GUNFRAME

ANIME MECHA BATTLE GAME

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Bonus Pilot Upgrade

WELL READ*: *Only the player who owns this book may purchase this upgrade.* The pilot's fascination with heroic tales and battles of the past provides insight into a current predicament. Once per battle, if this unit is still on the battlefield, you may re-roll your initiative die. You must accept the new result.

CONTENTS

INTRODUCTION

There is just something about giant robots fighting each other that makes the adrenalin pump, isn't there? Towering humanoid war machines, however impractical or outlandish, have long been a cornerstone of science fiction. The giant robot genre has grown in popularity over the last sixty years, but the spectacle of mecha-on-mecha combat portrayed in anime has always been at the heart of this fandom. Gleaming white mecha and technicolour explosions; the swing of mighty steel fists; the krak-krak-krak of anti-tank guns slung like rifles; a cloud of missiles raining down on an exposed mecha before it deftly rolls out of the way or meets its fiery doom. Young pilots, grizzled veterans and the tangled web of relationships that play out against the backdrop of war and clashing robots.

These are the things we love about mecha anime, and these are the things that GunFrame captures on the tabletop.

Whether your favourite mecha are piloted by Japanese school girls, or are 10 metre tall fighting 'mechs, transforming jets constructed from alien technology, sentient robots from a lost planet, or giant tigers that combine to form a robo-knight, GunFrame has you covered.

GunFrame allows you to play out games inspired by your favourite giant fighting robot shows. Mecha are agile and deadly, able to dodge incoming attacks and return fire in a blaze of bullets, lasers or missiles. They run and fly and transform, and are piloted by brave souls who have intense relationships with each other.

GunFrame is a game of fast-paced mecha warfare inspired by anime. Whatever kind of mecha excite you, from 100 ton walking gun platforms to transforming motorcycles or ancient mobile battle suits, you can quickly design them and get your figures on the battlefield. Play is fast and intuitive, and an emphasis on movement makes for dynamic and entertaining battles. So gather your mecha and get ready to go toe-to-toe with your opponents on battlefields across the galaxy.

The Green Knight

While instrumental in the intense jungle fighting of the Second Terraform War, the venerable Green Knight's primative PAT-harness was responsible for the deaths of at least three young pilots and it soon had a reputation for being a cursed assignment.

THE BASICS

OVERVIEW OF PLAY

In **GunFrame** players generate a mission for their bold mecha pilots to undertake and lay out a miniature battlefield to fight over. Missions are played in a series of turns, during which each player activates their mecha - moving, shooting and fighting with them. After five turns, or when one side has accomplished their mission, the game ends.

NAVIGATING THE RULES

You will find the **GunFrame** rules set out with easy to follow headings and sub-headings as you see on this page.

Examples of play are provided like this. They further explain and elaborate on the rules.

Hi there! I'm Yuki, recruit liaison. You'll see me pop up from time-to-time with hints and tips to help make your games even more exciting.

WHAT YOU NEED

► Six-sided dice (D6) - a good handful
► Tape measure marked in inches
► Mecha miniature figures
► Terrain to represent your battlefield
► Counters in different colours to track:
   ► Activation
   ► Focus Points
   ► Target Lock
   ► Evade

BASIC CONCEPTS

Following are key concepts and assumptions that affect game play.

UNITS AND FIGURES

The rules make reference to "units" and "figures" interchangeably. They both mean a single base with one large model (like a giant robot) or small group of miniatures (like a squad of infantry).

FRIENDS AND ENEMIES

The rules make reference to "friendly" and "enemy" figures. A friendly figure is any unit that is under your control, while an enemy figure is one that your opponent controls.

DICE

GunFrame uses six-sided dice, commonly referred to as D6, or even just "D". When you are told to roll a die you just roll the die and read the result. When rolling a pool of dice read each die separately - do not add them together.

+D: when instructed to add one or more dice to a pool it will be noted like +1D or +2D. This simply means add one or two dice to your roll.

N+: many rules require you to roll equal to or greater than a number, typically written as "N+". For example, "4+" means results of 4, 5 or 6 on a single die, while "2+" means you are looking to score a 2 or higher. When rolling several dice, read each die separately.

D3: roll a die and halve the result (rounding up) to generate a score between 1 and 3.

RE-ROLLS: when you re-roll a die the new result must be accepted, even if it is worse than the original roll. A die may only be re-rolled once per action.

ALWAYS ROUND UP

A number of rules require you to halve or quarter a value, distance or die roll. When left with a fraction, always round up to a whole number.

MINIATURES

Each unit should be represented by a miniature figure. You can use any scale figure you like - the game works just as well from 6mm all the way up to 28mm miniatures without any need to adjust the rules. All players should have the same scale figures.

WHAT YOU SEE IS WHAT YOU GET

Figures should look roughly like whatever they are representing. As far as giant-robot miniatures go, this is rarely a problem, but use common sense and clearly identify what each figure is representing before play begins.

It is common courtesy to share your unit profiles should your opponent ask.

BASING

Figures can be based in whatever fashion players prefer. They do not have to be identically based. If you are using models without bases players should agree where measurements are taken from.

FRONT AND BACK

Each unit has a front and back arc that is used to determine what they can see.

To determine the arcs, draw an imaginary line through the centre of the figure's base. Everything forward of that line is the front arc, and everything behind it is the back arc.
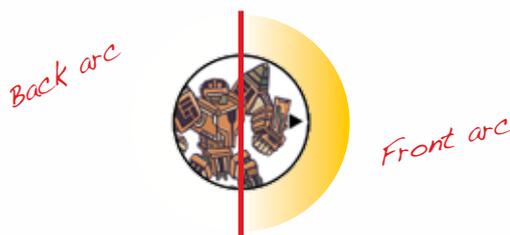
BASE CONTACT

Figures are in base contact when they are as close as they can physically get to each other. Most of the time this will involve the base of each figure touching (base-to-base), but does not have to. If the shape, size or pose of the figure makes base-to-base contact physically impossible, they are still considered to be in base contact.

ENGAGED

When enemy units are in base contact they are said to be "engaged", or "engaged in close combat".

MEASURING

All distances and ranges are measured in inches ("). You may pre-measure distances before committing to an action.

All measurements are taken from the edge of a figure's base. When measuring distances between figures it is always between closest edges.
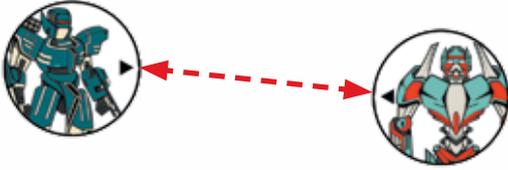
Figures, terrain features and objects without bases are always measured to the nearest edge / part of the model.

TOWARDS AND AWAY: when a rule instructs you to move a figure towards or away from another unit or object, "draw" a line through the centre of the two figures. The unit must move directly along that line.
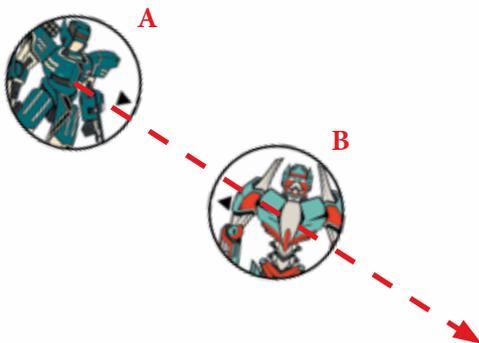
> Gunframe **B** is being pushed away from gunframe **A**. It must move along the dotted line.

LINE OF SIGHT

Line of sight (LoS) determines what a unit can see on the battlefield. You cannot attack something if you do not have LoS to it.

To determine if a unit has LoS to a target, "draw" an imaginary line from the acting figure's head (or cockpit), through its front arc, to any point of the target figure. If a unit does not have a head (like a tank) or has many heads (like a unit of infantry), draw the line from the top, centre point of the figure.

THE BATTLEFIELD

GunFrame is played on miniature battlefields three feet square. You can use smaller or larger spaces if you wish, but 3'x3' works well. Your battlefield should incorporate features such as buildings, forests, rivers, hills, industrial complexes or anything else that creates an interesting landscape to battle over. Terrain can be as simple or elaborate as you like, but ensure you can easily identify where features begin and end.

Each terrain feature on a battlefield falls into one of three categories - decorative, obstacle or area terrain.

DECORATIVE TERRAIN

Decorative terrain is exactly that - it is on your miniature battlefield to make it look good. Decorative terrain has no effect on the game. It does not hinder movement, block lines of sight or have any other impact on play. If decorative terrain gets in the way or becomes confusing, move it out of the way or remove it from the table entirely.

OBSTACLES

Obstacles are small or narrow features that protrude from the table surface, such as fences, boulders, small piles of crates or supplies. They represent features that a typical mecha could move across without trouble, but can also utilise for cover if needed. Obstacles should be less than the height of a typical mecha figure. They often have a width or length smaller than a typical figure's base.

Obstacles can be moved across and might provide cover from enemy fire.

A simple battlefield setup.

AREA TERRAIN

Area terrain is represented by a base or some other easily defined zone. Area terrain are features large enough for a unit to move into, through and/or onto and include forests, fields, buildings, ruins, minefields and rivers. Area terrain always has at least one of the following qualities:

► **BLOCKING** - units cannot move through this feature, though they might be able to jump or land on it. Tall blocking terrain might also block line of sight.

► **DANGEROUS** - movement through this area might cause damage.

► **DIFFICULT** - movement through this area is slower.

► **ELEVATED** - units on this area are higher than other features on the battlefield.

► **OBSCURING** - units in this area are harder to see.

THEMATIC BATTLEFIELDS

When setting up your battlefield, you might like to build to a "theme", representing a particular environment such as a forest, desert or ruined city. This is easily achieved by choosing miniature terrain appropriate for that location.

FORESTS AND JUNGLES will have lots of area terrain filled with trees, perhaps with a river or a few scattered hills. A small outpost, bunker or abandoned cabin might also be found there.

DESERTS can be represented with hills, tall blocking features representing buttes, and a scattering of cacti, boulders or difficult terrain. Deserts are great places to find secret bases, missile silos, alien obelesks and solar farms.

CITIES, ruined or otherwise, should have a lot of buildings (perhaps divided by roads), statues, monuments or fountains, abandoned vehicles and rubble. A wooded park, river or train line is a good way to add variety to your cityscape. If you don't have a lot of buildings, place what you do have towards the centre of the table.

ASTEROIDS AND MOONS are also popular settings for mecha battles and can be represented by a combination of natural rocky features, craters and suitably sci-fi buildings. Moon bases, industrial piping, satellite arrays and space craft (landed or crashed) can all add to the look.

EXAMPLE TERRAIN FEATURES

Virtually any natural feature, building or object can be represented on your miniature battlefield. If you have seen it in the real world, or in a film or favourite anime, you can probably recreate some version of it on your tabletop!

When you place terrain on your battlefield, discuss what category each falls into. Is it purely decorative, an obstacle, or an area terrain feature? Remember that all area terrain will have one or more qualities.

Here is a short list of example terrain features and the qualities they might have.

- ► **BRIDGE** - elevated
- ► **BOXES / CRATES** - obstacle
- ► **BUILDING** - blocking, elevated
- ► **CLIFF** - blocking
- ► **CRATERS** - difficult
- ► **CROP FIELD** - obscuring
- ► **DESTROYED GUNFRAME** - obstacle
- ► **FROZEN LAKE** - dangerous and / or difficult
- ► **FOREST** - obscuring and difficult
- ► **GARDEN WALL** - obstacle
- ► **HEDGEROW** - obstacle
- ► **HILL** - elevated
- ► **HOT SPRINGS** - difficult and obscuring
- ► **INDUSTRIAL PIPES** - obstacle
- ► **LAVA FLOW** - dangerous
- ► **LONE TREE** - decorative or obstacle
- ► **MINEFIELD** - dangerous
- ► **OBSERVATION TOWER** - elevated
- ► **RIVER** - difficult
- ► **ROAD** - decorative
- ► **RUINED BUILDING** - difficult
- ► **STATUE / MONUMENT** - blocking
- ► **SWAMP** - difficult and / or dangerous

Whatever kind of battlefield you decide to fight over, pack it full of terrain! Battles are a lot more fun when mecha have to move about the table to target their enemy, weaving between and fighting over the best ground.

Obstacles such as low walls, ruined mecha and supply crates provide essential cover.

Forests are a common obscuring area terrain.

Buildings are great for blocking lines of sight.

Hills are a versatile elevated terrain feature.

Break up open spaces with difficult terrain such as craters, swamps and rubble.

UNIT PROFILES

Each player controls several mecha or other units that make up a squadron. In **GunFrame** each unit is defined by its profile.

A unit's profile details the information you will use as you play and is divided into three broad parts - it's frame, loadout and pilot.

UPGRADES: units can have one or more upgrades that represent special abilities, weapon systems or advantages. These are described in more detail in the *Unit Construction* chapter.

FRAME

A gunframe's size, raw power and ability to survive the hazards of futuristic battlefields is represented by its frame. Frame indicates the unit's general size, speed and toughness and is defined by three systems:

SPEED: how fast the unit moves.

DEFENSE: the unit's ability to avoid or shrug-off attacks.

ARMOUR: how much damage the unit can sustain before it is destroyed.

LOADOUT

Whether armed with an arsenal of specialised weapons, or just a pair of mighty steel fists, loadout indicates the ferocity of a unit's attacks. Loadout is an abstract representation of how deadly the unit is at various ranges and is defined by four weapon systems:

CLOSE: how deadly the unit is at close range or in hand-to-hand combat.

SHORT: the effectiveness of the unit's short-range firepower.

MEDIUM: the unit's mid-range firepower.

LONG: the firepower the unit can lay down at long-range.

Loadout is an abstraction that leaves the specifics of your mecha's weaponry to your imagination. Not only is this fun, but it also means that you can use any figures you like without worrying about the rules calling a weapon a "thunder missile launcher" when your model clearly has a rifle!

PILOTS

In **GunFrame** pilots are brave, talented and unique individuals who may have trained all their life, or are just naturally talented robot warriors. Name each pilot and consider their personality, relationships, or preferred combat style - you will be able to give them special upgrades to represent these, too.

PILOT SKILL

A pilot's ability to control their giant robot is represented by their Pilot Skill. This is a number that you must roll equal to or over when attempting dangerous or tricky actions. It is typically written as N+ (for example, 4+, or 3+).

When you are directed to "make a Pilot Skill roll", roll a single die. If you roll equal to or higher than the unit's Pilot Skill value, the roll succeeds. If you roll less than the skill value, the roll fails.

Kenzie has a Pilot Skill of 4+. She must make a Pilot Skill roll to move through dangerous terrain without injury, so rolls a D6. If she rolls a 4, 5 or 6 she will succeed. If she rolls a 1, 2 or 3 the roll has failed.

Occassionally the rules refer to a Pilot Skill roll by the name of whatever action is being taken, such as a "jump charge roll" or a "panic roll". These are still Pilot Skill rolls and are completed as described above.

DAMAGE EQUAL TO THE ROLL: sometimes when a Pilot Skill roll fails you will be directed to take damage or hits "equal to the roll". This means the acting unit suffers a number of hits or damage equal to whatever the die roll was.

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Pilot skill indicates how well the pilot handles their mecha.

Each unit should have a distinctive name, such as this *Praetorian*.

Every unit has a **points cost** that is used to construct your squadron.

Speed value

Defense value

Armour value

Close range

Short range

Medium range

Long range

PRAETORIAN
HEAVY GUNFRAME
20

PILOT **3+** — Juno Deveraux — Ace (1)

SPEED **5** — Fly

DEFENSE **3** — Deflect

ARMOUR **10**

☐☐☐☐☐☐☐☐☐☐☒☒☒☒☒☒☒☒

CLOSE **4** — Parry

SHORT **4** — Piercing

MEDIUM **4**

LONG **2**

GunFrame © PerilPlanet.com

Every gunframe is piloted by a unique individual with a **Name** and special skills, like Juno's *Ace*.

A unit's frame defines its **Speed**, **Defense**, **Armour** and any **upgrades** such as this mecha's *Fly* and *Deflect*.

A unit's loadout defines how much firepower it brings at each range band, as well as any **upgrades** the weapon systems have. This unit has the *Parry* and *Piercing* upgrades.

Above is an example unit card. They provide all the most important game information in a quick and easy format. There are blank ones at the back of this book, and you can find pregenerated cards at www.PerilPlanet.com

Some players prefer to use a "roster sheet" to keep all the pertinent unit details in one handy place, and one of those is also at the back of this book!

NAME	TYPE	PILOT SKILL	SPEED	DEFENSE	ARMOUR	CLOSE	SHORT	MEDIUM	LONG	UPGRADES	POINTS
PRAETORIAN	Heavy	3+	5	3	10	4	4	4	2	Ace (1), Fly, Deflect, Parry (Close), Piercing (Medium)	20
CARRUS	Medium	4+	6	2	10	3	4	3	0	Co-Pilot, Fast, Stabilised, Turreted (Medium)	16

Whiteout

A gunframe stalks the rubble of a ruined city, the cement dust and smoke from burning wreckage reducing visibility in what pilots refer to as "whiteout".

PLAYING GUNFRAME

GunFrame is played in a series of turns, where each player has the opportunitiy to move and attack with their units, attempting to achieve their mission objectives.

During a turn players alternate activating their mecha and responding to an enemy's actions. This means that both players are always engaged in the battle, considering their next action or looking for ways to thwart their opponent.

When one player has achieved their mission objectives, or had all their units destroyed, the game is over.

GAME SETUP

Games begin with players building squadrons and selecting a mission to play.

SQUADRONS

Squadrons usually consist of two or more mecha, but the optional rules also introduce conventional forces such as vehicles and infantry. Each unit has a points value and a player's squadron will be built to a maximum value, such as 50 or 100 points.

A player may have fewer points than the set limit, but may not exceed this value.

MISSIONS

Battles are rarely fought "to the death" - gunframes are too valuable to just throw away in needless destruction. At the start of each battle players will choose a mission and determine who will be the attacker and defender.

Some missions will suggest appropriate or required terrain features, but if not, set up the battlefield so that it is acceptable to both players.

Some missions will indicate where each squadron deploys, otherwise the defender chooses a table edge and sets up their units first.

When both players have set-up their squadrons it is time to begin the battle.
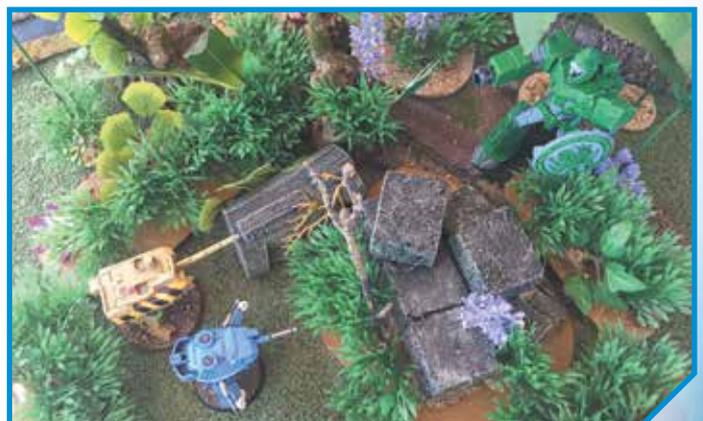
TURN SEQUENCE

Games are broken into discrete game turns during which both players activate each of their units.

A turn is divided into three phases:

1. **INITIATIVE PHASE**
2. **ACTIVATION PHASE**
3. **END PHASE**

INITIATIVE PHASE

The initiative phase sees each force jockey for position and attempt to seize an advantage over their opponent. Do the following three steps in order.

- ► Start of turn
- ► Focus Points
- ► Initiative roll

START OF TURN

Any actions that are indicated as happening "at the start of the turn" occur now.

FOCUS POINTS

Each player is allocated a pool of Focus Points equal to half the number of friendly units on the table. Do not count shut down units.

Use counters to track how many Focus Points each player has. Place them on units as they are spent.

INITIATIVE ROLL

Each player rolls a D6. The high roller chooses whether to take the initiative and activate one of their units first, or give the initiative to their opponent.

TIES: if the initiative roll (including any modifiers for the mission and/or upgrades) is a tie, the player with the fewest Focus Points wins the roll.

If players have the same number of Focus Points, re-roll.

> The Brothers of Cain are a band of gunframe mercenaries with the common bond of having been dishonourably discharged from their respective military organisations.

ACTIVATION PHASE

The player with initiative chooses a unit to activate and performs *up to two actions* with it. Then their opponent selects a unit to activate, and performs two actions with that figure.

Players continue to take it in turns to activate units, one at a time, until all units on the table have been activated.

If one player activates all their figures and the other player still has units left to activate, they may do so. They simply continue to nominate and activate units one at a time.

END PHASE

This is a general tidy-up phase. Do the following in order.

- ► End of turn
- ► Reserves
- ► Discard Focus Points
- ► Allocate Victory Points
- ► Begin new turn

END OF TURN

Actions that are described as occurring "at the end of the turn", happen now. If there is a conflict in the order that actions happen, the player with initiative decides.

RESERVES

If either player has units in reserve, they may be brought on now. The defender may attempt to bring on reserves, then the attacker may do so.

DISCARD FOCUS POINTS

Remove all Focus Point tokens from the table. If a player has unused Focus Points, they are discarded. They will recalculate their total next turn.

ALLOCATE VICTORY POINTS

Each player is allocated victory points, as described by the chosen mission.

Check to see if either side has won the game.

BEGIN NEW TURN

If neither side has won, begin a new turn by returning to the Initiative Phase.

FOCUS POINTS

Focus Points represent the cunning, talent and luck of gunframe pilots. They are a resource that players spend each turn to draw attention to important moments of action, to respond to enemy activity, and to power the cool abilities of pilots and gunframes.

GENERATING FOCUS POINTS

A player begins each turn by gathering their pool of Focus Points. Each player has a number of Focus Points equal to half the friendly units currently on the table and not shut down. Remember, always round fractions up.

> A player currently has five active gunframes, so begins the turn with 3 Focus Points.

> Another player has seven units on the table, but one of them is currently shutdown. They also generate 3 Focus Points this turn.

CONVENTIONAL UNITS: if you are playing with the optional conventional unit rules, note that these units *do not* count towards your unit total.

> A player has four gunframes and six conventional units. They generate 2 Focus Points.

Focus Points *can* be spent on conventional units.

SPENDING FOCUS POINTS

Units spend Focus Points during a turn. Sometimes they will do this when activating, and sometimes when enemies are activating.

Use counters, beads or other tokens to track your Focus Point pool. As points are spent, move them from the pool and place them next to the unit that spent them.

ONE FOCUS POINT PER UNIT

There are many opportunities to spend Focus Points during a turn, however, each unit may only have one Focus Point spent on it per turn.

When a unit performs an action or otherwise "spends" a Focus Point, place a counter on the figure.

A unit cannot attempt an action that requires the spending of a Focus Point, if it has already had a point spent on it this turn.

ACTIVATING UNITS

When a unit is activated it can perform up to two actions. They may:

- ► **MOVE**
- ► **ATTACK**
- ► **TARGET LOCK**
- ► **EVADE**
- ► **SPECIAL**

A unit may perform two different actions, or the same action twice. Each action is separate and distinct from any action that precedes it or follows it. This is important as some effects, such as reactions, can occur between actions.

A unit does not have to take two actions, and you can even choose to perform no actions with an activated figure. A unit must perform all its actions at the one time - you cannot choose to take one action, activate another unit, then come back to the first.

Each unit can only be activated once each turn.

FREE ACTIONS

Some rules allow a unit to make a "free" action - such as a free attack, free reaction or even a free activation. Free actions do not count towards any action that the unit might otherwise be allowed to take. They are a bonus action above and beyond what is normally allowed.

IMMEDIATE ACTIONS

If a rule or upgrade indicates that a unit *immediately* performs an action, they complete it at that very moment. An immediate action happens out of the normal turn sequence, before any other unit has an opportunity to complete their activation or react. After the immediate action is resolved, return to the normal turn sequence.

MOVE

A unit can move up to its Speed value in inches. It may turn or weave between terrain features any number of times during a move and face any direction when the move finishes.

Measure along the actual path the figure moves.
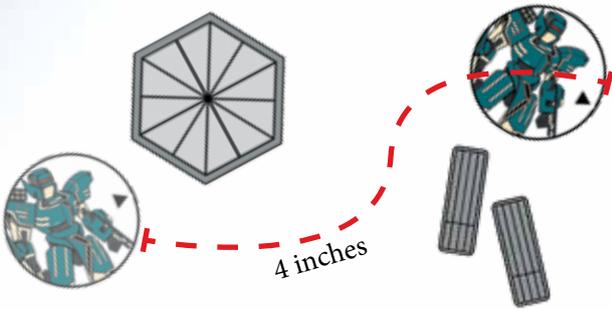
This unit has a Speed of 4. It weaves its way between obstacles and ends the move facing any direction it chooses, ensuring that its base does not move further than its Speed value.

MOVING THROUGH OTHER UNITS

A unit may not move through or over another unit, unless they have a special movement such as jump or fly that allows them to do so.

ENGAGED UNITS

If a unit moves into base contact with an enemy it must immediately end the move action. The two units are now engaged.

DISENGAGING: a unit that begins a move action engaged with an enemy may attempt to move out of base contact by making a Pilot Skill roll. If the roll succeeds, the unit may move as normal. If the roll fails the unit must choose one of the following:

- ► immediately end its move action, or
- ► suffer damage equal to the die roll and then move

A unit cannot move both out of and into contact during the same move action.

INVOLUNTARY MOVEMENT

A unit cannot voluntarily move off the battlefield, or through blocking terrain. If a figure is forced to move in such a manner, it instead stops at the edge of the table/terrain and is knocked down.

TERRAIN

Battlefield terrain features can affect movement.

BLOCKING TERRAIN

Units may not enter or move through blocking terrain features. A figure that is forced to move into contact with a blocking terrain feature immediately stops and is knocked down.

DANGEROUS TERRAIN

A unit that moves any distance through dangerous terrain must make a Pilot Skill roll when it first enters the feature or starts the move action (if it is already in the dangerous terrain). On a success the unit suffers no damage and moves normally. If the roll fails the unit takes damage equal to the dice roll before continuing the move.

If a unit moves through multiple dangerous terrain areas it must roll for each terrain feature separately.

Make Pilot Skill roll here

This unit must make a Pilot Skill roll the moment it makes contact with the dangerous terrain (in this case a mine field).

DIFFICULT TERRAIN

Every inch moved through difficult terrain costs 2 inches of a unit's Speed. If a unit does not have two inches of Speed it cannot move into/through the feature (there are no half-inch moves).

A unit with Speed 5 could move a maximum of 2" through difficult terrain. A unit with Speed 6 could move 3" through the same feature.

ELEVATED TERRAIN

If an elevated terrain feature is less than half the height of a figure, the unit may move on to and off it without penalty. If the feature is greater than half the figure's height a special movement form (such as climb, fly or jump) is required to move onto it.
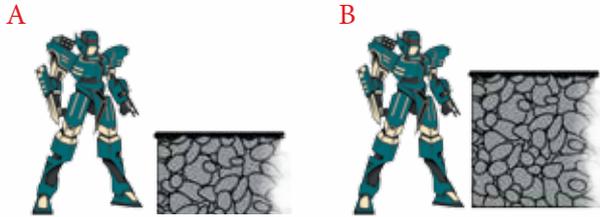
Unit A can move over the elevated terrain feature as it is less than half the figure's height. Unit B cannot cross the elevated terrain feature.

HILLS: hills are elevated terrain, but their sloping sides can be difficult to represent in miniature. Discuss before play whether units can easily move onto hills, or if their edges count as elevated.

OBSTACLES

Obstacles can be moved across without penalty, but a figure cannot end its move on an obstacle. If a unit does not have enough Speed to allow its base to completely clear an obstacle it must finish the move before crossing.

If this unit moves its full Speed part of its base will be on top of the obstacle. It must instead end the move before crossing the terrain feature.

SPECIAL MOVEMENT

Special movement forms and effects are variations on the basic movement rules. These can come into effect due to battlefield events, or unit upgrades.

CLIMB

A unit that is not using another special movement can scale sheer surfaces and climb over other elevated terrain. Each inch of vertical movement uses two inches of Speed.

A unit may end an activation in the process of climbing a feature, but must halve its Defense value.

FALLING

A unit falls if it moves (voluntarily or otherwise) off an elevated terrain feature. A unit that falls suffers a number of hits equal to the number of inches fallen. The unit may make an unmodified defense roll to reduce the damage suffered. A unit that takes any damage from falling is knocked down.

A unit is pushed off a ledge and falls 3". It suffers 3 hits but may now roll its Defense value to reduce the damage.

FAST

A unit may declare it is moving fast. The unit spends a Focus Point at the start of a move action and doubles its Speed value for that action. It may turn to face any direction before moving, but the move itself must be in a straight line. The unit must end the action facing the direction moved.

When moving fast, any difficult terrain or obstacles moved over also count as dangerous terrain.

Obstacle counts as dangerous – make Pilot Skill roll here.

Double speed
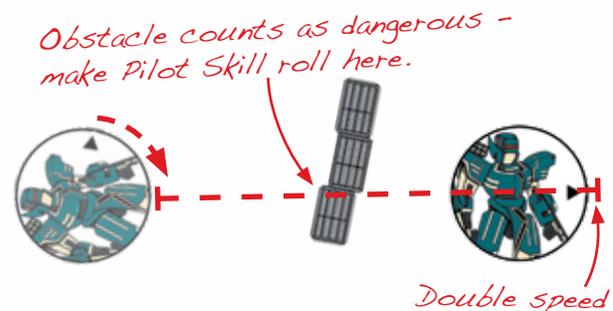
This gunframe turns on the spot and then moves twice its Speed value in a straight line. It must make a Pilot Skill roll when it crosses the crates.

FLY

Flying units move above the battlefield, ignoring all terrain features and units. A flying unit can end a move "over" terrain, but not on top of other figures.

A flying unit is considered to be 8" above the table surface for determining LoS, though ranges should be measured horizontally to the figure's base. A flying unit can be obscured, but never counts as being in cover.

A flying unit may choose to land at the start of any move action, at which point it operates like any other figure. If a unit lands in difficult terrain it immediately takes 1 damage. A unit that has landed may choose to take off again at the start of any move action.

A flying unit can only make close range attacks against other flying units, and vice-versa. Short, medium and long range attacks are made as normal. A ground unit may attack a flying unit it is in base contact with using its Short range weapon system.

A flying unit that is knocked down or shut down immediately lands and counts as having fallen 8".

FAST FLYERS - Fast flyers follow the above rules for flyers, with the following exceptions.

A fast flying unit must use at least one of its actions to move each turn. It can turn up to 90-degrees before moving, but the move itself must be in a straight line. The unit must move at least their Speed value in inches, and can move up to twice this distance. It must end the action facing the direction moved.

Fast flyers take off and land at the end of a move action. Landing or taking off in difficult terrain causes 1 damage.

JUMP

A unit with the jump upgrade may declare they are jumping at the start of a move action. The unit ignores any terrain features or figures it moves over. It may turn to face any direction before and / or after the move, but the jump itself must be in a straight line. The unit may jump over elevated terrain features up to 8" in height, and may choose to land on them.

If a unit ends a jump move in difficult terrain it immediately suffers 1 damage.

JUMP CHARGE - A unit may choose to end a jump move in base contact with an enemy figure. If they do, make a Pilot Skill roll - on a success both the jumping unit and the target take 1 damage. If the roll is failed only the jumping unit takes 1 damage.

KNOCKED BACK

Some attack forms and other special rules will knock a target unit backwards, causing it to involuntarily move. A unit that is knocked back moves in a straight line, maintaining its current facing. If the unit comes into contact with a terrain feature it cannot pass through, or another figure, the knocked back movement immediately ends and the unit is knocked down. If another figure is contacted, it must pass a Pilot Skill roll or immediately be knocked down, too.

If a knock back moves a unit off an elevated terrain feature, it immediately falls (as per the falling rules) and ends the movement.

KNOCKED DOWN

A knocked down unit cannot perform reactions. All attacks against a knocked down figure count as being made through its back arc. A knocked down figure cannot dodge, but may spend an Evade counter.

A knocked down unit must stand up before it can perform any other action. A move action will stand the mecha on the spot, facing any direction the player chooses.

SHUT DOWN

A unit that has been shut down can do nothing until it has rebooted.

When attacked, a shut down unit halves its Defense value, cannot use an Evade counter and cannot dodge.

A unit must use two consecutive special actions to reboot. This can be across two turns.

TRANSFORM

A transforming mecha can use a move action to change from one form to another. The mecha remains stationary but may change facing as they transform. If either form has the fly upgrade the mecha may choose to land or take off as part of the transformation.

"Maximum power, maximum mayhem!"

- A battlecry of the MechaMorphs

If a unit can use more than one special movement in an action they must abide by the restrictions of all movement forms.

ATTACK

A unit can attack a single enemy target. The attack process is as follows:

1. **DECLARE TARGET**
2. **CHECK LINE OF SIGHT**
3. **CHECK RANGE**
4. **FIREPOWER ROLL**
5. **DEFENCE ROLL**
6. **DAMAGE**
7. **POWER ATTACKS**

DECLARE TARGET

Choose a target for your attack and indicate it to your opponent. If it turns out you cannot actually see or attack this target you may choose a different target.

ENGAGED UNITS

An engaged unit can only make close range attacks. Also, an enemy engaged with a friendly model can only be targeted by close range attacks.

LINE OF SIGHT

A unit requires a line of sight to the intended target. Draw the LoS through the atacker's front arc and determine whether the target is in the open, obscured or has cover.

BLOCKED - the attacker cannot see any part of the target figure, and therefore has no line of sight. The attacker may choose another target.

IN THE OPEN - the attacker can draw a LoS to the entire target figure. The target is not behind, blocked or obscured by terrain or other units.

OBSCURED - the attacker can only draw LoS to part of the target, or the LoS passes through one or more obscuring terrain features.

Terrain the attacker is in, or in base contact with, does *not* obscure targets. It is ignored for the purpose of determining LoS.

IN COVER - there is LoS but the target is in base contact with an obstacle or solid terrain feature (such as a building) that lies between the attacker and defender.

A unit can be both obscured and in cover, but a single terrain feature cannot provide both benefits to the same target.
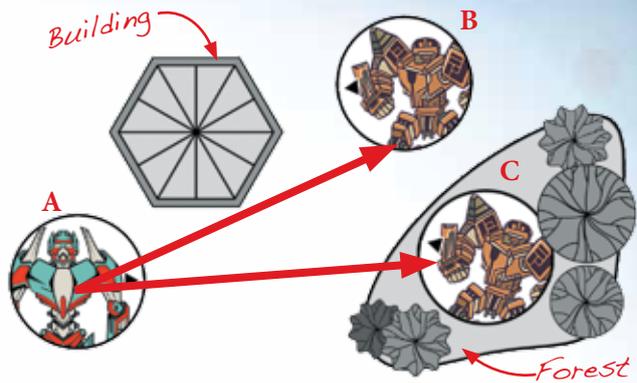
Unit A can only draw a LoS to part of B because of the building (blocking terrain). A can draw a LoS to C, but this line passes over obscuring terrain (the forest). Both B and C are obscured.
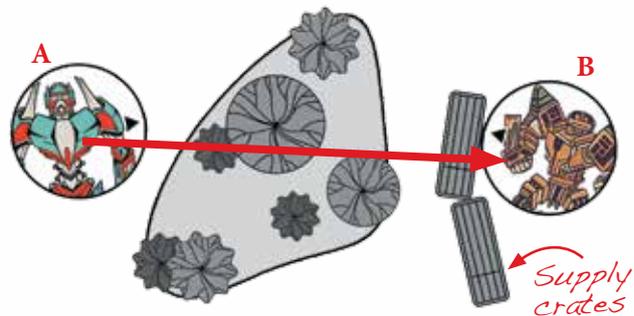
Gunframe B is obscured by the forest and has cover from the supply crates that it is in base contact with. If B returned fire, it would ignore the crates, but A would still be obscured due to the forest.
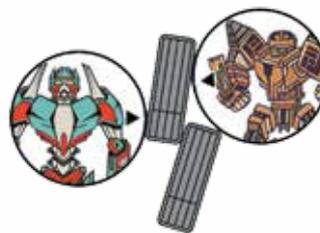
Both gunframes are in base contact with the obstacle. Both would benefit from cover if they attacked each other.

CLOSE COMBAT AND LOS

A unit that declares an attack against an enemy at close range may turn to face the target as a free action. Turn the attacker on the spot and then check line of sight.

Use common sense when checking LoS. If only a gun barrel is obscured, the target is probably in the open. Likewise, if only the target's antenna are visible, LoS is probably blocked!

RANGE

If there is LoS, measure the distance between the attacker and target. The distance in inches will determine which weapon system the attacker will use to make the attack.

RANGE	DESCRIPTION
CLOSE 0-1"	The attacker uses its close range weapon system if the units are in base contact, or no more than 1" apart.
SHORT UP TO 8"	The attacker uses its short range weapon system if the target is more than 1" away, up to 8" distant.
MEDIUM UP TO 16"	The attacker uses its medium range weapon system if the target is more than 8" away, up to 16" distant.
LONG UP TO 24"	The attacker uses its long range weapon system if the target is more than 16" away, up to 24" distant.

OUT OF RANGE

If the target is more than 24" away it cannot be attacked. Remember, players may choose to check ranges before declaring attacks.

ONE ATTACK PER WEAPON SYSTEM

While a unit can choose to attack with both actions, each weapon system may only attack once per activation.

A mecha could attack a target at short range with its first action, and another target at medium range with its second action. It could not make two attacks at short range.

RAPID FIRE

A unit may pay a Focus Point to use a weapon system a second time in an activation. This effectively allows it to ignore the above "one attack per weapon system" rule.

A unit uses its first action to attack a target at Short range. They inflict some damage but don't destroy the target. The unit spends a Focus Point so they can use their second action to make another Short range attack.

FIREPOWER ROLL

The attacker creates a pool of firepower dice and rolls them. The base firepower for an attack is equal to the relevant weapon system's value.

A unit can only make an attack if its weapon system value is 1 or greater. A weapon system of "0" indicates that a unit cannot make attacks at that range.

> The *Firefly* has a loadout of:
>
> **Close:** 0, **Short:** 5, **Medium:** 5, **Long:** 0
>
> When attacking an enemy that is 9" away (medium range) the *Firefly* has a base firepower pool of 5D6.

MODIFIERS

Attack modifiers improve a unit's chance of success when certain conditions are met. Add +1D to the firepower pool for each of the following that apply:

CHARGE - the attacker's first action this turn was to move into base contact with the target.

> A mecha's first action is to move into base contact with a target. It makes a close range attack with its second action, gaining the charge bonus.

CROSSFIRE - the attacking unit is in the target's front or back arc and another friendly *unactivated* unit is in the target's opposite arc. Both friendly mecha must have LoS and be within 8" of the target.

Unactivated mecha

Attacking mecha
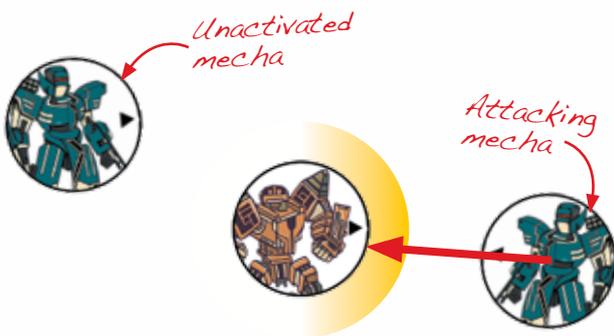
ELEVATED - the attacker is on elevated terrain and the target is not. A flying unit gains this bonus against non-flying targets (even if the target is on elevated terrain).

REAR ATTACK - the attacker's LoS passes through the back arc of the target.

SHUT DOWN - the target is currently shut down.

ROLL THE ATTACK

When the firepower pool is gathered, roll the dice. Each roll of 4+ is a hit.

> A *Firefly* makes an attack roll and gets the following results. That is three hits!

POWER POINTS

Each "6" rolled is a hit and generates one point of power, which can be spent on power attacks. Place the 6's aside or make a note of the amount of power generated.

> When the *Firefly* made the above attack it succeeded with 4, 4 and 6. That is a total of three hits, with one power point.

HAND-TO-HAND ATTACKS

Melee combat is conducted like any other attack, though there are a number of rules exceptions scattered throughout this section. They are gathered here for conveience and clarity.

1. Engaged units can only make and be targeted by close range attacks.

2. Declare a target that is at close range. You may turn the attacker on the spot to face the target before checking LoS.

3. Determine modifiers and roll firepower pool.

4. The defender forms a defense pool from either their Defense value, or their own Close weapon value (defender's choice).

5. Add modifiers (if any) for cover and roll defense pool.

6. Determine damage and resolve combat.

DEFENSE ROLL

When attacked, the target attempts to dodge, deflect or endure the attack. The defender creates a pool of dice equal to its Defense value.

> A *Jackhammer* has a Defense value of 4. When defending against an enemy attack it has a base defense pool of 4D6.

MODIFIERS

Defense modifiers improve a unit's chance of deflecting an attack and avoiding damage. Improve the defense pool for each of the following:

BONUS	MODIFIER
+1D	OBSCURED
+1D	COVER
+2D	HARD COVER

OBSCURED - the target is obscured in any way (the attacker cannot see the whole figure).

COVER - the target is in base contact with a solid terrain feature (obstacle, civilian building, etc), that lies between them and the attacker.

HARD COVER - the target has cover provided by significantly dense or fortified terrain features, such as bunkers, hills, stone edifices and the like.

> "The best defense is a great grenade launcher!"
>
> - **GammaTech advertising slogan**

CLOSE COMBAT

The target of a Close range attack can choose to use its own Close weapon system to defend itself, instead of its Defense value. This represents the mecha punching, parrying or dodging the incoming attacks.

> The *Owl Bear* gunframe has a Defense of 3 and a Close weapon system of 6. When an enemy attacks it at Close range, the *Owl Bear* has a base defense pool of 6D6.

A unit does not have to use its Close weapon system - it is always the controlling player's choice.

Defense pool modifiers can be applied as normal.

ROLL THE DEFENSE POOL

The target rolls their defense dice pool. Each die that rolls a 4+ cancels one of the attacker's hits. Each "6" rolled is a potential dodge.

> A gunframe is attacked and suffers three hits. It rolls its defense pool of 5 dice, getting three successes and cancelling all the hits. The 6 also means the unit can dodge!

DODGES

If the defense roll cancels out all the hits, the target may dodge. Each 6 rolled in the defense pool allows the target to move 1". They may move in any direction and even into (or out of) base contact with an enemy figure.

A dodge move does not count as an activation, but represents the pilot taking advantage of the situation.

The move ignores terrain effects such as difficult or dangerous terrain, but the unit must end the move in a valid position (not on an obstacle, for example).

> *The rules make many references to "hit" and "damage". These are two different things! A hit indicates the potential for damage and a mecha may roll its Defense value to cancel hits out. Damage is exactly that, and reduces the target's Armour value.*

DAMAGE

Each hit that is not cancelled by the defense roll causes 1 point of damage. Every point of damage a unit suffers reduces its Armour value by 1.

> A *Legionnaire* has an Armour value of 10 but suffers 2 damage from an attack. The *Legionnaire's* new Armour value is 8.

DESTRUCTION

If a unit's Armour value is reduced to zero it is destroyed. Remove the figure from the battlefield.

POWER ATTACKS

Power attacks are special effects and critical hits that are created by spending power points. They represent the cool moves, massive explosions, throws and hard hits that mecha anime are famous for.

If the attacker rolled one or more 6's *and* the target suffered at least one point of damage, you may perform a power attack. If the target blocked all the hits, no power attack may be made.

The number of power points the attacker gets to spend is not reduced by the defender's defense roll - if damage is caused, a power attack can be made.

> An *Owl Bear* scores a massive five hits on a target, including three power points. The target blocks four of the hits, but still takes 1 damage. As at least one point of damage was caused the *Owl Bear* can spend all three power points.

You may spend power points on any of the below basic power attacks. Special power attacks may only be performed by units with an appropriate upgrade.

The attacker may perform multiple power attacks if they generated enough power points. Clearly declare which effects the power points are being spent on and the order in which they are happening. After they are declared, resolve them.

> A gunframe generates three power points. They could spend all three points to **shut down** the target, or one point on making the target **recoil** and the other two points on **knock down**.

Some power attacks can only be applied if the attack was made at a specific range, or some other condition is met - these are indicated in the effect description with a notation in brackets (Close).

A unit with a relevant loadout upgrade may choose to spend power points on a special power attack.

POWER ATTACK IMMUNITY

Some upgrades indicate a unit is "immune" to one or more power attacks. A player cannot choose to use the specified power attack against this unit.

COST	BASIC POWER ATTACK	
1	DISTRACT	The target takes one less action when activated.
1	RECOIL	The target is knocked back.
1	SWING	**(Close)** Move the target around the attacker.
2	KNOCK DOWN	The target is knocked down.
2	THROW	**(Close)** The target is knocked back in any direction and knocked down.
3	SHUT DOWN	The target is shut down.
X	EXPLODE	**(Destroyed targets)** All units within X" suffer 1 damage.
X	SUPPRESSION	An area of X" becomes dangerous terrain.
COST	SPECIAL POWER ATTACK	
1	TARGET PAINTING	Place a Target Lock counter on the target.
X	BLAST	All units within 3" of the target suffer X hits.
X	BURN	The target immediately suffers X additional hits.
X	CHAIN ATTACK	X units within 2" of the target suffers 2 hits.
X	RUN AND GUN	The attacker may immediately move X".

COST - The number of power points required to make the power attack.

COST "X" - You may spend one or more power points on this effect.

BLAST

COST: X

Weapon systems with the Blast upgrade only.

A cloud of missiles, ball of flame or other area effect damages everything in the vicinity of the attack. All units (friendly and enemy) within 3" of the target immediately suffer X hits. They may benefit from cover (but not obscurement) as if the original target was their attacker.

Measure from the centre of the original target's base.

BURN

COST: X

Weapon systems with the Burn upgrade only.

The weapon system uses fire, acid, plasma or some other ammunition that continues to damage after the initial strike. The target immediately suffers X additional hits and must roll their base Defense value against them (no bonuses for obscurement or cover).

CHAIN ATTACK

COST: X

Weapon systems with the Chain Attack upgrade only.

Choose X enemy units to immediately suffer 2 hits. The first unit chosen must be within 2" of the original target, and each subsequent unit must be within 2" of the previous target.

The original target of the attack cannot be chosen, and no unit may be targeted more than once.

Targets roll their base Defense value, with no modifiers for cover or obscurment.

Gunframe A hits unit B, scoring 3 power points. They make a chain attack against 3 other units; C, D and E.
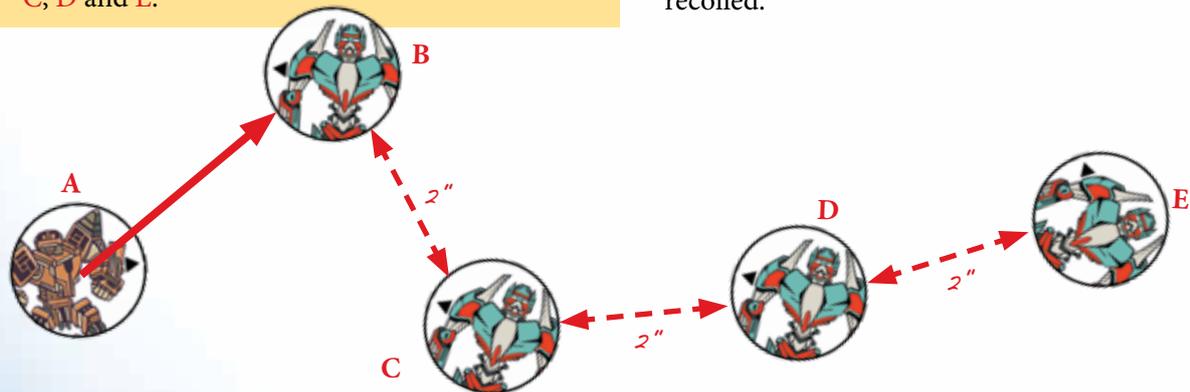
DISTRACT

COST: 1

The power, ferocity or suddenness of the attack catches the target by surprise, blocks their vision array, or otherwise momentarily distracts or stuns them. The next time the target is activated, it may only perform one action.

A shut down unit cannot be distracted. If a distracted unit becomes shut down, it immediately loses the distracted condition.

EXPLODE

COST: X

Only if the target is destroyed by the attack.

The unit is destroyed and a mighty explosion rips it apart, catching nearby units in the blast. All units (friendly and enemy) within X" of the target immediately suffer 1 damage.

Measure from the centre of the original target's base.

KNOCK DOWN

COST: 2

The target is knocked down by the force of the attack, as per the knock down rules.

RECOIL

COST: 1

The attack forces the target away from the attacker. The target unit is knocked back, directly away from the attacker, a number of inches equal to the damage suffered from the attack.

If the attack was close range, the attacker may choose to follow the target, keeping its facing and remaining in base contact.

Knocked down and shut down units cannot be recoiled.

RUN AND GUN

COST: X

Units with the Run and Gun upgrade only.

Immediately after resolving the damage from the attack, the attacker may move up to X". They may move in any direction, ignoring terrain effects. They must complete the move in a legal position.

SHUT DOWN

COST: 3

The power of the attack shuts down the target, as per the shut down rules.

SUPPRESSION

COST: X

A devastating hail of fire makes an area of the battlefield dangerous to cross. Place a token anywhere in base contact with the target, representing the centre of the suppression zone. A radius equal to X" becomes dangerous terrain until the end of the turn.

Remove the token during the end phase of the turn.

SWING

COST: 1

Close attacks only.

The attacker swings the target about them. Turn the attacker to face any direction and move the target so that both figures continue to stay in base contact at the same point. If the target contacts blocking terrain, another unit or an obstacle, the swing immediately stops and the unit being swung is knocked down, as if it had been knocked back into a terrain feature. A swing could move a figure off a ledge or into dangerous or difficult terrain.

A

B

Target's starting postion
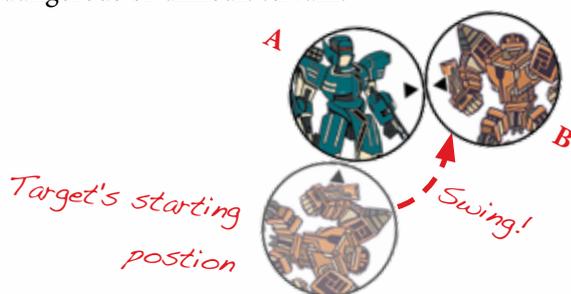
Swing!

Gunframe A swings unit B. As the attacker turns, the target moves with it so the two figures maintain their facing relative to each other. At the end of the swing, the attacker has turned on the spot and the target has moved around them.

TARGET PAINTING

COST: 1

Weapon systems with the Target Painting upgrade only.

The attacker uses tracer rounds or other target tracking methods to guide allied fire. After the attack is resolved, remove an Evade counter or place a Target Lock counter on the target, just as if the attacker had succeeded at a target lock action.

THROW

COST: 2

Close attacks only.

The attacker picks up the target and hurls them across the battlefield. The target is knocked back a number of inches equal to the damage suffered from the attack. The attacker may choose which direction the target is thrown. At the end of the knock back move, the target is knocked down.
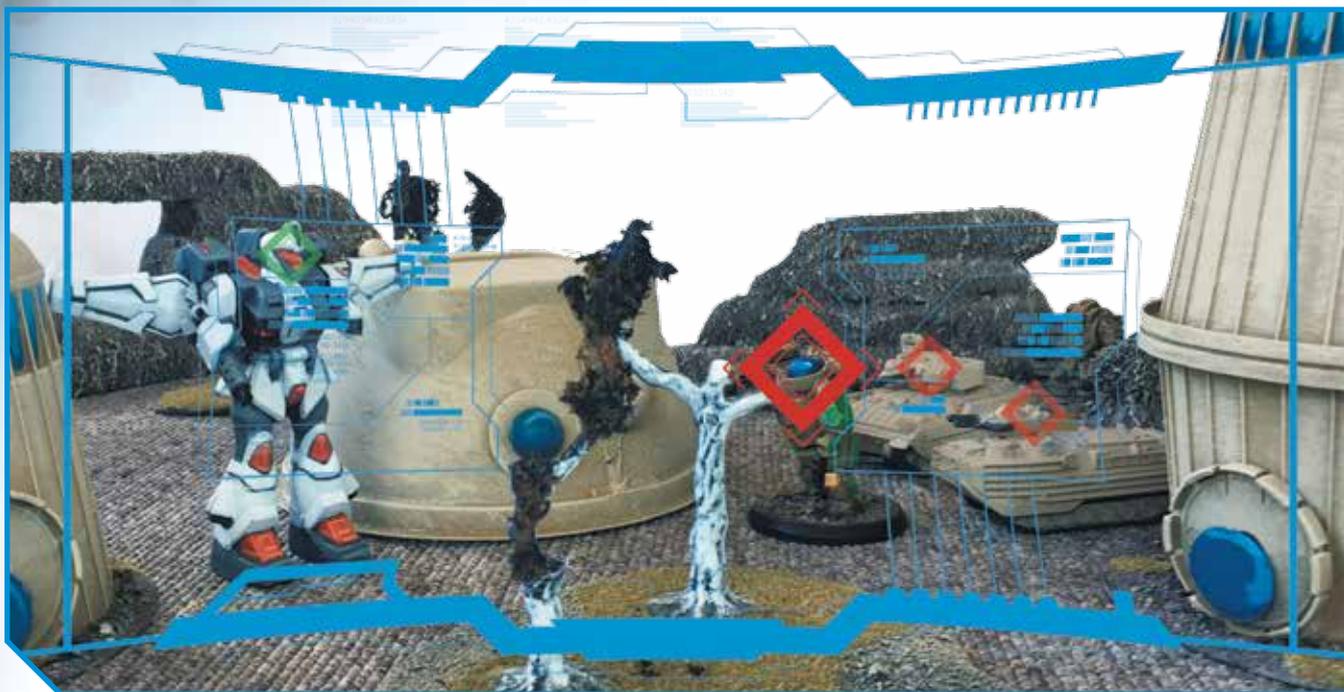
TARGET LOCK

The unit uses its targeting computer or other systems to track an enemy and enhance its firing protocols.

A unit may only make one target lock action per turn.

LOCKING ON

To lock on, a unit must have LoS to the target.

- ► If the target has an Evade counter, remove it. The target lock action has no further effect.
- ► If the target does not have an Evade counter, place a Target Lock counter on the figure.

A unit can only have one Target Lock counter at any time.

USING A TARGET LOCK

A Target Lock counter indicates that the enemy have ranged in, their targeting computers have acquired, or an ally has painted the unit with a targeting laser.

Before rolling firepower dice, an attacker may remove a Target Lock counter from their target for one of the following effects:

FOCUS FIRE - add +2D6 to the firepower pool.

PRECISE STRIKE - re-roll any firepower dice that fail to score a hit (roll a 1, 2 or 3).

Declare which effect is being used before rolling.

EVADE

A unit may attempt to shake off a Target Lock, or make itself more difficult to target with attacks.

A unit may only make one evade action per turn.

EVADING

When a unit attempts to evade:

- ► If the unit has a Target Lock counter, remove it. The evade action has no further effect.
- ► If the unit does not have a Target Lock counter, place an Evade counter on the figure.

A unit can only have one Evade counter at any time.

USING AN EVADE

An Evade counter indicates the pilot is highly alert, the mecha's electronic counter measures are active, or the synergy between pilot and machine is complete.

EVADE - remove the Evade counter before making a defense roll. The unit may re-roll any dice that fail to block a hit (a score of 1, 2 or 3).

SPECIAL

There are a variety of abilities, actions and effects that are not covered by the standard four actions. The special action is a catch-all category for any kind of action that does not fit anywhere else.

The rules will tell you when to use a special action.

REACTIONS

A pilot won't sit idly by while enemy units shoot at it or take up advantageous positions on the battlefield.

Reactions are made during an enemy figure's activation. They allow units to respond to enemy actions and launch deadly counter strikes.

FOCUS POINTS

Making a reaction costs a Focus Point. Declare that a unit is making a reaction, and pay the point.

Remember, a unit may only have one Focus Point spent on it each turn.

REACTING

A unit that *has not yet activated* this turn may choose to perform a reaction in the following circumstances:

► After it has been attacked by an enemy unit, or

► After an enemy places a Target Lock counter on it, or

► When an enemy unit completes a move action within LoS

When one of the above conditions is met a unit may immediately pay a Focus Point and perform a single attack, move or evade action.

ATTACK

An attack action may only target the enemy figure that triggered the reaction. All normal rules for attacks, including LoS, apply to this reaction.

Making an attack does not count against the "one attack per weapon system" rule - the reacting unit may use the same weapon system when it activates later in the turn.

MOVE

The unit may make a move action, following all the normal rules for movement. The unit may choose to use a special movement if it has one.

If engaged, the reacting unit must make a Pilot Skill roll to disengage before moving.

EVADE

The unit may take an evade action. This can immediately remove a Target Lock counter or place an Evade counter on the reacting unit.

I watched from my balcony as our Federalist forces clashed with the EEA incursion in the harbour. I had never seen machines so big and so fast! Whenever one of the enormous mecha moved it created a great wash that flooded the low-lying city streets, sending spectators running for high ground. It was all a great spectacle until a pair of them tumbled into the Opera House, then proceeded to beat each other through the very streets of our fair city.

- **An account of The Battle for Sydney, 2243**
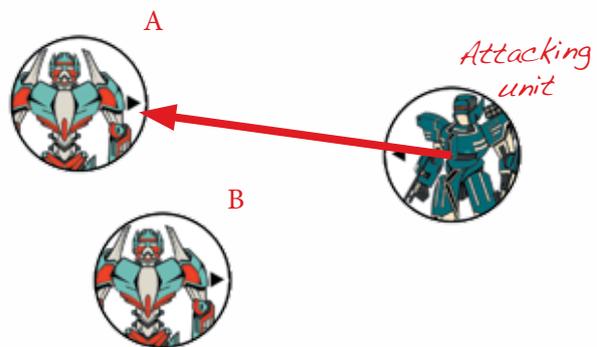
An enemy gunframe attacks unt A. Unit A can therefore react as it is the target of the attack. Unit B cannot react.
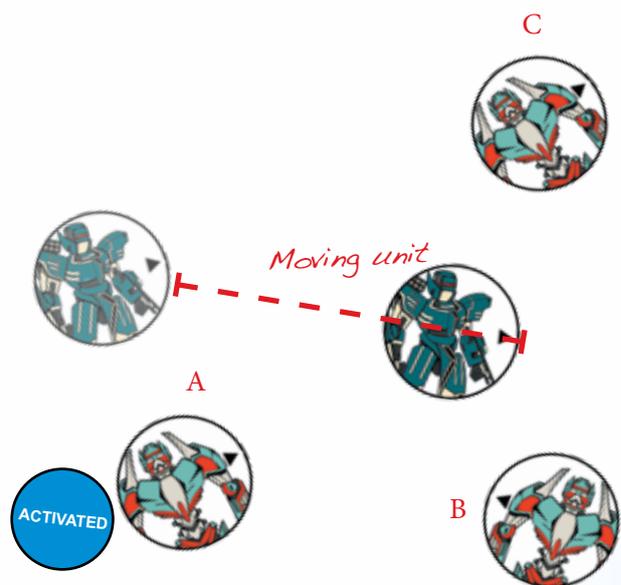
In this example only unit B can react to the moving unit. Unit A has already activated, so cannot react. Unit C is looking the wrong way and therefore has no LoS to the moving unit.

The Fall of New Gotham

The Near Earth Colonies used fireships to devastate the capital building and disrupt communications before the gunframes moved in to take the city.

MISSIONS

Gunframe squadrons are sent out on a wide variety of operations, from reconnaissance to sabotage, infiltration to out-right attacks. The very nature of the futuristic warzones that gunframes are thrust into require them to be ready for anything.

In **GUNFRAME** the specific details of such engagements are defined by missions.

GAME SEQUENCE

Prepare for your games in the following order.

- ▶ **GAME SIZE** - agree with your opponent on what size game you will play and build your squadron.
- ▶ **BATTLEFIELD** - prepare the battlefield and lay out terrain in a mutually agreeable fashion.
- ▶ **MISSION** - choose or randomly determine which mission you will play. Determine who the attacker and defender will be.
- ▶ **DEPLOYMENT** - the defender chooses a table edge and deploys their force. Then the attacker does so. Declare any units kept in reserve.
- ▶ **BEGIN** - roll for initiative and begin the first turn of the game.

GAME SIZE

Players agree on what size game they will play and build squadrons *up to* the agreed value.

SKIRMISH (50 - 75 POINTS) - A small encounter representing an engagement at the fringes of a larger battle, or the meeting of patrols or scrappy survivors.

CLASH (100 POINTS) - The "standard" size game, where two forces meet to claim a specific battlefield objective, or simply crush their opponents in a furious encounter of steel and grinding machines.

BATTLE (200 POINTS) - A grand mobilisation of forces, where each side brings their biggest war machines and best pilots to decide an important strategic objective or demonstrate their might.

BUILDING SQUADRONS

Each figure in a squadron has a point value. A player may choose any number or type of units, so long as the total value of all units (including pilots) does not exceed the agreed-upon points limit.

It's a good idea to field a variety of unit types with a range of different frames and loadouts, as different missions will require different approaches to win.

STANDARD MISSION RULES

The following rules are standard for all missions, unless otherwise indicated.

BATTLEFIELDS

Games are played on three-foot square battlefields. They should have a variety of terrain features, and you should avoid leaving wide open areas, especially toward the centre of the table.

Both players should agree with the table set-up and discuss terrain features before determining who the attacker and defender are.

When playing large games (more than 100 points or with lots of units) players may wish to play on larger tables. Rectagular battlefields 3'x4' or even 3'x6' are appropriate sizes.

ATTACKER AND DEFENDER

Each mission has an attacker and defender. Both players roll a die and the high scorer chooses whether they will be the attacker or defender.

► The defender will choose deployment zones.

► The attacker adds +1 to their initiative roll on the first turn of the game.
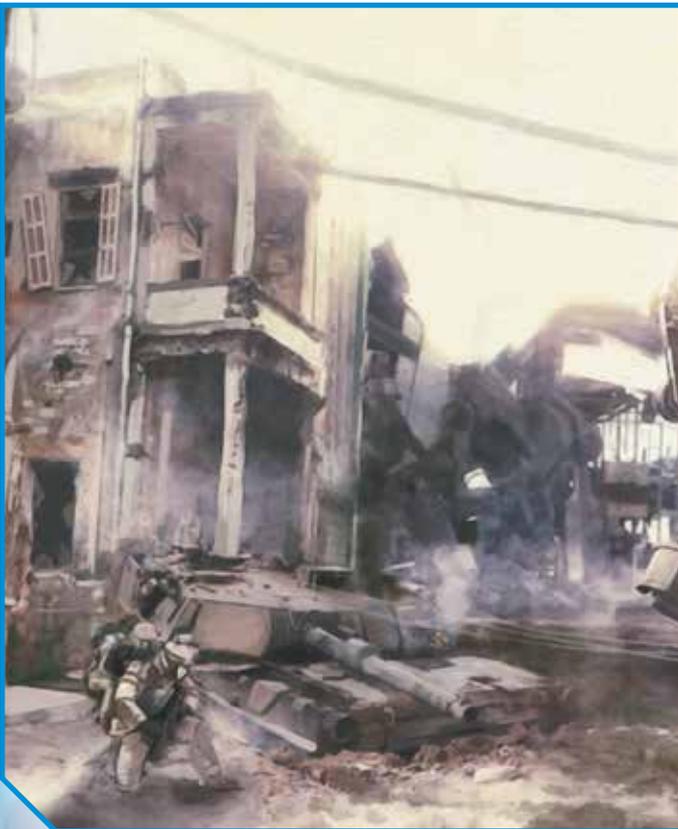
DEPLOYMENT

The defender divides the battlefield in half (through the centre of a table edge, or diagonally) and chooses which half they will deploy their squadron in. They place all their units on their side of the table, at least 12" away from the centre line of the battlefield.

Figures do not need to stay near each other - there is no unit coherency or other restrictions.

When the defender has finished deploying, the attacker deploys their units on the opposite side of the table, at least 12" from the centre line of the battlefield.

DEPLOYMENT ZONE

The area that a player can deploy units (typically 12" from the centre line of the battlefield) is called their deployment zone.
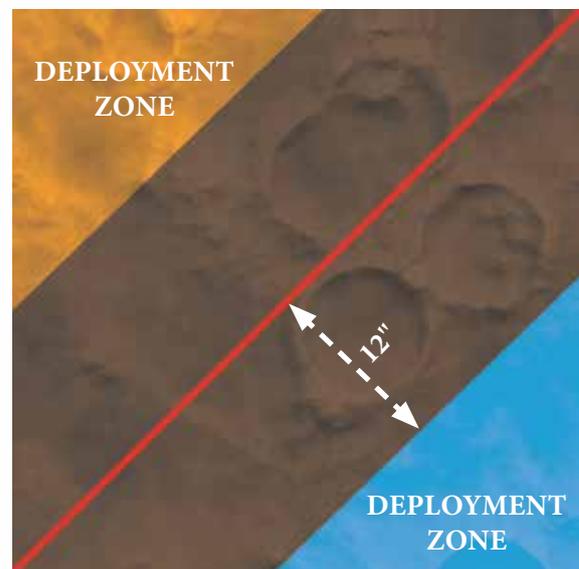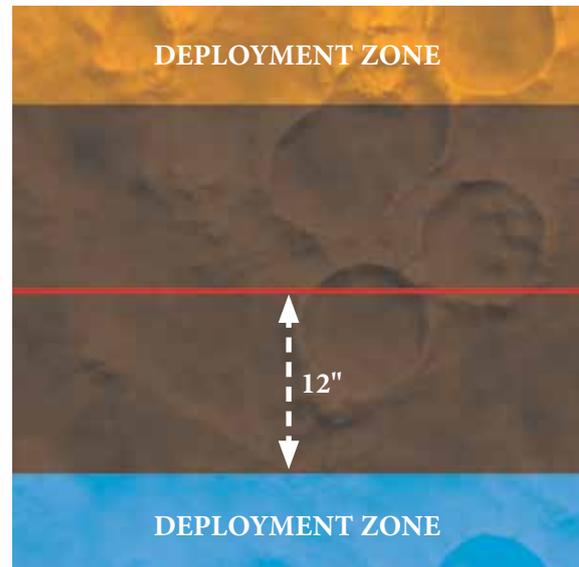
RESERVES

Sometimes it is prudent for a commander to hold back part of their force, ready to deal with enemy surprises, or launch a savage counter-attack when the time is right.

Players may keep up to half the points value of their force in reserve. This means they are not deployed on the table at the start of the game.

CALLING RESERVES

During the End phase of any turn a player may attempt to bring reserves on. The defender can attempt to bring any number of reserve units onto the battlefield, then the attacker may.

A player nominates all the units they wish to call from reserve and makes a Pilot Skill roll for each. If the roll is successful the unit is placed touching any table edge in the player's half of the table.

If the Pilot Skill roll fails, the unit stays in reserve. A player may attempt to bring it on again later.

> A player has three gunframes in reserve. They indicate two they want to bring onto the table and make a Pilot Skill roll for each. One unit passes the roll, the other does not. The player places the single successful unit touching any table edge in their half of the table. They may not roll for the third unit as they did not choose it at the start of the reserve action.

HALO DEPLOYMENT

Units with the Jump or HALO upgrade may HALO deploy. HALO stands for high altitude / low orbit and represents the ability to deploy directly onto the battlefield by leaping from dropships or grav platforms, or utilising jump jets or other equipment.

If the reserve unit passes its Pilot Skill roll, place it anywhere on the table, outside the enemy deployment zone and not in base contact with another figure.

Your opponent then indicates a direction and moves the air deployed unit 1D6" in that direction. This may result in the HALO unit landing in difficult terrain or on a feature such as a building.

If the unit's final landing position is in difficult terrain they take 1 point of damage, as is normal for jumping into such features. If the HALO unit is moved onto a blocking feature or the table edge, it instead stops at the edge and is knocked down.

AMBUSH

Units with the Cloaking, Guerilla, Recon or Stealth upgrade may ambush. An ambushing unit can be called from reserve *during* a turn.

When it is your turn to activate a unit, nominate a single ambushing unit as if it was already on the table. Place the figure in any obscuring terrain feature that is not currently occupied by an enemy unit. If this is not possible, the unit cannot deploy from ambush.

Make a Pilot Skill roll for the ambushing unit. If the roll is successful, the unit may perform a single action. If the roll is unsuccessful the unit can perform no actions this turn.

OBJECTIVE MARKERS

Some missions use one or more objective markers. These can be a small counter or coin, or a decorative terrain feature. They should be easy to identify and not so large that they cause confusion.

When placing multiple objective markers on the table there must be at least 6" between each marker.

CONTROLLING OBJECTIVE MARKERS

A player controls an objective marker if they have at least one unit within 3" of the objective marker and their opponent does not. Distances are always measured from the centre of an objective marker.

Knocked down and shut down units cannot control or contest objective markers - ignore them when determining who has control.

TARGET AND LOOT COUNTERS

Some missions utilise counters to represent important resources or points of interest. A counter should be a small coin or token, though some missions may indicate specific terrain features as targets.

When instructed to place counters, players take it in turns to put them on the board, one at a time. No counter can be closer than 3" to any other counter or objective marker.

LOOT COUNTERS - These represent objects, people or resources that can be picked up and transported by units. A unit in base contact with a loot counter can use a special action to pick it up.

If a unit is destroyed, knocked down or shut down while carrying a loot counter, they drop it. Place the counter in base contact with the figure.

GAME LENGTH

Unless otherwise indicated, a game lasts for five turns. At the end of the fifth turn, tally victory points and determine the winner.

RANDOM GAME LENGTH

When a mission has a random game length, roll a die in the End phase of turn 4 onwards. If the roll is equal to or higher than the current turn, play another turn.

TURN	PLAY ANOTHER TURN ON A...
4	4, 5 OR 6
5	5 OR 6
6	6
7	GAME ENDS!

SUDDEN DEATH

If during the End phase all of a player's deployed units are destroyed and/or shut down, the game ends.

VICTORY POINTS

Most missions indicate objectives that players must achieve in order to earn victory points (VP).

Victory points are usually collected during the End phase of a turn. They are cumulative so you will need to track VP as you play.

ATTRITION POINTS

Attrition points reflect how effectively one side has controlled the battle, minimised casualties and generally kept the advantage.

Attrition points are tallied at the end of a battle.

Each player finds the total points value of all their surviving units that are physically on the battlefield (not in reserve) and not shut down. The player with the higher total gains a bonus to their victory points.

POINTS DIFFERENCE	BONUS
More points than opponent	+1VP
Double opponent's points	+2VP
Triple or more opponent's points	+3VP

WINNING

The player with the most VP (including attrition points) wins the game.

Some missions have alternate victory conditions.

BASIC MISSIONS

Following are the basic **GunFrame** missions. They use all the standard mission rules, unless otherwise indicated.

Players should choose or roll for the mission before determining who will be the attacker and defender.

ROLL	MISSION
1	CARNAGE
2	DOMINATION
3	ENGAGEMENT
4	INVESTIGATE
5	LOOT
6	TAKE AND HOLD

Each mission has the following details:

SETUP - describes how the battlefield should be set up and the placement of any markers or counters.

SPECIAL RULES - if there are any changes to the standard mission rules, or new rules the players must follow.

VICTORY - indicates how victory points are gained and any other victory conditions.

VARIANT - some missions provide alternative ways to play, providing more options for your games.

CARNAGE

The squadrons encounter each other while out patrolling. Both are caught off guard, but neither is willing to back down from a fight.

SETUP

Before either side deploys, place three objective markers evenly spaced along the centre line of the battlefield, 12" away from either deployment zone.

SPECIAL RULES

▶ Neither side may use reserves in this mission.

VICTORY

A player earns 1VP in the End phase for each objective marker they control.

> *"Yippee-ki-yay mouth breathers!"*
>
> **- Juno Deveraux, gunframe ace**

DOMINATION

The squadrons engage each other in open battle, attempting to control as much of the battlefield as possible.

SETUP

Defore determining attacker and defender, divide the battlefield into quarters and place an objective marker in the centre of each quarter. Place a fifth objective marker in the centre of the battlefield.
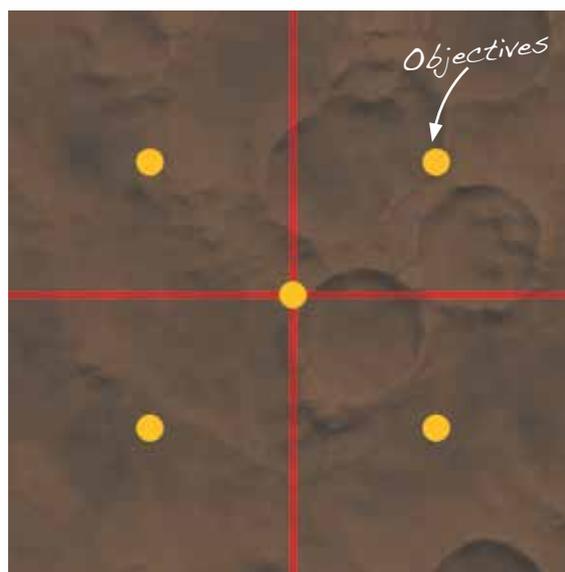
VICTORY

A player earns 1VP in the End phase for each objective marker they control.

VARIANT

Place each objective on a building. Players may destroy the objectives / buildings to deny the enemy VP. Each building has Defense 3 and 6 Armour.

ENGAGEMENT

The attacker presses forward in an attempt to strengthen their position, while the defender is intent on securing objectives of their own.

SETUP

Before squadrons are deployed, each player places two objective markers anywhere in their own table half, more than 8" from any table edge.

VICTORY

A player earns 1VP in the End phase for each of their own objective markers they control, and 2VP for each enemy objective they control.

INVESTIGATE

Both forces are racing to claim of an important piece of intel, rescue/capture a downed pilot, or take a valuable resource.

SETUP

Before squadrons are deployed, place 6 target counters anywhere on the battlefield at least 6" from any deployment zone. Each target counter represents a *point of interest*.

SPECIAL RULES

▶ Random game length.

▶ Reserves may be used, but neither side may ambush.

POINTS OF INTEREST - A unit in base contact with a target counter may use a special action to investigate it. Roll to see what is discovered:

ROLL	INVESTIGATION RESULT
1-2	FALSE LEAD
3-5	INTEL
6	THE PRIZE

FALSE LEAD - The mission breifing was wrong. There is nothing here - remove the target counter.

INTEL - The unit has found an important cache of information or some valuable resource. Replace the target counter with an objective marker.

THE PRIZE - The unit has discovered what they came looking for! Replace the target counter with a loot counter. The discovering unit may immediately pick up the loot as a free action.

▶ Once the prize has been discovered all remaining target counters become objective markers.

▶ If only one counter remains and the prize has not been discovered, it automatically becomes the prize.

VICTORY

At the end of the game a player earns 1VP for each objective they control. A squadron with control of the loot counter at the end of the game gains +3VP.

VARIANT - BOOBY TRAPPED!

On the roll of a 1 the target counter is booby trapped. All units within D6" suffer 1 damage. Remove the counter.

LOOT

The attacker has come to steal, kidnap or otherwise take by force a valuable resource.

SETUP

Before squadrons are deployed, each player places an objective marker anywhere in their own deployment zone representing their "forward command" or HQ.

Before deployment place 6 loot counters anywhere on the battlefield at least 6" from any deployment zone.

VICTORY

A player earns 1VP in the End phase for every loot counter that is within 3" of their objective marker (HQ). Counters can be stolen by enemy and may move back and forth any number of times.

If during the End phase an enemy has control of your objective marker, you do not earn any VP that turn!

VARIANT - SABOTAGE

The loot counters represent unstable technology, alien creatures or biological weapons and each squadron is attempting to move them into their enemy's territory. Players earn 1VP for each loot counter in their opponent's HQ during the End phase of the turn.

TAKE AND HOLD

The gunframe squadrons are fighting over an important resource, tactical position or culturally significant location.

SETUP

Place an objective marker in the centre of the battlefield.

SPECIAL RULES

▶ Random game length.

VICTORY

A player earns victory points in the End phase of each turn if they control the objective. The objective is worth a number of VP equal to the current turn number (in turn one it is worth 1VP, in turn two it is 2VP, turn three it is worth 3VP and so on).

The player with the most VP at the end of the battle, wins.

ADVANCED MISSIONS

In the basic missions each squadron is striving for the same objectives. In advanced missions the attacker and defender have different, often opposed, goals. This may mean being the attacker or defender is more challenging, but also makes for intense and exciting battles.

ROLL	MISSION
1	AMBUSH
2	BREAKTHROUGH
3	DOOMSDAY
4	ESCORT
5	RAID
6	REMEMBER LOVE

AMBUSH

The small force of defenders has been caught off guard while travelling through no-mans-land. They must protect their cargo until reinforcements arrive.

SETUP

After deployment zones have been determined, place a loot counter in the centre of the table. The defender deploys up to half their units within 4" of the loot counter and the remainder of their force in reserve.

The attacker may setup anywhere more than 8" away from any defending unit.

SPECIAL RULES

▶ Random game length.

▶ Both squadrons may use reserves, however, the defender may not ambush.

VICTORY

The player with control of the loot counter at the end of the game earns 3VP. If neither side has the counter, the defender earns 1VP.

BREAKTHROUGH

The attacker is pushing toward an important strategic objective while the defender attempts to slow their advance.

SETUP

The defender chooses a deployment zone along a single table edge (not diagonal). The defender and then the attacker place an objective marker anywhere in the defender's deployment zone.

The defender may deploy anywhere in their half of the table.

The attacker deploys as normal.

SPECIAL RULES

▶ The defender may ambush but cannot use other types of reserves. The attacker may use reserves or HALO deploy, but cannot ambush.

VICTORY

The game immediately ends and the attacker wins if they have control of either objective during the End phase of a turn.

If the fifth turn ends and the attacker does not have control of either objective, the defender wins.

DOOMSDAY

A doomsday device has been started and the attackers must get to it and shut it down. Whether it is a beacon for alien invaders, or just a giant bomb, failure to stop it will mean bad news for everyone!

SETUP

After deployment zones have been determined, place a target counter representing the doomsday device in the centre of the defender's half of the battlefield. The device should be a suitable looking terrain feature, whether that is a large satellite dish, or a tunnelling machine, or just a huge pile of explosives!

The defender may place up to a quarter of their units within 3" of the device. The remainder of their force must be in their deployment zone or in reserve.

The attacker deploys as normal.

SPECIAL RULES

► This mission has no turn limit.

THE CLOCK: the device could "go off" at any time. At the start of each turn, including the first, roll a D3. Keep a running tally of these rolls. When the clock total reaches 12 (or higher), the doomsday device will activate at the end of the turn!

DEACTIVATION: an attacking unit in base contact with the device may attempt to deactivate it by taking a special action. Roll 1D6:

► If the roll is greater than the clock's current total, the device is deactivated.

► If the acting unit has the Mechanic or Tactician upgrade, add +1 to the die total.

► Subtract -1 from the roll for each defender that is engaged with the acting figure.

► If the device is not deactivated and the die roll is a "1", increase the clock tally by 1!

If an attacking unit begins their activation in base contact with the device it may declare that it is taking two consecutive special actions, rolling 2d6 and adding the dice together. If both dice roll "1", the device immediately activates and the game ends!

VICTORY

If the device is deactivated the game immediately ends and the attacker wins.

If during the End phase of a turn the clock total is 12 or higher the defender wins.

ESCORT

The defenders are escorting a precious cargo, important dignitary or other VIP, but the attacker is intent on stopping them.

SETUP

The defender must place three target counters in their deployment zone during deployment These represent the convoy vehicles that they are escorting.

SPECIAL RULES

CONVOY VEHICLES: each convoy vehicle operates like a unit and may activate and react as normal. They have the following profile and never have weapons or upgrades.

CONVOY VEHICLE			
SPEED	DEFENSE	ARMOUR	PILOT SKILL
6	3	5	4+

VICTORY

At the end of the game the attacker earns 2VP for each destroyed convoy vehicle. The defender earns 2VP for each convoy vehicle wholly in the enemy deployment zone and 1VP for each convoy vehicle not wholly in the enemy deployment zone.

VARIANT - SCRAPPY SURVIVORS

The defenders are the remnants of a squadron attempting to get back home.

Instead of convoy vehicles, after deployment the defender and then the attacker each choose a figure in the defender's squadron to be "targets". At the end of the game the attacker earns 3VP for each target unit that is destroyed. The Defender earns 3VP for each target unit that is wholly in the enemy deployment zone and 2VP for each other surviving target unit.

RAID

The attacker has launched an assault on an important enemy position such as a supply depot, gunframe hangar or HQ.

SETUP

Before deployment, place six target counters anywhere in the defender's half of the table. Each counter should be a small building, half-repaired gunframe or other important strategic point.

SPECIAL RULES

► Random game length.

THE TARGETS - Each target counter is a structure with a Defense 2 and 5 Armour.

TARGET	
DEFENSE	**ARMOUR**
2	5

VICTORY

Tally VP at the end of the game. Each destroyed target earns the attacker 1VP. Each surviving target earns the defender 1VP.

VARIANT - BUNKER ASSAULT

Place 3 target counters evenly spaced along the front of the defender's deployment zone. These represent bunkers, strong points or other defensive positions

Each bunker has a Defense 3 and Armour 12.

BUNKER	
DEFENSE	**ARMOUR**
3	12

GUN EMPLACEMENTS: any bunker can be a gun emplacement. A gun emplacement has Defense 3, Armour 8 and a Short range attack of 3 dice.

The gun empacement can only react (by spending a Focus Point on it) and never activates like other units. When reacting it may only choose to attack.

GUN EMPLACEMENT			
DEFENSE	**ARMOUR**	**SHORT**	**UPGRADES**
3	8	3	Turreted

Each destroyed bunker earns the attacker 2VP. The defender earns 2 VP for each surviving structure with 5 or more Armour and 1VP for structures with 4 or less Armour remaining.

REMEMBER LOVE

The attackers have launched an assault, but the defenders are using an experimental, supernatural or unconventional weapon to disrupt and confuse the enemy.

SETUP

Play any basic mission, with the following adjustments.

Players place two target markers anywhere on the battlefield, at least 8" from any table edge. These markers represent beacons that are creating disruptive signals.

SPECIAL RULES

Follow all special rules from the chosen basic mission.

DISRUPTION BEACONS: the beacons are antennae arrays, satellite dishes or large speakers that are interfering with the attacking force. They can be represented by suitable models.

Each beacon has Defense 2 and 8 Armour.

DISRUPTION BEACON	
DEFENSE	**ARMOUR**
2	8

Attacking units within 8" of a beacon cannot spend Focus Points (or have Focus Points spent on them). This means they cannot take actions or use upgrades that require the spending of a Focus Point.

VICTORY

Use the victory conditions from the chosen basic mission. In addition, at the end of the game the attacker earns +2VP for each destroyed beacon.

ENVIRONMENTAL CONDITIONS

If both players agree, introduce an environmental condition to the battlefield. Either choose a condition, or randomly determine it before deployment.

ROLL	CONDITION
1	**BOMBARDMENT**
2	**DARKNESS**
3	**STORM** **1-2 Dust / 3-4 Snow / 5-6 Lightning**
4	**GRAVITY** **1-3 High gravity / 4-6 Low gravity**
5	**SPACE STRUCTURE**
6	**UNDERWATER**

BOMBARDMENT

The battlefield is being subjected to some from of orbital barrage, or a passing meteor is showering the area with a deadly spray of cosmic rocks.

In the End phase of each turn roll a die for every unit on the table - on the roll of a 1 the unit suffers one damage. Units in buildings or base contact with hard cover are protected and do not need to roll.

DARKNESS

The battle takes place at night, in dense fog, in a dark cavern complex or an immense gunframe hanger.

Units may not react to enemy movement. A unit that ends a move action in obscuring terrain and more than 8" from any enemy may pay a Focus Point to immediately perform a free evade action. Units with the Stealth or Cloaking upgrade do not need to pay the Focus Point - they just take the evade action!

SUNRISE

In this variation, the battle begins under the cover of darkness, but dawn is coming. Roll a die in the End phase of each turn - on a 4+ the sun rises and the effects of darkness end.

NIGHTFALL

Darkness is fast approaching and as the battle goes on it becomes more and more difficult to spot the enemy.

From the start of turn two units may only react to movement that occurs within 16" and the free evade action can only be taken if more than 16" from enemy. From turn three that distance is reduced to 8". From turn four onwards apply the standard darkness rules.

DUST / SNOW / LIGHTNING STORM

A ferocious storm has engulfed the battlefield and is seriously impeding both forces.

All units targeted at medium or long range count as being obscured.

EYE OF THE STORM (OPTIONAL): the storm will end if both players roll the same number for initiative (before modifiers). It will re-start if both players again roll the same number for initiative.

STORM TYPE (OPTIONAL): choose one of the following storm-specific effects.

DUST STORM

Static electric discharge, corrosive dust, volatile particles and the sheer force of wind-swept sand present great danger to anything out in the open.

In the End phase, any unit not in base contact with a terrain feature or obstacle suffers 1 damage.

SNOW STORM

Deep snow and blizzard-like conditions are making movement challenging, freezing components and shutting down essential systems.

All units reduce their Speed value by 1 for the duration of the battle (even if the "Eye of the storm" stops the other effects).

LIGHTNING STORM

Intense lightning activity is making the battlefield extremely dangerous, while electrical interference is causing havoc with computer systems.

In the End phase of each turn any unit in base contact with a water terrain feature, on elevated terrain, or flying suffers 1 damage. In addition, roll a die for each Target Lock and Evade counter on the table - remove the counter on a 4+.

HIGH GRAVITY

Fighting occurs on a planet with high gravity.

Only units with the fast upgrade can use the fast special movment.

Units must pay a Focus Point to use the fast or jump upgrade.

Units halve recoil and throw distances.

When a unit falls it suffers 2 hits for every inch fallen.

LOW GRAVITY

The moon, large asteroids and even some space stations have just a fraction of Earth standard gravity.

Halve the number of hits suffered by falling units.

Add +1" to all knocked back distances.

Units without the jump upgrade may pay a Focus Point to use the jump special movement.

SPACE STRUCTURE

The battle takes place inside a massive space structure such as a space station, ship or biodome on the moon. Though unseen, this structure has walls and a roof.

Units may not HALO deploy from reserves.

Units may not use the indirect fire upgrade.

Players should agree before the game whether units can fly inside the structure. If they cannot, all flying units count as having the jump upgrade instead.

When the explode or blast power attack is used, or a unit is involuntarily moved into the edge of the battlefield, roll a die: on a 1 or 2 there is a hull breach.

HULL BREACH: a tear in the structure is causing atmosphere to be violently sucked out, creating a hazardous zone and weakening the overall structure. Place a counter at the point the hull breach occured (probably directly under the target figure). This forms the centre of a 2" radius area of terrain that is dangerous, difficult and obscuring.

CATASTROPHIC DECOMPRESSION: if during the End phase the number of hull breaches is *greater* than the current turn, the structural integrity of the battlefield is compromised. The next turn will be the last turn of the game.

UNDERWATER

The mission takes the pilots to the bottom of the ocean, into ancient aqua farms, or some other submerged environment.

Units reduce their Speed value by 1 for the duration of the battle. Units with the heavy upgrade do not reduce their speed.

Targets roll +1D defense against long range attacks.

The burn power attack has no effect underwater.

All units count as having the climb upgrade.
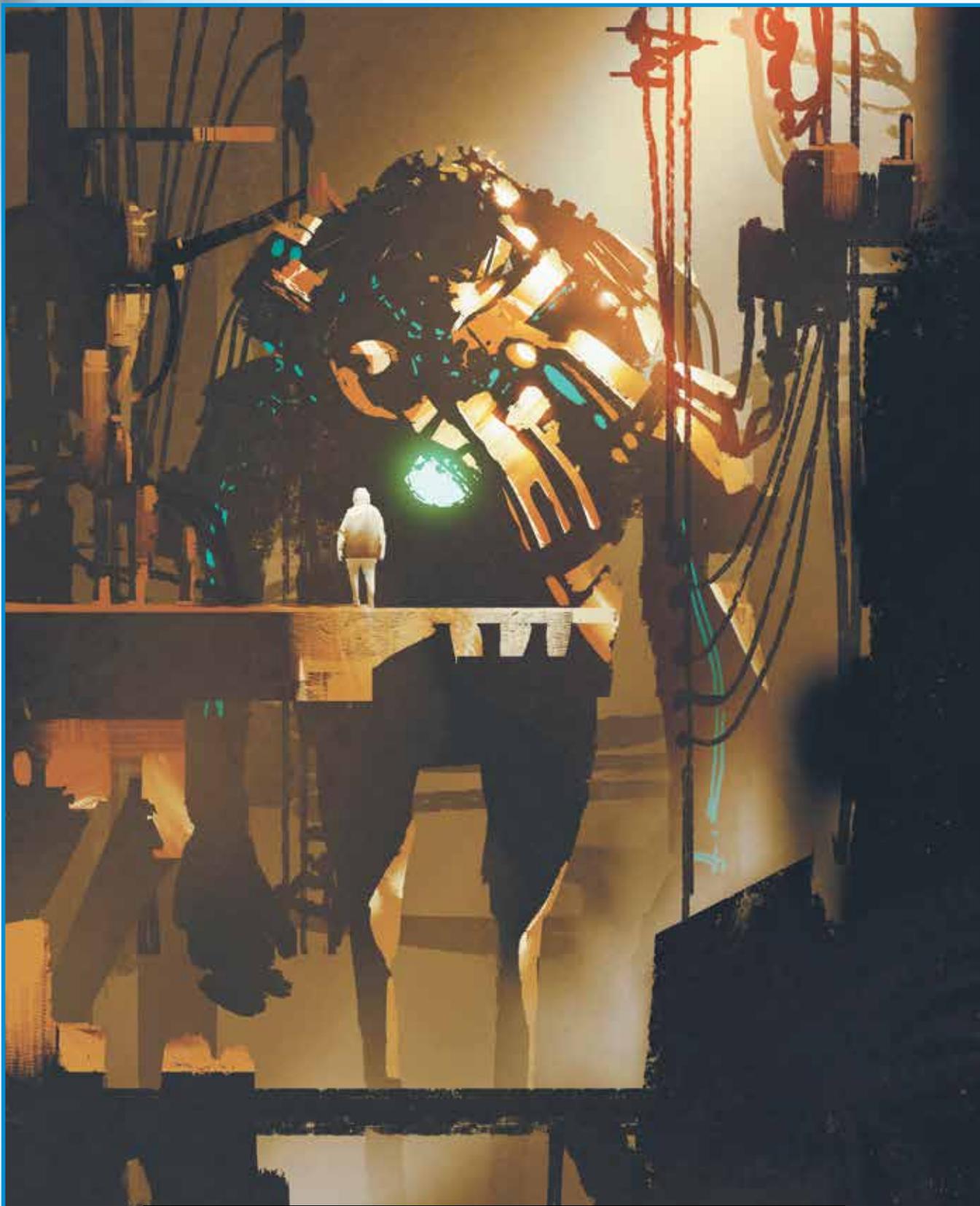
The Guardians

The rediscovery of the ancient gunframes known as the Guardians meant a new hope for the people of Alpha Centauri, after the ir planet was invaded by the aliens known only as the Warmongers.
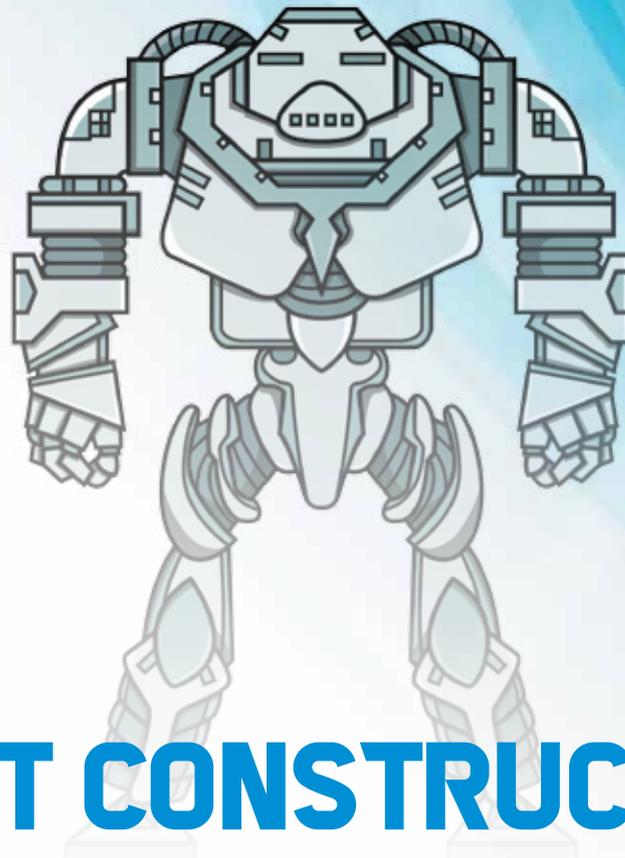
UNIT CONSTRUCTION

Gunframes come in all shapes, sizes and varieties, and it is possible to represent just about any kind of giant fighting robot using the following unit construction rules.

Units are defined by three core components - frame, loadout and upgrades. It is possible to mix, match and switch these to create a multitude of designs.

Building your own mecha is a simple process:

1. **CHOOSE FRAME**
2. **INSTALL LOADOUT**
3. **RECRUIT PILOT**
4. **PURCHASE UPGRADES**
5. **RECORD PROFILE AND POINT COST**

CHOOSE FRAME

A unit's frame describes its power and durability. There are five frames and each determines a gunframe's basic profile and points cost.

Frame sizes are relative to one another. If you are playing in a setting where the typical heavy mecha is three metres tall, then super heavy might be twice that size while light mecha may only be a little larger than man-sized. Likewise, if the average mecha is the size of a small apartment building, other mecha will be proportionally smaller or larger.

CUSTOMISE

You may swap one point between the unit's Speed and Defense values. You may also choose to swap up to two points between the unit's Amour and Loadout values. When you swap points, simply subtract them from one value and add them to the other.

> You could reduce the frame's Speed by 1 point and increase its Defense by 1 point (or vice versa). You could also subtract 1 or 2 points from Armour to increase the gunframe's Loadout by the same amount.

FRAME	SPEED	DEFENSE	ARMOUR	LOADOUT	COST
SCOUT	7	2	4	8	8
LIGHT	6	2	6	10	10
MEDIUM	5	3	8	12	12
HEAVY	5	3	10	14	14
SUPER HEAVY	4	4	12	16	16

INSTALL LOADOUT

A gunframe's weaponry, attack systems and general offensive capabilities are defined by its loadout. This is an abstracted representation of how lethal the unit is at each range band.

Distribute the unit's loadout points among the four weapon systems - close, short, medium and long.

► Each system can have 0-6 points allocated.

Lewis is building a medium gunframe with a loadout of 12.

He could allocate 3 points to each of the weapon systems; or 6 points to long range and 2 points to each of the others; or any other combination.

CLOSE	1
SHORT	2
MEDIUM	5
LONG	4

RECRUIT PILOT

Who is in the cockpit of your gunframe? Mecha shows are really stories about the pilots who find themselves behind the controls of giant warmachines, and your mecha should be too!

NAME

Give your pilot a cool name. It might be a callsign, nickname, or a name that reflects their background or cultural heritage.

PILOT SKILL

A pilot's skill reflects their ability to handle the mecha in difficult situations. All pilots begin with a Pilot Skill of 4+.

CUSTOMISE

You may improve a unit's Pilot Skill value to 3+ for one point. Add this to the unit's total point cost.

EXAMPLE PILOT NAMES

MALE		FEMALE		CALL SIGNS	
Akio	Ken	Aiko	Michiko	Anvil	Jester
Ben	Max	Ami	Penny	Afro	Lobo
Chuck	Michi	Chiyo	Rei	Banshee	Mustang
Daichi	Nobu	Claudia	Rhonda	Bulldog	Neon Knight
Goro	Nori	Dana	Sasha	Crow	Payday
Hannibal	Ren	Hana	Satomi	Dagger	Red Fox
Hiroto	Roy	Hitomi	Takara	Danger Jack	Rodeo
Hunter	Shin	Izumi	Tomoko	Flamingo	Samurai
Ichiro	Shiro	Keiko	Tyra	Ironside	Shakespeare
Jason	Takuma	Kimberly	Ume	Goose	Taser
Jiro	Yoshiro	Lyn	Vanessa	Gunner	Tin Star
Kaito	Zack	Mei	Yuuna	Hollywood	Zodiac

PURCHASE UPGRADES

Upgrades represent the special abilities, unique qualities, custom equipment and other features of a unit that are not immediately obvious from its frame and loadout values.

Each upgrade costs one point. Add the cost of all upgrades to a unit's point cost.

Units can have any number of upgrades. They fall into one of three broad categories - pilot, frame and loadout. Each type of upgrade has its own restrictions on how many you may install or apply to a unit.

PILOT UPGRADES

Pilot upgrades represent the unique qualities of the bold robot-jock who has command of a gunframe. Everything from personality traits to special training, unique skills or even supernatural powers might be represented by a pilot upgrade.

► A unit may have any number of pilot upgrades.

FRAME UPGRADES

Frame upgrades usually affect a unit's movement or ability to defend itself, though they represent everything from specialised equipment to software upgrades, construction methods to power systems.

Each frame upgrade is linked to one of the frame values - Speed, Defense or Armour.

► A unit may have a maximum of one upgrade for each value (that is, one Speed, one Defense and one Armour upgrade).

LOADOUT UPGRADES

Loadout upgrades modify one of a unit's weapon systems, adjusting the way it works, increasing its lethality, or granting it some special ability.

► Each weapon system (close, short, medium and long) may have a maximum of one upgrade. When you choose a loadout upgrade note which weapon system it is affecting.

RECORD PROFILE AND POINT COST

Record the details of your new unit on a record sheet / unit card. Ensure you also record the unit's point cost, including any upgrades you have purchased.

The unit cards are designed to record each upgrade next to the relevant frame or loadout system, for easy reference during play.

TRANSFORMING MECHA

Some gunframes can transform - changing their shape, armament and/or upgrades.

A transforming mecha is built just like any other, but will have dual (or triple!) profiles. Its frame, loadout and upgrades may be different depending on the form it currently takes.

Begin by defining the frame and loadout values for the first form, and purchase any upgrades. Then do the same for the second form, as if it was a totally new mecha.

Both forms must have the same frame type (scout, light, medium etc.) and the same Armour value.

Record the second form's weapon systems and upgrades after a "/" in each relevant profile box.

The cost of the transforming mecha is equal to whichever form is more expensive, +1 point.

Add the Pilot and any associated upgrade costs after.

The *Eagle VF* is a transforming mecha. Its first form is that of a jet fighter, while the second form is a more traditional walking gunframe. It is built on a medium mecha frame.

In fighter form the *Eagle* is a Fast Flyer. In mecha form it loses the ability to fly, but gains the Agile and Target Tracking upgrades. The unit's loadout values also change.

Note, the Armour value does *not* change - it is the same in both forms.

The jet fighter form has a total cost of 13 points (medium frame + one upgrade), while the mecha form costs 14 points (two upgrades).

The *Eagle VF* therefore has a point cost of 15.

The value of any pilot upgrades must be added to this final cost.

UPGRADES

The upgrades have been divided into pilot, frame and loadout categories. Each upgrade is listed with its name and a description of its game effect.

Frame upgrades also indicate which system (in brackets) it is attached to.

> The **AGILE (SPEED)** upgrade must be attached to the unit's Speed value.

If an upgrade has two or more systems in brackets, you may choose which system it is attached to.

Loadout upgrades that can only be attached to specific weapon systems are also indicated with brackets, for example (Long only).

> The **EXTREME RANGE (LONG ONLY)** upgrade can only be attached to the long range weapon system.

LINKED UPGRADES

Some pilot upgrades are noted as [Linked] and represent relationships between pilots. Linked upgrades require two units in your force to have the upgrade (they both pay for it). Both units benefit from the effect of the upgrade.

Only two units in a force may have the same linked upgrade (you may not have multiple pairs of "buddies" or "lovers", for example).

UNIQUE

Any upgrade marked with an * is unique. These are particularly powerful or rare abilities. A player may only have one of each unique upgrade in their squadron.

UPGRADE (N)

An upgrade followed by (N) can be purchased for a unit multiple times. Each time it is paid for, increase the value of N by 1. It counts as a single upgrade.

> If you purchased the **LEADER (N)** upgrade once, it would be Leader (1). If you paid for it three times, it would become Leader (3).

OPTIONAL

Upgrades with *[Optional]* at the end of the description refer to optional rules. They are included here for the sake of completeness.

PILOT UPGRADES

ACE (N)*: this unit may have N additional Focus Points spent on it in a turn.

ANGER ISSUES*: this unit never suffers the penalty for being crippled. When crippled add +2 to the unit's Close weapon system. *[Optional]*

BUDDIES [LINKED]: if one buddy is attacked by an enemy, either or both buddies may react just as if they had been attacked. Pay Focus Points as normal.

CAUTIOUS: this unit counts cover as heavy cover.

CO-PILOT: this unit is immune to the distract special power attack.

DEATH FROM ABOVE: if this unit jump charges, the target will suffer D3 damage if the pilot roll succeeds, and 1 damage if the roll fails.

DOGFIGHTER: when flying, this unit gains +1D defense against attacks from other flying units.

EAGLE EYES*: enemy attacked by this unit gain no benefit from obscurement.

FEARLESS: this unit always passes panic rolls. *[Optional]*

GUARDIAN*: when a friendly unit within 3" suffers damage this unit may spend a Focus Point to take the damage instead. Apply power attacks to the guardian.

GUERILLA: when deploying from reserves this unit may enter from any table edge that is outside the enemy deployment zone . This unit may ambush.

HERO: while this unit is on the battlefield and not shut down, add +1 Focus Point to your pool at the start of each turn.

IMPULSIVE: after deployment, before the first turn begins, this unit must move D6" in a straight line, ignoring the effects of difficult or dangerous terrain.

INSPIRING*: friendly units within 8" of this figure may re-roll failed panic rolls. *[Optional]*

LEADER (N)*: this unit may take a single special action to place an Evade counter on N friendly units that are within 8".

LOVERS [LINKED]: if one of the lovers is destroyed within LoS of the other, the survivor may immediately make a free activation - that's two actions!

LUCKY*: once per battle this unit may re-roll a single attack, defense, or Pilot Skill roll. Any number of dice in a firepower or defense pool may be re-rolled.

MAVERICK*: if this unit dodges one or more inches it may also transform as a free action.

MECHANIC: this unit can take a special action to repair 1 damage to itself or a friendly unit that it is in base contact with.

NEMESIS*: after both sides have deployed, nominate one enemy unit as a nemesis. Clearly indicate it to your opponent. If this unit destroys their nemesis you immediately earn +1VP. If the nemesis survives the battle, your opponent earns +1VP.

QUICK REFLEXES*: once per game this unit may make a reaction without paying a Focus Point.

RECKLESS: this unit halves the number of hits suffered when falling. It may HALO deploy from reserves, even if it does not have the Jump upgrade.

RIVALS [LINKED]: these units may not be deployed within 8" of each other. If one rival destroys an enemy unit, the other rival may pay a Focus Point to immediately make an attack action.

RUN AND GUN: this unit can use the run and gun special power attack.

SPITEFUL*: this unit can take a special action to inflict 1 damage on a knocked down or shut down enemy figure it is in base contact with.

TACTICIAN*: add +1 to initiative rolls while this unit is on the battlefield.

TERRIFYING: when an enemy unit moves into base contact with this unit, they must make a panic roll. If the roll fails, the moving unit instead stops just outside close range. *[Optional]*

VETERAN: when this unit uses an evade action to remove a Target Lock counter, place an Evade counter on it.

WARRIOR: when making attacks at Close range this unit re-rolls dice results of "1".

WELL-OILED [LINKED]: if one unit places a Target Lock on an enemy, the linked unit may spend a Focus Point to immediately make an attack against that target. They do not have to use the Target Lock.

WINGMAN [LINKED]: after one wingman completes a move or attack action the other wingman may spend a Focus Point to perform the same action.

FRAME UPGRADES

ABLATIVE ARMOUR (ARMOUR): once per battle this unit can negate all power points generated by an attack made against it. Declare before the attacker spends their power points.

AQUATIC (SPEED): this unit counts rivers and other water terrain features as open ground. The unit is obscured when the figure's base is entirely in a water feature. When fighting in underwater environments, do not reduce the unit's speed.

AGILE (SPEED): when dodging, this unit can move 2" for every 6 rolled.

ALL TERRAIN (SPEED): this unit may move through difficult terrain as if it was open ground.

BRACKETED (ARMOUR): compartmentalised fuel and ammo storage makes this unit immune to the explode power attack.

CHAFF (DEFENSE): when flying, this unit has +1D defense against all long range attacks.

COMBINER (ARMOUR / DEFENSE / SPEED): this unit is part of a combiner team. *[Optional]*

COMMAND MODULE (DEFENSE): add +1 to initiative rolls while this unit is on the battlefield. A player may only benefit from one command module at any time.

CLIMB (SPEED): when this unit uses the climb special movement it does so at its normal Speed.

CLOAKING (DEFENSE): enemy may not react to this unit's movement actions.

DEFENSE MATRIX (DEFENSE): enemy must pass a Pilot Skill roll in order to Target Lock this unit. If the roll fails, the action is lost.

DEFLECT (DEFENSE): a shield or other device allows this unit to add +1D defense against attacks originating in its front arc.

ENVIRONMENT ENHANCEMENT (ARMOUR / DEFENSE): this unit ignores the effects of dust, snow and lightning storms. The unit still counts as obscured due to the standard effect of storms.

FAST (SPEED): this unit does not pay a Focus Point when using the fast special movement.

FAST FLYER (SPEED): the unit may use the fast flyer special movement.

FLY (SPEED): the unit may use the fly special movement.

HALO (DEFENSE / SPEED): this unit may HALO deploy. When deploying, your opponent only moves the figure D3" (instead of the usual D6").

HANDS (DEFENSE): the unit can pick up a loot counter at the beginning or end of a move action for free. Enemy in base contact with this unit must re-roll successful Pilot Skill checks when disengaging.

HEAVY (ARMOUR / SPEED): halve the distance moved when this unit is recoiled or thrown. Remove obstacles this unit moves across as it crushes them.

JUMP (SPEED): the unit may use the jump special movement.

RAPID REBOOT (ARMOUR): this unit only uses a single special action to reboot from shutdown.

RECON (DEFENSE): after deployment, before the first turn begins, this unit may take a move action.

REINFORCED (ARMOUR): this unit never suffers the penalty for being crippled. *[Optional]*

REPAIR SYSTEMS (ARMOUR / DEFENSE): this unit may use a special action to regain D3 lost armour points.

SHIELD WALL (ARMOUR): when this unit is in base contact with a friendly unit that also has the shield wall upgrade, add +1 Defense.

STABILISED (ARMOUR): this unit has multiple legs, a low centre of gravity or wide tracks. When this unit is knocked down, make a Pilot Skill roll - if successful, ignore the effect and remain standing.

STEALTH (DEFENSE): this unit always counts as obscured when targeted by an attack from medium or long range.

SWIFT TRANSFORM (ARMOUR / SPEED): spend a Focus Point on this unit at the start or end of any move or attack action to immediately transform.

TARGET TRACKING (DEFENSE): if this unit uses a target lock action to remove an Evade counter from an enemy, immediately place a Target Lock counter on that enemy.

LOADOUT UPGRADES

ANTI-AIRCRAFT: this weapon system rolls +2D firepower against flying targets.

BLAST: this weapon system can use the blast special power attack.

BURN: this weapon system can use the burn special power attack.

CHAIN ATTACK: this weapon system can use the chain attack special power attack.

EXTRA AMMO: when spending a Target Lock counter on the focus fire ability, add +1D to the attack's firepower pool.

EXTREME RANGE (LONG ONLY): this system has a maximum range of 32", not the usual 24".

INDIRECT FIRE: this weapon system may target a unit that is out of LoS, but has a Target Lock counter. The target counts as obscured, but gains no benefit from cover. Remove the Target Lock counter when the attack is declared - it provides no other benefit.

Building blocks line of sight
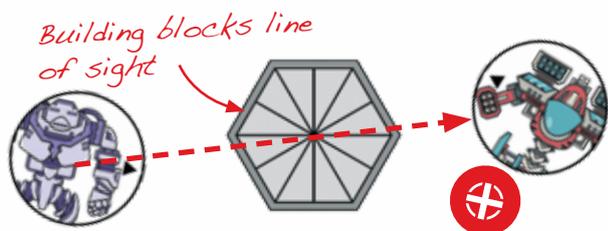
The attacking unit is in range but has no LoS. They remove the Target Lock counter from target and can make the attack anyway.

PARRY (CLOSE ONLY): when defending against a Close range attack this unit may inflict 1 damage on the attacker for each 6 rolled. They do not dodge.

An *Owl Bear* blocks all of an opponent's hits and rolls two 6's. Normally this would let them dodge 2" but they use the Parry upgrade to instead inflict 2 damage on the attacker.

PIERCING: the target gains no defense bonus for cover or heavy cover.

POWERFUL: after resolving damage, add +1 to the total power points generated.

If you roll two 6's when making an attack with this system, you will generate 3 power points. If you roll *no* 6's, you generate 1 power point.

RAPID RELOAD: this weapon system may rapid fire without spending a Focus Point.

REACH (SHORT ONLY): this weapon system can use the throw power attack as if the attack was made at close range. It can use the recoil power attack to move a target directly towards the attacker, instead of knocking it back.

SPLIT FIRE: you may divide the firepower of this weapon system amongst two or more eligible targets. Declare how many dice are being used on each target, then apply modifiers for each. Each target rolls defense separately.

TARGET PAINTING: this weapon system can use the target painting special power attack.

TURRETED: this weapon system may draw a LoS through the unit's back arc, as well as its front arc.

A soldier of the 45th Stygian Flying Cavalry, posing in front of his "grunt bus".

- **from Fleet & Firearms Monthly, March 2263**
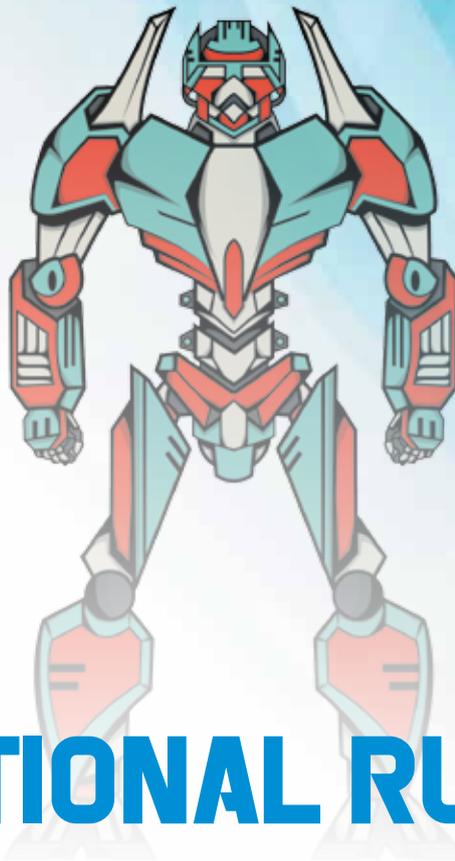
OPTIONAL RULES

The following optional rules provide additional ways to play your games of **GunFrame**. It is important to note that these are not "advanced" rules to be added to your games as you improve in familiarity with the game or skill in battle. While the optional rules do add complexity and further layers to your games, they are not necessary to have a fun, tactically challenging battle.

Some of the optional rules introduce new unit types that, while common in the mecha genre, were not the central focus of the game. Other rules are provided for those wargamers who want specific features in their miniature battles, such as morale and on-going damage effects. Each of these optional rules changes the dynamics of play, sometimes in a small way and sometimes significantly. You might try using just one or two of them, or include all of them in your games.

OPTIONAL BY AGREEMENT

Always discuss the inclusion of optional rules with your opponent before play. All players should be in agreement before introducing any of these rules.

> Most military forces began by using gunframes as support units for more conventional forces, but as the technology improved they took on more significant combat roles.
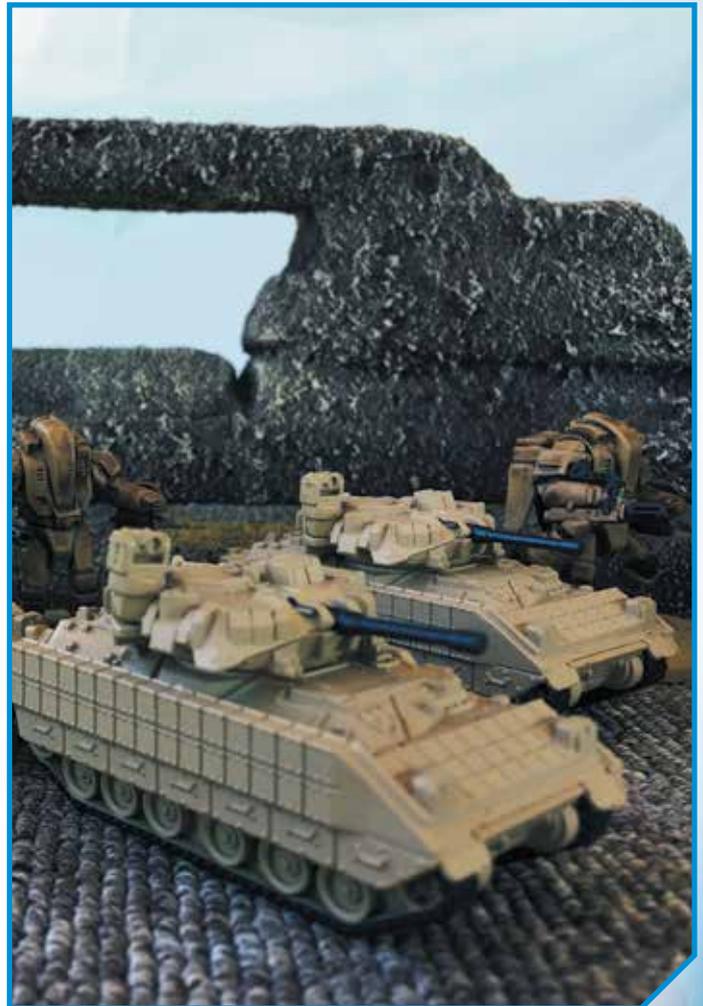
COMBINERS

Some gunframes have the ability to join with other units to form a much larger, more powerful giant fighting robot. Such mecha are called combiners.

Two or more units with the combiner upgrade can join together to form a larger, more powerful robot. They do not need to have the same profile or loadout and can be quite different from one another. This group of combining units is called the *combiner team*. The giant robot they create is the *combiner*.

If a player intends to field multiple combiners, they must clearly indicate which units form which combiner teams.

The size, power (and therefore, profile) of a combiner depends on the number and type of units that join together to create it.

COMBINER CONSTRUCTION

As well as nominating the combiner team, you also need to build the giant robot form that they create. A combiner is constructed using the standard unit construction rules, with the following exceptions:

▶ The combiner must be *at least* the same size as the largest team member.

> If two scout and a medium gunframe combine, the new form must be at least medium size.

▶ It can have up to two frame and two loadout upgrades per system.

▶ The combiner form does *not* need to purchase the combiner upgrade.

CUSTOMISATION

Do not customise the combiner like other units. Instead, add the number of team members as a bonus to either the combiner's Armour or Loadout value. You may split this bonus between the two values in any combination.

> A combiner formed from three gunframes has 3 bonus points. All three points could be added to the unit's Armour, or to its Loadout. Alternatively, two points could be added to Armour and the third to Loadout.

Any unit type can be part of a combiner team - even conventional units!

POINT COST

The combiner's total points value cannot exceed the points cost of the most expensive team member, plus the number of units forming the combiner.

> A combiner is formed from five units. The most expensive team member has a points value of 18, so the combiner's total cost cannot exceed 23 points (18 points + 5 team members).

DO NOT PAY THE POINTS: while the combined form has a points cost, you do not buy it as part of your force. The purchase of the combiner team more than covers the cost of the combiner, in the same way that you only pay for a transforming mecha once.

FORMING A COMBINER

Once per battle the team may form their combiner.

Any unit can act as the team leader and take a special action to combine. Units may combine even if some of the team have already activated, reacted or are knocked down. The combining action costs 1 Focus Point for each team member that is more than 8" from the team leader, or is currently shut down, or is destroyed. This is an exception to the normal "one Focus Point per unit" rule.

Remove all the team members from the table (along with any counters on the figures) and replace the team leader with the combiner figure. The newly formed combiner is unharmed. If it has the Fly or Fast Flyer upgrade you may choose whether it is currently flying or on the ground.

Combining ends the team leader's activation. The combiner counts as having activated this turn.

UN-COMBINING

The combiner may form back into its separate team units at any time by taking a special action. Place the team anywhere within 2" and remove the combiner.

Separating ends the combiner's activation, but each team member is now available to activate as normal. Discard any Target Lock, Evade or Focus counters on the figure. Team members have whatever Armour points they had when first combined.

If the combiner is destroyed, make a Pilot Skill roll for each team member. On a success the team member survives without harm. If the roll fails, the unit takes damage equal to the dice roll. Place surviving team members within 2" of the combiner figure's position. All survivors count as having activated this turn.

TRANSFORMATION SEQUENCE

In some giant robot genres, a team cannot join into its combined form until the situation is truly dire or some other prerequisite is met. For additional fun, use one of the following transformation criteria.

...AND I'LL FORM... THE HEAD!

Only one specific unit can be the team leader - indicate which before the game begins. If this unit is shut down or destroyed the combiner cannot form.

After the combiner is formed it may immediately activate.

AGAINST THE ROPES

The team cannot combine until the situation is truly dire and it appears the enemy is going to overcome them or win the day.

The team may only combine if one or more team members has been shut down or destroyed during the battle. When combining, pay one less Focus Point than normally required.

GESTALT

Units begin the battle in their combined form and cannot uncombine in the first turn of the game.

It costs the unit 1 Focus Point to uncombine. The team can combine and uncombine as often as they like, following all normal rules for combiners. Each time the team uncombines, it costs a Focus Point.

UNCOORDINATED

The team members have not worked out how to coordinate their actions or effectively pilot the combiner.

Make a Pilot Skill roll when the combiner activates:

- ► If the roll succeeds, the combiner activates as normal.
- ► If it fails, the combiner takes one less action this turn.
- ► On the roll of a 6 the combiner acts as normal and does not have to make this test again.

UNKILLABLE

The combiner can only be formed if all of the team members are destroyed or currently shut down.

If in the End phase of the turn all team members are destroyed or shut down, you may attempt to bring the combiner on as if it was a reserve unit. If it is brought on remove all team members from the table. Place the combiner as you would any reserve unit. It may HALO deploy if it has an appropriate upgrade.

Once formed, the combiner cannot uncombine.

Combiners are not all-powerful "super robots", however the ability to combine when team members are battered is a big advantage. The opportunity to switch loadouts to deal with a particular threat is also very handy!

CONVENTIONAL UNITS

GunFrame is a game about giant fighty robots, but tanks, choppers and infantry are a staple of the genre, too. Such units are collectively referred to as *conventional units*. Conventional units can be infantry, tanks or flyers. Unless otherwise specified, conventional units operate exactly like gunframes and follow all standard rules.

INFANTRY

Infantry are foot troops, power-armoured soldiers, mounted troops such as cavalry or jet-bike riders, and very light vehicles. They are best represented on the battlefield by a single base with several figures. Infantry are lightly armed and armoured, but flexible.

► Infantry have a 360-degree front arc. They can see all round and have no "back".

► Infantry move as if they have the All Terraiin and Climb upgrades.

► Infantry are immune to the explode power attack.

"Helmets, handguns and hatchets, boys!"

- **rallying cry of the Corvus Sky Troopers**

TANKS

Tanks are vehicles of all varieties and heavy battlesuits that are too big to be infantry but too small to be gunframes. They are best represented by a single large vehicle, or a base with two or three suitable figures. Tanks are less flexible than infantry, but carry heavier weaponry.

► Tanks treat obstacles lower than the miniature figure's height as difficult terrain. Obstacles taller than the figure are blocking terrain.

► Tanks have one of the following upgrades for free: ablative armour, anti-aircraft, deflect or turreted.

FLYERS

Flyers are the helicopters, VTOL craft, jet fighters and bombers that operate in support of gunframes. They are best represented by a single base with one or two figures. They are manoeuvrable, but fragile.

► Flyers have either the fly or fast flyer upgrade for free.

► Fast Flyers cannot land once they are airborne. They may begin a battle on the ground.

FOCUS POINTS

When determining Focus Points at the start of a turn, do not count conventional units. Only gunframes generate points.

A player *can* spend Focus Points on conventional units in all the normal ways.

GROUPS

Conventional units can operate as groups. When a conventional unit activates or reacts, it can form a group with any other conventional unit within 2".

The acting / reacting conventional unit becomes the *group leader*. Nominate any conventional units within 2" of the leader to become *followers*. Only units that have not already activated can become followers.

After a group activation all group members - leader and followers - count as having activated.

GROUP MOVES

When moving, move the group leader as normal and then move the followers so they stay within 2".

Followers must abide by normal terrain rules and cannot be placed in illegal positions, such as on impassable terrain or over obstacles. They may not move further than their Speed value allows.

A unit that finishes a move more than 2" from the leader is no longer part of the group and immediately ends its activation. The leader and remaining followers may complete any available actions.

GROUP ATTACKS

When attacking, the group leader follows the normal attack process and may use any relevant weapon system upgrade. Each follower that also has LoS to the target adds their weapon system value as a bonus to the firepower pool. Followers must use the same weapon system (close, short, medium etc.) as the group leader, even if they are at a different range.

The target of a group attack applies modifiers to defense based on the group leader's LoS.

> A group of three tanks attack a target at medium range. They each have Medium range 2, meaning the firepower pool will be 6D6 (plus modifiers)!

FREE ACTIONS

A conventional unit using a free action cannot form a group - they are using their initiative and act alone.

BUILDING UNITS

Conventional units are constructed like any other. Choose a frame for your unit and allocate the loadout points to one or more weapon systems.

CUSTOMISE

Conventional units may swap one point between any value (Speed, Defense, Armour or Loadout).

> To create heavy infantry that are slower but more dangerous, reduce Speed to 3 and increase Loadout to 3. A light tank might reduce its Armour to 2 and increase its Speed to 6.

PILOTS

All conventional units have a Pilot Skill value of 4+. You may improve this to 3+ for one point.

UPGRADES

Conventional units never have pilot upgrades. They may choose from Frame and Loadout upgrades that make sense. Each upgrade costs 1 point.

Any free upgrade a conventional unit has uses the relevant upgrade slot (so a flyer, for example, cannot have a second Speed upgrade).

FRAME	SPEED	DEFENSE	ARMOUR	LOADOUT	COST
INFANTRY	4	2	1	2	2
TANK	5	2	3	3	5
Free upgrade: ablative armour, anti-aircraft, deflect or turreted					
FLYER	6	2	2	3	4
Free upgrade: fly or fast flyer					

Conventional units have intentionally been given low Defense and Armour values. They should blow up easily, just like in the source material!

CRIPPLED UNITS

As units suffer damage their combat effectiveness might decline. The war machine's systems may not operate as they should, or the pilot may be distracted by the multitude of failing critical systems.

CRITICAL POINT

A unit becomes crippled when its total Armour value is reduced to a quarter of its starting value. Remember, fractions are always rounded up.

> A medium gunframe (Armour 8) would become crippled when its Armour value was reduced to 2. A heavy unit with Armour 10 becomes crippled when knocked down to 3 Armour.

UNIT	ARMOUR	CRITICAL
SCOUT	4	1
LIGHT	6	2
MEDIUM	8	2
HEAVY	10	3
SUPER HEAVY	12	3

WEAK UNITS

Units that begin with Armour values of 3 or less can never become crippled. This is most often conventional units, but may include some particularly small scout gunframes.

REPAIRING

A unit that improves its Armour value back above the critical point immediately returns to normal. It is no longer crippled.

FOCUS POINTS

A crippled unit does not count towards a player's total units when determining Focus Points at the start of each turn.

ACTIONS WHILE CRIPPLED

A crippled unit is less effective on the battlefield, forcing the pilot to make critical choices and tough tactical decisions.

▶ A crippled unit halves its Speed Value and all weapon system values.

MULTI-PLAYER BATTLES

In multi-player battles three or more players attempt to tear their enemies apart in a chaotic blur of steel and bullets!

TABLE SIZE

It is recommended that you increase the size of your battlefield when playing multi-player games. A 4'x4' table might be large enough if there are still relatively few units on each side, but a 6'x3' (or 6'x4') battlefield will provide the much needed room to manouevre.

TEAM BATTLES

The simplest way to set-up your multi-player games is in teams. One or more players form the attacking force and the other players will be the defenders.

One player on each side takes the role of the force commander. They will divide their squadron into smaller detachments, one for each player. They will also be responsible for the spending of Focus Points.

During each activation the force commander can choose to activate one of the units they are responsible for, or nominate a team mate who can activate a unit.

In more casual games, all the players on a side might work together to make joint command decisions, including what units to activate and where to spend Focus Points.

Follow all the normal game and mission rules.

FREE-FOR-ALLS

In a free-for-all battle each player controls their own squadron and is battling against all the other players. The Carnage, Domination and Loot missions work particularly well for free-for-alls.

Before deploying, each player rolls a D6. In order from highest to lowest roll, players choose a table edge and deploy their force within 8" of the centre of that edge.

Alternatively, players may agree to set up in the corners of the battlefield, up to 8" in.

The player who deployed last will automatically win initiative in the first turn of the game and players will activate units in a clockwise direction around the table. From turn two each player rolls for initiative as normal, with the high roller activating the first unit and play continuing in a clockwise direction.

Determine victory using the standard mission rules.

PANIC

Gunframe pilots are the best of the best, but even they can break in the heat of battle.

When a gunframe (not a conventional unit) is destroyed, all friendly units within 8" and with LoS to the figure must make a Pilot Skill roll.

► If the roll passes, the unit keeps control of their emotions and continues on as normal.

► If the roll fails, the unit panics.

PRIORITY - if there is a conflict between an upgrade triggering (such as Lovers) and panic, follow the upgrade rules.

PANICKED UNITS

A panicking unit represents the pilot momentarily losing control and giving in to the fear or grief that comes with the loss of a squadron member.

A panicked unit may make a dramatic cry, or run for cover.

DRAMATIC CRY

A unit that has panicked may immediately spend a Focus Point to regain self control. This probably involves screaming a curse or shouting a fallen companion's name!

RUN FOR COVER

A unit that does not make a dramatic cry must run for cover. The unit immediately drops any loot or other object it is carrying and moves D6" directly towards its own deployment zone. Turn the panicking unit to face the deployment zone and move it in the most direct route possible, moving around blocking terrain as necessary. Other terrain features affect the panic move as normal. Knocked down and shut down units remain where they are.

SPACE BATTLES

Fighting in the depths of space, amongst tiny planetoids and on the hulls of space stations or ships are common tropes of the giant robot genre. Playing miniature battles in space, however, can present some challenges as it is difficult to simulate the three dimensional nature of the battlefield. The following provides an abstract way to simulate space battles.

UNIT SELECTION

Players should use common sense when selecting units that might effectively operate in space. Most gunframes could conceivably manoeuvre and fight in space and some conventional units might also be involved. Infantry in space suits or hardsuits, and flyers representing space craft are obvious choices, though tanks may be harder to justify!

GENERAL ENVIRONMENTAL RULES

The following rules apply to all units when fighting battles in space:

▶ Units suffer no damage when they fall in space.

▶ Add +2" to all knocked back distances.

EVERYTHING IS FLYING

Units not on a massive surface (see below) are considered to be flying. If a unit does not have an upgrade that allows them to fly, they must halve their Speed value.

THE BATTLEFIELD

A space battlefield can have just as many features as any other battlefield, though players will need to abstract their thinking a little. Some common space battlefield features include:

FLOATING STRUCTURES

These are the satellites, beacon relays, space elevators, small space stations or ships and any other object or structure that remains stationary in the space environment. They might be locked in orbit with a planet or other massive surface, or have some other ability to maintain their position.

Floating structures are blocking terrain and no unit can move or draw a line of sight through them. This is obviously an abstraction, but provides some interest to your battlefield, not to mention some much needed cover!

MASSIVE SURFACES

Whether it is the outside of a space station, the edge of a small moon or the landing platform of a space battleship, massive surfaces can be landed on and walked over. The surface might have structures built onto it, such as antenna arrays, gun batteries or other buildings.

As all units are considered to be flying, they can move directly over the massive surface, or choose to land on it.

Massive surfaces can have areas of blocking, obscuring, difficult or dangerous terrain, just like a normal battlefield.

An easy way to define massive surfaces is to nominate a 6" - 12" strip along one edge of the battlefield. Anything in this zone counts as being on or above the massive surface.

Massive surface

DEBRIS

This is a catch-all term for anything that moves across the battlefield and presents a significant hazard to units. Debris might include small asteroids, space junk or even damaged gunframes.

Debris counts as obscuring terrain when determining line of sight. Flying units treat debris features as obstacles, meaning they can cross them without penalty, but cannot finish a move on the feature. A flying unit in base contact with debris can use it for cover, representing the gunframe hiding behind the edge of a space wreck, or ducking around an asteroid.

DEBRIS FIELDS: players may choose to make some or all debris a "debris field", representing an area of tiny meteors, dangerous space junk or other hazardous zone. Debris fields count as obscuring dangerous terrain for all units. A flying unit cannot use a debris field for cover.

DRIFT

At the start of the battle players select a table edge to be the "drift edge". In the End phase of each turn roll a die and move all debris, knocked down and shutdown units that many inches directly towards the drift edge.

All drift movement is simultaneous. It is easiest to begin by moving the debris / units closest to the drift edge, and work your way across the battlefield.

DRIFT COLLISIONS

After all debris and units have drifted, check to see if any collisions have occured. To help simulate three dimensional space movement you are only interested in the final position of each drifted object.

Check for each of the following in order:

► If debris is on or in base contact with a floating structure, move it towards the drift edge until it is no longer in contact.

► If a drifting unit is on or in base contact with a floating structure it suffers 1 damage. Then move the unit towards the drift edge until it is no longer in contact.

► If a non-drifting unit is in base contact with an object that has drifted, it suffers 1 damage. Move the damaged unit directly away from the drifitng object until it is no longer in contact.

OFF THE EDGE

Debris and units might drift off the battlefield. If any part of a debris feature or unit crosses the drift edge, remove it from play.

Units removed in this way are placed in reserve and can be called on from *next turn*. When returning to the battle these units must enter from the drift edge.

When debris drifts off the battlefield, roll a die.

ROLL	DEBRIS
1-2	GONE
3-4	NEW OBJECT
5-6	UNTRACKED OBJECT

GONE: the debris is not replaced.

NEW OBJECT: the player with initiative places the debris in contact with any table edge, more than 6" from any unit, floating structure or other debris.

UNTRACKED OBJECT: the player with initiative can place the debris anywhere on the battlefield, at least 3" from any unit, floating structure or debris.

If there is no room on the battlefield to place a new object or untracked object, it counts as "gone".

STRUCTURES

As well as all the natural features of a battlefield, there may also be any number of structures that can be interacted with. A structure can be a piece of blocking terrain, such as a communications tower, wind turbine or monument. It can also be an actual building meant for habitation, work and/or defense.

Players should discuss which terrain features are structures prior to the beginning of the game.

INTERACTING WITH STRUCTURES

A structure is a terrain feature.

► It is typically blocking terrain - it cannot be seen or moved through.

► Depending on the model, it may be possible to move onto a structure.

► Structures designated as buildings can be occupied by infantry conventional units.

► Structures can be attacked and destroyed.

STRUCTURE INTEGRITY

The integrity or toughness of a structure depends on its size and function. Use the following chart as a guide for describing your own structures.

STRUCTURE	DEFENSE	ARMOUR
TYPICAL CIVILIAN	2	5
HARD CIVILIAN	2	10
TYPICAL MILITARY	3	6
HARD MILITARY	3	12

TYPICAL CIVILIAN: most timber, cinder block, brick or corrugated iron structures no more than a few stories high.

HARD CIVILIAN: steel or concrete structures such as sky scrapers, and large, reinforced buildings.

TYPICAL MILITARY: most military buildings, and small defensive structures such as pill-boxes.

HARD MILITARY: bunkers and large or heavily reinforced military structures.

MASSIVE STRUCTURES

Divide particularly large structures into "sections", such as left and right wings, or walls and towers. Each section has its own Defense and Armour value, and can be destroyed independently of the rest of the structure.

ATTACKING STRUCTURES

Attacking a structure is done in the same way as attacking a unit, with the following exceptions:

► Standard modifiers (charge, crossfire, elevated etc.) do not apply when attacking structures.

► Power attacks have no effect on structures.

► Structures can be obscured but never benefit from cover.

► A structure cannot dodge!

► A structure is destroyed when its Armour value is reduced to zero.

OCCUPYING STRUCTURES

Conventional infantry units can enter and occcupy buildings.

An infantry unit that ends a move action in base contact with a building may enter it - place the figure in or on the building model to show it has been occupied.

► Infantry units cannot enter a building that is occupied by enemy infantry.

► Infantry cannot enter and exit a building in the same turn.

► You may have a maximum of three infantry units in a single building (or building section).

► Infantry in the same building count as being within 2" for the purposes of group activations.

ATTACKING FROM BUILDINGS

Infantry in a building measure attack ranges and determine LoS from any edge of the building model, as if the building was the unit's base.

DEFENDING FROM BUILDINGS

An infantry unit in a building gains +1 Defense.

► When attacking infantry in a building, measure ranges to the edge of the building.

► Units in a building that are recoiled or forced to run for cover must exit the building (measure from the model edge furthest from the attacker / cause of panic).

► If a building (or building section) is within range of an area affect power attack, such as explode, blast or suppression, all infantry units occupying that structure / section are affected.

► If a building is destroyed, any infantry in it are also destroyed.

THROWING OBJECTS

Picking up cars and throwing them, swinging telegraph poles like bats, and kicking debris at an oncoming enemy are staples of giant robot combat.

A gunframe (not conventional unit) may pick up objects on the battlefield and use them as improvised weapons.

OBJECTS

Before play, determine what battlefield features can be picked up, kicked and thrown. These are objects. Obstacles on the battlefield could also be objects, but only if it makes sense. This will depend on the scale of your miniature figures and the types of anime battle you are trying to emulate.

Objects can be small or large.

SMALL OBJECTS are anything that a gunframe could easily pick up in a single (giant robot) hand.

LARGE OBJECTS probably require two steel fists to pick up, or are very heavy, or difficult to throw very far.

PICKING UP OBJECTS

A figure can use a special action to pick up an object they are in base contact with. Units with the hands upgrade can pick up an object at the start or end of a move action for free.

A unit may only have one object or loot counter at any time.

DROPPING OBJECTS

Once picked up, a unit will continue to carry an object until it is dropped, thrown or destroyed. A unit may voluntarily drop an object at the beginning or end of any action. A unit that is knocked down automatically drops a carried object.

Bad Panda, the most notorious pilot on the 'frame fighting circuit, once threw a telegraph pole straight through a rival's cockpit!

- **Stories from the 'Belt**
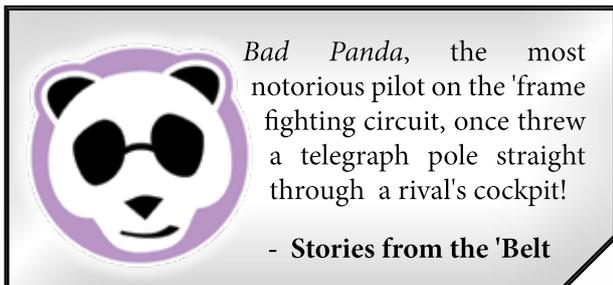
ATTACKING WITH OBJECTS

A unit carrying an object can use it to make an attack, either throwing it at an enemy, or swinging it like a weapon.

After an object is used for an attack, it is destroyed - smashed, crushed, lost beneath a pile of rubble or otherwise no longer useable. Remove the object from the table, even if the attack did no damage.

THROWING STUFF

A unit may throw an object as an attack action. Objects can be thrown Short range. The firepower of a thrown object depends on its size.

OBJECT	RANGE	FIREPOWER
SMALL	SHORT	2
LARGE	SHORT	3

Modifiers are added to the attack as normal.

Note, this attack does not count as the unit's short range attack for the turn, as per the "one attack per weapon system" rule.

SWINGING THINGS

A figure carrying an object can use it as a club, striking an opponent at close range. The size of the object adds a bonus to the unit's Close attack value.

OBJECT	RANGE	FIREPOWER BONUS
SMALL	CLOSE	+1
LARGE	CLOSE	+2

KICKING

A gunframe can kick objects, clearing the way for tanks and generally removing battlefield obstructions. Kicking random terrain features, however, is not without its hazards and a pilot risks striking something unexpected or knocking their gunframe off balance.

A gunframe (not a conventional unit) may use an attack action to kick an object or obstacle it is in base contact with. The object/obstacle is destroyed by the kick - remove it from the battlefield. The unit must make a Pilot Skill roll - on a success, the debris is cleared without inicident. If the roll fails, the unit loses balance and is knocked down.

The First Gunframes

Unlike today's mighty machines of war, the earliest "frames" were simple service vehicles used in construction, transportation and emergency service roles. Built by Newbatsu Engineering, they were pivitol in the rebuilding of Japan after the Ring of Fire eruptions of 2087.
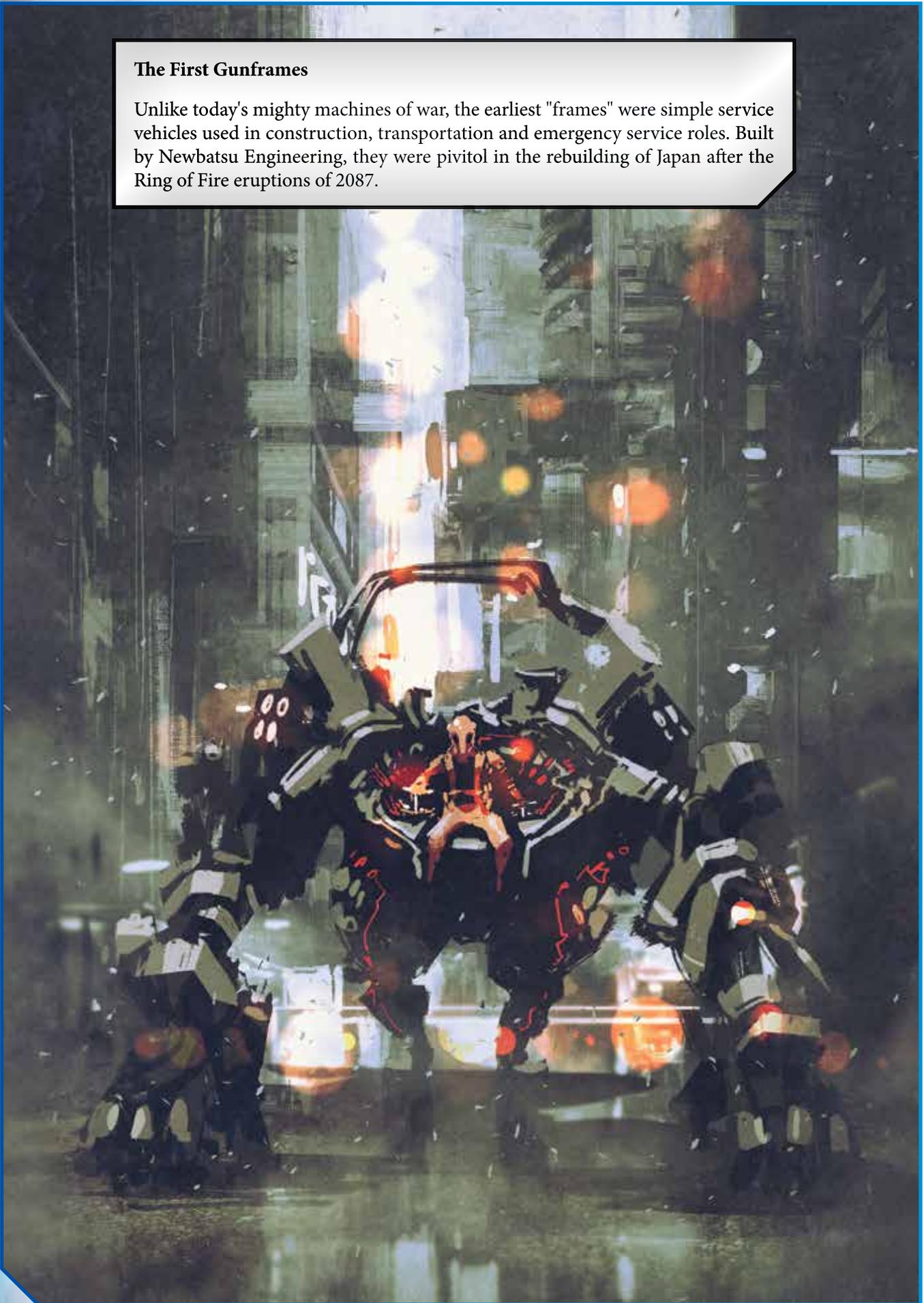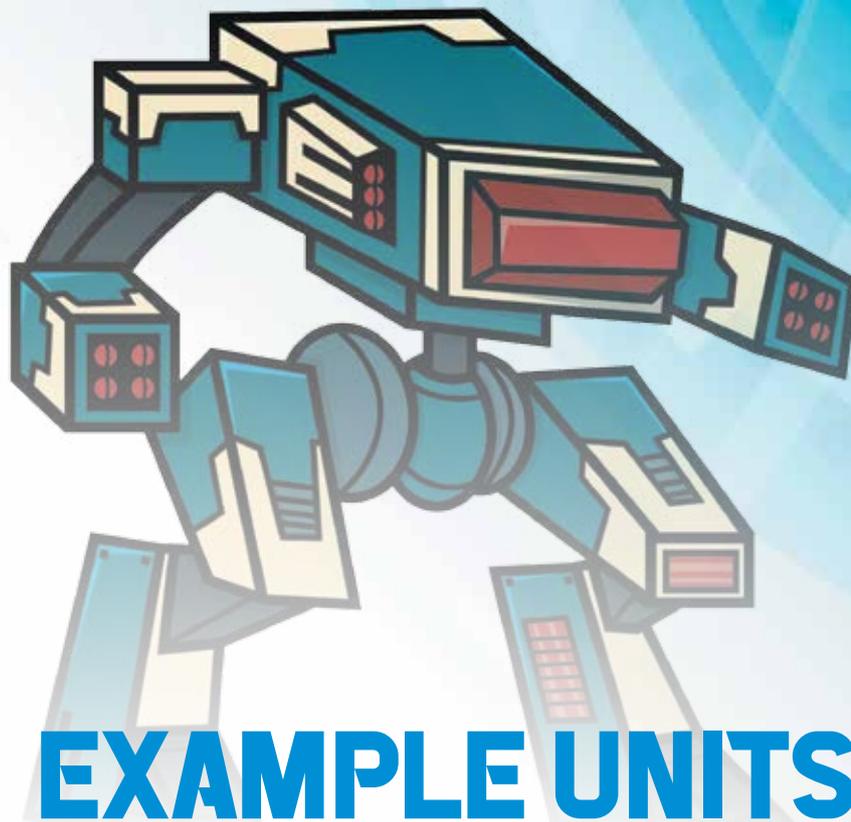
EXAMPLE UNITS

Building your own units is quick, fun and easy, but a little inspiration can go a long way! The gunframes on the following pages are useable "straight out of the box", or can be modified to suit your needs.

MODIFYING EXAMPLE UNITS

Each of the example units have their frame and loadout values completed. It is not recommended modifying frame values (Speed, Defense or Armour) as many have already been adjusted using the frame customisation rules.

LOADOUT: Players are free to adjust the loadout values of the example units, subtracting from one weapon system to add to another.

PILOT: The example units already have a Pilot Skill recorded, but players can adjust these values if they wish. Improving a 4+ value to 3+ will increase the unit cost by 1 point. Changing a Pilot Skill from 3+ to 4+ will actually reduce the unit's cost by 1 point.

UPGRADES: Most units have one or more upgrades. You can add more, but remember each additional upgrade increases the cost of the unit by 1 point.

THE OVA'S

While it would be possible to simply present a long list of example gunframes and conventional units, that isn't any fun! Also, it is much easier to build and understand the design of units in the context of a specific setting. Therefore, the following pages present three OVA settings - imagined anime franchises that deal with conflicts involving one or more types of giant fighting robots. Each of the OVA's has a little setting information and two or more factions that are in conflict with one another. Each faction has a range of example units that you can use as written, or modify to your own liking.

OVA stands for "Original Video Animation" - original stories or series that did not have a theatrical or television release.

JUST THE BEGINNING...

Of course, you do not have to use the example units or settings for your own games - **GunFrame** was written so you can play battles in your favourite anime franchise, or a setting of your own creation!

TERMINATION SHOCK

Three hundred years ago an alien space craft crashed on Earth and sparked a race for the stars. There were no crew, no clue to its origin and no explanation for why the ship crashed. What it did provide, however, was a means to traverse the solar system faster than ever before and to colonise the planets - first Mars, then the asteroid belt and finally the moons of the outer planets. With the advances in technology came new-found wealth for those able to capatalise on the secrets of the fallen space ship.

Mankind knows something else exists out beyond the heliosphere, but for now they are preoccupied with the exploration, colonisation and domination of the known solar system. This has brought nations, corporations and entire planets into conflict with one another. Mars wars with Earth, the mega-corporations fight in boardrooms and on battlefields, and the outer colonies fight for their very survival. And the mighty gunframe has earned its place as the preferred tool of war.

TERRAN UNITY

Formed after more than a century of conflict between the nations of Earth and the Near Earth Colonies, the Terran Unity ushered in a new era of prosperity. The Unity sees Earth as the centre of the Solar system and seeks to exert its control over the Martian states and outer planets.

The Terran Unity are capable of quickly producing light, cheap mecha. The varied landscapes of Earth have created a reliance on transforming gunframes, and while such machines provide a great deal of flexibility, they can be a double-edged sword when facing more specialised forces.

Name	Type	Pilot Skill	Speed	Defense	Armour	Close	Short	Medium	Long	Upgrades	Points
Lynx	Scout	4+	7	2	4	2	4	2	0	Stealth	9
Blood Hound	Light	4+	6/5	2/3	6	0/4	3/4	4/2	3/0	All terrain/-, -/Hands, Swift transform/Swift Transform	13
Firefly	Light	4+	6	2	6	0	5	5	0	Jump	11
Eagle VF	Medium	4+	6/5	2/3	8	0/3	4/5	4/4	4/0	Fast flyer/Agile, -/Target tracking	15
Mustang Mk 3	Medium	4+	5	3	9	4	4	3	0	Reckless, Run and Gun, Hands	15
Bison	Heavy	4+	5/4	3/4	10	0/4	4/5	5/5	5/0	Mechanic, Command Module/ Command Module, Deflect/-	18
Special Forces	Infantry	3+	3	2	1	1	2	0	0	Fast	4
Support Squad	Infantry	4+	4	2	1	0	0	2	0	Indirect Fire (Medium)	3
Wombat	Tank	4+	4	2	3	0	2	2	0	Deflect	5
Orca	Flyer	4+	6	2	2	0	3	0	0	Fast Flyer, Blast (Short)	5
Kenzi Kuro + Mustang Fury	Medium	3+	5	3	9	4	4	3	0	Hero, Veteran, Agile, Reckless, Run and Gun, Hands	19

If you would like unit cards for the example units, or to learn more about the OVA settings, visit the official GunFrame website at www.PerilPlanet.com

MARTIAN REPUBLIC

The Martian Democratic Republic was forged in the fires of internal strife and meddling from Earth. The harsh conditions of early colonial life has made the Martians into a pragmatic people and the Republic embraces this attitude in its expansionist rhetoric - their sights set firmly on the resources of the outer planets.

Martian military is primarily designed to operate on the red planet itself, with crab-legged walkers and heavy frames common. Newer gunframes, capable of deep space operations, are being introduced into squadrons as Mars prepares for war.

Name	Type	Pilot Skill	Speed	Defense	Armour	Close	Short	Medium	Long	Upgrades	Points
Skorpion	Light	4+	5	3	5	0	2	4	5	Stabilised, Extreme range (Long)	12
Legionnaire	Medium	4+	5	3	8	4	4	4	0	Deflect	13
Carrus	Medium	4+	6	2	10	3	4	3	0	Co-Pilot, Fast, Stabilised, Turreted (Medium)	16
Praetorian	Heavy	4+	5	3	10	2	4	4	4	Hero, Deflect, Fly, Piercing (Medium and Long)	19
Hannibal	Heavy	4+	5	3	10	3	3	3	5	Co-Pilot, Heavy, Blast (Long)	17
Martian Infantry	Infantry	4+	4	2	1	0	1	1	0	Stealth	3
Power Trooper	Tank	4+	4	2	3	2	2	0	0	Jump	6
Ares MkII	Tank	4+	5	2	3	0	0	1	2	Anti-aircraft (Long)	5
Pilum	Flyer	4+	5	2	2	0	0	2	2	Fly, Target Painting (Medium)	5
Juno Deveraux + The Centurion	Heavy	3+	5	3	10	4	4	4	2	Ace (1), Deflect, Fly, Parry (Close), Piercing (Medium)	20

THE JOVIAN CONCORD

The Jovian Concord is a loose alliance of independent colonies, minor corporations and terrestrial refugees that make their home beyond the asteroid belt. While not an organsied nation, they are more than capable of protecting themselves from the increasingly frequent incursions by Earth, Mars and the mega corporations. Concord gunframes are typically a mix of repurposed labour frames and stolen or obsolete military hardware and their forces are organised into loose "gangs" or security militia.

Name	Type	Pilot Skill	Speed	Defense	Armour	Close	Short	Medium	Long	Upgrades	Points
Hardsuit AMR	Scout	4+	6	3	4	3	3	2	0	Ablative armour, Jump	10
Noisy Cricket	Light	4+	5	3	6	0	0	5	5	Jump, Blast (Long)	12
Power Loader	Light	4+	6	2	8	4	4	0	0	Guerilla, Hands, Powerful (Close)	13
Mustang Mk 1	Medium	4+	5	3	8	3	3	3	3	Impulsive, Hands	14
Jackhammer	Medium	4+	4	4	8	0	2	4	6	Indirect fire (Long)	13
Owl Bear	Heavy	4+	5	3	10	6	5	3	0	Hands, Fast, Parry (Close)	17
Militia	Infantry	4+	5	1	1	1	1	0	0		2
Fuel Truck	Tank	4+	5	2	3	0	3	0	0	Deflect, Burn (Short)	6
Retrofit Gunship	Flyer	4+	6	2	2	0	1	2	0	Fly, Cloaking	5
Pete Irish + Growler	Heavy	3+	5	3	10	6	5	3	0	Impulsive, Veteran, Hands, Fast, Parry (Close)	20

The Kingdom of Galoria, jewel at the heart of Alpha Centauri, is under siege from the inhuman Warmongers - savage warlords from another galaxy. However, hope for the peaceful Galorians has arrived in the form of the crew of the ISS Centurion! Having fallen through a black hole and ten thousand years into their future, the Earthlings are Galoria's best hope for survival.

As direct descendants of Old Earth, their DNA can revive the planet's ancient guardian robots. Only the might of the Alpha Centurians and their transforming mecha can stop the ravaging of their beautiful planet by the evil aliens!

THE CENTURIONS

Five astronauts from Earth's 21st century have found themselves thrust into a desperate struggle for survival in defense of a planet that is not their own, against an enemy that only wishes to destroy them! Will their bravery, compassion and unique 21st-century thinking win out against an alien threat?

Name	Type	Pilot Skill	Speed	Defense	Armour	Close	Short	Medium	Long	Upgrades	Points
Jake + Eagle	Medium	3+	5	3	10	0	0	5	5	Leader, Eagle eyes, Quick reflexes, Combiner, Chaff, Fast flyer, Blast (Long)	20
Lane + Gorilla	Heavy	3+	5	3	10	5	3	3	3	Buddies, Death from above, Combiner, Hands, Jump, Parry (Close)	21
Sarah + Wolf	Medium	3+	5	3	8	2	5	5	0	Hero, Tactician, All terrain, Combiner, Recon, Rapid Reload (Medium)	19
Puck + Tiger	Medium	4+	5	3	8	3	3	3	3	Buddies, Mechanic, Combiner, Cloaking, Fast, Extra Ammo (Short and Medium)	19
Jordan + Rhino	Heavy	4+	5	3	12	6	4	2	0	Hero, Combiner, Deflect, Heavy, Stabilised, Powerful (Close), Rapid Reload (Short)	21
Alpha Guardian *combiner form*	Super Heavy	3+	4	4	16	6	6	5	0	Co-pilot, Hero, Warrior, Defense matrix, Fast, Fly, Parry (Close), Powerful (Close), Reach (Short), Turreted (Short)	26*

Remember, you don't pay for the combiner form - the points value is only used to construct the unit.

WARMONGERS

The Warmongers are a savage band of pirates who travel through space on their half-built Ark, seeking to take whatever resources they need from any planet they encounter. They almost had control of Galoria when the Centurion crash landed. Now all Warlord Drak can think of is having the Alpha Guardian for himself!

Name	Type	Pilot Skill	Speed	Defense	Armour	Close	Short	Medium	Long	Upgrades	Points
Hench-Bot	Scout	4+	7	2	4	0	4	4	0	Hands OR Target Painting (Medium)	9
Sky-Bot	Light	4+	6	2	6	0	3	3	4	Fearless, Fly	12
War-Bot	Medium	4+	5	3	8	4	4	4	0	Fearless, All terrain	14
Warlord Drak + Terror-Bot	Super Heavy	3+	4	4	12	4	4	4	4	Fearless, Ace (2), Veteran, Fly, Parry (Close), Powerful (Short & Medium)	24
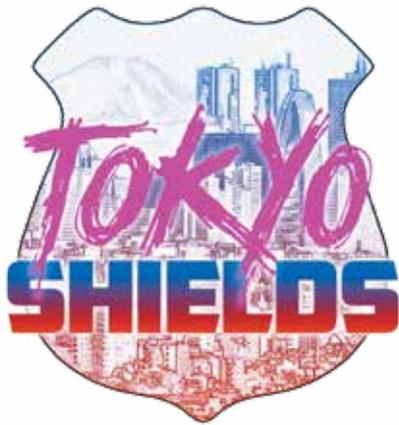
In 2123 robot assisted crime and threats from artificial intelligences have become increasingly common and standard police resources cannot effectively deal with them. In Tokyo, the dedicated detectives and emergency response workers of the Special Human Intervention and Emergency Labour Division work to protect the citizens from these advanced technological threats. These are their stories...

Tokyo Shields follows the police officers and other emergency aid workers of Tokyo's newest and most advanced district - Ward 24. In the world's most advanced residential arcology, and home to Japan's most powerful cybernetic and AI manufacturers, there never seems to be a day where the operatives of S.H.I.E.L.D. 24 are not needed.

THE PRECINCT CREW

Each of the Tokyo wards has their own S.H.I.E.L.D. and the brave men and women of Ward 24 are the best of the best. Of course, they need to be as they not only struggle with technology gone mad on a daily basis, but also the interpersonal challenges of working in such a stressful job!

Name	Type	Pilot Skill	Speed	Defense	Armour	Close	Short	Medium	Long	Upgrades	Points
Chibi Usagi	Scout	4+	6	3	3	0	0	3	6	Cautious, Stealth, Chain attack (Long)	11
OverWatch	Scout	4+	7	2	6	2	2	2	0	Cautious, Leader (2), Mechanic	12
Michiko	Light	4+	6	2	8	2	3	3	0	Rivals, Reckless, Agile	13
Sasha	Light	4+	6	2	6	3	3	4	0	Tactician, Rivals, Parry (Close)	13
Izumi	Light	4+	6	2	6	2	0	3	5	Eagle Eyes, Well-Oiled, Climb	13
Goro	Medium	3+	5	3	10	4	4	2	0	Veteran, Well-Oiled, Parry (Close)	16
Cops	Infantry	4+	4	2	1	0	1	1	0		2
Command Van	Tank	4+	4	2	4	0	0	3	0	Command Module, Anti-Aircraft (Medium)	6

THE PERPS

When criminals aren't using labour 'frames for bank robberies, or construction 'bots are malfunctioning Down Town, the members of SHIELD 24 are busy thwarting rogue AI's, stopping street races between hot rodders, and capturing run-away drones.

Name	Type	Pilot Skill	Speed	Defense	Armour	Close	Short	Medium	Long	Upgrades	Points
Hot Rod Robo Racer	Scout	4+	8	1	6	2	2	2	0	Fast	9
Criminal Mastermind	Scout	3+	6	3	6	3	3	0	0	Nemesis, Quick Reflexes, Tactician, Rapid Reboot, Target Tracking	13
Armoured Thug	Light	4+	5	3	6	2	4	4	0		10
Rogue Robot	Light	4+	5	3	7	3	3	3	0	Fearless, Hands	12
Labour Frame	Medium	4+	5	3	10	5	5	0	0	Heavy	13
Military Droid	Heavy	4+	5	3	12	0	3	4	5	Fearless, Blast (Long)	14
Street Thug	Infantry	4+	4	2	1	0	1	1	0		2
Car Full of Thugs	Tank	4+	5	2	2	0	2	2	0	Turreted (Short)	5
Rogue Drone	Flyer	4+	6	2	2	0	1	1	1	Fly, Chain Attack (Medium)	5

Each of the eight cards contains the following labels:

Card 1 (top left):
PILOT · SPEED · DEFENSE · ARMOUR · CLOSE · SHORT · MEDIUM · LONG

Card 2 (top right):
PILOT · SPEED · DEFENSE · ARMOUR · CLOSE · SHORT · MEDIUM · LONG

Card 3 (second row left):
PILOT · SPEED · DEFENSE · ARMOUR · CLOSE · SHORT · MEDIUM · LONG

Card 4 (second row right):
PILOT · SPEED · DEFENSE · ARMOUR · CLOSE · SHORT · MEDIUM · LONG

Card 5 (third row left):
PILOT · SPEED · DEFENSE · ARMOUR · CLOSE · SHORT · MEDIUM · LONG

Card 6 (third row right):
PILOT · SPEED · DEFENSE · ARMOUR · CLOSE · SHORT · MEDIUM · LONG

Card 7 (bottom left):
PILOT · SPEED · DEFENSE · ARMOUR · CLOSE · SHORT · MEDIUM · LONG

Card 8 (bottom right):
PILOT · SPEED · DEFENSE · ARMOUR · CLOSE · SHORT · MEDIUM · LONG

GUNFRAME
ANIME MECHA BATTLE GAME

GUNFRAME SQUADRON RECORD

SQUADRON NAME / DESCRIPTION:

SYMBOL

Name	Type	Pilot Skill	Speed	Defense	Armour	Close	Short	Medium	Long	Upgrades	Points

GUNFRAME
ANIME MECHA BATTLE GAME

THE TURN

1. INITIATIVE PHASE
Start of turn
Focus Points
Roll for initiative

2. ACTIVATION PHASE

3. END PHASE
End of turn
Reserves
Discard Focus Points
Allocate Victory points
New turn

ACTIVATING MECHA

Players take turns activating units. Units may complete up to two actions:

- ► **MOVE**
- ► **ATTACK**
- ► **TARGET LOCK**
- ► **EVADE**
- ► **SPECIAL**

MOVEMENT

Move up to Speed value in inches.

- ► **Base contact** - ends move
- ► **Obstacles** - no move penalty
- ► **Blocking** - cannot move through
- ► **Difficult** - 1 inch costs 2 Speed
- ► **Dangerous** - make Pilot Skill roll
- ► **Elevated** - units may move over features less than half their height

COST	BASIC POWER ATTACK	
1	DISTRACT	Target can only take one action when activated.
1	RECOIL	Target is knocked back.
1	SWING	**(Close)** Move the target around the attacker.
2	KNOCK DOWN	Target is knocked down.
2	THROW	**(Close)** Target knocked back and knocked down.
3	SHUT DOWN	Target is shut down.
X	EXPLODE	All units within X" suffer 1 damage.
X	SUPRESSION	An area of X" becomes dangerous terrain.
COST	SPECIAL POWER ATTACK	
1	TARGET PAINTING	Place a Target Lock counter on the target.
X	BLAST	All units within 3" of target suffer X hits.
X	BURN	Target immediately suffers X additional hits.
X	CHAIN ATTACK	X units within 2" of target suffer 2 hits.
X	RUN AND GUN	Attacker may immediately move X".

ATTACK SEQUENCE

1. Declare target
2. Check Line of Sight
3. Check range
4. Firepower roll
5. Defense roll
6. Damage
7. Power attacks

RANGES

- ► **CLOSE** - up to 1"
- ► **SHORT** - up to 8"
- ► **MEDIUM** - up to 16"
- ► **LONG** - up to 24"

ATTACK MODIFIERS

- ► **[+1D]** **Charge**
- ► **[+1D]** **Crossfire**
- ► **[+1D]** **Elevated**
- ► **[+1D]** **Rear Attack**
- ► **[+1D]** **Shut down**

POWER POINTS

Each "6" rolled generates 1 power point to spend on **power attacks**.

DEFENSE MODIFIERS

- ► **[+1D]** **Obscured**
- ► **[+1D]** **Cover**
- ► **[+2D]** **Heavy Cover**

DODGES

Each "6" rolled in defense allows the defender to move 1".

TARGET LOCK

A unit may only make one target lock action per turn.

- ► Remove an Evade counter, or
- ► Place a Target Lock counter

Remove a Target Lock counter from an enemy figure to:

- ► **FOCUS FIRE** - add +2D6 to the firepower pool
- ► **PRECISE STRIKE** - attacker may re-roll firepower dice

EVADE

A unit may only make one evade action per turn.

- ► Remove a Target Lock, or
- ► Place an Evade counter

Remove an Evade counter from a friendly figure to:

- ► **EVADE** - re-roll defense dice

FOCUS POINTS

A unit may only have one Focus Point spent on it per turn. Spend Focus Points on the following:

- ► Rapid fire
- ► Fast movement
- ► Reaction
- ► Specific upgrade abilities

REACTIONS

Spend a Focus Point to react to an enemy figure.

A unit may react if it has not yet activated or reacted this turn and:

- ► Is attacked by an enemy, or
- ► Is Target Locked by an enemy, or
- ► An enemy completes a move action within LoS

A reacting unit may perform a single attack, move or evade action.

Attack actions may only be made against the unit that caused the reaction.

DESIGNER'S NOTES

I have a confession to make - I wrote **GunFrame** for myself. I wanted to play a game where my giant fighty robots ran, dived and sprayed missiles like they do in my favourite anime. I wanted to play a game where my pilots were cool mecha aces with relationships and histories and passions. I wanted to play a game where manoeuvre and position created tension, but didn't bog down into stalemates or games of paper-scissors-rock. Most of all, though, I wanted to play a mecha game that was fast and fun and let me easily use any mecha figures I wanted. I think I have achieved it, and I hope you do too.

At it's heart, **GunFrame** is a game of abstractions. This was a conscious decision in order to maximise the flexibility of the rules.

The game design process started with the gunframes themeselves. Everything was built so as to create options and opportunities for you, the players, to create the types of mecha you love. The frame, loadout and upgrades system lets you create mecha tailored to your own model collection or preferred source material. The abstract nature of the weapon loadout system lets you use your imagination to describe the cool weaponry and awesome effects of your warmachines, helping to maintain game balance, speed gunframe design and avoid long, dry lists of weapons and special equipment.

I particularly like the way pilot upgrades turned out - especially linked upgrades. They instantly create relationships between your mecha pilots and help you identify with the bold warriors in the cockpits.

For game play itself, I had two main goals. First, games had to feel fast-paced, like the wild technicolour battlescenes that make anime such the spectacle it is. The films and series that inspired **GunFrame** are filled with wild action where mecha are shot, stabbed, blasted, punched, kicked and thrown across the battlefield before rolling back to their feet and returning fire. **GunFrame** keeps the action quick and simple with a single basic attack, but creates opportunities for the reckless action and dramatic fight scenes of the source material through the power attack system. There is no need for pauses while a player decides what kind of attack to use - check the range, roll the appropriate number of firepower dice and then spend any 6's on awesome finishing moves!

The second goal was to create a sense that this was futuristic combat between highly advanced fighting machines, without bogging down in long lists of modifiers and special rules. Electronic warfare, target locks, and all the tropes that go along with such things are staples of science fiction and **GunFrame** incorporates them too. The Target Lock and Evade actions give players a chance to pull off cool moves and apply pressure to your opponent. When combined with some of the pilot upgrades, or used in conjunction with reactions, these two actions also provide a lot of tactical choices for play beyond the obvious bonus to attack or defense.

At all times in the design of **GunFrame**, I was guided by the "rule of cool". Whenever I was left with a choice between realistic or cool, I always went for what felt the most fun, looked the most interesting on the tabletop, or created the most entertaining result for both players. Sometimes this has resulted in rules that don't seem particularly realistic, but when you are talking about house-sized robots piloted by teenagers and weilding rail-gun rifles and vibro-katanas, you have to draw the line somewhere!

I have loved writing **GunFrame**. This is the mecha game I wanted to play and I hope it is the mecha game you want to play too.

- Nathan Russell
June, 2018

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Gleaming white mecha and technicolour explosions; the swing of mighty steel fists; the krak-krak-krak of anti-tank guns slung like rifles; a cloud of missiles raining down on an exposed mecha before it deftly rolls out of the way or meets its fiery doom. Young pilots, grizzled veterans and the tangled web of relationships that play out against the backdrop of war and clashing robots.

GunFrame is a fast-playing, exciting and tactically challenging miniature wargame. It has been built from the ground-up to let you play out the spectacle of mecha-on-mecha combat as portrayed in your favourite anime. Use any mecha miniatures to engage in small clashes between a handful of robots, or all-out battles with mecha supported by conventional units including infantry, tanks and aircraft. This complete game also includes rules for building your own units, transforming and combining mecha, unusual environments including underwater and space, and more than seventy upgrade abilities to customise your mecha and pilots.

Gear-up, strap in and launch your gunframe. It's time for war!