

Robotech RPG Tactics

OPEN HOUSE 2015

Megaversal Ambassador Tournament Rules

Army Modeling, Construction, and Play

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Version 1.2

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# Introduction

With the onslaught of the Zentraedi hoard attacking Earth, the Megaversal Ambassadors, with the backing of Palladium Books, have organized a set of 'Rules of Warfare' to guide the forces of the Robotech World in their battle at the 2015 Palladium Open House Tournament. The rules will set the stage for fair and enjoyable games for all participants.

There is but one Golden Rule: The object here is to have fun. Unsportsmanlike conduct cannot be tolerated and results in a bad situation. Please, keep the perspective that this is a game and does not warrant angry outbursts or bad behavior.

While this is a game, it is highly recommended that players be restricted to ages 12 and older.

## Definition of Terms

Squad – A unit of Mecha that includes the Core Force Card and all Add-ons and Specials.

Mecha – A game piece used to play Robotech RPG Tactics. Each will have its own abilities and statistics. All game pieces are considered Mecha, even if the miniature is an aircraft, convoy vehicle, or a Zentraedi Warrior.

Army – A group of Squads whose point values do not exceed the allowable total point cost for the Tournament. An Army must be created using the restrictions listed in the Robotech RPG Tactics Rulebook.

Tournament Organizer – Patrick Jakubowski and anyone else appointed by Palladium for assistance.

Structure -- Any piece of terrain that has been assigned a MDC value and could be attacked and destroyed.

## Section I – Bringing an Army to War

Army point Maximum: 250 Points

Armies can consist of published core squadron cards, upgrades, add-ons, specials, and special characters only, commonly referred to as Wave 1 Miniatures and cards. The only exception is the Malcontent Air Superiority Card that has a Queadluun-Rau (FPA). The card (and point value) has been published and pertinent information can be referenced in the Robotech RPG Tactics Rule Book on Page 62, so this squadron can be used in your army. The miniature can be represented by the Gencon Special Miriya Female Power Armor. No other Core Force Squadrons with Wave 2 miniatures may be used.

Listed below are the basic requirements to bring to the Tournament.

### Miniatures

Almost goes without saying, however, a player must bring miniatures that represent his/her army to the Tournament. They must be fashioned as described below to be accepted as a tournament legal army.

Also, if the player has chosen Squads in his army that are restricted from/to one type of environment (such as Destroids who cannot battle in certain space scenarios), they must provide an alternative Squad, for the same point cost or less, for use in battles that run in the different environments. Only those Squads that are unable to operate in that environment may be changed out.

In addition, any Mecha with the Variable Mode trait must have three miniatures modeled in the three modes to represent each mode. Any Mecha with the Jettison trait must have the miniatures available that they would become, should they choose to use the trait. It would be permissible to reduce the number of minis, should it be possible to model the mini in such a way as to allow the removal of the jettisonable equipment (i.e. with the use of magnets).

## Convoy Vehicles and Objective Markers

Players must bring 3 Objective Markers (described below) and 2 Convoy Vehicle markers (described below) to the game in the event they run in a scenario using these markers. Often players create these markers to match that of their army.

## Army List

A player must bring 3 copies of their Army List showing all Squads, any upgrades and add-ons and with all point costs listed. One copy will be handed to the Tournament Organizers to be validated, another to the player's opponent during the battle, and the third to be retained by the player. At the end of each battle, opponents will return the army list to the original player. No changes may be made to the army list once it has been submitted to the Tournament Organizer for approval.

## Reference Cards and Stats

It is important to have all information and stat cards available during the game. Cards supplied with the game are encouraged to be used; however creating your own cards for each Squad to consolidate or simplify each Squad Card is acceptable. Should a player choose to create their own, they must have the other cards available (put away in the carry case or set aside) to prove that the ones created are accurate. If any discrepancy is noted, the player must fall back to using the Robotech RPG Tactics original reference cards.

All cards for the army must be present and all Squads and Mecha represented; including any optional Squads and Mecha changed by the Jettison trait.

## Dice, Blast Templates, Measuring Tape

Players are to bring their own dice. At the request of the opponent, dice may be scrutinized by the Tournament Organizers. At the decision of the Tournament Organizer, players may be required to use a set of Tournament supplied dice to replace questionable dice, or the player may be disqualified if it is determined that the dice are illegal (loaded or altered to favor a particular roll).

Blast templates must be brought for any army that has blast template weapons. These can be the standard game supplied template or a template of identical diameter to within +/-2mm. Ideally they should be translucent to allow spotting of targets underneath. Painting or coloring of the standard template is acceptable.

Players should also bring a small tape measure.

## Rulebook

All players must have a hard copy of the rulebook. PDF copies or photocopies of the rules are not allowed until such time that Palladium releases a PDF copy of the rules. Any and all of the latest FAQ from the Palladium Forums or Website will be used.

## Disqualifications

If for any reason, the player's army is disqualified before play begins (illegal army list) or the player fails to appear for sign in on Saturday morning, a player from the standby list will be chosen to take his place. If no players are available, the Round Robin bracket will be shortened.

If a player is removed or leaves during the tournament, the bracket may be adjusted and any player left without an opponent will gain an immediate victory. If two or more openings are created then those two players left without opponents will battle, unless they have already battled each other, in which case both players gain an immediate win.

## Section II – Scoring Methods

### Official MA Convention Tournament Scoring

#### Battle Champions

The tournament will have a series of games (6 games, 1 hour 45 minutes each) to determine placement and a ranking order of players. The event will be styled after a 'Round Robin' bracket with a balanced event location. In other words, no player plays the same opponent more than once and no player plays on the same battlefield more than once.

Winning a battle earns two Battle Points. A loss allows no Battle Points. After all of the rounds have been played, all Battle Points are totaled and surveys are summited. The surveys are reviewed and Survey Points totaled separately.

Since these games are timed, and may not reach the conclusion, 15 minutes before the end of the time limit, a warning will sound. Players have 15 minutes to complete that round. Players should not start a new round after the warning. At the point of the time limit, players will put down their dice. The winner is determined by the Victory Conditions of the scenario. If there is no winner then use the conditions listed below:

Scenario	Victory Conditions if game times out:
Dog Fight	Determined by Victory Points calculated at the time limit. If VPs are equal, the game is a draw.
Take and Hold	If victory conditions are not met, the game is a draw.
Pitched Battle	Determined by Victory Points calculated at the time limit. If VPs are equal, the game is a draw.
Recovery	The game is a draw if no player managed to achieve the victory conditions.
Demolition	Cannot be a draw. If the bunker remains, the defender wins.
Convoy Defense	Cannot be a draw. See Victory Conditions in the Rule Book.

Games that are a draw will award each player 1 point.

The final ranking should be established from First Place (Battle Champion) to 8th place based on the Battle Points. In the case of a tie in Battle Points for any of the rankings, the 'tie breaker' will be the most 'Wins'. If those items still cannot determine the winner of a tie, the Tournament Organizer(s) will total just the Sportsmanship category of the Survey Data for each tied player to determine a winner of the tie.

## Painting Champion

Players should assemble and place their armies within a dedicated 2 foot square area for judgment of their modeling and painting abilities. This area should be empty with exception of the army. All miniatures will be displayed, including all modes of Mecha with the Variable Mode trait, all Mecha and sub Mecha with the Jettison trait, all optional Squads for scenario compatibility, objective markers, Convoy Vehicles, and a copy of the army list for reference.

There is a three color minimum paint requirement for entry into the tournament.

Three Color Minimum: The model must be primed. Three paint colors (not including paint on the bases or primer) must show on the model to include a base color and two accent colors. How these colors are applied is solely the judgment of the player. The base is not required to be painted or accented. This is also to allow those armies that are in process of being painted.

There will be a Panel of Judges, artists and special guests, (5 people) to judge the armies and will fill out the Hobby Surveys (see attachment A). Each army will be judged by nine different categories ranked 1 (Poor) to 10 (Best):

- Craftsmanship – How well are they assembled. Do they have mold lines, broken limbs, flashing, etc.?
- Painting – How well is the paint job? Is it a three color minimum or blended for shadows?
- Appearance – How well does the army look together? Does it follow a theme? How interesting is the Army? Does the army have converted models to make them unique? Different poses? Are the bases modeled? Do the Mecha have all of the included Built in Upgrades?

Each player will be handed surveys during the tournament that would judge each of the opponent's armies. This will be done just after the Panel of Judges review but before play starts (See attachment B).

While the gameplay tournament is running this data should be collected and a list of the top 8 Painted Armies should be determined by the high scores. Scores will be the combined total of all of the Hobby aspect scores from the Judges Surveys (if available) and all of the scores that army received from the opponents. The winners should be ranked from 1<sup>st</sup> Place (Painting Champion) to 8<sup>th</sup> Place.

## Tournament Champion

An additional award of Tournament Champion will be determined by the lowest score after adding the Battle Ranking and the Hobby Ranking of those players that ranked in both top 8 lists. If no Player ranked in both lists, the 1<sup>st</sup> place Battle Rank Player will receive the Tournament Champion. In the event of a tie in the lowest points, Tournament Champion goes to the player with the highest rank in the Battle Ranking among those that tied.

## Section II – Mecha modeling

### Assembly

#### Modeling for Advantage

Modeling for Advantage: Changing the way a miniature is mounted, posed, or assembled, in an appearance to gain an advantage in game play.

An example of this would be to mount all VF-1s in Battloid mode in the prone position to lessen Line of Sight (LOS). Modeling for Advantage is strictly prohibited in MA Tournaments. Judgments about Modeling for Advantage are left to the Tournament Organizer with the guidelines below.

#### Modeling for Aesthetics

Modeling for Aesthetics: Changing the pose of a miniature for a more natural or dramatic position for a better appearance on the battlefield.

An example of Modeling for Aesthetics would be to put a Tomahawk in a running position, where the vertical placement of the center torso is at the same height as a standard pose. Modeling for Aesthetics is highly encouraged and bring a better looking army to the table.

#### Posing Mecha

When assembling minis for tournament use, it is encouraged to change the standard poses of the production minis for a more dramatic or enjoyable position. But doing this could be construed as Modeling for Advantage should the position of the core of the mini (the center of mass) change dramatically as to gain an advantage in LOS. This could be done by lowering the center of mass to be able to hide behind terrain, or raising the center of mass to get a better LOS on targets. In either case, it could disqualify the player from participating in the tournament.

Center of Mass Modeling rule: Miniatures Center of Mass (Center point on the torso) should not be raised higher than 3 inches (75mm) above the tabletop. This would include any “swoosh” flight stand or modeled support that may be used. Also, the Center of Mass should not be lower than ¾ inch (20mm). The center of mass should also be modeled to be at or near the center point of the base thus minimizing the miniature from overhanging the edge of the base.

#### Flight Stands

Flight stands may be replaced with any means of modeling from clear stands to sculpted engine exhaust as long as it does not violate the Center of Mass rule above.

#### Bases

Bases may be replaced or uniquely modeled with these restrictions:

1. The diameter of the base matches that of the original base within +/-2mm.
2. The base is marked with Front/Rear arch indicators and the facing indicator.
3. The base does not cause the miniature to exceed the Center of Mass Rule.

## Painting

Painting your army is highly encouraged, and necessary for good placement in the Painting Champions and Tournament Champion.

### “Counts As” and WYSIWYG (What You See Is What You Get)

Some players want a unique army and spend lots of time modeling them to be different in appearance from the standard minis. An example would be to replace the arms on the Defender with custom rotary cannons. This is acceptable for MA Sponsored Tournament as long as it is made clear on the army list and to the opponent what the mini is representing and the stats for the core mini have not been altered.

Some players may go further and replace the core mini with another Robotech RPG Tactics Miniature. In example, they may make ‘FrankenMecha’ for use with the Malcontent Army by using the core of a Veritech and arms of the Spartan, and use the stats for a Spartan. This is also acceptable for MA Sponsored Tournament as long as it is made clear on the army list and to the opponent what the mini is representing and the stats for the represented mini have not been altered. Any Mecha with the Variable Mode trait must have three miniatures modeled in the three modes to represent each mode. Any Mecha with the Jettison trait must have the miniatures (or representations as stated above) for the Mecha created after using the ability available.

Sometimes players still go further and replace the mini altogether with a similar style mini from another manufacturer. This is not allowed in this tournament. The core of the mini must be a Robotech RPG Tactics Miniature. It can be altered, sculpted, added to, and changed, but the core must be recognizable as a Robotech RPG Tactics Miniature. Objective Markers and Convoy Vehicles are exempt from this requirement.

Built-In Upgrades for Mecha need not be modeled on the miniatures for game play. It must be clear to the opponent (clearly listed on the Army List) how the Mecha is equipped. Consideration for modeling for the Hobby Ranking should include this aspect, however. An army with the proper Built-In Upgrades on the miniatures should rank better in that category than those without.

## Section III – Army construction

### Point Value

Palladium Open House 2015 Tournament Point value of Armies is 250 points.

Armies can consist of published core squadron cards, upgrades, add-ons, specials, and special characters only, commonly referred to as Wave 1 Miniatures and cards. The only exception is the Malcontent Air Superiority Card that has a Queadluun-Rau (FPA). The card (and point value) has been published and pertinent information can be referenced in the Robotech RPG Tactics Rule Book on Page 62, so this squadron can be used in your army. The miniature can be represented by the Gencon Special Miriya Female Power Armor. No other Core Force Squadrons with Wave 2 miniatures may be used.

A player’s Army list must include optional Squads that may not be available in the selected scenario due to special rules such as Space Battles. Players must supply Squads of equal points or less as replacements and have them listed on the army list as Special Scenario Replacements. It must be made clear what Squad they will replace.

It must be noted that there could be a space battle scenario that will allow Destroids that have a space battle restriction. See the scenario write up at the beginning of the battle for any restrictions.

Should a player not have replacement Squads, and have Mecha that are unusable in the scenario, the player will have to battle without those Mecha.

## Special Characters

Special characters may be used in tournament play, even if both sides have the same character. Follow the special character rules in the Robotech RPG Tactics Rule Book for use with the Malcontent Army list and available characters for that army. Only one of a particular special character may be used in any player's army list (i.e. you could have Max and Miriya, but not two of Max).

Converted Special Characters from Player Characters out of the Robotech RPG Game will not be allowed.

## Army Sheets and Validation

A player must bring three copies of their Army List showing all Squads, any upgrades, add-ons, optional Squads, and Mecha created by the Jettison trait (see Attachment C for an example). All point costs should be itemized and listed (i.e. Spartan GU-11 Gunpods – 10pts). One copy will be handed to the Tournament Organizers to be validated, another to the player's opponent before each battle, and the third to be retained by the player. At the end of each battle, opponents will return the army list to the original player.

Tournament Organizers must validate all army lists during the tournament and verify all miniatures are suitable for play.

## Convoy Vehicles and Objective Markers

Objective Markers for use in the 'Take and Hold' scenario and Loot Markers for use in the 'Recovery' scenario should both be categorized as Objective Markers. Players need to bring three of these markers with their Army to a Tournament for use should one of these scenarios be selected for play. If the 'Take and Hold' scenario gets selected, players may choose which players markers are used by agreement or by the roll of the dice. In the case of the 'Recovery' scenario, both players will use their Objective Markers. Specifications are listed to the right.

### **OBJECTIVE MARKERS**

The size of the objective marker does not have an effect on game as distances should be measured from the center of the markers and not the base diameter, however it is best to standardize and limit the size of the markers to eliminate confusion.

Objective Markers should be no smaller than 30mm in diameter (small base) or larger than 40mm in diameter (standard base). They can consist of just a base, poker chip, or crafted to have some debris or small miniature mounted on a base. In either case the miniature should not extend more than 40mm high (1.57 inches) and not extend more than 13mm (1/2 inch) past the bases diameter.

Special Note: While playing the 'Take and Hold' scenario, an objective is held or contested if any part of the base of a Mecha is within 4 inches of the CENTER of the objective marker. Objective Markers will NEVER block LOS.

Convoy Vehicles are special Mecha designated by the 'Convoy Defense' scenario. Players must bring 2 Mecha that can be used as a convoy vehicle. Specifications are listed below. Defending Players will use the Convoy Vehicles they brought with their armies. Should a Player have an objection to the use of a particular Convoy Vehicle due to the appearance of Modelling for Advantage, a Tournament Organizer will make the determination what models are used in the battle.

Special Note: The Convoy Vehicle squadron is a Squad that activates separately from other Squads in the army giving the defender an additional Squad to activate. Convoy vehicles will block LOS.

### **Convoy Vehicles**

Convoy Vehicles must be mounted on a 40mm base (Standard Mecha Base). It may be modeled after a large truck, aircraft, or spacecraft. Many different manufacturers offer suitable miniatures that could be used for the Convoy Vehicle. For the sake of simplicity and game play, Convoy Vehicles should not be more than 4" (100mm) wide, 4" (100mm) long, and 3" tall (75mm), roughly the size of the Zentraedi Recovery Pod. In every case, they should have a main body with wheels, wings, engines, or other attachments. Also they must have a specific forward facing direction, either obvious from the model, or marked on the base. Please keep in mind that Modeling for Advantage is not allowed, so tiny miniatures (taking advantage of lack of LOS) and blocks that fill the entire allowable space (taking advantage of LOS to block other Mecha) , would not be allowed.

### **Squad Cards and Upgrades**

It is important to have all information and stat cards available during the game. Cards supplied with the game are encouraged to be used; however creating your own cards for each Squad to consolidate or simplify each Squad is acceptable. Should a Player choose to create their own, they must have the other cards available (put away in the carry case or set aside) to prove that the ones created are accurate. If any discrepancy is noted, the player must fall back to the using the Robotech RPG Tactics original reference cards.

All cards for the army must be present and all Squads represented; including any Mecha changed by the Jettison trait, substitute Squads (Squads that are required due to scenario restrictions) and Convoy Vehicles. All upgrades must be clearly marked and selected on the Squad cards as well as clearly defined on the army list.

At the time of this writing, Convoy Squads do not have a stat card of their own and must be created by the player. The information on the stat card may be challenged and compared to the information on page 80 of the Robotech RPG Tactics Rule Book.

## **Section III – Game Play**

### **Sportsmanship**

The object for these tournament rules is to provide an even and fair playing field so players can challenge other players to fun games of strategy and dice rolls. These are games and not worthy of angry outbursts, name calling, or ranting.

Unsportsmanlike conduct is prohibited at any tournament run by the MAs. Name calling; hostile or idle threats against the opposing player, Tournament Organizers, or spectators; and arguing with the Tournament Organizers after judgments will result in disqualifications.

If a rules conflict happens, the players can agree to choose to roll off or ask for a Tournament Organizer. The Tournament Organizer will hear both sides. Based on the rules and this document they will determine the appropriate action. If a player finds this unfair, he may request a conference with

another Tournament Organizer (should one be available). The two Tournament Organizers will decide on the appropriate action. Once the decision of the joint discussion has been made, it is final.

## Movement

### Premeasuring

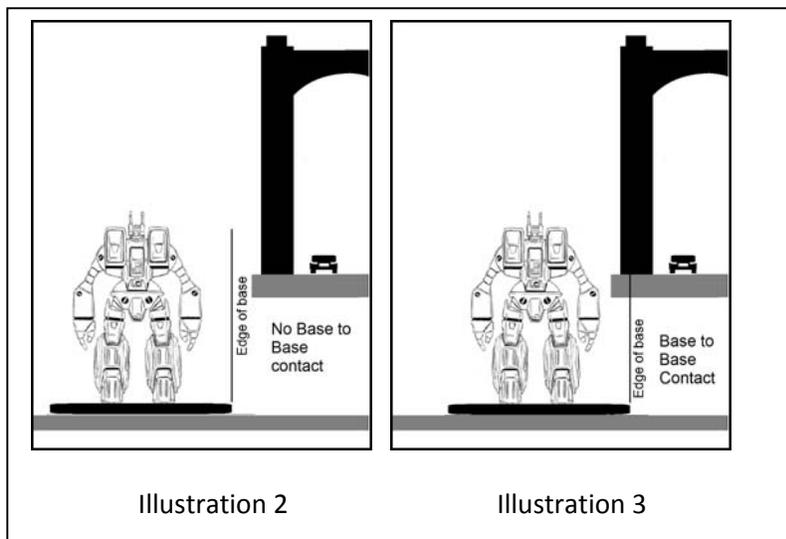
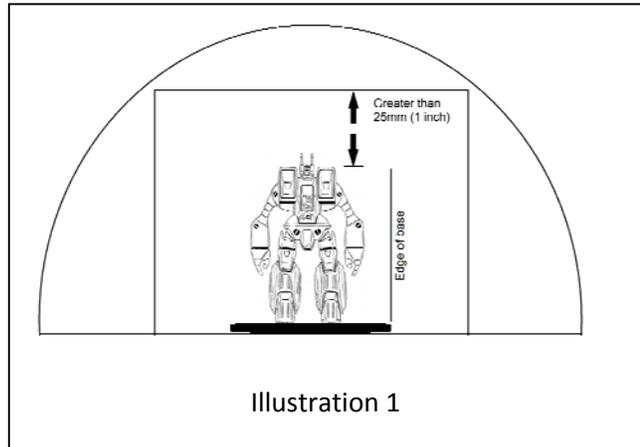
Premeasuring is always allowed.

### Base to Base Contact

Use the following rules to determine BtB Contact:

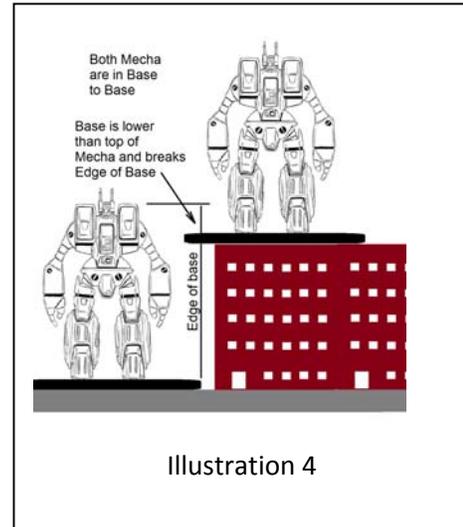
NOTE: A Structure is defined as any piece of terrain that has been assigned a MDC value and could be attacked and destroyed.

- BtB Contact would be defined as the base of a Mecha touching any part of a Structure. This would include touching beside or on top of the structure.
- When using large open Structures such as Stadiums, Mecha Repair bays, or Aircraft Hangers, it is possible to be inside the building without having BtB contact with it (See Illustration 1). If the structure is greater than 1" above the miniature and does not break the edge of the base, the Mecha does not have BtB contact with the structure. If the Mecha has the Flight, Hover, or Leap ability, this range is extended to 75mm or 3 inches.



- In the case of a bridge or overhang (or other terrain structure with MDC) where Mecha base cannot come into contact with the Structure due to the overhang or span of the bridge but the miniature can, BtB contact is defined as the point where the Base enters the overhang ( see Illustration 2 and 3).

- BtB with other Mecha can be made if the two Mecha are on different levels. They would be considered BtB if the base of the Mecha above can break the edge of the base of the Mecha below AND be lower than the height of the Mecha, excluding antenna or weapon barrels. (See Illustration 4). The reverse is also true. They would be considered BtB if the base of the Mecha below can break the edge of the base of the Mecha above AND be taller than the height of the Mecha's base.



## Combat

### Engaged in Hand to Hand

If a Mecha has BtB contact (as defined above) with a Structure, the Mecha may choose to engage the building in HtH or choose to attack at range other Mecha or Structures with which it has LOS. It may not use its weapons against a Structure with which it has BtB contact.

### Determining LOS

#### Items that Block LOS:

- Miniatures excluding those belonging to the attacking mecha's squad
- Structures (as defined above in BtB Contact).
- Any terrain that is part of the scenery that obstructs the view of the Mecha.
- Convoy Vehicles.

#### Items that do not block LOS:

- Smoke (It would be categorized as soft cover or -1 to hit)
- Flight stands
- Mecha bases including any scenery on the base.
- Objective or Loot Marker.

LOS is determined by a direct line from center of mass of the attacker to ANY point on the center of mass for the target. If that line is obscured AND more than half of the miniature is blocked by items determined to block LOS, then the Mecha does not have LOS and can't be targeted. However, weapons with the Missile or Indirect Fire trait may in some cases still target those Mecha as per their rules.

If a LOS disagreement occurs, the players may choose to roll off or request a judgment from a Tournament Organizer.

### Revealing Mecha Status

At any time a player may request to see the status of any opposing Mecha. The current status, such as ammo load or damage must be revealed to the player.

### Blast Template Area of Effect

Blast Templates will affect every mecha under the template no matter the height of the mecha or any terrain. This may at times seem unrealistic if there are large terrain structures that can place mecha on extreme heights, but keeps the rules simple and even.

Attachment A -- Robotech RPG Tactics Tournament - Judges Survey -- Judges Name: \_\_\_\_\_

Thank you for participating in the Hobby Awards of the Robotech RPG Tactics Tournament. Your evaluation as an unbiased judge will be considered in the final standings of the participants of this tournament. Please rate (by circling) from a Rank of 1 (worst score) to 10 (best score). Please consider the following questions and answer to the best of your ability.

Army Name: \_\_\_\_\_ Players Number: \_\_\_\_\_

**Craftsmanship** **Total Craftsmanship Score:** \_\_\_\_\_

**How well are the mold lines removed from the minis?** 1 – Clearly Visible... 10 - No Mold Lines

1 2 3 4 5 6 7 8 9 10

**Are the poses natural and dynamic?** 1 – Static, not Natural ... 10 – Dynamic and Natural

1 2 3 4 5 6 7 8 9 10

**Is there any glue visible on the miniatures?** 1 – Yes, all over ... 10 – No, not visible.

1 2 3 4 5 6 7 8 9 10

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**Painting** **Total Painting Score:** \_\_\_\_\_

**Is the miniature painted (at least 3 colors and fully covered)?**

1 – No paint...5 – Three Color Minimum... 10 – Fully painted and detailed

1 2 3 4 5 6 7 8 9 10

**Is the miniature painted well (i.e. sharp color lines, no drips or uneven paint)?**

1 – No paint ... 5 – Painted but messy... 10 – Crisp and clean lines

1 2 3 4 5 6 7 8 9 10

**Is the miniature painted with advanced techniques (Shading, Lining, Dry brushing, or Non-Metal Metallic)?** 1 – No shading ... 10 – Painted Well Using Advanced Techniques

1 2 3 4 5 6 7 8 9 10

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**Appearance** **Total Appearance Score:** \_\_\_\_\_

**Does the army have a theme (Particular unit with markings, painted alike, or follow canon) ?**

1 – No theme... 10 – Follows a theme well and looks good together

1 2 3 4 5 6 7 8 9 10

**Are there converted pieces that add to the visual appeal of the army?**

1 – No conversions ... 10 – Well done conversions

1 2 3 4 5 6 7 8 9 10

**Is the army unique in any way (posing, painting, assembly)?**

1 – Standard ... 10 – Army stands out and is truly unique

1 2 3 4 5 6 7 8 9 10

**Grand Total:** \_\_\_\_\_

Attachment B -- Robotech RPG Tactics Tournament --

**Players Survey -- Players Name:** \_\_\_\_\_

Thank you for participating in the Robotech RPG Tactics Tournament. Your evaluation of the other players will be considered in the final standings of the participants of this tournament. Please rate (by circling) from a Rank of 1 (worst score) to 10 (best score). Please consider the following questions and answer to the best of your ability.

**Opponents Name:** \_\_\_\_\_

**Craftsmanship**

**How well are the minis assembled (consider mold lines, glue lines and poses)?**

1      2      3      4      5      6      7      8      9      10

**Painting**

**How well are the minis painted (consider level of paint quality and professionalism)?**

1 – No paint...5 – Three Color Minimum... 10 – Fully painted and detailed

1      2      3      4      5      6      7      8      9      10

**Appearance**

**How well does the army appear on the battlefield? (Consider theme, conversions, and canon) ?**

1 – Dull, not painted... 10 – Follows a theme well and looks good together

1      2      3      4      5      6      7      8      9      10

**Grand Total:** \_\_\_\_\_

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# Battle Report

ROUND: \_\_\_\_\_ Table Number: \_\_\_\_\_

Your Number: \_\_\_\_\_

Opponents Number: \_\_\_\_\_

Did you WIN:            YES            NO            DRAW

Sportsmanship: Please rank your opponents sportsmanship level:

1 = Abrasive and belligerent, 10 = Friendly and courteous even when loosing.

1      2      3      4      5      6      7      8      9      10

Other information:

Number of rounds? \_\_\_\_\_

Was the scenario fun to play?      YES NO

Attachment C – Sample Army List

Player Name: AJ Black  
 Tournament: MegaversalCon

The White Knights (UEDF Force)

**Squadron 1**

<b>Valkyrie Squadron</b>		80	Pts
Built in Upgrade: Long Range Missiles		15	Pts
Designations:			
WHT-1	VF-1J		
WHT-2	VF-1A		
WHT-3	VF-1A		
WHT-4	VF-1A		
<b>VF-1S Special Support</b>		30	Pts
Built in Upgrade: Long Range Missiles		4	Pts
Designations:			
Skull Leader	VF-1S		
<b>Character Roy Fokker</b>		30	Pts
	Squadron Total	<b>159</b>	Pts

**Squadron 2 (Primary) - Space Battle Restriction**

<b>Fire Support Squadron</b>		60	Pts
Built in Upgrade: Phalanx Artillery Rockets		10	Pts
Designations:			
DEF-1	Defender		
DEF-2	Defender		
PHX-1	Phalanx		
PHX-2	Phalanx		
<b>Defender Support Squad</b>		20	Pts
Designations:			
DEF-3	Defender		
DEF-4	Defender		
	Squadron Total	<b>90</b>	Pts

**Squadron 2 (Option) - For Space Battles**

<b>Valkyrie Squadron</b>		80	Pts
<b>VF-1R-Upgrade</b>		10	Pts
Designations:			
BLU-1	VF-1J		
BLU-2	VF-1A		
EX-1	VF-1R		
EX-2	VF-1R		
	Squadron Total	<b>90</b>	Pts

<b>Force Total (Primary)</b>	<b>249</b>	Pts
<b>Force Total (Option)</b>	<b>249</b>	Pts