



Palladium Books® Presents:

ROBOTECH®

R P G T A C T I C S™



Rules by Carmen Bellaire and David Freeman



First Printing

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TABLE OF CONTENTS

Welcome to Robotech	3
History of the Macross Saga	4
The Rules	8
The UEDF, United Earth Defense Force	30
The Zentraedi Armada	54
The Malcontents	70
Fighting a Battle, Scenarios	72
Campaigns	84
RPG Applications	92
Painting Guide	95
Index	111



ROBOTECH[®]
RPG TACTICS™

Welcome to Robotech[®]

Robotech[®] is more than an anime with cool combat robots, aliens and dynamic fight scenes. It's a show filled with humanity and emotion. It speaks to the human condition, individuality and the power of freedom. What scares the giant invading aliens more than the SDF-1? Human emotion and individual expression. How many television "cartoons" had ever done that before 1985? Not many. Not like this. Heck, how many have done so since? Not enough.

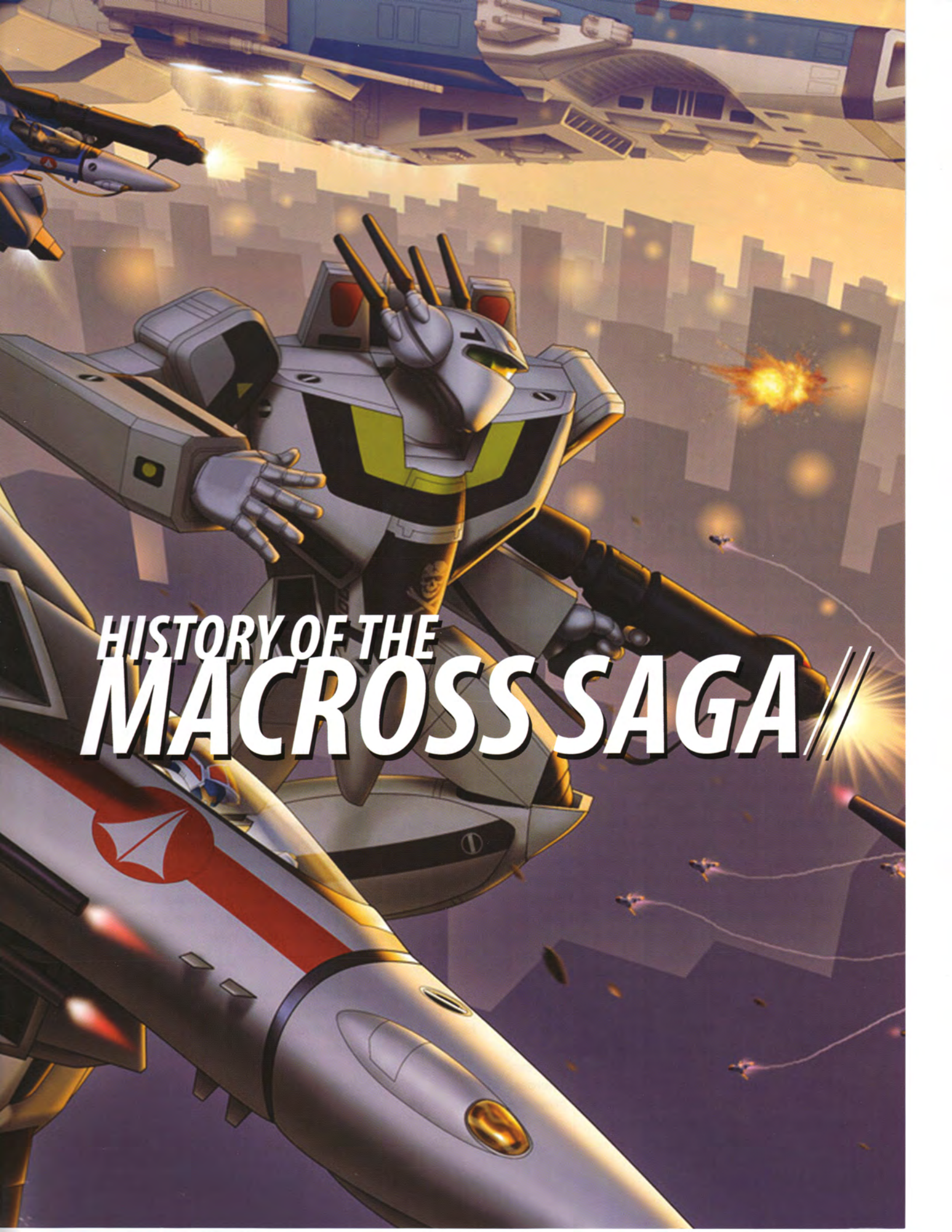
Sure, there is some corny dialogue and kid goofiness, but overall, **Robotech[®]: The Macross Saga** is a compelling, powerful story. [SPOILER ALERT for those of you who have not watched the anime.] For example, take Roy Fokker's famous death scene. In another show our hero might have gone out in a blaze of glory – and in a way, he did. Roy had engaged in a deadly aerial dogfight against Zentraedi forces for the umpteenth time. As always, he was capable and courageous. After the skirmish, Roy went home. He said hello to his lady love and fell over dead, riddled with wounds from the battle. My children were stunned. I was stunned. Everyone watching for the first time is. My son, Adam, eight years old at the time, gasped and exclaimed, "Why didn't Roy go to the hospital?!" Good question. Could it be that our flamboyant hero was tired of war? That he wanted it to end for him? And now that he knew the torch had been passed to Rick Hunter and a new generation of heroes, he could let go and find peace? That's powerful storytelling. That's epic. That's **Robotech[®]**.

When I had the privilege of creating a Robotech[®] role-playing game, I made sure to capture the power, emotion and humanity. Those kind of poignant moments and strong characters are all possible in any version of Palladium's **Robotech[®] RPGs**. So is dynamic combat and battle action. With role-playing games, however, the action takes place with words and imagination. That's cool and your gaming memories are as vivid as the anime, but it can be difficult to visualize combat, especially mass combat.

That's how **Robotech[®] RPG Tactics™** was born. The desire to create game pieces and an expanded game mechanism to enable gamers to engage in combat skirmishes and mass battles. Something never quite possible before. This required additional game rules and expertise outside Palladium's wheelhouse. When we met the creative team at Ninja Division we knew instantly they were the people to help us expand the Robotech[®] gaming experience to new dimensions. I think you'll agree.

As always, this game is designed to capture the Robotech[®] experience and please fans. If you've never heard of Robotech[®] before, hang on tight, because you're in for a thrill-ride. Game on!

– Kevin Siembieda, 2014



HISTORY OF THE
MACROSS SAGA //

"This will save the human race from destroying itself, Doctor, and that makes it a kind of miracle. But history and legend tell us that miracles bear a heavy price."

Henry Gloval,
Captain, SDF-1

In the closing years of the 20th Century, human civilization was tearing itself apart as nation turned on nation in the Global War. No single country or power block was capable of ending the conflict and strife. No end seemed in sight. That changed in July, 1999, when an alien spacecraft broke out of hyperspace and tore through Earth's atmosphere. The massive vessel crashed on **Macross Island** in the South Pacific. Its shocking appearance was a wake-up call to the governments of Earth that prompted a cease-fire and elicited a multi-national investigation of the alien spacecraft.

Dubbed the **Macross Project**, the crash site was immediately sealed off and the process of uncovering the vessel's hidden secrets begun. The alien warship would be scrutinized by the greatest engineering and scientific minds across the globe. The result would bring a quick end to the Global War.

What could be so terrifying that it could bring the war to such an abrupt end? For starters, the spaceship confirmed that we were not alone in the universe. Other intelligent beings did exist and they were an advanced species capable of building something extraordinary.

Second, the spacecraft was an engine of destruction beyond anything humans could imagine. Its advanced weapons, robots and technology far outstripped the military might of every nation on Earth. Not only that, but from what could be gleaned from the crashed warship, the aliens were 30-50 foot (9.1 to 15.2 m) tall giants and a warrior culture bent on the conquest and subjugation of other worlds and civilizations.

Third, the alien warship was capable of warping space to cross vast interstellar distances in an instant. Though there was no evidence that the aliens knew where this warship had crashed, there was no doubt this vessel was important and that its alien owners would come looking for it. That meant Earth was in real danger of alien invasion. With luck, that day would never come, but if it did, the people of Earth needed to be ready.

It was this last concern that stopped the fighting between nations and galvanized them with one purpose: To unravel the mysteries of the alien technology and use it to create an array of new advanced war machines that could repel an alien invasion should that day ever happen. United by the all too real prospect of invasion from space, the warring nations put aside their differences and pooled their resources to create a United Earth Defense Force. The global leaders also took steps to begin the process of world unification under one governmental body.

The multi-national leaders put in charge of the **Macross Project** developed a four step plan. First, they would deconstruct the vessel and its contents and learn all they could about the alien technology, dubbed "Robotechnology."

Second, they would rebuild the alien vessel as an aerospace battle fortress. The rebuilt ship was designated to serve as a new class of space vessel, a Super Dimensional Fortress, and christened the **SDF-01 UES Macross**. It would serve as the flagship of the new UEDF space fleet in simultaneous development.

Third, they would create a new generation of weapons and robot war machines the likes of which had never before been seen. Two major agendas were initiated: Project Excalibur and Project Valkyrie.

The mission of **Project Excalibur** was to build a new type of armored vehicle, called Destroids, a sort of walking tank capable of going toe to toe with giant alien invaders and which carried the firepower of a conventional armored platoon.

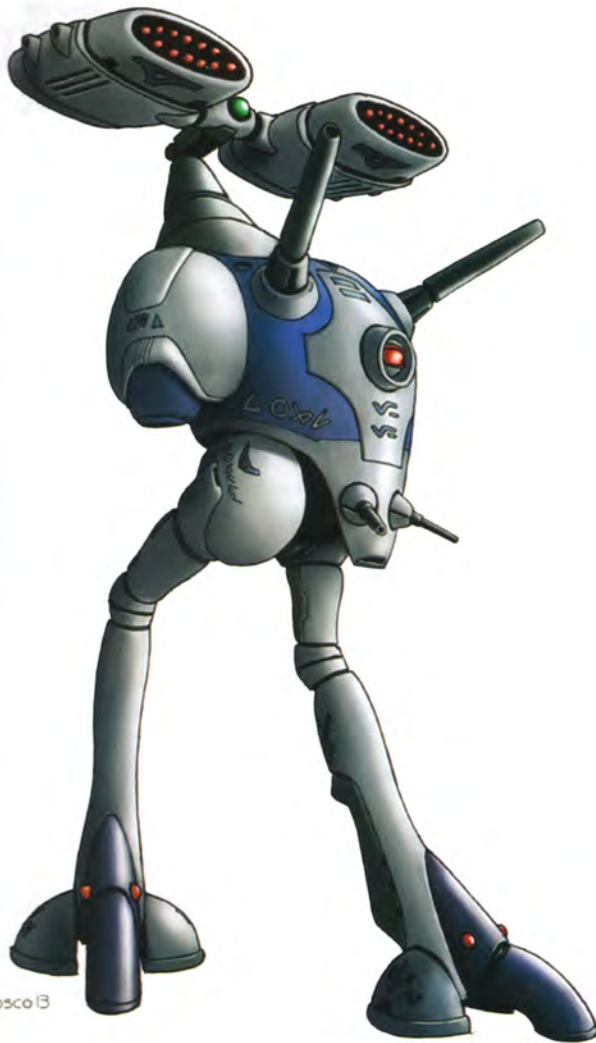
Project Valkyrie involved the development of an aerospace fighter designated as a Veritech. A fast response, combat vehicle that could switch modes between three unique configurations: Fighter (combat vehicle), Guardian (something between vehicle and robot) and Battloid (a humanoid shaped robot).

Finally, the Macross Project would create a new armed force to deploy their massive war machines and crew

HISTORY OF THE MACROSS SAGA

their new space navy. This new, elite fighting force would be known as the United Earth Defense Force or UEDF, for short. It would be made up of grizzled veterans of the Global War and the raw new recruits trained by them, all hand-picked for their courage and dedication to Earth's defense. By the time the VF-1 Valkyries entered active service in January of 2009, the UEDF was in place and the fleet prepared for the launch of the SDF-1 a month later. Everything accomplished was a feat of military organization and cooperation between a majority of the world's nations.

The February 2009 launch ceremony for the SDF-1 was cut short when an alien fleet arrived in near lunar orbit. Nobody, not even the ship's own crew, were prepared when the main guns of the SDF-1 activated on their own and fired upon two alien scout ships as they approached the Earth. The alien vessels were obliterated. The automated defense system hidden within the SDF-1 had drawn first blood in what would become known as the *First Robotech War*.



TIMELINE OF THE MACROSS WAR

1999 ▶ Alien spaceship crashes on Macross Island. Its arrival puts an end to the Global War.

2000 ▶ Scientific analysis of the alien vessel and its contents leads to the development of mecha capable of defending against an assault by giant, alien invaders. Construction of the SDF-1 begins.

2001 ▶ Construction of Mars Base Sara. Project Excalibur launches development of the first Destroids. Civilians begin to emigrate to Macross Island to work on the SDF-1 Project and Macross City is established.

2002 ▶ Construction of the Earth Defense Command Center (the Grand Cannon) begins in secret at a remote location in Alaska. Project Valkyrie develops the first Veritech Fighters.

2003 ▶ Construction of the ARMD ("Armor") series of space carriers begins in low Earth orbit.

2005 ▶ In January, the United Earth Government (UEG) is officially established and the UEDF begins its recruitment.

2006 ▶ The Destroids begin to enter operational service starting with the Tomahawk.

2007 ▶ Mass production of the VF-1 series Valkyrie Veritech Fighters begins.

2009, January ▶ The VF-1 Valkyrie begins operational service, but is limited to "fighter mode" only operations to maintain absolute secrecy surrounding the true mission capabilities of the transformable combat aircraft.

2009, February ▶ The SDF-1 prepares for its maiden voyage. Its official launch ceremony is interrupted by the arrival of the Zentraedi Space Fleet and the firing of the SDF-1's main guns. These two related events mark the beginning of the First Robotech War.

The SDF-1's space fold system malfunctions, taking it, Macross Island, several naval vessels and some of the surrounding ocean into orbit near Pluto, resulting in the loss of the space fold system.

2009, March ▶ At the edge of the solar system, the crew of the SDF-1 manage to recover and attach the Prometheus and Daedalus to the body of the battle fortress, in effect, giving it a pair of arms. The civilians of Macross City are rescued and the city is rebuilt inside the massive SDF-1. Loss of the space fold system, however, prevents the SDF-1 from firing its main gun without first performing what becomes known as the



“modular transformation” of the entire vessel. To get home to Earth, the ship must battle the Zentraedi fleet every inch of the way. It is the Zentraedi’s desire to reacquire, not destroy, the SDF-1, and the unrelenting courage of everyone aboard the ship prevents its capture by the alien warriors.

2009, May ▶ The SDF-1 engages a Zentraedi strike force in the Battle of Saturn’s Rings.

2009, October ▶ Mars Base Sara is destroyed in a failed attempt by the Zentraedi to capture the SDF-1.

2010, March ▶ The SDF-1 returns to Earth after months of constant battle with the Zentraedi. It lands in the Pacific Ocean after punching through a Zentraedi blockade around Earth. UEG refuses to allow the civilians aboard the SDF-1 to disembark and return home. The vessel is quarantined.

2010, June ▶ The SDF-1 is ordered to leave Earth and sortie away from the planet.

2011, January ▶ The Grand Cannon is completed at the Earth Defense Command Center in Alaska.

2011, March ▶ The Zentraedi launch a major assault on the SDF-1. Meanwhile, some micronized Zentraedi begin to defect to the UEDF.

2011, April ▶ The Zentraedi armada of nearly 4 million warships arrives in orbit around Earth. An all-out attack devastates more than 70% of the planet’s surface. With the help of the Grand Cannon and Zentraedi defectors to the UEDF, the SDF-1 manages to defeat the Zentraedi armada and bring an official end to the First Robotech War. The SDF-1 returns victorious to Earth.

2012 ▶ The United Earth Government (UEG) re-establishes itself and begins reconstruction of its shattered world. The remaining Zentraedi population is assimilated into the human culture with mixed results. Bands of rogue Zentraedi known as “Malcontents” engage in raids and sporadic attacks against civilian communities around the world.

2013 ▶ A combined UEDF-Zentraedi force captures the last remaining Robotech Factory. They transport it back to Earth to build a new and bigger fleet of spaceships and mecha.

2014 ▶ Rogue Zentraedi launch the Battle of New Macross City, destroying both the SDF-1 and the recently completed SDF-2 in a brazen suicide attack. Thus marks the end of the Macross Saga.

The visor of his flight helmet fogged up a bit as the fighter pilot raced across the airless flight deck to his waiting VF-1A Valkyrie. His boots thumped across the metal deck as he ran. He felt lighter than air when he jumped for the first rung of the entry ladder and wrapped his hand around the lip of the cockpit. A quick jerk and a leg over, and he was seated inside and closing the canopy, ready to go.

As he ran through a quick pre-flight and started the twin FF-2001 fusion turbines, his thoughts drifted to Irene. He hoped she would be safe here on the SDF-1 as he went out to join his squadron against another Zentraedi assault. He knew he and his fellow mecha pilots were all that stood between the alien marauders and the assailed battle fortress. If they failed, who would protect those left behind on the SDF-1? He tried hard to clear his mind of such thoughts. It was his job to make sure that never happened, and he wouldn’t fail in that task.

He could feel a shudder run through the mecha as it began to taxi away from its restraining blocks. The deck officer flagged him to an available takeoff runway and gave him the green to go. The landing wheels sent a gentle hum through the cockpit as he picked up speed. He caught a quick glimpse of the battle raging outside as his wheels left the flight deck.

Radio chatter echoed through his helmet as he looked to join his squadron. “Red Leader to Red Four, are you ready to get into the thick of it, son?”

“Yes, sir!” he replied as he pulled into his position to the left wing of Red Leader. “Ready as always.”





Robotech® RPG Tactics™

THE RULES



Welcome to Robotech[®] RPG Tactics[™]! If this is your first foray into the world of powerful mecha and heroism that is Robotech[®], you are set to discover an exciting new realm of gaming and adventure. Join the United Earth Defense Force (UEDF), the Zentraedi Fleet (alien invaders) or the Malcontents (rebels), to engage in epic battles to defend the Earth or conquer it.

While this book contains rules and scenarios to play with the game pieces included in the box set, it is also the starting point for players to build a fighting force of their own, and lead that force to glory on the battlefield.

Whether you are a hardened veteran of the Global War or a fresh-faced, new recruit to the UEDF, you will soon be assembling and commanding units of massive war machines on Earth and in the cold depths of space.

LEARNING THE RULES

For those of you familiar with tabletop strategy games of this kind, learning the rules to Robotech[®] RPG Tactics[™] will be a piece of cake. Have fun and take no prisoners.

For those of you new to such games, these rules may look unfamiliar and even a bit daunting. Ah, but looks can be deceiving. Once you know them, the tactical rules are fairly simple, straightforward and intuitive. Most of all, they are fun and capture the speedy combat of the Robotech[®] anime.

Our recommendation is to read the rules over to get an idea of game play. Then, dive right into playing the

Introductory Scenarios, which start small and slowly build to help you get the hang of things. Don't over-think it or worry too much. Sure, you'll make some mistakes. Sure, you'll need to refer to this handy rule book often (we do, all the time). However, after you get the feel for the rules and the tabletop action, game play becomes very fast. For example, when most newbies play the first few times, a typical 300 point game takes an hour to an hour and a half to complete. But after you become familiar with the rules, most 300 point games last 30-40 minutes. You'll also notice that after the rules become second-nature to you, you'll start to incorporate more strategy and tactics into your games.

GENERAL CONCEPTS & DEFINITIONS

MECHA

The game pieces used to play Robotech[®] RPG Tactics[™] are referred to as "mecha." Each mecha represents a single fighting entity with its own weaponry and capabilities. To reflect this, each has its own mecha profile. It is important to note that all game pieces are referred to as "mecha" in these rules, even if the actual game piece in question is an aircraft, cargo truck, or a 40 foot tall Zentraedi warrior.

Friendly Mecha ▶ This refers to members of the same army or allied force, mecha controlled by the same player or otherwise fighting on the same side, for the same cause.

Enemy Mecha ▶ This refers to mecha on the opposing side of the battle, those controlled by an opposing player.



GAME RULES

MECHA ATTRIBUTES

Speed (SPD) ▶ How far in inches the mecha can move.

Piloting (PIL) ▶ An indication of how well the mecha handles, its overall performance, how capable it is in hand to hand combat, and how well the mecha Dodges.

Gunnery (GN) ▶ How accurate the mecha is with its ranged attacks.

Defense (DF) ▶ A measure of the mecha's resistance to damage or how difficult it is to hit.

WEAPON SYSTEMS

Weapon systems are the myriad types of missiles, lasers, particles beams, and gun pods employed by the UEDF, Zentraedi Fleet and the Malcontents to wage war. Like the mecha themselves, weapon systems have a few attributes:

WEAPON ATTRIBUTES

Range (RG) ▶ The distance (in inches) in which a weapon system can target and attack an enemy mecha. For Example: A weapon system with a range of 12 may be used against an enemy that is within 12 inches of the attacking mecha.

Mega-Damage (MD) ▶ The amount of MDC a mecha loses when it is struck by the weapon system, assuming that the target didn't Dodge the attack.

SQUADRONS

Soldiers, even ones that are deployed in tanks, planes, or mecha, are trained to operate in squads, as wingmen, in teams, or in similar groups. These groups are called "squadrons" in **Robotech® RPG Tactics™**. In most cases, a squadron will have several mecha in it. While all of the mecha in the squadron are a fighting unit, they are not forced to stay together, and may split up and move around as their player wishes throughout the game.

MEASURING DISTANCES

In **Robotech® RPG Tactics™** distances are measured in inches with an accurate tool, such as a flexible tape measure. You may take any measurement you wish at any time. The distance between two mecha is determined by measuring the distance between the two closest points of their bases.

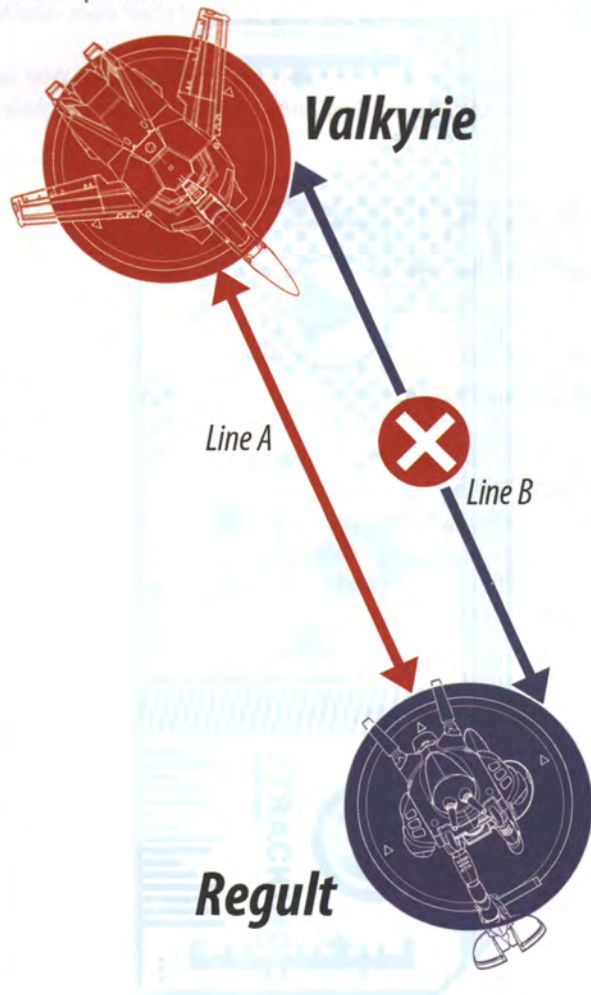


Fig. 1: Measure Line A, not Line B, to determine how far apart the Valkyrie and Regult are.

If a mecha is required to move directly toward another mecha or obstacle for some reason, draw an imaginary straight line through the center of both objects (bases, center of terrain element, etc.) and move that mecha along the line.

Although **Robotech® RPG Tactics™** is a three-dimensional game of mecha combat, all the measurement done in the game is performed only on horizontal distances, ignoring elevation, because most of the mecha in **Robotech®** are ground based units (Destroids, Battlepods, etc.), and even the aerial mecha (Valkyries, Gnerls, etc.) tend to fly nap of the earth to take advantage of cover and stay out of the line of fire. Note that this applies to all

measurement in the game, even though you will often be drawing Line of Sight on the diagonal.

There are times when you must replace one game piece with another during the game, like when a Valkyrie changes from one mode to another, or when a mecha jettisons a modular upgrade. In these situations, the player **MUST** ensure that the new game piece is centered over the exact same location as the game piece being replaced. This prevents the mecha from gaining or losing a few inches of movement when the game pieces are swapped out.

A player may **ALWAYS** pre-measure any range or distance at any time. This can be helpful when moving your mecha, checking to see which enemy is in optimum firing range, working out the effect of a special ability, etc. Try to avoid pointless measuring and re-measuring, as that can slow down the game.



DICE

Throughout a game of Robotech[®] RPG Tactics[™] you will regularly need to roll dice to determine the outcome of your actions. The die used in Robotech[®] RPG Tactics[™] is the standard, cube shaped, six-sided die or **D6**. If you need to roll more than one die it will be written like this: **2D6** (meaning 2 six-sided dice). Some of the time you will add together the results of multiple dice that are rolled to get a "total," but most of the time you will be looking for the result that is scored on each die separately. If a total is needed, it will be written as "the total of 2D6." Sometimes you may be asked to roll a **D3**. In this case, roll a D6 and divide the result by half (round up any fractions) to determine the final number rolled.

RE-ROLLS

Sometimes you may be allowed to re-roll dice that you have already rolled and failed. This works just how it sounds. Pick up those dice and roll them again, keeping the new results of the re-roll and ignoring the original dice roll. You can never re-roll a given dice roll more than once, even if there are multiple rules or abilities that would allow you to re-roll the result.

AUTOMATIC SUCCESS & FAILURE

Every mecha has a chance to either succeed or fail when it undertakes an action, no matter how abysmal or extraordinary the pilot is. If a natural 6 is rolled, that roll will hit or succeed regardless of attributes or other modifiers. If a natural 1 is rolled, that roll will miss or fail regardless of attributes or other modifiers.

ROUNDING

Whenever you need to round off a number, you should round up to the nearest whole number unless specifically told to round down by the rules. Damage should always be rounded to the nearest whole MDC/MD point. Movement, on the other hand, should be rounded to the nearest half inch.

RULES PRIORITY

Robotech[®] RPG Tactics[™] is an in-depth game providing a wide range of mecha and tactics, but the rules are easy to learn. They lay out the basic mechanics of the game upon which all other game mechanics are built. The various mecha and weapon special abilities modify the standard rules under certain circumstances, taking precedence over them. As a general rule, unless otherwise specified, multiple instances of the same special ability or modifier are not cumulative, even when they are provided by different sources. However, different special abilities and modifiers are cumulative, even if they have similar effects.

LINE OF SIGHT

Line of Sight is used to determine what a mecha can see. Many different rules and situations rely on whether a mecha has line of sight (LOS) to another mecha or not. Sometimes it will be obvious that a mecha has line of sight to another mecha, while other times you may need to get in close to try and get the "mecha's eye view" so you can determine if there is anything in the way. A piece of string or a laser pointing device can be very useful in determining a true LOS.

When you wish to determine if one mecha has LOS to another, draw an imaginary straight line from the center of the acting mecha's torso (or hull for non-humanoid game pieces) to the center of the target mecha's torso (or hull). If the line isn't completely blocked by another mecha, terrain, or anything else, then the acting mecha has LOS to the target.

Field of view is a sub-concept of **Line of Sight**. To determine what is in a mecha's field of view, draw an imaginary line from the center of the acting mecha's torso or hull to a given point. If the imaginary line isn't blocked then the point is within the Mecha's field of view.

If the LOS line can be drawn, the mecha can see enough of its target to affect it. If it is possible to draw LOS but 25% or more (a leg or more) of the mecha is blocked from the opposing mecha's field of view, the target is in cover and will get cover bonuses against any attack made against it (see the Cover section in the Ranged Combat rules). A mecha is only out in the open if more than 75% of the mecha is within the field of view of the mecha drawing Line of Sight.

Mecha in the same squadron as the mecha that is attempting to establish a Line of Sight never block the LOS or Field of View to the target, as it is assumed that all of the mecha in a squadron are in communication and will shift around slightly to clear the Line of Sight for each other. Note, however, that this does not actually allow you to physically move your mecha out of the way

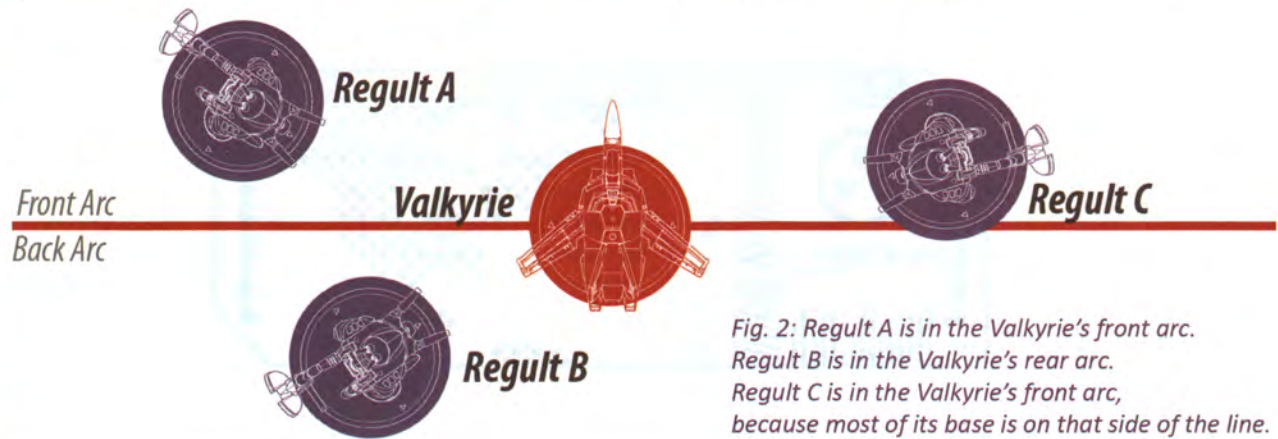
FACING AND ARCS

A mecha's facing is the direction in which the game piece is pointed. Each mecha has a front and rear arc. The 180° to the front of the mecha is its front arc and the 180° to the rear of the mecha is its rear arc. Marking the mecha's base will help you to indicate the mecha's front and rear arcs. If there is no marking, then the dividing line between the front and rear arcs is the lateral line of the mecha's shoulders, or a similar dividing line if the mecha has no shoulders.

Normally, a mecha can only draw its LOS and attack through its front arc. As a default, a weapon system can only be used to attack targets in the mecha's front arc, unless it has some special ability (Rear Fire, pg 29) to see and attack what is behind it. This means that most

mecha are easier to attack from the rear arc, because the mecha cannot see or shoot at what is behind it. Mecha can turn to face whichever direction the player desires while moving (unless otherwise noted; see the Aircraft ability, pg 24).

A mecha is said to be "facing" an enemy when the enemy is in the mecha's front arc. Likewise, a mecha may only make a Back Strike on an enemy when the mecha is in that target's rear arc. Additionally, a mecha is directly facing a target when the center of its front arc lines up with the center of the target's base, or the center of the target if it has no base. If a target is positioned directly along the line between the front and rear arcs, it is in the front arc.



COMMAND POINTS

Command Points are the basic game resource of Robotech® RPG Tactics™, representing the overall leadership of a player's army, their fighting spirit, and ability to go above and beyond their normal limits. In each Command Phase, players get a number of Command Points to spend during that turn equal to the number of mecha they have on the battlefield at that time, plus the total Leadership abilities (see Mecha Special Abilities, pg 24) of mecha they have on the battlefield at that time. Command Points can be used to pay for a variety of special abilities and have several other common uses:

- A Command Point can be used to attempt to steal an Activation or to attempt to block the theft of an Activation.
- A Command Point can be spent to attempt to boost the mecha's SPD when it moves. On a successful Piloting check, the mecha can move an additional number of inches equal to its SPD for that Movement Step only.
- When a mecha attacks at range, Command Points may be spent to allow it to attack with additional weapon systems. Any number of additional weapon



systems on the mecha may be used, at the cost of one Command Point per additional weapon system used.

- When a mecha attacks in hand to hand combat, Command Points may be spent to make additional hand to hand attacks at the cost of one Command Point per additional hand to hand attack made, and some attacks require a Command Point to be made at all.
- When a mecha is hit by an attack, a Command Point may be spent to allow it to attempt to Dodge at the cost of one Command Point per attack that the mecha tries to Dodge.
- When a mecha is hit by an attack with the Missile special ability, it may attempt to shoot down the missile attack before it can damage the mecha, with any available weapon system, at the cost of one Command Point. There is no cost if the mecha uses an Anti-Missile system. Note that in either case, this replaces attempting to Dodge the incoming missiles.
- When a mecha is hit by an attack it may Roll with the Impact, reducing the MD of the attack by half (round any fraction down), at the cost of one Command Point. This can be done even if the mecha had previously tried to Dodge that same attack and failed (or failed to shoot down missiles).

These are the standard things that Command Points can be spent on. Any other ability or rule that requires Command Points to be spent will say so in its description.

THE TURN

A game of **Robotech**[®] **RPG Tactics**[™] is played in a series of turns. Each turn, the players activate their squadrons, allowing them to move and attack, or perform some other actions permitted by the rules. Once all squadrons have had their opportunity to activate, the current turn ends and a new one begins. The game of **Robotech**[®] **RPG Tactics**[™] (a series of game turns) continues until one side wins the battle/scenario being played.

THE TURN SUMMARY

1: The Command Phase ▶ During the Command Phase, players refill their Command Pool (see Command Points, pg 12) and determine which player will have the Initiative for the turn.

2: The Action Phase ▶ The player who won the Initiative in the Command Phase decides whether he will activate a squadron first or let his opponent activate a squadron first. Players then take turns activating their individual squadrons, acting, moving and attacking with all of their mecha in the activated squadron, until all of their squadrons in play have been activated for the turn.

Once both of these phases are complete, the turn is over and play proceeds on to a new turn starting with the Command Phase once again.

THE COMMAND PHASE

During the Command Phase, players prepare for the upcoming turn by filling their Command Pools and determining which player will activate the first squadron. Anything that happens at the beginning of the Command Phase is resolved before anything else in the Command Phase. Players do the following during the Command Phase:

Step 1 ▶ Refill Command Pools – Each player gathers a number of Command Points equal to the number of mecha they currently have on the battlefield, plus the total Leadership value of all their surviving mecha on the battlefield. These points are their Command Pool for the turn; use the Command Point counters, glass beads or coins to keep track of them. Command Points do not carry over from turn to turn, and any unspent points are lost at the end of the turn.

Step 2 ▶ Determine Initiative – In each Command Phase, both players must roll 2D6 to determine who has the Initiative for the turn; the highest total roll wins. If the rolls are tied, then the player controlling the mecha with the highest Leadership ability on the battlefield wins the Initiative. If both of the highest Leaderships are also tied, then the player who was the last to activate a squadron in the previous turn automatically loses the Initiative. If this happens on the first turn of the game, re-roll for Initiative if the initial rolls and the highest leadership of the two armies are tied. **The player who wins the Initiative** decides whether he or his opponent will activate a squadron first that turn.

Step 3 ▶ Pre-Action Effects – Any rules or other effects which affect the entire battlefield indiscriminately, such as Poor Visibility or special scenario rules, take effect during this step, before the turn moves on to the Action Phase. It is also during this step that the Zentraedi Fleet may bring its available reinforcements back onto the battlefield.

THE ACTION PHASE

As previously stated, during the Action Phase, players take turns activating squadrons beginning with the player determined to go first during the Command Phase. **Each Activation is composed of four steps:** the Activation Step, the Movement Step, the Combat Step and the Resolution Step. All of these steps are performed in sequence as each squadron is activated.

During the Action Phase, the players take turns activating squadrons; moving, acting and attacking with

each mecha in the activated squadron. When a player chooses a squadron to activate, all of the mecha in that squadron are activated.

All events within a given step of an Activation happen in the order that they are performed by the acting player. For Example: The acting player activates a squadron of Valkyries, moves, and then fires on a squadron of Regults during the Combat Step. Each Valkyrie attacks in any order desired by the acting player, and any resulting losses among the Regults are taken off the board immediately as they are destroyed. Then the acting player can have the next Valkyrie attack in the order desired, by simply choosing which one fires next. The order in which they attack does not need to be determined ahead of time, but can be adapted to the situation as enemy mecha are destroyed.

Once all of the mecha in the squadron have finished the four steps, that squadron's Activation is over and the opposing player activates a squadron. Once all of the squadrons on the board have been activated, the turn is over and another turn begins. It is important to note that you don't have to have all mecha in a squadron act in each of the steps; a mecha can opt to do nothing during a step if the player so chooses, while the other mecha in the squadron carry out their actions. However, once you are done with the squadron during a given step, you can't go back to a previous step of the Activation to use a mecha which didn't utilize all of its options during that step. When a step is over, it's over.

Step 1: The Activation Step ▶ During the Activation Step, the acting player chooses which of his squadrons he will activate. Before the squadron is chosen, a player's opponent can spend a Command Point to try to steal the Activation from him, allowing the opponent to select a squadron to activate instead of the acting player (making him the acting player instead). Of course, a player can always attempt to prevent the theft of the Activation by spending a Command Point. In either case, the squadron to be activated **MUST NOT** have already been activated this turn!

The selected squadron is then activated, and any special abilities it has which must be used during the Activation Step can be used now if the player so chooses. For Example: It is now that a Valkyrie (with its Variable Modes ability) can switch modes, and it is also at this point that a VEF-1 or Quel-Regult can use its Electronic Attack Suite ability against an enemy mecha.

Passing the Activation ▶ Whenever one player has fewer squadrons remaining to be activated than his opponent, the outnumbered player may pass on his next

squadron Activation. This forces his opponent to activate another squadron while the outnumbered side waits for a better opportunity to act. However, the outnumbered player cannot pass on activating twice in a row, even if doing so would still leave him with fewer squadrons to activate than his opponent. The outnumbered player must activate at least one of his squadrons before he can pass on activating again.

Stealing the Activation ▶ By spending a Command Point before a player chooses which squadron to activate during the Activation Step, a player can *attempt to steal* the Activation from his opponent (for only that Activation). After paying the Command Point, the player rolls 1D6, and if a 6 is scored then he is successful and steals the Activation. This allows him to activate another squadron immediately, instead of waiting for his opponent to activate a squadron.

The opponent can *attempt to prevent* the theft of the Activation by spending a Command Point of his own. He also rolls 1D6 after paying the Command Point, and if a 6 is scored then he blocks the attempt to steal the Activation. After an Activation is stolen, the player who it was stolen from must be allowed to activate a squadron before his opponent can attempt to steal one of his Activations again.

Only one attempt to steal an Activation is possible per Activation Step, and a player cannot spend more than a single Command Point in an attempt to steal an Activation. If a player has one or more mecha on the board with *Leadership* when he *attempts to steal* or *prevent a theft* of an Activation, he rolls 3D6 instead of 1D6, and if any of the dice scores a 6, the attempt is successful.



Step 2: The Movement Step ▶ All normal movement is performed during the Movement Step; only special movement abilities such as Afterburner are carried out during other steps of an Activation. A mecha may move a number of inches equal to its Speed (SPD) during the Movement Step. So if a mecha has a SPD of 10 it may move any distance up to a maximum of 10 inches when it acts, or it may simply stand still, or just turn on the spot (unless otherwise restricted, such as by the *Aircraft* special ability). A mecha can move in any direction and may change direction and facing any number of times during its move, a mecha can even move in reverse, but a mecha's base cannot be moved through the space occupied by another mecha's base, obstacle or other impassable object. A mecha can only move through an area if its base will fit in that area without intersecting any impassable object or terrain element. Since *facing* can matter a great deal in **Robotech® RPG Tactics™**, be sure that you turn your mecha to face the direction you desire it to stay facing when you are done moving it. Changing facing does count as movement, so if a mecha stays on the same spot and only changes facing, it still has moved during the turn. Terrain can have some effects on movement which will be covered in the "Terrain" section of these rules (pg 22).

Command Points and Movement ▶ Before any mecha moves during its squadron's Activation, its player may spend Command Points on the mecha in an attempt to have one or more of them move *farther than normal*. The controlling player decides how many points he wishes to spend and on which of the mecha, but he may not spend more Command Points on boosting a specific mecha's SPD than that mecha's individual Piloting attribute. The player may boost the SPD of some, none or all of the mecha in the squadron if he can afford it, but all Command Points must be paid before the dice are rolled to see if any of the mecha succeeded in boosting their SPD.

For each Command Point spent in this manner, the player rolls a single D6 and adds the mecha's Piloting attribute. For each result of 6+, the mecha may move again as far as its normal SPD during the Movement Step. For Example: A mecha has a SPD of 7 and a Piloting attribute of 3. Its player decides to spend 3 Command Points on its movement and rolls a 2, 4, and 5, resulting in two successful Piloting rolls (4+3 and 5+3). Therefore, the mecha is able to move a distance equal to its full SPD

attribute *two additional times*, so the mecha with a SPD of 7 can move a total of 21 inches during the Movement Step! Once again, the number of Command Points that will be spent on movement must be decided on, and the dice rolled, *before* any of the mecha in the squadron move at all.

It is easier to boost the SPD of relatively slow mecha, so mecha with a SPD attribute of less than 6 do not need to roll a 6+ to boost their SPD; instead they only need a result equal to their own SPD attribute. For Example: An Armored Valkyrie with a SPD of 4 only requires a Piloting roll of 4+ to successfully boost the mecha's SPD for the current turn.

Finally, any mecha that successfully boosts its SPD must move a minimum distance equal to its own SPD since it is moving flat out.

It is important to remember that a mecha cannot have more Command Points spent on it in an attempt to boost its speed than its PIL attribute. The amount of Command Points that will be spent on attempts to boost the SPD of mecha in a squadron must be decided on, and spent, before any piloting checks are made.

Step 3: The Combat Step ▶ A mecha can attack either at range with its various built-in weapon systems, or in hand to hand combat using its powerful metal fists and feet. In either case, the attack is handled during the Combat Step. However, there are other restrictions on combat. For instance, you must check the LOS and range to a target mecha before a ranged attack can be made against it, and a mecha must be in *base to base contact* with an enemy mecha if it wishes to attack that mecha in hand to hand combat. It is also important to note that it's possible for some mecha from a squadron to engage in hand to hand combat while other mecha from the squadron are attacking at range during the same Combat Step. Both *Ranged Combat* and *Hand to Hand Combat* are handled in detail in their own rules sections below.

Step 4: The Resolution Step ▶ The Resolution Step is primarily a bookkeeping step for the Action Phase, where some special abilities take effect and various other rules are resolved. For Example: The special Afterburner movement of a Valkyrie in its fighter mode is performed during this step (pg 24).



"I can't think about myself, not when the fate of the whole human race is at stake!"

Rick Hunter to Lynn Minmay

RANGED COMBAT

Weapon systems are the myriad types of missiles, lasers, particle beams, and gun pods employed by the UEDF, Zentraedi Fleet and the Malcontents to wage war. Like the mecha themselves, weapon systems have a few attributes:

- **Choose a Weapon System** ▶ Each mecha has a number of weapon systems that represent its built-in armament. When a mecha attacks, it picks one of these weapon systems with which to attack. A player may also spend Command Points at this time to attack with more than one of that mecha's weapon systems. For each additional Command Point spent, the mecha may attack with one more of its weapon systems. You may only attack with any weapon system once per turn, unless permitted by a special ability such as Rapid Fire.
- **Choose a Target** ▶ A mecha can only attack one enemy mecha with a given weapon system, except missile volleys which can target multiple enemies (see the Volley X special ability for details). The target mecha must be within range of the weapon system used and the attacking mecha must have LOS to the target. Range is an attribute of the weapon system being used and is listed in inches. If a mecha is attacking with multiple weapon systems, a different target may be chosen for each weapon system or the same target may be attacked with multiple weapon systems. Each target must be in range of the weapon system that is targeting it. The target of each weapon system must be decided upon *before* any rolls to Strike are made. **Note:** A friendly mecha cannot be targeted by a ranged attack for any reason unless the target has the *Life is Cheap* special ability (pg 25-26).
- **Roll to Strike** ▶ For each weapon system that a mecha is using to attack, roll a single D6 to determine whether it has struck the target or not. Roll the D6 and add the attacking mecha's Gunnery attribute. If the result is equal to or greater than the target mecha's Defense (DF) attribute, the attacking mecha strikes with that attack.

For Example: An attacking mecha is rolling to Strike and has a GN of 2, with no other modifiers to Strike. The DF of the enemy mecha is 6, so the attacking mecha requires a total result of 6 or greater to hit. The attacking mecha rolls a 4 on the D6. Since the roll of a 4 plus the 2 for the attacking mecha's Gunnery is equal to or greater than the target's DF of 6, the attacking mecha strikes with the weapon system, inflicting its MD unless the target of the attack Dodges successfully.

When rolling to Strike, there can be several different modifiers to account for in addition to the mecha's Gunnery attribute, based on the tactical situation when the ranged attack is made, including Cover, Close Formations, Back Strikes, Crossfire, etc. Each is listed in its own rule below, and each has its own effects on ranged combat.

If a mecha is firing several weapon systems at the same target, you may wish to roll to Strike with **all** the weapon systems at once to speed things up. If you do, you should use different colored dice for each weapon system, or some other way to differentiate which die is for which weapon system.

Targeting an inanimate object (not a mecha), like a building, crashed spaceship, etc., is simpler than attacking an enemy mecha since the target cannot move or defend itself. Inanimate objects have a **DF of 4 for military grade structures** (fortifications, bunkers, crashed spaceships, etc.) or **DF of 3 for civilian buildings**. An inanimate object obviously cannot Dodge or Roll with Impact, so if the Strike roll was successful, the inanimate object takes the ranged attack's MD as normal.

Targeting a specific spot on the ground (with a Blast weapon system) is harder than one might think, especially since the purpose of targeting a spot on the ground is to affect the nearby mecha. This requires beating a **DF of 5**. If successful, the intended point of impact is struck, but if the roll fails, the attack misses and scatters as per the Blast special ability.

- **Attempt to Dodge** ▶ When a mecha is struck by a ranged attack, it may attempt to Dodge that strike. To do so, the target mecha's player spends a Command Point, then rolls a D6 and adds the mecha's Piloting attribute. If the result is equal to or greater than the result of the attacker's roll to Strike the target mecha (including all applicable bonuses and penalties to the roll to Strike), then the attack is successfully avoided and all of the Mega-Damage (MD) that the strike would have caused is avoided. A mecha may only attempt to Dodge each strike once. Dodging an attack means that the target was able to get out of the way or duck back behind cover in time and takes **NO** damage from the ranged attack.

- **Roll with Impact** ▶ If the target failed to Dodge the attack (*or didn't even attempt to*), it can still reduce the Mega-Damage it will receive from the attack. To *Roll with Impact*, all that is required is for the target mecha's controlling player to spend a Command Point. Doing so will reduce the MD the target receives by



HALF (round down, to a minimum of 1 MD); **no further dice rolls** are needed and the mecha receives no other penalties for doing so. **Note:** This can only be done once per attack. While Rolling with Impact doesn't allow a mecha to avoid all of the incoming damage, no die roll is required to Roll with Impact, adding an alternate tactical option.

• **Taking Damage** ▶ Once the number of MD points suffered by the target has been worked out, the mecha loses that many MDC. Once a mecha has lost **all** of its MDC, it is destroyed and removed from the battlefield. Keep track of how many MDC a mecha has left by marking off any lost MDC on the mecha's Force Card.

When all of these steps have been completed, the mecha's attack is over. If a mecha attacks multiple targets, the order in which they are resolved is decided by the attacker. First declare which weapon system is engaging each target, and then resolve the attack against each target separately. The rolling to Strike, attempting to Dodge, Rolling with Impact and Taking Damage steps are resolved in their entirety for each target before moving on to the next target of the attacker's choosing. So if two different targets are chosen, the attacker would choose one of them, roll to Strike against it, and determine what effects the attack might have against that mecha before moving on to the next target of his choosing.

Cover ▶ When the LOS to a target can be drawn, but 25% or more of the target is blocked from the attacker's Field

of View by intervening scenery, terrain, or some other obstacle, the target mecha is *in cover*. A mecha is only *out in the open* (no cover bonus at all) if more than 75% of the mecha is within the attacker's Field of View.

Cover comes in two different forms, hard and soft. First there is *soft cover* that only provides concealment from ranged attacks; obstacles like stands of trees, billboards, tall fences and so on. Then there is *hard cover* that provides significant protection against incoming fire; hard obstacles like crashed spaceships, fortifications, buildings, rock outcroppings and other terrain features, mecha of a different squadron than the target, and similar solid objects. If a mecha is completely hidden from view by cover, then there is **no** LOS to the target at all.

If a target is in cover then ranged attacks made against it suffer a penalty of -1 to Strike for soft cover and -2 to Strike for hard cover. If the LOS is completely blocked, the mecha cannot be attacked at all.

Before your game begins, you and your opponent should designate what scenery and terrain pieces represent soft and hard cover. When the LOS is drawn through both soft and hard cover, only the *hard cover* penalty applies. Likewise, the penalty can only be claimed once for a given ranged attack, so no matter how many individual obstacles the LOS is drawn through, a -2 to Strike is the largest cover penalty possible, and even multiple pieces of soft cover still only inflict a -1 penalty to Strike in ranged combat. If there is

any dispute when determining cover, roll a die to determine which interpretation to use, high roll wins.

Close Formation ▶ While it is the default for mecha to move and attack individually, there are some benefits to staying together to attack and defend as a group. A group of mecha from the same squadron that are all within 2 inches of another mecha from the group are said to be in *close formation*. When a group of mecha in close formation attacks at the same time (simultaneously), the normal rules for attacking apply. However, the mecha in the close formation must attack simultaneously, going through all of the steps of attacking together, rather than individually as normal.

All qualifying mecha in close formation enjoy a +1 bonus to Strike in ranged combat. Each mecha with a Gunnery attribute that is less than the total number of mecha in the close formation (not the squadron as a whole) qualifies for the bonus to Strike. *However, mecha in the close formation that have a higher GN do not qualify for the bonus.* For Example: A squadron consisting of a Glaug and 6 Regults is firing. The Glaug and two Regults are in a *close formation*, for a total of 3 mecha. In this case, the Regults (GN: 1) would qualify for the bonus to Strike, as each of their individual GNs are less than the number of mecha in the close formation, but the Glaug would **NOT** get the bonus, because its GN is 3. Likewise, the other Regults in the squadron do not get the bonus when they attack, as they are not part of the close

formation. It is harder for more highly skilled pilots to get this bonus, since they just don't gain as much as less skilled pilots from the use of this tactic.

When the mecha in a close formation are attacked, they can benefit from each other's proximity, allowing one mecha to try and *shield* another. While this only spreads out the damage, it can be of great benefit. When one mecha in a close formation has been hit with an attack, the defending player can opt to *split the MD* evenly (assign any odd points as desired) between that mecha and *one other mecha* in the close formation. Any single mecha in a close formation can only shield one other mecha per turn. For Example: In the above close formation example, the Glaug is struck by a GU-11 Gun Pod, attempts to Dodge and fails, so the player decides to have one of the Regults in the close formation shield it. The 6 MD from the Gun Pod is divided evenly between the Regult and the Glaug, 3 MD each, thereby reducing the amount of MD the Glaug would have taken.

Again, only one mecha that is in close formation with the mecha being struck can be used to shield the target. The dividing of the MD between the original target and the shielding mecha occurs during the *Roll with Impact* step of resolving a ranged attack, but is done before any Command Points are spent on Rolling with Impact. Meaning that one or both of the mecha involved can still Roll with Impact if desired, reducing the MD even further.

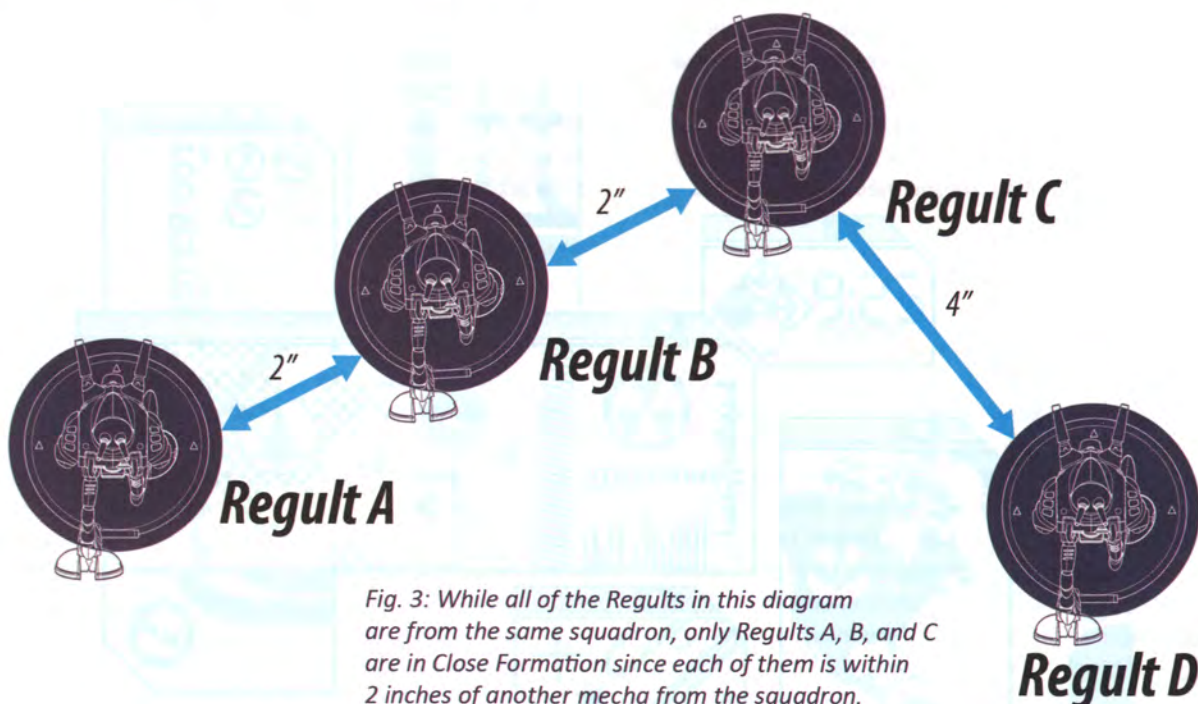


Fig. 3: While all of the Regults in this diagram are from the same squadron, only Regults A, B, and C are in Close Formation since each of them is within 2 inches of another mecha from the squadron.

Back Strike ▶ When a mecha is attacked from behind, it is much less aware that the attack is coming. As such, it's much harder for the mecha to evade the ranged attack. When a mecha attacks a target in ranged combat through the target's rear 180° arc, the attacking mecha gains a +1 bonus to Strike. The Back Strike bonus is in addition to any Crossfire bonus.

Crossfire ▶ Since members of a squadron can coordinate their fire, ranged attacks made from both in front of and behind a target mecha set up a deadly

crossfire of energy blasts, missiles and projectiles that the target mecha cannot easily avoid. If mecha of the same squadron can attack a target mecha from both its front 180° arc and its rear 180° arc, then the attacking mecha gain the *Crossfire bonus* if they attack simultaneously (like close formation). The Crossfire gives each of the attacking mecha +1 to Strike in ranged combat against the target of the Crossfire. This is in addition to the Back Strike bonus for the mecha that are in the target's rear arc.

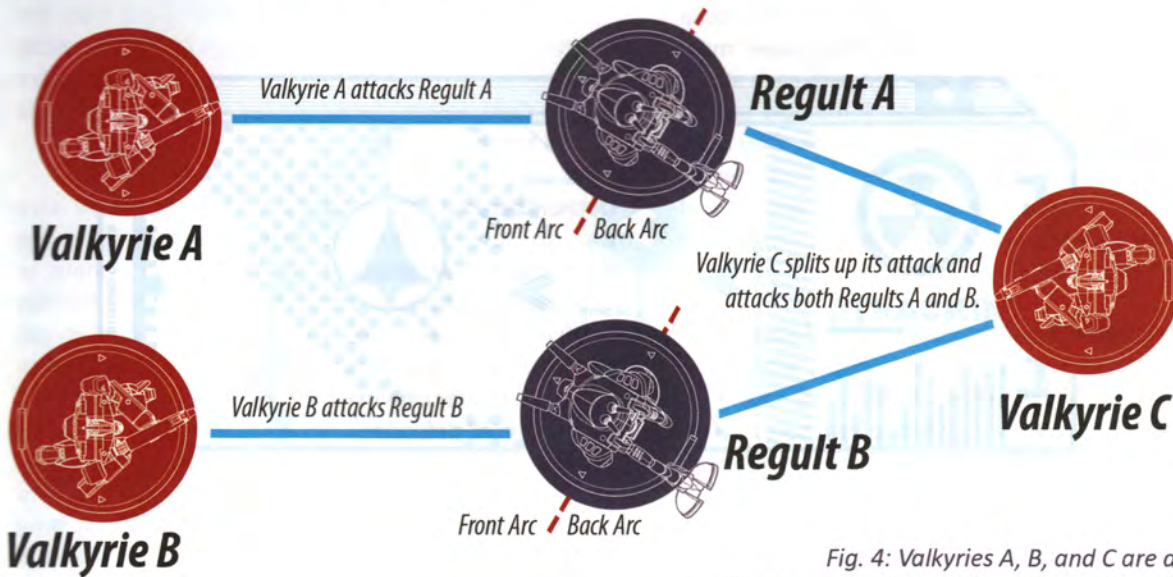


Fig. 4: Valkyries A, B, and C are all from the same squadron. Valkyries A and B will get +1 on their Rolls to Strike due to Crossfire. Valkyrie C will get a total of +2 on its Rolls to Strike due to the Crossfire and Back Strike bonuses.

HAND TO HAND COMBAT

To make a hand to hand attack, an attacking mecha only needs to move into base to base contact with the enemy mecha that it wishes to attack (during the Movement Step, pg 15), then roll to Strike as normal.

Please note that *close formation* **cannot** be utilized during hand to hand combat attacks, by the attacker or defender.

Engaged in Hand to Hand Combat ▶ Once a mecha is in base to base contact with an enemy mecha, the two are considered to be *engaged in hand to hand combat* and cannot attack with weapon systems at all. Additionally, an *engaged* mecha can't be attacked by other mecha with weapon systems. If either mecha wishes to move out of base to base contact with the other mecha, then its player must pay one Command Point to do so. **Note:**

A mecha may move, or change facing, as long as it doesn't move out of base to base contact with the mecha that it is engaged with. If a mecha is in base to base contact with multiple enemy mecha, it costs one Command Point for each enemy mecha in base to base contact with it to be able to move out of hand to hand combat.

When a mecha makes a hand to hand attack, the players must do the following:

- 1. Choose an Attack** ▶ Each mecha can make a variety of hand to hand attacks according to its profile. When a mecha attacks, it chooses one of the available hand to hand attacks to perform. A player may also spend additional Command Points at this time to gain additional hand to hand attacks. For each additional

Command Point spent, the mecha may make one additional hand to hand attack chosen from those available. Note that the mecha can use the same attack more than once, against the same or different targets, unless the rules for that attack prevent the mecha from using it more than once per turn. The Command Points spent to gain additional attacks are still lost if a mecha runs out of targets and cannot keep making attacks.

2. Choose a Target ▶ A mecha can only attack one enemy mecha with a given hand to hand attack. The enemy mecha must be in base to base contact with the attacking mecha in order for it to attack it. If the mecha is attacking multiple targets, then the player must declare which targets will be attacked with each attack before any rolls to Strike are made. If multiple targets are to be attacked in hand to hand combat, they must all be in base to base contact with the attacking mecha. **Note:** A friendly mecha cannot be targeted with a hand to hand attack for any reason (this includes mecha with the Life is Cheap ability, pg 25-26).

3. Roll to Strike ▶ For each hand to hand attack that a mecha is using, roll 1D6 to determine whether it has struck the target or not. Roll the D6 and then add the attacking mecha's Piloting attribute. When rolling to Strike there may be a few different modifiers to account for in addition to the mecha's Piloting attribute. **Note:** The target's Defense attribute is not used in determining if a hand to hand attack strikes its target.

Targeting an inanimate object (not a mecha), like a building, crashed spaceship, etc., is even simpler in hand to hand combat than ranged combat. As an inanimate object obviously cannot Parry or Roll with Impact, all the mecha needs to do is not roll a "natural 1" to Strike with the hand to hand attack. If the Strike roll is successful, the inanimate object takes the hand to hand attack's MD as normal, but no special effects apply, as a building cannot be pushed back or suffer other effects as a mecha can.

4. Roll to Parry ▶ The target of the hand to hand attack also rolls a D6 and adds its own Piloting attribute to the result of the roll to determine its Parry result. Then compare the attacker's roll to Strike result to the target's roll to Parry result. If the attacker's result is higher, the attack has successfully struck the target and deals an amount of MD according to the hand to hand attack used (see below). But if the target's Parry result is equal to or higher than the attacker's roll to Strike result, the attack is blocked and does not hit the target, so no MD is done. **Note:** You cannot Dodge a hand to hand attack.

5. Roll with Impact ▶ If the target failed to Parry the hand to hand attack, it can still reduce the Mega-Damage it will receive. To Roll with an Impact, all that is required is for the target mecha's controlling player to spend a Command Point. Doing so reduces the MD the target receives by **HALF** (round down; minimum of 1 MD), no further dice rolls are needed and the mecha receives no other penalties for doing so. **Note:** This can only be done once per attack.

6. Taking Damage ▶ Once the number of MD points suffered by the target has been worked out, the mecha loses that many MDC. When a mecha has lost all of its MDC, it is destroyed and removed from the battlefield. Keep track of how many MDC a mecha has left by marking off any lost MDC on the mecha's Force Card. See below for the list of all of the possible hand to hand attacks.

Outnumbered in Hand to Hand Combat ▶ One sure way to *lose* a hand to hand combat is to be outnumbered. All attacking mecha gain a +1 bonus to Strike in hand to hand combat for each other friendly mecha that *is engaged with the target* and is *not engaged with any other enemy mecha*. This is applied to each of the attacking mecha's rolls to Strike against the outnumbered defender.

Back Strike ▶ Even in hand to hand combat, when a mecha is *attacked from behind* it has a difficult time defending itself. When a mecha attacks a target through the target's rear 180° arc, the attacking mecha gains a +1 bonus to Strike in hand to hand combat against it.



Fig.5: Regult A will get +1 on its Rolls to Strike against Valkyrie B due to Outnumbered from Regult C. Regult B will get +2 on its Rolls to Strike against Valkyrie B due to Outnumbered from Regult A & C. Regult C will get +2 on its Rolls to Strike against Valkyrie B due to Outnumbered from Regult A and Back Strike.



HAND TO HAND ATTACKS

Hand to Hand Attacks have been distilled down to a few basic moves, and each profile lists which of these moves the mecha is capable of performing in hand to hand combat.

Body Block ▶ MD: 2 ▶ If the body block strikes, and isn't parried, the blocked mecha is pushed (or thrown) 1D6 inches away from the attacking mecha in a direction determined by the attacker. If the body blocked mecha's base touches another mecha's base, a piece of scenery, a building or structure along the way, it stops moving there. A body block will only move a mecha that is on a base of the *same size or smaller* than the attacker's. Only one body block can be made per turn by the attacking mecha.

It needs to be noted that if the mecha that suffered a body block is pushed back into another mecha, a piece of scenery, building or structure, that obstacle does not suffer any MD for the mecha bumping into it. The impact just isn't hard enough. Likewise, the pushed mecha suffers no additional MD for bumping into another object. Of course, falling is another story. If the target mecha is pushed off of an elevated position (a cliff, building, etc.), it will fall as per the falling rules and may suffer additional damage as a result. It is always assumed that the mecha immediately rights itself after a fall, automatically getting back to its feet after a body block or other fall. **Note:** The mecha's facing is not altered by a body block or other fall.

The target of a successful Body Block is disengaged from hand to hand combat with the original attacker at the end of the Body Block. If the target should be pushed

into base to base contact with another enemy mecha, it is then engaged in hand to hand combat with that mecha, which can attack the target mecha with hand to hand attacks of its own when it gets to attack.

Club ▶ MD: 4 ▶ Performed using a handheld weapon system as a club. This does not damage the weapon system used, but the clubbing attack can only be used once per turn.

Grab ▶ MD: None ▶ The attack does no MD, but prevents the enemy mecha from spending Command Points to disengage from hand to hand combat until the beginning of the next turn if the grab strikes and isn't parried.

Kick ▶ MD: 3 ▶ Can only be used once per turn.

Jump Kick ▶ MD: 5 ▶ Costs an additional Command Point and can only be used once per turn.

Punch ▶ MD: 2

Power Punch ▶ MD: 4 ▶ Costs an additional Command Point.

Stomp ▶ MD: 4 ▶ A stomp is used to attack a target when it is vulnerable, such as when recovering from a hand to hand attack. As such, the stomp attack can only strike if the attacking mecha strikes with another attack at the same time. If the target parries all of the other hand to hand attacks made against it, the stomp attack will miss no matter what the result of the rolls to Strike and Parry are. Can only be used once per turn.



TERRAIN

Robotech® RPG Tactics™ battles can take place in many different settings, from the surface of a war-torn planet to the coldest depths of space. By “terrain” we mean the playing surface and *terrain pieces* or “*terrain elements*” that represent the battlefield itself.

Spend some time with your opponent after the board has been set up discussing what category each area of terrain (and buildings) should count as so that both of you are on the same page about the terrain and what effects it will have on the game.

There are a few types of terrain available in Robotech® RPG Tactics™:

Open Terrain ▶ Open terrain is generally clear and doesn’t hinder a mecha’s movement or LOS. Open terrain doesn’t impose any changes to the rules covering how a mecha moves.

Rough Terrain ▶ Rough terrain presents challenges that impede a mecha’s movement. Examples of rough terrain could be a deep body of water, an especially heavily wooded area, an area with very uneven ground and ravines, or an asteroid field. A mecha moving through rough terrain will move at half speed. So if a mecha moves 3 inches through rough terrain, it uses up 6 inches of the total distance that mecha can move that turn.

Deadly Terrain ▶ Deadly terrain is an area that is very, very dangerous to move through. Deadly terrain can’t be moved into or across on purpose. Some examples could include a field of lava or a radioactive wasteland.

Should a mecha end up in an area of deadly terrain because of a body block or other game effect, it will suffer 1D6 MD each turn (during the Resolution Step of its Activation) until the mecha gets out of it. Treat the deadly terrain as rough terrain while moving out of it.

Slopes and Sheer Walls ▶ Normally, a mecha can move up or down slopes easily, so treat this type of area as open terrain. But if a sheer wall, such as a cliff or the side of a building, is taller than the mecha that is moving, then the terrain can’t be traversed by the mecha. In this case, it is impossible for mecha to reach the tops of buildings or sheer cliffs that are taller than them without a special ability such as Leap, Flight or Hands.

Area Terrain ▶ Terrain features with clearly defined edges can be defined as “area terrain,” and may include stands of trees, masses of foliage, marshland, war-torn craters, city rubble, etc. For clarity, you could base the area terrain differently or top it with pebbles, static grass, sand, etc. The point is to make the boundary of the terrain clear and unmistakable.

The advantage to designating such area terrain is that in addition to its terrain category (Open, Rough or Deadly), it can also be declared to provide a specific type of Cover (Soft or Hard, pg 17) for targets that are within the area and/or attacked through it. If the area terrain provides cover, it causes mecha drawing their LOS through it to suffer the negatives of cover when they attack a target in it and/or through it. If a mecha is in the area terrain, it does not suffer the cover penalties imposed by the area terrain when it attacks targets that aren’t in the area.

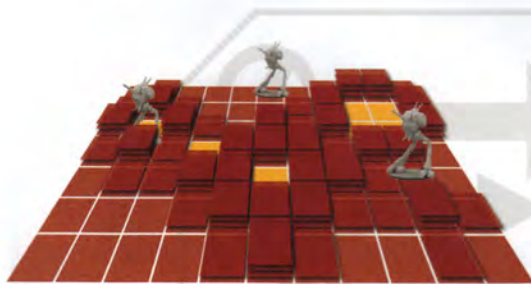


Fig. 6a: As we can see above, craters won’t block Line of Sight to Mecha on the terrain element or across it but they are Rough Terrain and should give cover to Mecha that are on the terrain element because they can take shelter in the craters.

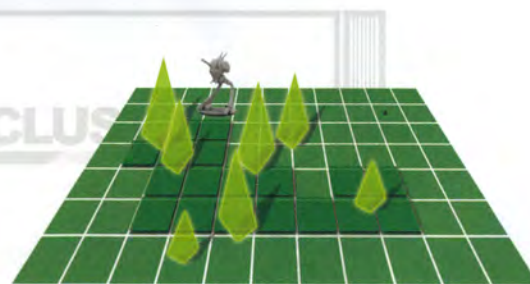


Fig. 6b: Much like craters, an area terrain element of forest should be Rough Terrain and provide cover for Mecha that are on the element. Additionally, due to the trees that are part of the element, it should be able to potentially block Line of Sight and will provide cover for Mecha that are attacked across the terrain element.



Buildings and Structures ▶ Buildings and other structures, like crashed spaceships, are an important part of a game of Robotech® RPG Tactics™. They can be used to hide behind or they can be climbed on top of to gain a better line of sight, but they can be destroyed as well. To keep the game simple, assume that a building (or other structure) 5 inches by 5 inches by 5 inches in size has an amount of MDC as shown in the following list:

Brick and Wooden Construction (DF: 3, 1 MDC) ▶ typical residential buildings.

Steel and Glass Construction (DF: 3, 2 MDC) ▶ typical commercial or office buildings.

Concrete and Steel Construction (DF: 3, 4 MDC) ▶ industrial buildings, military or civilian.

Modern Reinforced Construction (DF: 3, 8 MDC) ▶ civilian construction in military zones.

Military Grade Construction (DF: 4, 12 MDC) ▶ military housing, office buildings and base structures.

Fortified Military Construction (DF: 4, 20 MDC) ▶ fortified bunkers, gun pits and other fortifications.

Zentraedi Starship Construction (DF: 4, 25 MDC) ▶ crashed spacecraft of the Zentraedi Fleet.

UEDF Starship Construction (DF: 4, 40 MDC) ▶ crashed spacecraft of the UEDF.

If a building (or other structure) is larger than the standard 5 by 5 by 5 inch size, simply figure out how much larger it is (2x, 4x, etc.) and multiply the base MDC by that amount. The same thing applies for smaller structures; just reduce the MDC appropriately (round fractions up, 1 MD minimum).

When setting up the game, be sure to figure out how much MDC each building will have and what type of building it is, civilian or military. During the game you must keep track of how much MD it has suffered.

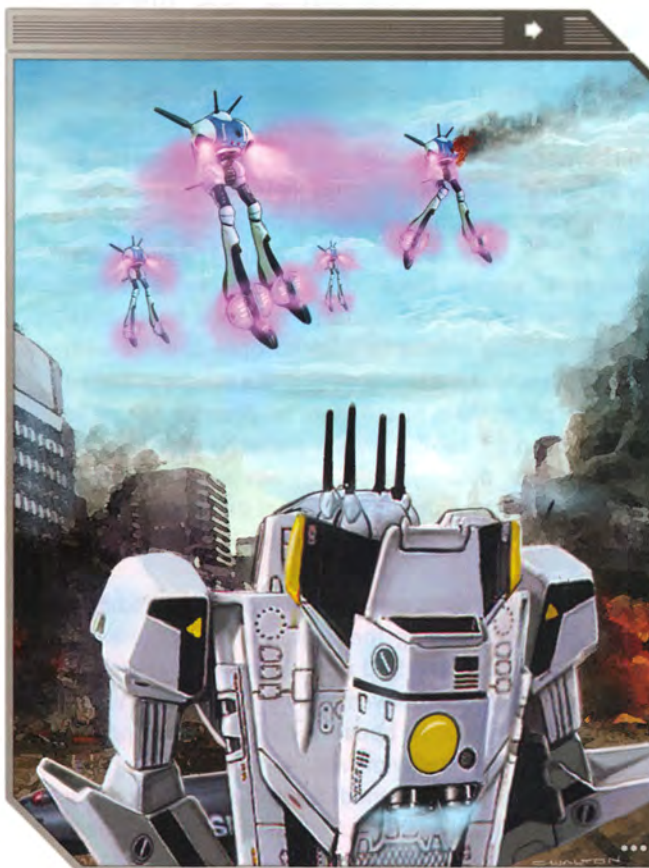
When a building is destroyed (reduced to zero MDC), it is replaced by an area of rubble (Rough Terrain, pg 22) with the same template as the building that was destroyed. If a mecha was standing on the building when it was destroyed (and removed from play), the mecha falls into (see Falling, below) the newly created area of rough terrain and suffers 1D6 MD from falling. This is the case even if the mecha has the Leap special ability, due to the falling rubble.

FALLING

Gaining the high ground can come with its own risks, as a mecha can fall from such heights. If a body block or some other game effect results in a mecha being knocked off of a piece of elevated terrain that is taller than the mecha itself, the falling mecha takes 1D6 MD from the impact, unless the mecha can roll equal to or less than its Piloting attribute on a single D6 roll to avoid the fall. It is always assumed that the mecha immediately rights itself after a fall, automatically getting back to its feet. **Note:** A mecha's facing is not altered by a fall, and mecha with the Flight, Hover or Leap special abilities are immune to the effects of falling.

LEAVING THE BATTLEFIELD

If during any point in the game, a mecha leaves the battlefield for any reason at all (flies off the edge/out of bounds, is body blocked off the board, etc.), the mecha is *permanently removed* from play and is treated as having been destroyed for all game purposes, including mission objectives, Victory Points, Zentraedi Reinforcements, etc. It is assumed that the mecha was destroyed or crippled somehow, or that it simply flew back to its base of operations in disgrace and dishonor. The only exception to this rule is when such a movement off the board is allowed or required by a special scenario rule.



SPECIAL ABILITIES

Many mecha and weapon systems have *special abilities* that represent capabilities outside the norm. These special abilities often provide exceptions to the rules as presented above, and take precedence over them where applicable.

When a mecha or weapon system has a special ability, that ability's name is listed in the profile associated with the mecha or weapon in question, and the full description appears below. **Note:** Some mecha have special abilities that are unique to that mecha, and are therefore outlined in their entirety in the mecha's profile.

MECHA SPECIAL ABILITIES

Afterburner ▶ A mecha with the Aircraft ability may also have the Afterburner ability. A mecha with the Afterburner ability must make a *secondary* movement during the Resolution Step of its Activation. At the beginning of this secondary movement, the mecha may make a single turn of up to 90 degrees to the left or right. The aircraft with Afterburner must then move a distance equal to its full SPD attribute in an absolutely straight line in the direction that its "nose" (the exact center of its front 180° arc) is pointing, and the mecha cannot be turned to face another direction while it is moving or after it has completed this movement. The mecha cannot collide with an obstacle during the Afterburner movement, and will end its move on top of any terrain piece or building safely (deadly terrain will still deal damage as normal during the same Resolution Step that it was moved into, see pg 22). If the movement would force the mecha to end the Afterburner move over another mecha's base, then stop the moving mecha in base to base contact with that mecha without passing over it. If a mecha is forced to move off of the board due to Afterburner, it is destroyed, so be careful. While a mecha that flies off the board is destroyed for game purposes, it is considered to have run into technical difficulties or run out of fuel and been forced to return to base.

If any Command Points were successfully spent to boost the mecha's SPD during the *Movement Step*, the full amount of the boosted SPD must be moved (in inches) during the *Afterburner movement*. **For Example:** A VF-1A in Fighter mode opts to boost its SPD to 24 during the Movement Step, but only moves 14 inches, wasting part of the extra movement gained. Regardless of how much of its boosted SPD the VF-1A used during the *Movement Step*, the VF-1A must move the full 24 inches of its boosted SPD during the *Resolution Step*.

Aircraft ▶ A mecha with the Aircraft ability may only make a *single turn* of up to 90 degrees to the left or right before it *begins* its movement. The aircraft must then move in an absolutely *straight line* in the direction that its "nose" (the exact center of its front 180° arc) is pointing. The aircraft must move at least half its SPD in inches (up to its full SPD) during the Movement Step of its Activation, and it cannot be turned to face another direction while it is moving or after it has completed its movement.

An aircraft is never considered to be engaged in hand to hand combat. A mecha with the Aircraft ability can move out of base to base contact with enemy mecha without having to pay Command Points to do so.

All aircraft also have the Flight special ability. Please note that not all mecha with the Flight ability have the Aircraft ability. Aircraft are representative of fixed wing planes, while mecha with Flight only are more like helicopters or flying battloids that can hover or move in any direction easily.

Battloid Restriction ▶ When a Valkyrie is in Battloid mode, its Wing Mounted Articulated Missile Hardpoints cannot be fired. These wing missiles can only be fired in Guardian and Fighter modes. **Note:** This does not apply to any *other* Missile weapon systems the mecha may have.

Cumbersome ▶ Rough Terrain is treated as Deadly Terrain by this mecha, for the purposes of movement only.

Fast Mover ▶ Due to the mecha's raw speed, the pilot only has enough time to fire a single weapon system each turn. Command Points cannot be spent to allow the mecha to fire additional weapon systems. **Note:** Even the Valkyrie's GU-11 Gun Pod is limited to just a single attack for the turn, losing its Rapid Fire special ability while the Valkyrie is in Fighter mode.

Flight ▶ A mecha with the Flight ability ignores any movement restrictions or penalties from terrain, and may freely move over other mecha, scenery pieces, buildings and other structures. Although a mecha with Flight may move over another mecha, it cannot *end its movement* for the turn with any part of its base on top of another mecha's base. A flying mecha isn't actually touching the ground, so it treats all terrain as open terrain. It also completely ignores all elevations while moving, and may end its movement on top of cliffs, buildings, etc., if desired.



Focus Fire ▶ A mecha with Focus Fire may fire one additional weapon system for FREE (no Command Points) provided it did not move during the Movement Step that turn.

Hands ▶ Some mecha have hands. They can grab and use weapons in hand to hand combat and climb vertical heights. The mecha's controlling player may spend one Command Point to have the mecha climb up or down a vertical surface (a cliff face or the side of a building) taller than the mecha during the course of its movement. To do so, simply measure the horizontal distance to the vertical surface, pay the Command Point, and continue moving again at the top (or bottom) of the surface to complete the movement. The mecha can climb up or down multiple vertical surfaces in the same movement, but must pay multiple Command Points to do so, one Command Point per vertical surface climbed. **Note:** If a mecha wants to get down a vertical surface but is not willing or able to pay the Command Point to climb down, it can jump, but will risk taking Falling damage.

Hover ▶ Mecha with this ability are able to hover just above the ground, juking and darting around. This makes them very difficult to target with ranged attacks. Any mecha trying to attack the *hovering mecha* with a ranged attack suffers a -1 penalty to Strike. A hovering mecha isn't actually touching the ground, so it treats rough terrain as open terrain for purposes of movement. Although a hovering mecha may ignore rough terrain, it cannot ignore vertical surfaces taller than the mecha unless it has some other special ability allowing it to do so.

Jettison ▶ Mecha with this ability start with a special "modular upgrade" such as additional armor, booster rockets and weapon systems attached to a standard mecha to give it extra punch. When the Jettison ability is used, the mecha abandons the modular upgrades to become the standard mecha underneath (as indicated in the mecha's profile where *Jettison* is mentioned; e.g. "*Jettison to VF-1A*"). Mark the mecha's position and facing on the battlefield, remove the mecha, and replace it with the type of mecha indicated (e.g. *VF-1A*), in the same position and facing. **Note:** A mecha can only use the Jettison ability during the Activation Step of its squadron's Activation. No other action can be taken by any player while the mecha is being replaced on the battlefield. Once jettisoned, there is no going back to the prior configuration with the modular upgrade.

Some mecha with the Jettison Ability list additional MDC in parenthesis, e.g. "*Jettison to VF-1A (8 MDC)*". This

indicates that the modular upgrade provides additional MDC protection. If damage taken by the mecha exceeds this number before the Jettison ability is used, the extra MD transfers over to the mecha underneath.

For Example: An Armored VF-1A has 22 MDC to start. If it is dealt 12 MD and then uses the Jettison ability, 8 points are absorbed by the modular upgrade, and the 4 remaining MD are applied to the VF-1A underneath, leaving it with 10 MDC.

There will be times when it is advantageous for a mecha not to jettison its modular upgrade even if its extra MDC has been depleted. Armored Valkyries are a prime example of this. A player may wish to keep the armored upgrade and not be able to transform in order to continue to use the missile package the armored form provides.

Leadership ▶ Leadership represents the command ability of the officers on the battlefield, as well as the tactical intelligence gained by forward reconnaissance mecha such as the Quel-Regult or the VEF-1. All mecha with Leadership add the value of their Leadership to the total number of Command Points that their army gains each turn. So a mecha with a Leadership of 2 adds two points to its army's Command Pool as long as that mecha is on the board.

Leap ▶ Once per turn, while performing its movement, a mecha with this ability may make a single Leap. The Leap can be made at any point in the movement, and can cross a single distance up to the mecha's normal SPD attribute in inches. During the Leap, the mecha may freely travel over other mecha, scenery pieces, buildings and other structures, and ignores any elevations and the movement restrictions for terrain. A Leap allows the mecha to jump to the top of a sheer cliff or tall building, or down from one. The distance covered by the Leap is in addition to the normal movement of the mecha. For Example: A Regult (SPD: 5) which performs a Leap during its movement can cross a total of 10 inches, 5 inches for the Regult's normal movement and 5 inches for the Leap. The distance covered by a Leap cannot be increased by Command Points spent to boost SPD, nor can additional Leaps be gained. **Note:** The mecha cannot end its Leap with any part of its base on top of another mecha's base or in deadly terrain, regardless of which point in the movement the Leap takes place.

Life is Cheap ▶ Zentraedi warriors are regarded as a disposable commodity, as there are always more clones at the ready. Mecha with this ability do not generate any Command Points toward their player's Command Pool

when calculating the total number of Command Points available for his army each turn. They also do not count while determining Victory Points at the end of the game if there was a Glaug (or Glaug-Eldare) included in their squadron in army construction.

When mecha with the Life is Cheap ability are engaged in hand to hand combat with an enemy mecha, they do not prevent other friendly mecha from firing ranged attacks into that hand to hand combat, because life is cheap. However, if a friendly mecha hits an enemy mecha that is engaged in hand to hand combat, the MD inflicted by the attack must be divided as evenly as possible between that enemy mecha and all mecha with the Life is Cheap ability that are engaged with it (assign any odd points as desired). Ranged attacks made against targets that are engaged in hand to hand combat are *Inescapable*. **Note:** This can only be done if all of the friendly mecha engaged with the target have the Life is Cheap ability, as those without this ability are too valuable to risk in such a wasteful tactic.

For Example: Three Regults are engaged in hand to hand combat with a Tomahawk. The Glaug leading their squadron fires into the hand to hand combat at the Tomahawk. The Glaug hits with a volley of five missiles, doing 30 MD. The player must divide the MD inflicted as evenly as possible, so the Tomahawk and one of the Regults take 8 MD each, and the other two Regults take 7 MD each. The Regults only have 5 MDC each, so all three Regults are destroyed unless they Roll with Impact.

The dividing of the MD occurs during the *Roll with Impact* step of resolving the ranged attack, but is done before any Command Points are spent on Rolling with Impact. This means that all of the mecha involved can still Roll with Impact if desired, reducing the MD taken even further. As stated earlier, due to the target being engaged in hand to hand combat, the ranged attack is treated as being *Inescapable*. If the weapon system has the *Blast* ability, then there is no need to divide the MD at all, as all mecha in the Blast area take the full MD from the attack.

Finally, should a mecha with the Life is Cheap ability be blocking the LOS to the target of a friendly mecha from another squadron, that friendly mecha is free to attack and destroy the mecha with the Life is Cheap ability

(even though it is a friendly mecha) in order to clear the LOS to the desired target. The ranged attack against the mecha with the Life is Cheap ability is performed in the normal manner. Of course, since both the attacking and target mecha belong to the same player, there is no need to spend Command Points to Dodge or Roll with Impact.

Note: These are the only situations in which a mecha can attack a friendly mecha with the Life is Cheap special ability. Hand to hand attacks against friendly mecha are not possible.

Variable Modes ▶ When a squadron of mecha with this ability is activated, its player may have any or all of them in the squadron switch modes between their available modes during the Activation Step of its Activation. For the Valkyries, the available modes are: Battloid (see Battloid Restriction, pg 24), Guardian and Fighter. It is NOT necessary for all the mecha in a squadron to be in the same mode during the game, and each mecha is free to switch to any of its available modes regardless of what the others switch to, but each mecha can only change modes once per turn. At the beginning of the game, you must choose which mode all of the mecha in a squadron will start in. They must all start in the same mode, but they may switch modes during their first Activation of the game.

When a mecha with Variable Modes changes modes, the game piece is removed from the battlefield and replaced with a piece representing that mecha in one of its other modes. Mark the mecha's position and facing on the battlefield, remove the mecha, and replace it with the new game piece, in the same position and facing. Note: No other action can be taken by any player while the mecha is being replaced on the battlefield.

Zentraedi Infantry ▶ Zentraedi Infantry are not mecha in the truest sense of the word, but are giant Zentraedi warriors in MDC body armor. Zentraedi Infantry have a Physical (PH) attribute instead of a Piloting (PIL) attribute, and cannot spend Command Points to boost their SPD during movement. In all other ways, the Zentraedi Infantry operate the same as all other mecha, using their PH attribute instead of PIL when the Piloting attribute is called for by the rules.



"All right, it seems we have such an important decision to make. Whether or not Earth can survive the attack, only time will tell."

Henry Gloval,
Captain, SDF-1

WEAPON SYSTEM SPECIAL ABILITIES

Accurate ▶ A weapon system with the Accurate ability gets a +1 bonus to Strike in ranged combat if that mecha attacks without having moved during the Movement Step of its Activation that turn.

Ammo ▶ Some weapon systems carry a relatively small amount of ammo and don't have enough shots available to them to be used comfortably throughout the entire game. A weapon system with ammo may only be used to attack a number of times equal to the number listed after Ammo (e.g. "Ammo 3"). When a mecha attacks with the weapon system, the player must mark off one of the ammo boxes for that weapon system on its Force Card. Once all of the ammo boxes have been marked off, that weapon system has run out of ammo and it cannot be used again during the game.

Anti-Missile ▶ Some weapon systems are more efficient than others at shooting down incoming missiles. These Anti-Missile weapon systems only need a roll of 5+ (with no modifiers) to shoot down incoming missiles, including missile volleys. See the Missile special ability to learn how to shoot down missiles and missile volleys. As the Anti-Missile weapon system is designed to shoot down missiles, it does so at **NO** cost in Command Points.

Weapon systems with both the *Anti-Missile* and *Missile* special abilities are, themselves, missiles designed to shoot down other missiles. As such, they are even more efficient at it than other Anti-Missile weapon systems, requiring a roll of only 4+ (with no modifiers) to shoot down incoming missiles, including missile volleys. This is also done at **NO** cost in Command Points, but uses a point of the weapon system's Ammo supply.

Blast ▶ Weapon systems with the Blast ability cause huge explosions that have the chance to damage not only the target mecha, but also other mecha *nearby*. When a mecha makes a Blast attack, the roll to Strike is made as normal to see if it hits its intended point of impact.

If the attack successfully Strikes its target during the Roll to Strike step, then place the *Blast template* (the 5 inch diameter template provided) centered over the target mecha. Any mecha (friend or foe), building or other structure caught under the template takes the full MD of the weapon system, even if its base is only clipped by the edge of the Blast template or is barely touched by it. **ALL** mecha caught within the area of the Blast attack have an opportunity to Dodge. Each mecha under the Blast template attempting to Dodge must pay a Command

Point to do so, and must equal or exceed the attacker's roll to Strike with their Dodge roll. All mecha hit by the Blast attack may also *Roll with Impact* to reduce the MD the attack will inflict before applying the final MD to that specific mecha. *Buildings and other structures* within the Blast area take the full MD of the attack with no way of reducing the MD.

Successfully Dodging a Blast attack, by either the original target or any other, does **NOT** cause the template to scatter, it simply means that the mecha which succeeded in the Dodge attempt saw the blast attack coming and managed to protect itself against the attack. The Blast itself still hits the intended *point of impact*. Only failing the initial roll to Strike will cause the Blast template to scatter. If an attack has both the *Blast* and *Missile* special abilities, **ANY** number of mecha under the Blast template may attempt to shoot down the Blast Missile attack at the normal Command Point cost per mecha. However, even if a mecha that attempts to shoot down an incoming Blast uses a weapon system with the *Anti-Missile* ability, it is only successful if it rolls a 6 on the Anti-Missile roll. If a mecha's attempt to shoot down the Blast Missile is successful, all of the Blast Missiles that would damage that mecha are destroyed and **NO** mecha are damaged by those missiles. In the case of a Blast Missile *Volley* divided between multiple targets, any missiles that would not have damaged that mecha still remain, unless they are shot down by those mecha they would damage.

If the attacking mecha fails to Strike its target during the Roll to Strike step, place the template (a 6-sided star with points equally spaced around its outer edge) centered over the target with the direction marked 1 pointing in a straight line away from the firing mecha. Roll a D6 to determine which direction the template will scatter, as per the directions indicated on the top of the template. Then roll another 2D6 and move the center (the hole in the middle) of the Blast template a number of inches in the indicated direction equal to the result rolled. A Blast cannot scatter a longer distance than the attacking mecha's range to the target.

Now determine which mecha (if any) are struck and damaged as outlined above for when a Blast attack hits, based on the new location of the Blast template. Any mecha in that new location can attempt to Dodge, but must equal or exceed the original Strike roll for the Blast attack. **Note:** Both friendly and enemy mecha can be hit and damaged by the scattered Blast attack.



If a Blast attack also has the Volley ability, use the procedures outlined above to determine if the volley hits. If the target(s) of a missile volley is hit by multiple missiles, the template will deal an amount of MD equal to the total MD of all the missiles in the volley that hit. If the missile volley fails to hit at all, the Blast template will scatter (as above), but it only inflicts MD equal to the base MD of the weapon system (the MD of only one *missile*). If a missile volley with the Blast ability is divided between multiple targets, each individual missile attack must be resolved separately. If any of them miss their intended targets completely, they will scatter separately as well.

Fly Over ► Gravity bombs and similar dropped ordnance can only be used against a target that the attacking mecha has flown/moved directly over during the Movement Step of its Activation. Place the Blast template over the target of the Fly Over attack and complete the movement of the attacking mecha. If the attacking mecha completely clears the Blast template during its move, then a normal Blast ranged attack is performed. If it cannot clear the Blast template, then the Fly Over attack *cannot be made*, so simply remove the Blast template from the board and no Fly Over attack is performed. It is perfectly acceptable for a missed Fly Over attack to scatter back onto the attacking mecha. All Fly Over attacks have a Range of zero, indicated as "–".

Inescapable ► Inescapable attacks cannot be Dodged. Missile hits may still be shot down (see the *Missile special ability* below).

Indirect Fire ► Indirect Fire attacks may fire over intervening terrain and attack targets to which the attacking mecha cannot draw a Line of Sight, as long as another friendly mecha in the firing mecha's army has Line of Sight to that target. Cover penalties do not apply to any attacks made with Indirect Fire weapon systems.

Missile ► Missiles are devastatingly effective weapons, but they are vulnerable to being shot down. When a mecha is hit by a weapon system with the Missile ability, it may attempt to *shoot down* the incoming missiles instead of Dodging them (during step 4. *Attempt to Dodge* of ranged combat resolution pg 16). This is done by paying one Command Point and rolling a single D6 (with no modifiers of any kind). If the result of the roll is a 6, the incoming missiles are shot down and do not cause any MD to the target mecha. Also see the *Anti-Missile* special ability listed above.

When shooting down a *volley* of missiles, a successful roll only eliminates those missiles in the volley that are targeting the mecha trying to shoot them down. Shooting down a missile (or volley of missiles) costs one Command Point, but does not prevent the weapon



system used from attacking at some other point in the turn. **Note:** The mecha can only make a single attempt to shoot down a specific missile or missile volley, regardless of the number of weapon systems the mecha may have (including Anti-Missile weapon systems).

Each time a mecha uses a weapon system to attempt to shoot down missiles, it expends one point of the weapon system's Ammo, if applicable. A weapon system cannot be used to try to shoot down incoming missiles if its Ammo has been reduced to zero. Weapon systems can only be used to shoot down missile attacks that are coming from an arc that the weapon system can fire through. In most cases, this means that they can only shoot down missiles coming through the mecha's front 180° arc. However, weapon systems with the Rear Fire ability can be used to shoot down missile attacks coming through the mecha's rear 180° arc as well. **Note:** You cannot both attempt to *shoot* down the missiles and attempt to *Dodge* them. It is either one or the other, choose one.

Overwhelming ▶ Overwhelming attacks are so powerful that the target cannot perform a Roll with Impact to reduce the MD that it will receive from a successful hit.

Rapid Fire ▶ Rapid Fire weapon systems may be fired one *additional time* each turn, during the same Combat Step. The additional ranged attack made with the Rapid Fire weapon system costs one Command Point, just like attacking with another weapon system.

Rear Fire ▶ Weapon systems with Rear Fire may be used to draw LOS to, and attack, enemy mecha that are in the rear 180° arc of the mecha. Rear Fire weapon systems can also be used to attack through the front 180° arc, as normal. Examples of weapon systems of this type are the Defender's Dual M-996 78mm Anti-Aircraft Auto-Cannons and the Phalanx's Dual MDS-H-22 Derringer Missile Launchers.

Split Fire ▶ When a weapon system with the Split Fire ability is used, the player may opt to equally divide the MD of the weapon system in order to target and attack two different enemy mecha simultaneously. The two Split Fire attacks still only count as a single use of that weapon system. If the Split Fire attack is an additional attack for the mecha that turn, it only costs a single Command Point to make both Split Fire attacks. For Example: A Defender splits fire with its M-996 Auto-Cannons on two Regults in its front arc. The Defender must roll separately for each roll to Strike, and each Regult suffers 4 MD if it does not perform a successful Dodge or Roll with Impact against the attack. Since the Defender's weapon also has *Rapid Fire*, it may

make a second Split Fire attack against the same two targets, or any two others within its range and LOS, for only one Command Point.

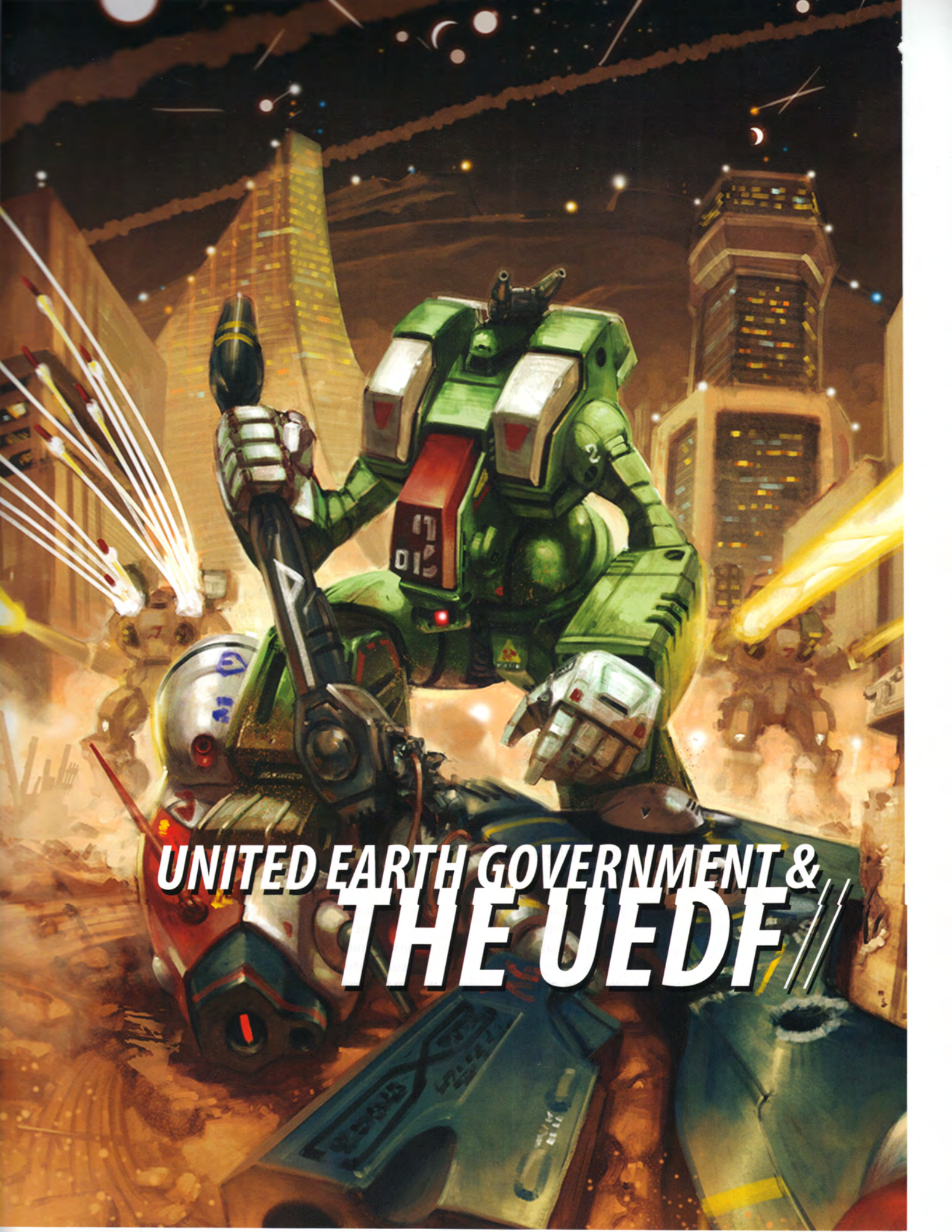
Volley ▶ Weapon systems with the Missile special ability may also have the Volley ability. Systems with this special ability will have a number listed after Volley. This is the number of missiles fired in each volley (typically 4 for UEDF mecha or 6 for Zentraedi mecha). Such a volley is a set number of missiles that are fired as a group, and reduces the missile weapon system's available Ammo by one (in this case, each point of Ammo actually represents multiple missiles).

The volley of missiles can all be used against a single target, or divided up between that target and any other enemy mecha within 2 inches of the original target. At least one of the missiles must target the original target mecha. LOS to any secondary target(s) is not required, but if there is no LOS, the roll to Strike the secondary target(s) is performed at a -3 penalty to Strike in ranged combat, as those missiles break off and seek their individual target(s).

The missile volley must be divided up as desired by the controlling player before any rolls to Strike are made. Then a roll to Strike for each missile is performed separately as normal, including any appropriate bonuses or penalties to Strike, with each missile dealing its full MD to its specified target provided the roll to Strike is successful. While separate rolls to Strike are made for each missile, all of the missiles that hit from a single volley are treated as one attack. Therefore, attempting to Dodge or Rolling with the Impact is done versus the total damage of all of the missiles in the volley that strike the target, not each missile individually. If a mecha does wish to Dodge a Volley attack, its Dodge roll must equal or exceed the highest roll to Strike of the missiles that hit it to be successful.

When a mecha is hit by 4 or more missiles from a volley, that missile volley becomes *Inescapable* and cannot be Dodged. If the target makes a successful Dodge against a missile volley of 3 or fewer missiles, the mecha successfully Dodges all of the missiles that struck it from the volley!

Volley X ▶ Some missile weapon systems are able to fire either a single missile or a small volley of multiple missiles at a time. When a weapon system with the *Volley X* special ability is fired, its player may opt to use up multiple points of Ammo to create a Missile Volley X, with the X representing the amount of Ammo the player decides to expend. Such a missile volley is treated as having the Volley ability.



**UNITED EARTH GOVERNMENT &
THE UEDF**

"We didn't want war with visitors from a distant star, but we're prepared for it. Whether you're a Destroid Pilot or Valkyrie Ace, we dish it out as good as we can take it to defend our planet and protect humanity. I think the enemy is just starting to realize that. Good, because there's no quit in us. We're the front-line dogs of war in the UEDF, and we fight to the death for freedom and liberty. That's all anyone needs to know about us."

Sgt. Luke Bryant, Destroid Pilot, UEDF

While the arrival of the SDF-1 in 1999 marked the end of the Global War, the formation of the UEG (United Earth Government) took another five years to establish. Not every nation desired to join the world government. Many still held a grudge over the outcome of the war and their position in the world. Some of them formed the **Anti-Unification League (AUL)** which resisted the formation of a single world government right up to the signing of the charter.

The UEG is governed by a Senate, led by a Prime Minister, with each nation state contributing one Senator to the political body. The Senate is comprised of various sub-branches that oversee the governmental and military affairs of the UEG, including the United Earth Council, which is similar to the security council of the old United Nations. It was the *United Earth Council* that oversaw the rebuilding of the SDF-1 and the formation of the UEDF (United Earth Defense Force).

Speed was of the essence during the formation of the UEDF and the new military force was constructed along traditional military lines. Seasoned veterans of the Global War, such as Captain Henry J. Gloval and Lieutenant Commander Roy Fokker, were recruited to lead and train the new troops. *Captain Gloval* was the officer in command of a Russian ballistic submarine and was one of the first people to arrive at Macross Island to investigate the crashed, alien spaceship. He would later be made captain of the reconstructed SDF-1 and it was under his leadership that the SDF-1 survived its many travails. As a U.S. naval aviator, *Roy Fokker* was the highest scoring fighter pilot of the Global War, with 108 registered kills. This record of skill, courage and leadership earned Roy a leading role as test pilot and instructor in Project Valkyrie and the new Veritech air force. It was heroes such as these whose shoulders the UEDF was built upon, and whose footsteps the recruits strive to follow.

The UEDF is made up of five armed services: Army, Navy, Air Force, Marines and Spacy, with the UEDF space fleet being made up of UEDF Spacy and UEDF Marine forces. Each branch of the UEDF military has its own ranks, duties and command structure, with each using its preferred types of mecha and war machines. For example, while UEDF Air Force, Navy and Spacy deploy a wide variety of Veritech Fighters and aircraft, the UEDF Army and Marines tend to rely more on the Destroids, only fielding small units of Valkyries in troop support and fast-response roles. This is why the various branches of the UEDF must work in close harmony to fulfill their mission in the defense of Earth.

DESTROIDS

Destroids are the primary armored combat vehicles fielded by the UEDF Army and UEDF Marine Corps, the product of *Project Excalibur*, and first fielded in 2006. Made to replace traditional tanks and armored fighting vehicles, but designed to go toe to toe with them as well as giant Zentraedi warriors, they are unlike anything before seen on the battlefield. Walking behemoths of heavy armor and advanced weaponry, each Destroid is designed with the firepower of a traditional armored platoon. But the real difference in their performance is the agility and movement of the humanoid form which enables Destroids to negotiate rough terrain and city streets, climb obstacles, take cover, and engage in hand to hand combat.

As the main armored ground force of the UEDF, Destroids form the core of land-based assaults, area defense duties and troop support as mobile artillery units. Chief among the Destroids is the **Tomahawk**. The first of the Destroids to be fielded, the Tomahawk is the UEDF's main battle armor. It fulfills the same role as a *traditional main battle tank* and is fielded in armored platoons which form the core units of the Destroid formations. Tomahawks are supported by the long-range missiles of the **Phalanx**, and protected from

THE UNITED EARTH DEFENSE FORCE

aerial attacks by the **Defender**. The mighty **Mk. II Monster** is the premier mobile artillery support Destroid, able to lay down a withering barrage of fire at targets up to 100 miles (160 km) away. The Monster is also the largest of the Destroids and is best described as the big guns of a battleship on legs. **The Spartan** fills a different role. It is a dedicated close-quarters combat Destroid designed for civil defense, riot control, infantry operations and boarding enemy spacecraft. It can engage in direct hand to hand combat against armored Zentraedi foot soldiers and Battlepods, as well as tear through the hull of spaceships, locked doors, barricades and other barriers.

The Destroids are armed with some of the best weapon systems in the UEDF arsenal, including particle accelerator cannons, heavy auto-cannons, missile launchers, lasers and other heavy weapons. If the Destroids have a drawback, it's their slow speed. With so much of their overall tonnage devoted to weapons and armor, they are much slower than Zentraedi Battlepods and the fast-flying Valkyries of the UEDF. As a result, Destroid units are deployed to lay siege and take or hold strategic positions. They stand off at range and pummel their opponents with missiles, cannons and energy weapons, and engage their targets in deadly crossfires. Destroids tend to favor overwhelming firepower over tactical maneuvering, but when you want to bring the opponent to their knees, nothing beats a Destroid.

VALKYRIE VERITECHS

Easily the most iconic mecha fielded by the UEDF military, Veritech Fighters are mecha created with the secrets of Robotechnology unearthed from the crashed Battle Fortress. As such, Valkyries are decades ahead of any other fighting machine produced on Earth. They are fielded by every branch of the UEDF military, though some use them more than others. Valkyries are the backbone of the UEDF Air Force and Spacy, but serve other branches in the role of reconnaissance, support and fast response. The secret to the Valkyrie's success is its transformable nature, which allows it to adapt to any combat environment by switching configurations between Fighter, Guardian and Battloid modes.

The Valkyrie is a high-performance, air superiority and attack aircraft resembling the venerable F-14 Tomcat. In **Fighter mode**, the Valkyrie can take-off from the decks of naval aircraft carriers, airstrip runways, space stations and spaceships such as the SDF-1. The Valkyrie possesses its greatest interception abilities in Fighter mode, with speeds that shatter the sound barrier. When the Valkyrie switches to **Guardian mode** it effectively becomes a VTOL craft able to make vertical (straight up and down) takeoffs and landings, as well as hover like a helicopter. This mode enables Valkyries to navigate city streets and spaceship corridors at high

speeds, engage in rescue operations and a wide range of other functions. **Battloid mode** turns the Valkyrie into a human-shaped robot with the ability to run, climb, dodge, fire its rifle-like GU-11 Gun Pod with greater accuracy and range, take cover, carry supplies, dig through rubble, open hatches, engage in infantry ground maneuvers and fight the enemy in hand to hand combat.

By carefully selecting modes, a Valkyrie can operate in any theater of combat and any environment, from city streets and the decks of spaceships to dogfights in the sky and space combat. That versatility also means it can perform a wide range of combat roles, from reconnaissance and surveillance to air and ground patrols, to air superiority, escort, sniping, ambush, fast response, dogfights, surgical strikes, breaching and boarding enemy spacecraft, and more. Its twin FF-2001 fusion turbines provide excellent speed, and the tactical life support enables the Veritech to operate in outer space. All models of Valkyries have the best avionics packages including advanced communications, navigation and radar systems; all of which are improved upon in the VF-1S and VEF-1 Veritechs.

The weapons load out of the Valkyrie is impressive and includes the devastating power of the GU-11 Gun Pod capable of throwing out thousands of shells per minute, a suite of anti-missile lasers for defense and four wing-mounted, articulated hardpoints for carrying a variety of ordnance. Possible wing-mounted ordnance includes: Medium- and long-range missiles, gravity bombs and MLOPs (Multiple Launch Ordnance Pods). This firepower gives the Valkyries a strong hand in most military engagements. To this veritable arsenal of weapons, a series of bolt-on enhancement packages can be added to the Valkyrie to provide even greater firepower.

There is the "*Super*" **MVAS-1 FASTPack** which increases the Valkyrie's speed and provides additional missiles, but does not provide any extra armor; the *Armored Valkyrie Pack* which adds more armor and an array of missiles, but is limited to use in Battloid mode (the Valkyrie cannot change modes until the armor is jettisoned); and the *Jotun Armor System* which provides even heavier armor, a handheld shield, handheld energy cannon, additional missiles and the speed boost of one jet booster of the Super. The Jotun armor is an experimental armored weapon package with limited availability, and like the Armored Valkyrie, locks the Veritech into Battloid mode until the armor system is jettisoned.

In most battlefield missions, Valkyries operate in flights of two and small squadrons of four, but can be deployed in greater numbers as circumstance demands. Valkyries are found in some of the largest formations deployed by the UEDF. When you need speed, firepower and diversity, nothing beats a Valkyrie.



Dan winged over his Valkyrie as he dived down at the Zentraedi Battlepods in the street below. Thumbing the controls for his wing-mounted missiles and targeting the three Regults standing clustered together, he unleashed a missile volley and afterburned away. Using the superior speed of his Valkyrie in Fighter mode, he zoomed off before the Regults could respond to his missile strike.

Realizing that he would fly out of range in seconds, Dan grabbed the "G" control to transform his fighter into Guardian mode. The Veritech shuddered slightly as it shifted modes. The wings angled back as the Valkyrie's arms and legs, concealed in Fighter mode, unfolded and swung forward. The sudden rearward thrust brought the mecha to a hovering halt that jarred Dan inside the cockpit. Guardian mode would allow him to spin the Valkyrie around on the spot, and drop safely down to street level.

Using the superior mobility of his Valkyrie in Guardian mode, Dan was able to quickly sweep around several buildings and come up behind the Zentraedi mecha to release his remaining missiles into the Regults from behind. With no missiles left and the remaining Regults closing in, he decided to shift to Battloid mode and stand his ground. In Battloid, Dan could properly brace his GU-11 Gun Pod to fire with deadly accuracy and take advantage of the weapon's full range.

The Zentraedi continued to advance toward him even as Dan unleashed a torrent of fire from his GU-11. It was not until the Regults were within hand to hand range that another advantage of his Valkyrie's Battliod mode became apparent as he dodged a kick and slammed his mecha's metal fist into the first Regult.



VALKYRIE VERITECH FIGHTER

The VF-1 Valkyrie Veritech (Variable Engineering and Robotic Integration TECHNOlogy) is the elite, fast-response mecha of the UEDF military. Fast, tough and capable, the Valkyrie is everything a fighter pilot could want in a combat mecha. The secret to the VF-1's versatility is its ability to transform from one mode/configuration to another, and its flexible weapons load out of missiles, lasers and a rapid-fire GU-11 Gun Pod. The Valkyrie can perform most battlefield roles, including front-line combat, close-quarters combat, surgical strikes, fast-response, air-defense, troop support, and perimeter control, among other combat roles other than artillery support.



▲ VALKYRIE FIGHTER MODE

In Fighter mode the VF-1 resembles the old F-14 Tomcat that came to prominence in the Global War. Like that combat jet, the VF-1 shines in the air-superiority and ground attack roles with its wing-mounted, articulated hardpoints providing a variety of useful ordnance.



▲ VALKYRIE GUARDIAN MODE

Guardian mode is a dynamic configuration halfway between Fighter and Battloid mode that provides the VF-1 with both superior firepower and maneuverability. Hovering just above the ground, the guardian mode is often the most survivable of its modes, able to juke and dodge incoming fire.



◀ VALKYRIE BATTLOID MODE

Battloid mode provides the Valkyrie all the flexibility of the humanoid form, enabling the mecha to climb buildings, scramble over debris, take cover, engage in hand to hand combat, and brace the GU-11 for better range. If there are downsides to Battloid mode they are that the mode is the slowest of the three modes and missiles cannot be fired while in this configuration.

NOTABLE VALKYRIE VARIANT MODELS: ▶

VF-1A, VF-1J, VF-1S, VF-1R, VEF-1

The **VF-1A** is the "standard issue" Valkyrie. The **VF-1J** is the variant issued to flight leaders and has two head lasers. The **VF-1S** is reserved for the commander of an air group and has four head lasers. Then there is the **VF-1R**, which is a life extension program mecha for the Valkyrie that adds extra armor, weapon systems and increased speed to the **VF-1**. Finally, there is the **VEF-1 Valkyrie**, the electronic attacker variant, responsible for reconnaissance, tactical jamming and electronic warfare.



VF-1A

Model Type ▶ VF-1A Valkyrie Veritech
MDC ▶ 14

Battloid Restriction, Flight, Variable Modes

Weapon Systems:

- GU-11 Gun Pod: 55mm Triple Barreled Rotary Cannon - RG: 12 (or 24 in Battloid Mode), MD: 6 Rapid Fire
- Wing Mounted Articulated Missile Hardpoints - RG: 24, MD: 9 per missile, Ammo 3, Missile, Volley 4
- LLW-20 CIWS Valkyrie Head Laser - RG: 9, MD: 1, Anti-Missile

Battloid Mode

SPD: 5, PIL: 2, GN: 3, DF: 5

Hands, its GU-11 range is doubled and can be used to Rapid Fire an additional time each turn.

Hand to Hand Attacks: Body Block, Club, Grab, Kick, Jump Kick, Punch, Power Punch, Stomp



Guardian Mode

SPD: 10, PIL: 3, GN: 2, DF: 5

Hands, Hover

Hand to Hand Attacks: Body Block, Club, Grab, Kick, Punch

Fighter Mode

SPD: 12, PIL: 2, GN: 2, DF: 6

Afterburner, Aircraft, Fast Mover

Hand to Hand Attacks: None



VF-1J

Model Type ▶ VF-1J Valkyrie Veritech
MDC ▶ 14

Battloid Restriction, Flight, Leadership 2, Variable Modes

Weapon Systems:

- GU-11 Gun Pod: 55mm Triple Barreled Rotary Cannon - RG: 12 (or 24 in Battloid Mode), MD: 6, Rapid Fire
- Wing Mounted Articulated Missile Hardpoints - RG: 24 MD: 9 per missile, Ammo 3, Missile, Volley 4
- Dual LLW-20 CIWS Valkyrie Head Lasers - RG: 9, MD: 2, Anti-Missile

Battloid Mode

SPD: 5, PIL: 3, GN: 4, DF: 5

Hands, its GU-11 range is doubled and can be used to Rapid Fire an additional time each turn.

Hand to Hand Attacks: Body Block, Club, Grab, Kick, Jump Kick, Punch, Power Punch, Stomp

Guardian Mode

SPD: 10, PIL: 4, GN: 3, DF: 5

Hands, Hover

Hand to Hand Attacks: Body Block, Club, Grab, Kick, Punch

Fighter Mode

SPD: 12, PIL: 3, GN: 3, DF: 6

Afterburner, Aircraft, Fast Mover

Hand to Hand Attacks: None



VF-1D

Model Type ▶ VF-1D Valkyrie Veritech Dual Pilot
MDC ▶ 14

Battloid Restriction, Flight, Leadership 2, Variable Modes

Dual Pilot ▶ The VF-1D can fire an additional weapon system each turn at no Command Point cost at a GN of 1.

Weapon Systems:

- GU-11 Gun Pod: 55mm Triple Barreled Rotary Cannon - RG: 12 (or 24 in Battloid Mode) MD: 6, Rapid Fire
- Wing Mounted Articulated Missile Hardpoints - RG: 24, MD: 9 per missile, Ammo 3, Missile, Volley 4
- Dual LLW-20 CIWS Valkyrie Head Lasers - RG: 9, MD: 2, Anti-Missile

Battloid Mode

SPD: 5, PIL: 3, GN: 4, DF: 5

Hands, its GU-11 range is doubled and can be used to Rapid Fire an additional time each turn.

Hand to Hand Attacks: Body Block, Club, Grab, Kick, Jump Kick, Punch, Power Punch, Stomp

Guardian Mode

SPD: 10, PIL: 4, GN: 3, DF: 5

Hands, Hover

Hand to Hand Attacks: Body Block, Club, Grab, Kick, Punch

Fighter Mode

SPD: 12, PIL: 3, GN: 3, DF: 6

Afterburner, Aircraft, Fast Mover

Hand to Hand Attacks: None

VF-1S

Model Type ▶ VF-1S Valkyrie Veritech
MDC ▶ 14

Battloid Restriction, Flight, Leadership 3, Variable Modes

Weapon Systems:

- GU-11 Gun Pod: 55mm Triple Barreled Rotary Cannon - RG: 12 (or 24 in Battloid Mode), MD: 6, Rapid Fire
- Wing Mounted Articulated Missile Hardpoints - RG: 24, MD: 9 per missile, Ammo 3, Missile, Volley 4
- Quad LLW-20 CIWS Valkyrie Head Lasers - RG: 9, MD: 4 Anti-Missile

Battloid Mode

SPD: 5, PIL: 4, GN: 4, DF: 5

Hands, its GU-11 range is doubled and can be used to Rapid Fire an additional time each turn.

Hand to Hand Attacks: Body Block, Club, Grab, Kick, Jump Kick, Punch, Power Punch, Stomp

Guardian Mode

SPD: 10, PIL: 5, GN: 4, DF: 5

Hands, Hover

Hand to Hand Attacks: Body Block, Club, Grab, Kick, Punch



Fighter Mode

SPD: 12, PIL: 4, GN: 3, DF: 6

Afterburner, Aircraft, Fast Mover

Hand to Hand Attacks: None

VF-1R

Model Type ▶ VF-1R Valkyrie Veritech
MDC ▶ 17

*Battloid Restriction,
Flight, Variable Modes*

** A VF-1R's PIL and GN are the same
as the mecha that it upgraded.*

Weapon Systems:

- GU-11 Gun Pod: 55mm Triple Barreled Rotary Cannon - RG: 12 (or 24 in Battloid Mode), MD: 6, Rapid Fire
- Wing Mounted Articulated Missile Hardpoints - RG: 24, MD: 9 per missile, Ammo 3, Missile, Volley 4
- Dual LLW-20 CIWS Valkyrie Head Lasers - RG: 9, MD: 2, Anti-Missile
- LAC-20 20mm CIWS Auto-Cannon - RG: 9, MD: 3, Anti-Missile
- MDS-M-4 Mini-Missile Delivery System - RG: 12, MD: 2, per missile, Ammo 4, Anti-Missile, Missile, Volley X



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Battloid Mode

SPD: 6, PIL: *, GN: *, DF: 5
Hands, its GU-11 range is doubled and can be used to Rapid Fire an additional time each turn.

Hand to Hand Attacks: Body Block, Club, Grab, Kick, Jump Kick, Punch, Power Punch, Stomp

Guardian Mode

SPD: 12, PIL: *, GN: *, DF: 5
Hands, Hover

Hand to Hand Attacks: Body Block, Club, Grab, Kick, Punch

Fighter Mode

SPD: 14 PIL: * GN: * DF: 6
Afterburner, Aircraft, Fast Mover

Hand to Hand Attacks: None

VEF-1

Model Type ▶ VEF-1 Valkyrie Veritech
MDC ▶ 14

Battloid Restriction, Flight, Leadership 1, Variable Modes

Electronic Attack Suite ▶ When the VEF-1 activates, you may spend a Command Point during its Activation Step to inflict a -1 penalty to Strike in ranged combat on a single enemy mecha within a 24 inch range of the VEF-1 until the end of the turn. Multiple enemy mecha can be affected at the cost of one Command Point per additional mecha.

Jamming and Sensor Spoofing Pod ▶ When the VEF-1 is activated, you may pay 2 Command Points to enable the Jamming and Sensor Spoofing Pod. While the Pod is enabled, the VEF-1 itself cannot be targeted/attacked by any missile weapon systems at all and any friendly mecha within a 12 inch range of the VEF-1 receive a free (no Command Point cost) Dodge attempt against all incoming missiles targeting them while they remain within range of the VEF-1. More importantly, even missile volleys of 4 or more missiles can be Dodged due to the effects of the jamming and sensor spoofing. This effect lasts until the next time the VEF-1 is activated.

Weapon Systems:

- Wing Mounted Articulated Missile Hardpoints - RG: 36, MD: 6 per missile, Ammo 6, Accurate, Indirect Fire, Missile, Volley X
- Dual LLW-20 CIWS Valkyrie Head Lasers - RG: 9, MD: 2, Anti-Missile

Battloid Mode

SPD: 5, PIL: 3, GN: 3, DF: 5
Hands

Hand to Hand Attacks: Body Block, Grab, Kick, Jump Kick, Punch, Power Punch, Stomp

Guardian Mode

SPD: 10, PIL: 4, GN: 2, DF: 5
Hands, Hover

Hand to Hand Attacks: Body Block, Grab, Kick, Punch

Fighter Mode

SPD: 12, PIL: 3, GN: 2, DF: 6
Afterburner, Aircraft, Fast Mover

Hand to Hand Attacks: None



MECHA OF THE UEDF

ARMORED VALKYRIE

An Armored Valkyrie is simply a normal VF-1 in Battloid mode with a bolt-on GBP-1S Modular Armor and Missile Pack. This provides additional armor plating and pieces attached to the body of the Valkyrie. Built into the Modular Armor is the MDS-L-70 Barrage missile launcher, which provides the Valkyrie with numerous short-range missiles. While the Armored Valkyrie has incredible firepower, it is slow and cannot transform until the pack is jettisoned. Any missiles not fired are lost when the armor is jettisoned.



Pictured: Armored VF-1J



◀ **ARMORED VF-1A**

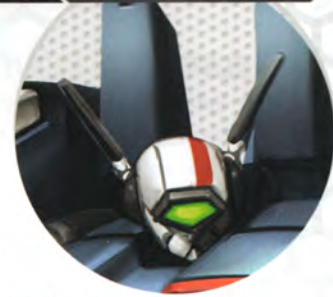
Model Type ▶ VF-1A with a GBP-1S Modular Valkyrie Armor Pack
MDC ▶ 22
SPD: 4, PIL: 2, GN: 3, DF: 5

Flight, Hands, Jettison to VF-1A (8 MDC)

Weapon Systems:

- GU-11 Gun Pod: 55mm Triple Barreled Rotary Cannon - RG: 24, MD: 6, Rapid Fire
- LLW-20 CIWS Valkyrie Head Laser - RG: 9, MD: 1, Anti-Missile
- MDS-L-70 Barrage Missile Pack - RG: 18, MD: 6 per missile, Ammo 9, Anti-Missile, Missile, Volley 8

Hand to Hand Attacks: Body Block, Club, Grab, Kick, Jump Kick, Punch, Power Punch, Stomp



ARMORED VF-1J ▶

Model Type ▶ VF-1J with a GBP-1S Modular Valkyrie Armor Pack
MDC ▶ 22
SPD: 4, PIL: 3, GN: 4, DF: 5

Flight, Hands, Leadership 2, Jettison to VF-1J (8 MDC)

Weapon Systems:

- GU-11 Gun Pod: 55mm Triple Barreled Rotary Cannon - RG: 24, MD: 6 Rapid Fire
- Dual LLW-20 CIWS Valkyrie Head Lasers - RG: 9, MD: 2, Anti-Missile
- MDS-L-70 Barrage Missile Pack - RG: 18, MD: 6 per missile, Ammo 9, Anti-Missile, Missile, Volley 8

Hand to Hand Attacks: Body Block, Club, Grab, Kick, Jump Kick, Punch, Power Punch, Stomp



◀ **ARMORED VF-1D**

Model Type ▶ VF-1D with a GBP-1S Modular Valkyrie Armor Pack
MDC ▶ 22
SPD: 4, PIL: 3, GN: 4, DF: 5

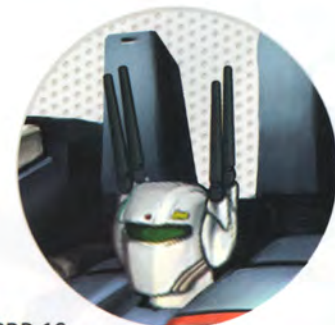
Flight, Hands, Leadership 2, Jettison to VF-1D (8 MDC)

Dual Pilot ▶ The Armored VF-1D can fire an additional weapon system each turn at no Command Point cost at a GN of 1.

Weapon Systems:

- GU-11 Gun Pod: 55mm Triple Barreled Rotary Cannon - RG: 24, MD: 6 Rapid Fire
- Dual LLW-20 CIWS Valkyrie Head Lasers - RG: 9, MD: 2, Anti-Missile
- MDS-L-70 Barrage Missile Pack - RG: 18, MD: 6 per missile, Ammo 9, Anti-Missile, Missile, Volley 8

Hand to Hand Attacks: Body Block, Club, Grab, Kick, Jump Kick, Punch, Power Punch, Stomp



ARMORED VF-1S ▶

Model Type ▶ VF-1S with a GBP-1S Modular Valkyrie Armor Pack
MDC ▶ 22
SPD: 4, PIL: 4, GN: 4, DF: 5

Flight, Hands, Leadership 3, Jettison to VF-1S (8 MDC)

Weapon Systems:

- GU-11 Gun Pod: 55mm Triple Barreled Rotary Cannon - RG: 24, MD: 6, Rapid Fire
- Quad LLW-20 CIWS Valkyrie Head Lasers - RG: 9, MD: 4, Anti-Missile
- MDS-L-70 Barrage Missile Pack - RG: 18, MD: 6 per missile, Ammo 9, Anti-Missile, Missile, Volley 8

Hand to Hand Attacks: Body Block, Club, Grab, Kick, Jump Kick, Punch, Power Punch, Stomp

SUPER VALKYRIE

A Valkyrie upgraded with the MVAS-1 FASTPack is often referred to as a "Super Valkyrie." The FASTPack adds a pair of large boosters to the Valkyrie, increasing its speed and adding the MDS-L-46 Hailstorm missile launcher system. The added speed and missiles makes the Super Valkyrie a superior assault mecha when compared to a standard Valkyrie, able to take on multiple enemy mecha simultaneously.



SUPER VF-1A

Model Type ▶ VF-1A with a MVAS-1 FASTPack Modular Armor System
MDC ▶ 14

Battloid Restriction, Flight, Variable Modes, Jettison to VF-1A

Weapon Systems:

- GU-11 Gun Pod: 55mm Triple Barreled Rotary Cannon - RG: 12 (or 24 in Battloid Mode), MD: 6, Rapid Fire
- Wing Mounted Articulated Missile Hardpoints - RG: 24, MD: 9 per missile, Ammo 3, Missile, Volley 4
- LLW-20 CIWS Valkyrie Head Laser - RG: 9, MD: 1, Anti-Missile
- MDS-L-46 Hailstorm Missile Pack - RG: 18, MD: 6 per missile, Ammo 6, Anti-Missile, Missile, Volley 8

Battloid Mode

SPD: 6, PIL: 2, GN: 3, DF: 5
Hands, its GU-11 range is doubled and can be used to Rapid Fire an additional time each turn.

Hand to Hand Attacks: Body Block, Club, Grab, Kick, Jump Kick, Punch, Power Punch, Stomp

Guardian Mode

SPD: 14, PIL: 3, GN: 2, DF: 5
Hands, Hover

Hand to Hand Attacks: Body Block, Club, Grab, Kick, Punch

Fighter Mode

SPD: 16, PIL: 2, GN: 2, DF: 6
Afterburner, Aircraft, Fast Mover

Hand to Hand Attacks: None



SUPER VF-1J

Model Type ▶ VF-1J with a MVAS-1
FASTPack Modular Armor System
MDC ▶ 14

Battloid Restriction, Flight, Leadership 2, Variable Modes, Jettison to VF-1J

Weapon Systems:

- GU-11 Gun Pod: 55mm Triple Barreled Rotary Cannon - RG: 12 (or 24 in Battloid Mode), MD: 6, Rapid Fire
- Wing Mounted Articulated Missile Hardpoints - RG: 24, MD: 9, per missile, Ammo 3, Missile, Volley 4
- Dual LLW-20 CIWS Valkyrie Head Lasers - RG: 9, MD: 2, Anti-Missile
- MDS-L-46 Hailstorm Missile Pack - RG: 18, MD: 6 per missile, Ammo 6, Anti-Missile, Missile, Volley 8

Battloid Mode

SPD: 6, PIL: 3, GN: 4, DF: 5
Hands, its GU-11 range is doubled and can be used to Rapid Fire an additional time each turn.
Hand to Hand Attacks: Body Block, Club, Grab, Kick, Jump Kick, Punch, Power Punch, Stomp

Guardian Mode

SPD: 14, PIL: 4, GN: 3, DF: 5
Hands, Hover
Hand to Hand Attacks: Body Block, Club, Grab, Kick, Punch

Fighter Mode

SPD: 16, PIL: 3, GN: 3, DF: 6
Afterburner, Aircraft, Fast Mover
Hand to Hand Attacks: None

SUPER VF-1D

Model Type ▶ VF-1D with a MVAS-1
FASTPack Modular Armor System
MDC ▶ 14

Battloid Restriction, Flight, Leadership 2, Variable Modes, Jettison to VF-1D

Dual Pilot ▶ The Super VF-1D can fire an additional weapon system each turn at no Command Point cost at a GN of 1.

Weapon Systems:

- GU-11 Gun Pod: 55mm Triple Barreled Rotary Cannon - RG: 12 (or 24 in Battloid Mode), MD: 6, Rapid Fire
- Wing Mounted Articulated Missile Hardpoints - RG: 24, MD: 9 per missile, Ammo 3, Missile, Volley 4
- Dual LLW-20 CIWS Valkyrie Head Lasers - RG: 9, MD: 2, Anti-Missile
- MDS-L-46 Hailstorm Missile Pack - RG: 18, MD: 6 per missile, Ammo 6, Anti-Missile, Missile, Volley 8

Battloid Mode

SPD: 6, PIL: 3, GN: 4, DF: 5
Hands, its GU-11 range is doubled and can be used to Rapid Fire an additional time each turn.
Hand to Hand Attacks: Body Block, Club, Grab, Kick, Jump Kick, Punch, Power Punch, Stomp

Guardian Mode

SPD: 14, PIL: 4, GN: 3, DF: 5
Hands, Hover
Hand to Hand Attacks: Body Block, Club, Grab, Kick, Punch

Fighter Mode

SPD: 16, PIL: 3, GN: 3, DF: 6
Afterburner, Aircraft, Fast Mover
Hand to Hand Attacks: None



MECHA OF THE UEDF

SUPER VF-1S

Model Type ▶ VF-1S with a MVAS-1 FASTPack Modular Armor System
MDC ▶ 14

Battloid Restriction, Flight, Leadership 3, Variable Modes, Jettison to VF-1S

Weapon Systems:

- GU-11 Gun Pod: 55mm Triple Barreled Rotary Cannon - RG: 12 (or 24 in Battloid Mode), MD: 6, Rapid Fire
- Wing Mounted Articulated Missile Hardpoints - RG: 24, MD: 9 per missile, Ammo 3, Missile, Volley 4
- Quad LLW-20 CIWS Valkyrie Head Lasers - RG: 9, MD: 4, Anti-Missile
- MDS-L-46 Hailstorm Missile Pack - RG: 18, MD: 6 per missile, Ammo 6, Anti-Missile, Missile, Volley 8

Battloid Mode

SPD: 6, PIL: 4, GN: 4, DF: 5
Hands, its GU-11 range is doubled and can be used to Rapid Fire an additional time each turn.
Hand to Hand Attacks: Body Block, Club, Grab, Kick, Jump Kick, Punch, Power Punch, Stomp

Guardian Mode

SPD: 14, PIL: 5, GN: 4, DF: 5
Hands, Hover
Hand to Hand Attacks: Body Block, Club, Grab, Kick, Punch

Fighter Mode

SPD: 16, PIL: 4, GN: 3, DF: 6
Afterburner, Aircraft, Fast Mover
Hand to Hand Attacks: None

▼ SUPER VF-1R

Model Type ▶ VF-1R with a MVAS-1 FASTPack Modular Armor System
MDC ▶ 17

Battloid Restriction, Flight, Variable Modes, Jettison to VF-1R

* An SVF-1R's PIL and GN are the same as the mecha that it upgraded.

Weapon Systems:

- GU-11 Gun Pod: 55mm Triple Barreled Rotary Cannon - RG: 12 (or 24 in Battloid Mode), MD: 6, Rapid Fire
- Wing Mounted Articulated Missile Hardpoints - RG: 24, MD: 9, per missile, Ammo 3, Missile, Volley 4
- Dual LLW-20 CIWS Valkyrie Head Lasers - RG: 9, MD: 2, Anti-Missile
- IAC-20 20mm CIWS Auto-Cannon - RG: 9, MD: 3, Anti-Missile
- MDS-M-4 Mini-Missile Delivery System - RG: 12, MD: 2 per missile, Ammo 4, Anti-Missile, Missile, Volley X
- MDS-L-46 Hailstorm Missile Pack - RG: 18, MD: 6 per missile, Ammo 6, Anti-Missile, Missile, Volley 8

Battloid Mode

SPD: 7, PIL: *, GN: *, DF: 5
Hands, its GU-11 range is doubled and can be used to Rapid Fire an additional time each turn.

Hand to Hand Attacks: Body Block, Club, Grab, Kick, Jump Kick, Punch, Power Punch, Stomp

Guardian Mode

SPD: 16, PIL: *, GN: *, DF: 5
Hands, Hover
Hand to Hand Attacks: Body Block, Club, Grab, Kick, Punch

Fighter Mode

SPD: 18, PIL: *, GN: *, DF: 6
Afterburner, Aircraft, Fast Mover
Hand to Hand Attacks: None





JOTUN ARMORED VALKYRIE

A Valkyrie enhanced with the JBP-2R Modular Armor and MVAS-2 FASTPack is known as the "Jotun Armored Valkyrie." This armored weapon system gives the Valkyrie even better protection than the Armored Valkyrie plus half the missile payload of the Super Valkyrie's FASTPack, making it a formidable adversary in the field of battle. It is often deployed in a "mecha buster" capacity, a task aided by a handheld shield to deflect shrapnel and enemy gunfire, as well as absorb

missile strikes. Mounted on the shield is the standard GU-11 Gun Pod. When the armor becomes too mangled in combat and the FASTPack missiles are spent, the Jotun Armor can be jettisoned, giving the Valkyrie underneath the freedom to transform and use other modes. The Jotun Armor is an experimental weapon and armor package deployed for special operations and defense of strategic positions.



JOTUN ARMORED VF-1A

Model Type ▶ VF-1A with JBP-2R Modular Armor and MVAS-2 FASTPack
MDC: 26
SPD: 4, **PIL:** 2, **GN:** 3, **DF:** 5

Flight, Hands, Jettison to VF-1A (12 MDC)

Weapon Systems:

- GU-11 Gun Pod: 55mm Triple Barreled Rotary Cannon - **RG:** 24, **MD:** 6, Rapid Fire
- LW-20 CW5 Valkyrie Head Laser - **RG:** 9, **MD:** 1, Anti-Missile
- MDS-L-23 Hailstorm Missile Pack - **RG:** 18, **MD:** 6 per missile, Ammo 8, Anti-Missile, Missile, Volley 4

Hand to Hand Attacks: Body Block, Club, Grab, Kick, Jump Kick, Punch, Power Punch, Stomp

MECHA OF THE UEDF



JOTUN ARMORED VF-1J

Model Type ▶ VF-1J with JBP-2R
Modular Armor and MVAS-2 FASTPack
MDC ▶ 26
SPD: 4, PIL: 3, GN: 4, DF: 5

Flight, Hands, Leadership 2, Jettison to VF-1J (12 MDC)

Weapon Systems:

- GU-11 Gun Pod: 55mm Triple Barreled Rotary Cannon -
RG: 24, MD: 6, Rapid Fire
- Dual LLW-20 CIWS Valkyrie Head Lasers -
RG: 9, MD: 2, Anti-Missile
- MDS-L-23 Hailstorm Missile Pack -
RG: 18, MD: 6 per missile, 6, Anti-Missile, Missile, Volley 4

Hand to Hand Attacks: Body Block, Club, Grab, Kick,
Jump Kick, Punch, Power Punch, Stomp

JOTUN ARMORED VF-1D

Model Type ▶ VF-1D with JBP-2R
Modular Armor and MVAS-2 FASTPack
MDC ▶ 26
SPD: 4, PIL: 3, GN: 4, DF: 5

Flight, Hands, Leadership 2, Jettison to VF-1D (12 MDC)

Dual Pilot ▶ The Jotun Armored VF-1D can fire an additional
weapon system each turn at no Command Point cost at a GN of 1.

Weapon Systems:

- GU-11 Gun Pod: 55mm Triple Barreled Rotary Cannon -
RG: 24, MD: 6, Rapid Fire
- Dual LLW-20 CIWS Valkyrie Head Lasers -
RG: 9, MD: 2, Anti-Missile
- MDS-L-23 Hailstorm Missile Pack -
RG: 18, MD: 6 per missile, Ammo 6, Anti-Missile, Missile, Volley 4

Hand to Hand Attacks: Body Block, Club, Grab, Kick,
Jump Kick, Punch, Power Punch, Stomp



JOTUN ARMORED VF-1S

Model Type ▶ VF-1S with JBP-2R
Modular Armor and MVAS-2 FASTPack
MDC ▶ 26
SPD: 4, PIL: 4, GN: 4, DF: 5

Flight, Hands, Leadership 3, Jettison to VF-1S (12 MDC)

Weapon Systems:

- GU-11 Gun Pod: 55mm Triple Barreled Rotary Cannon -
RG: 24, MD: 6, Rapid Fire
- Quad LLW-20 CIWS Valkyrie Head Lasers -
RG: 9, MD: 4, Anti-Missile
- MDS-L-23 Hailstorm Missile Pack -
RG: 18, MD: 6 per missile, Ammo 6, Anti-Missile,
Missile, Volley 4

Hand to Hand Attacks: Body Block, Club, Grab, Kick,
Jump Kick, Punch, Power Punch, Stomp





YF-4 PROTOTYPE VERITECH

The YF-4 is an experimental Veritech Fighter that was developed after the global bombardment of the Earth by Dolza's fleet. It was first deployed during the Malcontent Uprisings with favorable results, but manufacture was limited because of its complex, experimental design. It is a bit more heavily armored and slightly faster than the VF-1 Valkyrie that preceded it, but it was only ever produced in small numbers, and didn't see combat until after the First Robotech War had already concluded. The

YF-4 is equipped with a pair of mid-wing mounted, heavy jet engines and wing tips tilted down for better control at high speeds. The big changes are the GU-11 being replaced by Dual LLW-60 CIWS Beam Cannons built right into each forearm, and an internal missile launch system; both of these weapon systems can fire in all modes. The YF-4 can perform the same battlefield roles as the VF-1 Valkyrie, but is most often deployed to engage heavy enemy mecha, fighters and spacecraft.



YF-4

Model Type ▶ YF-4 Prototype Veritech

MDC ▶ 16

Flight, Variable Modes

Weapon Systems:

- Dual LLW-60 CIWS Beam Cannons - RG: 12, MD: 6, Anti-Missile, Rapid Fire

- MDS-M-4 Mini-Missile Delivery System - RG: 12, MD: 2, per missile, Ammo 4, Anti-Missile, Missile, Volley X

- Recessed Long-Range Missile Launchers - RG: 48, MD: 9 per missile, Ammo 6, Blast, Missile, Volley X

Battloid Mode:

SPD: 6, PIL: 2, GN: 3, DF: 5
Hands, its Dual LLW-60 RG becomes 18 and can be used to Rapid Fire an additional time each turn.

Hand to Hand Attacks: Body Block, Grab, Kick, Jump Kick, Punch, Power Punch, Stomp

Guardian Mode:

SPD: 11, PIL: 3, GN: 2, DF: 5
Hands, Hover

Hand to Hand Attacks: Body Block, Grab, Kick, Punch

Fighter Mode:

SPD: 14, PIL: 2, GN: 2, DF: 6
Afterburner, Aircraft, Fast Mover

Hand to Hand Attacks: None

FLIGHT LEAD YF-4

Model Type ▶

YF-4 Prototype Veritech

MDC ▶ 16

Flight, Leadership 2, Variable Modes

Weapon Systems:

- Dual LLW-60 CIWS Beam Cannons - RG: 12, MD: 6, Anti-Missile, Rapid Fire
- MDS-M-4 Mini-Missile Delivery System - RG: 12, MD: 2, per missile, Ammo 4, Anti-Missile, Missile, Volley X
- Recessed Long-Range Missile Launchers - RG: 48, MD: 9 per missile, Ammo 6, Blast, Missile, Volley X

Battloid Mode:

SPD: 6, PIL: 2, GN: 3, DF: 5
Hands, its Dual LLW-60 RG becomes 18 and can be used to Rapid Fire an additional time each turn.

Hand to Hand Attacks: Body Block, Grab, Kick, Jump Kick, Punch, Power Punch, Stomp

Guardian Mode:

SPD: 11, PIL: 4, GN: 3, DF: 5
Hands, Hover

Hand to Hand Attacks: Body Block, Grab, Kick, Punch

Fighter Mode:

SPD: 14, PIL: 3, GN: 3, DF: 6
Afterburner, Aircraft, Fast Mover

Hand to Hand Attacks: None



QF-3000 GHOST

The QF-3000 Ghost is unique in that it is an "unmanned" combat vehicle. It is a non-variable UAV designed to operate from air bases, carrier decks and spaceborne ARMD carriers. It is a fast and efficient killer loaded with the latest generation 30mm auto-cannons and anti-mecha missiles. It is a match for even seasoned enemy pilots. The Ghost's AI (Artificial Intelligence) allows it to fly and fight autonomously if and when it is not directly led by a control team.



QF-3000 GHOST

Model Type ▶ Non-Variable Unmanned Aerospace Vehicle

MDC ▶ 9

SPD: 10, **PIL:** 1, **GN:** 1, **DF:** 6

Afterburner, Aircraft, Flight

** The Dual MDS-RF-5 Missile Launchers carry both short- and medium-range missiles in their internal magazine, and can fire either. Only one Missile weapon system may be used in a turn.*

Weapon Systems:

- ARLEN Mk.7 30mm Auto-Cannons - RG: 24, MD: 12
- Dual MDS-RF-5 Missile Launchers, Short-Range* - RG: 18, MD: 6 per missile, Ammo 10, Missile, Volley 4
- Dual MDS-RF-5 Missile Launchers, Medium-Range* - RG: 24 MD: 9 per missile, Ammo 5, Missile, Volley 4

Hand to Hand Attacks: None

SF-3A LANCER II

The SF-3A Lancer was built around its deadly guns. Following a tradition started by the venerable A-10 Thunderbolt, UEDF Aerospace engineers designed the biggest weapon they could, slapped on some engines and wrapped a fuselage around it. The Lancer was designed to carry a double-barreled pulse beam cannon, built to kill Zentraedi sub-capital ships and heavy aerospace mecha. Lancers served well as part of the ARMD "Armor" class carrier groups. While deadly at long ranges against larger, sub-capital ships, the Lancer is ill-equipped to handle smaller, faster vessels like the Zentraedi Gnerl Fighter Pods.



SF-3A LANCER II

Model Type ▶ Space Attack Fighter

MDC ▶ 11

SPD: 11, **PIL:** 2, **GN:** 2, **DF:** 5

Afterburner, Aircraft, Flight

SF-3A Lancer IIs can only be included in an army in games that take place on a space battlefield.

Weapon Systems:

- Double-Barreled Plasma Beam Cannon - RG: 48, MD: 10
- MDS-L-12 Short-Range Missile Launcher - RG: 18, MD: 6 per missile, Ammo 6, Anti-Missile, Missile, Volley X

Hand to Hand Attacks: None

DEFENDER DESTROID



The ADR-04-Mk.X Defender is the UEDF's dedicated air-defense Destroid. The Defender mounts a pair of twin M-996 air-defense cannons, which are capable of engaging both land and air targets with impunity. Defenders are more lightly armored than the other Destroids, allowing them to be faster on their feet in order to quickly gain a firing position on incoming enemy mecha and aircraft.

DEFENDER

Model Type ▶ ADR-04-Mk.X Defender

MDC ▶ 11

SPD: 6, **PIL:** 2, **GN:** 2, **DF:** 5

Weapon Systems:

- Dual M-996 78mm Anti-Aircraft Auto-Cannons - RG: 36, MD: 8, Accurate, Anti-Missile, Rapid Fire, Rear Fire, Split Fire

Hand to Hand Attacks: Body Block, Kick, Stomp

TOMAHAWK DESTROID

The MBR-04-Mk.VI Tomahawk is a combat workhorse designed to replace conventional main battle tanks and IFVs, a role in which it excels. With its thick armor and weapon arrays, the Tomahawk forms the core of the UEDF's ground forces. It is used in front-line combat and may be fielded in squadrons composed entirely of Tomahawks or in mixed squadrons of other Destroids, particularly Spartans and Phalanxes.

TOMAHAWK

Model Type ▶ MBR-04-Mk.VI Tomahawk

MDC ▶ 19

SPD: 5, **PIL:** 2, **GN:** 2, **DF:** 5

Focus Fire

Weapon Systems:

- Dual HPC-155 Heavy Particle Accelerator Cannons - RG: 36, MD: 8, Overwhelming, Split Fire
- Dual TZ-IV Gun Clusters - RG: 9, MD: 8
- Dual MDS-L-12 Multiple Missile Pods - RG: 18, MD: 6 per missile, Ammo 6, Anti-Missile, Missile, Volley 4
- MDS-M-6 Six-Pack Air Defense Missile Pod - RG: 18, MD: 6 per missile, Ammo 6, Anti-Missile, Missile, Volley X
- Quad RDS-2 Rocket Launcher Boxes - RG: 12, MD: 2 per missile, Ammo 8, Anti-Missile, Missile, Volley X
- Dual GAU-20A1 .50 cal Machineguns - RG: 9, MD: 4

Hand to Hand Attacks: Body Block, Kick, Jump Kick, Punch, Stomp



MECHA OF THE UEDF

PHALANX DESTROID

A dedicated missile artillery support Destroid, the SDR-04-Mk.XII Phalanx often operates side by side with the Defender in air-defense units or the Monster in artillery support units. The Phalanx's mission flexibility comes from the fact that its MDS-H-22 Derringer long-range missile launchers are capable of destroying both ground and air mecha at extremely long ranges, giving it standoff capability.

PHALANX

Model Type ▶ SDR-04-Mk.XII Phalanx

MDC ▶ 11

SPD: 5, **PIL:** 2, **GN:** 2, **DF:** 5

Weapon Systems:

- Dual MDS-H-22 Derringer Missile Launchers -
RG: 48, MD: 9 per missile, Ammo 11, Blast, Missile,
Rear Fire, Volley 4

Hand to Hand Attacks: Body Block, Kick, Stomp



SPARTAN DESTROID

All Destroids are designed to fill a particular role in combat. The MBR-07-Mk.II Spartan is a versatile mecha created for close combat, riot control and boarding enemy spacecraft. The Spartan functions equally well in front-line combat or defensive positions, but its real strength lies in close-quarters combat. This Destroid has reinforced metal hands that can punch and rip through the armor of mecha, the hull of a spaceship or fortified positions. For riot control and close combat with Zentraedi foot soldiers, it carries a stun baton, and can use other, mecha-sized handheld weapons.

SPARTAN

Model Type ▶ MBR-07-Mk.II Spartan

MDC ▶ 16

SPD: 7, **PIL:** 2, **GN:** 2, **DF:** 6

Focus Fire, Hands

Brawler ▶ A Spartan may make an additional hand to hand attack each turn for free. Further, all of the Spartan's hand to hand attacks do an additional +2 MD, but are otherwise as normal.

Weapon Systems:

- Dual MDS-L-12 Multiple Missile Pods -
RG: 18, MD: 6 per missile, Ammo 6,
Anti-Missile, Missile, Volley 4
- TZ-IV Gun Cluster -
RG: 9, MD: 4
- LWS-20 Point Defense Laser Turret -
RG: 9, MD: 2, Anti-Missile, Rear Fire

Hand to Hand Attacks: Body Block, Grab, Kick, Jump Kick, Punch, Power Punch, Stomp (and Club if the Spartan is equipped with either of the two Built-in Spartan Upgrades)



MONSTER DESTROID

The largest Destroid ever produced, the HWR-00-Mk.II Monster is aptly named for it truly is a beast of a mecha. The Monster is primarily an artillery support unit that uses its big M-400 40cm artillery cannons to pound the opponent into submission. The Monster's only real weaknesses are its slow speed and lack of secondary short-ranged weapons, as this can leave it vulnerable to quick counterattacks.

MONSTER

Model Type ▶ HWR-00-Mk.II Monster

MDC ▶ 24

SPD: 3, **PIL:** 2, **GN:** 2, **DF:** 7

Cumbersome ▶ Rough Terrain is treated as Deadly Terrain by this mecha for movement purposes.

Quad Cannon Salvo ▶ You may choose to double the MD of the Quad M-400 40cm Artillery Cannons before you roll to hit with them. If you do, they can't be used to attack during the next turn of the game, and doubling the MD also expends two points of ammo when used.

Weapon Systems:

- Quad M-400 40cm Artillery Cannons -
RG: 60, MD: 12, Ammo 16, Accurate, Blast, Overwhelming
- Dual MMDS-12 Multiple Missile Launchers -
RG: 24, MD: 9 per missile, Ammo: 12, Missile, Volley X

Hand to Hand Attacks: Body Block, Kick, Punch, Power Punch, Stomp

THE UNITED EARTH DEFENCE FORCE

"Requesting artillery support! We are being overrun. We need artillery support," squealed the radio in Martin's cockpit. The signal crackled and popped as the officer gave the coordinates for the strike. Martin's Phalanx had a lot of battle scars and a cracked canopy, letting in the smells and sounds of the battle raging on all around him. Even his radio was in pretty rough shape.

"Artillery Four responding. Missiles in-bound," he replied, then switched his radio to his squad frequency. "Okay, boys. I want a full spread on these coordinates. HEAP rounds only. No nukes. Our people are in up close with the enemy and I don't want any friendly fire."

Martin looked to his left, then his right, as his squad began firing. The sound of their missiles leaving the launchers made a steady "thump, thump,

thump" sound that was music to his ears. The smell of cordite was soon thick in the air, slipping through the cracks in his canopy, even as he triggered his own missile volley. At this distance it would take 3.7 seconds for the missiles to reach their targets.

Far off, the long-range missiles slammed home into an advancing horde of Zentraedi Tactical Battlepods. The shrapnel and explosive force ripped through the thin armor of the Regults, giving the beleaguered UEDF defenders the time they needed to pull back.

Martin's radio crackled to life once again, "Much appreciated, Artillery Four. We're pulling back now, but a second volley would give us some much needed breathing room if you can spare it."

"Sure thing. Second volley incoming," Martin replied, "Duck and cover, boys."



SPECIAL CHARACTERS



ROBOTECH®
RPG TACTICS™

There are many special and heroic individuals throughout Robotech®. Some of these characters are represented by the Special Character Profiles below. Special Characters can have access to many different types of Mecha, and will have an entry in their profile telling you which mecha they can pilot. When you include a Special Character in your army, choose a mecha that is available to them in your army and they

become the pilot of that mecha. The character will operate with the profile of the chosen mecha along with any modifications outlined below, as part of the squadron that the mecha is in. The points listed below are how much it costs to include the Special Character in your army, *not including the cost of the mecha the character pilots.*



ROY FOKKER

A bona fide hero of the Global War with 108 confirmed kills before the beginning of the First Robotech War, Roy Fokker is the complete package when it comes to combat pilots; a great shot, an excellent pilot with incredible natural instincts, nerves of steel, charisma and a lighthearted demeanor. Roy continues to be one of the top scoring aces in the UEDF Spacy and an inspirational leader. He is the current leader of Skull Squadron and CAG of the SDF-1.

30 pts

Mecha Available ▶ VF-1S:

Standard/Armored/Super/Jotun.

+1 GN, +1 Leadership

Double Ace ▶ Roy may attempt to Dodge twice per turn without paying any Command Points.

Iron Will ▶ When Roy's mecha runs out of MDC, roll a D6. On a roll of 4+, Roy isn't destroyed until the end of the next turn, and will remain on the board, even if he suffers more damage, until then.



RICK HUNTER

While Rick Hunter is an excellent pilot, born and raised around aircraft and flying them at a young age, he is also a natural-born leader. This is evident by Rick's meteoric rise through the ranks of the UEDF. Whether leading a flight of Valkyries, Skull Squadron or the entire air wing of the SDF-1, the men under his command strive to be their best when led by the legendary Rick Hunter. Under his command, a squadron of Veritechs can execute operations that another commander would need twice as many mecha to pull off. He's that good.

10 pts

Mecha Available ▶ VF-1A:

Standard/Armored/Super/Jotun,

VF-1J: Standard/Armored/Super/Jotun,

VF-1S: Standard/Armored/Super/Jotun, Spartan.

+1 P/L

Natural Pilot ▶ Rick can boost his SPD once automatically each turn without paying Command Points or making a Piloting roll.



BEN DIXON

Third Lieutenant Ben Dixon was assigned to Vermillion Squadron under the command of newly promoted Lieutenant Rick Hunter right out of flight school. While Ben was not a natural pilot or combat ace like teammates Max and Rick, he was dependable, courageous and a good hand to hand combatant in a Valkyrie. Always eager for a good fight, he could be counted on to be among the first pilots to enter the fray.

5 pts

Mecha Available ▶ VF-1A:
Standard/Armored/Super/Jotun.

Selfless ▶ When a mecha within 4 inches of Ben's VF-1A is hit, his player may choose to have Ben take the hit instead.



MAX STERLING

A natural pilot and daring ace, 2nd Lieutenant Max Sterling quickly accumulated a kill record that other pilots envy. His combat instincts are nearly perfect; it's as if he is prescient, able to predict what his opponent will do before the opponent knows it. It was Max's amazing combat prowess that earned him the respect (and later the love and hand in marriage) of the deadly Zentraedi female ace, Miriya-Parina. The pair now flies and fights in the renowned Skull Squadron, where they vie to see which of them is the best UEDF fighter pilot.

10 pts

Mecha Available ▶ VF-1A:
Standard/Armored/Super/Jotun,
VF-1J: Standard/Armored/Super/Jotun.

+1GN

Prescient ▶ Max can re-roll all of his Dodge rolls that fail. Remember, no single roll can be re-rolled more than once.

True Love ▶ While Max is within 4 inches of Miriya, and they are in the same army, he gains her Aggressive ability as well.

DIETRICH

Leader of the UEDF Marines 3rd armored company's 2nd platoon, Captain Dietrich is a man known for pushing his luck. Awarded the Purple Heart three times for wounds received in battle against the Zentraedi forces, Captain Dietrich refuses to sit on the sidelines while others do the fighting. Particularly skilled with the Tomahawk's HPC-155 particle cannons at long range, he has 21 confirmed enemy kills.

10 pts

Mecha Available ▶ Tomahawk.

Leadership 1

Fire at Will ▶ Dietrich can fire 1 additional weapon system per turn for free.

FREEMAN DAVIDOFF

Sgt. Davidoff is an area denial specialist in the UEDF Marines. Originally stationed aboard the Daedalus, Freeman found himself serving aboard the SDF-1 after its disastrous warp jump. Then, he saw his Defender dismantled to serve as a point defense turret for the ship. After stellar service as an air-defense operator, with 42 confirmed interdictions, he was granted his request to have his Defender reassembled and reassigned to an area denial squadron where he could see battlefield action.

5 pts

Mecha Available ▶ Defender.

Itchy Trigger Finger ▶ Freeman's Defender's Dual M-996 78mm Anti-Aircraft Auto-Cannons may be fired one additional time as per Rapid Fire each turn. So he can attack with the weapon system a total of 3 times per turn, at the standard cost of one Command Point per additional attack.

KAIN WELLER

Lance Corporal Kain Weller is a natural ace Destroid pilot in the UEDF Marines' close combat group. His unit specializes in peace-keeping, military policing and close-quarters combat. Weller likes to get in close with his Spartan and mix it up with his opponents in hand to hand combat. He uses two Spartan Shock Batons as paired weapons for kicking butt and smashing heads.

5 pts

Mecha Available ▶ Spartan.

Charge ▶ Kain can boost his SPD automatically once each turn without paying Command Points or making a Piloting roll.

Hand-to-Hand Specialist ▶ Kain can make one additional hand to hand attack per turn for free.

MAGNUS

The young pilot known as Magnus is an oddity in the UEDF Spacy. He is an ace pilot who gained over 96% of his confirmed kills in an Armored Valkyrie. While he barely passed flight school and is considered a below average pilot, Magnus has the magic touch when it comes to missile targeting and tracking. Often seen locking onto seven to eight targets simultaneously and scoring nearly as many kills with those missiles. Two different Armored VF-1As have been set aside for his exclusive use.

5 pts

Mecha Available ▶ Armored VF-1A.

Slow and Steady ▶ If Magnus hasn't moved yet during a turn, his PIL is 3. This only applies while in Armored VF form.

MIRIYA STERLING

After marrying Max Sterling, Miriya-Parina changed her last name to Sterling and joined the UEDF Spacy to fight alongside her husband. Together, they represent the most lethal aces within Skull Squadron. Miriya is an aggressive and deadly combatant, always willing to push her mecha to its maximum performance in order to outmaneuver her opponent and gain the decisive advantage in a dogfight. She has a tendency to unleash overwhelming firepower to ensure a kill.

10 pts

Mecha Available ▶ VF-1A:

Standard/Armored/Super/Jotun, VF-1J: Standard/Armored/Super/Jotun.

Aggressive ▶ Miriya may re-roll all of her Strike rolls.

Remember, no single roll can be re-rolled more than once.

True Love ▶ While Miriya is within 4 inches of Max, and they are in the same army, she gains his Prescient ability as well.

Malcontent Special Character Note: While most heroes would never become Malcontents, many Special Characters can be used as templates for creating Malcontent aces with the same attributes and point cost. Roy Fokker, Rick Hunter, Max Sterling, and Miriya Sterling cannot be used as templates in this manner.



**THE ZENTRAEDI
ARMADA**

213 RBT



We are Zentraedi. The titans who bring the rule of the Robotech Masters to conquered worlds. We are the pinnacle of all martial endeavors and the greatest fighting force in the universe. Bred to war. Faultless in battle. Born in the fires of the Masters' divine will. Our numbers are legion. Our forces unstoppable.

We are Zentraedi. The embodiment of power, duty, honor and obligation. We fight without fear or remorse. We know not of defeat as all lesser races fall before the Zentraedi might. Our opponents submit to us on bended knee or flee in terror at our approach. Those who resist see their civilization toppled and crushed, the people enslaved. And if so decreed, their entire race or planet obliterated, for we are Zentraedi.

From the first moment of our cloning we are gifted with the purpose and determination of the Robotech Masters. Engineered, programmed and ingrained with all the knowledge and skills needed to carry out their will. We are the perfect warriors. Shaped over the course of millennia. We are flawless, adapted for war and made without equal.

We are Zentraedi. Every mission, strategy and tactic is expertly planned, skillfully conducted and masterfully executed, with fighting instincts and reflexes honed to perfection through years of intensive training and indoctrination. None in the universe can best us in battle. Each caste, Warrior, Elite and High Command, working in union to triumph over all who oppose us.

We are Zentraedi. The eyes and ears of the Robotech Masters searching the universe for signs of Protoculture and rebellion.

We are the voice of the Masters that delivers their message.

We are the fist that crushes all resistance, eliminates all opposition and eradicates all who oppose the Robotech Masters. For we are their will made flesh. We are Zentraedi.

The battle litany recited by the clone warriors of the **Zentraedi Imperial Armada** before their assault on the SDF-1 and Earth.

To understand the Zentraedi you must understand their nature. The Zentraedi are living weapons genetically engineered by the Robotech Masters to dominate the universe. They are bred to be devoid of empathy, remorse, and mercy. They know little of human emotion and find happiness and fulfillment in the execution of their duties and war. In many ways, the Zentraedi are as cold and efficient at combat and killing as the mecha they

pilot. They are programmed to be fearless, obey, fight and not ask questions. They have little sense of self, and individuality and personal expression are punished and squashed at every turn. Loyalty, obedience and self-sacrifice are among the traits most valued. So are ruthlessness, cunning and brutal efficiency. They are cold-blooded fighting machines unafraid of dying and programmed to kill and destroy.

THE ZENTRAEDI ARMADA

It is these bloodthirsty warriors that the Robotech Masters have sent to Earth in search of their lost vessel – the newly rebuilt SDF-1 – and its hidden Protoculture Matrix. Indeed, the fact that the ship crashed on Earth is of little concern to the Zentraedi. They would have assaulted any planet that the vessel had crashed on with equal zeal. Humanity is just a bunch of worthless “micronians.” Insignificant insects to be brushed aside in the Zentraedi’s effort to fulfill the will of the Robotech Masters. Nothing, not humanity, not anything will prevent them from carrying out their duty.

The very nature of the Zentraedi should scare even the most seasoned war veteran. The giants are a relentless horde willing to die en masse in the name of the Robotech Masters’ empire. For them, life is cheap and to die in combat an honor. And stopping these warriors is no easy task. Earth would have been doomed if not for the Robotechnology learned from the crashed battle fortress. Technology the Zentraedi warships and soldiers have also used to wage war across the universe for millennia. For the Zentraedi, Earth is just one more beachhead for them to conquer.

ZENTRAEDI MECHA

In contrast to the mecha of the UEDF, who rely upon tough as nails fighting machines to give their soldiers the greatest chance of surviving an engagement, the mecha of the Zentraedi tend to have much lesser armor in favor of raw firepower. Battlepods, for example, are able to dish out considerable damage in combat, but cannot handle much punishment. This is due, in part, to the Zentraedi’s reliance upon their massive space fleet to decimate a planet before sending in “the troops.” The Zentraedi’s low regard for life also plays a role. To the Zentraedi High Command and their Robotech Masters, life is cheap, and (as long as there is Protoculture to be had) combat losses are easily replaced with new clone warriors and mecha. Moreover, combat strategies designed to decimate planetary defenses and overwhelm survivors often lead to the quick conquest of most worlds. In parts of the universe where the Zentraedi and Robotech Masters are known and feared, many civilizations surrender moments after the Zentraedi armada makes its appearance.

The Zentraedi mecha designs favor energy weapons over projectile weapons. While they do mount a few slug-throwers and missile launchers on some mecha, an energy weapon will never run out of ammo and enables

Zentraedi soldiers to fight for prolonged periods in the field. This has led the Zentraedi to master the use of lasers and particle acceleration technology and dabble in the use of plasma weapons. That said, their projectile weapons and missile technology are easily on par with those of the UEDF.

Mecha swarms. Each warship of the Zentraedi Fleet carries thousands of ready Zentraedi warriors in stasis and has the cloning facilities to create millions more as needed. Likewise, these vessels carry tens of thousands of Battlepods and other combat mecha, and there is always an ample supply of new mecha that can be created at massive Robotech Factory space stations, as well as those mecha recovered from the battlefield, repaired and refurbished for combat. This has led the Zentraedi to develop and master swarming combat tactics that make the most of their superior numbers and their soldiers’ aggressive nature.

Swarming allows the Zentraedi to overwhelm their target with their weight of numbers. While Zentraedi losses can be steep, battles are short and decisive, almost always in the giants’ favor. **Regults** (more commonly known as **Tactical Battlepods**) of all models and armored infantry soldiers attack the enemy in waves with new Battlepods and troops reinforcing the front-line as needed. The **Gnerl Fighter** is a one-man aerospace fighter that provides aerial support and strafing runs. All Zentraedi units rely on speed and firepower to outmaneuver, outrun and outshoot their opponents. However, their light armor means Regults and infantry soldiers who get separated from the swarm or pinned down by Earth mecha can be quickly dispatched by their more heavily armored enemy. Of course, most Zentraedi opponents do not wield war machines based on their own Robotechnology.

Only the superior armored elite units of the Zentraedi army, like the the **Glaug Officer’s Battlepod** and **Nousjadeul-Ger** and **Queadluun-Rau** power armor units, can stand toe to toe with UEDF mecha. These elite units fulfill all leadership and covert roles in the Zentraedi Fleet. The elite Zentraedi mecha are manned by the Warlords and Warrior Elite castes which are both physically and mentally superior to the lesser Zentraedi Infantry clone troops. This makes them far superior to the other Zentraedi units, and such leaders are often the key to a Zentraedi victory.



“It’s hard to believe that’s how Micronians are made. Why don’t we see it right now by having you both kiss one another?”

Dolza, Zentraedi Supreme Commander



The Regults of his squadron were moving forward from street to street, sweeping aside the puny micronians like the pests they were. A few small arms fired back at his men from windows and doorways, only to be silenced by the guns of his squadron. He didn't even bother firing the weaponry of his Glaug as his men had things well in hand. He would wait for a more worthy opponent if he could find one among these wretches.

"Such pathetic little beings these micronians," he thought to himself. "They scurry and hide at the mere appearance of my Zentraedi squadron. Not a worthy warrior among them. Even their foot soldiers are dismally poor fighters. I'll never find a decent opponent in this place."

As Zentraedi reinforcements dropped into the streets all around him, his sensor picked up an incoming squadron of micronian mecha rushing in from the sky. "At last," he said to himself with a grin.

The Valkyrie squadron arrived with missiles and GU-lls screeching. Even as the Earth mecha broke off to engage his Regults, he spotted the leader and moved to engage him.

The Valkyrie squad leader changed from Veritech Fighter configuration to Battloid and unleashed a hail of gunfire at his Glaug. The Zentraedi smiled at the smooth transition and responded with his particle accelerator cannons before ducking behind a building for cover. No sooner did he move behind the building than his cockpit lit up with reflected laser light. He smashed through the walls of the flimsy micronian dwelling to surprise his foe with his own weapons blazing.

"This is glorious," thought the Zentraedi officer. "A worthy opponent, at last." He relished the exchange with a true warrior, and planned to salute the micronian after he had delivered the killing blow he was already imagining.

...



REGULT (TACTICAL BATTLEPOD)

The omni-present Regult forms the backbone of the Zentraedi battle squadrons. Produced in the millions, the Tactical Battlepod is a light, fast mecha thrown at enemy forces in waves until the enemy is overwhelmed by their sheer weight of numbers. Battlepods are armed to the teeth and able to leap great heights and distances, but are lightly armored. A swarm of the iconic, egg-shaped Regults is often the last thing an opponent will ever see.

REGULT

UEDF Designation ▶ Tactical Battlepod

MDC ▶ 5

SPD: 5, **PIL:** 2, **GN:** 1, **DF:** 6

Focus Fire, Leap, Life is Cheap

Weapon Systems:

- Dual Heavy Particle Cannons -
RG: 18, MD: 4, Accurate
- Dual 22.3mm Auto-Cannons -
RG: 12, MD: 2
- Dual Light Air Defense Lasers -
RG: 9, MD: 2, Anti-Missile, Rear Fire

Hand to Hand Attacks: Body Block, Kick, Jump Kick, Stomp



GLUUHAUG-REGULT (LIGHT ARTILLERY BATTLEPOD)

This variant Battlepod replaces the Regult's light air-defense lasers with a pair of medium-range missile launchers that provide the Gluuhaug-Regult with superior anti-armor and anti-mecha capabilities.

The Light Artillery Battlepod is much rarer than the standard Regult, with only one out of every 10 Regults being a Gluuhaug-Regult, meaning that they must be carefully deployed in the field of battle.

GLUUHAUG-REGULT

UEDF Designation ▶ Light Artillery Battlepod

MDC ▶ 5

SPD: 4, **PIL:** 2, **GN:** 2, **DF:** 5

Focus Fire, Leap

Weapon Systems:

- Dual Heavy Particle Cannons -
RG: 18, MD: 4, Accurate
- Dual 22.3mm Auto-Cannons -
RG: 12, MD: 2
- Dual 313mm Medium-Range Missile Launchers -
RG: 24, MD: 9 per missile, Ammo 4, Missile, Volley 6

Hand to Hand Attacks: Body Block, Kick, Jump Kick, Stomp





SERAUHAUG-REGULT (HEAVY ARTILLERY BATTLEPOD)

The Serauhaug-Regult is the Heavy Artillery Battlepod, capable of firing four long-range missiles to provide Regult squadrons with heavy standoff firepower to engage enemy targets well outside of the effective

combat ranges of other Battlepods. As a general rule, the Zentraedi only field one Serauhaug-Regult for every two Light Artillery Battlepods.

SERAUHAUG-REGULT

UEDF Designation ► Heavy Artillery Battlepod

MDC ► 5

SPD: 4, PIL: 2, GN: 2, DF: 5

Focus Fire, Leap

Weapon Systems:

- Dual Heavy Particle Cannons -
RG: 18, MD: 4 Accurate
- Dual 22.3mm Auto-Cannons -
RG: 12, MD: 2
- Dual 791mm Tactical Ballistic Missile Launchers -
RG: 48, MD: 9 per missile, Ammo 4, Blast, Missile, Volley X

Hand to Hand Attacks: Body Block, Kick, Jump Kick, Stomp



QUEL-REGULT (RECON BATTLEPOD)

QUEL-REGULT

UEDF Designation ► Tactical Reconnaissance Pod

MDC ► 5

SPD: 6, PIL: 3, GN: -, DF: 6

Leadership 2, Leap

Advanced Reconnaissance Suite ► When the Quel-Regult activates, you may spend 2 Command Points to make it so that friendly mecha within 12 inches of the Quel-Regult when they make a ranged attack get a +1 bonus to Strike. This effect lasts until the next time the Quel-Regult is activated.

Electronic Attack Suite ► When the Quel-Regult is activated you may spend 1 Command Point to inflict a -1 penalty to Strike in ranged combat on a single enemy mecha within a 24 inch range of the Quel-Regult until the end of the turn. Multiple enemy mecha can be affected at the cost of one Command Point per additional mecha.

Weapon Systems:

- None

Hand to Hand Attacks: Body Block, Kick, Jump Kick, Stomp

The weaponless Quel-Regult is the Zentraedi's answer to a forward reconnaissance unit and electronic warfare mecha rolled into one. Uncommon, with only one out of every 144 Regults being a Quel-Regult, this valuable scout mecha will always be accompanied by a full squadron of standard Regults as an escort for its protection. The Quel-Regult's battlefield role is to assist nearby Zentraedi mecha by providing more accurate targeting data and by jamming the electronic systems of their opponents.



GLAUG (OFFICER'S BATTLEPOD)

The Officer's Battlepod, or Glaug, is reserved for male officers commanding units of Regults or other infantry troops in battle. The Glaug has thick armor and better weapons than Tactical Battlepods, but its real strength lies in its superior electronics and sensors that allow it to share battlefield data with the Regults in its squadron. This provides a greater level of leadership on the field of battle and enables the officer to quickly call upon reinforcements when his squadron suffers losses.

GLAUG

UEDF Designation ▶ Officer's Battlepod
MDC ▶ 9
SPD: 7, Pil: 3, GN: 3, DF: 7

Focus Fire, Leadership 4, Leap

Weapon Systems:

- 128mm Charged Particle Cannon -
RG: 24, MD: 6, Accurate, Inescapable, Overwhelming
- Dual Forearm Heavy Particle Cannons -
RG: 18, MD: 4, Split Fire
- Dual Forearm 44mm Electromagnetic Rail Cannons -
RG: 18, MD: 8, Anti-Missile, Split Fire
 - Dual 22.3mm Auto-Cannons -
RG: 12, MD: 2
- 150mm Short-Range Missile Tubes -
RG: 18, MD: 6 per missile, Ammo 6,
Anti-Missile, Missile, Volley X

Hand to Hand Attacks: Body Block, Kick, Jump Kick, Punch, Power Punch, Stomp



Bosco 13



GLAUG-ELDARE (OFFICER'S BATTLEPOD WITH BOOSTER)

The Glaug-Eldare is a bolt-on, trans-atmospheric aerospace booster that turns the Glaug into a rather capable aerospace fighter. With the Eldare attached, the Glaug can keep up with, and lead, flights of Gnerl aerospace fighter pods into combat. The Glaug-Eldare (booster) provides additional armor protection, a larger complement of missiles and vastly increased speed.

GLAUG-ELDARE

UEDF Designation ▶ Officer's Battlepod with Booster
MDC ▶ 19
SPD: 12, Pil: 2, GN: 3, DF: 7

Afterburner, Aircraft, Flight, Leadership 4, Jettison to Glaug (10 MDC)

Weapon Systems:

- 128mm Charged Particle Cannon -
RG: 24, MD: 6 Accurate, Inescapable, Overwhelming
- Dual Forearm Heavy Particle Cannons -
RG: 18, MD: 4, Split Fire
- Dual Forearm 44mm Electromagnetic Rail Cannons -
RG: 18, MD: 8, Split Fire, Anti-Missile
 - Dual 22.3mm Auto-Cannons -
RG: 12, MD: 2
- 150mm Short-Range Missile Tubes -
RG: 18, MD: 6 per missile, Ammo 6,
Anti-Missile, Missile, Volley X
- Dual 103mm Mini-Missile Launchers -
RG: 12, MD: 2 per missile, Ammo 4,
Anti-Missile, Missile, Volley 6
- Dual 178mm Short-Range Missile Launchers -
RG: 18, MD: 6 per missile, Ammo 8,
Anti-Missile, Missile, Volley X

Hand to Hand Attacks: Body Block, Punch, Power Punch



GNERL FIGHTER (AEROSPACE FIGHTER POD)

A fast and rugged aerospace fighter, the Gnerl forms the backbone of the Zentraedi Fleet's air wing. With full trans-atmospheric capabilities, the fighter is equally at home in the air or space, making strafing runs against ground opponents, air to air interceptions or engaging in space combat. The Gnerl is deadly, with 18 short-range missiles and a 32mm rotary particle cannon for combat.

GNERL

UEDF Designation ▶ Aerospace Fighter Pod

MDC ▶ 6

SPD: 12, PIL: 2, GN: 2, DF: 7

Afterburner, Aircraft, Flight

Weapon Systems:

- PZ-32 32mm Rotary Particle Cannon - RG: 18, MD: 4, Rapid Fire, Overwhelming
- MZ18 Air to Air Missile Launchers - RG: 18, MD: 6 per missile, Ammo 3, Anti-Missile, Missile, Volley 6

Hand to Hand Attacks: None

QUEL-GULNAU (RECOVERY POD)

The Quel-Gulnau fulfills a vital battlefield role, that of recovery and retrieval of downed mecha in the field of battle. Recovered mecha are either repaired and sent back into battle or salvaged for parts and recycled. Only by doing so can the Zentraedi hope to keep up a ready supply of battle-ready mecha. Recovery Pods are unarmed, but capable of hand to hand combat.

QUEL-GULNAU

UEDF Designation ▶ Recovery Pod

MDC ▶ 9

SPD: 9, PIL: 2, GN: -, DF: 5

Flight, Hands, Hover

Recovery and Salvage ▶ While a Quel-Gulnau is within 2 inches of a Glaug (or Glaug-Eldare), it extends the normal 8 inch range of the Zentraedi faction ability of Reinforcements to 12 inches, but the Glaug (or Glaug-Eldare) must still have line of sight to the Regults destroyed in its squadron in order to set them aside for later use as possible reinforcements.

Weapon Systems:

- None

Hand to Hand Attacks: Body Block, Grab, Punch, Power Punch



NOUSJADEUL-GER (MALE POWER ARMOR)

With twice the armor of a Zentraedi Battlepod, the **Nousjadeul-Ger** powered armor suit is easily a match for the mecha of the UEDF. Such elite pilots are organized into special mechanized infantry squadrons, where they are used in covert ops, commando strikes and special forces missions in addition to select infantry operations. Their firepower, heavy armor and agility allow these troops to adapt well to most battlefield situations and use handheld weapons, explosives and other equipment.

NOUSJADEUL-GER

UEDF Designation ▶ Male Powered Armor

MDC ▶ 10

SPD: 5, **PIL:** 3, **GN:** 2, **DF:** 6

Flight, Focus Fire, Hands

Weapon Systems:

- Shoulder Mounted Charged Particle Cannon -
RG: 18, MD: 4
- Three-Barreled 64mm Grenade Launcher -
RG: 12, MD: 6, Ammo 10, Blast
- 32mm Plasma Machine Pistol -
RG: 9, MD: 8, Rapid Fire

Hand to Hand Attacks: Body Block, Club, Grab, Kick, Jump Kick, Punch, Power Punch, Stomp



Base 03



QUEADLUUN-RAU (FEMALE POWER ARMOR)

The **Queadluun-Rau** female powered armor suit is arguably the most feared mecha in the Zentraedi Fleet. It can outmaneuver a Valkyrie and outshoot most Destroids, and has the best armor of all Zentraedi mecha. The **Queadluun-Rau** is piloted by elite, specially trained female soldiers usually deployed in special, all female air-cavalry squadrons. Female Power Armor pilots are among the deadliest adversaries one will ever face.

QUEADLUUN-RAU

UEDF Designation ▶ Female Powered Armor

MDC ▶ 12

SPD: 12, **PIL:** 3, **GN:** 3, **DF:** 6

Flight, Focus Fire, Hands, Hover, Leadership 2

Weapon Systems:

- Dual Three-Barrel 64mm Grenade Launchers -
RG: 12, MD: 12, Ammo 10, Blast
- Dual Triple-Barrel Medium Particle Cannons -
RG: 9, MD: 4, Inescapable, Split Fire
- Quad 103mm Mini-Missile Launchers -
RG: 12, MD: 2 per missile, Ammo 16,
Anti-Missile, Missile, Rapid Fire, Volley 8

Hand to Hand Attacks: Body Block, Grab, Kick, Jump Kick, Punch, Power Punch, Stomp



SERAU-GER

(HEAVY ARMORED INFANTRY SOLDIER)

The *Serau-Ger* or *Heavy Armored Infantry* soldier is clad in **body armor** nearly equal in protection to that of a *Regult Battlepod*. Like all infantry troops, these soldiers are front-line combatants sent into the thick of battle. They can be armed and equipped with a variety of man-portable weapons, including a particle beam assault rifle, flechette cannon or shoulder fired missile launcher. *Zentraedi* infantry operates en masse, relying on their overwhelming numbers to defeat the enemy.

SERAU-GER

UEDF Designation ► Heavy Infantry Armor

MDC ► 5

SPD: 3, PH: 1, GN: 1, DF: 6

Hands, Life is Cheap, Zentraedi Infantry

Weapon Systems; choose one of the following options:

- Z-PR Mk. VIII *Zentraedi Particle Assault Rifle* -
RG: 12, MD: 5, Accurate
- Z-TFG Mk. V *Zentraedi Tactical Flechette Cannon* -
RG: 9, MD: 4, Ammo 8, Blast
- Z-ML Mk. II *Zentraedi Shoulder-Fired Missile Launcher* -
RG: 18, MD: 6 per missile, Ammo 5, Anti-Missile, Missile.
**Only 1 Z-ML per three Serau-Ger may be selected.*

Hand to Hand Attacks: Body Block, Club, Grab, Kick, Jump Kick, Punch, Power Punch, Stomp

GLUU-GER

(LIGHT ARMORED INFANTRY SOLDIER)

The lightest unit fielded by the *Zentraedi* is the *Gluu-Ger*, or *Light Infantry* soldier. These giant *Zentraedi* foot soldiers are deployed to carry a variety of man-portable weapons, including a particle beam assault rifle, flechette cannon or shoulder fired missile launcher. The armor-clad *Light Infantry* soldier is often restricted to covert ops, commando strikes, special forces missions and guard duty.

GLUU-GER

UEDF Designation ► Light Infantry Armor

MDC ► 3

SPD: 3, PH: 1, GN: 1, DF: 5

Hands, Life is Cheap, Zentraedi Infantry

Weapon Systems; choose one of the following options:

- Z-PR Mk. VIII *Zentraedi Particle Assault Rifle* -
RG: 12, MD: 5, Accurate
- Z-TFG Mk. V *Zentraedi Tactical Flechette Cannon* -
RG: 9, MD: 4, Ammo 8, Blast
- Z-ML Mk. II *Zentraedi Shoulder-Fired Missile Launcher* -
RG: 18 MD: 6 per missile, Ammo 5, Anti-Missile, Missile.

**Only 1 Z-ML per three Gluu-Ger may be selected.*

Hand to Hand Attacks: Body Block, Club, Grab, Kick, Jump Kick, Punch, Power Punch, Stomp



The following *Zentraedi* mecha variants and upgrades only started appearing in significant numbers in *Zentraedi* formations after Dolza's fleet entered the solar system

TELNESTA-REGULT

This variant Battlepod replaces the Regult's light air-defense lasers with a pair of long-range Charged Particle Beam Cannons. These big guns have excellent range and arc of fire, and an effectively unlimited payload. The Telnesta-Regult Battlepod is much rarer than the standard Regult, with only one out of every 20 Regults being a Telnesta-Regult, sometimes fewer than that, though on occasion the mecha are deployed as an elite squadron. Any deployment in the field of battle should be done with care.

TELNESTA-REGULT

UEDF Designation ▶ Heavy Particle Beam Support Battlepod
MDC ▶ 5
 SPD: 4, PIL: 2, GN: 2, DF: 5

Focus Fire, Leap

Weapon Systems:

- Dual Heavy Particle Cannons - RG: 18, MD: 4 Accurate
- Dual 22.3mm Auto-Cannons - RG: 12, MD: 2
- Dual Charged Particle Cannons - RG: 18, MD: 8

Hand to Hand Attacks: Body Block, Kick, Jump Kick, Stomp



NOUGARMA-GER (MALE POWERED ARMOR)

This "variant" Male Power Armor is upgraded with much more powerful rear thrusters and a pair of medium-range missile launchers mounted between them. Opponents who mistake the Nougarma-Ger for the more common Nousjadeul-Ger are in for a rude awakening. Reserved for Zentraedi commandos and ace pilots among the males, the Nougarma-Ger are most commonly deployed on commando strikes, acts of sabotage, and special forces missions.

NOUGARMA-GER

UEDF Designation ▶ Upgraded Male Powered Armor
MDC ▶ 10
 SPD: 10, PIL: 3, GN: 2, DF: 6

Flight, Focus Fire, Hands

Weapon Systems:

- Dual 313mm Medium-Range Missile Launchers - RG: 24, MD: 9 per missile, Ammo 4, Missile, Volley 6
- Three-Barreled 64mm Grenade Launcher - RG: 12, MD: 6, Ammo 10, Blast
- 32mm Plasma Machine Pistol - RG: 9, MD: 8, Rapid Fire

Hand to Hand Attacks: Body Block, Club, Grab, Kick, Jump Kick, Punch, Power Punch, Stomp



QUEADLUUN-GULT (FEMALE POWERED ARMOR)

The Queadluun-Gult "variant" female powered armor replaces most of the signature array of missiles with four heavy ~~particle~~ beam cannons mounted behind the shoulders. While its missile payload is less than half of the standard Queadluun-Rau's, the Gult's heavy cannons give it some ~~punch~~ at longer range, making the Queadluun-Gult deadly in mid-range combat with enemy mecha and ~~aerospace~~ fighters, as well as dogfights and boarding ~~spaceships~~. Best of all, the cannons can rotate to fire upon

enemies in front, above and behind the Queadluun-Gult, and their payload is effectively unlimited (they draw upon the energy supply of the armor). The Queadluun-Gult is piloted by elite, female Zentraedi aces and usually deployed in special, all female air-cavalry squadrons. May fight in squads composed entirely of Queadluun-Gult or with the traditional Queadluun-Rau. All Female Power Armor pilots are among the deadliest adversaries one will ever face.

QUEADLUUN-GULT

UEDF Designation ▶ Quad Particle Cannon

Female Powered Armor

MDC ▶ 12

SPD: 12, PIL: 3, GN: 3, DF: 6

Flight, Focus Fire, Hands, Hover, Leadership 2

Weapon Systems:

- Dual Three-Barrel 64mm Grenade Launchers - RG: 12, MD: 12, Ammo 10, Blast
- Dual Triple-Barrel Medium Particle Cannons - RG: 9, MD: 4, Inescapable, Split Fire
- Dual 103mm Mini-Missile Launchers - RG: 12, MD: 2 per missile, Ammo 6, Anti-Missile, Missile, Rapid Fire, Volley 8
- Quad Heavy Particle Cannons - RG: 18, MD: 8, Accurate, Split Fire, Rear Fire

Hand to Hand Attacks: Body Block, Grab, Kick, Jump Kick, Punch, Power Punch, Stomp

Z-CR MK. II CONVERGING BEAM RIFLE

An Optional Weapon System for Female Powered Armors

The Z-CR Mk. II is a built-in upgrade that can be used by both the Queadluun-Rau and Queadluun-Gult. These hard-hitting rifles have a long range and give the Rau or Gult considerable punch.



SPECIAL CHARACTERS

There are many special and heroic individuals throughout Robotech®. Some of these characters are represented by the Special Character Profiles below. Special Characters can have access to many different types of Mecha, and will have an entry in their profile telling you which mecha they can pilot. When you include a Special Character in your army, choose a mecha that is available to them in your army and they

become the pilot of that mecha. The character will operate with the profile of the chosen mecha along with any modifications outlined below, as part of the squadron that the mecha is in. The points listed below are how much it costs to include the Special Character in your army, *not including the cost of the mecha the character pilots.*



AZONIA

The highest ranking warlord of the female Zentraedi, Azonia is a cunning and vengeful leader. When she takes to the field, it's usually in a Queadluun-Rau powered armor. Azonia favors aerial combat and up-close hand to hand combat over trudging along on the ground. Known for her cool head in combat and excellent leadership, she was even given command of Breetai's Fleet for a short period of time.

5 pts

Mecha Available ► Glaug, Queadluun-Rau.

+1 Leadership

Malcontent Special Character Note: While most heroes would never become Malcontents, many Special Characters can be used as templates for creating Malcontent aces with the same attributes and point cost. Breetai and Miriya-Parina cannot be used as templates in this manner. Azonia and Khyron themselves actually did become Malcontents in the TV show and can be used in that faction.



BREETAI

High Lord Breetai is the most decorated warlord of the Zentraedi armada. Sent to Earth to recover Zor's flagship (the SDF-1), he eventually sided with the UEDF against the main Zentraedi Fleet. As a fleet commander, Breetai rarely takes to the field, but when he does he shuns mecha in favor of simple heavy infantry armor. In the field, Breetai's leadership is without equal, and his own fighting skills are unparalleled; as Rick Hunter found out when he tried to go hand to hand with him with his Valkyrie, only to be beaten by an unarmored Lord Breetai using his bare hands.

20 pts

Mecha Available ► Serau-Ger, Gluu-Ger.

+2 PH, +2 GN, Leadership 5

High Lord ► Whenever Breetai is taking damage, *any amount* of it may be redirected to friendly mecha within 4 inches of him in any combination his player chooses. Hand to hand attacks made by Breetai do double their normal damage, and Breetai can make 2 additional hand to hand attacks per turn for free.



KHYRON

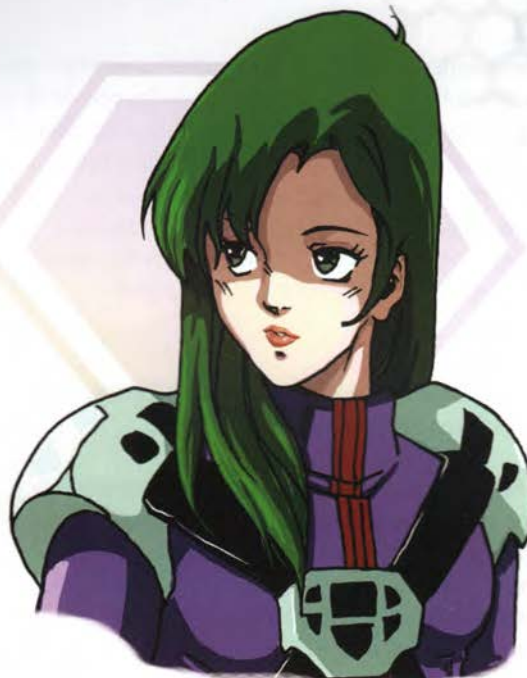
Zentraedi Warlord Khyron is an arrogant and power-hungry schemer. He is consumed with hate for "micronians" (humans) and has become obsessed with vengeance and the destruction of the SDF-1. While Khyron is a skilled Glaug pilot and adequate leader, his lust for glory, hotheadedness, and rash, unpredictable behavior on the battlefield hold him back from the recognition he so desires. The infamous Zentraedi warlord repeatedly underestimates the UEDF heroes and humans in general. Despite this, Khyron is a deadly warrior who excels in hand to hand mecha combat, brutality and ruthlessness.

10 pts

Mecha Available ▶ Glaug, Glaug-Eldare, Nousjadeul-Ger, Serau-Ger, Gluu-Ger.

+1 Pil

The Backstabber ▶ When Khyron's squadron activates, his player may destroy a Mecha from his squadron, within 8 inches of him, to gain 3 Command Points. Regults destroyed in this way cannot be set aside to possibly return as Reinforcements.



MIRIYA-PARINA

Miriya-Parina is the top scoring Zentraedi female elite ace pilot of all time. Miriya and her Queadluun-Rau powered armor suit are responsible for more UEDF combat losses than any other single Zentraedi pilot. She is remarkably cool under fire and has a head for aerial strategy and tactics. Miriya was undefeated until she came up against UEDF Valkyrie pilot Max Sterling. After a heated aerial dogfight that ended in a draw with Max, Miriya was micronized and attempted to track him down and kill him in hand to hand combat. Instead, the pair fell in love and married aboard the SDF-1. Miriya-Parina became Miriya Sterling and a hero of the UEDF at the controls of a Valkyrie.

10 pts

Mecha Available ▶ Queadluun-Rau.

+ 2 Leadership

Aggressive ▶ Miriya can re-roll all of her Strike rolls. Remember, no single roll can be re-rolled more than once.

THE ZENTRAEDI ARMADA

GRELL

Sub-Commander Grell is Khyron's right-hand man and lackey. While he is underestimated by Khyron, Grell is actually an excellent field officer. Grell is a competent Glaug pilot but his real strength lies in leading the Regult infantry forces. Grell seems to have a sixth sense about when his squadron is losing Tactical Battlepods and often calls for reinforcements based on his personal hunches instead of verifying the loss of a pod.

5 pts

Mecha Available ▶ Regult, Glaug, Glaug-Eldare, Nousjadeul-Ger, Serau-Ger, Gluu-Ger.

Calling for Reinforcements ▶ Regults from Grell's squadron destroyed within 8 inches of him may be put aside to return as Reinforcements even if he doesn't have line of sight to them. Grell may set aside Regults from his squadron as Reinforcements no matter what mecha he is piloting.

MALOQUINN

Up and coming male ace Zentraedi pilot Maloquinn favors the Nousjadeul-Ger powered suit in battle. With quick reflexes and ambidexterity, he fights with two 32mm Plasma Machine Pistols and often takes on multiple targets in simultaneous combat. Maloquinn is out to prove that male pilots are as lethal and fearsome as the Zentraedi elite female aces, and is closing in on the famous Miriya-Parina's record for the most kills made in a powered armor suit.

5 pts

Mecha Available ▶ Nousjadeul-Ger.

+1 Leadership

Watch the Skies ▶ Maloquinn's 32mm Plasma Machine Pistols get the Anti-Missile ability.

Maloquinn's Nousjadeul-Ger has a second copy of the 32mm Plasma Machine Pistol Weapon System.

PIRION-GALARR

While there are few ace Regult pilots, Pirion-Galarr is building a reputation as one. Having survived more than 50 major engagements and racking up 26 kills in his Tactical Battlepod, the warrior has become something of a legend among Zentraedi foot soldiers. Simply surviving so many battles in a Regult is an accomplishment in and of itself, but with so many kills, the High Command is thinking of raising the lowly warrior to the rank of Warrior Elite and giving him a Glaug.

20 pts

Mecha Available ▶ Regult.

Swarm ▶ Once per game, when Pirion-Galarr's squadron is activated, all of the mecha in the squadron can automatically boost their SPD once that turn without paying any Command Points or making Piloting rolls.

POLUS-MJOR

A Nousjadeul-Ger pilot known for his skill in close combat, Polus-Mjor likes to mix it up with his opponents in hand to hand. Polus-Mjor's favorite weapon is a UEDF Shock Baton he took as a trophy from a defeated Spartan during the attack on Macross City. His hope is that he will get the opportunity to go toe to toe with a Mk.II Monster one day. Easily the best hand to hand combatant among the male Zentraedi of the Warrior caste, even many Warrior Elites respect his fighting skills. The only Zentraedi who is his better is Lord Khyron.

5 pts

Mecha Available ▶ Nousjadeul-Ger.

+1 PIL

Up Close and Personal ▶ Polus-Mjor may make an additional hand to hand attack each turn for free.

Polus-Mjor's Nousjadeul-Ger has a UEDF Spartan Shock Baton that can be used to make clubbing hand to hand attacks. In addition to the normal MD for the Club attack, the Shock Baton reduces the enemy mecha's SPD to zero (0) and prevents it from spending any Command Points to leave hand to hand combat. These penalties last until the enemy mecha's next activation of the subsequent turn.

SULREEN-TEHR

Gnerl squadron leader Sulreen-Tehr is a ground assault specialist and his squadron is one of the best air support units in the Zentraedi Fleet. Sulreen-Tehr drills his squadron daily in ground attack strategies and tactics to get the most out of their use of plasma bombs, missiles and rotary particle cannons. This is quite different from the usual Gnerl squadrons who focus on air to air combat.

5 pts

Mecha Available ▶ Gnerl.

Experienced Pilot ▶ When Sulreen-Tehr turns an Aircraft he is piloting, it can be turned to face any direction.



The Valkyries and Regults darted and swarmed around each other, firing energy blasts, guns and missiles in the constant give and take of battle. Only the Glaug leading the Battlepods stood out among the combatants - skilled, quick and lethal, he ripped through the Earth defenders wherever he went.

"This is flight leader Aura-Quell of the Air-Cavalry, Zentraedi squadron, coming in to assist you."

"This is Sub-Commander Granger of the mechanized infantry, we don't need your assistance."

"Are you sure?" Aura-Quell asked as she swept into the middle of the battle.

"Yes," Granger protested, even as he finished off another enemy mecha.

To his left the accursed female took out two Valkyries with a single spread of mini-missiles.

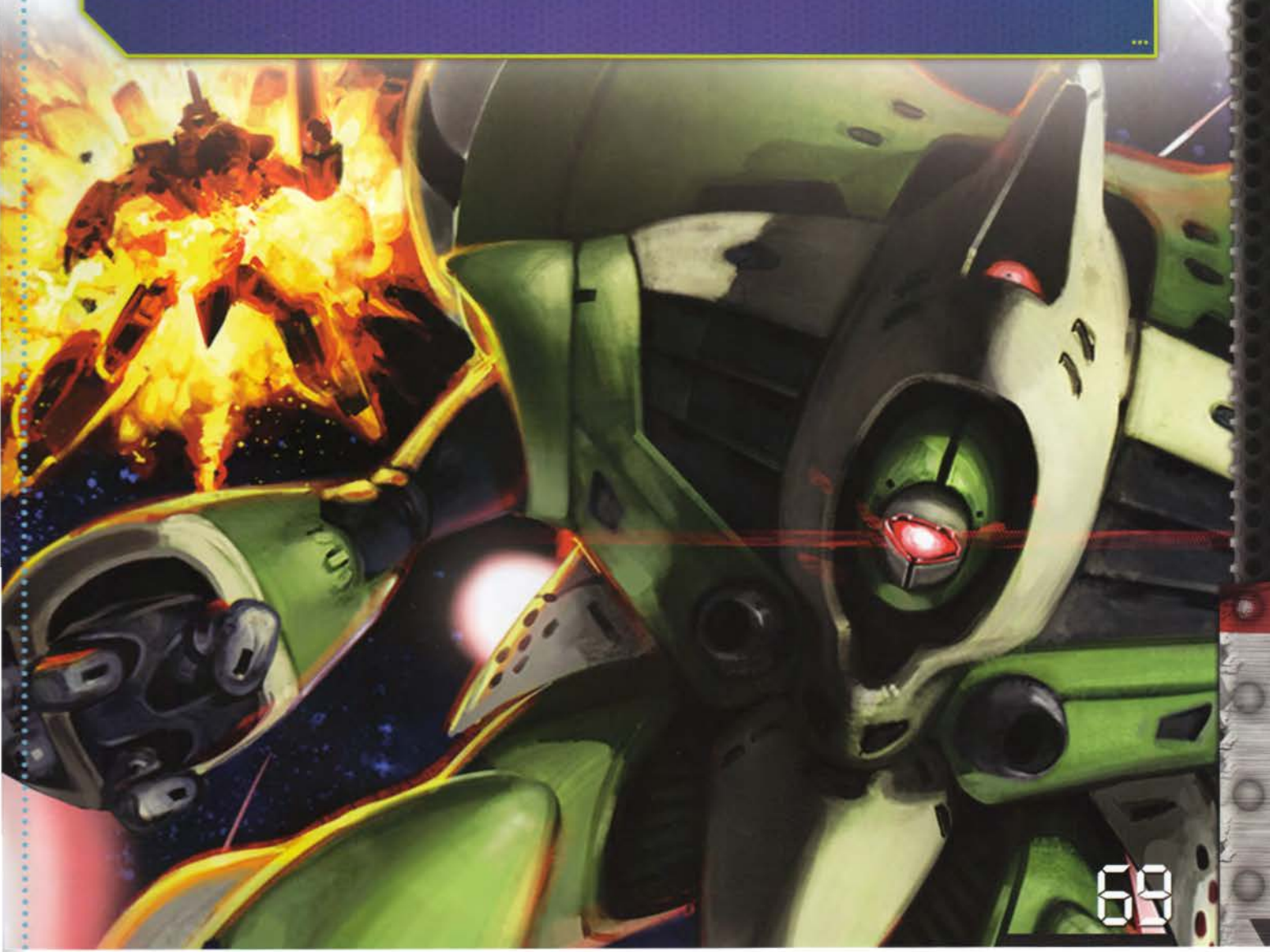
Granger snarled as he evaluated the data spread across his mecha display. A skilled leader, he called for Battlepod reinforcements before he searched for his next target.

A cluster of new Valkyries rocketed toward him from the SDF-1 below. He launched his missiles into the enemy flight and followed up with a series of heavy particle beam pulses, and was rewarded with the gratifying sight of three bright explosions among the enemy formation.

"Air-Cav, we have the situation well in hand. We do not need your assistance," he repeated in an annoyed tone.

"You men, catch your breath and let your superiors show you how to handle these micronians," the female officer said as she brought her Queadluun-Rau around and attacked a single mecha that was closing in on the rear of Granger's Officer Pod.

"We have this," shouted Granger as his 128mm charged particle cannon swung 90 degrees on its pintle mount to blast another incoming Valkyrie, only to have one of the Queadluun-Rau intercept the fighter before he could fire.





THE MALCONTENTS

We are the fallen. Since the destruction of the armada, we are trapped on this god-forsaken planet. Unable to return to the stars, many Zentraedi have agreed to be micronized and live among the humans. Though bred to be the greatest warriors in the universe, we have been brought to our knees by these micronians of Earth.

They must be made to pay for this indignity, but instead, Lord Breetai has declared us free, and invites us to live among the Earthlings. The idea is madness. We say, no. We are warriors, born and bred. We are war-bringers and conquerors. If we no longer serve the Robotech Masters, then we should conquer and rule this planet. Conquer or destroy them. So we defy the edict of Lord Breetai. We live by our own rules now. Not by the rules of Breetai nor the Robotech Masters, and certainly not the micronians. We answer to no one.



We invite all our Zentraedi brothers to join us in the conquest of these pathetic little humans. We even embrace those micronians who accept us as their superiors and desire to be free of the shackles of their own leaders and human society of weaklings.

They call us rebels, anarchists, bandits and monsters, but the name that has stuck is Malcontents. It is a name we wear like a badge, for we are not content. We are the lion, not the lamb. It is the law of the jungle that the strong dominate the weak. We Zentraedi Malcontents, and all who fight under our banner, are the strong. We are the conquerors, not the conquered. And so we take what we desire. We fight to impose our will upon the weak, and we exact bloody vengeance upon those who defy us. Be you Zentraedi or micronian, if you wish to know true power, join us."

Warlord Pallja, a Malcontent Leader

Malcontents are all of the above and worse. Many Zentraedi are like "ronin" – warriors without a master to serve. With the Robotech Masters' empire crumbling and the once unstoppable Zentraedi armada shattered, the Zentraedi are on their own for the first time ever. The concepts of freedom, self-expression and the many nuances of human civilization are completely alien to them. Though many Zentraedi have embraced such ideas and have flocked to join human society, there is another, smaller faction that refuses to do so. These Zentraedi Malcontents reject this cataclysmic change and want nothing to do with it or the micronians, whom they still consider the enemy. Many even see this as a betrayal of who and what the Zentraedi represent.

What started out as a Zentraedi rebellion within the surviving forces of the alien armada, has become a call to all rebels, anarchists and brigands. Anyone willing to accept the Zentraedi as their leaders and fight the UEDF and world government are welcomed to join. This includes deserters of the UEDF and their mecha, anti-unification rebels, bandits with stolen mecha and military hardware, and brigands who see this as an opportunity to fight and plunder. This mixed mecha group of blackguards are out for themselves and a danger to the UEDF and Zentraedi alike.



**FIGHTING
A BATTLE**

"You're crazy. A FLEET OF ALMOST FIVE MILLION!?!? There's no way we can fight them off. We're finished..."

Lynn Kyle

Forces have been arrayed and battle is about to be joined. You and your opponent have built and painted up your armies and are now ready to play. This section presents two different types of scenarios intended to facilitate playing games of Robotech® RPG Tactics™. The first type is the *Introductory Scenarios*, which are intended to give an overview of how to play the game and use the game pieces that are included in the basic boxed set. The second type is the *Standard Scenarios* that are intended to be played with known or unknown opponents using forces of like points value and the army building rules outlined in these rules. Each scenario outlines many different variables and any special rules that will apply throughout the game.

INTRODUCTORY SCENARIOS

The Introductory Scenarios are meant to be played in order. They build up as they go, allowing players to gradually ease their way into a larger game. Since forces are pre-determined for these scenarios, don't use the Faction Force Cards for each side (you will learn about these later). Since the squadrons and mecha used for these scenarios don't exactly match any of the Force Cards in the game, use whatever Force Cards you like to keep track of damage. Additionally, mecha with the *Life is Cheap* special ability do not have that ability for these scenarios.

1). **First Contact** ▶ It is the launch day of the SDF-1 and all of Earth is watching. Anomalous readings have come in and 2 Valkyries are dispatched to check them out.

Terrain: This scenario is played with no terrain on the board as it is mainly to allow players to gain an understanding of the game, the sequence of the turn, and how to move squadrons.

Forces: The UEDF player has 1 squadron of 2 VF-1As, while the Zentraedi player has 2 squadrons of 3 Regults each.

Deployment: Determine which player will activate a squadron first for the first turn, as per *Step 2: Determine Initiative*. The first player must choose one of the long edges of the board as his Deployment Zone and set up all of his mecha. He may deploy his mecha anywhere within 12 inches of his board edge. Then the opponent

does the same, but he must use the long board edge directly opposite from the board edge that was chosen by the first player.

Game Length: This scenario lasts until one player has won the game.

Victory: If a player destroys all of his opponent's mecha, he immediately wins the game.

Special Rules: None.

2). **Onward** ▶ The Zentraedi have deployed more troops into Macross City in an attempt to reach the SDF-1 and take control of it.

Terrain: Set up enough terrain to cover one quarter of the board with elements that significantly block line of sight. Each player rolls a D6 and the player who rolled highest places the first terrain element. Take turns placing one element at a time, alternating with your opponent until all elements have been placed.

Forces: The UEDF player has 1 squadron of 2 VF-1As and 1 squadron of 1 VF-1J and 1 VF-1A. The Zentraedi player has 2 squadrons of 6 Regults each.

Deployment: Determine which player will activate a squadron first for the first turn as per *Step 2: Determine Initiative*. The first player must choose one of the long edges of the board as his Deployment Zone and set up all of his mecha. He may deploy his mecha anywhere within 12 inches of his board edge. Then the opponent does the same, but he must use the long board edge directly opposite from the board edge that was chosen by the first player.

Game Length: 5 turns.

Victory: The Zentraedi player wins if he can move at least 5 of his Regults off of the UEDF player's board edge. The UEDF player wins if he destroys all enemy mecha, or if the game ends without 5 or more Regults leaving off of the UEDF player's board edge.

Special Rules: None.

FIGHTING A BATTLE

3). **Defense of Nyan Nyan** ▶ Rick Hunter has crashed the Valkyrie that he is piloting into Lynn Minmei's Aunt and Uncle's restaurant, picked her up, and carried her away to try to protect her from the Zentraedi rampaging through her neighborhood. Can he keep her safe?

Terrain: First, place one building in the middle of the board. Then set up enough terrain to cover one quarter of the board with elements that significantly block line of sight. Each player rolls a D6 and the player who rolled highest places the first terrain element. Take turns placing 1 element at a time, alternating with your opponent until all elements have been placed.

Forces: The UEDF player has 1 squadron of 1 VF-1A, 1 squadron of 1 VF-1J, and 1 squadron of 2 VF-1As. The Zentraedi player has 1 squadron of 6 Regults and 1 squadron of 6 Regults and 1 Glaug.

Deployment: The Zentraedi player chooses one board edge. The Zentraedi player then must deploy his squadron of 6 Regults within 6 inches of his chosen board edge. The UEDF player then deploys his squadron of 1 VF-1A within 3 inches of the building in the middle of the board. The deployed VF-1A must be in *Guardian mode* and cannot use its *Variable Fighter* ability during the game, has Leadership 1, its PIL is 4, and it can't use its Wing Mounted Articulated Missile Hardpoints weapon system during the game. Additionally, the Guardian VF-1A cannot end any of its Activations more than 24 inches away from the building at the center of the board. The other UEDF squadrons are held back for *Strategic Deployment*. The squadron of 6 Regults and a Glaug are also held back for *Strategic Deployment*. When the UEDF player strategically deploys his remaining squadrons, they must enter play from the table edge opposite the Zentraedi player's table edge. When initial deployment is finished, determine which player will activate a squadron first for the first turn as per Step 2: *Determine Initiative*.

Game Length: 5 turns.

Victory: The UEDF player wins the game if the VF-1A that is stuck in Guardian mode hasn't been destroyed at the end of 4 turns. The Zentraedi player wins the game immediately if he destroys the VF-1A stuck in Guardian mode.

Additional Rules: The Zentraedi player may bring on the squadron he must hold back for Strategic Deployment in the 3rd turn as normal (it cannot be brought on in the 2nd turn by spending a Command point due to the "rounding down" clause of the rules). Instead of using the normal Strategic Deployment rules, the UEDF player must bring on the squadron of 2 VF-1As in the 3rd turn and the squadron of 1 VF-1J in the 4th turn of the game.

Special Rules: *Strategic Deployment* (see the *Common Scenario Special Rules* below).

4). **Battle for Macross City** ▶ The Zentraedi have brought all of their forces to bear and are closing in on the SDF-1 in the middle of the city. The UEDF has been fully deployed and must repel the alien invaders!

Terrain: Set up enough terrain to cover one quarter of the board with elements that significantly block line of sight. Each player rolls a D6 and the player who rolled highest places the first terrain element. Take turns placing one element at a time, alternating with your opponent until all elements have been placed.

Forces: The UEDF player has 1 squadron of 1 VF-1J, 1 VF-1S, and 2 VF-1As, and 1 squadron of 2 Tomahawks. The Zentraedi player has 1 squadron of 1 Glaug and 6 Regults and 1 squadron of 6 Regults.

Deployment: Determine which player will activate a squadron first for the first turn as per Step 2: *Determine Initiative*. The first player must choose one of the short edges of the board as his Deployment Zone and set up all of his mecha. He may deploy his mecha anywhere within 12 inches of his board edge. Then the opponent does the same, but he must use the short board edge directly opposite from the board edge that was chosen by the first player.

Game Length: This scenario lasts until one player has won the game.

Victory: If a player destroys all of his opponent's mecha, he immediately wins the game.

Special Rules: None.



"Surely, you're not prepared to destroy your most precious creation? The embodiment of all your hopes and dreams? Without, your native civilization will wither and die."

Robotech Master



STANDARD SCENARIO RULES

BUILDING AN ARMY

Now that you have had a chance to become familiar with the rules of the game by playing through the introductory Scenarios, you must be champing at the bit to start putting together a fighting force of your own!

FACTIONS

The first thing to do when building your own army is to choose which faction you will play. Pick a **Faction Card** to use. There are only three of them included in the basic game, so the choice is whether you want to play the *United Earth Defense Force* (UEDF), *Zentraedi Armada*, or the *Malcontents* (which is a combination of rebel UEDF and Zentraedi forces). The Faction Card chosen determines what Force Cards you will be able to recruit into your army. Force Cards outline what mecha are in each squadron and how much the squadron costs for your faction to recruit. You may only include Force Cards in your army that have the same faction symbol on them as your Faction Card.

FORCE CARDS

Force Cards represent the many combat formations you may wish to include in your army. There are a few different types of Force Cards:

Core ► Core Force Cards are the main *squadron formations* fielded in battle by your faction. For example, a Core Force Card might be a squadron of four Valkyries. The groups represented by the Core Force Cards are the basic building blocks of an army and represent the common and regularly fielded squadrons. You may include any number of Core Force Cards in your army.

Support ► Support Force Cards are mecha, or upgrades, that can be added on to the squadrons on the Core Force Cards. You may add up to *two Support Force Cards* to each Core Force Card in your army. Any mecha on a Support Force Card are added to the squadron on the Core Force Card they are bought with, and any upgrades added to mecha in that squadron are added to the additional mecha at the additional cost listed on the card (added support mecha must take the same built-in upgrades that the core mecha have).

Special ► Special Force Cards represent *unique, non-standard, or especially rare mecha* that can be fielded by your faction. You may include *one Special Force Card* for each Core Force Card in your army. Just like the Support Force Cards, Special Force Cards add new mecha or upgrades to the squadron of the Core Force Card they are bought with.

Built-in Upgrades ► While some upgrades are represented by Support Force Cards, others will be listed on the back of a Force Card along with their point value. If you wish to take the listed upgrade, you must pay the additional points, adding them on to the total cost of the Force Card. If a built-in upgrade is bought, *every mecha* on the Force Card it was bought for gets that upgrade. This will normally represent things like the SDF-1 Valkyrie Air Wing LPWS-12 Nose Lasers, or the Air-Burst Munitions for the Defender.

POINT VALUES

The front of each Force Card shows what mecha it includes. You will notice that a number of points are also listed at the bottom of the card. These points are a representation of how costly the Force Card is for your faction to field. When you play a game of *Robotech® RPG Tactics™*, you must first agree with your opponent how large the game will be by deciding how many points each side will have to spend on their army. The total points of all the Force Cards included in your army must be equal to or less than the total that you and your opponent agreed upon beforehand. Larger point games will take longer to play, so set aside quite a bit of time if you and your friends want to bring your whole collections to the battlefield.

MINIMUM REQUIREMENTS

To prevent a player from fielding a single, incredibly huge and unbalanced squadron as his entire army, there are two simple requirements beyond the point limit that must be followed when putting together an army for *Robotech® RPG Tactics™*.

1. You must field a minimum of two Core Force Cards for a standard game.
2. For every 150 points you field, you must have at least one Core Force Card. Note: The minimum two Core Force Cards in a standard game are included in this calculation, so a 450 point game would require three Core Force Cards total per side.

ARMIES

The first step to fighting a battle is to agree on a point value. *We recommend 300 points* for a quick, standard game. Then each player builds an army with a total point

FIGHTING A BATTLE

value equal to or less than the agreed upon point value. Please refer to the previous "Building an Army" section for the exact rules for choosing a force. Once you have both finished building your armies, your army roster is public knowledge and its information must be shared with your opponent whenever he asks for it or whenever it is relevant. For those who wish to play small skirmish level games or extremely large attrition level games, special rules are included for them in the Common Scenario Special Rules section.

THE BATTLEFIELD

After having determined which standard scenario will be played and which player will take on any roles necessary in the scenario, players must set up the battlefield or "board" that they will play the game on, using the terrain available. We would recommend that at least one quarter of the board be taken up with substantial terrain that blocks line of sight. This will break up the board, allowing for more tactical decision making and interesting situations. The scenarios presented here assume that games will be played on a 6 foot x 4 foot, or larger, area. Players may either set up the board in an agreeable configuration or roll off and take turns placing terrain elements until the aforementioned 25% worth of the board is covered with terrain pieces.

SELECTING THE SCENARIO

Having selected armies, it is now time to determine which standard scenario will be used for the game. Players may play a mutually agreed upon scenario, or they may randomly determine which scenario to play by rolling on the following chart:

Standard Scenarios: (See below, pg 78, for the scenario descriptions)

- 1 ▶ Dogfight
- 2 ▶ Take and Hold
- 3 ▶ Pitched Battle
- 4 ▶ Demolition
- 5 ▶ Recovery
- 6 ▶ Convoy Defense

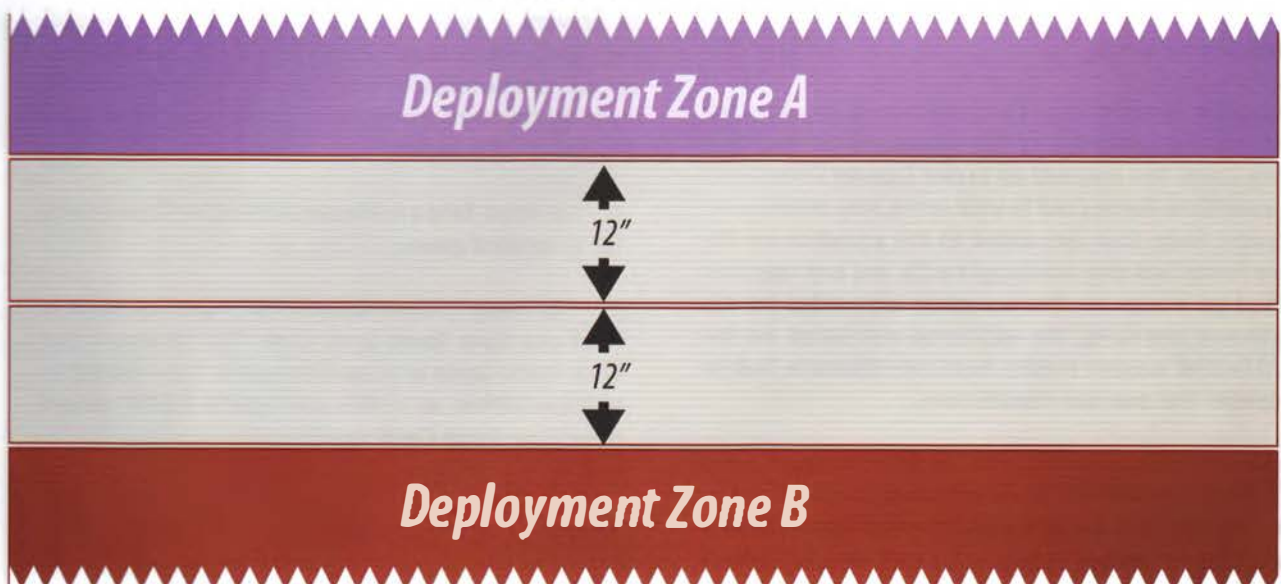
SELECTING DEPLOYMENT ZONES

Now that you have chosen the scenario, you must choose Deployment Zones. There are three basic types of deployments to choose from. Players may either mutually agree upon which type of Deployment Zones, or randomly determine which to use by rolling on the following chart:

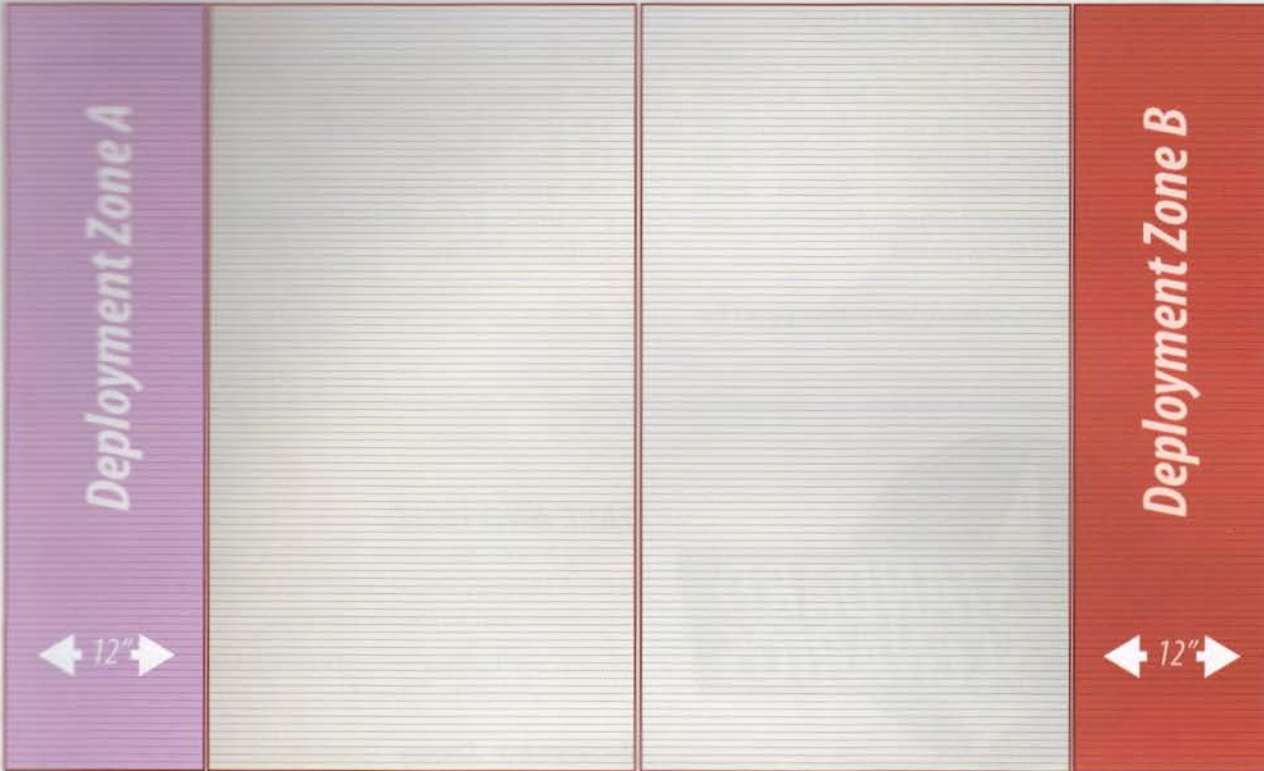
Deployment Zones:

- 1-2 ▶ Head to Head
- 3-4 ▶ Distant Engagement
- 5-6 ▶ Face Off

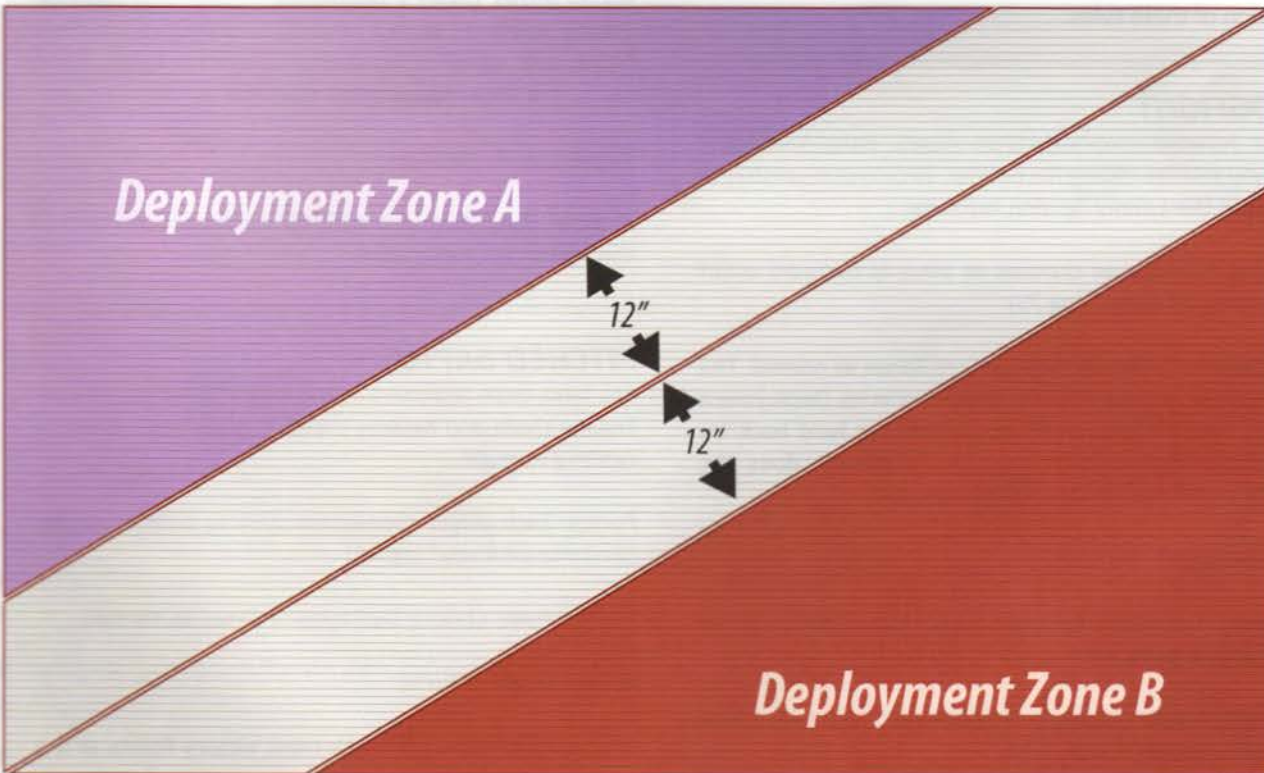
Deployment: Determine which player will activate a squadron first for the first turn as per Step 2: Determine Initiative. The first player must choose one of the Deployment Zones, either A or B, and set up all of his mecha in that zone. The opponent then does the same in the other Deployment Zone. When both sides are deployed, carry on with the first turn as normal.



Head to Head Deployment Zones



Distant Engagement Deployment Zones



Face Off Deployment Zones

SELECT OPTIONAL SPECIAL RULES

While many of the Standard Scenarios have specific **Special Rules** that they **must** be played with, if both of the players agree, they may pick or roll for additional **Special Rules** for their game. The players may pick, or roll for, as many of these additional rules as desired. These additional **Special Rules** are in addition to those that are specified by the scenario being played.

Additional **Special Rules**: (optional, see below, pg 80 for the details)

- 1 ► **Airborne Assault (includes Strategic Deployment)**
- 2 ► **Hidden Demolitions**
- 3 ► **Orbital Bombardment**
- 4 ► **Poor Visibility**
- 5 ► **Space Battlefield**
- 6 ► **Unusual Gravity (either Light Gravity or Heavy Gravity)**



The Standard Scenarios are intended to be played with known or unknown opponents using forces of equal point values as outlined in the "*Building an Army*" section of these rules.

DOG FIGHT

Your forward reconnaissance scouts have found the enemy and are calling for backup. Deploy into combat to weaken the enemy fighting machine!

Forces: Each player chooses an army as outlined under "*Building an Army*." (pg 75)

Deployment: Choose Deployment Zones as normal. The first player sets up 1 of his squadrons in his Deployment Zone, but the rest of his squadrons are held back for *Strategic Deployment*. Then the opponent does the same in the remaining Deployment Zone.

Game Length: Variable.

Victory: The player with the most Victory Points at the end of the game wins.

Special Rules: Strategic Deployment, Variable Game Length, Victory Points.

TAKE AND HOLD

Enemy forces have been detected moving towards an area of strategic importance. You and your detachment have been sent to secure the area.

Forces: Each player chooses an army as outlined under "*Building an Army*." (pg 75)

Deployment: Choose Deployment Zones as normal. Then players must take turns placing objective markers, starting with the player who will activate first, until there are 3 objectives on the board. Objectives can't be placed within either player's Deployment Zone, and can't be placed within 18 inches of another objective. The first player sets up all of his mecha within his Deployment Zone, and then his opponent does the same.

Game Length: Variable.

Victory: The player who controls the most objectives at the end of the game wins.

PITCHED BATTLE

You have been deployed in the way of an enemy force. Engage them and destroy them to reduce the enemy's fighting strength.

Forces: Each player chooses an army as outlined under "*Building an Army*." (pg 75)

Deployment: Choose Deployment Zones as normal.

Game Length: 5 turns.

Victory: The player with the most Victory Points at the end of the game wins.

Special Rules: Strategic Deployment, Variable Game Length, Victory Points.

Additional Rules: At the end of the game, you score additional VPs for each of your squadrons that ends the game wholly within the enemy Deployment Zone, and with at least half of its mecha remaining. Each such squadron is worth half its VP value, rounding down.

RECOVERY

Vital information or materials of some kind, or possibly a downed pilot, is lost in no man's land. You must recover this vital objective; unfortunately the enemy wants it too.

Forces: Each player chooses an army as outlined under "Building an Army." (pg 75)

Deployment: Choose Deployment Zones as normal. Then players take turns placing loot markers, starting with the player who will activate first, until there are 6 loot markers on the board. Loot markers can't be placed within either player's Deployment Zone, and can't be placed within 6 inches of another loot marker. The first player sets up all of his mecha within his Deployment Zone, and then his opponent does the same.

Game Length: 6 turns.

Victory: If a player has one of his mecha carrying the loot in his Deployment Zone at the end of the game, he wins. If a player destroys all of his opponent's mecha, he immediately wins the game. If no player has accomplished either of these objectives by the end of the game, the game is a draw.

Special Rules: None.

Additional Rules: Each loot marker represents a possible location of the prized object that the players are trying to recover. When a mecha moves on to a loot marker, it may pause and search the loot marker. Roll a die; on a result of 1-4 the loot marker isn't the loot and it is removed from the board, on a 5-6 the marker is the loot and the mecha that searched the loot marker picks it up and may continue moving. If there is only 1 loot marker left on the board, it will automatically be the loot when it is searched. If the loot is found, all of the other loot markers currently on the board are removed. Once the loot is found, it must be carried by the mecha who found it and will only be dropped if that mecha is destroyed. If

the mecha that is carrying the loot marker is destroyed, place the loot marker on the board where the mecha carrying it was destroyed. Any mecha that moves on to the loot marker picks it up and may continue moving. While a mecha is carrying the loot marker, it can only attack with a maximum of one weapon system per turn.

DEMOLITION

In this scenario, one player has been ordered to guard a strategic bunker, or ammo dump, while the other player has been sent to destroy it!

Forces: Each player chooses an army as outlined under "Building an Army." (pg 75)

Deployment: Choose Deployment Zones as normal. The first player to activate will be the defender. In addition to his mecha, he has a piece of terrain that he must defend, hereafter referred to as *the bunker*. He may place the bunker wherever he likes on the board, except for in the opponent's Deployment Zone. Then he must deploy at least, but not limited to, his largest squadron of mecha within 12 inches of the bunker. Mecha deployed near the bunker cannot be in the enemy Deployment Zone. Any remaining mecha are deployed in his own Deployment Zone as normal. The opposing player will be the attacker and he must destroy the bunker to win. The attacker deploys his mecha as normal.

Game Length: 5 turns.

Victory: The defender wins if the bunker is still intact at the end of the game. The attacker wins immediately if the bunker is destroyed.

Special Rules: None.

Additional Rules: The bunker cannot attack, but it is a fortified military structure (as per the Buildings and Structures section) with 100 MDC per Core Force Card in the opposing army (25 per card in a Skirmish). The bunker should be at least 5 by 5 by 5 inches in size, but should be twice that for games over 300 points, although it is still smaller than most fortified military constructions. Like all military structures, the bunker has a DF of 4, but cannot Dodge or Parry. The Defender may pay Command Points to have the Bunker Roll with Impact, or "Reinforce" in the bunker's case. Additionally, the bunker has an Anti-Missile system that can be used in every direction since the bunker has no facing.

FIGHTING A BATTLE

CONVOY DEFENSE

Best job in the service, right? Watch out, because things are about to get interesting.

Forces: Each player chooses an army as outlined under "Building an Army." (pg 75) Additionally, the defender has 1 squadron of 2 Convoy Vehicles for every 300 points (or fraction thereof) being played (so a 900 point game would have 1 squadron of 6 Convoy Vehicles). Convoy Vehicles can be represented in any way that is agreeable to both players. In space missions these may be cargo shuttles, on Earth these will be cargo trucks, etc., but their stats remain unchanged.

Game Length: 5 turns.

Victory: The attacker wins the game if all of the Convoy Vehicles are still on the board at the end of the game, or if all of the Convoy Vehicles are destroyed. The defender immediately wins the game if he moves any of the Convoy Vehicles off of the Attacker's board edge.

Special Rules: Strategic Deployment.

Additional Rules:

CONVOY VEHICLE

MDC ▶ 6

SPD: 8 **PIL:** 2 **GN:** - **DF:** 6

Cumbersome

Complete the Mission ▶ When a Convoy Vehicle is hit with a weapon system, its player can opt to have one of his mecha within 3 inches of it take the hit instead.

Flee ▶ Once per game, Convoy Vehicles can boost their SPD automatically for free.

Weapon Systems: None

Hand to Hand Attacks: None

COMMON SCENARIO SPECIAL RULES

Airborne Assault ▶ Mecha with the Flight, Hover or Leap special ability can arrive from Strategic Deployment by an Airborne Assault. To make an Airborne Assault, the player places the Blast template anywhere on the board in open terrain. The player then makes a single D6 roll and adds the best Piloting attribute of all the mecha making the Airborne Assault. If the result is a 6+ the Airborne Assault is successful, and the mecha are placed on the Blast template in any formation desired. If more mecha arrive by Airborne Assault than can be placed in their entirety on the Blast template, continue placing mecha out from the template in contact with the base of one of the mecha that is on the template or closer to the template than the mecha that is being placed. The spillover mecha must always be placed as close to the template as possible. If the player fails to get a 6+, the Airborne Assault scatters as per the Blast special rules, and the mecha are placed on the Blast template in that location. If the Blast template scatters over other mecha (friendly or enemy), buildings or another place on the board that the mecha cannot be set up on, the Blast template scatters again from that new position until the Blast template can be placed in open terrain as the mecha correct their landing.

Attrition Games ▶ Some players will want to play truly large games that fall outside of the scope of the Standard Scenarios. We're talking about games of 80 to over 100 mecha on a side! Games of this size are more complicated and take much longer to play, but are still very enjoyable. Instead of using the Standard Scenarios, use the following scenario (or one of your own design):

Forces: Each player chooses an army as outlined under "Building an Army." (pg 75)

Deployment: Choose Deployment Zones as normal. The first player sets up half of his squadrons in his Deployment Zone, and the rest of his squadrons are held back for *Strategic Deployment*. Then the opponent does the same in the remaining Deployment Zone, including holding back half of his forces for *Strategic Deployment*.

Game Length: The game continues until one player has lost over 75% of his total mecha, or until a player has lost all of his mecha with the Leadership special ability.

Victory: The player who lost over 75% of his total mecha or had all of his mecha with the Leadership

special ability, destroyed automatically loses the game.

Special Rules: Battle Groups and Strategic Deployment, and Airborne Assault if desired.

Battle Groups ► When playing larger games, it is often helpful to ~~use single squadrons~~ at a time in order to speed up the game. During a game using Battle Groups, the players group their squadrons together into larger units called *Battle Groups*. A Battle Group consists of 2 to 4 *Core Force Cards*, their squadrons and all support and special cards attached to them. The players must ~~design~~ their Battle Groups before the game begins, and the composition of a Battle Group cannot be changed after the game begins. During the game, a Battle Group activates, moves and attacks at the same time in the same manner as a single squadron does in the normal rules. *Only the order of Activation is changed*. Other rules based on squadrons are not affected; Crossfires, Close Formations, etc.

Hidden Demolitions ► Demolitions can be placed in buildings by covert forces in order to damage enemy mecha, unfortunately no one knows for sure which buildings are rigged to explode. A minimum of six buildings must be used in a scenario with Hidden Demolitions. Anytime a mecha lands on a building or comes within 3 inches of one, the controlling player rolls a D6. On a roll of 4+ the building explodes, completely destroying the building and inflicting 2D6 MD (roll once for all mecha) to all mecha standing on the building or within 3 inches of it, in addition to any other damage received from falling, etc. There is no Dodging the exploding building, but a player may spend one Command Point for each mecha he wishes to have *Roll with Impact* to reduce the MD done by half. The next building (even if it's a building that failed to explode earlier) a mecha lands on or comes within 3 inches of (after a previous building has already exploded) has the chance of that building exploding reduced to a 5+, and then a 6+ for the third building (after a second building has exploded). After a third building has exploded, all the demolitions have been spent and there is no further danger of a building exploding.

Objectives ► Some scenarios rely on objectives to determine who has won the game. The scenario being played will tell you if it uses objectives, how many to put out, and the rules for deploying them. An objective can be represented by a marker at a point on the board, or a building or other piece of terrain – anything that is acceptable to both players. If you have a mecha within 4 inches of an objective, you control it. If your opponent also has a mecha within 4 inches of the same objective, then that objective is *contested* and no player controls it.

Objective markers cannot be moved or destroyed throughout the game, as they represent areas of *strategic importance* to both armies.

Orbital Bombardment ► Sometimes a battle occurs during an unexpected artillery strike, an orbital bombardment, an asteroid shower or a similar rain of death from above. During the *Pre-Action Effects Step*, the first player places the Blast template on the desired point of impact for the Orbital Bombardment, with the 1 on the template facing the direction of his choice. The opponent then rolls to scatter the Blast template as per the *Blast special rules*. *ALL* mecha under the Blast template suffer 2D6 MD (roll once for all mecha under the template) from the Orbital Bombardment. There is no Dodging an Orbital Bombardment, but a player may spend one Command Point for each mecha he wishes to have *Roll with Impact* to reduce the MD done by half. Once this bombardment is completed, the second player places the Blast template and the whole procedure is carried out again.

Poor Visibility ► Poor visibility on a battlefield can make it difficult to target the enemy with ranged attacks for *ALL* mecha on the field of play. Poor visibility can include smoke, dim lighting, night, overcast conditions, heavy fog, blizzard, heavy precipitation, etc. While these conditions will impair the combat capabilities of the mecha, they will not prevent them from fighting. Poor visibility affects the *entire* battlefield and all mecha on it, but the penalties vary from turn to turn as the conditions change. Each turn, during the *Pre-Action Effects Step*, one of the players must roll a D6 on the following chart:

1. **Improving conditions:** no penalties.
2. **Reduced visibility:** a -1 penalty to Strike in ranged combat for all mecha.
3. **Bad conditions:** a -1 penalty to Strike in ranged combat for all mecha, and no mecha can target/attack targets at ranges over 36 inches, due to the bad conditions.
4. **Poor visibility:** a -2 penalty to Strike in ranged combat for all mecha.
5. **Extreme conditions** a -2 penalty to Strike in ranged combat for all mecha, and no mecha can target/attack targets at ranges greater than 24 inches, due to the extreme conditions.
6. **Zero visibility:** a -3 penalty to Strike in ranged combat for all mecha, and no mecha can target/attack

FIGHTING A BATTLE

Targets at ranges greater than 18 inches, due to the **extreme conditions**. All open terrain on the gaming board is treated as rough terrain due to the hazardous conditions (this does not apply to mecha with the Cumbersome special ability, pg 24).

Space Battlefield► Many battles in **Robotech**® take place in the unforgiving depths of space. If a scenario uses a Space Battlefield, then there are some restrictions on what mecha can be taken in the battle. Zentraedi Infantry, both Gluu-Ger and Serau-Ger, cannot be taken into a space battle, nor can the UEDF Destroids, including the Defender, Monster, Phalanx, Spartan and Tomahawk. All other mecha taken into space gain the *Flight special ability* if they didn't already have it (pg 24). Due to the three-dimensional nature of most terrain in space, Rough, Deadly, and Area Terrain **WILL** affect mecha with the Flight ability instead of being treated as Open Terrain. Finally, to represent the dangers of decompression, when a mecha is damaged in a space battle it cannot Roll with Impact to reduce the MD done to it. Any terrain used will represent the broken hulls of spacecraft, satellites, asteroids or similar debris, but otherwise a space battle is conducted in the same manner as any other battle.

Alternatively, a Space Battlefield may be the surface of a planet or moon with no atmosphere, or the hull of a ship in space. In these cases, the aforementioned *restrictions on mecha choice* are not applicable, everything does not gain Flight due to the gravity (artificial or normal), and terrain functions normally, but mecha still cannot Roll with Impact due to the vacuum.

Strategic Deployment► Sometimes a commander will hold a portion of his forces *in reserve* so that he can call them up when reserve forces are needed in a specific area. In scenarios that include this rule, when a player is deploying his army, he may choose to keep up to half (rounded down) of his squadrons in reserve. Such squadrons are held back to be strategically deployed later, and are put to the side and not deployed on the table at the beginning of the game. Both players must declare which of their squadrons they are holding back so that it is clear what forces will eventually be showing up to reinforce each player's army.

During the 2nd turn of the game, the players may deploy up to half, rounded down, of the squadrons that were held back. One Command Point must be spent for each squadron to be deployed in this way. These points are spent during the *Command Phase* in the *Pre-Action Effects Step*. The player who will activate the first squadron decides how many Command Points he will spend in this way first. During the 3rd turn of the game,

half, rounded up, of the squadrons that are remaining in reserve to be strategically deployed must enter play, and squadrons no longer cost Command Points to deploy. During the 4th turn of the game, any remaining squadrons held back must enter play.

When a squadron that is to be strategically deployed is activated, the mecha in it must move on to the board from a point along a board edge in the controlling player's Deployment Zone. They must move on to the board in the turn they enter play, so they cannot stay stationary and not move. Some scenarios or squadrons will have special rules that allow squadrons to enter play through Strategic Deployment in a non-standard way. This will be outlined in the relevant squadron or scenario special rules.

Skirmish Games► Skirmish games use the Standard Scenarios and are intended to be played with small forces. The set up for a skirmish game is performed in the normal way outlined earlier in these rules, except for the forces used. Instead of using the Faction Cards, Core Force Cards or points, each player simply chooses a single Support Card or Special Card and uses those mecha. Normally it will be best if the two cards chosen cost close to the same amount of points. Mecha with the Life is Cheap special ability do not have that ability in skirmish games. Some sample skirmish squadrons that could face off against each other are:

- 1 VF-1S VS. 2 Nousjadeul-Ger.
- 2 VF-1As VS. 6 Regults.
- 2 Tomahawks VS. 3 Gnerls.

Unusual Gravity► The battles in **Robotech**® can take place on Mars, the Moon or under the effects of powerful gravity mines that increase the natural pull of gravity.

•**Light Gravity**► Under the effects of light gravity, all mecha without either the Flight or Leap ability, except for those with the Cumbersome ability, gain the Leap special ability for the duration of that battle.

•**Heavy Gravity**► Under the effects of heavy gravity, like a gravity mine, all mecha have their SPD reduced by half (to a minimum SPD of 1). Mecha with the Flight special ability lose it and gain the Leap special ability, while those with the Hover or Leap ability lose it for the duration of that battle.

Variable Game Length► Some scenarios won't always last the same number of turns. If the scenario uses variable game length, it will start out at a base number of 4 turns. At the end of turn 4 and each subsequent

turn, a D6 is rolled by one of the players to see if the game ends. Roll after all mecha have finished activating for the turn. At the end of turn 4, a roll of 5+ ends the game. On turn 5, a roll of 4+ ends the game. On turn 6, a roll of 3+ ends the game. On turn 7, a roll of 2+ ends the game. At the end of turn 8, the game automatically ends.

Victory Points ▶ Some of the standard scenarios use Victory Points (VP) to determine who has won the game. Any scenario that uses Victory Points will tell you how many you score for achieving certain goals during the game. Additionally, when Victory Points are used,

destroying all of or part of an enemy squadron is worth Victory Points. Squadrons are worth a number of Victory Points equal to the total point cost of all the Force Cards that make up the squadron and any built-in upgrades taken, divided by 10, rounded up. If all of the mecha in the squadron are destroyed at the end of the game, the VP that the squadron is worth is scored by the opposing player. If half or more of the mecha in the squadron have been destroyed, the player who caused the squadron to drop below half strength scores a number of Victory Points equal to half of the total VP that the squadron is worth, rounding up.

The Nousjadeul-Ger squadron closed in on the UEDF Marine facility, encircling it from all sides. Only four defending Destroids could be seen on the ground as the Zentraedi approached. From field reports, the enemy force consisted of close-quarters mecha with limited firepower, known as Spartans.

Even before the Zentraedi squadron could reach their effective firing range, they came under fire. Missiles tore through their powered armor suits before they knew what hit them. To their surprise, nearly half of their squadron were destroyed by the incoming missile volley.

When the Male Powered Armor were within range with their particle cannons, grenade launchers and plasma pistols, they opened fire on the outnumbered Spartans, expecting them to perish under the withering firepower. The Zentraedi were surprised to see the Destroids take damage yet remain standing. It was only then that they realized the Spartans had superior armor compared to their own Nousjadeul-Gers.

The Zentraedi force decided to close the range quickly, while exchanging shots as they zoomed in. Again, the Spartans stood their ground. Zentraedi intelligence had said nothing about these Destroids being armed with rapid-fire weapons or possessing such heavy armor.

When the Zentraedi Nousjadeul-Ger squadron finally plunged into hand to hand combat, where they believed they would have the advantage, their numbers were equal to those of the Spartans. They split up to take on the Destroids in one-on-one, hand to hand combat. The warriors were wrong again. The reinforced metal fists of the Spartans tore through their powered armor with ease, making mincemeat of the unsuspecting Zentraedi warriors.

The lone survivor of the botched assault used his one advantage to escape. He flew away to report what had happened.

The Spartans - battered and scarred - held their ground, relieved they had won the day in a decisive manner.



CAMPAIGNS

"It's never been a *game*, Claudia. Maybe someday you'll understand that."

Roy Fokker

MILITARY CAMPAIGNS

OPTIONAL GUIDELINES FOR CAMPAIGN GAMES

While playing one-off games can be very enjoyable and fulfilling, some players enjoy games where the outcome of one game has an influence on what happens in the next one. Linking together battles in this way is known as running a *campaign*. And of course, in real war there are large military "campaigns," or a series of battles with a common objective or strategic importance. Campaign games provide an overarching narrative that makes each subsequent game connected. This creates a much larger story and sense of epic military operations even in tactical games. Running an ongoing campaign can make the outcome of each battle feel more important and dramatic.

Campaigns can add a dimension to tactical war games as well as those games that blend together aspects of role-playing. In fact, ongoing "campaigns" are a staple of RPGs.

There are many ways to approach running a campaign. One is a campaign moderated by a referee or Game Master, much like an RPG, and features house rules or a blend of tactical and RPG rules for logistics, deployment, common goals, aspects of diplomacy, and so on. Campaigns require quite a bit of work compared to a straight-up battle, and the involvement of the same players is required throughout. It is important to define the blended rules or house rules from the start, and to have an end game strategy in mind from the beginning.

In pure narrative campaigns, like RPGs, a series of games are played, often using scenarios designed specifically for the characters and an overarching storyline created by the Game Master (G.M.). The G.M. is, in effect, the "director" who plots out the campaign, assigns goals and objectives, and introduces the related story elements and twists. The G.M. is also likely to be the person who puts together the rules and guidelines for the campaign and sees to it that they are played properly. The events that transpire in earlier campaigns often influence how later scenarios are played out, or create new and changing conflicts and opponents. This is the role-playing game approach.

What follows are a few different types of campaigns. There are also rules for squadrons accumulating experience points and enabling veteran characters/mecha to gain skills to make them more formidable and deadly as a campaign progresses. We are presenting these campaign outlines as *suggestions* for advanced players and those of you who like to experiment. We hope these *optional* guidelines help you organize and play an ongoing campaign that feels epic and flexible.

We also encourage players to make up back-stories for their characters and offer suggestions for possible squadron goals, objectives, encounters, strategies and story elements. The Game Master/campaign organizer should riff off these ideas and build upon the best ones. Likewise, use the scenarios presented in the pages of this book as jumping-off points and ideas for adventures and campaigns. Please feel free to mix and match any of these scenario ideas, or change them a little or a lot, to suit your own storytelling style and ideas for military engagements. You can also use the official scenarios as a sort of informal template to create your own scenarios.

CAMPAIGN TYPE 1: NARRATIVE CAMPAIGNS

A narrative campaign is usually plotted out by the referee/Game Master, but a good G.M. always tries to be flexible and incorporate the input of his player group and their needs. Many even tailor aspects of the campaign to the strengths and input of the player group. This type of campaign often relies on the Game Master to do most of the concept work and overarching storyline, as well as orchestrate the events and battles like a director. After each game, it is prudent to talk about the events that transpired and get feedback from the players as to what they expect, want or hope to unfold in the future. The G.M. can then build on the game events and player feedback to mold and adjust (or even spin off) the next one or several scenarios to come. The first game of the campaign should be fairly balanced and shouldn't favor one side over the other. This will allow for different paths of narrative to be explored depending on who wins the first game.

So the first scenario played in a narrative campaign might be *Take and Hold*, presented elsewhere this book. In it, the UEDF players need to win to gather intelligence

about the disposition of the forces of the Zentraedi *Armada*. If the UEDF prevails, the players should probably get more favorable deployment options in the next game. If the Zentraedi win, they should receive those bonuses and the UEDF is at a disadvantage, because it has very little information about the Zentraedi forces, including where the enemy is deployed and what their next move might be.

The outcome of the next scenario played should be taken into account in the same way, as it will have an impact on the third scenario and how the war is going. I think you can already see how the chain of events will start affecting the story, as well as strategies and tactics for both sides of the conflict. A back and forth string of battles, or the UEDF fighting on the defensive, could go on as long as players find it amusing, or until they get a break that helps them or a natural conclusion develops.

Narrative campaigns are usually very open-ended and the referee/G.M. can add new elements and plot twists to keep the story interesting and the players involved. Again, listening to your players and using their input, actions and ambition to help build and shape the stories and battles throughout the campaign.

CAMPAIGN TYPE 2: TREE STYLE CAMPAIGN

Tree campaigns are fairly simple and require a small amount of preparation beforehand. In this campaign, it is easiest if all players are on the same side (UEDF, Zentraedi or Malcontents) and play against a designated player or Game Master who plays the enemy (one of the other factions or forces from both enemy factions). The players may all be members of the same squadron, or each of them may lead a squadron. The Game Master (G.M.) plays all opponents. The battles are played out in a string or "tree" that forms the campaign. A tree style campaign follows a predetermined set of objectives and path of events/confrontations, such as first, free the town of X from invasion by the enemy, or prevent town X from falling into the hands of the enemy. Next, push the enemy to the north or out in the open or away from a particular resource. Then, do whatever else. The success or failure of such battles will often dictate what happens in the next game.

RECURRING CAMPAIGN CHARACTERS

For a campaign to work, you need *recurring characters*—or if you're going with the more tactical approach—you need at least the same squadron or company to participate in each battle. This can be approached in a few different ways.

If a designated squadron or company, even if the squad is wiped out, the next battle will contain a new leader and new troops to keep fighting on behalf of the faction. Or maybe not. Maybe there is a *fixed number* of available replacement troops designated for each player and when they are all gone, the player is out of troops and out of the campaign! Or loses the game.

The most fun in a campaign, certainly for role-players, is to have *recurring characters*, just like in the anime. Some characters may die, but Rick, Max, Miriya and others are there every episode. In the case of a campaign, whether it focuses on tactics or characters and story, each player should probably represent a leader/commander.

But how does a battlefield character return every game, especially if the player(s) loses the battle and the forces under the character's command are all destroyed? Here are a few suggestions.

1. **The war room officer.** This "character" functions behind the scenes, as the leader who issues orders and military objectives to the squadron or company under his command. But he never enters direct combat himself—making the mecha on the game surface more like pawns he orchestrates in battle plans. Of course, each player goes on to engage in combat with the game pieces in the squadron as usual, but the commanding officer "character" is safe, back at base. This storytelling device allows the "character" to return for each subsequent game.

For role-players or those of you who like to play narrative campaigns, this can lead to trouble for the "character" and impact those under his command. This leader character may still take the heat for failures and feel pressure to win the next battle to save his reputation or career. Even if he wins credit for success in combat, he may find himself being given assignments (the next game in the campaign) he doesn't feel ready for, or a dangerous assignment because he and his mecha troop have been so successful (or lucky). There can also be politics, intrigue, concern for the troops who are be deployed without mercy as if they were game pieces in a war game, the threat of demotion, the promise of promotion, and perhaps *real game penalties or bonuses* (fewer replacement troops or Command Points for each failure, more troops or Command Points for each win, special weapon systems, bonuses, or Force Cards, etc.). Of course, such house rules should be determined at the start of the campaign and made known to all participants. **Note:** Having a referee/Game Master (G.M.) who plays the enemy forces, and who creates and orchestrates these elements and enforces the rules, is ideal.



2. The ~~strong~~ **return alternative**. In this case, each player's ~~mecha~~ could represent a *battlefield leader* who fights with his *troops* as one of the squad leaders. HOWEVER, this recurring character *needs to survive* to lead troops in the next battle in the campaign. This can be accommodated with a *special rule* that allows the character *leader* to break off and return to base (perhaps with a penalty for failure, say, one less **Command Point** next game, with cumulative effect as the campaign goes on) at any point in the game. This way he can return and lead forces in the next battle. Of course, the moment this leader leaves the board, any unspent **Command Points** and bonuses his presence may have given the mecha under his command, are also removed. Once removed from the board, the character leader cannot return during this game.

3. The **surviving field leader alternative**. This is a *special rule* that allows the player's "character" to survive after his mecha is destroyed. In this case, it is presumed the "character" is able to eject from his mecha, escape detection by the enemy and survive in order to return to base to lead the next battle in the campaign. None of this is played out, it is just the game device that lets the leader return for the next game. In the case of abject defeat, this could mean repeatedly trying to take an enemy defended position before the campaign can progress to the next battle. Likewise, once a position is taken, it is possible that the enemy tries to take it back in a future game within the campaign. Of course, this survival rule only applies to *player characters*; the rest of the mecha can be blasted to pieces.

The interconnected games that follow. As you can see, by having a surviving, returning character, you can quickly and easily create subsequent games that involve retribution or a vendetta, especially if the players or G.M. playing the opposing side have one or more similar "leader characters" who may taunt, belittle or chide their opponents. "Bah, you incompetent humans. You are nothing before the Zentraedi Armada. We will crush you every time." All of this invests the players' emotions and wits into the campaign.

All these related games will branch out from one another to form a tree. To make sure there are a sequence of battles, at the beginning of the campaign, the players or the Game Master may outline a "tree" of battles and combat objectives that should progress in a logical order. Things like: Take position A. Next game, the enemy may try to take it back. If the position is held, move on to the next battle, which is likely to be to strike at another enemy position or destroying an enemy resource. If the enemy took back the position they lost, the next game will be to regain it. This could go back and

forth for awhile. In real life, there are many bloody battles throughout history in which a position was won and lost many times until one side could hold it. We'd suggest that the side that can take it and hold the position in the next game wins and it's time to move on to a new battlefield and objective in the next game. Have fun with the possibilities. Use the **Robotech®** anime, other TV shows and movies, real-life history and whatever else, to give you ideas for military campaigns.

CAMPAIGN TYPE 3: MAP-BASED CAMPAIGN

While map-based campaigns take the most preparation and pre-planning, they can be engaging and immersive, ongoing campaign experiences. Map-based campaigns add many new and different levels to **Robotech® RPG Tactics™**, and they require players to operate on a more strategic level rather than the tactical level of the standard games.

The map is the game plan. The map serves as the blueprint for the theater of operations, be it a particular region, continent or string of planets or space outposts. But first, someone needs to generate the map.

One, make the map. This task usually falls upon the person proposing and setting up the map campaign. This can be a player, a few players, an entire group of players, or a referee/Game Master. Unless one of you has a lot of artistic talent or a knack for cartography, it is probably easiest to download a map from the internet or use a page from an atlas, rather than draw your own map from scratch. Then again, as long as the map is legible and understood by all the players, it doesn't really matter what it looks like. This can be a map of a city, state, province, country, continent, the moon, solar system, and so on.

Two, divide the map into a grid or network of locations. You can do this by drawing a large-spaced grid over it, or otherwise delineating sections to create a dozen or two dozen locations. Then name each place. The more evocative the name, the better for dramatic atmosphere. Do this across the whole map until every location is named.

Three, modify the map to indicate a variety of resources at various locations. Forests (lumber and places to hide and hunt), farmland, lakes, rivers, sea ports, mountains, a mining operation (what kind of minerals), oil field/petroleum refinery, factory (what kind), military supply depot, abandoned military base or town, a town or small city populated by civilians (identify population and resources of the community),

one or more crashed spaceships and what each ship has inside (fresh, undamaged mecha, spare parts and ammunition, spare Protoculture, repair facility, medical facility, Micronization Chamber, unaffiliated troops [with mecha?] who you may be able to recruit to your side, a looted and empty ship that is still suitable for an MDC hideout/fortified position/base of operations or salvage), and so on. **Note:** Every location does not need to have a valuable resource. Half of the locations having a resource is fine. The rest can be open spaces such as grassland/prairie and other wilderness areas, crater-pocked land, or the ruins of a city literally flattened during the orbital bombardment.

Four, assign one location to each of the three opposing factions. The UEDF, Zentraedi and Malcontents each control one location on the map. Each force should be no smaller than the size of the players' initial mecha troops, and no more than twice the size. Such factions may be a UEDF base, outpost or troops on a field exercise; a Zentraedi outpost, troops on a field exercise or spaceship waiting for orders (or a secret camp of reinforcements); a force of Malcontents can be rebels, raiders or deserters looking for victims to rob or enemies to destroy. **Note:** NONE of these forces are affiliated with the players and they should be considered hostile and dangerous. Of course, during the course of the campaign, these forces could become temporary allies or enemies depending on the actions of the players and their combat forces. Nonaggression pacts, trade agreements, alliances, etc. may be negotiated with unaffiliated factions (and fellow players) if the terms of the Map Campaign allow such things. Those who lean toward role-playing will most certainly allow for such negotiations. Heck, we used to allow them in our tabletop *Risk* games. Always fun until someone breaks the pact. Such agreements can be made by the various player factions as well. If there is a Game Master/referee, these non-player forces are what he controls. In that case, the ref/G.M. can only mobilize one faction per campaign game, but can defend any factions that fall under attack.

Five, each player picks one location as his own. This is the player's home territory and starting point for his combat forces. When choosing a starting point, we recommend players should spread out and NOT be clustered too close together or border one another.

Six, rival factions. Each player is his own force. Each player is out to win and conquer the map, or the majority of it. This is why players should put some distance between each other when picking their locations, because each is a rival out for himself.

THE GOAL OF THE GAME: TAKE THE MAP

The map-based campaign is driven by conquest. To take and hold the entire map, or at least dominate most of it (50% held by any one character?). By assigning a percentage of domination, rather than take it all, the campaign can be held to a shorter number of games, should that be desired.

An alternative: Drive the enemy from the military theater. In this version, the players need to pick the same faction that they ALL belong to (UEDF, Zentraedi invaders, or Malcontent rogues). This makes all other factions "the enemy," and their goal is to drive away or utterly destroy the enemy forces and claim all or most of the land on the map for their faction. This is where a Game Master comes in handy, because he plays all the enemy forces. Or one player or group of players can represent one side, and another player or group of equal size can represent a rival faction. In this case, the allied players battle the players who are their enemy. This can be fun but tricky (and infuriating) because groups of players must work together as a team to defeat the other team.

If it's player versus player, each group should start with equivalent power levels (and yes, that means Zentraedi outnumber the UEDF as usual). If it's several players vs the G.M., the enemy should start with a roughly equivalent force to 50% more troops and locations than the players. This gives the players more targets and a sense of desperation. ONLY ONE LOCATION on the map can be attacked and fought over at a time. Players work together and join forces to fight a common enemy, but the enemy has troops of equal power to match their combined forces.

Every time one side tries to claim a new location on the map, the other side intercedes to prevent it. Likewise, one side or the other can choose to attack any location that is held by their enemy. When one side destroys the other, or at least dominates the majority of the map (50%), the campaign is over, unless the players want to keep going.

This type of campaign can be played between two players or two groups of players, or players vs G.M., but is especially interesting when all three factions are in play with three groups of players, each out to win for their side. Whoever manages to take and hold the most land, after a given number of campaign games, wins the campaign. This can be a set number, or go on until the participants get bored with the campaign or there is a clear winner. A map-based campaign is usually quite lengthy, but that's the idea of a campaign. It can last months, a year, or longer.

THE RULES OF THE MAP CAMPAIGN

Provided you keep the rules fairly simple, a map-based campaign can be fun to play and easy to run because taking each new location is a goal and a battle. These games build a lot of momentum very quickly. As long as everyone is operating from the same rules and there is an even spread of worthwhile spaces on the map available for expansion, no one player will have an unfair advantage.

Obviously, the map is a blueprint or road map to confrontation and conquest, not the playing field itself. Each gaming session is a new battle between at least two warring factions.

The player group and/or G.M. should work out rules specific to this type of campaign. We leave it to you to hammer out the rules or special considerations, because there are so many different elements and ways to go. You can keep it simple, with each new location representing the field of battle. Use the Robotech® RPG Tactics™ game rules to resolve each battle. Whoever wins the battle, wins the location. The next game is a new location to fight over and win. Whichever player or side of the war wins the most locations, wins the campaign.

Feel free to combine elements from other games you enjoy. This can include role-playing elements with verbal negotiation, pact making, etc., rules from board games, or anything else that your group agrees would be fun. Like we said earlier, depending on what direction you want to take it, a map-based campaign can be a lot of work, but also a lot of fun.

Along with how to move around the map, there should at least be a rule to determine which player is winning the campaign at any given time. This could be as simple as saying the player that controls the most spaces is winning the campaign. Or you could possibly assign victory points to each space, or objectives in certain parts of the map, to determine who is in the lead and winning.

Once a map campaign has run for a while, make sure that it ends so that players get closure. If the campaign drags on for too long with one player controlling the map or winning all the time, the other players won't have as much fun and will lose interest.

CAMPAIGN ROSTERS

Regardless of the type of campaigns played, players should agree on the key rules and points for each game in the campaign. Then build an army that they will use throughout the campaign. This way, players must make

decisions about what will be useful in more situations throughout the campaign, which will make it harder to specialize just to beat a certain build that their opponents might use. Combined with the rules for squadrons gaining experience and veteran skills in the following section, a campaign roster will allow player armies to be populated by squadrons and mecha that have accumulated history and narrative impact. In some cases, you may wish to have a campaign roster be for more points than any single game will be played at, and include rules for splitting up your army into strategic groups or having squadrons become ineligible for games because of casualties taken or resupply. This gets back to the idea of assigning a set number of mecha for both sides. Mecha that are lost, are lost permanently, making attrition an important factor. By having a larger campaign roster, players will have a finite pool of squadrons that they can call upon to tackle strategic challenges.

OPTIONAL:

EXPERIENCE & VETERAN SKILL RULES

Over the course of many battles, squadrons can become better and more effective by learning from their experience in battle. Experienced soldiers, new recruits and standard pilots working in concert creates hard-bitten veterans ready to take the fight to the enemy. Squadrons can earn experience points in a number of ways. It is also possible for squadrons to lose experience, representing a loss of personnel or other setbacks. The following chart lists the ways that experience points can be gained or lost by each squadron.

Fought in a battle: +5

Was on the side that won the battle: +10

A squadron mecha makes the attack that destroys the last mecha in an enemy squadron: +10

A squadron mecha makes the attack that destroys an enemy officer or ace: +10

Squadron completely wipes out an enemy squadron: +15

At the end of a battle, each player may nominate 1 squadron in his army that he feels performed admirably. That squadron earns 1D6x10 experience points.

Reduced to half strength or less: -1D3x10. This is deducted from the experience points the squadron gains from the current battle (and any unspent points

remaining from previous battles), and can't reduce the squadron below the total that it had spent before the battle.

Squadron completely destroyed: -1D6x10. This is deducted from the experience points the squadron gains from the current battle (and any unspent points remaining from previous battles), and can't reduce the squadron below the total that it had spent before the battle.

These gains or losses are all cumulative. For example, a squadron that fights in a battle (+5), is on the winning side (+10), completely wipes out an opposing squadron (+15), and is reduced to half strength (rolling a 2 for -20), earns a total of 10 experience points for the battle.

EXPERIENCE POINTS IN SPECIFIC SCENARIOS

Dogfight ▶ Squadrons that remain above half strength earn 10 experience points.

Take and Hold ▶ Squadrons that have a mecha within 4 inches of one or more objectives at the end of the battle earn 10 experience points.

Pitched Battle ▶ Squadrons that end the game wholly in the enemy deployment zone, with at least half of their mecha remaining, earn 15 experience points.

Recovery ▶ If a mecha finds the loot, its squadron earns 5 experience points. If a mecha carries the loot off the board, its squadron earns 15 experience points.

Demolition ▶ If a mecha destroys the bunker, its squadron earns 20 experience points.

Convoy Defense ▶ Squadrons from the attacking side can earn 10 experience points if they make the attack that destroys the Convoy Vehicles. Squadrons from the defending side earn 5 experience points if they utilize the Complete the Mission ability of the Convoy Vehicles one or more times during the battle, and earn 15 experience points if they have a mecha within 8 inches of a Convoy Vehicle at the point where it leaves the board.

As usual, these gains are cumulative with any other gains or losses that may occur as a result of a battle.

EFFECTS OF EXPERIENCE POINTS

As a squadron gains experience points, it gains certain benefits for a period of time. For every 80 experience points a squadron earns, they can purchase *one Veteran Bonus*. To determine which Veteran Bonus(es) a

squadron gains, roll on the following table or pick one desired result. Unless stated otherwise, the bonus lasts for the entire next game in the campaign. After that game, the bonus is lost, but it or others can be purchased as new experience is earned. Experience can be gathered and left unspent over one or more campaign games, until desired. This can give a squadron more than one of the bonuses below for a major campaign battle, but unspent experience can also be lost, so be careful.

1. Maneuverable ▶ Mecha in the squadron get +2 SPD for the next game. Cannot be taken by the same squadron more than three times per game, and is lost at the end of that game.

2. Hand to Hand Specialists ▶ Mecha in the squadron get +1 to Strike on all hand to hand attacks. Cannot be taken by the same squadron more than three times per game, and is lost at the end of that game.

3. Dead Eye ▶ Mecha in the squadron get +1 GN. Cannot be taken by the same squadron more than twice per game, and is lost at the end of that game.

4. Superior Pilots ▶ Mecha in the squadron get +1 PIL. Cannot be taken by the same squadron more than twice per game, and is lost at the end of that game.

5. Intuitive ▶ Mecha in this squadron can re-roll either failed Strike or Dodge rolls (choose one), once, when the original roll fails. The result of the second roll stands. Can only be taken once per squadron, per game, and is lost at the end of that game.

6. Insanely Hard to Hit ▶ Mecha in the squadron get +1 DF. Can only be taken once per squadron, per game, and is lost at the end of that game.

OTHER USES FOR EXPERIENCE

You may wish to expand or modify the experience rules here to better reflect the objectives and goals in your campaign. As with all of these campaign rules, we encourage you to adapt them to your group's style of play. As we mentioned in the beginning, this whole section is intended as a starting place for you to let your imagination run wild.

THE LONG ROAD HOME

This section presents an example of a complete campaign. The Long Road Home is a tree campaign that is meant to represent the trials and tribulations of an air wing of Valkyrie pilots on the SDF-1's journey back to Earth from Pluto. As well as the Zentraedi forces that oppose them on the journey home, of course.



To play the Long Road Home, you will need two players. One of them will play the UEDF, while the other will play the Zentraedi Armada. Here are two starting campaign

rosters for each side that can be used. Feel free to use other rosters if you so choose.

UEDF

Super Valkyrie Squadron "Stalker," SDF-1 Air Wing Nose Lasers ▶ Core 115 pts.

Super VF-1S James "Stalker" Stark, SDF-1 Air Wing Nose Lasers ▶ Special, part of Stalker Squadron 41 pts.

Valkyrie Squadron "Hawk," SDF-1 Air Wing Nose Lasers ▶ Core 85 pts.

Valkyrie Squad "Hawk," SDF-1 Air Wing Nose Lasers ▶ Support, part of Hawk Squadron 42 pts.

Total: 283 pts.

ZENTRAEDI ARMADA

Regult Attack Squadron "Gadras," Veteran Warriors ▶ Core 100 pts.

Regult Recon Squadron "Utomi," Veteran Warriors ▶ Core 80 pts.

Queadluun-Rau Squadron "Kelkasuta" ▶ Core 100 pts.

Total: 280 pts.



After the campaign concludes, you may wish to continue on to other story arcs you make up for your forces that have now gained experience and depth.

"Only where there is battle being waged is there life being lived."

Lisa Hayes quoting her father, Admiral Donald Hayes

ROLE-PLAYING GAME APPLICATIONS

Those of you already familiar with Palladium's **Robotech® Role-Playing Games** will have noticed many of the same game terms and rules elements in this rule book. However, the focus of **Robotech® RPG Tactics™** is "tactics" and "combat," not role-playing. *Wargamers* and players of tabletop games want games about combat action and simulation. *Role-players*, on the other hand, place their emphasis on characters and story. You still can. There is nothing preventing you from bringing your characters and role-playing sensibilities into **Robotech® RPG Tactics™** in a variety of ways.

You can combine the **Robotech® RPG Tactics™** rules with the role-playing rules for combat resolution. This is done on the tabletop with terrain and painted mecha to represent your characters, allies and enemy forces, but otherwise role-played like always. That means you can engage in dialogue, bluff, use subterfuge, sneak around and use all the other RPG storytelling elements of play you know and love. Only now you have a defined playing field and physical game pieces to mark your characters' locations and movement, and, if desired, alternative rules for playing defined and deadly tabletop combat. One of the cool things about the tabletop gaming surface is that you can change it as necessary to represent each new location in the role-playing game by changing the terrain elements.

If you are a dyed-in-the wool, hardcore role-player, continue to game strictly by the RPG rule books and use the *game pieces* from **Robotech® RPG Tactics™** to mark your character's movement, or as an icon that sits next to you on the table during game play. These physical "icons" are especially handy when trying to imagine the marching order of characters and their positions relative to each other and the enemy. Then, rather than try to simply describe what your mecha pilot is doing, you can pick up the game piece and move it around as you verbally explain your next course of action.

Having 3D game pieces to represent your characters can be a helpful and fun touch to your role-playing game sessions. "I blast off toward the ravine," says the player as he picks up the Valkyrie game piece representing his character and moves it toward the table's edge that represents the ravine. The Game Master picks up a

Glaug and a trio of Regults and says, "Zentraedi forces are coming in fast from the west to cut you off." Both the player and G.M. move the game pieces to clearly illustrate the action, direction and position of the opposing forces. Meanwhile, the other players can do likewise to illustrate where their characters' mecha are located and what they are doing. ("I'm watching from over here." "My mecha is taking cover." "I'm preparing to launch a missile volley at the Glaug." And so on.)

For traditional role-players, combat can be resolved as per the usual RPG rules (more M.D.C. and different style of combat and rules considerations) or, as noted earlier, by incorporating the more formal rules of **Robotech® RPG Tactics™**. Either way works, though the rules in **RPG Tactics™** are much more deadly, so beware.

Mass combat. The tactical rules and the use of the tabletop with terrain elements are perfect for resolving *mass combat*. Most role-playing games are set around the small squad operations of 3-12 player characters. Role-playing game rules work great for such small-squad skirmishes and character-based games. Mass combat, however, with dozens and dozens of fighting forces to whole companies of troops, is not feasible in traditional RPGs. Such battles are the *backdrop* for the role-playing group of characters. But now, role-players can, if they so choose, step outside the RPG medium to play a mass combat battle via the rules of **Robotech® RPG Tactics™**.

Whether the players want to bring in their RPG characters (see Conversions below), or not, should be up to them. Regardless, each player can take command of a squadron of mecha and play out full-scale battles. If they bring their characters into a **Robotech® RPG Tactics™** game, each character may command his or her own squadron of mecha, or the player group can function as an independent, special squadron of combat aces or special forces (perhaps assigned to handle a specific mission objective within the larger field of battle). Or after their special mission is complete (capture so and so, destroy the weapon bunker, capture the Protoculture generator, rescue the innocent captives, etc.), the group can elect to play to see which side wins the larger battle. To this end, players can either pick a side and play those forces against each other, or the players can be on one side and the Game Master can

play the other. Of course, it makes sense that players should play the side to whom their characters are allied, but it's fun to divide the player group and have each side play against the other. **Note:** A reminder that game pieces die easily in *Robotech® RPG Tactics™*, and even your very powerful "special character" is vulnerable.

If you don't want to blend more aspects of role-playing into *Robotech® RPG Tactics™*, or vice versa, it is fun to take a break from one type of game to play something different on occasion. If you don't feel like running your scheduled RPG session tonight, but the player group is on its way, perhaps pull out *Robotech® RPG Tactics™* for something familiar yet different. And don't forget, you can collect and enjoy the game pieces in and of themselves. I know many of us at Palladium Books plan to have a set of *Robotech®* game pieces painted and put on our shelves or desktops for display, as well as have a set for gaming.

The whole idea here is fun. Merge elements of *Robotech* role-playing and *RPG Tactics*, or keep them completely separate. Do whatever is most comfortable and fun for you and your players. I just encourage you to consider the possibilities. The suggestions above and below are just some of the game applications to consider. As always, unleash your imaginations and explore the possibilities that come from blending these two related genres of game play— or not— and have a blast. — *Kevin Siembieda, Publisher & Game Designer*

RPG CHARACTER CONVERSIONS

This section provides guidelines for converting existing *Robotech®* RPG characters into *Robotech® RPG Tactics™* Special Force Card characters. Based on the RPG character's O.C.C. and level, the player gets a number of *Advance Points (AP)* to spend on a mecha and character abilities and bonuses. By spending *Advance Points*, you build a *Robotech® RPG Tactics™* character profile that is a streamlined conversion of your RPG character suitable for tactical game play.

A *Robotech®* RPG character gets 15 *Advance Points* per level of experience for experience levels 1-5, 10 *AP* per level of experience for levels 6-10, and 5 *AP* per level of experience for levels 11-15. **For Example:** A 10th level *Robotech®* RPG character would have 125 *Advance Points (AP)* to spend on a mecha and "advances." First, the character has to choose which mecha he will be piloting, then he gets to select special *Minor* or *Major Advances* (described further on).

In the *Robotech®* RPG, a character may be able to pilot several different mecha, but the player must pick just one to use in any *Robotech® RPG Tactics™* battle scenario. If the player is allowed to play, or have ready, more than one mecha, repeat the conversion process for each. However, in most cases only one mecha can be chosen for use in any particular tactical game. Each mecha conversion uses the full amount of *AP* available to the character based on the number of experience levels. (See above.)

STEP ONE: MECHA PURCHASE

The more powerful the mecha, the greater the *AP* cost.

Veritech (Valkyrie) Pilot ▶

VF-1A— 5 *Advance Points (AP)*
 VF-1J— 10 *AP*
 VF-1S— 15 *AP*
 YF-4— 10 *AP*
 Flight Lead YF-4— 15 *AP*
 Armored VF-1A— 10 *AP*
 Armored VF-1J— 15 *AP*
 Armored VF-1S— 20 *AP*
 Super VF-1A— 15 *AP*
 Super VF-1J— 20 *AP*
 Super VF-1S— 25 *AP*
 Jotun VF-1A— 10 *AP*
 Jotun VF-1J— 15 *AP*
 Jotun VF-1S— 20 *AP*

Battloid Ace (Destroid) ▶

Defender— 10 *AP*
 Phalanx— 10 *AP*
 Spartan— 10 *AP*
 Tomahawk— 20 *AP*
 Monster— 20 *AP*

Zentraedi Warlord ▶

Male Warlord
 Regult— 5 *AP*
 Telnesta-Regult— 5 *AP*
 Gluuhaug-Regult— 10 *AP*
 Serauhaug-Regult— 15 *AP*
 Glaug— 20 *AP*
 Glaug-Eldare— 25 *AP*
 Nousjadeul-Ger— 10 *AP*
 Nousgarma-Ger— 15 *AP*
 Gnerl— 5 *AP*

Female Warlord

Gnerl— 5 *AP*
 Queadluun-Rau— 25 *AP*
 Queadluun-Gult— 25 *AP*

Zentraedi Warrior Elite ▶

Male Warrior Elite
 Regult— 5 *AP*
 Telnesta-Regult— 5 *AP*
 Gluuhaug-Regult— 10 *AP*

Serauhaug-Regult— 15 *AP*

Glaug— 20 *AP*
 Glaug-Eldare— 25 *AP*
 Nousjadeul-Ger— 10 *AP*
 Nousgarma-Ger— 15 *AP*
 Gnerl— 5 *AP*

Female Warrior Elite

Gnerl— 5 *AP*
 Queadluun-Rau— 25 *AP*
 Queadluun-Gult— 15 *AP*

Mecha Stats. The mecha the character pilots determines many of the attributes for its *Robotech® RPG Tactics™* profile. Use the *SPD*, *DF*, *MDC*, weapon systems, and special abilities of the *standard mecha profile*. The skill of the converted character is represented by the *PIL* and *GN* of the mecha. Since the converted character is a *protagonist* or an ace, he starts off with a base *PIL* of 2 and *GN* of 2. If a character has a *Physical Prowess* of 16 or greater, he starts with a *PIL* of 3 and a *GN* of 3 as the base instead.

ROLE-PLAYING APPLICATIONS

STEP TWO: PURCHASE

CHARACTER ADVANCES

Now the player can spend the rest of his AP to enhance his character with additional improvements, skills and bonuses.

Note: Any Advance Points (AP) not spent are lost.

There are two types of Advances: **Minor** and **Major**. Many of the **Minor Advances** can be purchased two or more times unless otherwise stated in the description.

Major Advances are powerful and can only be purchased once. Moreover, a character can only purchase one Major Advance for every *five levels* of experience. Thus, a 9th level RPG character can only purchase one Major Advance, while a 10th level character can purchase two, provided he has the Advance Points (AP) to do so.

Minor Advances ▶ 5 AP each

- ▶ +1 GN (Gunnery). Maximum of two purchases.
- ▶ +1 PIL (Piloting). Maximum of three purchases.
- ▶ +1 DF (Defense). A one-time purchase.
- ▶ May re-roll one Strike roll per turn.
- ▶ May re-roll one Dodge roll per turn.
- ▶ May attempt to Dodge for free once per turn.
- ▶ Gain Focus Fire if the mecha doesn't already have it. A one-time purchase.
- ▶ Add Accurate to one of the mecha's weapon systems that doesn't already have it.
- ▶ Add Overwhelming to one of the mecha's weapon systems that doesn't already have it.
- ▶ May attack one additional time in hand to hand combat each turn for free.
- ▶ Add Split Fire to one of the mecha's weapon systems that doesn't already have it.
- ▶ May attack with an additional weapon system once per turn for free. Maximum of two purchases.
- ▶ May boost the SPD of the mecha automatically once per game for free.

Major Advances ▶ 35 AP each

Note: All Major Advances can only be purchased once.

- ▶ *Leadership 2* (or +2 Leadership), provides 2 Command Points.

▶ Add *Rapid Fire* to one of the mecha's weapon systems that doesn't already have it.

▶ +1 DF (Defense), in addition to the +1 DF that may have been taken as a Minor Advance.

▶ May re-roll all Strike rolls once, when the initial result is less than desired. **Note:** This advance allows ALL Strike rolls to be re-rolled rather than just one a turn. Remember, no single roll can be re-rolled more than once.

▶ May re-roll all Dodge rolls once, when the initial result is less than desired. **Note:** This advance allows ALL Dodge rolls to be re-rolled rather than just one a turn. Remember, no single roll can be re-rolled more than once.

▶ May re-roll all Parry rolls once, when the initial result is less than desired. **Note:** This advance allows ALL Parry rolls to be re-rolled. Remember, no single roll can be re-rolled more than once.

A converted RPG character is a *Special Force Card* and costs a number of points equal to the number of Advance Points spent. **Note:** Any Advance Points (AP) not spent do not count toward the Special Character's point cost.

Converted RPG characters in a UEDF army are *officer mecha* in relation to the UEDF Faction Card, and benefit from *Esprit de Corps*. Converted RPG characters in a Zentraedi army may call in Reinforcements, just like a Glaug in relation to the Zentraedi Armada Faction Card, regardless of which mecha the character is piloting. RPG characters converted to **Robotech® RPG Tactics™** Special Force Cards should not be used unless all players agree to allow them.

These guidelines are just one way to convert role-playing game characters to **Robotech® RPG Tactics™** as *Special Characters*. There can be other ways to integrate the two games' mechanics, and we encourage players to freely experiment on their own to create house rules tailored to their own style of gaming. Have fun and fight the good fight.



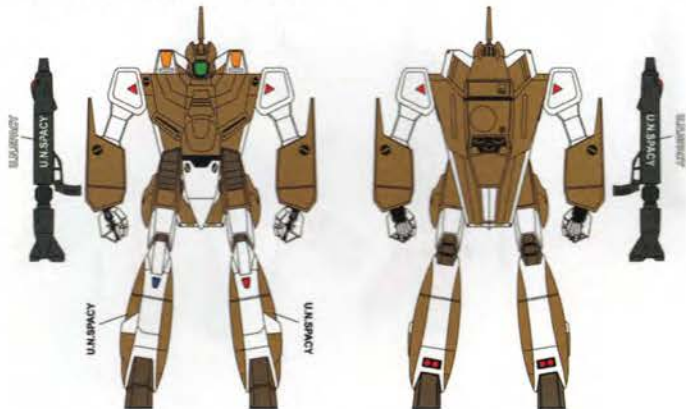
PAINTING GUIDE

UEDF MECHA

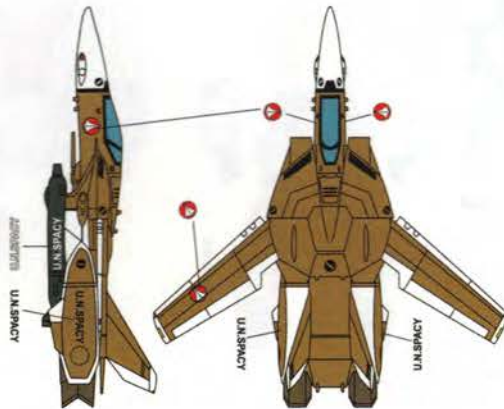


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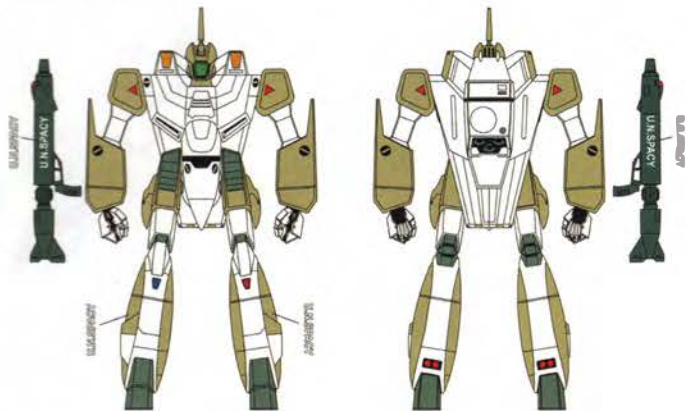
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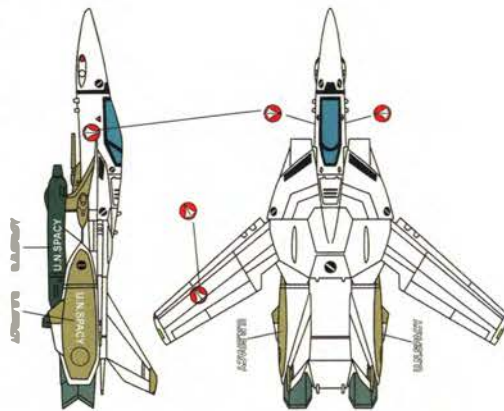
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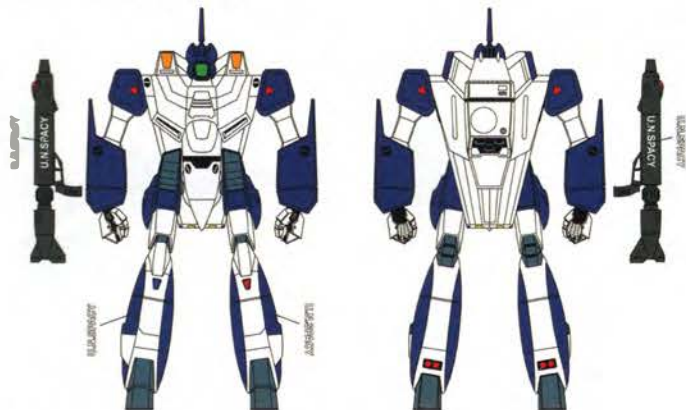
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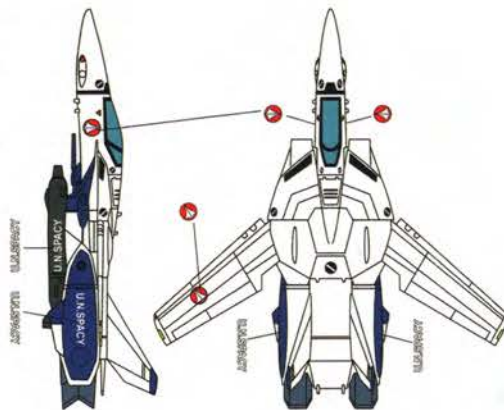
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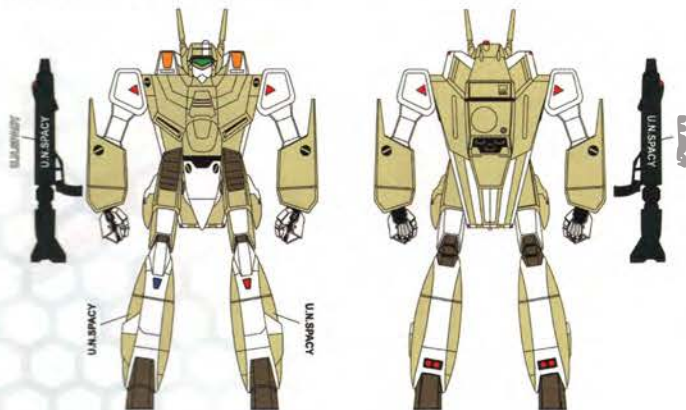
VF-1A MAX STERLING



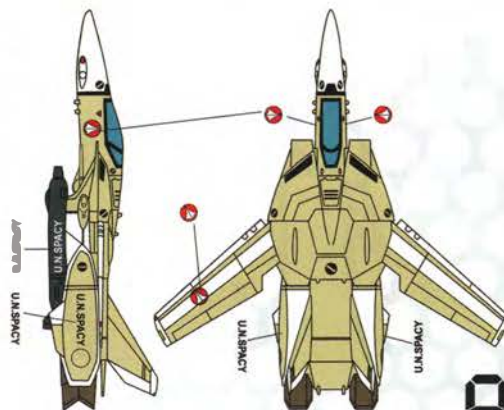
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VF-1I STANDARD OFFICER



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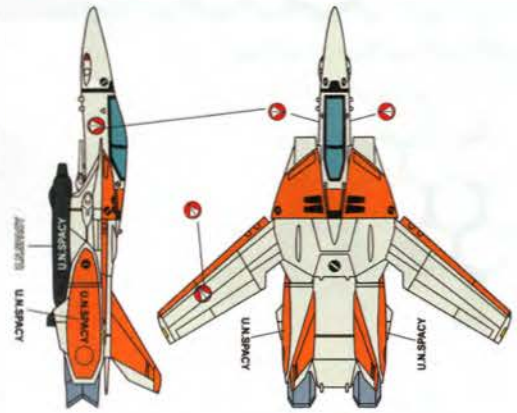


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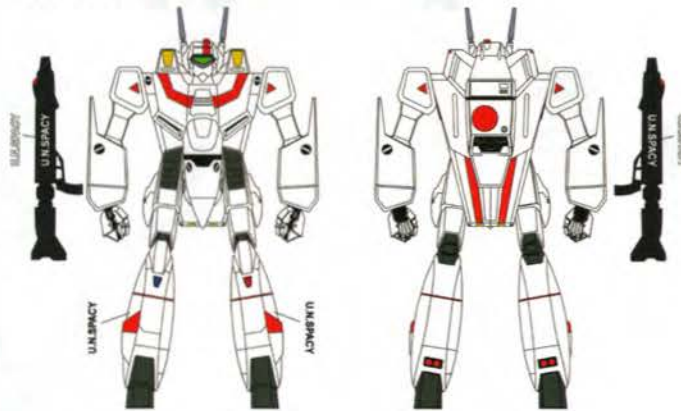
VF-1D STANDARD



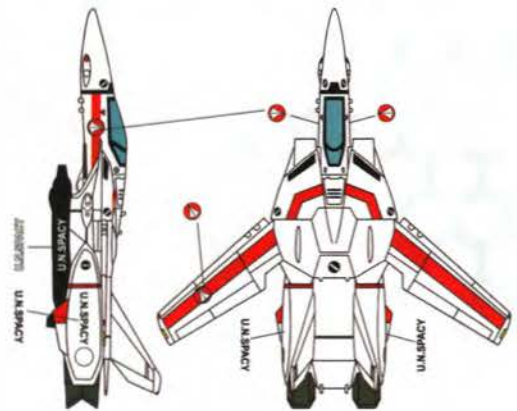
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VF-1J RICK HUNTER



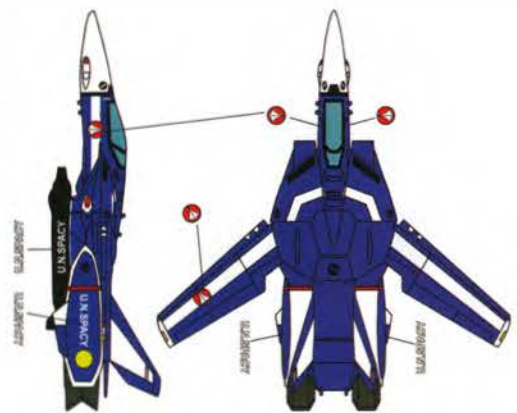
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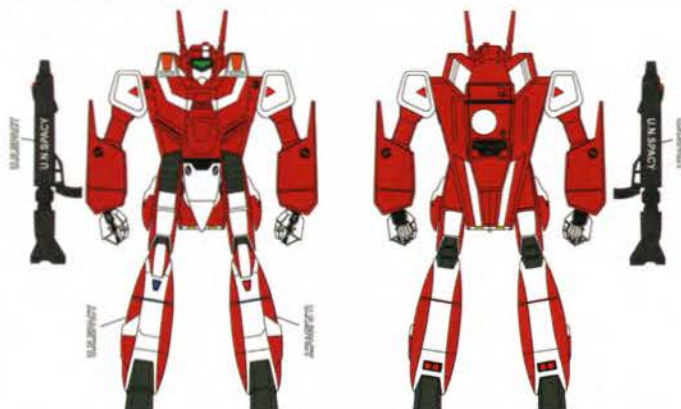
VF-1J MAX STERLING



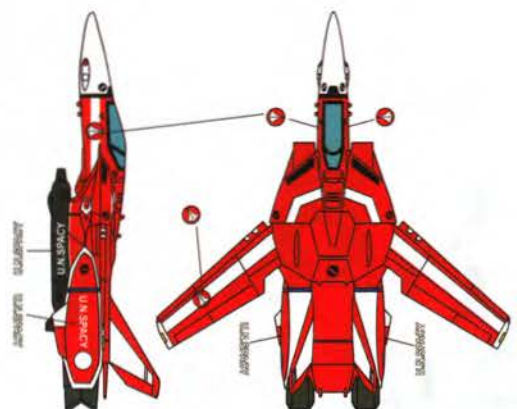
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VF-1J MIRIYA STERLING



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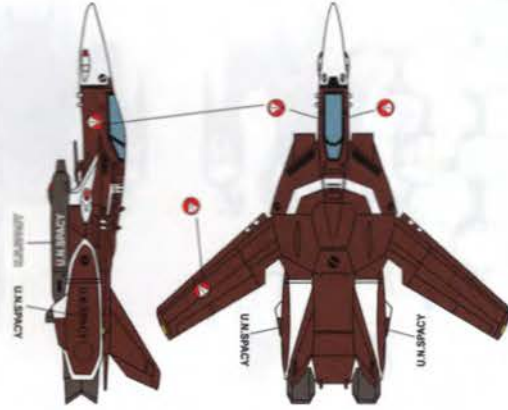




VF-1R OPTION 1



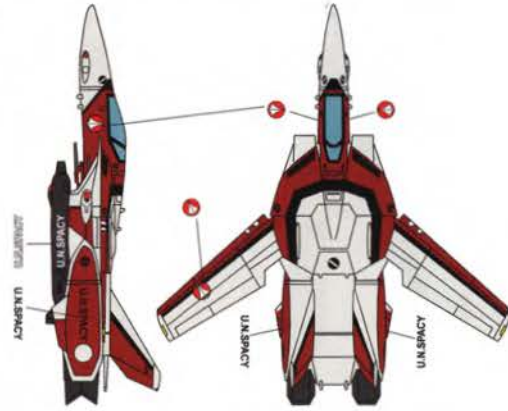
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VF-1R OPTION 2



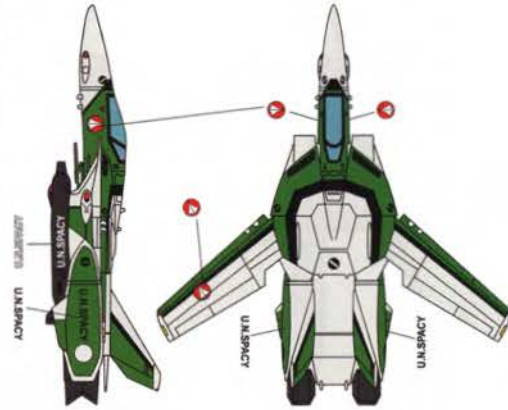
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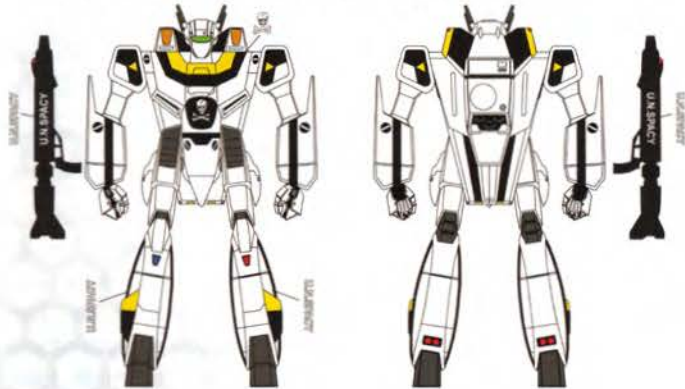
VF-1R OPTION 3



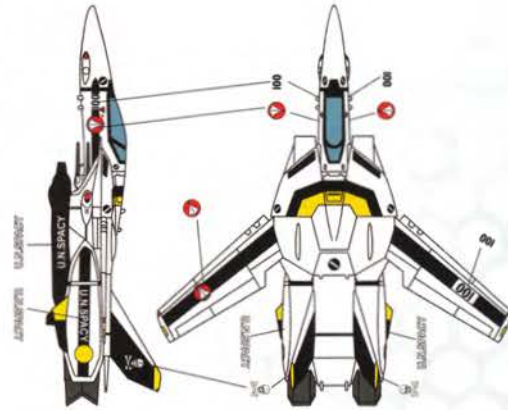
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VF-1S ROY FOKKER/RICK HUNTER "SKULL ONE"

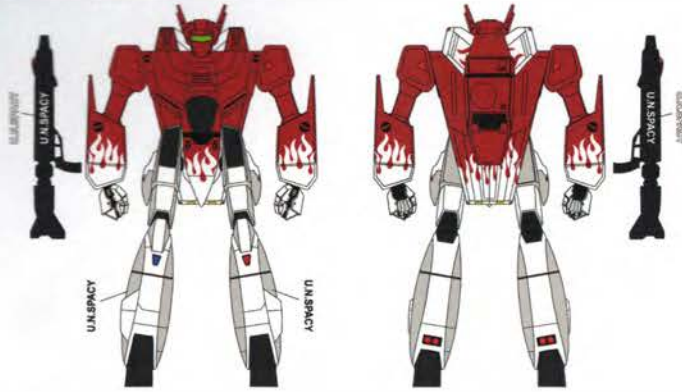


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- 62A2BA

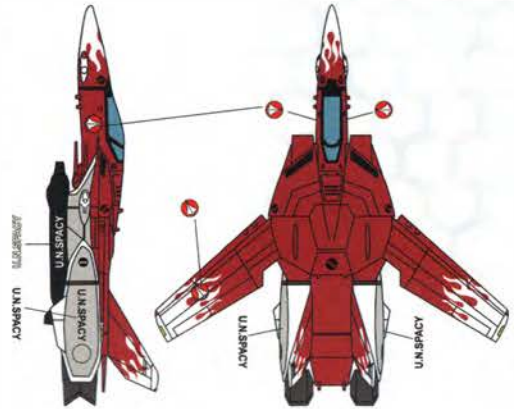


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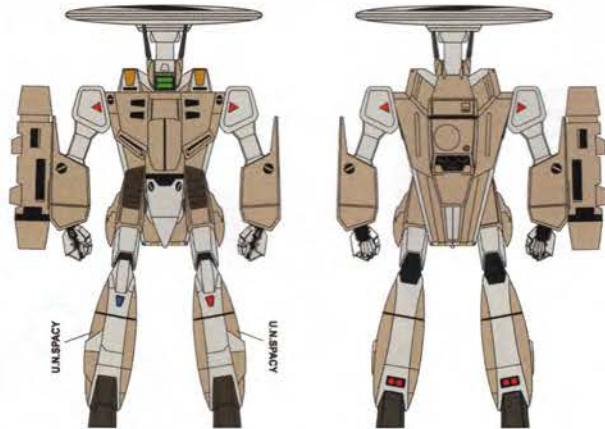
VF-15 FURY SQUADRON



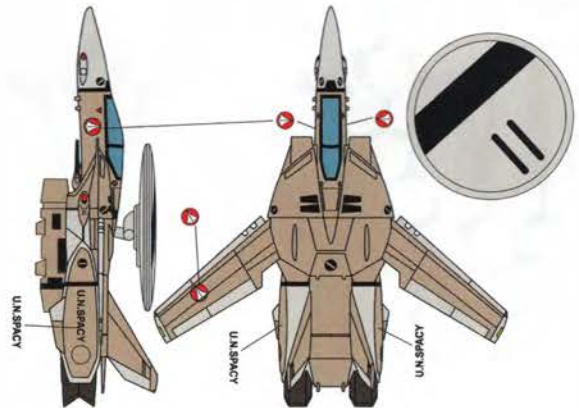
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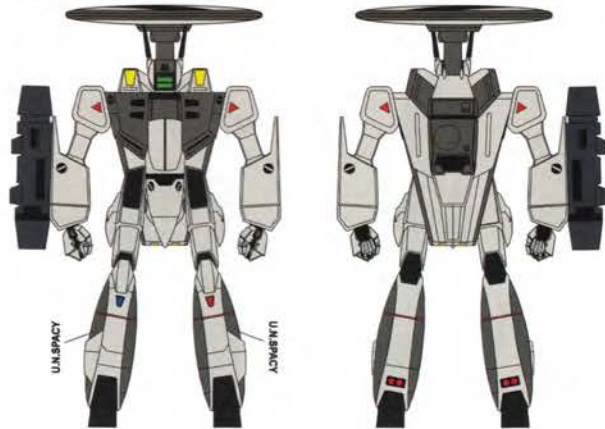
VEF-1 OPTION 1



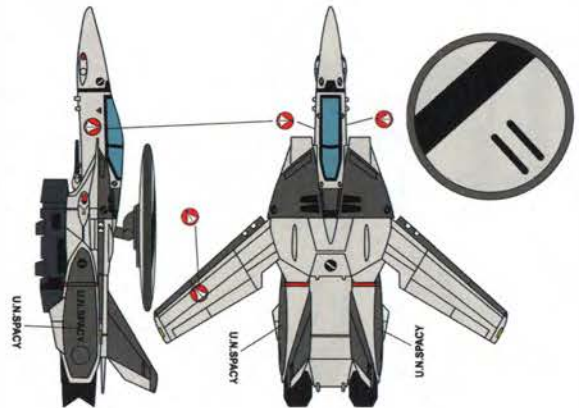
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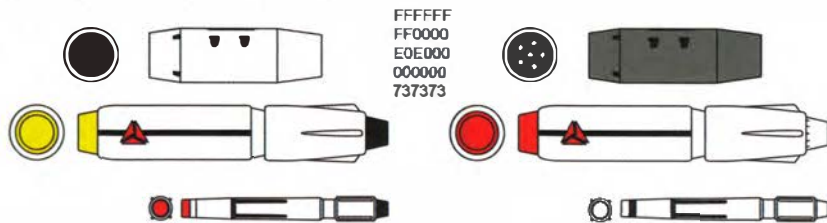
VEF-1 OPTION 2



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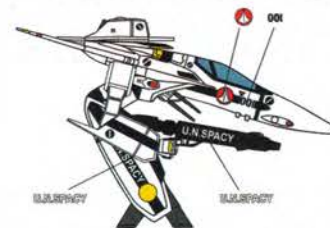


MLOP AND MISSILE OPTIONS



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VALKYRIE GUARDIAN MODE



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Note ▶ Valkyries in Guardian mode have a combination of Fighter and Battloid elements, and those two modes should show you everything you need to paint the Guardian mode. Here is the VF-15 "Skull One," for example.



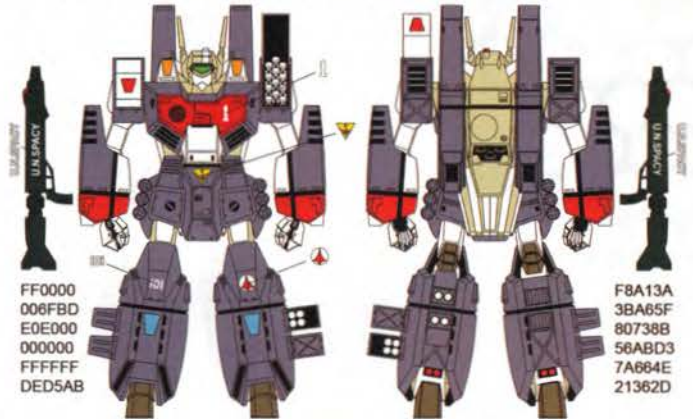
ARMORED VF-1J RICK HUNTER



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ARMORED VF-1J ALTERNATE COLORS

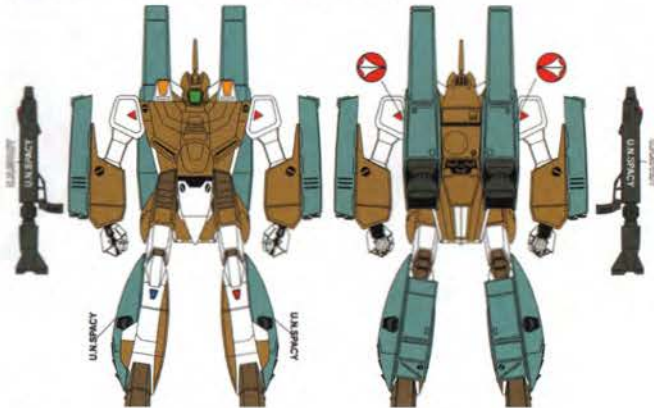


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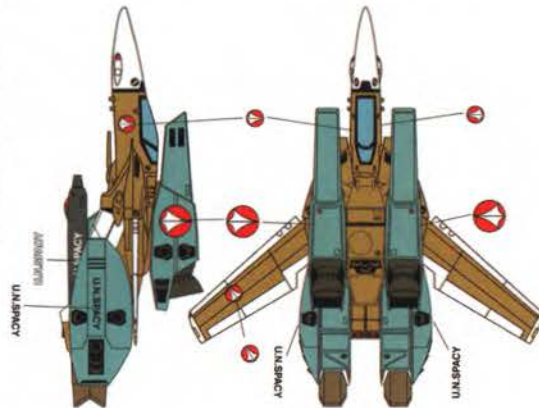
F8A13A
3BA65F
80738B
56ABD3
7A664E
21362D

Note ▶ Armored VF-1A, VF-1D, VF-1J and VF-15 mecha should use one of the color schemes shown here for the armor pieces, with the standard colors for the VF-1A, VF-1D, VF-1J or VF-15 underneath, as indicated on the previous pages.

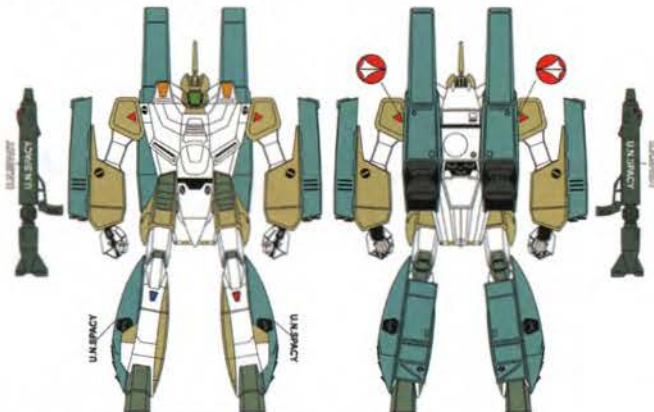
SUPER VF-1A STANDARD "BROWNIE"



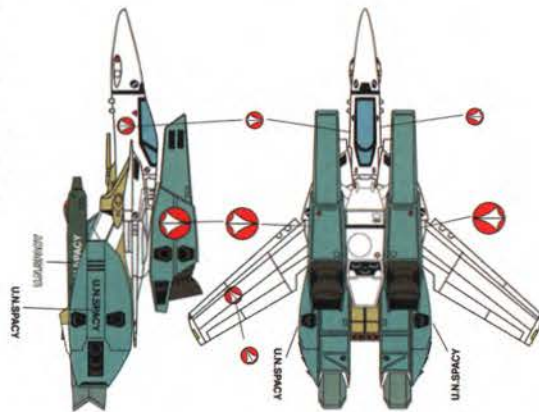
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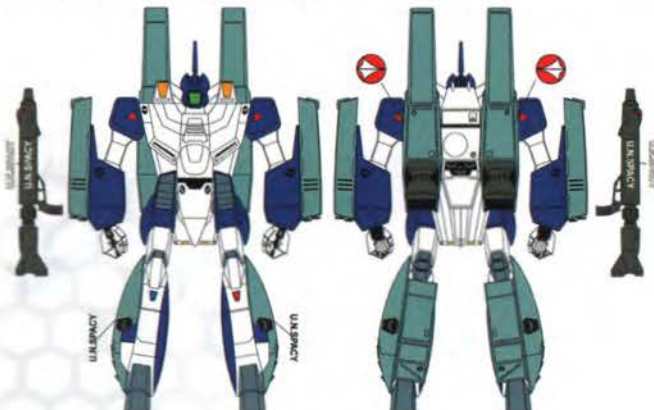
SUPER VF-1A BEN DIXON



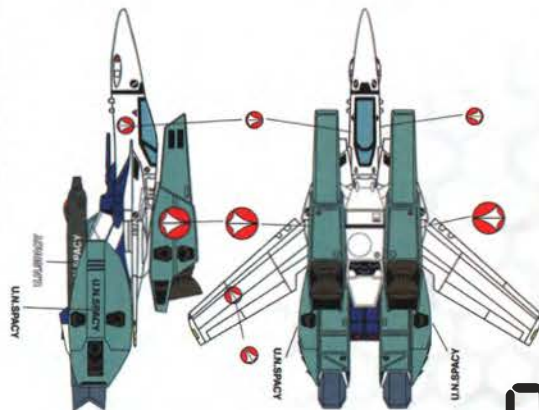
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SUPER VF-1A MAX STERLING

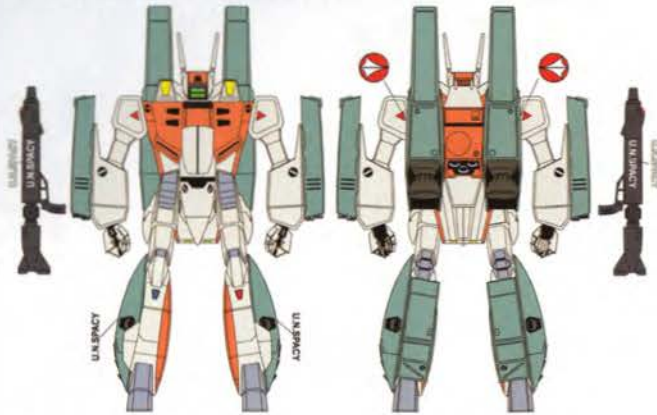


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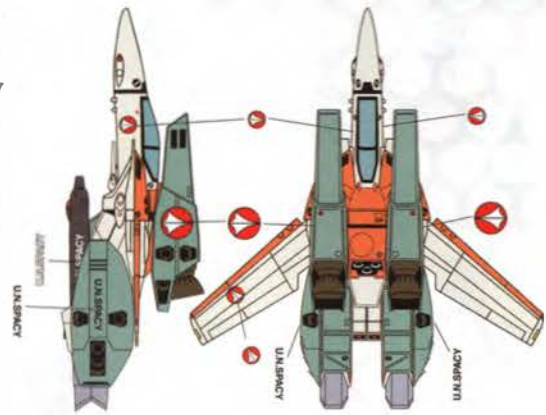


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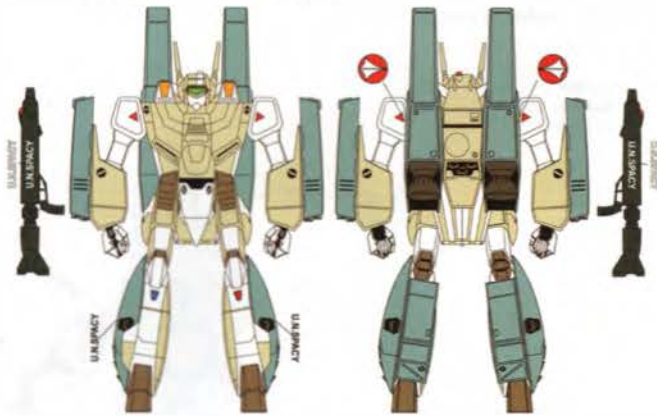
SUPER VF-1D STANDARD



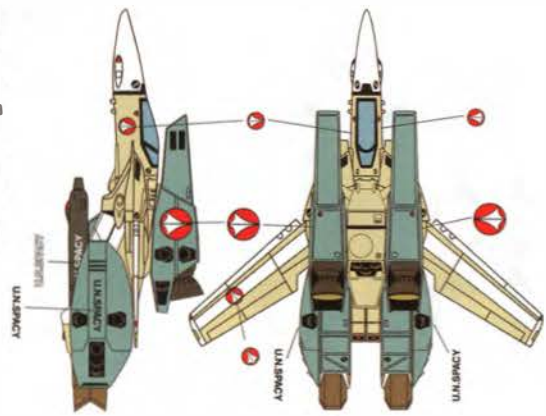
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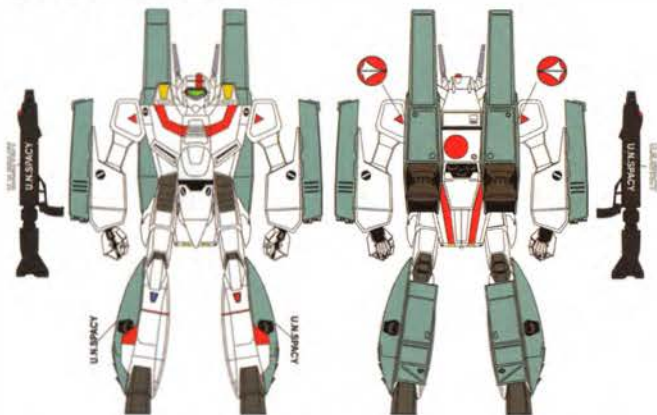
SUPER VF-1J STANDARD OFFICER



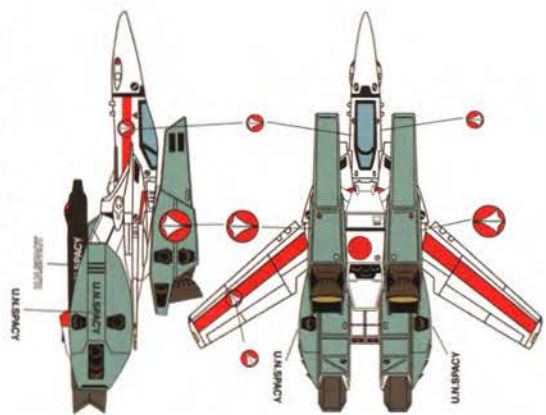
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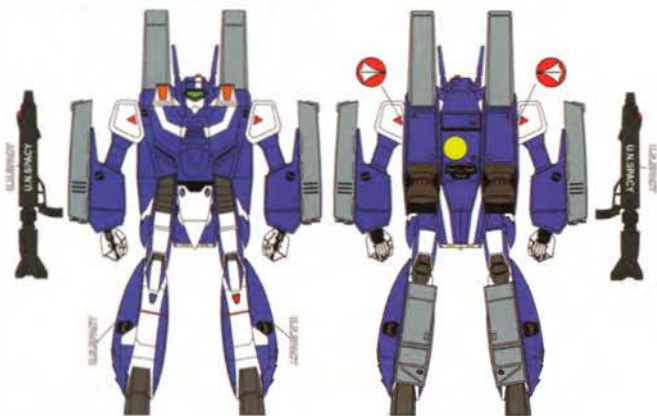
SUPER VF-1J RICK HUNTER



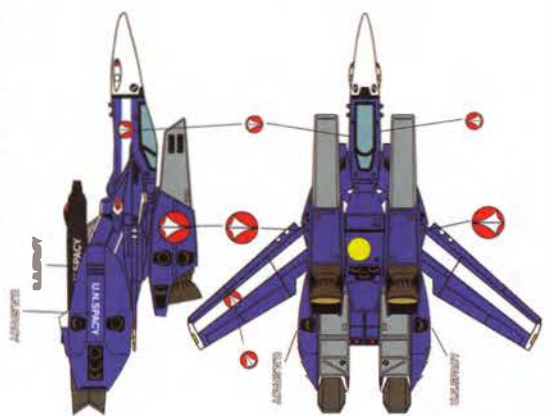
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- 49514C



SUPER VF-1J MAX STERLING

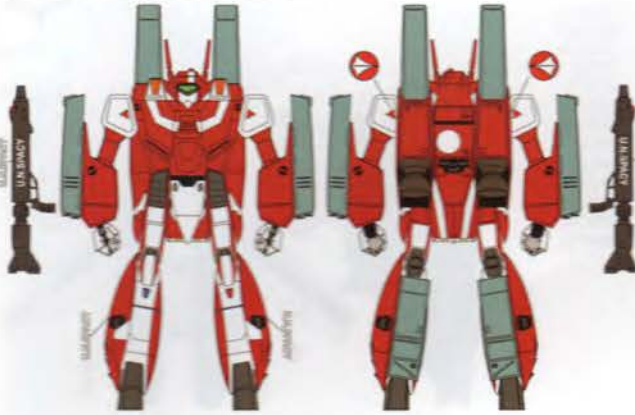


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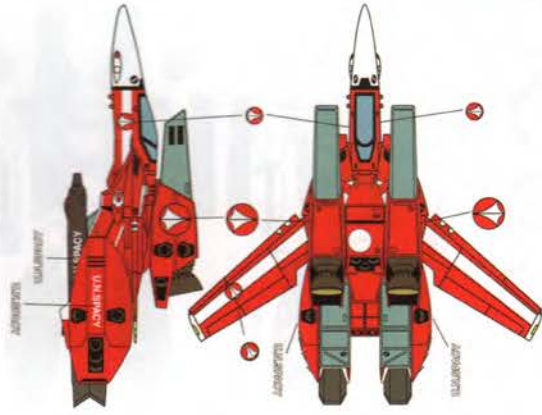




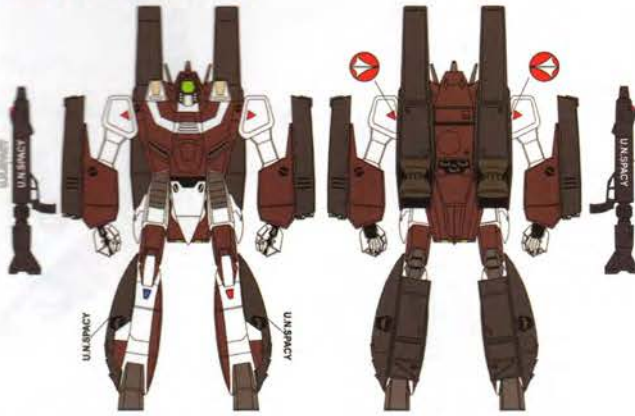
SUPER VF-1J MIRIYA STERLING



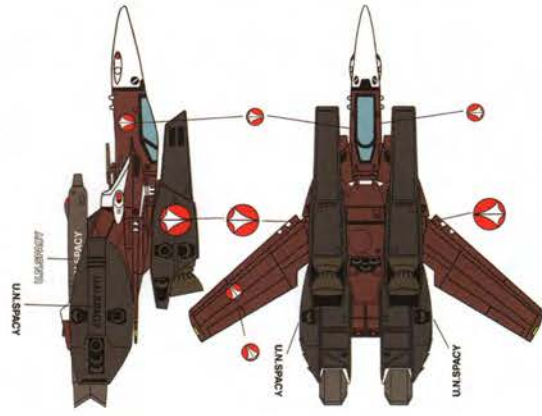
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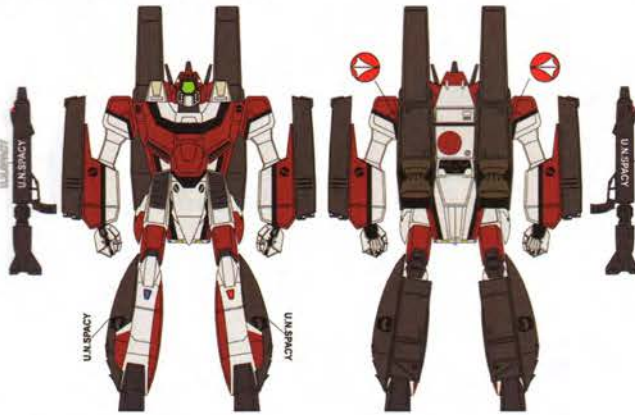
SUPER VF-1R OPTION 1



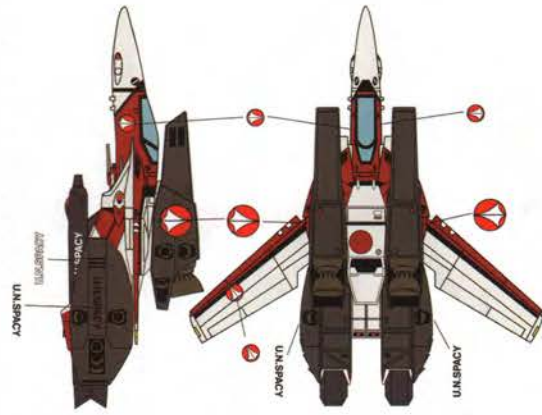
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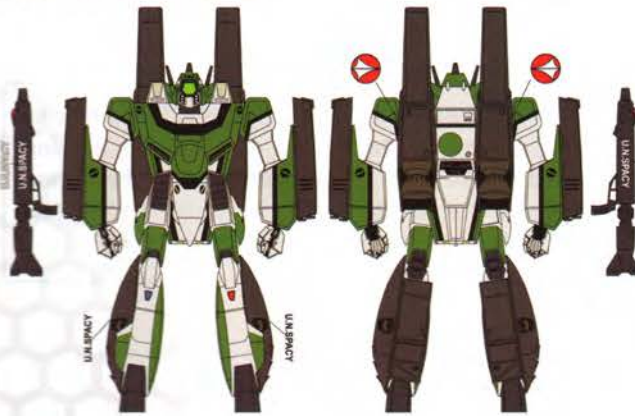
SUPER VF-1R OPTION 2



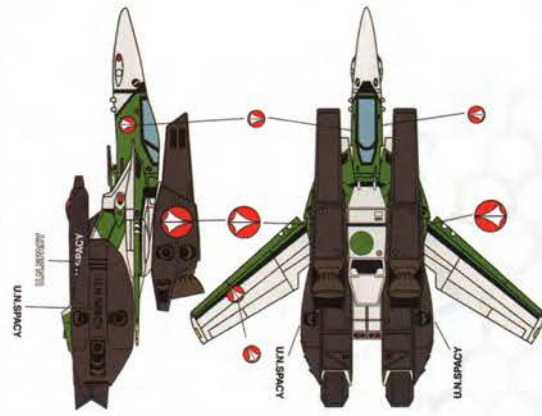
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SUPER VF-1R OPTION 3

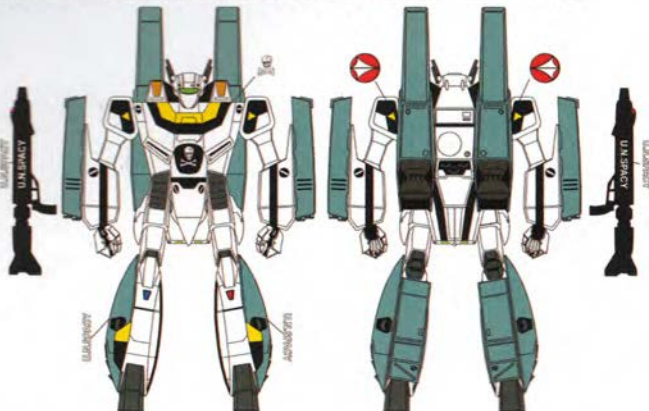


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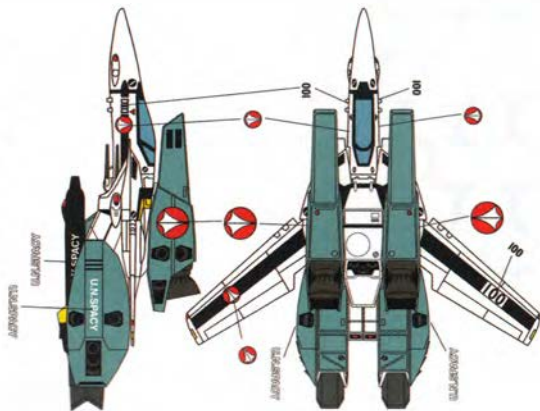


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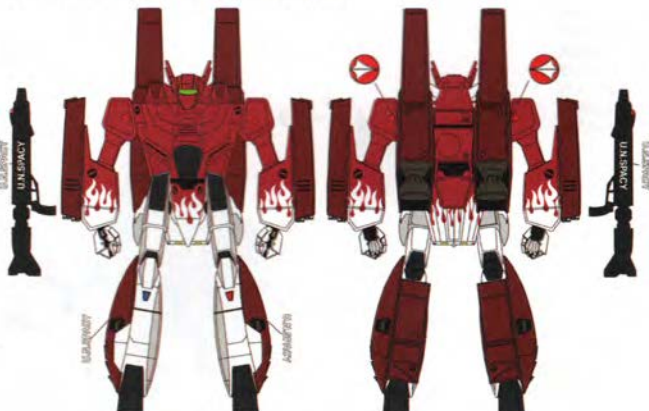
SUPER VF-1S ROY FOKKER/RICK HUNTER "SKULL ONE"



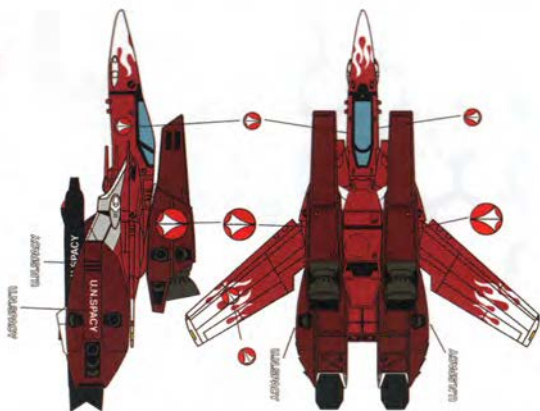
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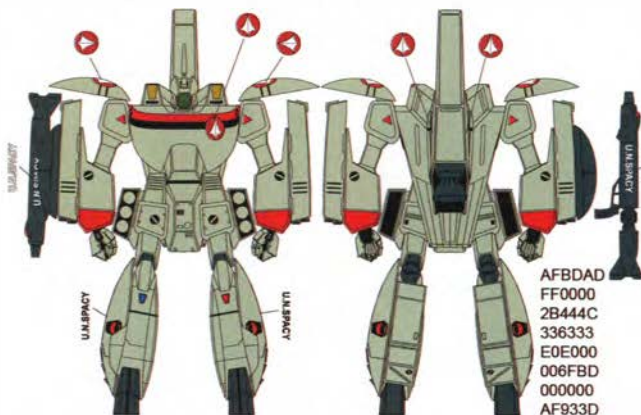
SUPER VF-1S FURY SQUADRON



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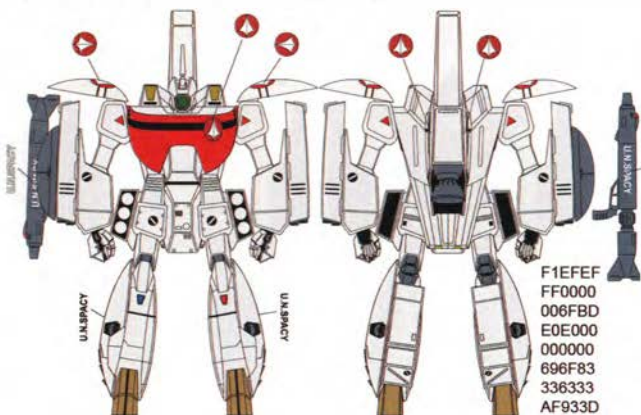


JOTAN ARMORED VF-1A OPTION 1



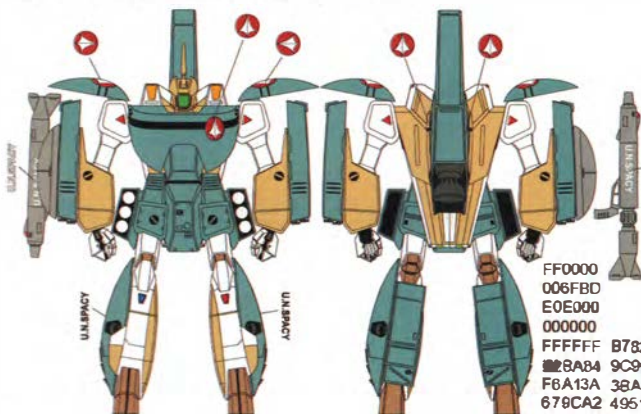
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JOTAN ARMORED VF-1A OPTION 2



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JOTAN ARMORED VF-1A OPTION 3

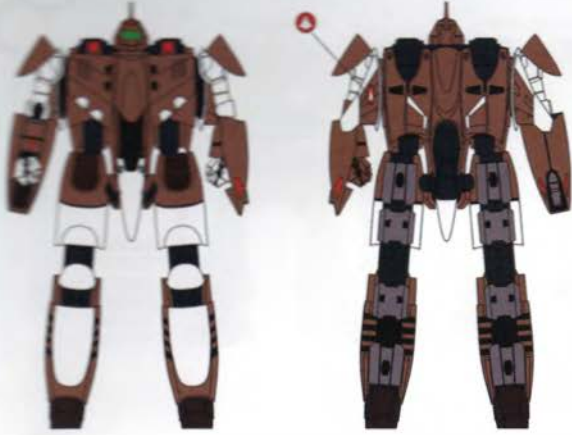


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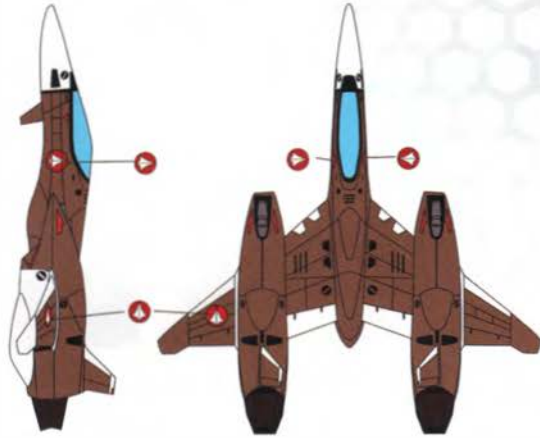
Note ▶ Jotan Armored VF-1D, VF-1J and VF-1S mecha should either use the Option 1 or Option 2 color scheme shown here, or use Option 3 for the armor pieces, with the standard colors for the VF-1D, VF-1J or VF-1S underneath, as indicated on pages 96-99.



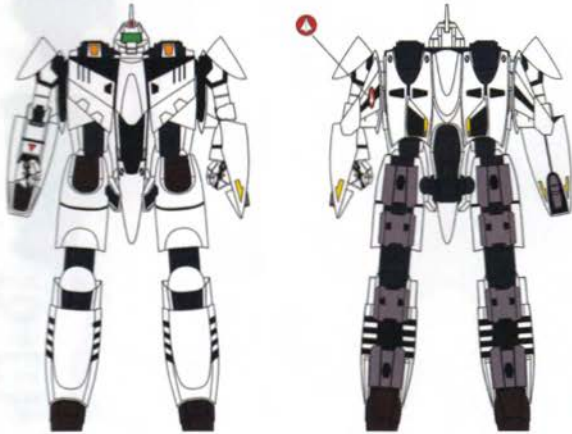
YF-4 STANDARD



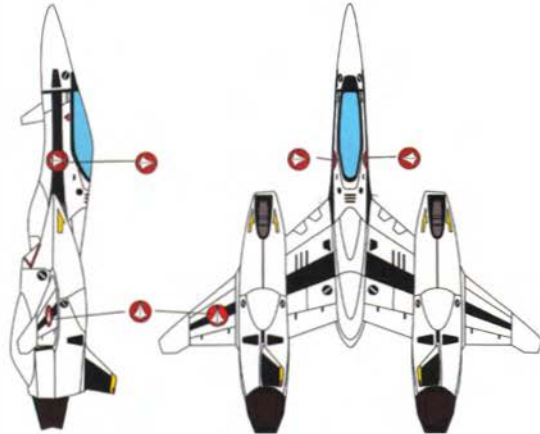
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- 7F7581



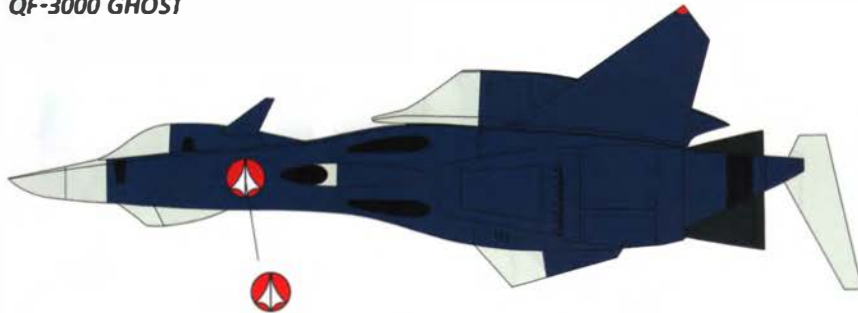
FLIGHT LEAD YF-4



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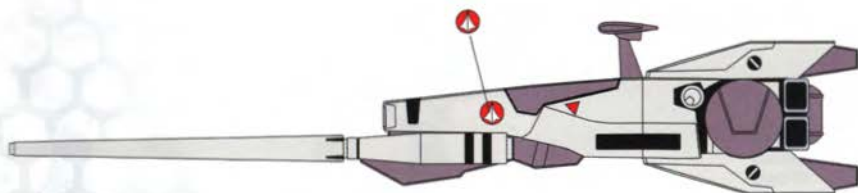
QF-3000 GHOST



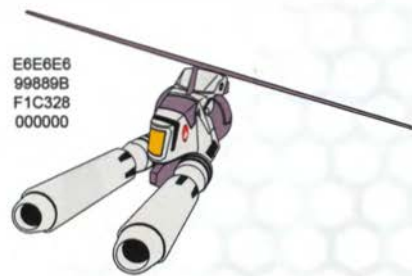
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- FF0000
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- 000000



SF-3A LANCER II

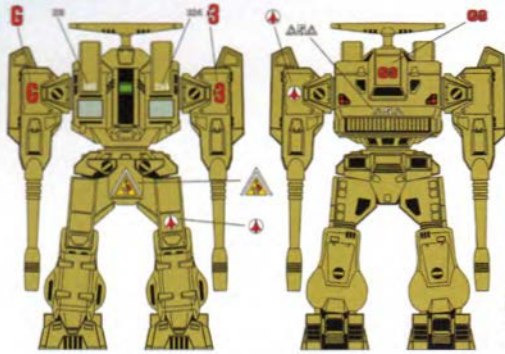


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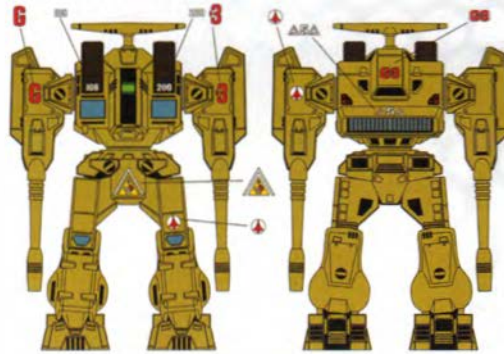
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DEFENDER OPTION 1



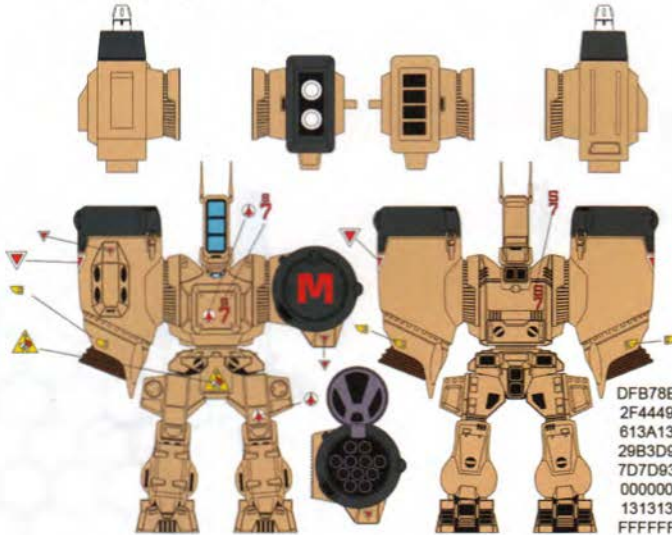
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DEFENDER OPTION 2



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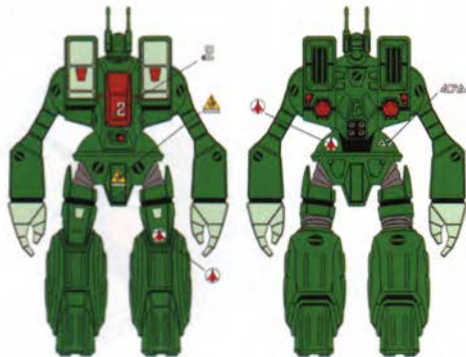
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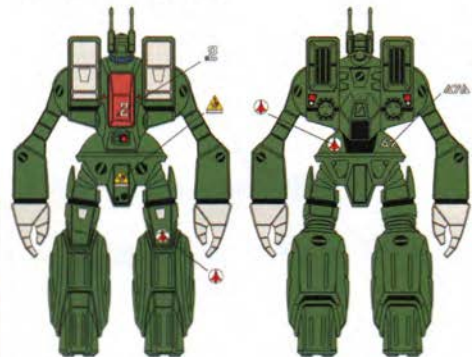
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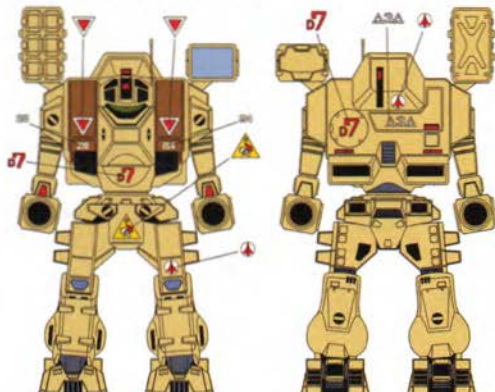
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**DESTROID
COMMAND MODULE**



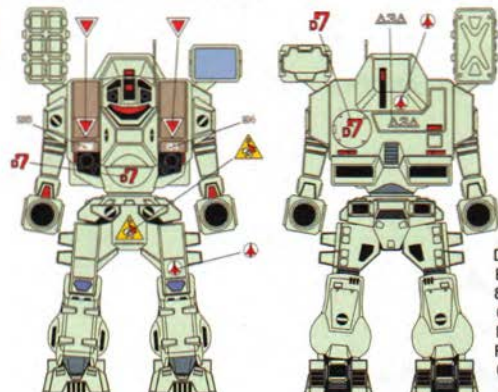
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TOMAHAWK OPTION 1



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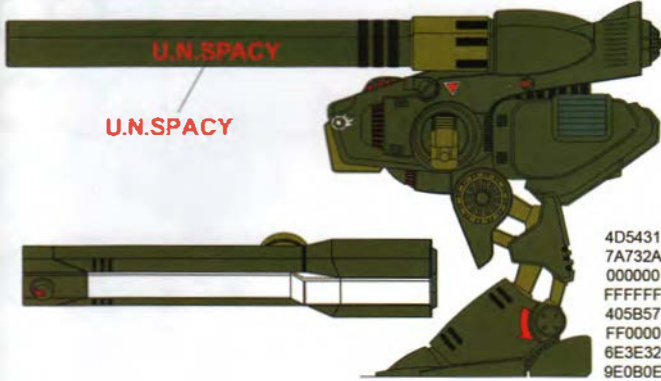
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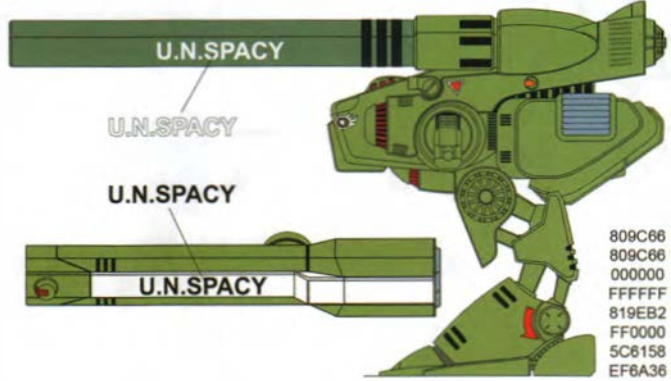


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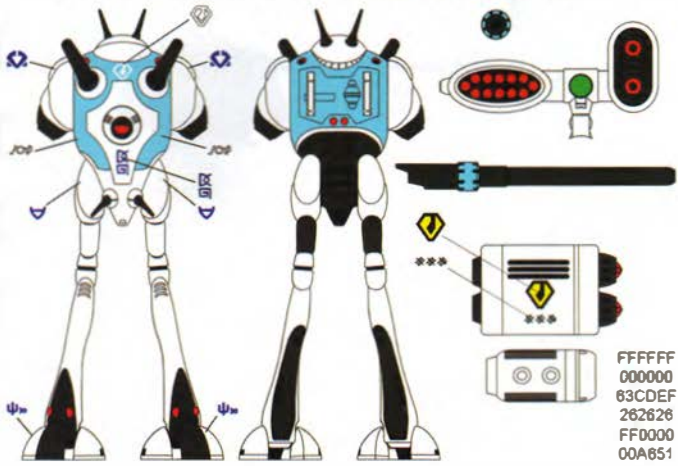
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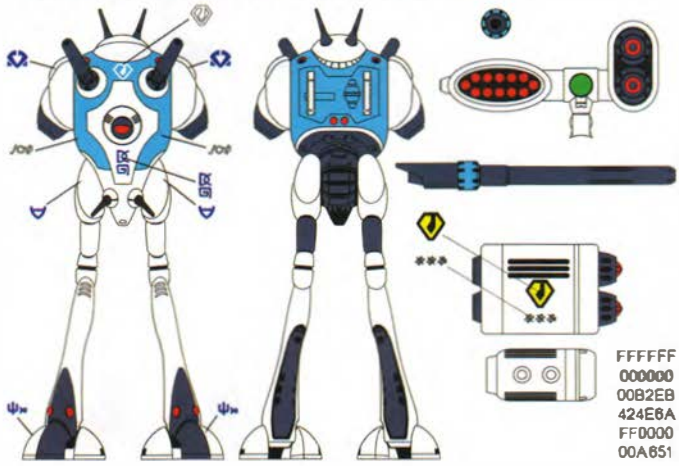
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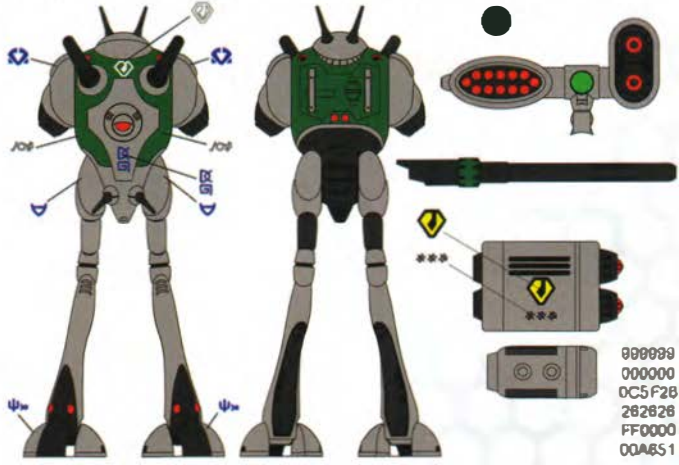
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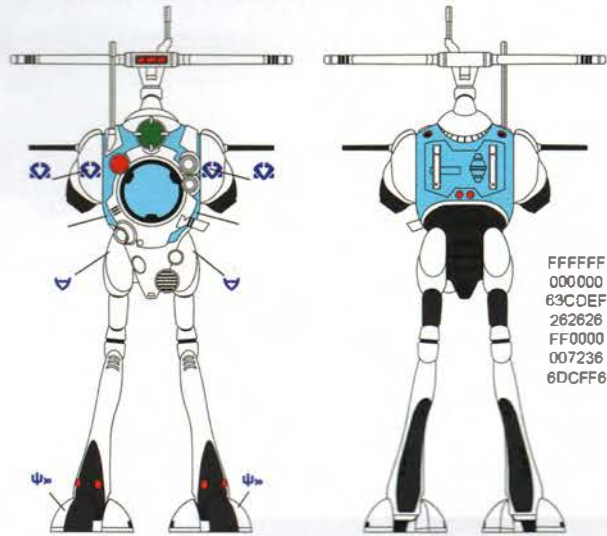
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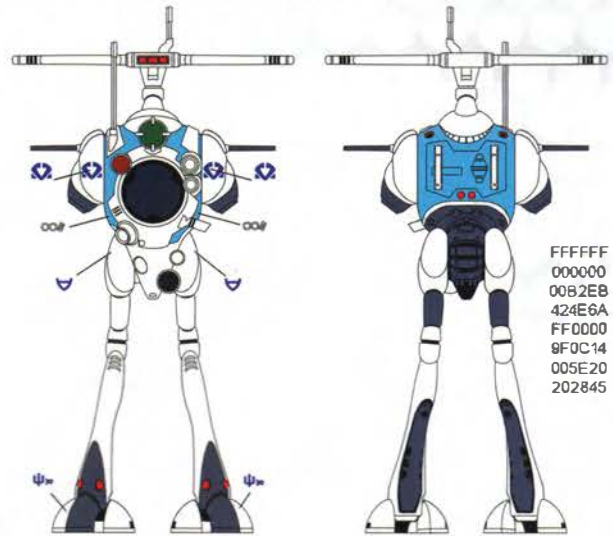
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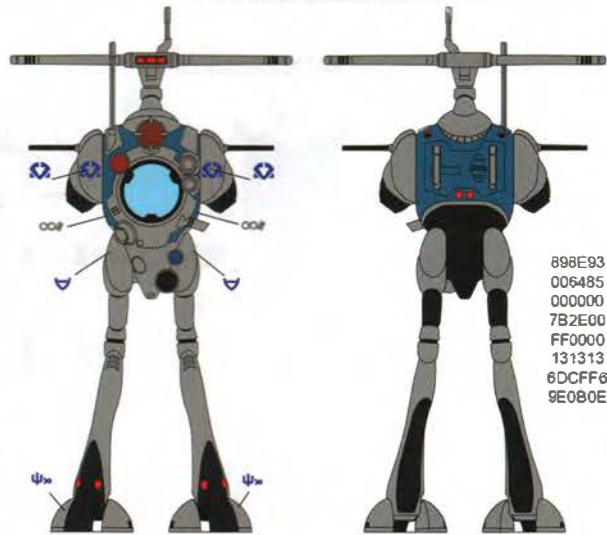
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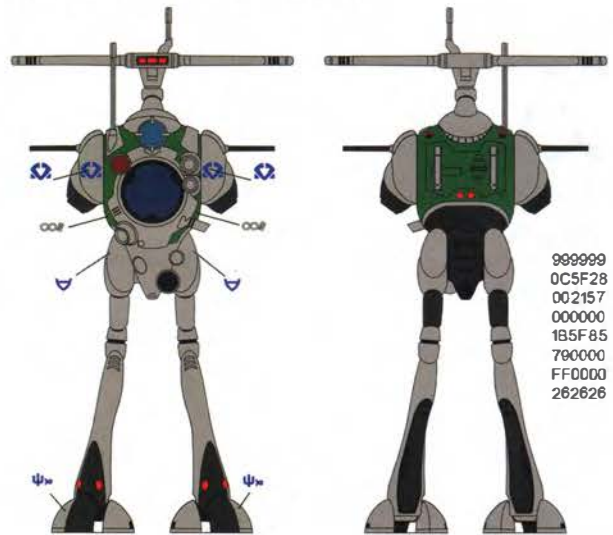
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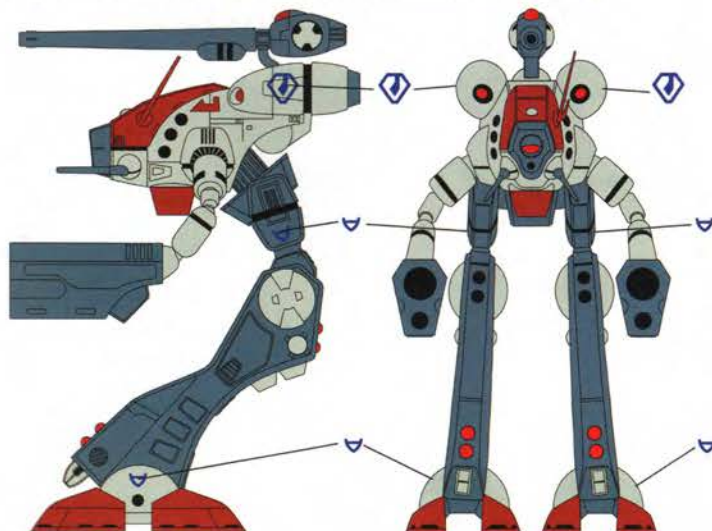
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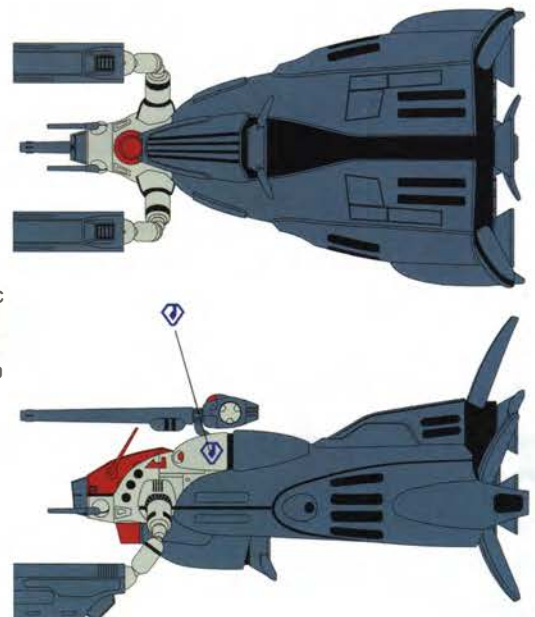


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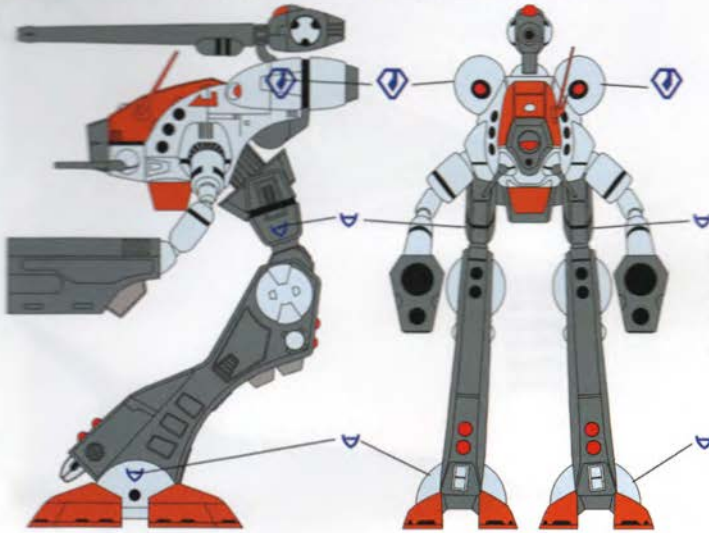


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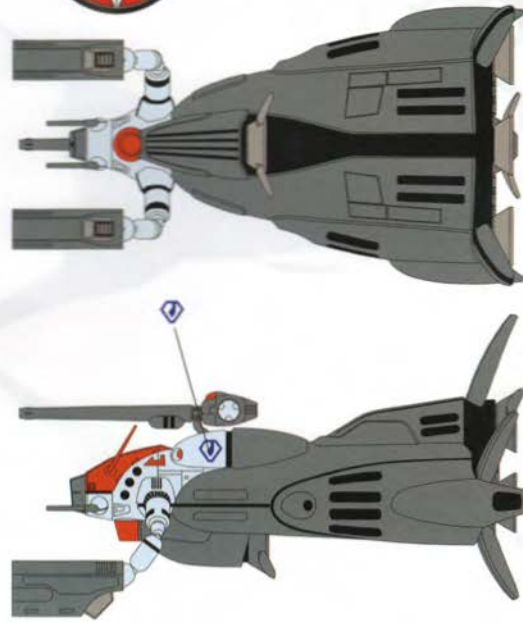




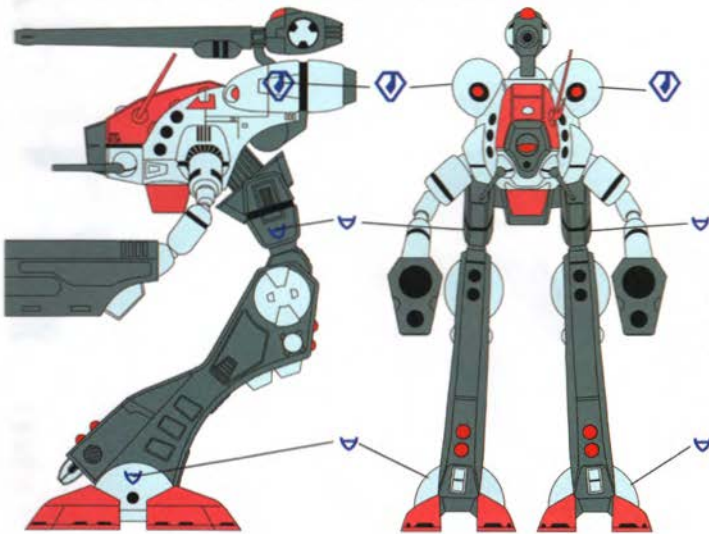
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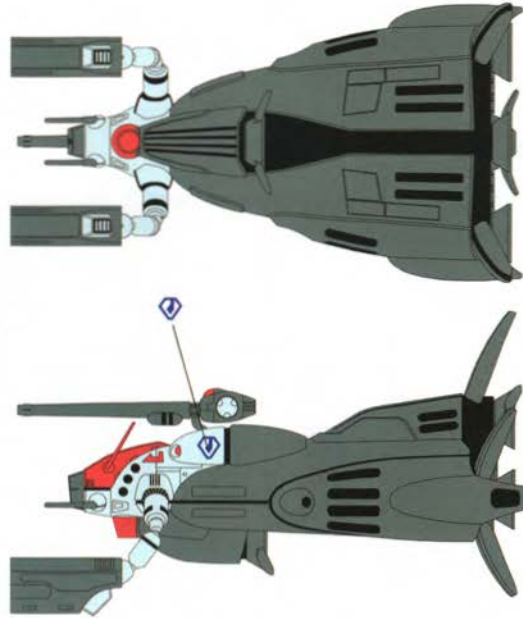
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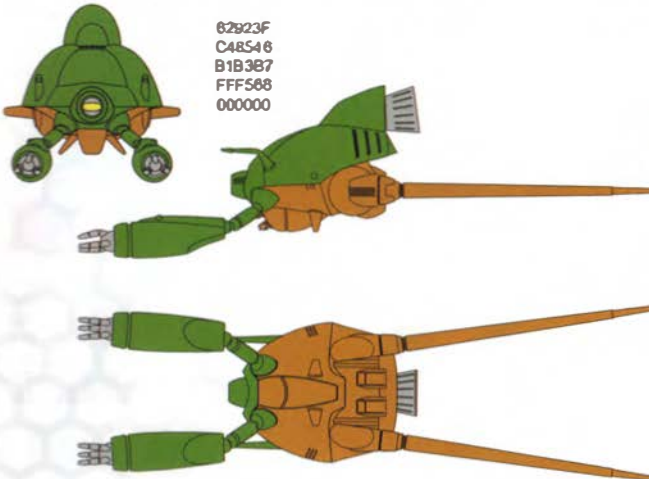
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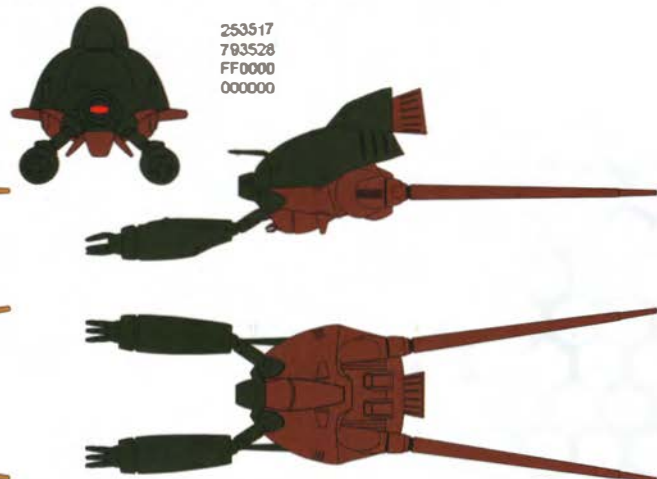


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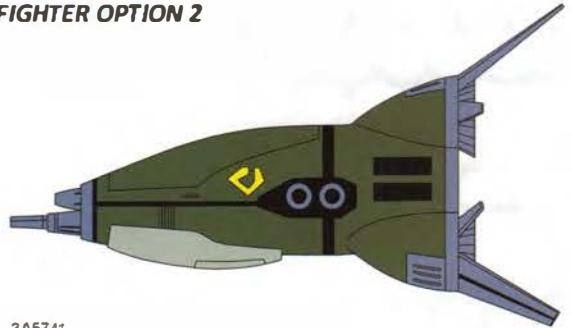
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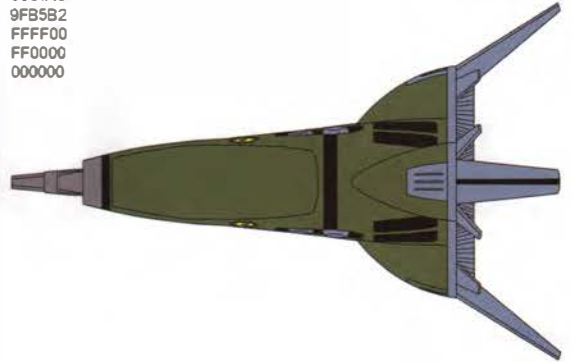
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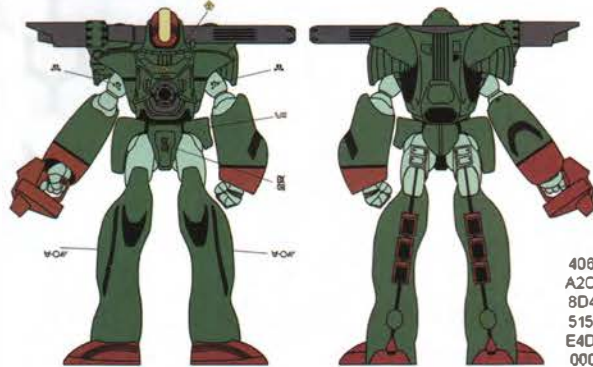
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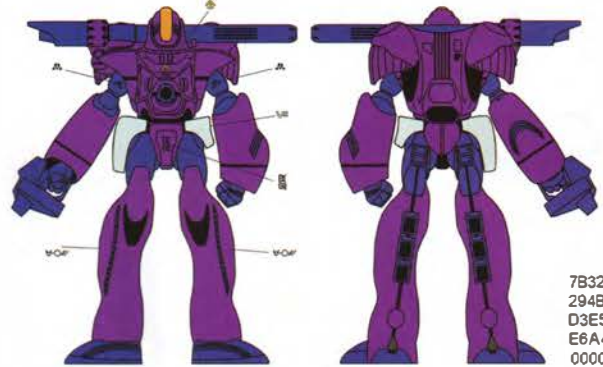


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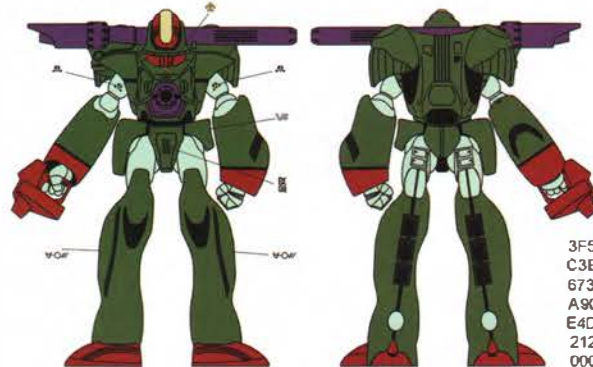
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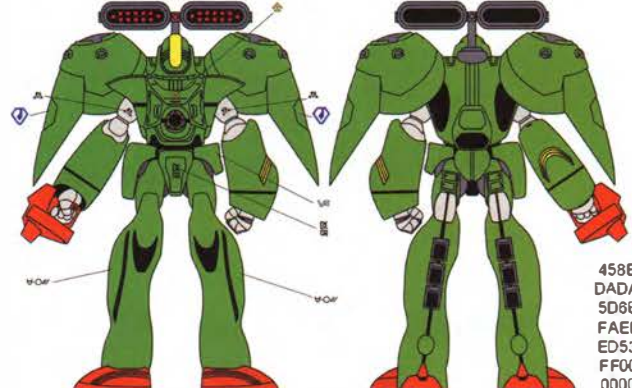
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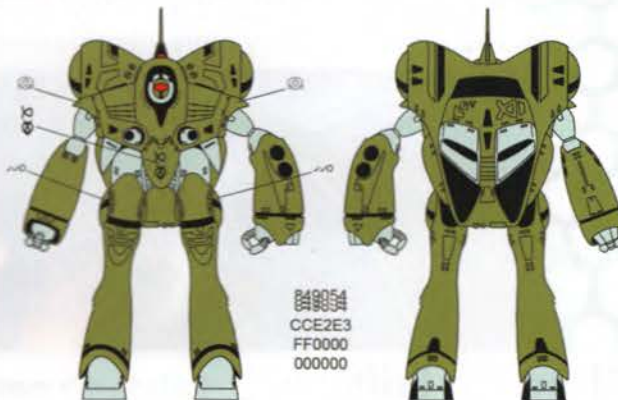


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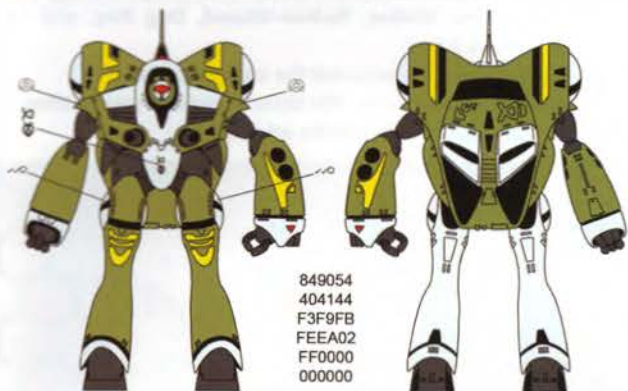
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QUEADLUUN-RAU STANDARD



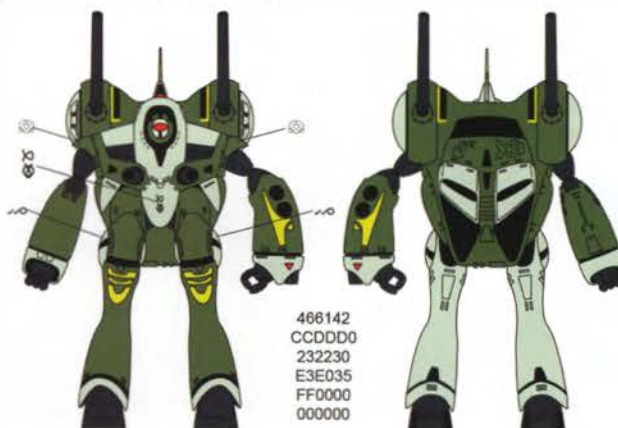
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QUEADLUUN-RAU MIRIYA-PARINA



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QUEADLUUN-GULT OPTION 1



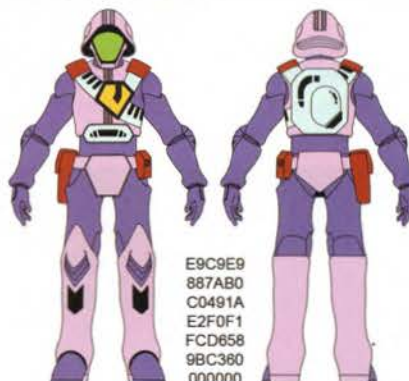
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GLUU-GER OPTION 1



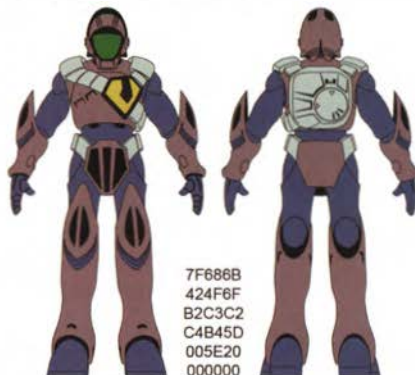
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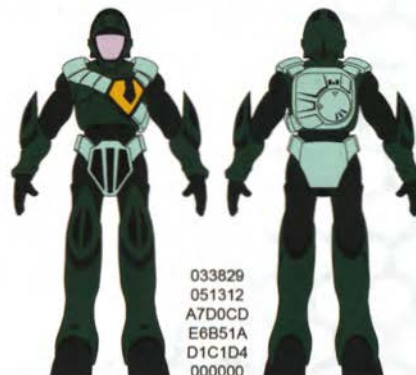
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SERAU-GER STANDARD



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- Action Phase 13
- Activation Step 14
- Activation, Pass or Steal 14
- Attributes of Mecha 10
- Automatic Success & Failure 11
- Back Strike 19
- Battlefield 76
- Buildings and Structures 23
- Building, When Destroyed 23
- Campaigns 85
- Campaigns, Role-Playing 92
 - RPG Character Conversions 94
- Choose a Target 16
- Choose a Weapon System 16
- Close Formation 18
- Combat Step 15
- Command Phase 13
- Command Points 12
- Command Pool (see Command Phase) 13
- Command Points and Movement 15
- Cover 17
- Crossfire 19
- Damage 17
- Defense (DF) 10
- Definitions 9
- Destroids 31 & 47
- Dice 11
- DF (see Defense) 10
- Distance, Measuring 10
- Dodge, Attempt 16
- Earth Defenders (see The UEDF) 31
- Falling 23
- Field of View (see Line of Sight) 11
- Force Cards 75
- General Concepts & Definitions 9
- GN (see Gunnery) 10
- Gunnery (GN) 10
- Hand to Hand Combat 19
- Impact Roll (to reduce damage) 16
- Learning the Rules 9
- Leaving the Battlefield 23
- Life is Cheap (see Special Abilities) 25
- LOS (see Line of Sight) 11
- Macross Saga: History 6
- Macross Saga: Timeline 6
- Malcontents, Faction 71
- Measuring Distance 10
- Mecha Attributes 10
 - Defense (DF) 10
 - Gunnery (GN) 10
 - Piloting (PIL) 10
 - Speed (SPD) 10
- Mecha Definition 9
- Mecha, Destroids 31 & 47
- Mecha, Enemy 9
- Mecha, Friendly 9
- Mecha, History 31
- Mecha Special Abilities 24
 - Afterburner 24
 - Aircraft 24
 - Battloid Restriction 24
 - Cumbersome 24
 - Fast Mover 24
 - Flight 24
 - Focus Fire 25
 - Hands 25
 - Hover 25
 - Jettison 25
 - Leadership 25
 - Leap 25
 - Life is Cheap 25
 - Variable Modes 26
 - Zentraedi Infantry 26
 - Also see Weapon System Special Abilities 27
- Mecha, Squadrons 10
- Mecha, Valkyrie Veritechs 32
- Mecha Weapon Systems 10
- Mecha, Zentraedi 58
- Mega-Damage 10
- Military Grade Structure 16
- Movement Step 15
- Painting Guide: UEDF Mecha 95
- Painting Guide: Zentraedi Mecha 105
- Piloting (PIL) 10
- PIL (see Piloting) 10
- Range (RG) 10
- Ranged Combat 16
- Re-Rolls 11
- Resolution Step 15
- Role-Playing Game Applications 92
- Rounding Dice Rolls 11
- Rules 8
- Scenarios, Introductory 73
- Scenario Rules, Standard 75
 - Armies 75
 - Building an Army 75
 - Factions 75
 - Force Cards 75
 - Minimum Requirements 75
 - Point Values 75
 - The Battlefield & Fighting 76
 - Selecting Deployment Zones 76
- Scenarios, Standard 75
 - Dogfight 78
 - Convoy Defense 80
 - Demolition 79
 - Pitched Battle 78
 - Recovery 79
 - Take and Hold 78
- Scenario Special Rules 80
 - Attrition Games 80
 - Skirmish Games 82
 - Victory Points 83
- Scenario Standard Rules 75
- Scenario Battlefield 76
- Scenario Selection 76
- Special Abilities 24
- Special Characters, UEDF 51
- Special Characters, Zentraedi 66
- Special Scenario Rules 80
- Speed (SPD) 10
- SPD (see Speed) 10 & 15
- Squadrons 10
- Steal or Pass Action 14
- Strike Roll 16
- Terrain 22

Terrain: Buildings & Structures 23

Turn, The 13

Weapon Attributes 10

 Mega-Damage (MD) 10

 Range (RG) 10

Weapon Systems 10

Weapon System Special Abilities 27

 Accurate 27

 Ammo 27

 Anti-Missile 27

 Blast 27

 Fly Over 28

 Inescapable 28

 Indirect Fire 28

 Missile 28

 Overwhelming 29

 Rapid Fire 29

 Rear Fire 29

 Split Fire 29

 Volley 29

 Volley X 29

Zentraedi Armada 54

Zentraedi Special Characters 66

Mecha Stats

Destroid Mecha Stats 47

 Defender Destroid 47

 Monster Destroid 49

 Phalanx Destroid 48

 Spartan Destroid 48

 Tomahawk Destroid 47

Ghost Space Fighter 46

Lancer II Aerospace Fighter 46

UEDF Mecha Paint Guide 95

Valkyrie Veritech Fighter 34

 Armored Valkyrie 38

 Jotun Armored Valkyrie 43

 Super Valkyrie 40

 Valkyrie VEF-1 37

 Valkyrie VF-1A 35

 Valkyrie VF-1D 36

 Valkyrie VF-1J 35

 Valkyrie VF-1R 37

 Valkyrie VF-1S 36

YF-4 Prototype Veritech 45

Zentraedi Armada 54

Zentraedi Mecha Stats 58

 Glaug, Officer's Battlepod 60

 Glaug Eldare, Booster 60

 Gluuhaug-Regult, Light Artillery Battlepod 58

 Gluu-Ger, Light Armored Infantry Soldier 63

 Gnerl Fighter, Aerospace 61

 Nousgarma-Ger, Male Power Armor Variant 64

 Nousjadeul-Ger, Male Power Armor 62

 Queadluun-Gult, Female Power Armor Variant 65

 Queadluun-Rau, Female Power Armor 62

 Quel-Guinou, Recovery Pod 61

 Quel-Regult, Recon Battlepod 59

 Regult, Tactical Battlepod 58

 Serauhaug-Regult, Heavy Artillery Battlepod 59

 Serau-Ger, Heavy Armored Infantry Soldier 63

 Telnesta-Regult with Particle Beam Cannons 64

 Zentraedi Mecha Paint Guide 105

Turn Sequence

Command Phase 13

 Step 1: Refill Command Pools 13

 Step 2: Determine Initiative 13

 Step 3: Pre-Action Effects (Weather, Specials) 13

 Pay for Reinforcements 13

 Place Reinforcements 13

Action Phase 13

Step 1: Activation Step 14

 Pass Activation 14

 Steal Activation 14

Step 2: Movement Step 15

 Boost Movement with Command Points 15

Step 3: Combat Step 15

 Ranged Combat 16

 Choose Weapon System 16

 Choose Targets 16

 Determine Roll to Strike 16

 Different modifiers (top of page) 16

 If firing several weapons 16

 Targeting a specific spot on ground 16

 Bonuses 16

 Attempt to Dodge 16

 Roll with Impact 16

 Taking Damage (Record Damage) 17

 Hand to Hand Combat 19

Step 4: Resolution Step 15

 Units with Afterburner Move 15 & 24

Combat Tactics 16

 Using Ground Cover 17

 Cover 17

 Cover comes in two different forms 17

 If a target is in cover (Modifiers) 17

 Also see Terrain 22

 Close Formation 18

 Example of Close Formation 18

 Back Strike 19

 Crossfire 19

 Example of Crossfire 19

Hand to Hand Combat 19

 Engaging in Hand to Hand Combat 19

 1. Choose Attack 19

 2. Choose Target 20

 3. Roll to Strike 20

 4. Roll to Parry 20

 5. Roll with Impact 20

 6. Record Damage 20

 Outnumbered in Hand to Hand Combat 20

 Back Strike 20

 Example of Back Strike 20

 Hand to Hand Attacks 21

 Body Block 21

 Club 21

 Grab 21

 Kick 21

 Jump Kick 21

 Punch 21

 Power Punch 21

 Stomp 21

 Leaving the Battlefield (remove mecha) 23

 Mecha Special Abilities 24

 Terrain 22

 Falling 23

 Weapon System Special Abilities 27



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