora's memories where they witness the end of the Mycenaean empire and the giant Gods Zeus and Hades clash while Koji and Mazinger Z must fight Garadoubas.

Player Units

- Shin Mazinger Z
- Zeus (Z Mazinger)

Starting Momentum – 9 | **Recommended Skills** – **Persevere** | **Giant Slayer**

Enemy Units

- Garadoubas
- Hades

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.
 - Setup a rocky shoreline with the sea covering $\frac{1}{4}$ the battlefield.
- Place Units
 - Place Mazinger Z on the beach with Garadoubas
 - Place Zeus and Hades in the sea 18" away

Mission Objectives

1. +20 VP: Mazinger takes 0 DMG this mission
2. +20 VP: Mazinger or Garadoubas attack Hades
3. +20 VP: Zeus destroy Hades with a Rocket Punch attack
4. -10 VP: For every 1000 DMG you take (round down)

Special Rules

1. Hades has challenged Zeus, the two exclusively fight each other.
2. Hades has severed Zeus arm, he cannot benefit from the Sword's Melee ATK+3d10.
3. If Mazinger Z completely blocks all melee attacks from Garadoubas he may then force Garadoubas to make a single heat ray attack on Hades.
4. If Mazinger Z uses a Rocket Punch on Hades after defeating Garadoubas Zeus may use a Rocket Punch attack on its next turn with +5 Attacks against Hades.
5. Zeus cannot benefit from Shining Raiment until Hades is attacked by Mazinger.
6. Hades "Hidden Beneath" ability does not activate this mission.

Mission Completion

- This mission ends when all enemies are defeated.
- Tsubasa Nishikiori and Baron Ashura track down and slay the Kedora returning them to the present but a curse awaits them in the future.