



Mike Arnold's Rules 2013

These were written based off of the pre-released rules by Palladium Books and the Ninja Division combined with information from the Robotech RPG game books and cleaned up using the UEDF and Zentraedi Tactical Briefings and some playtesting in the garage.

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 and rolls when attacked.

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.

Type (TP) – Each and every unit has a basic unit type. Most are considered mecha. There are some units that are considered aircraft and act like mecha in just about all aspects except they are not affected by terrain and cannot perform any sort of physical attack. Infantry are small units that cannot perform any type of physical attack and are often limited by terrain much more than mecha units would be due to their small size.



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 Pools and determine which player will activate the first squadron of the turn.

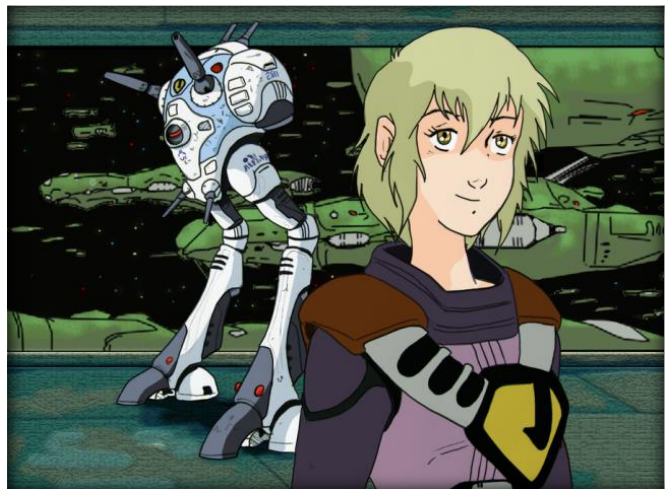
Phase 2: The Action Phase – During the Action Phase players take turns activating squadrons until all of their squadrons have acted.

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.

Stealing the initiative: A player may attempt to steal the initiative from his opponent by simply paying 1 Command Point for each Core Squadron on the field. The player then rolls a single D6. A die result of a 6 means that the initiative was successfully stolen.

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.

Transforming: At the start of the activation step a transformable unit must decide what form it will take before moving or firing or taking any other actions. If a unit is shot before it is activated it will use the attributes of the mode it was in during the previous turn. Once a unit's activation step is done any fire or combat that it undergoes during the remainder of the turn will use the traits of the mode it has chosen during its activation step.

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 and you must spend 1 SPD for every 90 degrees a ground unit turns. There are also various types of terrain that will affect the movement of a unit.

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.

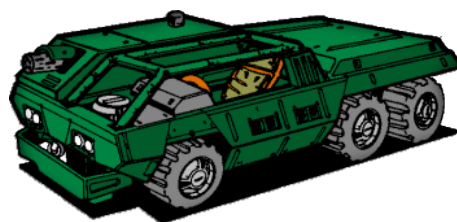
4: The Resolution Step – Much like the Pre-Action Effect Step, the Resolution Step is primarily a book keeping step and a chance for anything else that needs to be handled during a squadron's activation to happen.

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

Movement

When a unit is picked to be activated the first thing that the unit will do during its activation phase is move. There are a number of terrain types, environmental affects, and activities that may alter the way a unit may move during its activation. These terrains and special movement types will be explained in this section in more detail. Following some basic descriptions of each terrain type you will see a chart with the movement costs due to each terrain. Here is a basic chart of the terrain types and how many inches they require in order for a unit to more through them.

Clear, Open, Roads, and Paved for all units is basically the same. Once vehicles are added to the game these surfaces will have more meaning and some distinct differences.



Water, the effects of water on a unit depend greatly on the depth of the water and the type and size of a unit. Infantry class units are not permitted in water where the depth is greater than the height of the unit. Mecha of all types are slowed by water a great deal. The only exception is for units with the water motive ability. This means that the unit is designed with special boosters that allow it to move in water with greater speed. Space-worthy units may also move underwater with increased speeds and may reduce the movement modifier of all water types and depths by one.



Woods are areas where large trees are in abundance and the trunks of the trees are large enough to stop or slow down movement through them. Light woods typically have trees spread a distance of 2 ½ to 3 inches apart and cause units to weave slightly as they pass through the trees and the brush below them. Heavy woods are denser and typically have trees 2 inches away from each other. Dense woods have trees that are typically

less than 2 inches apart and severely hamper movement. Players should agree with what terrain is considered light, heavy, or dense woods before starting a game.

Elevation changes is simply how much a unit move upwards or downwards and is take with respect to half the height if the unit. Other units may climb sheer or very steep inclines if the unit has hands.

Rubble and Gravel is simply areas with large boulders and loose soils that may cause a unit to stumble and takes extra care in crossing.

Sandy terrain typically consists of loose sand as from a beach or sand dune and must be considered deep enough to cover up a units legs with enough sand as to impede movement. This is normally considered ankle deep for normal sand and ankle deep for deep sand.

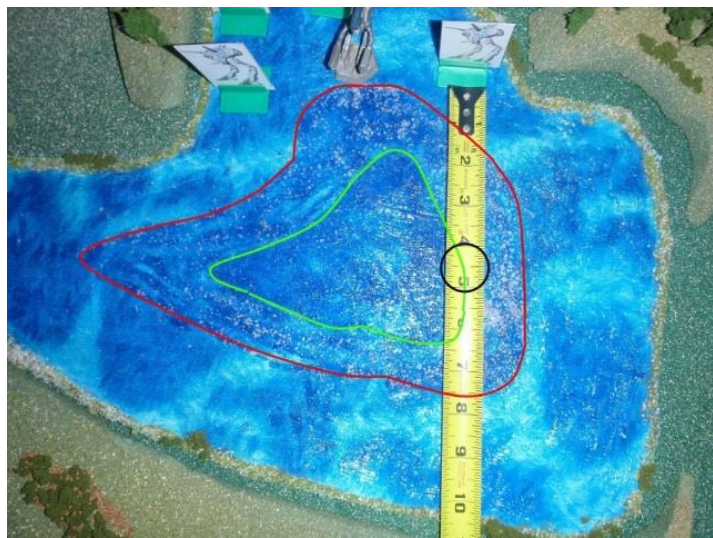
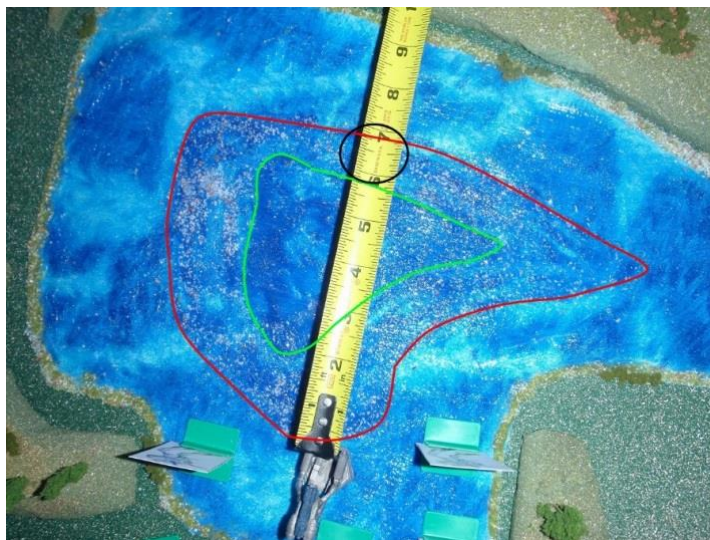
Tundra is terrain that is covered with ponds and puddles that can hinder movement exactly the same way as a shallow swamp would.

Movement		Move Cost per Inch		Requires Hands
		Mecha	Infantry	
Base	Clear/Open	1	1	N
	Roads/Paved	1	1	N
Turning	Turn less than 90	0	0	N
	Turn 90 to 180	1	0	N
	Turn 180	2	1	N
Water	Water (up to 1/2 height of unit)	+1	+2	N
	Water (up to height of unit)	+2	+3	N
	Water (depth> unit height)	+3	NA	N
	Rushing Water	+1	NA	N
Woods	Light Woods	+1	0	N
	Heavy Woods	+2	+1	N
	Dense Woods	+3	+2	N
Height Change	Move Uphill (up to 1/2 height of unit)	+1	+1	N
	Move Uphill (up to height of unit)	+2	+2	Y
	Move Downhill (up to 1/2 height of unit)	0	0	N
	Move Downhill (up to height of unit)	+1	+1	N
	Climb Surface	2	3	Y
Rubble/Gravel		+1	+1	N
Jungle	Light Jungle	+1	+1	N
	Heavy Jungle	+2	+2	N
	Dense Jungle	+3	+3	Y
Mud		+1	+2	N
Sand	Sand	0	+1	N
	Deep Sand	+1	+2	N
Tundra/Swamp		0	+2	N

LEAP Trait

The Leap trait allows units to jump over obstacles and cross over terrain that would otherwise be impassable. A unit with the leap ability can move up to its movement normally and also again in a great bound that is as high and as long as its movement. So a unit with Leap 5 can move 3 inches, leap over a 5 inch tall building and then continue moving for 2 more inches.

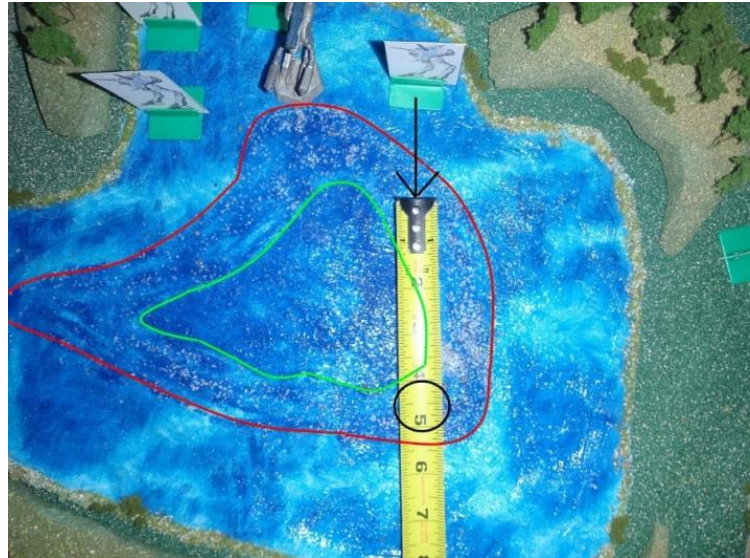
Example 1: The Glaug shown has a movement of 7 and also has the leap trait. The unit can Leap 7 inches over the deepest part of the lake to the target shown and then move another 7 inches of movement. Since the water outside of the red circle is considered to be below waist level to the Glaug the unit will have to pay 2 inches for every inch moved. The Glaug will Leap to the marked spot, then move 3 more inches to the edge of the lake and may then move 1 more inch and exit the lake completely.



Example 2: The second picture is of the Battlepod unit within the same squadron as the Glaug from the previous example. The Battlepod in this case is going to start his movement using his Leap trait to arrive at the circle marked. The Battlepod still has 5 inches left that it can move. The deep water in the green circle costs 3 movement per inch moved. The Battlepod will move only one more inch forward and remain in the deep water in this case. The water is deep enough that the Battlepod will be under water

and cannot shoot or be shot at by units outside of the water.

Example 3: In this case the same Battlepod as before will change up the way he decides to move. First he will spend one move to move up to the red line and then another 2 move to reach the end of the ruler shown. At this point the Battlepod will use its Leap trait and move up to the circle marked as shown. The Battlepod still have 2 move left. This will allow it to move one more inch forward past the circle shown.



In both cases the Battlepod has the same movement. The only difference is when and how the Leap trait was applied. One case allowed him to exit the water and shoot at any targets in range and the other left the Battlepod sitting in the deep water waiting for the next turn.



Movement Actions

There are a few special movement options that a unit may take during a turn. These actions are added into the rules by me and are to be considered optional.

Sprinting/Full Speed Ahead: Units may opt to sprint on their activation phase. This action cannot be combined with other movement related abilities such as leap. Units that sprint cannot fire unless there is a gunner or co-pilot in the machine. In the case of a unit having a gunner or co-pilot all fire is performed

with a -1 to the strike roll. Sprinting units cannot turn more than 45 degrees and can move up to double their normal ground movement. Sprinting units cannot use the Leap trait on the turn in which they sprint.

Evading: Some units can move towards an enemy while actively avoiding enemy fire. These units receive a -1 to enemy strike rolls when attacked. Evading can be combined with movement related abilities and evading units cannot fire unless there is a co-pilot or gunner present. Movement of an evading unit is half of its normal distance.



Buildings

This section is built on what little information that could be garnered from others who have been at Demo games at various locations. It is a best guess and in no ways should be taken as to represent what the actual rules will include but is intended only as a temporary stand-in for the final rules.

There are 3 different building types and they are light, medium, and heavy.

Light buildings are typically small buildings with light construction such as a wooden house or adobe home. These building can only take 8 MDC before being completely destroyed. They cannot damage mecha and will cost a mecha an additional inch of movement for every inch moved through.

Medium buildings function almost exactly the same as light buildings only they are built with stronger construction materials. They take 16 MDC and cost an additional 2 inches of movement for a unit to move through them. Units moving through medium building must also make a piloting roll or take D6-1 damage.

Heavy buildings take it up a notch and can take 24 MDC before being destroyed. Pilots must make a piloting roll of a 6 or more with a -1 modifier or take D6 damage when moving through a heavy building. Movement costs an additional 3 inches of movement per inch of building when moving through these structures.



Any unit on the roof of a building that is destroyed will take 1 MDC per inch it falls. A piloting skill roll with a result of 6 or more will reduce this damage by half, rounding down.

Infantry and Buildings: Infantry can move through them freely with no modifiers and can use them as places of refuge. Infantry units hiding in buildings take half damage. The other half goes to the structure of the building. Round both values down when determining damage. Infantry units are treated the same in medium buildings as with light buildings.

Infantry units inside a destroyed structure must also roll a piloting roll or take damage as if they had fallen from the roof of the building.

Bridges are also considered light, medium and heavy structures. Mecha cannot cross light bridges or they will destroy them. Just like units inside buildings, units on the roof of a destroyed building will fall taking damage equal to the distance fallen. Units that fall into deep water, such as a unit on a destroyed bridge, reduce this damage by half. If the units that fall off a destroyed bridge are vehicles or infantry or other units that are not permitted in water of that depth, the unit is considered destroyed and removed from the game.

Units cannot use special movement actions such as leap, sprinting, or evading while moving through a building. The only exception is that units may leap over, into or out of a building but may not use leap if they will finish their movement inside the structure.

If there is a particularly large building in the playing area it is up to the players to designate how much damage the building should be able to take. Feel free to make additional rules for any structures you feel require them.

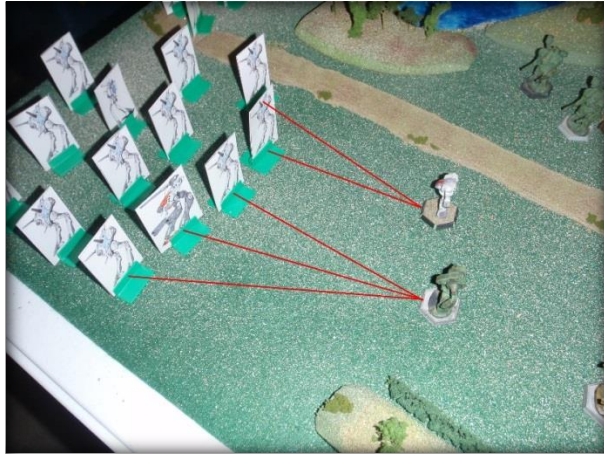
Combat

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.

Squadron Tactics

Offensive Tactics: Units have two tactics that help boost their abilities when in combat. The first is Suppression Fire. The second is getting enemy units into a crossfire situation.





Suppression fire applies to any circumstance where the number of units in a squadron plus their support and special units firing at an enemy squadron outnumbers the target squadron. In these cases the sheer volume of fire makes it more difficult for the outnumbered squadron to avoid attacks and defend itself. Attacking units get a +1 to their strike rolls when they have their target squadron under suppressive fire. Remember this is determined by the number of units from a squadron firing at the target squadron and

not the total number of units in the attacking squadron. This is added to any other modifiers such a crossfire situation. The picture above shows an Attack Squadron reinforced with a Regult Squadron attacking a Spartan Squad. Five units are attacking a squad of only two units and will receive the +1 strike bonus for suppressive fire.

Crossfires occur when a single attacking squadron plus any supporting units and special units manages to have units in both the front and rear arcs of a target. This number of attackers and defenders in each squadron is irrelevant. This allows the attacking player a +1 to his strike rolls. This is added to any other modifiers such a suppressive fire. The picture here shows a Glaug under attack by a squad of Tomahawks. The Glaug has a blue area representing the front arc and an orange area representing the rear arc. Since the Tomahawks firing on the Glaug have a unit firing on the Glaug in both the front and rear arcs the Tomahawks will receive a +1 for having the Glaug in a crossfire. If the super veritech in front of the Glaug also fires on the Glaug he will receive no bonus as there are no additional units from that squad in the rear arc of the Glaug.



Defensive Tactics: Units may also work in close proximity to help protect and shield each other in order to extend the life of all the units in a squadron. When any unit is hit and it has a friendly member from its own squadron, including support and special units, within 2 inches of the targeted unit, those units may elect to shield or block for the targeted unit. This costs one command point for each weapon system hit blocked in this manner.



Cover

Units are considered in cover if the unit targeting then can see less than half of the unit. Units in heavy cover are covered 50-75% by intervening terrain. Cover provides a +1 to the defenders DF rating and heavy cover provides a +1 to the targets DF rating. Line of sight and cover are determined by looking from the center-point of each unit to the center-point of the unit being attacked.

Ranged Attacks

When attacking with a ranged weapon players do the following:

1. Choose a Weapon System – Pick one weapon system. This is the weapon system that the unit 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.
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.

Called Shots: Called shots cost 1 command point. The unit may then add +1 to their strike rolls. The concentration required to focus on the attack also limits the unit to firing only one weapon system during the turn regardless of if they have other special abilities such a Focus Fire or have paid command points in order to fire an additional weapon. Anti-Missile weapons are the only exception to this rule as they fire automatically. Called shots may also be made against missiles strike with Anti-Missile weapons and they add +1 to the anti-missile die result.



Called Shots

For those times you just wanna reach out and touch someone



Dodge

Its the one time your dice always take a crap on you

each attempt.

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 an single attack once. So if a unit was attacked by 3 different squadrons during the turn then that unit may dodge against each squadron once providing the player pay 1 command point for

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 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. Units with the Spawn(x) ability may attempt to bring a unit back into the fight at the time a unit is destroyed.



Remember

Sometimes you get the blaster,
Other times the blaster gets you

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.

Environmental Conditions

There are a number of conditions that may alter combat and turn a win into a smashing defeat. The many worlds of Robotech often have varied and unique habitats and even on Earth itself a large storm or a blizzard may alter a battle. This section summarizes some basic environmental conditions that may be used and their effects on the game itself.

Night Combat: Mecha have advanced sensor suites that allow them to fight in complete darkness. Some units such as Zentraedi light infantry and many regular infantry type units do not have any sensors built into the armor assembly and will suffer a -1 to all strike rolls on a moonlit night or a -2 in situations where there is almost complete darkness.

Wind: Wind conditions do not typically have large effects on a battle unless the wind speed is really high. Heavy winds reduce missile and artillery accuracy. All missiles and artillery suffer a -1 strike penalty in heavy winds. Flying and Hovering units lose the Afterburn trait the -1 strike bonus due to their maneuverability being limited due to the wind.



Just Remember

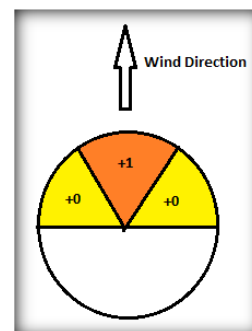
The Cyclone had 200 MDC only in the role-playing game

Cyclone force winds eliminate the option to use missiles and restrict all aircraft from flying.

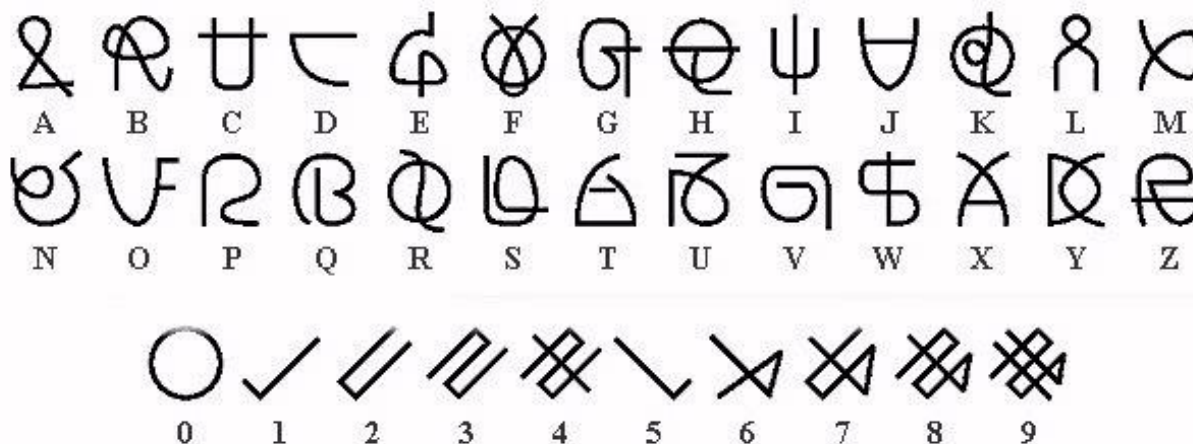
Fire: This is one of the more complicated options that can add a lot to a game. Fire prohibits movement of infantry units and creates smoke. Fire does D6 damage each round to all infantry units inside the fire's perimeter. Mecha are typically unaffected by fire. Any time a mecha unit is inside a fire roll a D6. On the result of a 6 roll another D6 and divide by 2 rounding up for the amount of damage that the unit will take. Fire also causes all units firing through it to have a -1 to strike modifier.

Buildings and trees that are on fire have a chance of setting other trees and structures on fire. First determine the wind direction by choosing a direction as being North and then rolling a single D6. Go 60 degrees clockwise for every unit you roll on a die as you would with a scattering blast marker. So for example if you choose a northward direction and roll a 5 then the wind will be moving in a southwesterly direction. Fire will spread primarily in that direction.

Determination of fire spread is done in the pre-action phase of the game. First you notate direction. Anything within a 60 degree wedge of the wind direction will first roll to see if it starts on fire. This is done by measuring the distance in inches to the nearest flammable object and dividing by 2, then rounding up, usually a tree or building. Roll a D6. If the roll is equal to 5 by adding the die roll plus the object type factor shown in the chart below minus half the distance to the object than the object has started on fire. Add 1 for any rolls for objects that are within a 60 arc that is in line with the downwind direction.



Ex: building on fire has a light building (+1) within the 60 degree wedge of the wind direction (+1) and that is 5 inches away (-3). The player rolls a 5 and subtracts 1 from the roll getting a 4. The light building does not ignite this turn. If the building had been only 4 inches away it would have lit on fire. (If you have a better suggestion for fire rules I'm all ears)

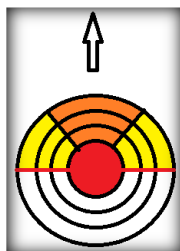


Incidental Fires: may be caused when weapons fire misses a target and strike terrain around and behind a target. Incidental fires require an 8+ to start. Roll anytime a unit is targeted and has a flammable structure or tree nearby. Add the bonus from the fire expansion chart below plus a +1 if the weapon was an energy based weapon. The structure must be within 4 inches of the targeted unit. Roll only once per activation regardless of the number of units firing on the target. Typically incidental fires are to be considered an optional rules as they can slow down gameplay by a good margin.

Fire Expansion

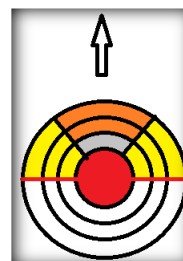
Terrain	Description	Bonus
Trees - Small	Trees/Brush under 1 inch tall	0
Trees - Medium	Trees/Brush 1 to 2 inches tall	1
Trees - Heavy	Trees/Brush over 2 inches tall	2
Orchard	Small Trees Spaced less than 2 inches apart	1
Woods - Light	Medium or Larger Trees Spread 2 1/2 to 3 inches apart	1
Woods - Medium	Medium or Larger Trees Spread 2 inches apart	2
Woods - Dense	Medium or Larger Trees less than 2 inches apart	3
Jungle - Light	Medium or Larger Trees Spread 2 1/2 to 3 inches apart	0
Jungle - Heavy	Medium or Larger Trees Spread 2 inches apart	-1
Jungle - Dense	Medium or Larger Trees less than 2 inches apart	-2
Building - Light	Light Construction/Wooden Building	0
Building - Medium	Heavy Construction/Concrete Structure	-1
Building - Heavy	Reinforced Concrete Structures	-2

Smoke: Smoke is created by fire and travels downwind. Typically any building or tree on fire will cause a smoke cloud. Smoke is spread the same way as fire, on a roll of 5+ on a D6 and it can only spread out up to 8 inches from a burning building. A successful roll means that the smoke moves out by 2 inches during the turn. If the die results in a natural one on either yellow sector at any time discontinue rolling for smoke spread in anything but the 60 degree arc.

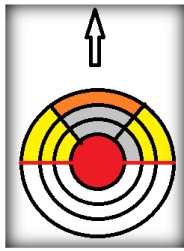


Turn 1: a building is lit on fire by stray weapons fire the turn before. The building is marked as being on fire. There are no other buildings or trees in the area to catch fire. At this time any units inside the building would take fire damage rolls into effect if they were inside the structure the turn before when it was lit on fire.

Turn 2: during the pre-action effects step of the game a player rolls to see if the building starts to create smoke clouds. The player will roll a single D6 for each sector adding one for the orange sector because it is in line with the wind direction. The player rolls a 3 for the leftmost yellow sector, a 4 for the center sector and a 4 for the right sector. Normally a 5+ is required for smoke to spread out but since the middle sector is in line with the wind direction the player adds a +1 to the roll of a 4 and gets a 5. Players now place

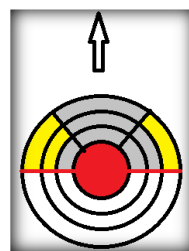
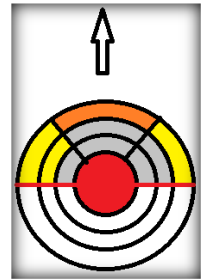


smoke markers up to 2 inches from the building structure itself in the sector that now has smoke in it.



Turn 3: The players will again roll for the spread of smoke. This time the rolls are a 2 for the left sector, a 5 for the center sector and a 6 for the right sector. Smoke is again added to the table accordingly during this step of the game. Only the center sector/arc has smoke added to it this time.

Turn 4: This time the players roll and get a 6 for the left sector, a 3 for the center sector and a 5 for the right sector. Smoke is placed accordingly onto the playing surface and is shown here.



Turn 5: Players again roll for smoke spreading and the results are a 1 for the left sector, and a 5 for the orange sector. The players did not roll for the right sector because a result of a natural 1 in any yellow sector means that smoke will no longer spread in any direction but directly downwind. The players place another bunch of smoke markers on the orange area and the game continues. The smoke could spread out as far as 4 bands or 8 inches from the edge of the trees or structure that is on fire.

High/Low Gravity: Gravity effects alter the speed at which units move. There are in essence 5 different levels of gravitational effects, microgravity, low-gravity, Terran, high-gravity, and very high-gravity.

Microgravity typically exists on small planetoids and asteroids. Ground units can move up to double their normal movement.

Low-Gravity planetoids allow ground units to move 50% more, much farther than they otherwise could, rounding down when necessary.

Terran gravity worlds are unchanged.

High-Gravity worlds are much larger than earth and all ground units and infantry reduce movement to $\frac{3}{4}$ of their normal, rounding up.

Very High Gravity units require that ground units move at half their normal movement.

Fog: Light fog has no effect on mecha but reduces infantry without special viewing equipment to a maximum attack range of 12 inches for hand aimed weapons. Heavy fog reduces these ranges even further to 6 and adds a +1 for all units to strike other units inside the fog.

Rain: Light rain has no effect on the game. Very heavy rains may effect terrain and missile fire. Very heavy, monsoon like rain can reduce missile accuracy and induce a -1 to the strike rolls of all missiles.

Snow: Most snow has little effect but blizzard like conditions reduce visibility even when matched with the advanced sensors of mecha. All ranges are cut in half and missile weapons suffer a -1 penalty to their strike rolls.

Special Scenario Rules

There are a number of scenarios that may lead to unique situations during the game, being a game that is after all based on the RPG. Sometimes units may fall under orbital bombardment or be attacked by artillery not on the table or simply ambushed. For now we will only deal with hidden units in order to fill in a few of those gaps for a player.

Hidden Units: In many scenarios there may be units already hidden on the table as to remain undetectable to enemy units until the moment is right. Hidden units cost 25% more points. These units must be hidden inside a structure or forest thick enough to hide their presence. Hideouts or dugouts can also be used to mask enemies. Friendly units within 24 inches may detect the hidden units on a roll of 7+. At 12 inches these units may be detected on a 6+. At a distance of 6 to 12 inches on a 5+ the unit is detected and at 2 to 6 inches away on a 4+. Units with leadership add half of their leadership, rounding down, to the die result. Detection rolls are made at the end of movement during a unit's activation step so a unit that detects another that is hidden and in range it may fire immediately on that activation step.



Suprise Attacks

Can we say 'It sucks to be you' right now?



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. Below is a list of all of the special weapons abilities.

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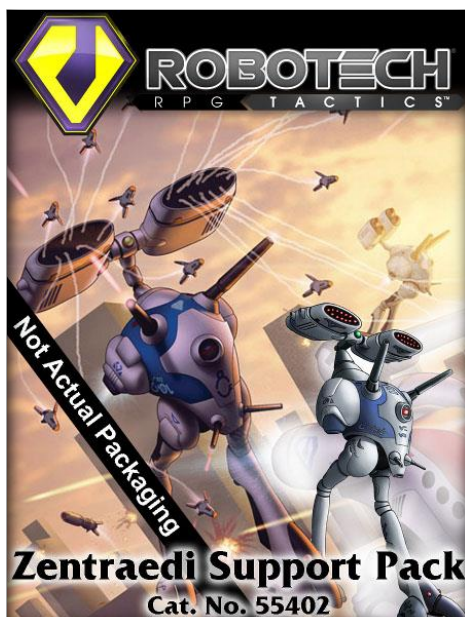
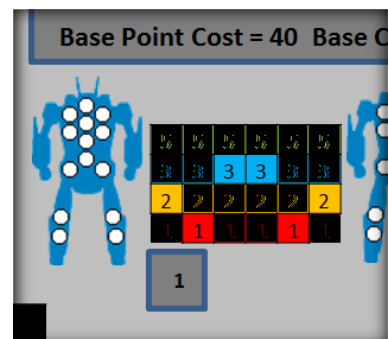
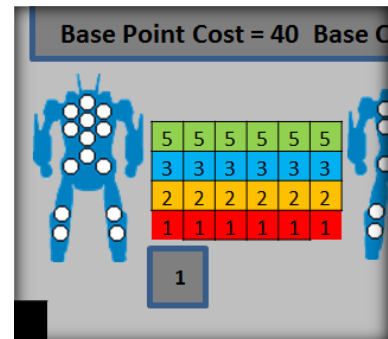
The roll is successful on a 5+ on a D6 unless notated otherwise on the stat card. All missiles can be used as an anti-missile weapon at the cost of 1 command point. Add half the number of missiles in the salvo, rounding down, to the anti-missile roll.

3. Auto: These weapons may fire automatically without paying the cost of an additional command point.
4. Blast(X): Weapons with the blast trait hit all of their targets within circle with a radius size equal to the number in parentheses. Any attack is made against a DF of 5 and targets a specific unit or spot. Shots that miss the DF of 5 roll must see where the blast marker will deviate to. Shots cannot deviate outside the maximum range of the weapon used.

When the attack roll is unsuccessful the player rolls a D6 and looks at the arrows on top of the blast marker. This is the direction in which the blast will shift. Another D6 is rolled determining how far the blast moved from its original target location. Markers are placed with the #1 being directly in line away from the mecha shooting the weapon with the blast trait.

Units that are not more than half within the circle may attempt to dodge the attack normally. Units completely within the circle have a -1 penalty to any dodge attempt.

5. Flak Rounds: Flak rounds do 75% damage of the normal weapon system (Minimum 1) but receive a +1 strike bonus against all aircraft and hovering units.
6. Indirect Fire: Weapons with the indirect fire trait may fire at targets that are in range with a -1 penalty as long as there is a friendly unit with line of sight on the unit. If the spotting unit has any cover penalties to shoot the target, these are added to the strike roll.
7. Inescapable: Weapons with this trait cannot be dodged.
8. LRM(X), MRM(X), SRM(X), Mini(X): Any system with this trait is considered a missile system. These values have 2 parts. The first part represents the maximum missile size that is allowed on the hardpoint or weapon system in question such as the missile hardpoints on the wings of a veritech. These hardpoints have the LRM (6) trait. This means that the harpoints may hold up to 6 long-range missiles. Hardpoints will typically hold one of the following arrangements, one long-ranged missile, 2 medium range missiles, 3 short ranged missiles, or 5 mini missiles. So a fully loaded veritech may hold up to 6 long-range missiles, 18 medium-range missiles, 18 short-ranges missiles, or 30 mini-missiles or any combination thereof. On the stat sheet these types of launchers are typically stacked so that you can mark off the types of missiles not being used. Hardpoints will show up on the stat card with a number in the parenthesis. This number is the number of missile hardpoints that the weapon has.



The pictures on the here show an unmarked and a marked stat card. The unmarked one is how the card will appear before a game. The marked on is after the player selects the types of missiles that he will use. In this case the player will use 2 long-range missiles, 4 medium-range missiles, and 6 short-range missiles. This is one of the reasons that veritechs as so versatile because they are one of the few units that can use a variety of missiles types. Only units with stacked missile diagrams such as those shown here may vary the types of missiles used. Tomahawk for example cannot fire mini-missiles from their shoulder mounted launchers.

9. Mecha Tow Cable: This is a short ranged weapon that may also use electrical discharges to incapacitate enemy units. Mecha hit with a mech tow cable roll a

single D6 and adding their HTH Base value. If the result is equal or greater than 4 plus the HTH of unit firing the tow cable the unit hit escapes the cables. If the roll is less the the unit hit is incapacitated and moved into base contact with the attacking unit. Units may try to recover once a turn. The above roll is repeated once each turn until one of the units is destroyed or the captured unit escapes. Units that have been incapacitated and grappled by an enemy such as a recovery pod will not be able to dodge attacks. The best defense for a grappled unit is to activate first and escape from or destroy the grappling unit. Captured units are at the mercy of the movement of the unit that captured them and cannot move during their activation unless they successfully escape.

10. Missile: Missile weapons typically have longer ranges than other weapons but a susceptible to being shot down or dodged. A target that is hit by a volley of 4 or more missiles cannot dodge the attacks. Missiles may be used to shoot down other missiles per the rules listed in another section of this book.



11. Overwhelming: Units hit by weapons with this trait cannot roll against the impact and will take full damage.
12. Power-Up: Weapons with this trait and that do not fire this weapon system on the previous turn may fire it doing 2x their normal damage.
13. Rapid Fire: Weapons with this trait may fire twice in a given round at the cost of an additional command point.
14. Rear Fire: Weapons with this trait may fire in the rear 180 degree arc.
15. Slow Fire: Weapons that only fire every other turn and cannot fire on any two consecutive activations.
16. Split Fire: Weapons with this trait may fire multiple times splitting damage evenly on each target in a single activation at the cost of a command point.
17. Tracer Rounds: Tracer rounds do half damage (Minimum 1) over their normal counterparts and can only be used with ballistic weapons. All units with tracer rounds add +1 to their strike rolls. Units being fired upon by tracer rounds can also see the streams of enemy fire and receive a +1 bonus to their dodge rolls.

18. Turreted: Turreted weapons can fire in any direction forward or rear.

19. Volley (X): This value delimits the number of missiles fired each round by a missile based weapon system. Systems with Volley (X) may fire any number of missiles up to their maximum in a round but will also show typical or recommended volley sizes on the stat cards.

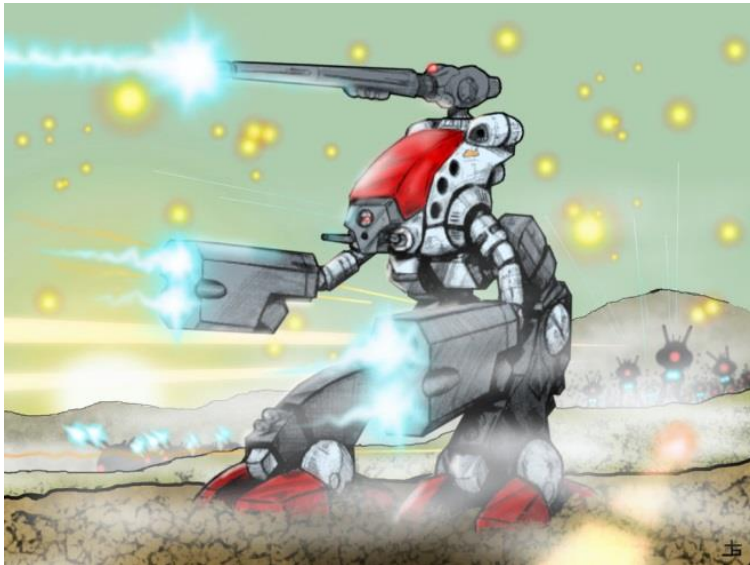
Units may also have mecha specific special abilities. These abilities are listed below.

1. Afterburner: Units with the afterburner trait may move again during the resolution phase of their activation step. This move may be up to their SPD value.
2. Aircraft: Units with this trait must move their full SPD value each time they are activated. These units are also limited in how much they can turn during each activation. This is explained in the movement section of these rules.
3. Brawler: This ability allows the unit to make a second melee attack free during each activation phase while in melee combat.
4. Bury (Invid): Units with this trait may bury themselves into the ground and ambush enemy forces by coming out of the ground. These units can only come out once buried if any ground unit approaches to within 12 inches of the unit.
5. Co-Pilot: Units with the Co-Pilot trait receive a bonus of 1 to their DF rating and may make an attack with a second weapon system each activation free of charge but with a penalty of 1 to the GUN rating.
6. Electronics Attack Suite: At the cost of 1 command point this unit may cause all enemy units targeting any friendly mecha within 12 inches a -1 penalty to their strike rolls.
7. Electronics Defense Suite: At the cost of 2 command points this unit provides a free dodge against missiles attacks to all friendly units within 12 inches of it.



8. **Fast Mover:** Units with this trait cannot use command points to fire an additional weapon system. They can still fire an additional weapon system if they have the Co-Pilot trait.

9. **Flight:** These units may move over and disregard terrain features on the playing surface.



10. **Focused Fire:** Units with this trait may fire a second weapon system at no cost if they do not move during their activation step.

11. **Hands:** This allows units to climb over surfaces that are higher than the height of the unit at the cost of a command point and by using 1 SPD for each inch climbed above the head height of the unit.

12. **Hover:** Units attacking a unit with the Hover trait suffer a -1 modifier to their strike rolls.

13. **Leap:** Units with leap may move an additional amount up to their SPD trait during their move by using a power or thruster assisted jump. They can leap onto or over buildings at tall as their SPD.

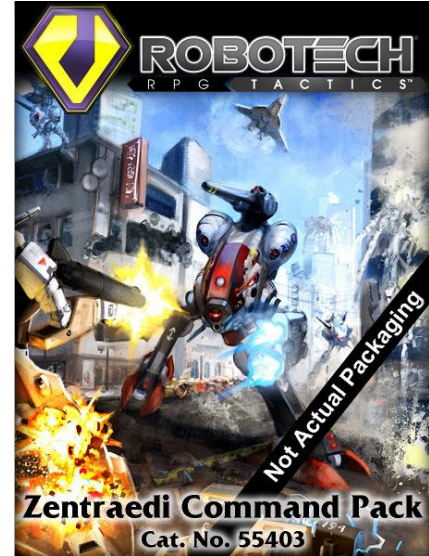
14. **Life is Cheap:** Units with life is cheap do not generate command points and do not provide other players with victory points and may be targeted by friendly units.

15. **Parry(X):** Units with this trait have large shields designed to protect themselves from enemy fire. Units with this trait get a free chance to parry at the cost of the chance to dodge. They do not pay any command points for the parry attempt. Units with this trait

roll a single D6. If the roll is less than or equal to their Parry trait value the attack hits the shield. Once the points that the shield has are gone excess damage will hit the unit directly.

16. Recon Suite: Units with a recon suite provide all friendly units within 12 inches a +1 to their strike rolls.

17. Searchlight (Tomahawk): Some units come with a searchlight and can illuminate any units in their front 60 degree arc. This eliminates the night combat penalty against those units. It also negates the night penalty for any unit, regardless of if they are in the lighted area or not, for striking the unit with the searchlight turned on.



18. Shield (Invid): Units with this trait are designed with a protective shield. Instead of dodging the unit may attempt to shield itself. The shield rating is added to the unit's PIL and a die is rolled. A successful shield attempt means that all the damage was absorbed by the units shield. If the shield attempt fails the unit cannot roll against the attack. If more damage is done than the shield can take the extra points of damage are taken by the unit. Successful shield attacks negate a natural 6 that would have killed any unit with the weakness trait. This is an active skill and while more likely to succeed than the Parry trait, a unit must pay a command point to perform this action.

19. Sniper: Units with the Sniper trait can make called shots without paying a command point although they are still limited to firing only one weapon system when they do so.

20. Space: Units with the space trait cannot be used inside the atmosphere.

21. Spawn(6): Units with this trait may bring back any destroyed unit with Life is Cheap that is destroyed within 12 inches roll equal to or greater than the value listed in parenthesis. EX: A Glaug has a Spawn(6) and during the activation phase of an enemy squadron loses 2 Regult Battlepods, one from his squadron and one from a neighboring squadron. He rolls a single die for each Regult. The regult is from the same Squadron as the Glaug and receives a +1 to the roll. The player rolls a 4 and adds the +1 bonus for a total of 5. The Regult is removed from the table. The player then rolls for the other Regult and rolls a 6. The Regult is placed on the edge of the table near where the squadron started on Turn 1.

22. Spawn Assist(1): Units with the spawn assist trait that are within 12 inches of a unit with the Spawn trait add the value in parenthesis to the die roll. EX: From the same example above, if the Glaug had had the Quel-Gulnau within 12 inches of the Glaug the player

would have added an additional +1 to the +1 bonus for the Regult being within his squadron and to his die roll of 4 and gotten a 6. That would have allowed him to place the Regult on the edge of the table where the Squadron started the game.

23. Spoof: Units with spoof cannot be targeted by enemy missiles.

24. Stealth (Shadow Fighters): Some units are designed to be hard to detect and spot. These units all receive a bonus of +1 to their defense ratings and they also reduce all detection rolls against them by 1.

25. Weakness (Invid): Units with this trait are destroyed on any attack that hits them with the roll of a natural unmodified 6 on the strike roll. The only defense is dodging the attack or parrying the attack with a shield as long as the shield has sufficient points to absorb all of the damage.



Hand to Hand Attacks

To make a hand to hand attack, an attacking unit only needs to move into base to base contact with the enemy unit that it wishes to attack (during the Movement Step), then it may make hand to hand attacks against the unit in base to base contact.

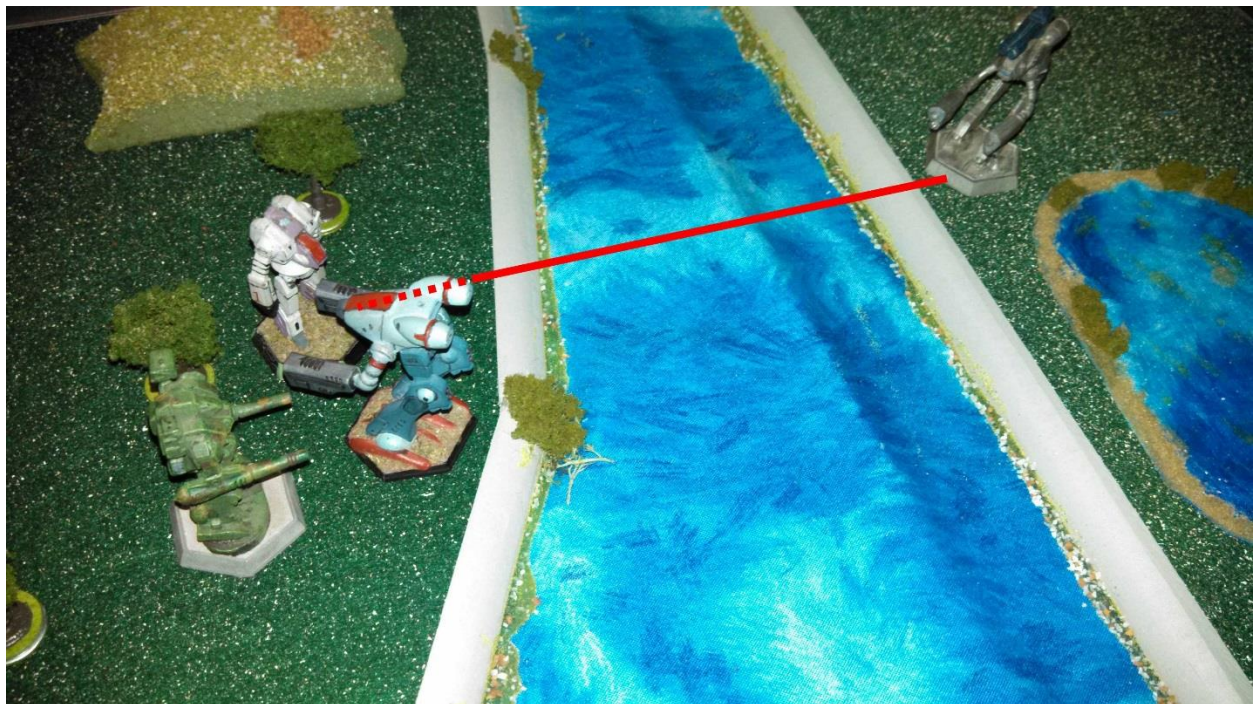
Engaged in Hand to Hand Combat – Once a unit is in base to base contact with an enemy unit, the two are considered to be engaged in hand to hand combat neither unit may use its primary Weapon system or any missiles other than mini-missiles. Additionally, an engaged unit can't be attacked by other with weapon systems unless one of the two scenarios exist: the unit outnumbered 3 to one or more in melee or the friendly units in melee ALL

have the Life is Cheap trait.

In the cases where a unit fires into a melee it suffers a -1 penalty to the attack and does not add any suppression fire or crossfire or rear attack bonuses to the attack roll. If the attack misses randomly determine which unit in the melee is hit. The chart below is used to determine what units are hit in the case of a miss when firing into a melee. Units struck in melee, friendly or otherwise cannot dodge the attack. Units with the Parry trait may instinctively parry the attack with a reduction of 1 to the parry trait. If the unit has Parry(1) the value is reduced to zero and the unit cannot parry.

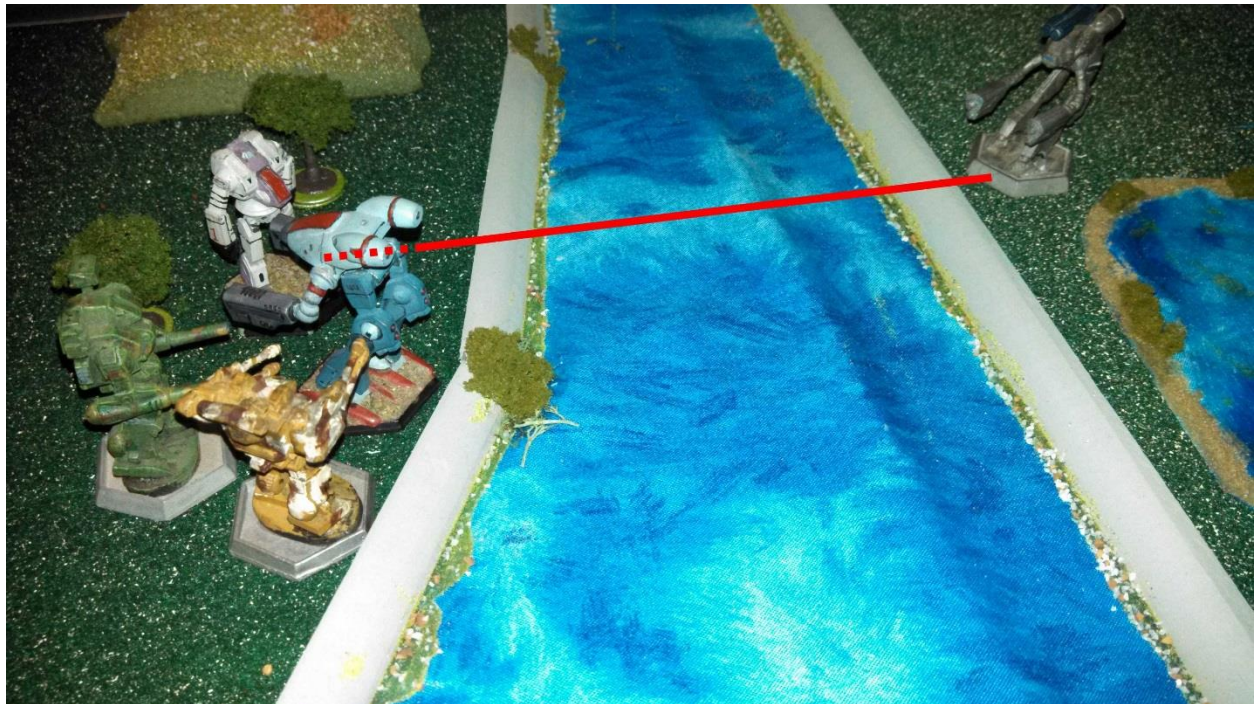
	# Enemy Units in Melee					
Die Result	2	3	4	5	6	7
1	Miss	Miss	Miss	Miss	Miss	Enemy 1
2	Miss	Friendly	Friendly	Friendly	Enemy 1	Enemy 2
3	Friendly	Enemy 1	Enemy 1	Enemy 1	Enemy 2	Enemy 3
4	Friendly	Friendly	Enemy 2	Enemy 2	Enemy 3	Enemy 4
5	Enemy	Enemy 2	Enemy 3	Enemy 3	Enemy 4	Enemy 5
6	Enemy	Miss	Friendly	Enemy 4	Enemy 5	Enemy 6

EX 1: The blue and red Glaug is in Hand to Hand combat with 2 enemy units. There is another Glaug nearby but he cannot fire into the melee because there are only 2 enemy units and the friendly Glaug does not have the Life Is Cheap trait. If there was a Zentraedi Battlepod with the Life is Cheap trait in the place of the Glaug the unpainted Glaug could fire into the melee with a -1 to hit modifier and need to hit a DF of 6 regardless of what the normal DF of the unit targeted. If this shot misses then you randomly determine what is hit instead of the unit targeted. In this case there are 3 things that could happen. The shot could have gone wide and not hit any of the units or the shot could have hit any one of the other two units in the melee. A miss would mean that you would roll a D6. On a 1-2 the shot would miss everyone. On a 3-4 the Friendly Glaug is struck and on a 5-6 the Tomahawk would be hit.

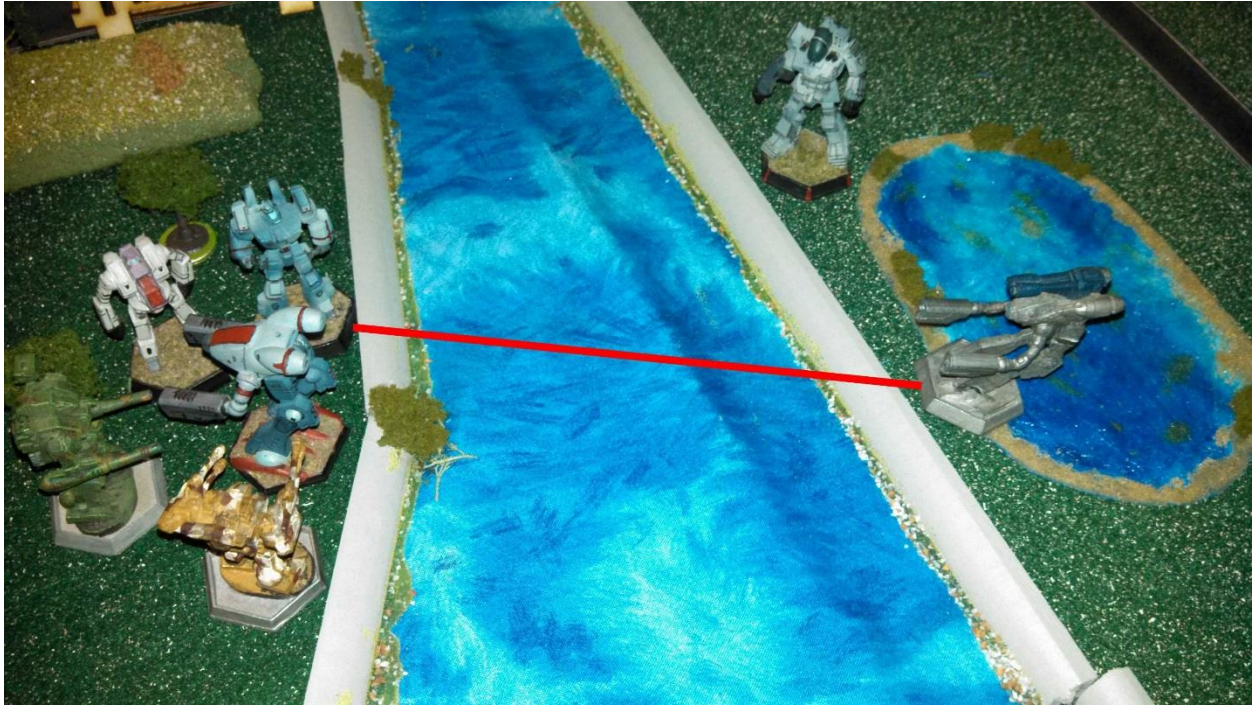


EX 2: Expanding upon the first example we repeat the scenario but with 3 units attacking one beleaguered Glaug. A Friendly Glaug wishes to assist. Since there are 3 or more attackers and only one friendly the unpainted Glaug may freely attack into the melee. As before the Glaug

must hit a DF of 6 or higher regardless of the normal DF of the units in the melee combat. In this case a miss means that one of the other units in combat will be hit. If a miss occurs number the enemy units in the melee. If necessary place a die with the correct number of pips next to each unit as a marker before the die is rolled. In this example the White Spartan is not counted since it was the unit fired upon. The Green Tomahawk is tagged as #1, and the Brown Defender is considered #2. The attacking players rolls a single D6. When you consult the chart it shows that if the result was a 1 or a 6 nothing would have been hit. On the result of a 2 or 4 the Blue Glaug is struck. If the die result was a 3 the Green Tomahawk would get hit. If the result was a 5 then the Brown Defender would be hit. The chances that the Glaug is hit is still the same as an enemy unit making the attack a risky proposition.



EX 3: The third example simply adds another unit into the melee. The unpainted Glaug fires on an enemy target in the melee to help out his compatriot. The shot misses and the player must determine what target is hit in its place. The Blue Armored Veritech is out because he was the target of the attack. The White Spartan is tagged as #1, the Green Tomahawk is tagged as #2, and the Brown Defender is considered #3. The attacking players rolls a single D6. When you consult the chart it shows that if the result was a 1 nothing would have been hit. On the result of a 2 the White Spartan is hit. If the roll was a 3 the Green Tomahawk would take the hit. If the die result was a 4 then the Brown Defender would be hit. The Glaug would be hit on a 6. The chances that the Glaug is hit now lower than that of the enemy units, making the attack a far less risky proposition.



If either unit wishes to move out of base to base contact with the other, then its controller must pay one Command Point to do so. If a unit is in base to base contact with multiple enemy units, it will cost one Command Point for each enemy unit in base to base contact with it to be able to move out of hand to hand combat.

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

1. Choose an attack – Each unit will have a variety of hand to hand attacks that it can use listed in its profile. When a unit 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 unit 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 unit is making. Unit 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 unit can be chosen). Remember the target of all of the attacks that a unit 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 unit'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 unit 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 unit'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 unit'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 6) 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 that the amount of Mega-Damage (MD) a hand to hand attack does is listed by the attack below. Each mecha has a base hand to hand damage value. This is added to the base damage of the select attack to determine total damage done in any melee attack.**

Larger mecha or mecha designed for hand to hand combat will do more damage than other mecha.

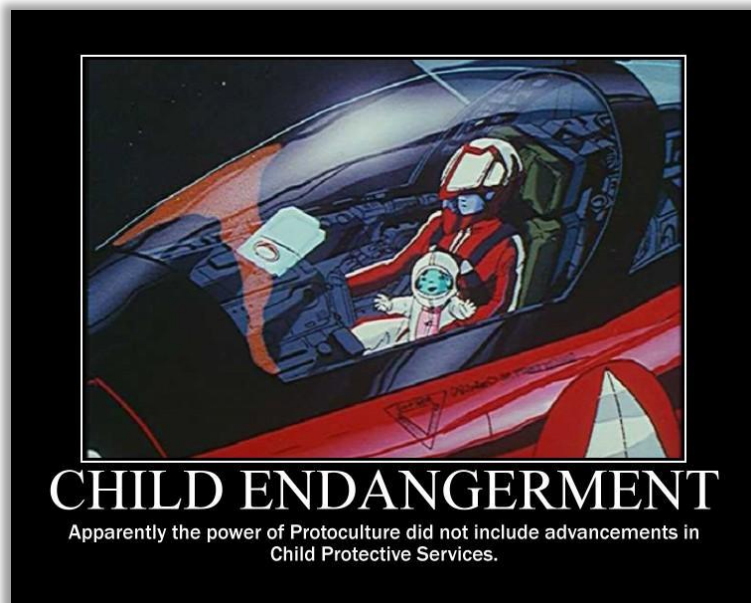


Attacking multiple targets in hand to hand works just like it does in a ranged attack. So if multiple targets are chosen steps 3-6 should be resolved for each target before moving on to the next target.

There are other modifiers and special abilities that can come into play during the hand to hand process such as being suppression fire and cross-fire. These situations apply the same way in Hand to Hand combat as they would in ranged combat.

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 – Base MD: 1 – 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 – Base MD: 3 – 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 – Base MD: 2 – Can only be used once per turn.

Jump Kick – Base MD: 4 – Costs an additional Command Point and can only be used once per turn.

Punch – Base MD: 1

Power Punch – Base MD: 3 – Costs an additional Command Point.

Stomp – Base MD: 3 – 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! There are numerous factions, each with its own set of strengths and weaknesses.

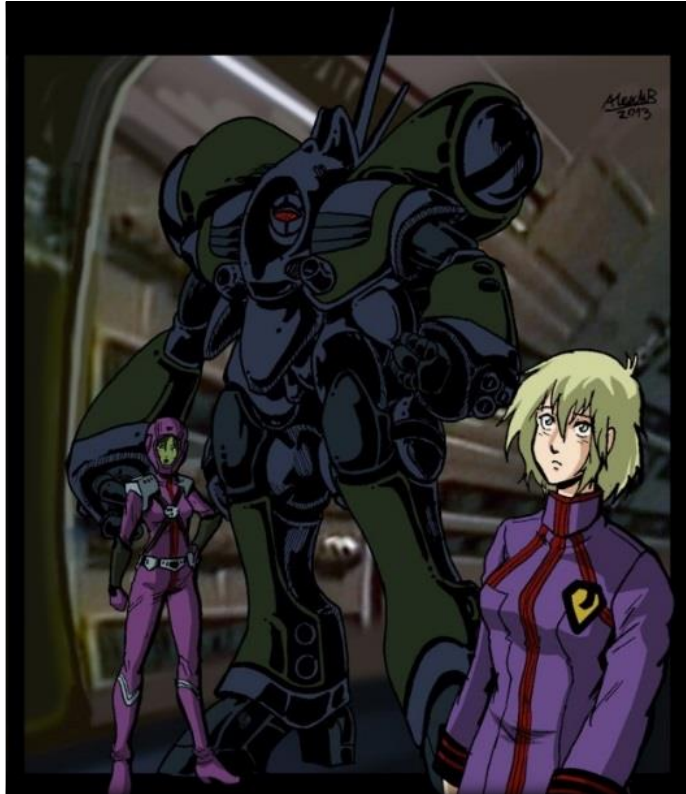
Factions

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

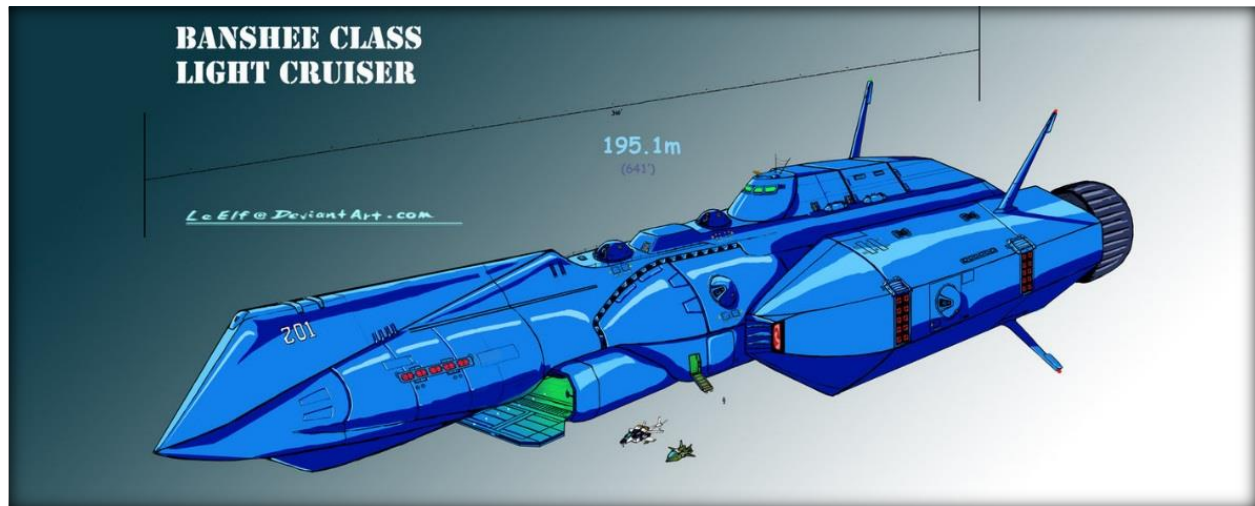
additional cost listed on the card (added mecha must take the same built-in upgrades that the core mecha have).

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.

Characters

There are several characters in the game. Each special trait that they have comes with a cost. You can create special characters by simply adding additional traits to normal units. There is a limit to one special character per core squadron in the game. Character Traits are listed here.

1. Aware (5 Points) → Unit may attempt to dodge inescapable weapons
2. Backstabber (5 Points) → Unit generates 3 command points for every friendly unit with Life is Cheap that he/she destroys.
3. Battlefield Commander (15 Points) → PIL +1, GUN +1 and Leadership +3
4. Berserker (5 Points) → Unit may rapid fire any weapon with this trait without paying command points but they will suffer a -1 to PIL and GUN for the rest of the turn when they do so. Units that have not activated yet during a turn do not suffer this penalty until after their activation.
5. Born Leader (5 Points) → Leadership +2
6. Brutal (5 Points) → Units with this trait will add +1 MDC of damage to all weapons that do less than 5 points of damage and will add 2 points of damage to all weapons that do 5 or more damage. These pilots are considered insane by many others and remove the safeties from their weapons. Every time units with the Brutal trait fire and roll an unmodified natural 1 on the strike roll, re-roll the die. If the result is another 1 the weapons system is destroyed and the unit takes one MDC of damage.
7. Claustrophobic (-5 Points) → (Campaign only) Players with this trait suffer a -1 to PIL and GUN while they have more than 3 units, friendly or otherwise within 3 inches of themselves.
8. Crack Shot (5 Points) → Units hits by a unit with the Crack Shot trait cannot be protected or shielded by other units allowing the units to split the damage. Units with shields suffer a -1 penalty to their parry rolls.
9. Deadeye (5 points) → Increase all weapons ranges by 25% (rounding down)
10. Field Commander (25 Points) → PIL +2, GUN +2, Leadership +4, Faction Initiative +1



11. Flashbacks (-5 Points) → (Campaign Only) When confronted with an enemy that has shot them down in a previous encounter this unit suffers a -1 to PIL and -1 to all anti-missile rolls while that enemy is within 12 inches of them. When they move outside of the 12 inches or the enemy is destroyed the restrictions are lifted.



12. Intuitive (10 Points) → Leadership +3

13. Lucky (5 Points) → Units may roll for free against any attack. When hit roll a D6, on a 4+ the player automatically takes 1/2 damage as if the unit had rolled, this also works on overwhelming attacks.

14. Master of Confusion (10 Points) → One enemy

faction/player suffers a -1 penalty to his initiative rolls.

15. Melee Specialist (5 Points) → Special Melee attacks do not require command points and all melee attacks do +1 MDC damage.

16. Missile Expert (10 Points) → +1 Strike with missiles and -1 to Anti-Missiles rolls for targets.

17. Natural Commander (30 Points) → Pilots with this trait get an additional +2 to both PIL and GUN just like pilots with the Natural trait would but they also have an additional 4 Leadership points. They also add +2 to the initiative roll for their side. This is not cumulative with other character bonuses that add to the initiative roll.



18. Natural (5 Points) → Pilots with this trait get a +1 to both PIL and GUN skills. All other abilities remain unchanged.

19. Natural Fighter (20 Points) → Pil +2, Gun +2, Quick

20. Nemesis (Free) → Pilots in a battle with "their" Nemesis gain +2 MDC Damage against all targets between (blocking) their path to their Nemesis, and must advance each turn at least 3 inches towards their Nemesis (if physically possible) until within 12 inches. Once within 12 inches the Nemesis become targets of each other and cannot target any other enemy units until their Nemesis is destroyed.

21. Overconfident (-5 Points) → Must always advance towards any enemy unit by at least 4 inches (if physically able) on each turn.

22. Protector (5 Points) → May shield other units without paying command points and also may attempt to shield if the unit has one free of charge and with a +1 parry bonus.



23. Push the Limit (5 points) Units with this trait may increase their movement by 50% once every 3 turns

24. Quick (5 Points) → +1 to all Dodge Rolls (May be combined with the same trait on a mecha

25. Sixth Sense (15 Points) → Does not pay command Points to Dodge, May pay command point to allow attempt to dodge weapons with the inescapable trait.

26. Sneaky (5 Points) → Targets suffer -1 to their dodge rolls

27. Sniper (5 Points) → +1 Strike Rolls

28. Strategic Genius (10 Points) → Faction Initiative +1

29. Tactical Genius (10 Points) → Leadership +2, Chance to steal initiative costs ½ as much

30. Weapons Specialist (10 Points) → May fire 2 Weapons systems at no command point cost



Ben Dixon 0 Points → Overconfident, Natural (PIL +1, GUN +1, Must always close with enemy)

Rick Hunter (Early): 5 Points → Natural (PIL +1, GUN +1)

Rick Hunter (Late): 10 Points → Natural + Born Leader (PIL +1, GUN +1, Leadership +2)

Max Stirling (Early): 20 points → Natural + Sixth Sense (PIL +1, GUN +1, Free Dodge)

Max Stirling (Late): 25 Points → Natural + Sixth Sense + Lucky
(PIL +1, GUN +1, Free Dodge, Free Chance to Roll)

Roy Fokker: 30 Points → Natural Commander + Natural
(Pil +2, Gun +2, Leadership +4, Initiative +2)

Khyron: 10 Points → Backstabber + Brutal (Increased Damage, May Kill Friendlies to Add Command Points to pool)

Miriya: 15 Points → Natural + Quick + Sneaky + Nemesis (Max Stirling) (Pil +1, Gun +1, +1 Dodge, Target suffers -1 to Dodge rolls)

Miriya UEDF: 20 Points → Natural + Quick + Sneaky + Protector (Pil +1, Gun +1, +1 Dodge, Target suffers -1 to Dodge rolls, Protects Allies)

UEDF Destroid Core Squadrons

Area Denial (60 Points)



Artillery (80 Points)



Close Quarters (60 Points)



Armored (80 Points)



Brawler (70 Points)



Fire Support (60 Points)



UEDF Destroid Support Squads

Tomahawk(40 Points)



Defender (20 Points)



Spartan (30 Points)



Phalanx (40 Points)



Destroid Specials

Command Unit Conversion
(10 Points)

Mac II Monster (50
Points)



UEDF Valkyrie Core Squadrons

Valkyrie (80 Points) VF-1J X1 + VF-1A X3



Armored (90 Points)) VF-1J X1 + VF-1A X3



Super Valkyrie Squadron (110 Points) SVF-1J x1 + SVF-1A X3



Jotun Armored Valkyrie Squadron (100 Points) Jotun VF-1J x1 + Jotun Vf-1A x3



YF-4 Prototype Squadron (110 Points) YF-4 x4



QF-3000 Ghost Squadron (70 Points) x4

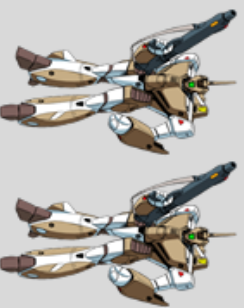


SF-3A Lancer II Squadron (70 Points) x4



UEDF Valkyrie Support Squads

Valkyrie Wing (40 Points) VF-1A X2



Armored Wing (45 Points)) VF-1A X2



Super Valkyrie Wing (55 Points) SVF-1A X2



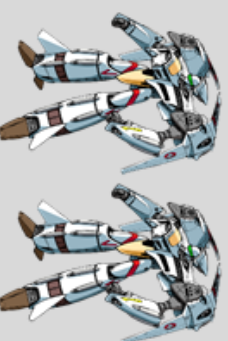
VEF-1 Valkyrie (30 Points)



Jotun Wing (50 Points) VF-1A x2



YF-4 Wing (55 Points) YF-4 x2



QF-3000 Ghost Squadron (35 Points) x2



SF-3A Lancer II Squadron (35 Points) x2



VF-1D 22
Super 32
Armored 27
Jotun 27

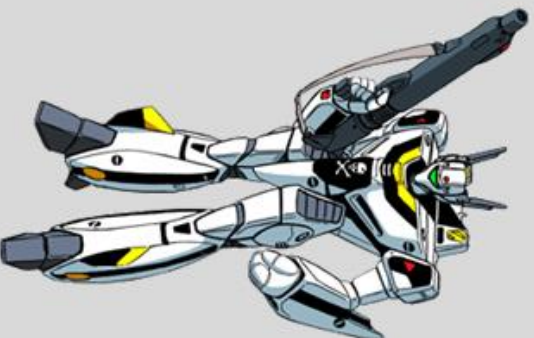


VF-1R Upgrade
2x VF-1A → 2x VF-1R
1x VF-1J → VF-1R(J Upgrade)

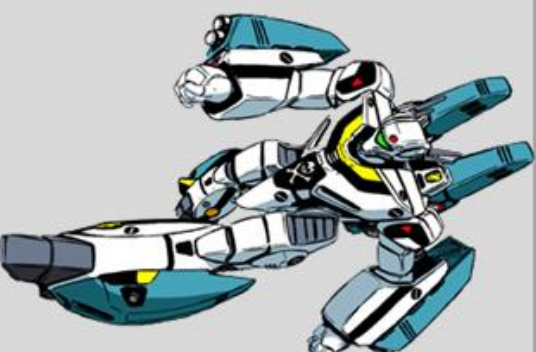


UEDF Valkyrie Specials

VF-1S (30 Points)



Super Valkyrie VF-1S (40 Points)



Armored VF-1S (35 Points)



Jotun VF-1S (35 Points)



Zentraedi Regult Core Squadrons

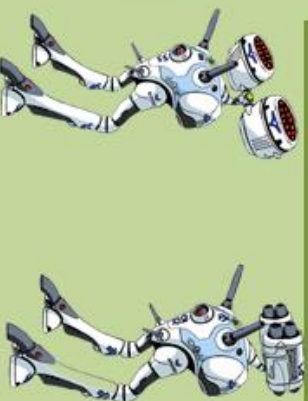
Attack (85 Points)



X9

X1

Artillery (90 Points)



X4

X2

Heavy Infantry (35 Points)



X12

Attrition (70 Points)



X12

Recon (75 Points)



X6

X1

X1

Light Infantry (25 Points)



X12

Zentraedi Regult Support Squads

Regult
(35
Points)

X6



Gluuhaug-
Regult (25
Points)

X2



Serauhaug-
Regult (40
Points)

X2



Quel-
Regult
(15
Points)

X1



Nousjadeul-Ger
(25 Points)

X3



Telnesta-Regult (15 Points)

X2



Quel-Gunau (10 Points)

X1



Heavy Infantry (15 Points)



X6

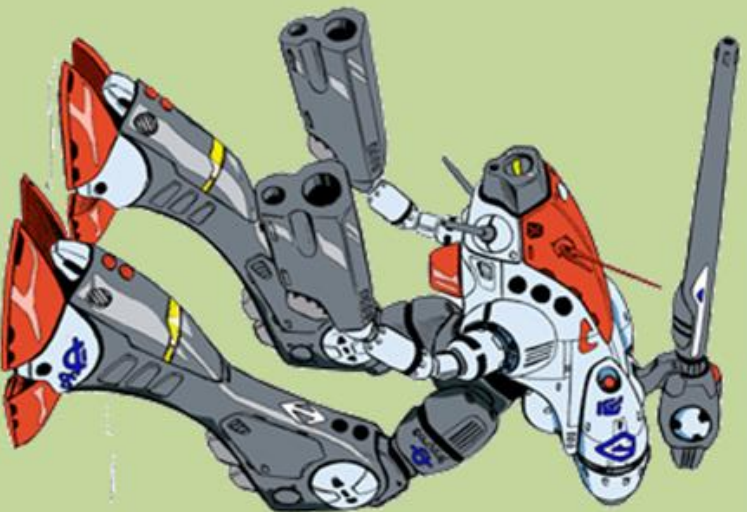
Light Infantry (10 Points)



X6

Zentraedi Specials

Glaug (25 Points)



X1

Infantry Officer (10 Points)



X1

Zentraedi Elite Core Squadrons

Gnerl Attack
(65 Points)



X6

Nousjadeul-Ger
(50 Points)



X6

Nousgarma-
Ger (50 Points)



X3

Glaug-Eldare Attack
(150 Points)



X3

Qeadluun-Rau
(100 Points)



X3

X3

Queadluun-Gult
(115 Points)



Zentraedi Elite Support Squads

Gnerl Attack
(35 Points)



X3

Nousjadeul-Ger
(25 Points)



X3

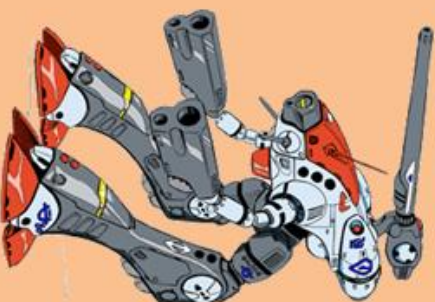
Elite Specials

Glaug-Eldare Attack (50 Points)



X1

Glaug (25 Points)



X1

Qeadluun-Rau (30 Points)



X1

Nousgarma-Ger (15 Points)



X1

Qeadluun-Gult (35 Points)



X1

Malcontent Ground Core Squadrons

Air Defense (70 Points)



X2



X4

Armored Assault (100 Points)



X1



X3

Artillery Support (80 Points)



X2



X2

Main Battle (65 Points)



X3



X2

Heavy Defense (95 Points)



X1



X2



X2



X2



X6

Light Raider (65 Points)



X2



X3



X6

Mixed Infantry (65 Points)



X3



X6

Assault (60 Points)

Malcontent Ground Support Squads

Armored
Valkyrie (50
Points)



X2

Assault Destroid
(35 Points)



X1



X1

Support Destroid
(30 Points)



X1



X1

Regult (35
Points)



X6

Regult Support (65 Points)



X2



X2

Heavy Infantry
(15 Points)



X6

Light Infantry
(10 Points)



X6

Malcontent Ground Support Squads

Command Monster (60 Points)



X1

Glaug (25 Points)



X1

Quel-Regult (15 Points)



X1

Infantry Officer
Upgrade (10 Points)



Malcontent Aerial Core Squadrons

Air
Superiority
(90 Points)



X1



X3

Assault Recon
(65 Points)



X1



X3

Ground Attack (65 Points)



X1



X1



X3

Super Valkyrie
(110 Points)



X4

Malcontent Aerial Support Squads

Valkyrie
Squad (40
Points)



X2

Gnerl Squad (35
Points)



X3

Super Valkyrie
Squad (30
Points)



X2

Malcontent Aerial Specials

Queadluun-Rau
(30 Points)



X1

VF-1R Upgrade
Upgrade up to 2x VF-1A
to VF-1R or 1x VF-1J to a
VF-1R (10 Points)





Combat Modifiers

Attacker Modifiers		Bonus		CP Cost		Target Modifiers		Bonus		CP Cost	
Accurate*		+1		0		Recon Suite*		-1		2	
Called Shot**		+1		1		Light Cover (25-49%)		-1		0	
Recon Suite***		+1		0		Heavy Cover (50-74%)		-2		0	
Crossfire****		+1		0		Hover		-1		0	
Suppressive Fire*****		+1		0							
Attack from Rear		+1		0							



Command Point Uses		CP Cost	Effect
Steal Initiative	1	per friendly squadron	Steal on 6 on D6
Dodge	1	per attempt/activation	D6 + PIL (Greater than or Equal to strike roll)
Roll with Attack	1	per attempt/activation	Automatic (1/2 Damage, round up)
Shield	1	per attempt/activation	D6 + PIL (Greater than or Equal to strike roll)
Called Shot	1	per attempt/activation	Unit Cannot move
Activate Electronic Attack Suite	1	per turn	
Activate Electronic Defense Suite	2	per turn	
Protect	1	per attempt/activation	Half damage to attacked and protecting unit (Round Down)



Movement Costs	Inches	Requires Hands
Turn less than 90	0	N
Turn 90 to 180	1	N
Turn 180	2	N
Move Uphill (up to 1/2 height of unit)	2	per inch
Move Uphill (up to height of unit)	3	per inch
Climb Surface	1	per inch
Water (up to 1/2 height of unit)	2	per inch
Water (up to height of unit)	3	per inch
Water (depth > unit height)	4	per inch
Rubble	2	per inch

Hand to Hand	Base	MDC	CP Cost	Requires Hands	Effect
Body Block	1	0	0	N	Target moves D6 inches in direction of attack
Club	3	0	0	Y	Only one attack/turn
Grab	0	0	0	Y	Unit cannot spend command point to disengage from HTH
Kick	2	0	0	N	Only one attack/turn
Jump Kick	4	1	1	N	Only one attack/turn
Punch	1	0	0	N	
Power Punch	3	1	1	N	
Stomp	3	0	0	N	See Rules

Game Modifiers

Attacker Modifiers	Bonus	CP Cost	Target Modifiers	Bonus	CP Cost
Accurate*	+1	0	Recon Suite*	-1	2
Called Shot**	+1	1	Light Cover (25-49%)	-1	0
Recon Suite***	+1	0	Heavy Cover (50-74%)	-2	0
Crossfire****	+1	0	Hover	-1	0
Suppressive Fire*****	+1	0			
Attack from Rear	+1	0			

Command Point Uses		CP Cost	Effect					
Steal Initiative	1	1	per friendly squadron	Steal on 6 on D6				
Dodge	1	1	per attempt/activation	D6 + PIL (Greater than or Equal to strike roll)				
Roll with Attack	1	1	per attempt/activation	Automatic (1/2 Damage, round up)				
Shield	1	1	per attempt/activation	D6 + PIL (Greater than or Equal to strike roll)				
Called Shot	1	1	per attempt/activation	Unit Cannot move				
Activate Electronic Attack Suite	1	1	per turn					
Activate Electronic Defense Suite	2	2	per turn					
Protect	1	1	per attempt/activation	Half damage to attacked and protecting unit (Round Down)				
Movement Costs		Inches	Requires Hands	Hand to Hand	Base MDC	CP Cost	Requires Hands	Effect
Turn less than 90	0	N		Body Block	1	0	N	Target moves D6 inches in direction of attack
Turn 90 to 180	1	N		Club	3	0	Y	Only one attack/turn
Turn 180	2	N						Unit cannot spend command point to disengage from HTH
Move Uphill (up to 1/2 height of unit)	2	per inch	N	Grab	0	0	Y	
Move Uphill (up to height of unit)	3	per inch	Y	Kick	2	0	N	Only one attack/turn
Climb Surface	1	per inch	Y					
Water (up to 1/2 height of unit)	2	per inch	N	Jump Kick	4	1	N	Only one attack/turn
Water (up to height of unit)	3	per inch	N	Punch	1	0	N	
Water (depth> unit height)	4	per inch	N	Power Punch	3	1	N	
Rubble	2	per inch	N	Stomp	3	0	N	See Rules

Turn Sequence

1. Command Phase

1. Refill Command Pools
2. Determine Initiative
3. Pre-Action Effects

2. Action Phase

1. Activation Step
2. Movement Step
3. Combat Step

Ranged

1. Choose Weapon System
 2. Choose Targets
 3. Determine Strike Bonuses
 4. Roll to Strike
 5. Attempt to Dodge
 6. Roll with Impact
 7. Record Damage
4. Resolution Step

1. Adjust Command Pools

Hand To Hand

1. Choose Attack
2. Choose Targets
3. Determine Strike Bonuses
4. Roll to Strike
5. Roll to Parry
6. Roll with Impact
7. Record Damage





VR-041 Grenadier Cyclones

Face it. You just love to blow shit up!

Abbreviation	Type	Range	MDC	Strike	Special
MM	Armor Piercing	12	2	1	None
	Fragmentation	18	1	0	Blast(2)
	High Explosive	18	2	0	None
	Plasma	12	3	0	None
	Smoke	12	0	0	Smoke(3)
SRM	Armor Piercing (Heavy)	18	5	1	None
	Armor Piercing (Medium)	24	3	1	None
	Fragmentation (Medium)	18	4	0	Blast(3)
	Fragmentation (Light)	24	4	0	Anti-Missile
	High Explosive (Medium)	24	5	0	None
	Plasma (Medium)	18	7	0	None
	Smoke	30	0	0	Smoke(4)
MRM	Armor Piercing (Heavy)	24	9	1	None
	Armor Piercing (Medium)	36	7	1	None
	Fragmentation (Heavy)	30	6	0	Blast(4)
	Fragmentation (Medium)	42	5	0	Blast(3)
	High Explosive (Heavy)	30	10	0	None
	High Explosive (Light)	42	6	0	None
	High Explosive (Medium)	36	8	0	None
	Multi-Warhead (Heavy)	24	7	1	Inescapable
	Multi-Warhead (Light)	30	5	1	Inescapable
	Plasma (Heavy)	24	11	0	None
	Plasma (Medium)	30	10	0	None
	Smoke	48	0	0	Smoke(5)
LRM	Armor Piercing (Heavy)	36	13	1	None
	Armor Piercing (Medium)	48	10	1	None
	Fragmentation (Heavy)	24	12	0	Blast(5)
	Fragmentation (Medium)	48	7	0	Blast(5)
	Fragmentation (Light)	54	5	0	Blast(5)
	Multi-Warhead (Heavy)	30	11	1	Inescapable
	Multi-Warhead (Light)	42	8	1	Inescapable
	High Explosive (Heavy)	42	13	0	None
	High Explosive (Light)	60	9	0	None
	High Explosive (Medium)	48	12	0	None
	Plasma (Heavy)	30	16	0	None
	Plasma (Medium)	36	14	0	None



UEDF TACTICAL BRIEFING

Veritech Valkyries

The Valkyrie is the most iconic mecha in the UEDF forces, and the entire Robotech series. It is not surprising then, that this versatile mecha is one of the most potent on the field of battle.

All Valkyries possess *Flight* and are characterized by their *Variable* ability that allows them to shift between three different modes: Fighter, Guardian, and Battloid. At the beginning of its activation a Valkyrie must choose which mode it will assume for the duration of that activation. Each mode possesses certain advantages and disadvantages. Taking advantage of each mode's strengths is key to effective Valkyrie use.



VF-15 in Fighter Mode

Fighter mode is characterized by its raw Speed of 12 and higher Defense of 6. As an *Aircraft* it may only make one 90 degree turn before moving in a straight line. The *Afterburner* ability provides it with a second move during its Resolution Step, meaning a Fighter Valkyrie can streak 24 inches across the battlefield without the expenditure of a single command point. All that speed comes at a price, and the *Fast Mover* ability means a Valkyrie in Fighter mode is limited to only firing one weapon system per turn.

Guardian mode is the classic jack-of-all trades. Benefiting from *Flight* like the Fighter mode the Guardian's Speed is nonetheless reduced to 10. The loss of *Afterburner* is made up by the addition of *Hover*, causing enemy attackers to suffer a penalty to Strike.

Battloid mode is the slowest of the three modes, reduced to a pedestrian Speed 5. Nonetheless, it is still capable of flight. Its more dextrous nature allows it to use the GU-11 Gunpod with improved efficiency, thanks to an increased Gunnery skill, doubling its range to 24 and allowing it to *Rapid Fire* and fire an additional time during its activation at the cost of a command point. However, it loses access to its powerful missile systems.

All standard Valkyries also share a common weapons packages, differentiated only by the configuration of the *AntiMissile* Head Lasers each is equipped with.

The GU-11 Gunpod is the Valkyries powerful, primary weapon system, and delivers a powerful short ranged MD 6 punch. While its *Rapid Fire* trait allows you to spend a Command Point to fire again.

The Wing Mounted Missile Hardpoints deliver their payload from a safe distance. Each hardpoint may fire a single volley of either 5 mini-missiles or 4 short-ranged missiles or 2 medium-ranged missiles or a single Long Range Missile per volley. The fighters have 2 hardpoints on each wing for a total of 6 volleys. Most of the time the Valkyries are armed with medium-ranged missiles.



VF-1D Veritech in Fighter Mode

VF1A/VF1J/VF1S/VF1D

The most common Valkyries in service are the VF1A, VF1J, and VF1S.

All three models are durable with MDC 14, but they are distinguished more by the quality of their pilot than their mecha.

The VF1A is the standard Valkyrie featuring an average Gunnery of 2.



VF-1S in Guardian Mode

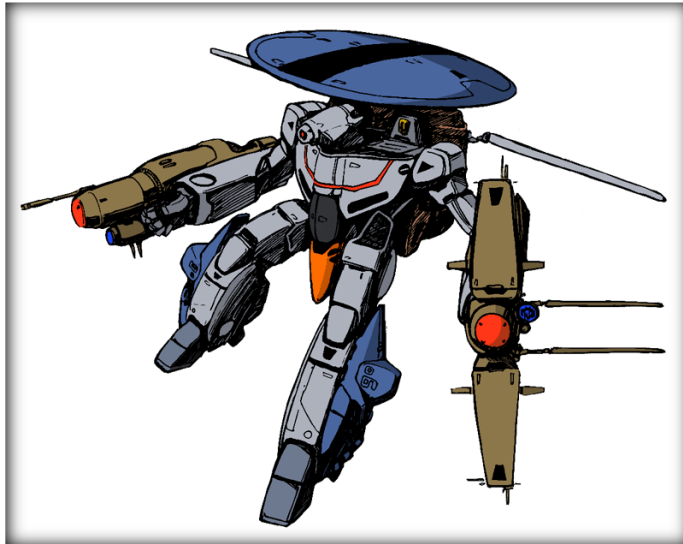
The VF1J "Officer" improves its average Gunnery by 1, but also features *Leadership* 2, generating an additional 2 Command Points.

The VF1S furthers the trend with another increase to its Gunnery and *Leadership* 4.

The VF1D gains *Leadership* 2 thanks to the officer in one seat, and can fire an extra weapon system per turn at a lower Gunnery due to the trainee in the other seat.

VF1R

The VF1R has a reinforced body granting it a 3 additional MDC. In addition it features an



VEF-1 in Battloid Mode

upgrade to the standard Valkyrie head mounted AntiMissile systems, and an additional MiniMissile System.

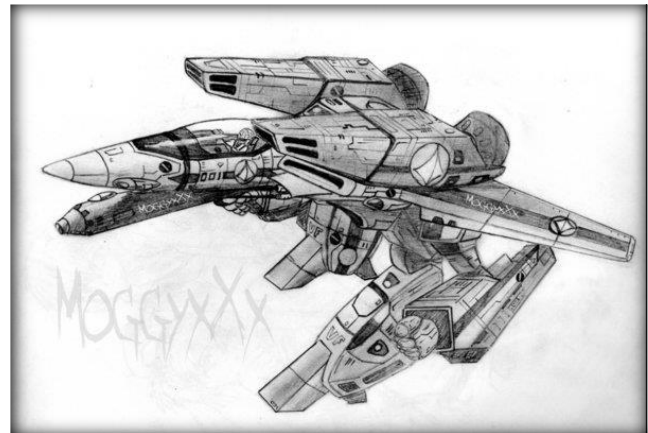
VEF1

The VEF1 is outfitted for electronic warfare, sacrificing its GU11 Gunpod for a *Jamming and Sensor Spoofing Pod* that makes the VEF1 untargetable by missiles, and grants all friendly mecha within 12 inches a free Dodge against incoming missiles if 2 Command Points are spent. It also features an *Electronic Attack Suite* that can spend a Command Point to inflict a penalty to Strike upon an enemy mecha.

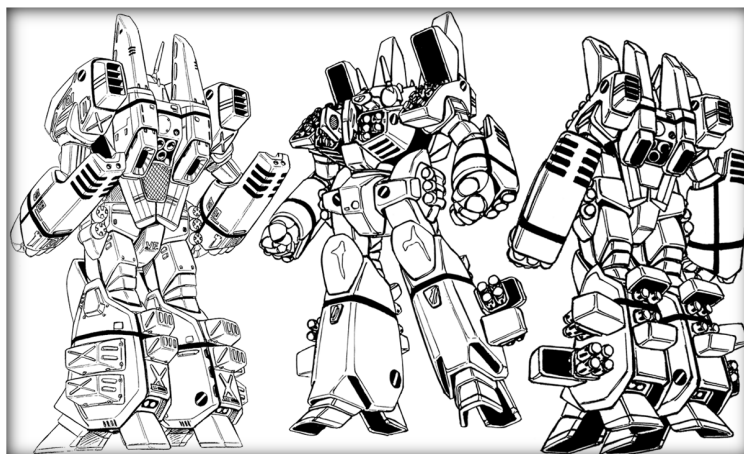
Super Valkyrie

The most immediate advantage of a Super Valkyrie are the enormous engines that grant it an incredible boost to its Speed of +4 in Fighter, +3 in Guardian, and +1 in Battloid. Speed alone is not the only improvement of a Super Valkyrie, equipping it with the devastating Hailstorm Missile Pack the fires endless swarms of Short-Ranged missiles into the approaching enemy.

The Super Veritech also has additional thrusters and better electronics adding to its PIL and GUN skills.



Super VF-1S in Guardian Mode



Armored VF-1J Veritech

Armored Valkyrie

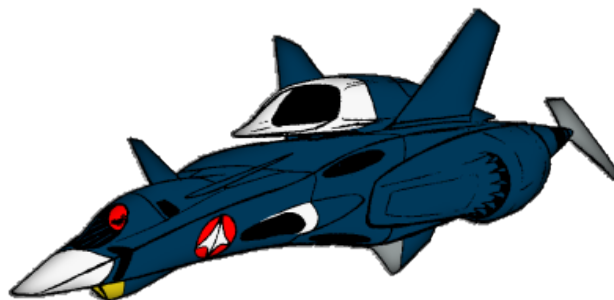
An Armored Valkyrie sacrifices its *Variable* nature to remain in Battloid mode and gain an Armor Pack that improves its MDC by 8 but reduces its speed. Improved durability is not the only benefit though, as the Armor Pack includes a Barrage Missile Pack that lights up any who stray too near. Should an Armored Valkyrie need to regain its maneuverability it can jettison its Armor Pack and revert back to a normal Valkyrie.

QF3000 Ghost Drone

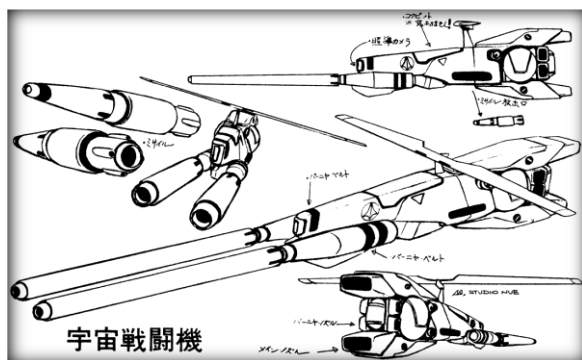
The Ghost Drone is a cheap and effective *Aircraft*. While it lacks skill in Gunnery and Piloting, its

Defense makes it a hard target to destroy.

When the Ghost Drone does manage to hit its foe few things can withstand its potent cannons that deal a powerful punch at 12 MD. In addition, to its cannons the Ghost features a Volley 4 missile system that can swap between short and medium range configurations. A Ghost Drone is typically armed with a mix of two salvos of four medium-range missiles and six salvos of four short-range missiles.



Ghost Drone



Lancer II Fighter

SF3A Lancer II

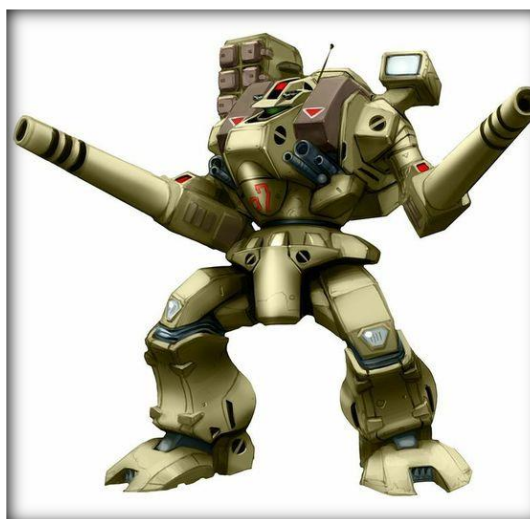
The Lancer II is function meets design in its truest form. The Double-Barrelled Plasma Beam Cannon, which makes up the majority of its body can target enemy mecha from an extraordinary 48 inch range and deals a respectable 10 MD!

Should the Lancer find itself swarmed its Short Range Missile system can put out 2 Volleys of 3 missiles to beat back the hordes.

Tomahawk Destroid

With a rugged 19 MDC and a versatile weapon payload, the Tomahawk is arguably the most versatile Destroid in operation. Thanks to its *Focused Fire* ability it is able to make use of two systems as long as it remains stationary.

Its signature weapons are the massive Dual Heavy Particle Accelerator Cannons that can strike up to two targets from 36 inches. Thanks to the cannons' *Overwhelming* trait an enemy cannot *Roll with Impact* against the 8 MD hit. Beyond the Particle Cannons, the Tomahawk is positively bristling with secondary weapons systems featuring two additional gun systems, and three different missile systems.



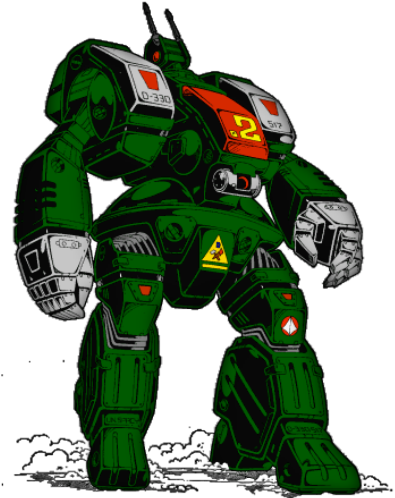
Tomahawk Destroid

It has a Multi Missile Pods located on each shoulder with 3 salvos or 4 missile in each for a total of 6. Over the right shoulder there is a 6 pack of medium missiles. These packs are normally loaded with fragmentation missiles that are used to destroy or break up concentrations of enemy forces. In addition the Tomahawk is armed with 12 mini-missiles fires on 4 volleys or 3 missiles for close in defense. Half the salvos are aimed to the front and the other half to the rear.

Spartan Destroid

The Spartan is most at home close in where it can use its hands and short ranged weapons systems. With a Speed of 7 the Spartan is surprisingly fast, closing the distance to the foe quickly while firing missile volleys from its Multiple Missile Pods.

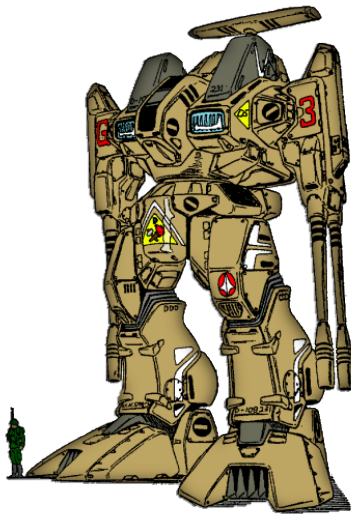
Once it has closed the Spartan makes use of its *Brawler* ability to make a free additional hand to hand attack and increase the damage it deals by 2.



Spartan Destroid

Defender Destroid

Less durable than other Destroids with MDC 11, the Defender is most at home when it can maintain its distance from the enemy and fire its AntiAircraft AutoCannons.



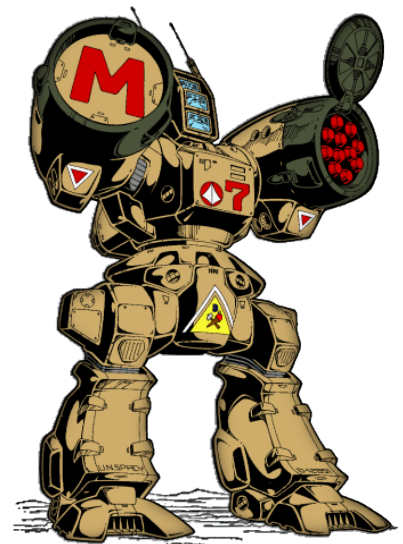
Defender Destroid

The Dual Cannons are a Defenders only weapon system, but they are an incredibly versatile one with *Accurate*, *AntiMissile*, *Rapid Fire*, *Rear Fire*, and *Split Fire* traits. Allowing it to remain stationary to improve its accuracy, shoot missiles from the sky, fire multiple time, shoot enemies in its rear arc, and shoot multiple targets—now those are guns!

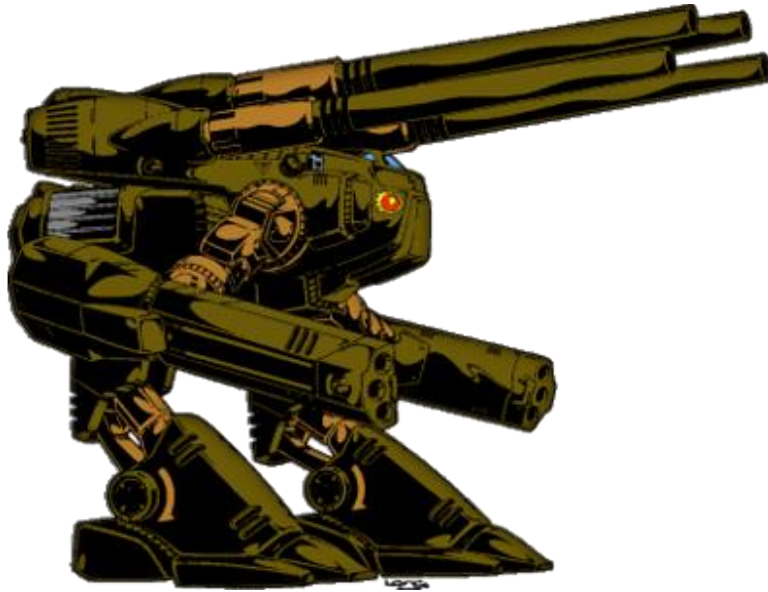
The cannons on the Defender can also be armed with air-burst munitions that do less damage but are perfect for taking down fast moving targets such as Zentraedi Gnerls in flight.

Phalanx Destroid

Lightly armored like the Defender the Phalanx features Dual Derringer Missile Launchers that use Long Range Missiles to strike opponents up to 60 inches away. The Derringer's are no ordinary missile launcher though, firing in volleys of 4 missiles, it often uses Fragmentation missiles with each missile possessing the *Blast* trait, the Phalanx carpets the battlefield in explosions at ranges of 48 inches. The large variety of Long Range Missiles gives the Phalanx a great deal of adaptability.



Phalanx Destroid



Monster Destroid

Mk.II Monster Destroid

The Monster is deserving of its name, and is the biggest mecha in the game and an MDC to prove it, able to withstand 24 points of damage, while its thick armor is further represented by its hefty Defense of 7.

The Monster's primary weapon system is its enormous 40cm Quad M400 Artillery Cannons. *Accurate*, and using the *Blast* template the cannons can reach enemies 60 inches away to deliver their 12 MD, *Overwhelming* payload. Should you really need something destroyed the Quad Cannons can sacrifice their next round of fire to double the damage of the current shot. Just in case the Quad Cannon didn't quite

finish them off it can unleash a volley with a size of its choosing from its Multiple Missile Launchers and fire off a few volleys of medium-range missiles.

ZENTRAEDI TACTICAL BRIEFING

Regult Battlepod

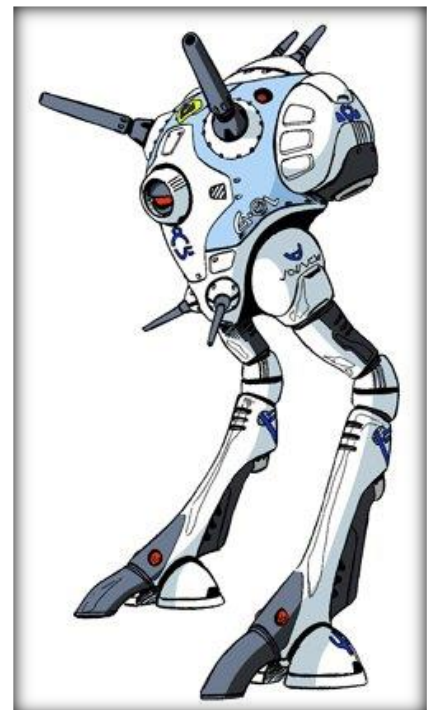
The Regult Battlepod is the backbone of any Zentraedi force. The bargain cost and low MDC 5 of a Regult squadron makes it easy to underestimate these tenacious units, a mistake few UEDF commanders live to regret.

The Regult's Defense of 6 makes it as difficult to hit as a Fighter Valkyrie. Its 5 inch movement is deceptively fast thanks to its Leap ability, effectively doubling its movement while ignoring obstacles.

While the Regults are effective on the run it is when they remain stationary that they are at their deadliest. Its Heavy Particle Cannons are solid midranged weapons (18") that benefit from the *Accurate* ability, granting them +1 to Strike if the Regult doesn't move. Adding to their stationary firepower, the *Focused Fire* ability allows them to fire an additional weapon system.

The top mounted Air-Defense laser turret does an excellent job of protecting Battlepods from missile strikes.

Perhaps the defining trait of the standard Regult is the *Life is Cheap* ability. Mecha with this ability do not generate any Command Points, but they do not generate any Victory Points



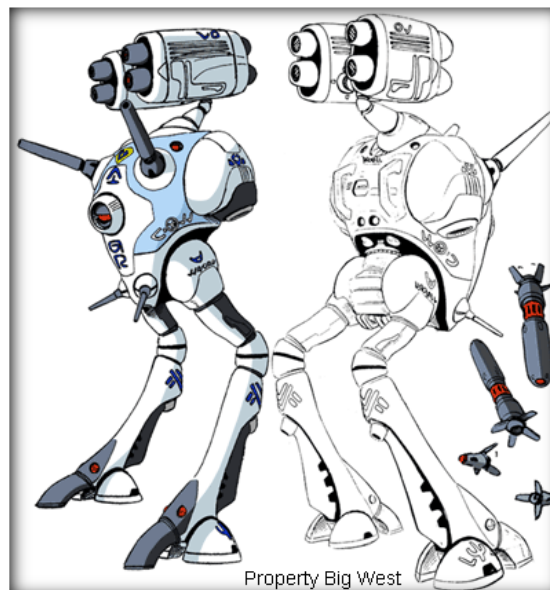
Regult Battlepod

for the enemy either. In addition, if a friendly mecha decides a Regult is in the way, they can blast them from existence with a smile.

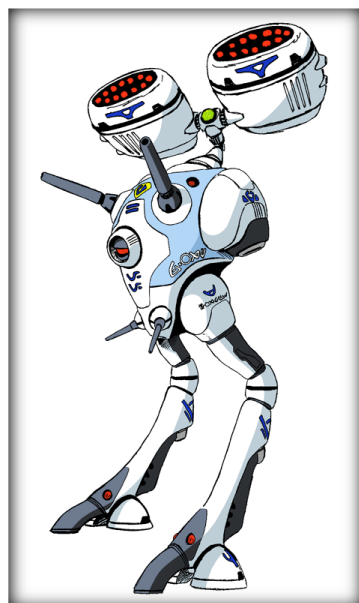
Gluuhaug-Regult

While not as nimble as the standard Regult, the Gluuhaug Light Artillery Regult makes up for any shortcomings in speed and defense with barrages of missiles. It loses the top mounted air-defense lasers and their anti-missile capability in the exchange for the firepower and versatility provided by the addition of the missile pods. The missile pods slow the unit to a Move of 4 and reduce it's Defense by one to a 5.

Benefiting from *Focus Fire*, the Gluuhaug is at home in a fortified position where it can fire both its Heavy Particle Cannons and its 313mm Missile Launchers. The 313mm Missile Launchers are a long range missiles that can extinguish targets up to 24" away. What they lack in range they make up in payload, unleashing a devastating 6 missiles per volley, dealing 5 MD each when armed with High Explosive warheads. Sometimes they are armed with Armor Piecing Warheads allowing them to more easily hit and damage their target but with a slight reduction in damage potential.



Gluuhaug-Regult



Serauhaug-Regult

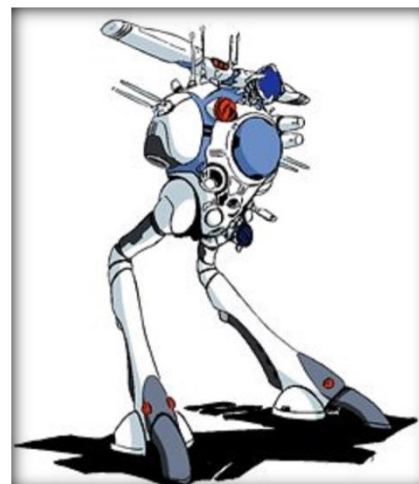
Serauhaug-Regult

The Serauhaug-Regult is the heavy artillery battlepod, and shares the same profile as its cousin the Gluuhaug-Regult.

Like the Regult and the Gluuhaug, the Sarauhaug features *Focused Fire* allowing it to remain stationary and fire both its most potent weapons. However, the Serauhaug's 791mm Tactical Ballistic Launcher fire up to four long-ranged missiles. Typically armed with Fragmentation missiles that have a 48 inch range and use the devastating Artillery *Blast Template*. With each missile's 5" radius, UEDF forces are punished dearly for lingering too close together.

Quel-Regult

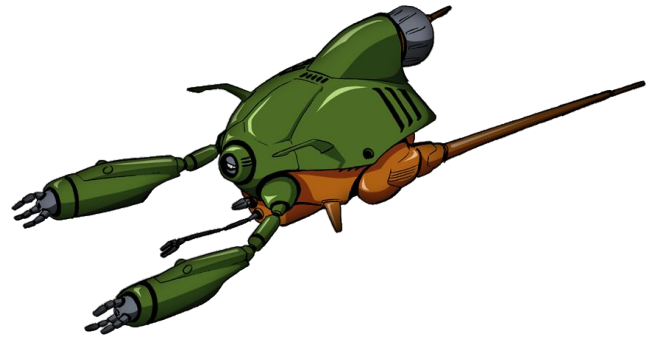
The Quel-Regult is a pure tactical option for a Regult squadron, and its weapon systems have been entirely replaced with a complex array of reconnaissance options. Featuring a standard Regult's defense and an improved Speed of 6, the Quel-Regult is difficult to pin down.



The Quel-Regult's *Advanced Reconnaissance Suite* provides all friendly mecha within 12 inches with a bonus to Strike with their ranged weapons. While its *Electronic Attack Suite* can utilize a Command Point to inflict a penalty to Strike against enemy mecha. Just to round out the Quel-Regult's tactical assistance it benefits from Leadership 2, providing the Zentraedi force with an additional 2 Command Points.

Quel-Gulnau

The Quel-Gulnau is a unit that is mostly tactical in nature. Its primary function is to recover units on the battlefield, dead or alive. The unit comes with 2 powerful arms that can do serious damage to any unit that allows it to come too close. Another feature of this unit is its anti-mecha taser mounted just below the unit's sensor eye. The unit also has a powerful array of communications and sensors because it is typically employed in debris strewn areas. These also can be used to help a commander boost his signal and improve communications with command.

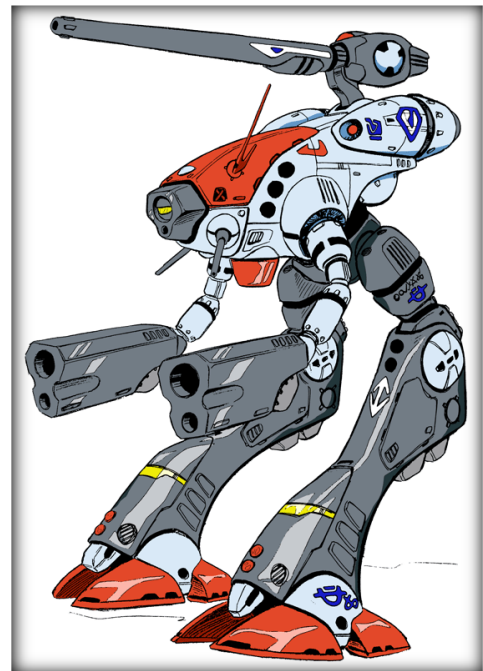


Quel-Gulnau

Glaug

The Glaug also known as the Officer's Battlepod, is not only the most impressive battlepod in the Zentraedi force, it is one of the most potent units in the game. Featuring a Speed and Defense of 7, the Glaug is a difficult adversary to lock on target.

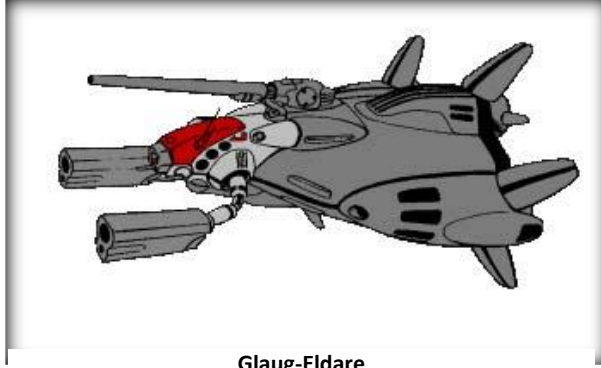
Bristling with weapon systems, the Glaug has a gun for every occasion. Its top mounted Charged Particle Cannon features the *Accurate*, *Inescapable* and *Overwhelming* traits, making it impossible to Dodge or Roll with Impact when hit with this weapon. Its forearms feature two different *Split Fire* weapons—Heavy Particle Cannons and Electromagnetic Rail Cannons—each system capable of firing at two separate targets. Not to be outdone in the missile department, the Glaug features 150mm Short-Range Missile Tubes allowing it to fire up to 6 missiles in volleys of its choosing over the course of the battle. The Glaug also has 2 smaller autocannons on its chin that have the Anti-Missile ability adding to its protection.



Glaug (Officer's Battlepod)

The Glaug is not just a machine of war, the Zentraedi officer within is a potent battlefield tactician, possessing *Leadership 4*, granting 4 additional Command Points to his forces. Added to all of this the Glaug has the *Spawn(6)* trait allowing it a chance to call in reinforcements. Any time a unit with the *Life Is Cheap* trait is near when it is destroyed the Glaug has a 1 in 6 chance of calling in a replacement for the unit destroyed.

Glaug-Eldare



Glaug-Eldare

The Glaug-Eldare features all of the potent weapon systems and abilities of the normal Glaug, with a potent booster system that increases its capabilities to unmatched levels. The most obvious benefit is the increase to speed, moving 12 inches; it also features the *Afterburner* ability causing it to make an additional secondary move of 12 inches during its Resolution Step.

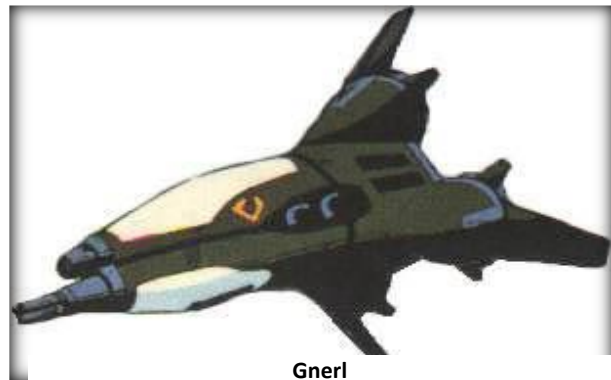
In addition to its speed boost, the Glaug-Eldare more than doubles its MDC from 9 to 19, and

gains two additional missile systems, ensuring it has a large enough payload for even the longest engagement.

The Glaug-Eldare also has the Spawn(6) trait just like the Glaug but the utility of the trait is greatly reduced since the Glaug-Eldare is typically in formation with Zentraedi Elite units, none of which has the Life is Cheap trait.

Gnerl

The Gnerl is the Zentraedi's lone *Aircraft*. As an aircraft it may only make a single 90 degree turn before moving in a straight line. However, it can never be pinned in close combat, and is unhindered by terrain or mecha it flies above. Like the Glaug-Eldare, the Gnerl possess the *Afterburner* ability forcing it to make a secondary move during the Resolution Step.



Gnerl

In combat the Gnerl features a Rotary Particle Cannon with *Rapid Fire* and *Overwhelming*—allowing it to be fired an additional time, and which enemy mecha cannot *Roll with Impact*. The Gnerl also features Air-to-Air Missile Launchers containing three volleys of medium-ranged missiles that fire in devastating volleys of 6.

Nousjadeul-Ger

The Nousjadeul-Ger is a rugged and practical power armored suit. It's relatively low cost and high MDC 10 makes it a tenacious squadron on the battlefield.



Nousjadeul-Ger

The Noujadeul-Ger's shoulder cannon provides moderate fire power at range, but the power armor's true strength lies in short ranges where it can use its *Rapid Fire*, Plasma Machine Pistol that packs a hefty 8 MD punch or its 64mm Grenade Launcher that uses the *Blast* Template.

Queadluun-Rau

Queadluun-Rau stands alongside the Glaug as the preeminent war machines of the Zentraedi. More durable than a Nousjadeul-ger, and faster than a Glaug; the Queadluun-Rau is increasingly difficult to destroy thanks to its *Hover* ability, penalizing enemy units to Strike rolls when targeting them.

The Queadluun-Rau features a dual version of the 64mm Grenade Launcher, doubling its damage to an impressive 12 MD, while maintaining its deadly *Blast* template. Its Triple-Barrel Particle Cannons are *Inescapable* and cannot be Dodged. Polishing off its array of weaponry is a deadly short ranged Mini-Missile Launcher that fires a swarm of 8 missiles!

Providing potent tactical assistance, each Queadluun-Rau possesses *Leadership* 2, making it so that a full squad of three generates an incredible 9 Command Points.

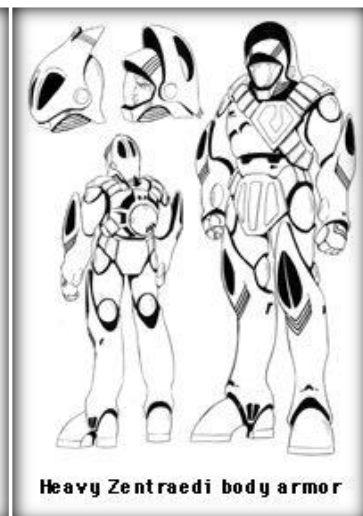
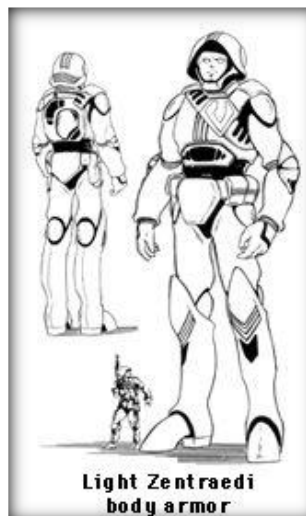


Queadluun-Rau

Zentraedi Infantry

Even out of their mecha a Zentraedi soldier is a formidable opponent. In large units they can quickly bring down even the mightiest opponents. Serau-Ger feature heavy armor that makes each soldier as durable as a Regult Battlepod. While not as durable the Gluu-Ger's reduced cost makes them easily available to swarm any fortified position.

Zentraedi Infantry can choose from a variety of weaponry—the *Accurate* and reliable Particle Assault Rifle; the explosive *Blast* template generating Flechette Cannon; or the hard hitting Shoulder-Fired Missile Launcher.



Unsurprisingly, a Zentraedi soldier expects to die gloriously on the field of battle and is easily replaced, thus just like the Regults they pilot, all Zentraedi Infantry possess the *Life is Cheap* ability.