

MECHASTELLAR CAMPAIGN RULES VS MODULE

For those who love Versus and Co-op mode here is a way to add Campaign rules to a series of consecutive Versus games to turn it into a Campaign.

- Unit Roster
 - Decide on the points limit for your battle (i.e. 120pts, 300pts, 500pts, etc.)
 - You may want to impose a limit such as no Performance above 3.
 - For those who love Grunt battles limit Frame level to 2.
 - Decide if your campaign will be on the [G]round or in [S]pace.
 - Keep a roster that tracks all the units and pilots for your army.
 - Some units have a few weapon options, you can swap those between battles but some require additional points as noted on the sheet.
 - You can return and refund weapons between battles.
 - Limited use weapons like missiles are replenished between battles.
 - Using common sense you can remove traits such as Ambusher or Dynamic Entrance between battles and refund the points cost.
 - Between battles you may dismiss a unit to replace it with another.
 - If it is fully repaired the full points cost are refunded.
 - If it is not fully repaired you only gain back ½ the points value.
 - You may swap pilots between Mobile Suits anytime.
 - You can recruit basic pilots for free.
 - You may add Skilled or Ace Pilots to your roster or you can let them advance via gameplay without paying the +50pt / +100pt upgrade.
- Victory and Defeat
 - After battle both players receive 100pts to replenish or expand their forces.
 - The winner of a match gains a bonus 50pts.
 - After each battle the players in the Campaign decide on what the new points limit is for the next match. Either the same or greater (i.e. +100pts larger.)
 - The players may also decide to raise the Performance Limit for unit acquisitions (i.e. Next battle we can bring Performance 5 units)
 - The loser of a match picks one advantage to gain in the next match.
- Advantages
 - *Rethink Strategy* – Start the next battle with +3 **Momentum**.
 - *Hidden Ambush* – Your units cannot be targeted before their first activation unless they are within 16” or the enemy’s Sensors range.
 - *Retaliatory Strike* – All of your units gain +1 Hit when they attack their aggressor via **Return Fire**.
 - *Avenge the Fallen* – If your Mission Commander was destroyed choose a unit who survived in the next battle they also gain a **Commander Trait**.
 - This unit does not count as a Commander when scoring VP.
 - Your forces cannot select the same trait twice.

- Repairs
 - Any Frame 1 or 2 units are repaired 1000 HP between battles.
 - Frame 3+ units are repaired 2000 HP.
 - Spend 10pts to repair +2000 HP.
 - This is the only way to repair a destroyed unit.
 - Repair all Battle Damage between battles.
 - In your campaign you may decide that after a certain milestone that all units are repaired. This is a great idea if you are going to switch to [S]pace battles and so players can refund their [G]round units at full price.
- KIA / WIA
 - If your unit was destroyed roll an Armor Save, on a 5+ the Pilot survives.
 - You may reroll the save for Skilled and Ace Pilots.
 - You can start the next battle with [M-3] to save a favorite Pilot.
 - A surviving Pilot needs one Mission to recuperate before they can sortie again
- Pilot Advancement
 - After each mission the Mission Commander can be advanced from Basic Pilot into a Skilled Pilot as long as they were not destroyed.
 - If you chose Avenge the Fallen as an advantage, that unit may become a Skilled Pilot as if they were the Mission Commander.
 - For your units keep track of the number of models a pilot shoot down.
 - To advance to Skilled Pilot they must destroy 10 units.
 - To advance to Ace Pilot they must destroy 20 units OR **Challenge** and defeat an enemy Ace in one-on-one combat (no one else attacks).
 - As a reward any Pilots who become Skilled or Ace via Mission Commander or from destroying enemy units do not increase their total points cost.
 - Be sure to give your Skilled and Ace Pilots a name that way you can mourn them appropriately when they are inevitably killed off in the Tomino finale of your campaign =>

Vs Mode Campaign Example

*Both players in the Campaign agree to start with 120pts
They also agree to limit it to Performance 3 units
Since their games will all be on the ground they forgo [S]pace units*

*Dominique chooses 4 Green Vikings which are 30pts each
Tyler chooses 3 Red Asuras which are 40pts each*

*After their first match Dom is the victor and gains 150pts while Ty gains
100pts and an advantage, he chooses Hidden Ambush.
Both their Mission Commanders survived and so they advance them to
being Skilled Pilots but the overall unit cost does not change.*

*For their next match they decide to raise their points to an even 200pts.
Dom spends 20pts to add a Twin-Linked (TL) Missile Pods to the previous
Commander, raising its unit cost to 50. Dom spends 40pts repairing his
damaged units, 30pts on another Green Viking then saves the last 60pts.
Ty spends 60pts on 2 Tank Crawlers, 20pts on repair, & 20pts on
upgrades.*

*Each player's roster has grown quite a bit but they are still limited to
200pts in the next battle. Here are their forces:
Dom – 5x Green Viking (5x30) and Green Viking with TL Missiles (50)
Ty – 3x Red Asura (3x40) and 2x Tank Crawler (2x30) and +20pts to give
the Tank Crawlers dynamic entrance air dropping them onto the
battlefield. Next battle he can keep the Dynamic Entrance, swap it to
another unit or refund it for additional points.*

*This match Ty's artillery strategy succeeds and he is the victor gaining
150pts while Dom gains 100pts and an advantage.
Dom goes with Avenge the Fallen since their Commander was destroyed.
They choose a unit who advances to Skilled Pilot and next battle they also
gain a Commander Trait. With 2 Commander Traits he is positive he will
win the next match.*

*For the next match they agree to bring it up to 270pts
Dom spends 100pts on a Blue Djinn who will be the new Commander
Ty spends 150pts on a Red Bombardier as their new Commander.*

*For their 3^d battle here are their forces
Dom – Blue Djinn (100), Green Viking as bonus Commander (30) Green
Viking with TL Missiles (50), 3x Green Viking
Ty – Red Bombardier (150), 2x Red Asura (2x40), Tank Crawler (30) and
+10pts to give the Red Bombardier Ambusher this battle.*

Simplified Vs Campaign

- Unit Roster
 - Decide on the points limit for your battle (i.e. 120pts, 300pts, 500pts, etc.)
 - You may want to impose a limits on Frame or Performance.
 - *i.e. All players are limited to Frame 3 & Performance 2.*
 - Decide if your campaign will be on the [G]round or in [S]pace.
 - Keep a roster that tracks all the units and pilots for your army.
- Victory and Defeat
 - After each battle the players in the Campaign decide on what the new points limit is for the next match. Either the same or greater (i.e. +100pts larger.)
 - The players may also decide to raise the Frame or Performance Limit.
 - *i.e. Next battle we can bring Performance 4 units*
 - The loser of a match picks one advantage to gain in the next match.
- Advantages
 - *Rethink Strategy* – Start the next battle with +3 **Momentum**.
 - *Hidden Ambush* – Your units cannot be targeted before their first activation unless they are within 16” or the enemy’s Sensors range.
 - *Retaliatory Strike* – All of your units gain +1 Hit when they attack their aggressor via **Return Fire**.