MEKA TAC – GSRE: MISSION CARDS

for
Meka Tac - Giant Stompy Robots Edition
Ver. 1.0
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Introduction

Meeting engagements. They are the bulk of pick-up games. Throw down some terrain, set up on opposite table edges, and attack. They're fun, but become a bit predicable after a while – especially if your selection of available mecha or terrain is limited. So how do you spice things up? Destroying the opposing force will win you then game, but what if that wasn't the primary goal? Mission cards will give players an alternate victory condition. And best of all, your opponent won't know what it is until it's too late.

Setup

A referee is not necessary, but might be helpful.

Print the two pages of mission cards on card stock and cut them out for each deck. Two decks are recommended, as why should the attacker have all the fun? Put the cards into cheap sleeves to aid in shuffling and storage, ideally with different backing to distinguish the attacker's deck from the defender's deck.

Table

All the cards are usable with the basic meeting engagement scenario on a 4' x 6' play area. Both sides alternately add terrain to the table until they've decided it's enough, though at least 6 pieces should be placed. Make sure that there is plenty of terrain that grants cover as well as impedes movement.

ATTACKER DEPLOYMENT AREA
DEFENDER DEPLOYMENT AREA

Beginning the Game

Both sides roll off, and the highest roller is the attacker for this game. It's at this point the attacker draws one random mission card and decides which side to deploy from. The players may also decide that both sides have a mission card, but the attacker still gets to decide which table edge to deploy from. The players must keep their mission cards secret.

Why "attackers" and "defenders"? It's up to the attackers to get the game going. If they stand around and do nothing, the defenders automatically win. The tradeoff is the attackers get to decide which table edge to deploy from, and get to place their forces after the defenders.

Now that the players are familiar with the battlefield and their missions, the players build or select their mecha. Both sides will start off with the same number of points, and any unused points may be spent on strategic support cards - including pilot skills. Attackers get to choose their cards first and all cards are selected in secret.

Unless the cards say otherwise, the defenders place their mechs within 6" of the other long table edge first, then the attackers place their mecha within 6" of the long table edge they chose.

Reserves - Up to 50% (round down) of your force may be held off the table during setup. These mechs are in reserve and may enter anywhere on the table edge in your deployment area during the second or subsequent turn. Reserve mechs may all enter in the same turn or in the same place. Do not roll initiative for mechs in reserve unless you intend to deploy them that turn. Yes, if your opponents is paying attention, they will notice when you roll initiative for those units.

Flanking [*optional*] – Mechs in reserve may enter the table from beyond their table edge. Starting on the third turn, reserve mechs may enter the narrow sides board on the controlling player's half of the table.

Begin the battle.

Victory

Yes, either side can still win by destroying 50% (or more) of their opponents' mechs. By holding the battlefield, the winning player would then be able to fulfill the requirements of their mission card without difficulty. But completing the mission is another way to win. It is not a "sudden death" win, as players usually have to get their forces off the table through their deployment edge. If both sides manage to achieve their missions and complete their withdrawal by the end of the same turn, then whichever lost the least number of mechs wins. Having possession of the battlefield is not necessarily a victory condition.

Terms

"50% of mechs/forces" – This is half the number of mechs on a deployed team (round up) at the beginning of the battle, not half their value in points. #allgiantstompyrobotsmatter

Leader – One player for each side is designated as the commander of the team, and one of commander's mechs is assigned as the leader. The leader of a team is public knowledge, so the enemy would know which mech he's in.

Terrain piece – Some part of the battlefield other that isn't "clear": buildings, woods, lakes, rivers, etc. Unless a mission says otherwise, randomly pick one of these locations by assigning each a number and roll a die. Keep this information from the opposing player, as they have no idea what you are up to. The terrain piece can be anywhere on the table.

"Must maintain base to base contact with (terrain item) for one entire turn without moving or attacking…" - This represents doing something really complex with your mech involving a specific terrain piece. Your mech must start the turn in base to base contact. No moving or attacking is allowed, and the mecha is +2 to be hit by opponents. Standing up after being knocked over counts as movement in this case. Taking damage will not negate the effort, but suffering a critical hit will. The action cards "deflection" or "diffused impact" will prevent a critical hit when played, as will the "mechanic" pilot skill once per game. Otherwise, the turn's effort will be wasted and you'll have to start over again next turn. In the case where multiple successes are required by the misson, previous turns' successes are not lost.

Mission Cards

There are 14 mission cards, and they vary in difficulty. Feel free to create your own!

AMBUSH – "Up to 50% of your forces may be in hidden deployment at the start of the game. Tell the other team that those mechs are in reserve. Destroy 50% or more of the enemy's mechs, and then exit through your deployment edge." This is where terrain becomes very important. Half your mechs may be hidden in terrain like factories, warehouses, ruins, woods, lakes, tunnels – places where a six-story-tall, crouching giant could conceivably conceal themselves. The positions are prepared, and disposable sensor camo shrouds are in use. A hidden mech becomes visible when it shoots, moves, or performs any action, or if an enemy mech is in base to base contact with a building or enters the piece of terrain it's in. A hidden mech may remain hidden until stumbled upon, but does not activate until its regular activation.

ASSASSIN – "You must kill the opposing side's leader. At that point, your forces may withdraw." Straightforward goal: once the enemy leader's mech is destroyed, your forces may leave the battle. Even better if you can kill the pilot. A sniper mech might be useful.

BETRAYAL – "The pilot of an enemy mech wants to defect to your side. At the beginning of the 4th turn (after initiatives have been rolled) you control one random enemy mech. Get it off your side of the table." Make the roll at the beginning of the 4th turn, and it must be one of the enemy mechs currently able to move. Getting it off the table is the only way to win. Assign the defector to a player on your side. Do not give in to the temptation to use it as an extra member of your team. If the enemy captures or destroys it, you've lost.

BREAKTHROUGH – "You must get at least 50% of your force across board and off the table through the opposing side's table edge." Your mission is to exit your force (or, as much of it as you can) through the other side of the table. If the enemy destroys more than 50% of your mechs, you lose.

CAPTURE - "You must capture one enemy mech and get it off your side of the table. At that point, your forces can withdraw." The mech does not have to be in working order, just not destroyed by a reactor core critical. A mech may be captured if it cannot move and is not capable of making any attacks. Killing the pilot would make the job easier, so a sniper mech might not be a bad idea. A mech may drag another mech of equal or less size at twice the move cost, at regular move cost of the dragged mech is half or less in size. Two mechs may team up and drag another mech at regular move cost if their combined size is twice of the dragged mech. All mecha involved in the dragging may not attack, jump, or fly.

DENY – "One terrain piece must be destroyed. At that point, your forces can withdraw." Randomly select one piece of terrain that must be destroyed. It has (1d6 x 10) + 30 hits, or 40 to 90 hits. All weapons do normal damage, but the only critical hit terrain takes is double damage. Flamethrowers might be handy. When the terrain piece is destroyed, treat it as rough ground with a -2 cover smoke cloud of the same size. Once the terrain is destroyed, you may exit the table through your deployment area.

DESTROY – "Eradicate the enemy force. Go on - smile. It's what you really wanted." Destroy 50% or more of the enemy force without losing 50% or more of your mechs and then exit the table through your deployment area.

HOLD – "Your force must occupy a terrain piece unopposed at the end of the battle." The terrain piece is randomly determined. Your forces do not have to hold the entire table, just one little piece of it. As long as you have at least one mech in it/next to it at the end of the game, you win! If your opponent has a mech in it/next to it, you lose.

OPPROTUNITY – "Draw 2 more mission cards. Either mission may be completed to win battle, or both to rub in opponent's face. If either new mission card is the WHISKY TANGO FOXTROT card, discard it and draw another mission." The player has the option of successfully completing one of or both mission cards. You get both cards' advantages and/or restrictions. Do not combine with the WHISKY TANGO FOXTROT mission card.

RAID – "There is an item within a terrain piece. One of your units must maintain base to base contact with it for one entire turn without moving or attacking, then get off the table. May be transferred." The entire turn without moving or attacking represents the mech locating the item and carefully picking it up. Keep in mind that an immobile mech is +2 to be hit! Once the item is obtained, the mech merely has to get off the table on their deployment edge. An item may be transferred between mechs the receiving mech must stand an entire turn neither moving nor attacking while being next to the carrying mech. If the mech with the item is destroyed, then the item is destroyed on a 1 -3 of a d6 roll. If it survived, it may be picked up by any mech.

RECON – "Your mechs must spend a total of 4 turns without moving or attacking within a terrain piece. At that point, your forces can withdraw." You mission is to actively investigate a randomly selected terrain piece by standing 1 or more mechs next to it/within it for an accumulated total of 4 turns. This does not have to be all at one time, and it can be divided between multiple mechs. At that point, your forces can withdraw. If the big picture brass want you to study a stand of trees in agonizing detail, who are you to question?

RESCUE – "An agent is hiding within a terrain piece. One of your units must maintain base to base contact with it for one entire turn without moving or attacking, then get off the table." The entire turn without moving or attacking represents opening the cockpit of the mech, getting the agent from wherever they're hiding, stuffing them inside, and closing the hatch. Keep in mind that an immobile mech is +2 to be hit! Once the agent is onboard, the mech merely has to get off the table through their deployment edge. If the mech with the agent is destroyed, then the agent is automatically killed. An agent may not be transferred between mechs.

SEARCH – "There is a hidden item on the board. A mech must spend a turn without moving or attacking within a terrain piece. Roll 1D8. The item you are searching for is found on a roll of 8, +1 for each previous attempt." Each terrain piece can only be searched once. The item may be picked up by the mech that discovered it in the same activation it is found. Keep in mind that an immobile mech is +2 to be hit! Once the item is obtained, the mech merely has to get off the table through their deployment edge. An item may be transferred between mechs. The receiving mech must stand an entire turn neither moving nor attacking while being next to the carrying mech. If the mech with the item is destroyed, then the item is destroyed on a 1 -3 of a d6 roll. If it survived, it may be picked up by any mech that spends a turn base to base with it neither attacking nor moving.

WHISKY TANGO FOXTROT – "Draw 2 more mission cards. Both missions must be completed to win battle. If either new mission card is the OPPORTUNITIES card, discard it and draw another mission." Successful completion of both mission cards is required for victory. It does not matter which is completed first. Do not combine with the OPPORTUNITIES mission card.

MISSION	MISSION	MISSION	MISSION
ASSASSIN You must kill the opposing side's leader. At that point, your forces may withdraw.	**RESCUE** An agent is hiding within a terrain piece. One of your units must maintain base to base contact with it for one entire turn without moving or attacking, then get off the table.	**RECON** Your mechs must spend a total of 4 turns without moving or attacking within a terrain piece. At that point, your forces can withdraw.	**HOLD** Your force must occupy a terrain piece unopposed at the end of the battle.
RAID There is an item within a terrain piece. One of your units must maintain base to base contact with it for one entire turn without moving or attacking, then get off the table. May be transferred.	**CAPTURE** You must capture one enemy mech and get it off your side of the table. At that point, your forces can withdraw.	**DENY** One terrain piece must be destroyed. At that point, your forces can withdraw.	**DESTROY** Eradicate the enemy force. Go on - smile. It's what you really wanted.

Meka Tac: GSRE Mission Cards Sheet No. 1 ©2015 www.rivetsandsteam.com

MISSION

AMBUSH

Up to 50% of your forces may be in hidden deployment at the start of the game. Tell the other team that those mechs are in reserve. Destroy 50% or more of the enemy's mechs, and then exit through your deployment edge.

MISSION

SEARCH

There is a hidden item on the board. A mech must spend a turn without moving or attacking within a terrain piece. Roll 1D8. The item you are searching for is found on a roll of 8,+1 for each previous attempt.

MISSION

BETRAYAL

The pilot of an enemy mech wants to defect to your side. At the beginning of the 4th turn (after initiatives have been rolled) you control one random enemy mech. Get it off your side of the table.

MISSION

BREAKTHROUGH

You must get at least 50% of your force across board and off the table through the opposing side's table edge.

MISSION

OPPORTUNITIES

Draw 2 more mission cards. Either mission may be completed to win battle, or both to rub in opponent's face. If either new mission card is the WHISKY TANGO FOXTROT card, discard it and draw another mission.

MISSION

WHISKY TANGO FOXTROT

Draw 2 more mission cards. Both missions must be completed to win battle. If either new mission card is the OPPORTUNITIES card, discard it and draw another mission.