

Meka Tac – GSRE: One Page Campaign Rules

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These rules were designed for use with the Meka Tac – GSRE Mission Cards, though they are not required. Use your preferred scenario generator, or make up your own! A referee might be helpful, but not necessary. Follow the rules below, in Meka Tac – GSRE, and the mission cards (if used) for each battle. If there is a conflict, use these rules.

Players agree on the number of battles in the campaign. An odd number of games is suggested: 3 for a quickie, 5 for an average campaign, 7 or more for a saga. Each battle should have its own mission(s).

Each team starts off with the same number of mech size points to build their forces. Players build their forces before the campaign begins. A team may not deploy a force with a higher mech size point value than what they had at the beginning of the campaign.

Special limitations are also set by players. Examples: 0%, 25%, or unlimited jump jets or flight-equipped mecha; every mech must have a melee weapon; no pods; no energy weapons; nothing but small mechs; etc. Create your own!

Players then decide on the level of logistics for the campaign:

1) Desperate <expert mode> – A 50% chance for replacements for each damaged, destroyed, or captured by enemy mech. As the technology is modular, parts may be scavenged from friendly and enemy mechs to replace destroyed systems and repair mech hits. Systems of the same size may be swapped out: a destroyed plasma cannon can be replaced by a functional rail cannon as they both take up the same number of spaces. There's a 50% chance that ammunition will be replaced after each battle (check for each individual weapon), but unused friendly or enemy ammo for the same weapon may be scavenged from undestroyed systems. Only one type of ammo (AI/HE/AP) in each weapon. There is a 50% chance of getting a replacement pilot for one killed in battle. Players may use captured enemy mechs in their force, but they are not repaired/replaced except by salvage/capture. Mechs destroyed by a reactor core critical hit cannot be salvaged/captured. Mecha can only be salvaged by the team that holds the battlefield at the end of a game.

2) Supplied <normal mode> – All damage is repaired, and destroyed mechs are replaced with identical units before the next battle. Ammunition is replaced automatically after each battle, and ammo type may be swapped. There is a 50% chance that one destroyed mecha may be replaced with a new design of the same point value before the next battle.

3) Elite <easy mode> - All damage is repaired, and destroyed mechs are replaced with identical units or newly designed mechs with the same point values or less before the next battle. Ammunition is replaced automatically and may be of a different type (AI/HE/AP). All missile launchers may be swapped for different missile size or type between battles.

Asymmetrical logistics [optional] - Both sides do not have the same level of logistics. It could be desperate vs. supplied, supplied vs. elite, or desperate vs. elite; a way of representing bandits, guerrillas, or militia against a superior, well supplied force. It is suggested that the side with the worse logistics should have a larger number of mech size points to build their forces – 25% to 50% - depending on experience of players on that team. Or not. It's your campaign.

Pilot advancement – Any pilot that survives a battle and kills an enemy mech gets one skill point. Skill points may be cashed in to buy random pilot skills between battles. It costs 1 skill point for the pilot's first skill, 2 for the second, 3 for the third, etc. Skill points may not be transferred between pilots. The rolled skill is kept even if the skill is useless, though duplicate skills are not allowed and must be rerolled. A killed pilot is replaced by a generic pilot with no skills. If the leader is killed, the pilot with the highest number of skills becomes the team leader, and the owning player becomes the commander. If a tie for skills, then highest number of mech kills. If still a tie, then roll off.

Highest roller is the "attacker" for the first game. The winning team of a battle is the attacker for the following game.

Victory - Whichever side wins the most number of battles wins the campaign. If there's a tie, then the side that destroyed the most enemy mechs (number of mechs, not point value) wins.