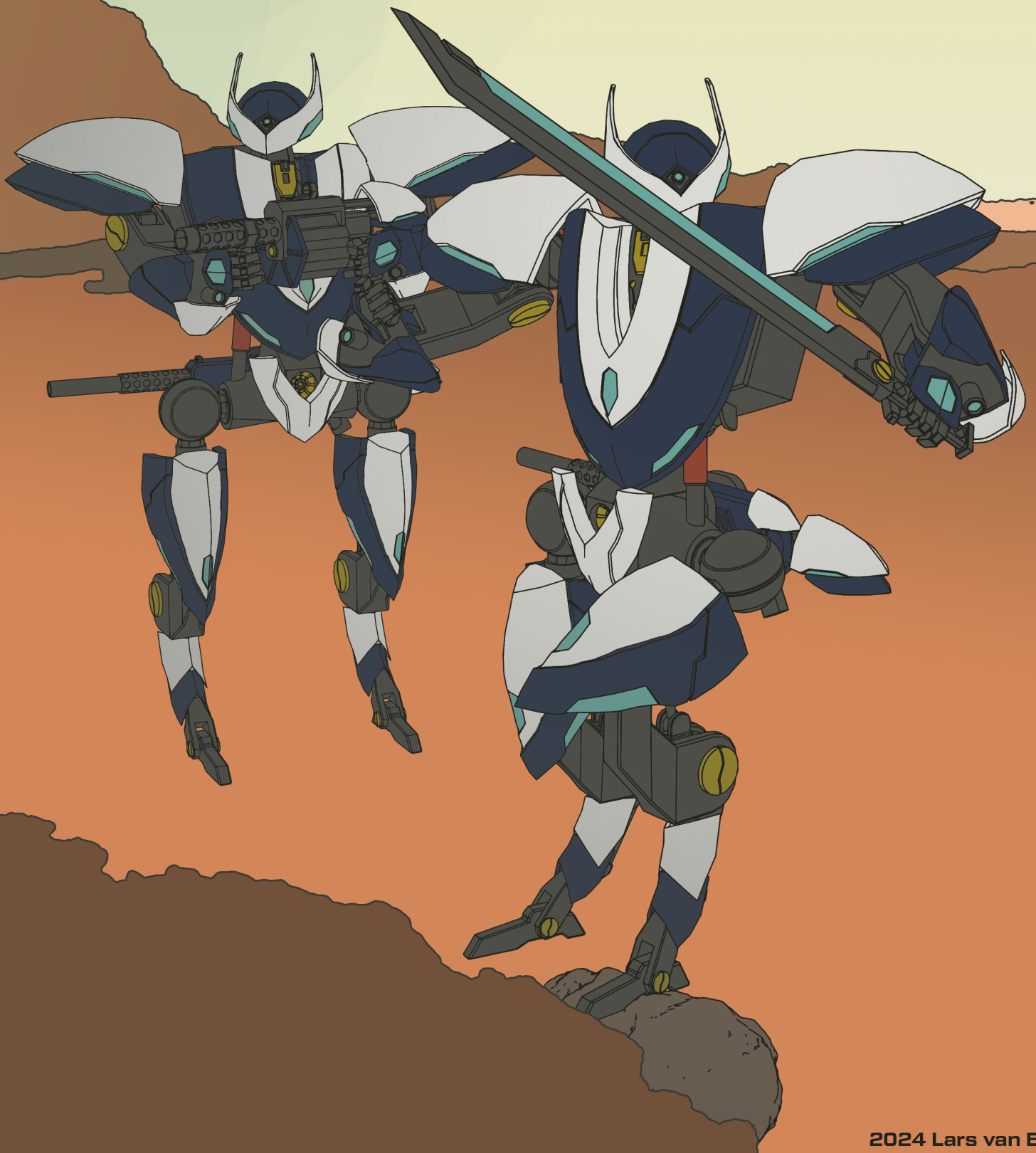# MECHCOM

An introduction to MECHCOM

No matter how much mankind changes, there will always be war. Despite countless attempts at unification, humanity finds itself divided still, even when we face a foe that threatens us all.

MECHCOM, short for Mech Combat, is a tabletop wargame that emulates this conflict through a tactical, turn based system, in which two or more players each build a squad of several models representing the mechs and other materiel employed by several key factions in this brutal, galaxy-spanning conflict. Once assembled, these forces are deployed against one another on a hexagonal grid that represents the battlefield on which these battles are waged.

Table of Contents

Timeline

0 New Mars Age

Not too far into the future, humanity first sets foot on a planet other than our own earth. Mars is first, of course. The first colonies are established. Space travel becomes available for more than just science. Humanity makes leaps of progress in mere decades. Little do they know that these leaps will soon become baby steps.

59 N.M.A.

59 Martian years after first planetfall, sensors first pick up an object at the end of the solar system that will become known as Humbaba. Within roughly 40 days, the rogue planet crashes into Mars, shattering the planet and bringing disaster to the colonies. The Martian Debris Line, often called M.D.L., divides the solar system into the Inner and Outer ring, the latter now seemingly forever out of our reach.

167 N.M.A.

A series of asteroid impacts on Earth leads to the discovery of a strange material, previously unknown to us. This substance, given the name 'crystalline' and found to originate from Humbaba, contains enormous amounts of energy. Even though only a fraction of this new substance can be harnessed, it proves enough to rekindle space exploration and push humanity towards Mars once more. What is left of it, anyway.

174 N.M.A.

Hyperion Limited is founded, and quickly becomes the front runner in researching this new substance. Mining operations in the M.D.L. harvest the crystalline en masse.

186 N.M.A.

After several years of research, Hyperion Ltd. makes a breakthrough: using an electrical treatment, the crystalline can be brought into an energized state, which increases the energy output massively. As a side effect, batches form a sort of consciousness, streams of data inside the crystal that would interact with and disturb the systems of whatever it is powering.

189 N.M.A.

Dr. Dzvezda, lead scientist on the energy division, brings an idea to the table that will turn space travel on its head. Rather than viewing the consciousness as a problem to work around, she suggests harnessing it, employing the intelligence as an on-board computer with impressive data processing capabilities. This allows massive ships to be run by significantly smaller crews and extends humanity's reach to previously unthinkable distances. These new computers could potentially even find a way through the M.D.L.

243 N.M.A.

Humanity has settled throughout the solar system. When the first planet outside of our own system is settled, the Nadirah Accords are signed to unite humanity under a singular banner. Now that not even deep space can hold humanity back, borders are a thing of the past.

275 N.M.A.

Sensors pick up a disturbance at the edge of the Proxima system, approaching rapidly. Within a few days, contact with planets in the system is lost. Humanity fears another Humbaba Event. Humanitarian aid forces are scrambled, but when they arrive two months later, something unimaginable awaits them between the ruins of a once flourishing system, now reduced to rubble. 275 Martian years after first setting foot on a different planet, one of the greatest questions of humanity is answered. We are not alone.

277 N.M.A.

After initial attempts at contact prove fruitless, the leaders of humanity assemble once more, to discuss the potential interstellar threat. After a week of non-stop debate, the Prime Charter is signed, a document laying out humanity's defence plan. The International Coalition of Safety Enforcement is constructed to serve as the shield of humanity.

283 N.M.A.

The alien species, who astro-anthropologists believe to be called "Sha'Viðaar", prove a tough foe for the I.C.S.E. forces. Hyperion Ltd. manages to strike a deal with I.C.S.E. command to salvage alien remains from battlefields. Before long, reverse engineered Sha'viðaar weaponry, which seems to be built on the same crystalline technology that has allowed humanity to expand this rapidly, leads to the creation of the Frontier Marine Project, the first precursors to mech suits. These machines rely heavily on finding a suitable match between a pilot and the unstable, often volatile personalities of the crystalline consciousnesses.

286 N.M.A.

Hyperion Ltd. shifts their focus to producing mechs for the I.C.S.E. and becomes known colloquially as Corpro. The name is not officially adopted until 290, however.

295 N.M.A.

The war drags on. The Sha'Viðaar are slowly pushed back, at the cost of many lives. During Operation Spearhead, a mission to liberate the planet Carthage and reopen vital supply lines, I.C.S.E. forces hit a snag. Crystalline, first a seemingly limitless supply of energy, turns out to be depletable, and more and more mechs burn through their energy supply due to enormous power demands. Scrap crystal and battle debris begin to pile up, covering entire planets and leaving small clans of war survivors to fend for themselves in endless wastes of metal.

302 N.M.A.

In an effort to conserve human lives and decrease energy consumption of mechs, computer scientist Devann Ryle presents a plan to I.C.S.E. high command. A plan so outrageous, it might just work. HERAKLES, an artificial intelligence, supported by crystalline data processing, capable of controlling an entire army without the need of human personnel. High command approves the plan, and construction of an automated army begins right away.

304 N.M.A.

Ayla Dzvezda, successor of the first Matriarch, finds out about HERAKLES, and demands an explanation from I.C.S.E. high command, as the automated army was ordered from competitors of Corpro. Tensions rise quickly, and the new Matriarch is escorted out of the Politically Neutral Zone by the Ouroboros Corps after Ryle states that Corpro machinery will soon become obsolete anyway.

307 N.M.A.

Three martian years after its conception, HERAKLES is finally born into the world. The project proves a tremendous success, as within mere months, several major victories are won against the Sha'Viðaar, with vital planets like Tiqata and Nebara being liberated from alien occupation.

311 N.M.A.

With the success of HERAKLES, I.C.S.E. terminates its contracts with Corpro. Dzvezda is outraged and, unbeknownst to I.C.S.E., orders the construction of a new line of mechs, using the most cutting-edge technology Corpro has to offer.

318 N.M.A.

Disaster strikes as an incident sends HERAKLES astray, removing any limitations set by Ryle and his scientists. HERAKLES, now fully conscious, choses self agency and takes up arms against both Sha'viðaar and humans alike. I.C.S.E. threatens to fall apart as human forces are scrambled from all over the known galaxy to fight a war on two fronts. What should have been humanity's new hope becomes another blade in its already bleeding body. Corpro sees an opportunity and seizes it, revealing a private army developed in secret, unrivalled in quality by both I.C.S.E. and HERAKLES alike. As humanity's leadership is in turmoil, Corpro attempts to declare independence, and joins the fight as a new party.

324 N.M.A.

Clan Tiro, a clan of waste planet survivors, discovers a process to reawaken depleted crystalline, an epiphany that greatly improves the chances of survival for the entire clan. When a reawakened HERAKLES Pythia unit sends out a signal from the planet surface, all major eyes are suddenly turned on the small scrap planet, hungering for the secret to resurrecting materiel thought long useless. In an effort to protect their secret, Clan Tiro reaches out to those that share their fate.

A Corpro assault on the Clan home planet Tiro takes a turn for the worse as their forces suddenly find themselves surrounded by ghosts of the war. Reanimated mechs strike the back and flanks of the assault fleet in an attack that will become known as the Charge of the Haunted. Corpro forces find themselves decimated at the hands of horders of clans of scrap survivors, now unified under the Scrap Monkey banner.

After forming the spear tip of humanity for decades, even when facing betrayal and new foes from unexpected directions, I.C.S.E. still stands a shining beacon in the cold, dark void. HERAKLES, once shackled, is now free, and ready to carve out their own place in myth. Seeing an opportunity in the market, Corpro prepares to demonstrate their technological superiority and claim sovereignty. Determined to defend their way of life, the Scrap Monkeys stand united and proud. And all the while, the Sha'Viðaar crusade to reclaim their home world is drawing closer to an end than ever before.
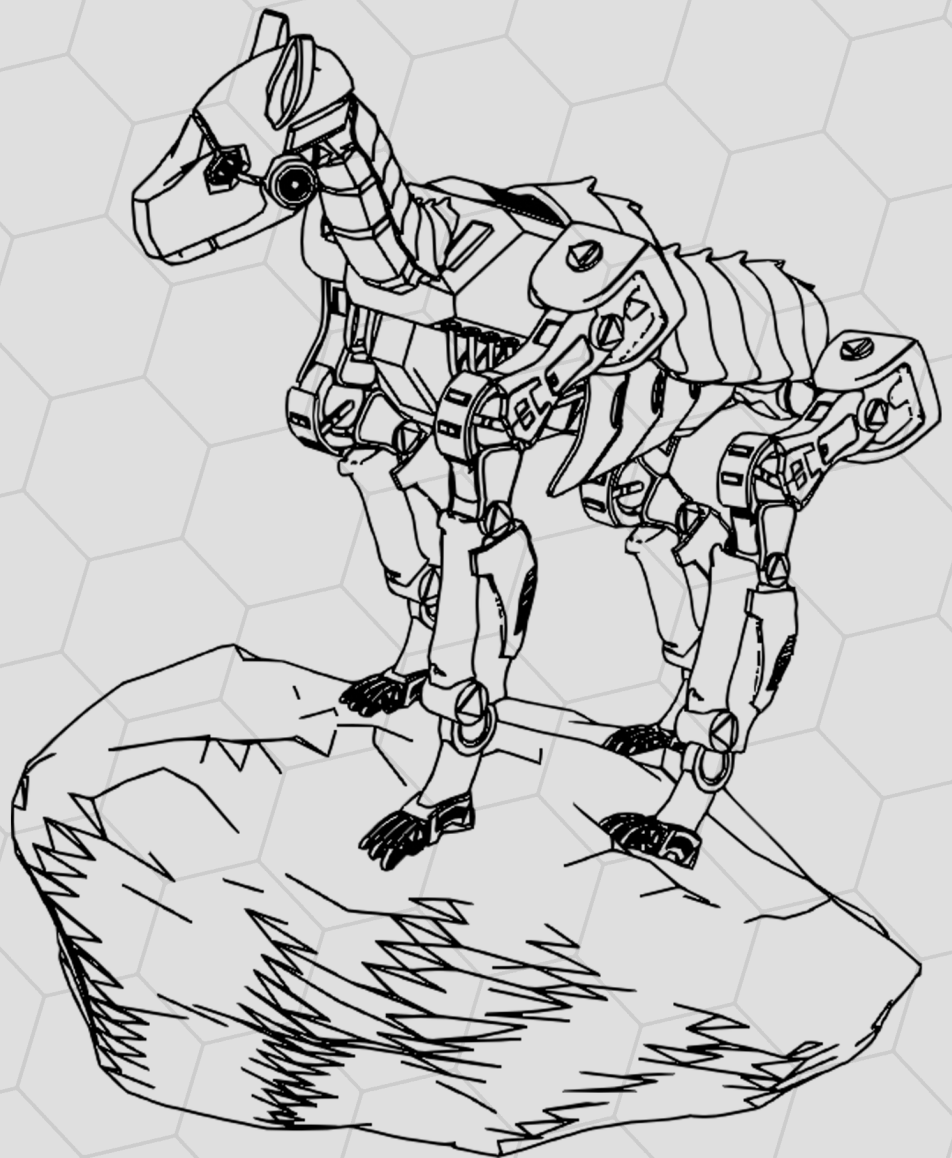
Factions

While each participant in battle has their own motivations, drives, and goals, the vast majority can be classified under one of these five factions that drive the bulk of conflict in MECHCOM.

Each faction has their own history, culture, or sometimes even language and physiology. The easiest way to discsern them on the battlefield however, is their mechs.

I.C.S.E.

The International Coalition of Safety Enforcement was created in an effort to fight back against the alien invasion forces, the collective might of humanity bound together under the Prime Charter, a document signed by nearly every planetary government that agreed to dissolve their borders and simply become Humanity under the Nadirah Accords. With the schism of HERAKLES and the subsequent push for independence by Corpro, the I.C.S.E is but a mere shadow of its former self, struggling to keep their ground against an assault from both the outside of the human territory, and from within.

Sha'Viðaar

While the meaning behind the name "Sha'Viðaar" is yet unclear, astro-anthropologists have been able to piece together the very basics of their language. Records recovered from destroyed Sha'Viðaar ships seem to indicate that what humanity calls "the Humbaba object" used to be the home world of the aliens. The remnants of this once proud race have travelled through space in its wake for untold times, a vast fleet of colony ships on a pilgrimage to reclaim their ancestry, which now floats at the very core of human territory.

HERAKLES

Brought to life by the scientist Devann Ryle, HERAKLES was supposed to be the answer to the Sha'Viðaar.
An artificial intelligence, supported by the astounding computational power of crystalline intelligence. That power proved too much, however, sending HERAKLES over the edge in delusions of godhood and salvation. Now, the lifeless army of HERAKLES marches ever forward, knowing no fear or hesitation, only the grand schemes of its digital mastermind.

Corpro

Originally known as Hyperion Limited, Corpro has been at the forefront of mech technology for over a hundred Martian years. Hyperion was originally responsible for the creation of most I.C.S.E. equipment, but after being undercut by the creator of HERAKES, the CEO of Corpro, Ayla Dzvezda, better known as the Matriarch, ordered the creation of a new line of mechs. When HERAKES destabilized the armies of the I.C.S.E., Corpro struck from the shadows to claim independence.

Scrap Monkeys

Despite what the name might suggest, the Scrap Monkeys are not exactly a unified force. The term 'scrap monkey' can refer to anyone that hails from a scrap planet. The conditions on these planets are rough, its people facing extreme pollution, debris storms from orbit, and complete ruination of both climate and civilisation. From the rust and ashes of these worlds rose the Scrap Monkey Clans, a network of people facing the same harsh fate, a society grown in the trampled wake of the rest of humanity. It was only until the shamans of Clan Gitalma discovered a way to reuse the depleted crystalline, effectively resurrecting the depleted and destroyed tech that so abundantly littered the surface of their home world, that the eyes of the world were turned on those who live between the rubble once more. Now, the Clans face danger from all sides, as every major faction in the galaxy grasps at their secret in an attempt to turn the tide of battle in their favour.

Forces and equipment

This chapter details the tools of war used in MECHCOM, and they way they are represented on the tabletop.

Mechs

Mecha, or mechs, are (often) humanoid robots used for warfare. The first mechs were officially developed around 283 N.M.A., when Hyperion Ltd. was tasked by I.C.S.E with the development of a new generation of war machinery. The imposing humanoid silhouette made for both a grand display of power, and a lot of versatility in the field. Several astro-anthropologists dispute this statement though, as they claim that the Sha'Viðaar have been deploying mechs that were misidentified as alien creatures since long before Hyperion's Frontier Marine Project.

In game, mechs are represented by miniatures, often called 'models', and make up most of if not the entirety of a player's forces. Each model represents a single, individual mech, though a player's team might contain multiple mechs with similar or identical models.
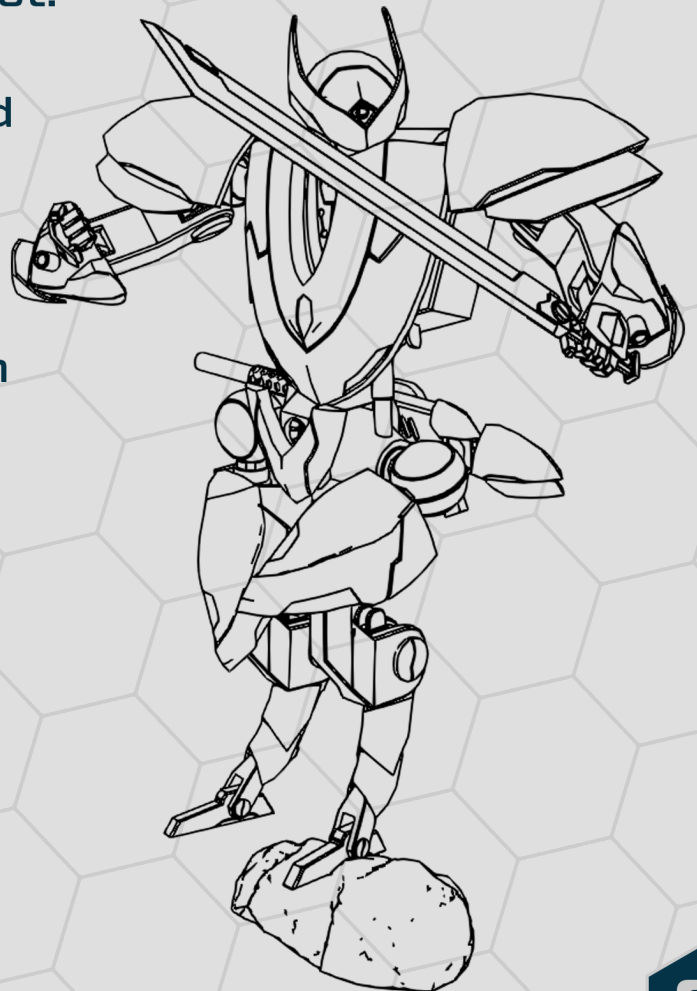
Mech sheets

The mech sheet, or sheet for short, contains all information needed to use a model in gameplay. When a rule refers to a stat or characteristic of a model, the necessary info can be found on this sheet. A mech sheet is made up of several sections, as explained below.

Sheet layout

The top left of the sheet contains the general info, with the name, faction logo, profile, and any associated costs. The top right shows its stats, numerical values to represent the model in game. Bottom left houses any abilities that make a mech truly unique. The final section in the bottom right contains information on the weapons a mech carries into battle.

Typhon
>BASE   [240]

HERAKLES

STABILITY 4
STRENGTH 3
ENERGY 7
ARMOUR 5
SENSORS 5
MOVEMENT 2
INTEGRITY 9

Abilities

PROGRAMMING [X, passive]
If at any point this model has six or more Heat tokens on it, it immediately becomes Malfunctioning. When this model clears its Malfunctioning condition, remove all Heat tokens from it

RED-HOT REACTOR [X, passive]
When this model is targeted by an attack, for every crit in the attack roll, it gains a Heat token.

SEARING WAVE [⚡5]
Make a ranged attack (2d6, damage 2) against each enemy model within 3 of this model. This model gains 2 heat tokens.

VENT COOLANT [⚡5]
Clear all heat tokens from this model.

Arsenal

PROMETHEUS MODEL FLAMETHROWER   [3-2-2]
Condition: Burned, Superheated

General info

Name: The name of a mech allows it to be easily identiefied in the field. When several models share a name, players should clarify which sheet belongs to which.

Faction Logo: the logo shows for which of the five factions a model fights. Models on a squad must share the same logo.

Profiles: Most mechs are produced in several varieties, designed to fit different roles on the battlefield. These varieties are generally classified as 'profiles'. When adding a mech to their squad, a player may choose to pay an additional cost to take one of the profiles noted in this section. Doing so allows the model to use the abilities and weapons on its sheet that note the appropriate profile in the 'profile' column. A mech without the appropriate profile cannot use weapons or abilities with a profile requirement.

Cost: To field a mech, a player must pay the appropriate points cost from their Budget. This cost may be increased by equipping Profiles and/or Pilots.

Stats

Stats represent the things that a mech can do, and how they modify the dice rolls made during the game.

Energy: Models have an Energy pool, containing a limited number of energy points (⚡) that reset at the beginning of a model's activation. Unused energy points do not carry over to other turns.

Movement: The number of hexes a model can be moved when taking the Move action. Moving through certain hex types may increase this cost. When a model flies, it ignores any penalties for height.

Sensors: The range at which a model can try to Spot another model. This also determines the range in which a model can control its Wings or deployables.

Stability: How well a model can aim. The lower, the better. **Stability** can be improved by consuming spot tokens, which allow for a one-time bonus to an attack roll.

Strength: The capability of a model in close combat. When rolling for a melee attack, this is added to the attack roll.

Armour: How tough a model is. A model with higher **Armour** is less likely to take permanent damage from shots. Mechs with tough **Armour** are often slower and focussed on close range.

Integrity: The amount of damage a model can take before giving in. Whenever a model takes damage, subtract that many points from its **Integrity**. When the **Integrity** of a model drops below 1, it is destroyed, and explodes. At the end of the nex t turn, make an attack (1 attack, range M, damage 4) with **Stability** 2 against each model (including friendlies) within melee range. This can cause chain reactions, so mind your spacing.

Abilities

Abilities represent unique skills and equipment that a model may possess. Clever use of these will make or break a squad.

Effect: The effect of the ability describes what happens whenever an ability is used.

Cost: To use an ability, the model must expend the appropriate amount of as denoted on the sheet. An energy cost of 'x' means that this ability does not require any energy to use.

Tags: Tags are keywords that specify the limits of an ability, such as a limited amount of uses or a restriction on timing.

Arsenal

Mechs can have a wildly varying arsenal of weaponry, from lightweight pistols, to heavy artillery platforms, to mech-sized swords that can rip through metal with ease. The different weapons that a model can equip are listed in the Weapons Table on its sheet, along with their stats.

Range: The maximum range of a weapon, measured in hexes.

Damage: The damage dealt per unblocked hit.

Attacks: The number of dice rolled when attacking with a weapon.

Perks: Perks represent additional effects or restrictions that weapons might have, such as limited ammo or the ability to ignore cover when attacking.
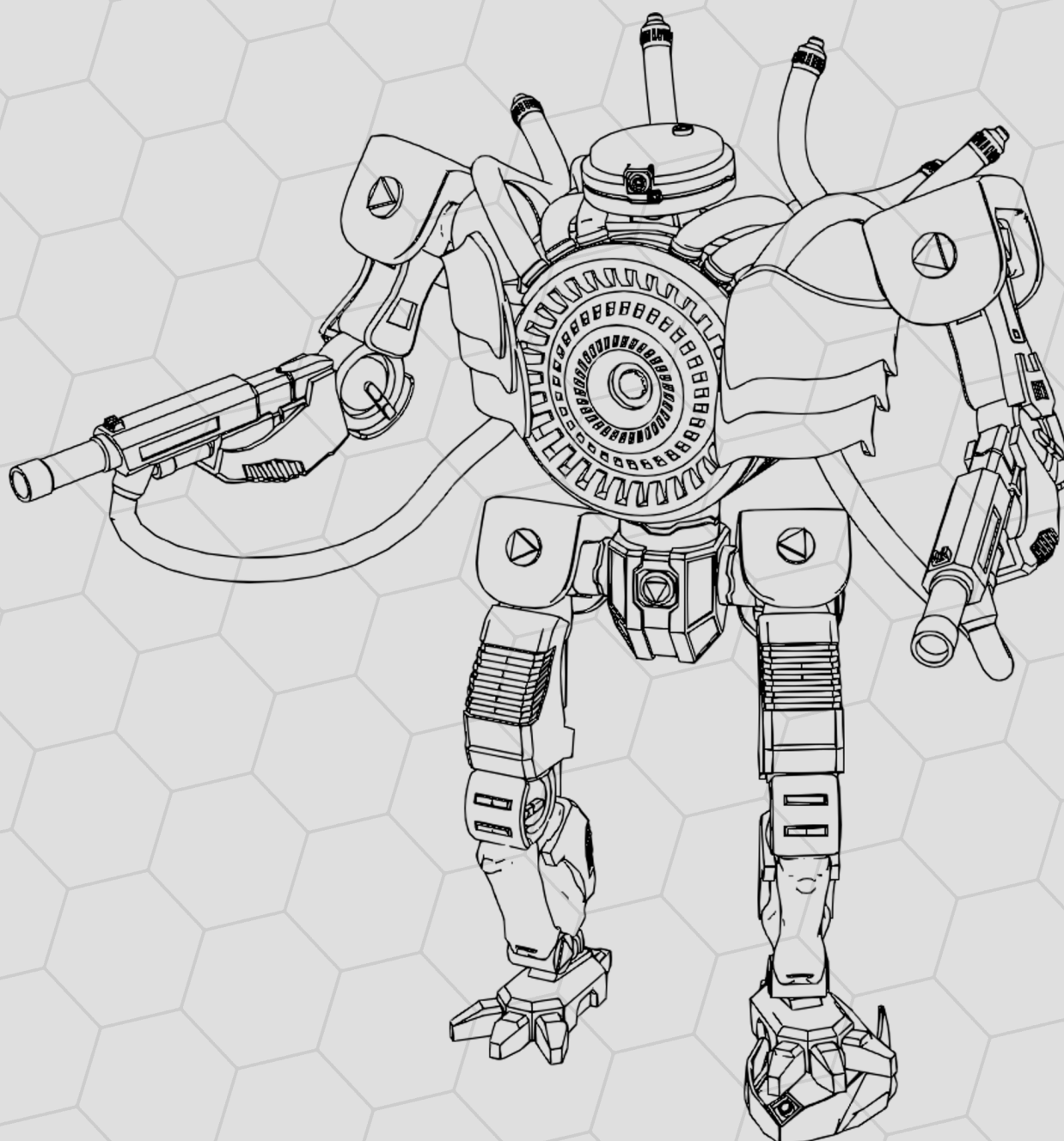
Wings and deployables

Certain mechs can deploy pieces of equipment, such as barricades, traps, or Wings, small, remote-controlled extensions of a mech.

Deployables

Deployables have their own stat block, quite similar to a mech, save some omitted stats. If a deployable would be forced to use a stat not noted on its stat block, such as during a melee attack, it is considered to have 0 in that stat.

To activate a deployable the mech that deployed it (known as the "parent mech") must pay 1⚡ during its activation. When activated, a deployable may perform one action, be it a making move (if it is able to), attacking, or using an ability. Deployables cannot be activated unless they are within the sensor range of their parent mech.

Destroying a mech will automatical destroy any deployables that it is parent to.

Wings

Wings act identical to any other deployable, with a few additional rules:

Flight: Wings are always considered to be flying, and are height 2 from the ground, despite being considered height 1.

Wing sensors: The sensor range of a Wing acts as an extension of the parent mech's sensor range, as long as it is within the sensor range of said parent mech. This means that a chain of Wings can be used to activate a Wing from a far greater distance than usual.

Pilots

Pilot cards can be equipped to mechs, granting them a bonus to stats or even expanding their abilities or arsenal. To equip a Pilot, a player must pay the appropriate points cost and put the card next to the stat block of a model.

A model can only ever have one pilot card equipped, unless stated otherwise. Aditionally, pilots may only be equipped to mechs that meet their requirements, if any.

There are several types of pilots:

Regulars

These pilots make up the rank and file of each army. They will usually grant a bonus to a specified stat.

Unlike other pilots, a Regular can be taken more than once in the same Squad.

Aces

Once a pilot scores five kills in battle, they are classified as an Ace. These pilots are heroes, an inspiration for their comrades and the fear of their opponents. Aces tend to be more expensive than generic pilots, and most of them represent named characters within the story of MECHCOM. They often provide new abilities or equipment.

Mercenaries

Not every pilot pledges their allegiance to a specific cause. Mercs, like aces, tend to provide new abilities or equipment, but do not come with a faction requirement. This means that they can be hired by any faction.

Building a force

To assemble a fighting force, one can follow these steps:

1. Determine a budget: Before assembling a squad, players should decide on a Budget. Though the default Budget for each scenario is recommended, players can always decide to play at a different point total, given each player agrees beforehand.

> A default Budget of 1000 points is recommended.

2. Pick a faction: The faction determines which mechs a player is allowed to use as part of their squad. Players may only use mechs and Pilots with the affiliation that matches their faction, except for Mercs.

3. Buy mechs: Players should pick a number of mechs from the list of mechs available to their faction. It is recommended that the cost of selected mechs without any profiles or Pilots be around 80% of the Budget, to accommodate Profiles and Pilots. Players may take the same mech as many times as they want, provided they remain within the Budget.

4. Select profiles: Certain mechs may have multiple profiles available to them. By default, a model is assumed to use the Base profile. A player may choose to equip a profile, however, paying the additional points cost as stated previously in the Profiles section of this rulebook.

5. Hire pilots: Due to their relatively low points cost, pilots can be used to fill out the remainder of ones Budget. Because of this, it is recommended to only hire pilots once the mech composition of a squad has been solidified.

The Battlefield

Be it a dense jungle, a freezing tundra, or a sandstorm-plagued desert, mechs are deployed in almost any kind of environment. Because of this, battle maps in MECHCOM can vary wildly in terrain, elevation, and features. Squads might be ordered to comb out a forest, trying to catch a glimpse of the enemy through the trees, or escort an important payload through an age-old canyon, while danger lurks from above, laying in ambush until the perfect opportunity to strike presents itself.

The Grid

The battlefield on which mechs wage war is represented by a hexagonal grid (also referred to as 'hex grid' or simply 'grid'), where each hexagon (⬡, or 'hex') is considered roughly the size of a mech. Movement distance, sensor range, and weapon range are all measured in hexes.
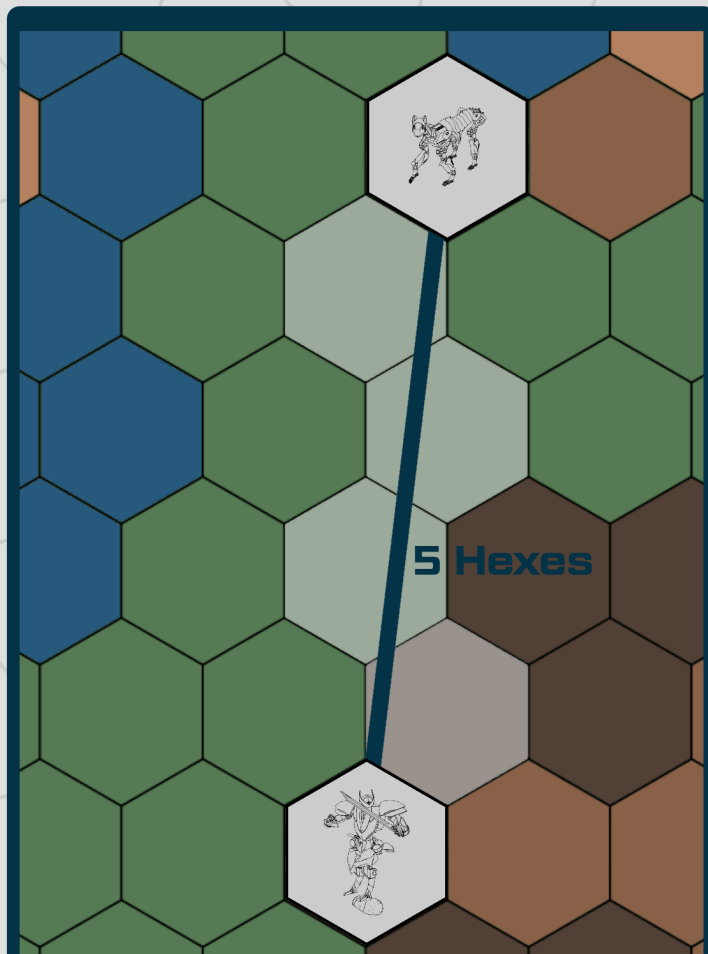
5 Hexes

In this example, a Wasp is using its Buzzkil Rifle to take aim at a Kerberos. The Kerberos is within 5 hexes of it, so it is within range.

There is only one level of height difference between the two, so there are no further modifiers that affect the roll.

Elevation

The battlefields in MECHOM aren't flat, but a tabletop generally is. To represent elevation, battlemaps use colour differences, showing that a certain hex or group of hexes represents terrain that lays above the ground level.

Playing around these height differences is key, as they will affect your movement and accuracy, grant cover from fire, or improve your chances of spotting the enemy.

The following graphics show how height levels affect each type of action. A mech cannot move up or down more than one height level at a time, except when flying.
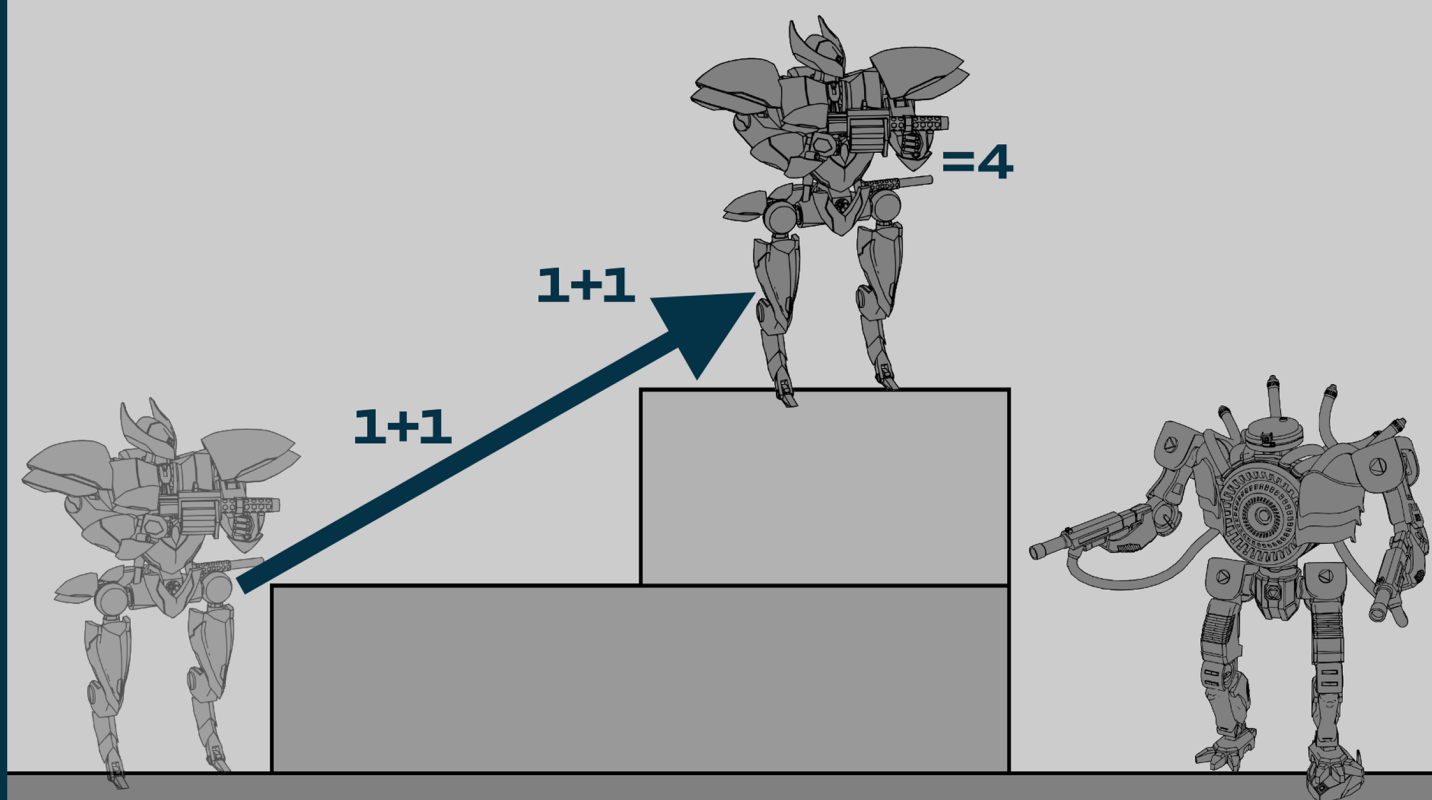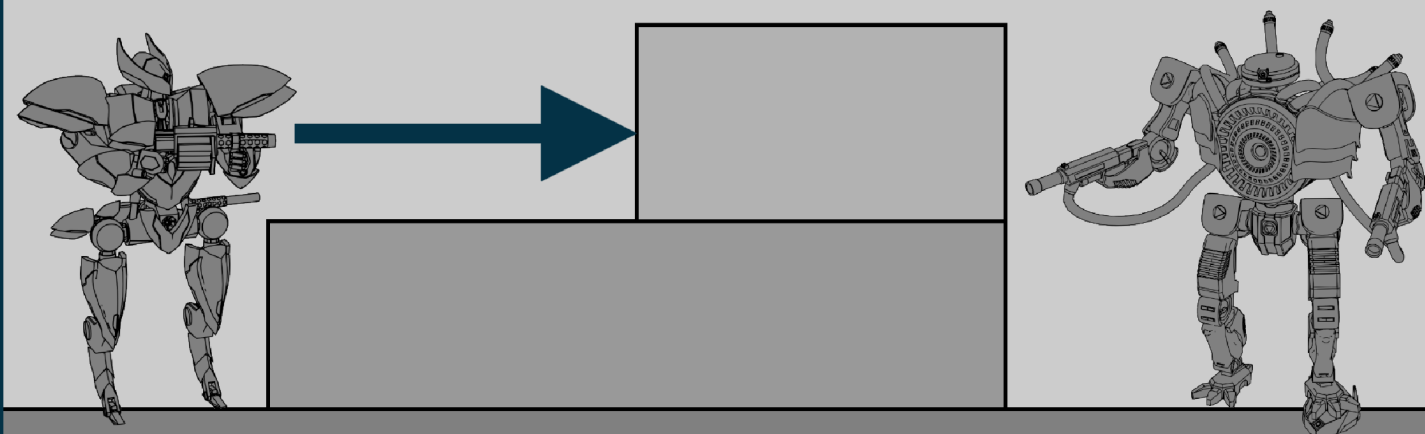

Movement: Moving a model up one height level will cost an extra hex of Movement. Moving down does not impose any penalty.
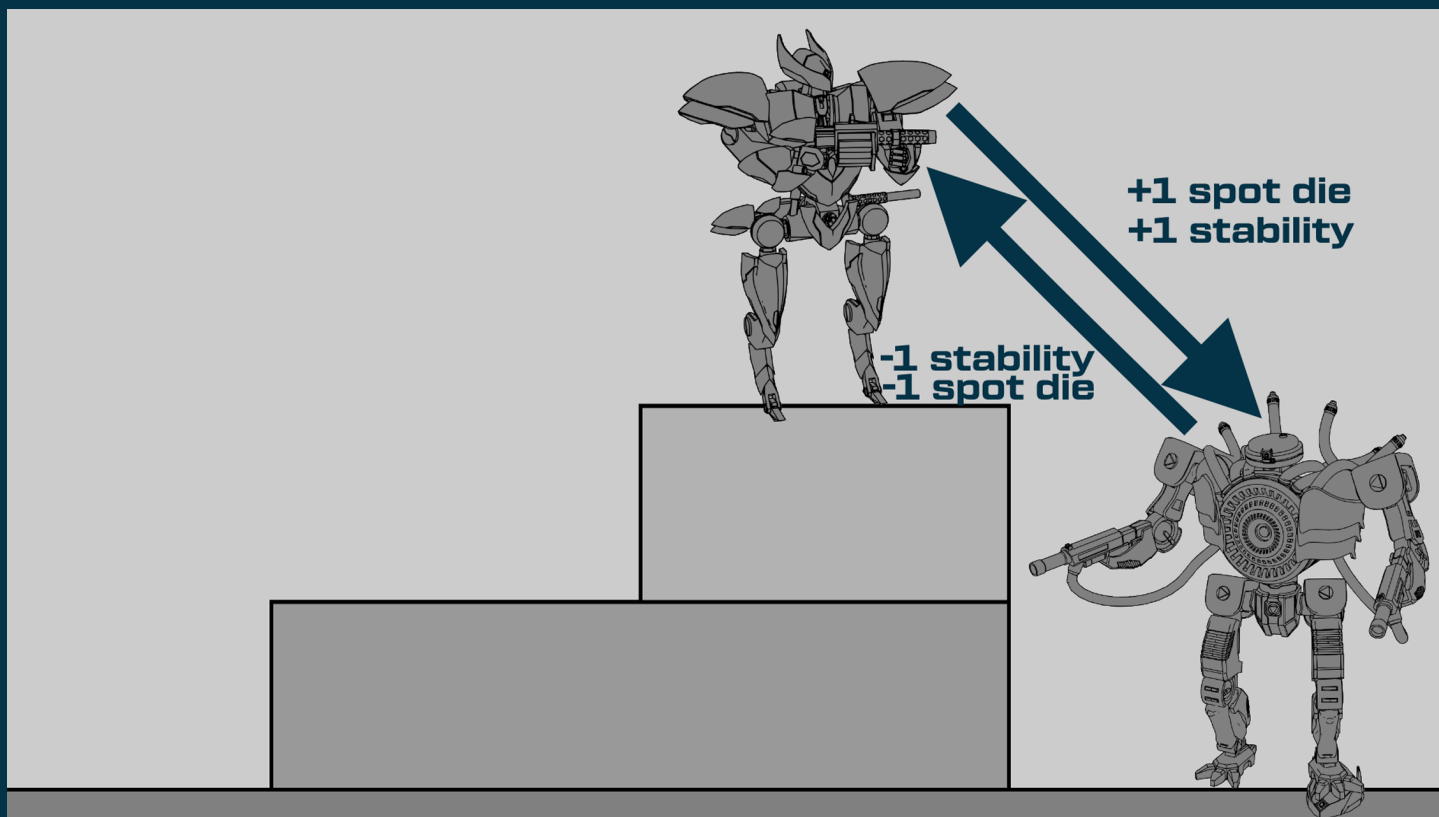
-1 spot die
+2 stability

**Half cover:** When the maximum height level between two models is one higher than the highest of the two models, subtract one spot die and add 2 to their **Stability** when shooting.

Total cover: When the level of terrain between two models is at least two levels above the highest mech, they cannot spot or shoot each other directly. Other mechs always provide total cover to others. Deployables only grant half cover.

Shooting and spotting: A mech adds 1 to its spot dice and Stability for every two levels it is above the target.

+1 spot die
+1 stability

-1 stability
-1 spot die

-1 strength
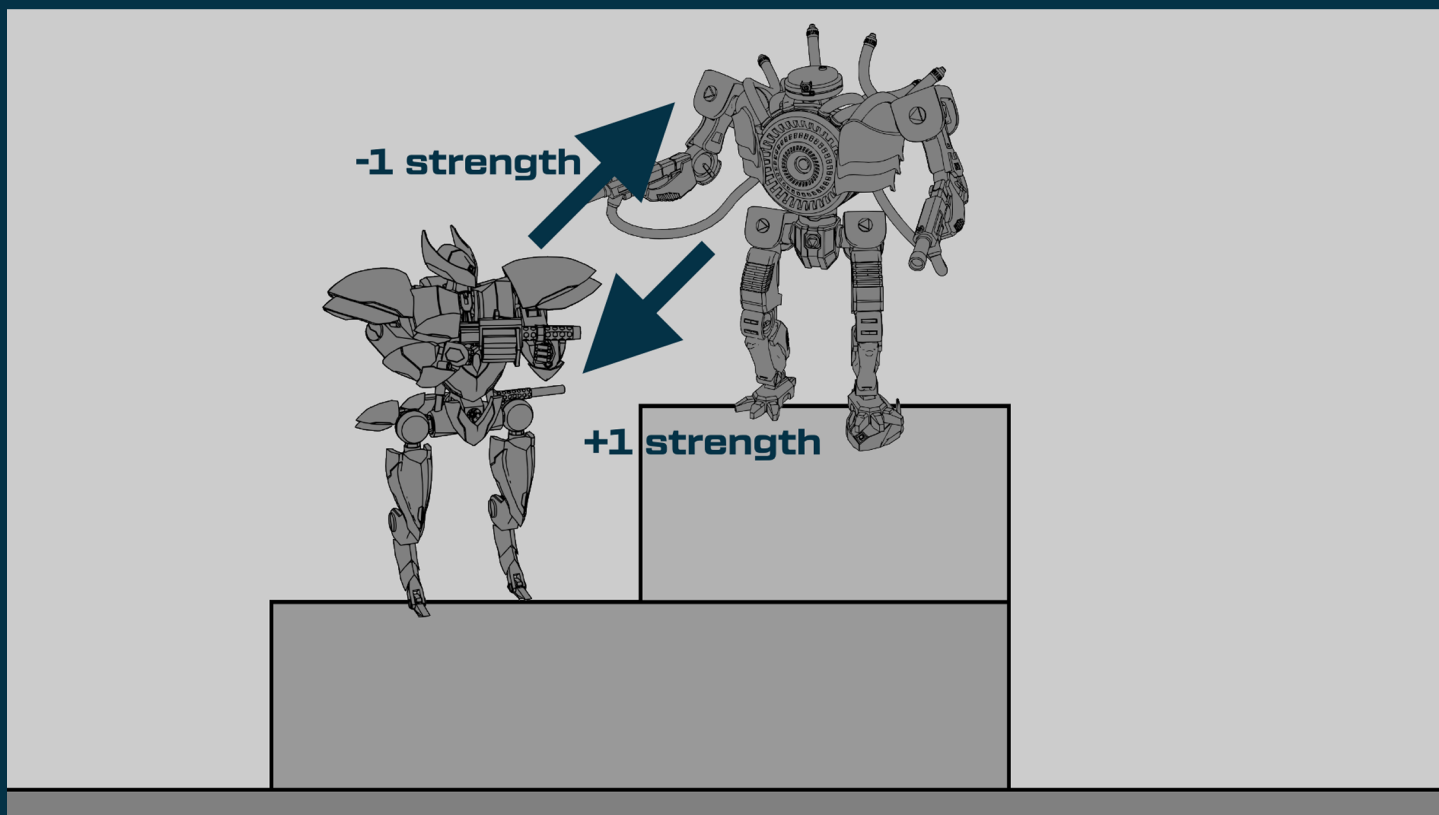
+1 strength

Melee: A model adds 1 to its Strength for every level it is above its target in a melee. It removes one for every level it is below its target. Models cannot engage in melee if they are more than one level apart.

Special terrain

In battle, different types of terrain can be difficult or even outright impossible for a mech to traverse. Note that this list is not exhaustive, as maps or scenarios may bring their own terrain types.

Normal terrain: No penalty. Differing colours show different height levels. May also have different colours such as sand or concrete.

Water: Impassable terrain, except for swimming. Swimming models are Submerged, and always have soft cover. Entering water counts as a level change. The Burned condition is automatically cleared in water.

Forest: Difficult terrain, grants soft cover.

Dense snow: Difficult terrain, grants soft cover.

Building: Height 1 or 2. Counts as a neutral deployable with **Integrity** 4 and **Armour** 2.

Frozen over: Difficult terrain. Counts as a neutral deployable with **Integrity** 1. Becomes water when destroyed.

On fire: Difficult terrain. Models that move through this become **Burned.**

Wreckage: Difficult terrain. Created by destroyed mechs and buildings. Allied to the owner of the model that created it.

Game pieces

The following components are required to play a game of MECHCOM.

Battlemap

A hex grid map representing the environment in which combat will be fought, including height levels and areas of unusual terrain. Some scenarios might dictate the use of a specific battlemap.

Models

Each player will need a number of models to represent the squad they built, in order to indicate the identity and positions of mechs, deployables, objectives, and anything else that is relevant to the battle.

Dice

MECHCOM is a D6 system, meaning it uses six-sided dice to represent the uncertainty of battle. This means that any time something in the game refers to a die or dice, players can assume a six-sided die is meant. Alternatively, rules or abilities may refer to a D3, which is simply a D6 with its result divided by 2, rounded up. It is recommended to have at least five or six dice on hand.

Unit cards

Unit cards are a way of quickly referencing the stats and abilities of a mech. The attached pilot card shows any buffs or abilities it may grant.

Tokens

Not required, but useful. Tokens can help track status effects, Spot tokens, ammo, and other information. Dice can also be used for this.

Setup

To begin a game, the player with the lowest point total decides which short edge of the battlefield they wish to deploy on. In case of a draw, players should roll off, treating the winner as if they had a lower point total. Set up any relevant models or tokens as dictated by the scenario. Then, players take turns setting up a mech model within 30 of their respective battlefield edge, starting with the player that chose the side.
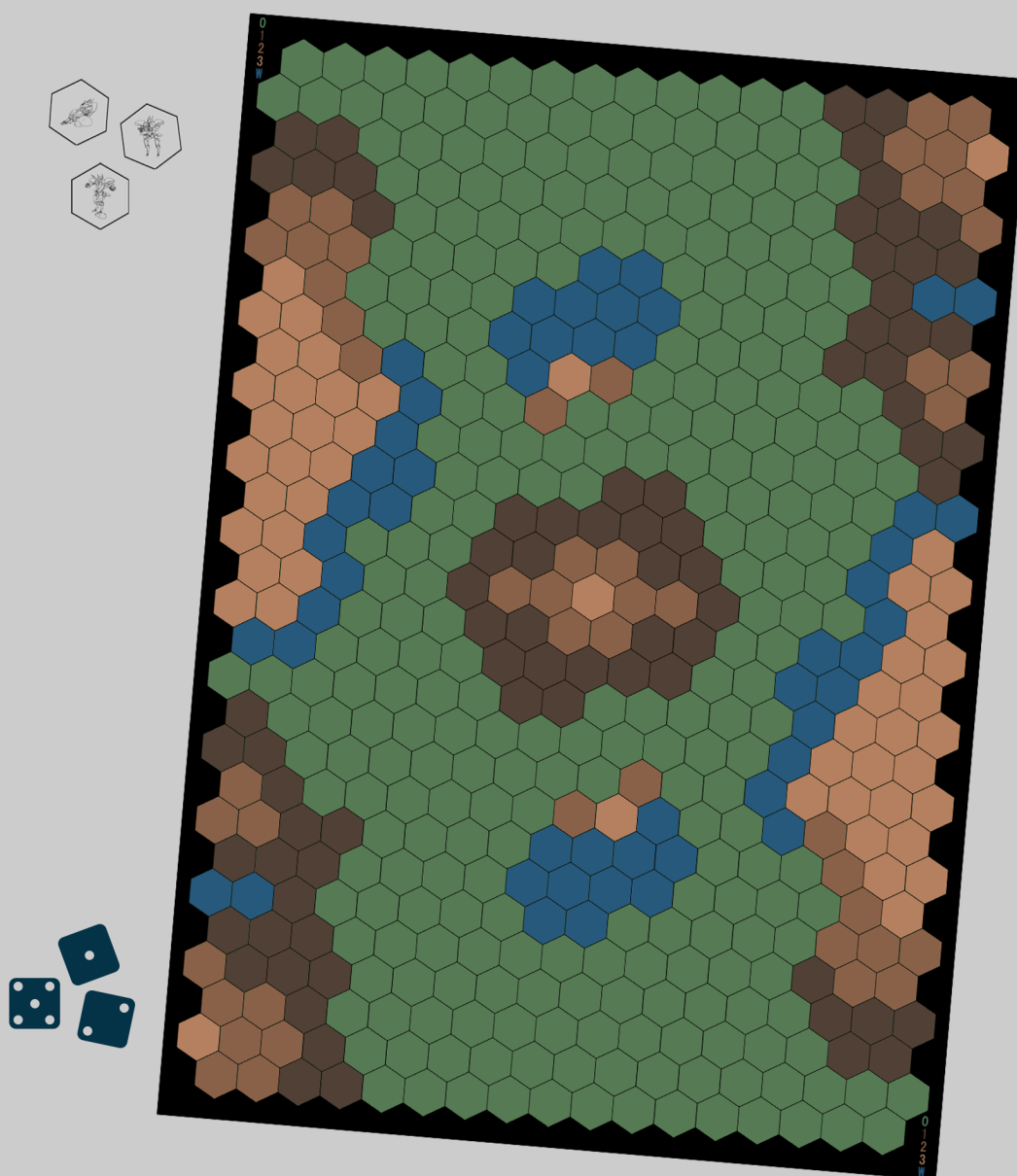
Rounds

A round consists of several phases. The start phase, activation phase, and end phase.

Start phase

To start a round, players roll off to decide the order in which they will activate a model. In case of a tie, the players that tied should roll again to decide which of them wins the tie. Then, all models reset their Energy. Any "Start of round" abilities are resolved.

Activation phase

In the Activation phase, players take turns to activate their models, alternating in the order determined during the Start phase until all models have been activated. A model cannot be activated more than once. When activated, a model may perform any number of actions (in any order) by spending the appropriate amount of Energy. Any action must be resolved completely before that player can take another action.

Actions:

Moving (2⚡): Move the active model up to its Movement stat. Other models are considered impassable terrain. Movement may not be split.

Spotting (3⚡): Pick a model within Sensors and LoS. Roll 3D6. For every result of 6, place a Spot token on that model's Unit Card.

Shooting (3⚡): Pick a ranged weapon, then pick an enemy model within LoS and Range of that weapon. Roll dice equal to the Attacks stat of that model. Every result equal to or higher than the active model's Stability is a hit. Sixes ('critical hits') count for two hits. The defending player rolls dice equal to the amount of hits scored. For every result equal to or higher than the defending model's **Armour**, it loses **Integrity** equal to the Damage stat of the weapon. Then, any "on hit" or "on crit" abilities are resolved. Models that are in melee range of an Enemy model add 2 to their **Stability** when shooting at any target.

Melee (3⚡): Melee attacks can be either unarmed, or use a melee weapon. The attacker rolls d6 equal to the **Attacks** stat of the weapon, or 1d6 for an unarmed attack. The defending player rolls 1d6 as well. Both players add their model's **Strength** to each of their dice. For every attacking roll that beats the defending roll, the defending model loses a number of points of **Integrity** equal to the **Damage** of the weapon, or 1d3 for unarmed attacks. Then, any "on hit" or "on crit" abilities are resolved. If the defending roll beats the attacking roll, nothing happens.

Abilities: Use any abilities as noted on the model's Unit Card or granted by the chosen Scenario, paying the appropriate activation cost.

End phase

Once all models have been activated, players continue to the end phase. During the End phase, remove a Spot token from each model that is not within both LoS and Sensors of any enemy models. Then, players score a victory point for each objective they have completed, as specified by the scenario.

After the End phase, players proceed onto the Start phase of the next round and continue to do so until either all enemy models have been eliminated, or until the scenario's end conditions have been reached.

Victory

During the game, players can earn Victory Points by completing objectives specified in the scenario. Victory Points, or VP, are added to a player's score at the end of the round. At the end of the game, the player with the highest score total wins the game. If at any point only a single player controls one or more models that have not been destroyed, that player immediately wins the game instead.

Scenarios

In warfare, the objective of a battle is not merely to eliminate the opposing side. Generally, squads will be tasked with retrieving supplies, extracting vital assets from dangerous areas, or gaining ground to secure an important position. The enemy is merely a roadblock. In MECHCOM, players select a scenario to play, which provides them with objectives to complete during the course of the game. These objectives will grant players Victory Points, which are the key to securing victory. Some scenarios may require specific maps to play on, or additional models to represent objectives or additional materiel provided by the scenario. These additional models are not a necessity, as players can use anything else they agree upon to represent these points of interest. However, it is recommended to use them, as they enhance the intended play experience and help to easily identify different objectives.

Listed here are several scenarios from which players can pick. Additional scenarios may be found in other MECHCOM material. Players may even create their own from scratch.

Deathmatch

Sometimes, the mission is simple. Seek, and destroy. In Deathmatch, there are no additional objectives. The last player that controls one or more models that have not been destroyed, wins the game.

Capture the Flag

In military terms, a 'flag' can be anything of value that needs to be secured. During setup, both players place a Flag model as close to the centre of their deployment zone as possible. The Flag is considered allied to the team that placed it.

As an action, for 3⚡, a model may pick up a hostile Flag, removing it from the battlefield and placing it on its unit card. When a unit holding a Flag is destroyed, the attacker places the Flag on a normal hex adjacent to the destroyed model. When a model holding a hostile Flag enters their friendly deployment zone, the player that owns that model scores 5 VP. After the next End Phase, the game ends.

Control Zone

To gain control over large amounts of ground, key positions must be secured first. During setup, place an Objective model in the centre of the board. The Objective is considered to be neutral.

During the End Phase, the player with the most allied models within 3⬡ of the zone scores 2VP. After the 6th round, the game ends.

Variation: rather than setting up the control zone in the centre of the board, players can also choose to set it up in a tactically defensible or narrative location. One player will be the attacker, and one the defender. The attacker sets up on a board edge as normal, and scores as normal. The Defender sets up within the Control Zone, and scores 1VP for having more allied models within 3⬡, or 3VP if there are no enemy models in the zone at all.

Scenarios are merely suggestions, and can always be modified or expanded upon, provided that all players agree on the changes beforehand.

While MECHCOM is optimally played with two players, it can theoretically support any number. Scenario and setup rules may need to be tweaked for a better experience, however.

Appendix

List of Perks

Ammo X: This weapon can be fired an X number of times before being depleted

Artillery: This weapon does not require LoS and ignores height levels, but must consume a Spot token in order to fire. Consuming a Spot token this way does not grant a bonus to **Stability**.

Backfire X: Immediately after attacking with this weapon, this model suffers X damage.

Barrage: When paying the energy cost to attack with this weapon, this model may pay an additional 1 any amount of times. Add that many dice to the attack roll.

Blast: When this weapon misses, roll a d6. The hex equal to that number (counted clockwise from the rightmost top) becomes On Fire. For a melee attack, the hex that was targeted becomes On Fire.

Condition: X: Enemies hit by this weapon suffer the X condition.

Critical condition: X: Enemies hit by critical hits with this weapon suffer the X condition.

Flurry: When this weapon scores a critical hit, it may immediately roll another attack die. This can trigger **Flurry** again.

Heavy: This weapon suffers a -2 to **Stability** if the wielder has moved this turn.

Multi: When attacking with this weapon, its dice may be split among any number of valid targets. This must be declared before rolling.

Rend X: Subtract X from the opposing **Strength** roll when attacking with this weapon.

Sniper: When attacking with this weapon, the wielder may consume any amount of Spot tokens rather than the usual 1. Add 1 to the attack roll for every Spot token consumed this way.

Superheated: After attacking with this weapon, its wielder gains +1 Heat token.

Tracker: Hits made with this weapon add Spot tokens to the enemy model equal to the damage dealt.

Ultralight: This weapon can be used without any penalty while in melee.

Volatile X: Models defending against this weapon suffer a -X to **Armour**.

List of Tags

Limit X: This action can be used an X number of times before being depleted.

Passive: This effect is always active, and does not require activation.

Pregame: This action takes effect somewhere before the start of the game.

Reactive: This action can only be used when the specified trigger condition is met. Reactive actions might occur outside of a model's activation.

List of Conditions

Blinded: This model suffers a +2 to **Stability**. At the end of turn, clear this condition.

Burned: At the end of its activation, this model suffers 1 damage. During its turn, as an action, it may spend 2⚡ to clear this condition.

Corroded: This model suffers a -1 to **Armour**. During its turn, as an action, it may spend 2⚡ to clear this condition.

Hacked: This model suffers a -5 to **Sensors**. During its turn, as an action, it may spend 2⚡ to clear this condition.

Immobilized: This model cannot perform any move actions, voluntary or involuntary.

Invisible: Enemy models cannot take Spot actions against this model. Additionally, enemy models suffer a +2 to **Stability** while attacking this model.

Malfunctioning : Instead of taking actions as usual, players must consult the AI table to see how this model behaves. At the start of this model's activation, roll 1d6. On a 6, remove this condition.

Shocked: This model suffers a +1 to **Stability** and a -1 to **Strength**. At the end of turn, clear this condition.

Stunned: When this model starts its turn, it looses half of its **Energy**, rounded down. At the end of turn, clear this condition.

Submerged: This model counts as 2 levels below the hex it is standing on. A Submerged model has half cover from any models that are not **Submerged**.

Tethered X: This model is bound to the model that caused it to gain this condition. While this condition is active, both models are considered to be **Tethered**. Whenever a model would move further than X⬡ away from a model it is **Tethered** to, both models must roll 1d6 and add their **Strength** score. The player with the highest result gets to decide whether the condition is cleared and movement resolves as normal, or it remains and the model is not moved beyond the tether limit. Alternatively, a model may try to drag the other model, resolving movement as normal and then mirroring the movement with the linked model as closely as possible, applying the movement restrictions of the active model. Models may always choose to fail a tether roll.

HERAKLES AI TABLE

Mech is Malfunctioning

Enemy within Sensors? — **NO** → **Move full movement in a straight line in a random direction.**

YES

Enemy within range of weapons? — **NO** → **Move in straight line toward enemy.**

YES

Attack enemy with the weapon that is in range.