

# MECHASTELLAR CO-OP CAMPAIGN

## PRINCIPALITY OF ZEON 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 Zaku II with a Machine Gun or Magella Cannon, or a Zaku I Sniper. 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 2<sup>nd</sup> 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 ENEMY BASE

**Premise:** Zeon forces have caught the Federation forces off guard assaulting their base.

### Enemy Units

1. 5x GM (Early) w/ Machine Guns (Cost 20)
2. +1 GM (Early) 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
  - Players start on the edge of the battlefield
  - The enemies show up until Round 2. Place them behind cover on their side

### Mission Objectives

1. Destroy the Large Building (ARM Sv+2)
2. Destroy two Small Buildings (ARM Sv+0)
3. Capture 3 Control Points by round 3
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 large buildings survive on a 3+

### 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.

- Zaku II Commander Type with Machinegun or Bazooka (Battler)
- Zaku Cannon or Half Cannon (Firepower)

## MISSION 2 - DESERT PATROL

**Premise:** Zeon forces on patrol discover a Federation mobile suit platoon.

### Enemy Units

1. 5x GM (Early) w/ Machine Guns (Cost 20)
2. GM Light Armor (Cost 40)
3. +1 GM (Early) 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 LOS
  - Place the GM Light Armor farthest from the players
  - Spread out the other GMs 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 by Round 3
3. No allied units destroyed
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

- Zaku II with Missile Pods (Battler)
- Zaku II Dozle Custom (Battler)
- Zaku II Char Custom (Battler)
- GM Camouf (Battler)

## MISSION 3 - DESERT AMBUSH

**Premise:** The Federation set an ambush and are bombarding our position

### Enemy Units

1. Guntank MP (Cost 40)
  - a. **Commander Trait – Vigilant Leader** – Allied units have Shooting Accuracy+1
  - b. **Enemy Momentum 3 | Pilot Skills – Defense**
2. 8x GM (Early) w/ Beam Spray Gun (Cost 20)
3. +1 GM (Early) w/ Beam Spray 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
  - Players start in the center of the map behind cover
  - Place all enemies behind tall cover that blocks Line of Sight (LOS)
  - Place the Guntank far and away but within Indirect Fire range
  - Spread out the GMs to surround the players at least 24" away

### 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

- Zudah – All Variants (Raid)
- Recon Zaku (Interceptor)

## MISSION 4 - DEFEND THE BASE

**Premise:** After hasty repairs the Federation Forces have sent a strike team into our base.

### Enemy Units

1. GM Sniper [G] (Cost 30)
  - a. **Commander Trait – Vigilant Leader** – Allied units have Shooting Accuracy+1
  - b. **Enemy Momentum 3 | Pilot Skills – Defense, Moment of Clarity**
2. 7x GM Ground Type w/ Machine Gun (Cost 30)
3. +2 GM Ground Type 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
  - Players can position themselves anywhere except for the entrance
  - Place all enemies in the entrance tunnel outside LOS
  - Place the GM Sniper [G] behind the GM Ground Types

### Mission Objectives

1. Destroy the enemy commander
2. Destroy one enemy in Round 1
3. Destroy all enemies by round 3
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. If a Zeon unit with full HP would be destroyed from a Shooting attack roll an Armor Save, on a success they survive with 100 HP but can no longer move until repaired.

### 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

- AC Guy (Interceptor/Amphibious)
- Zaku Desert Type – All variants (Battler)

## MISSION 5 - SNEAK ATTACK

**Premise:** Strike the enemy base while the main force is engaged with our units.

### Enemy Units

1. GM Kai w/ Hyper Bazooka (Cost 70)
  - a. **Commander Trait – Commando** – Your opponent may only target your Commander if they are the closest model (including allied models).
  - b. **Enemy Momentum 3 | Pilot Skills – Defense, Mayhem**
2. 2x GM Kai with Machine Gun (Cost 70)
3. 2x Guncannon Mass Produced (Cost 50)
4. +1 GM Kai 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
  - Place several buildings or equivalent around each Control Points
  - 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 a GM Kai & Guncannon, on each half of the base.
  - Player's may start anywhere on the map but must stay 18" from the enemy

### Mission Objectives

1. Survive for 5 Rounds
2. Capture 3 Control Points by Round 3
3. Destroy 4 buildings (ARM Sv+0) and the large center building (ARM Sv+2)
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

### Special Rules

1. The player's Mission Commander goes first in Round 1
2. If a Federation unit with full HP would be destroyed from a Shooting attack roll an Armor Save, on a success, 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 70->80. The following Cost 80 units may be acquired

- Zaku Flipper (Interceptor/Sniper)
- Agg Guy (Raid/Amphibious)
- Zaku II F2 (Battler)



## MISSION 6 - OVERTAKE THE CITY

**Premise:** Rendezvous with other forces on a campaign to capture a key political target

### Enemy Units

1. Armored GM w/ Giant Bazooka (Cost 100)
  - a. **Commander Trait – Galvanizing Display** – Gain 1 Momentum on any turn your Commander is attacked
  - b. **Enemy Momentum 3 | Pilot Skills – Defense, Accelerate**
2. 3x GM Cold Districts Type with Shield (Cost 60)
3. 1x Desert GM (Cost 60)
4. +1 Desert GM 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 several large (ARM Sv+2) and small buildings (ARM Sv+0) to make for a dense city. Leave routes open to represent major roads and intersections.
  - Keep 4 Large buildings in the center to represent the city government
- Place Units
  - Players start by the City Government Building
  - Place the enemy units behind cover on the outskirts of the city

### Mission Objectives

1. One unit uses all of their Actions for a turn to search City Government Buildings
2. Two units uses all of their Actions for a turn to search City Governments Buildings
3. Capture 2 Control Points by turn 2
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

### Special Rules

1. If you roll a 1 or 10 for the Enemy Commader's behavior instead use Blitz

### 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

- Gouf Flight Test Type (Attacker)
- Z'Gok (Attacker/Amphibious)
- Zaku II FZ (Battler)

## MISSION 7 - THE HUNTER HAS BECOME THE HUNTED

**Premise:** The enemies fell for our diversion. Hunt them down as they search the city.

### Enemy Units

1. GM Sniper Custom (Cost 160)
  - a. **Commander Trait – Three Times as Fast** – Commander gains +5” Movement and may reroll one Evade die per turn
  - b. **Enemy Momentum 3 | Pilot Skills – Defense, Take the Shot!**
2. 4x GM Cold Districts with Shields (Cost 60)
3. +1 GM Kai w/ Hyper 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 and/or rearrange the city terrain from last mission
  - Make sure the terrain is dense enough to obscure line of sight
- Place Units
  - Place the GM Sniper Custom on the high ground in the center of the map
  - Place the GMs in a line on a road near the center searching the area
  - Keep all the enemy units facing forward except the GM Sniper Custom
  - Players deploy on both edges of the map in a pincer attack

### Mission Objectives

1. Destroy all enemy models by 5 Rounds
2. Do not lose any models
3. Commander takes 0 damage
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

### Special rules

1. The player’s Mission Commander goes first in Round 1

### 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

- Z’Gok Commander (Attacker/Amphibious)
- Zaku II F2 w/ Missile Pods (Battler)
- Zaku II R1A / R2 (Battler/Assault)
- Z’Gok E (Attacker/Amphibious)
- Hy-Gogg (Battler/Amphibious)
- Dom / Rick Dom (Raid)
- Gouf (Melee)

## MISSION 8 - ROUT THE ENEMY

**Premise:** The enemy's long range artillery can damage our HLV, destroy them.

### Enemy Units

1. Ez8 Gundam (Cost 150)
  - a. **Commander Trait – Unyielding** – Ez8 rerolls Armor Saves. If this unit would be destroyed it instead survives with 1 HP for the rest of the turn.
  - b. **Enemy Momentum 5 | Pilot Skills – Defense, Make it Count!**
2. Gundam Ground Type with Cannon (Cost 150)
3. Gundam Ground Type with Beam Rifle (Cost 150)
4. 3x Guntank MP (Cost 40)
5. +3x GM Ground Type 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.
  - Reuse and/or rearrange the city terrain from last mission
  - Make sure the terrain is dense enough to obscure line of sight.
- Place Units
  - Place the Guntanks like three points of a triangle at least 24" apart
  - Place one Gundam next to each Guntank.
  - Player's may start anywhere on the map but must stay 24" from the enemy

### Mission Objectives

1. Destroy all Guntanks by Round 5
2. Destroy a Guntank with a melee attack
3. Destroy a Guntank with a shooting attack
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

### Special rules

1. The Gundam's do not move further than 18" from their Guntanks
2. The Guntanks do not target enemy units outside of 12" on their turn
3. If there are no enemy units within 12" on a Guntank's turn then the HLV in Mission 10 makes an Armor Save.

### 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

- Efreet & Efreet (DS) (Melee)
- Gogg (Attacker/Amphibious)

## MISSION 9 - PROVIDE REARGUARD FOR THE MISSION ASSET

**Premise:** The enemy has limitless numbers, delay them so the asset can reach space.

### Enemy Units

1. GM Intercept Custom (Cost 120)
  - a. **Commander Trait – Vigilant Leader** – Allied units have Shooting Accuracy+1
  - b. **Enemy Momentum 5 | Pilot Skills – Defense, Return Shot**
2. GM Guard Custom (Cost 130)
3. 4x GM w/ Beam Spray Gun (Cost 40)
4. +2 GM w/ Beam Spray 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.
  - 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, a circle of dice to show this if you don't have terrain.
- Place Units
  - Enemies start on one edge of the map behind cover if able
  - Place the GM Guard & Intercept Custom on the center of a map edge
  - Place half the GMs on each flank of the opposite edge of the map
  - Player's may start anywhere on the map but must stay 18" from the enemy

### Mission Objectives

1. Survive for 5 Rounds
2. Destroy the enemy Commander
3. Prevent any enemy models from crossing the center of the battlefield
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

### Special rules

1. At the end of a round roll a d6, on a 5+ place a GM (Cost 40) 12" away from an ally

### 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

- Rick Dom II & Rick Dom Royal Guard (Raid)
- Gyan Mass Produced Type (Melee)
- Gouf Flight Type (Attacker)

## MISSION 10 – PROTECT THE HLV UNTIL LAUNCH!

**Premise:** We must protect the HLV to strike a blow against those who control spacenoids!

### Enemy Units

1. Gundam Pixy (Cost 250)
  - a. **Commander Trait – Three Times as Fast** – Commander gains +5” Movement and may reroll one Evade die per turn
  - b. **Enemy Momentum 5 | Pilot Skills – Defense**
2. 2x GM Kai with Machine Gun (Cost 70)
3. 2x Desert GM (Cost 60)
4. +2x GM Kai 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.
  - 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
  - The players deploy within 12” of the HLV
  - The Gundam Pixy & Desert GMs begin on a map edge
  - The remaining GMs deploy on the other edge of the map

### Mission Objectives

1. HLV survives until Round 5
2. Destroy the Desert GM by round 2
3. Destroy the enemy Commander
4. Destroy 50% or more of enemy units
5. Commander MS destroys an enemy unit

### Special Rules

1. The Desert GM will fire at the HLV if there are no enemy units within 12”

### 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

- Dom Hi-Speed Test Type (Raid)
- Dom Cannon (Raid)
- Dom Tropen (Raid)