



NOT FINAL RULES

This is a rules overview of a product that is still in development and is subject to change.

Mecha Attributes

Speed (SPD) – Is how far in inches a mecha can move.

Piloting (PIL) – Is 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) – Shows how accurate a mecha is with ranged attacks.

Defense (DF) – Is a measure of how resistant to damage or difficult to hit a mecha is.

Mega-Damage Capacity (MDC) – Is how many points of damage a mecha can take before it is destroyed.

Overview of a Turn

A game turn of **Robotech® RPG Tactics™** is played over a number of turns. During each turn players will have the opportunity to activate each of their squadrons, moving and attacking with all of the mecha that are part of a squadron when it is activated. There are 2 phases in each turn of **Robotech® RPG Tactics™**.

Phase 1: The Command Phase – During the Command Phase, players refill their Command Pool and determine which player will activate the first squadron of the turn.

Phase 2: The Action Phase – During the Action Phase players take turns activating squadrons until all of their squadrons have acted.

Once both of these phases are complete, the turn is over and play continues on to a new turn.

The Command Phase

There are 3 steps in the Command Phase which are resolved in the following order:

Step 1: Refill Command Pools – Each player gathers a number of Command Points equal to the number of mecha they have on the board plus the total Leadership of their mecha on the board. Command Points don't carry over from turn to turn, and any unspent points are lost at the end of the turn.

Step 2: Initiative – Each player rolls 2D6. The player with the highest total wins the initiative and decides whether he or his opponent will activate the first squadron in the Action Phase. If this roll is tied then the player with the mecha with the highest Leadership on the board wins the tie, if the Leadership values are tied then the player that activated the last squadron in the previous turn loses the tie, if this still doesn't decide things then re-roll.

Step 3: Pre-Action Effects – This is book keeping phase where many different special rules or abilities can come into play.

The Action Phase

As previously stated during the Action Phase players will take turns activating squadrons beginning with the player determined during the Command Phase. The activation of a squadron consists of 4 steps Activation, Movement, Combat, and Resolution. When it is a player's turn to activate a squadron the player goes through each step performing any desired actions with all of the mecha in the squadron chosen in the activation step before moving to the next step. All of the events within a given step of a squadron's activation happen in the order that they performed by the acting player.

1: Activation Step – During the Activation step the player that is currently activating a squadron chooses which squadron he will activate. There are some rules for passing if you are outnumbered or butting in to activate 2 squadrons in a row but we will leave those for the full rules.

2: The Movement Step – During the Movement Step all of the mecha in the activated squadron may move a number of inches equal to their SPD. 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.

3: The Combat Step – During the Combat Step mecha may either make ranged attacks with its Weapon Systems or attack close in with the hand to hand attacks available to it. You must check Line of Sight and Range before being able to use a weapon system on a target and a mecha must be in base to base contact with its target if it wishes to attack it in hand to hand. We will go through each of these processes in the Combat section below.

4: The Resolution Step – Much like the Pre-Action Effect Step, the Resolution Step is primarily a book keeping step and a chance for anything else that needs to be handled during a squadron's activation to happen.

Once all of these steps have been resolved then it is the opposing player's turn to activate a squadron.

Combat

As stated in the Combat Step, when a mecha has the chance to attack it may either use its ranged Weapon Systems or utilize the hand to hand attacks available to it. Here is a breakdown of the process for each.

Ranged Attacks

When attacking with a mecha's Weapon Systems the players do the following:

- 1. Choose a Weapon System** – Pick one of the mecha's weapon systems. This is the Weapon System that the mecha will attack with. At this point a player may spend Command Points to attack with additional Weapon Systems. The cost is 1 CP for each additional Weapon System. A Weapon System may only be used once per turn.
- 2. Choose a Target** – A mecha can only attack one enemy mecha with a Weapon System. The target must be within range of the system and LOS of the attacker. Range is an attribute of the system and is listed in inches. If a mecha attacks with multiple Weapon Systems then a different target may be chosen for each system. All targets must be chosen and declared before any rolls to strike are made. Some Weapon Systems can attack multiple targets, but we will leave all of that for the full rules.
- 3. Roll to Strike** – For each Weapons System that a mecha is attacking with roll 1D6 to determine whether the attack has struck or not. The Attacking mecha's Gunnery (GN) is added to the roll. If the total is equal to or greater than the target's Defense (DF) then the attack strikes.

No matter the relative skill of pilots, every mecha has a chance of either hitting or missing when it makes a ranged attack. If a natural 6 (no modifiers or attributes figured in) is rolled to strike then that attack will hit regardless of the attacking mecha's GN or the target mecha's DF. If a natural 1 (no modifiers or attributes figured in) is rolled to strike then that attack will miss regardless of the attacking mecha's GN or the target mecha's DF.

- 4. Attempt to Dodge** – When a defending mecha is struck by a ranged attack, it may attempt to dodge that strike. To do so the target's controller spends 1 Command Point, and then rolls 1D6 adding the target's Piloting (PIL). If the total of the roll to dodge is equal to or greater than the roll to strike then the attack was successfully avoided and the Mega-Damage (MD) that the weapon system that struck would have caused is avoided. A mecha may only attempt to dodge a strike once.

No matter the relative skill of pilots, every mecha has a chance of Dodging or failing to Dodge when it attempts it. If a natural 6 (no modifiers or attributes figured in) is rolled to Dodge then it is successful regardless of the total roll to strike and total roll to Dodge. If a

natural 1 (no modifiers or attributes figured in) is rolled to Dodge then it fails regardless of the total roll to strike and total roll to Dodge.

- 5. Roll with Impact** – If the target fails or decides not to dodge then it may Roll with the Impact. The target's controller spends 1 Command Point and the mega Damage of the strike is halved, rounded down minimum of 1.
- 6. Taking the Damage** – When a Mecha is struck by a Weapon System, it loses a number of MDC equal to the Mega-Damage (MD) of the system. Once a mecha has lost all of its MDC, it is destroyed and removed from the battlefield.

Once all of these steps have been completed, the mecha's attack is over. If a mecha attacks multiple targets, then the order that they are resolved in is decided by the attacker. Once targets and which weapon systems will be used against them have been decided, the attacker resolves each attack 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, then the attacker would choose one of them, roll to Strike against it, and determine what effects the hit might have against that mecha before moving on to the next target of his choosing.

There are many modifiers and special abilities that can come into play during the ranged attack process such as cover, attacking from the rear, volley attacks, missile attacks, cross fire, and anti-missile fire. Since this is supposed to be an overview we will leave those for the full rules.

Hand to Hand Attacks

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), then it may make hand to hand attacks against the mecha in base to base contact.

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 controller must pay one Command Point to do so. If a mecha is in base to base contact with multiple enemy mecha, it will cost 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 will have a variety of hand to hand attacks that it can use listed in its profile. When a mecha attacks its controller must choose one of the available attacks to perform. The controller may also spend CP at this time to make additional hand to hand attacks. For each additional CP spent, the mecha may make an additional hand to hand attack chosen from those available.
- 2. Choose a Target** – Choose a target for each hand to hand attack that the mecha is making. Mecha may only be chosen as the target of a hand to hand attack if they are in

base to base contact with the attacker (Only enemy mecha can be chosen). Remember the target of all of the attacks that a mecha will make in hand to hand must be chosen before any rolls to Strike are made.

3. **Roll to Strike** - For each hand to hand attack roll 1D6 to determine whether the attack has struck or not. The Attacking mecha's Piloting (PIL) is added to the roll. Note that the target's Defense (DF) is not used to determine whether hand to hand attacks strike.

No matter the relative skill of pilots, every mecha has a chance of either hitting or missing when it makes a hand to hand attack. If a natural 6 (no modifiers or attributes figured in) is rolled to strike then that attack will hit regardless of the attacking mecha's PIL. If a natural 1 (no modifiers or attributes figured in) is rolled to strike then that attack will miss regardless of the attacking mecha's PIL.

4. **Roll to Parry** – The target of a hand to hand attack also rolls 1d6 and adds its own Piloting (PIL) to the result. This total is compared to the attacker's to strike total to determine whether the attack has struck. If the attackers total is higher than the target's then the attack has struck and it deals an amount of Mega-Damage (MD) as listed for the hand to hand attack used. Note that you can't Dodge a hand to hand attack.

No matter the relative skill of pilots, every mecha has a chance of Parrying an attack or failing to Parry. If a natural 6 (no modifiers or attributes figured in) is rolled to Parry then it is successful regardless of the total roll to strike (even if the attacker rolled a natural 20) and total roll to Parry. If a natural 1 (no modifiers or attributes figured in) is rolled to Parry then it fails regardless of the total roll to strike and total roll to Parry.

5. **Roll with Impact** – This works exactly the same as it does in the ranged attack sequence.
6. **Taking the Damage** – This also works exactly the same as it does in ranged combat. The only difference is just that the amount of Mega-Damage (MD) a hand to hand attack does is listed by the attack below.

Attacking multiple targets in hand to hand works just like it does in a ranged attack. So if multiple targets are chosen steps 3-6 should be resolved for each target before moving on to the next target.

There are other modifiers and special abilities that can come into play during the hand to hand process such as being outnumbered, and attacking from the rear. Again as this is an overview we will leave those out for now.

List of Hand to Hand Attacks

These have been distilled down to a few basic moves, and each profile will list which of these basic moves the mecha is capable of performing in hand to hand combat:

Body Block – MD: 2 – If the body block hits, the blocked mecha is pushed 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 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 that the mecha's facing is not altered by a body block or other fall.

The target of the 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 target 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.

Club – MD: 4 – Performed using a handheld weapon system as a club. This will 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 next turn if the grab hits 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's vulnerable. 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, then the stomp attack will miss no matter what the result of the to strike and parry rolls are—can only be used once per turn.

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. 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 squadrons cost 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 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 its point value. If you wish to take the listed upgrade then you must pay the additional points, adding them on to the total cost of the force card. If a built-in upgrade is bought, then 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 normally take longer to play, so set aside quite a bit of time if you and your friends want to bring along your whole collections to the table.

Minimum Requirements

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

1. You must field a minimum of two core force cards for a standard game.
2. For every 150 points you field, you must include at least one core force card.
Note: That 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.

Sample Armies

Here are two sample armies to give a preview of the sizes of some squadrons and what might appear in a standard game. **Please note** that the force cards and points costs listed here are not final and may change in the final version of the rules.

UEDF

Valkyrie Squadron – 80 pts: Core.

- 1 squadron consisting of 1 VF-1J and 3 VF-1As.

Valkyrie Squad – 40 pts: Support, added to the core Valkyrie Squadron.

- Add 2 VF-1As to your Valkyrie core force card squadron.

VEF-1 – 30 Pts: Support, added to the core Valkyrie Squadron.

- Add 1 VEF-1 to your Valkyrie core force card squadron.

VF-1S – 30 pts: Special, added to the core Valkyrie Squadron.

- Add 1 VF-1S to your Valkyrie core force card squadron. No more than a total of 2 VF-1S variants (normal, armored, super or strike) can be included in your army.

Armored Destroid Squadron – 80 pts: Core.

- 1 squadron consisting of 4 Tomahawks.

Phalanx Destroid Squad – 40 pts: Support, added to the core Armored Destroid Squadron.

- Add 2 Phalanxes to your Destroid core force card squadron.

Total: 300 Points

Zentraedi Armada

Regult Attrition Squadron – 80 pts: Core.

- 1 squadron consisting of 12 Regults.

Glaug – 25 pts: Special, added to the Regult Attrition Squadron.

- Add 1 Glaug to your Regult core force card squadron that does not already contain one.

Regult Recon Squadron – 80 pts: Core

- 1 squadron consisting of 1 Quel-Regult, 6 Regults, and 1 Glaug.

Regult Artillery Squadron – 90 pts: Core

- 1 squadron consisting of 4 Gluuhaug-Regults and 2 Serauhaug-Regults.

Glaug – 25 pts: Special, added to the Regult Artillery Squadron.

- Add 1 Glaug to your Regult core force card squadron that does not already contain one.

Total: 300 Points