

Robotech Collectible Card Game Rules

Version 0.995

Players can enter the world of Robotech and battle with characters and mecha from the classic anime TV show.

Cards:

There are 4 types of cards in the basic set of Robotech:

Character Card:

- a.Card Name
- b.ProtoCost
- c.Character Type
- d.Battle Type
- e.Ability Effect
- f.Weapon Value
- g.Armor Value
- h.Weapon Value Bonus
- i.Armor Value Bonus
- j.Speed Value Bonus
- k.Action Effect



Mecha Card:

- a.Card Name
- b.ProtoCost
- c.Mecha Type
- d.Battle Type
- e.Ability Effect
- f.Weapon Value
- g.Armor Value
- h.Speed Value
- i.Action Effect



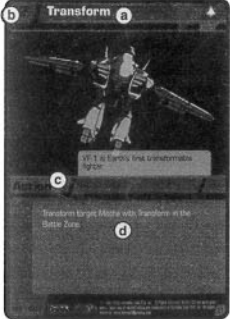
Vessel Card:

- a.Card Name
- b.ProtoCost
- c.Vessel Type
- d.Battle Type
- e.Ability Effect
- f.Weapon Value
- g.Armor Value
- h.Speed Value
- i.Action Effect



Action Card:

- a.Card Name
- b.ProtoCost
- c.Action Type
- d.Action Effect



How to win:

The first player to accumulate 25 Battle Points wins. Battle Points (BPs) are usually gained in two ways:

- 1.Attacking your opponents Base Zone directly and gaining BPs equal to the total Weapon Value of your attacking Units
- 2.Destroying other Units during battles and gaining BPs equal to the ProtoCost of Characters and Mecha you defeat

Setup:

- Each player has a 50-card deck (25 cards for the starters).
- To begin the game, determine who goes first randomly (using dice, rock-paper-scissors or a coin-flip).
- Each player draws 4 cards.
- Mulligan Rule: If a player does not like his first 4 cards, he may put them on the bottom of the deck (do not shuffle) and draw 4 more. This can only be done once.
- Each player has 3 in-play zones:
 - a. Battle Zone: Top area where Units attack, defend or use abilities.
 - b. Base Zone: Middle area where Character Cards and Mecha Cards are put into play.
 - c. Proto Zone: Bottom area where you optionally place face-up cards to instead of playing a Character card. Cards in the Proto Zone are called ProtoCards and any effects on the card are not considered played unless otherwise stated. Cards in the Proto Zone become ProtoCards and do not count towards the restrictions of copies of Character or Mecha cards in play at one time. The cards in the Proto Zone are ProtoCards whether they are face-up or face-down.
- Each player also has two out-of-play areas for their deck and their discard pile.



Game/Card terms:

- **Pilot:** A 'Pilot' is a Character card with the Pilot type.
- **Unit:** A 'Unit' is a card or group of cards that are able to battle and can either be a Mecha, a Pilot or a Mecha with a Pilot.
- **Race:** This is a class type of Character/Mecha/Vessel cards. Examples are Earth and Zentraedi. This is designated in the Type area.
- **Allegiance:** This is a sub-group for different Character/Mecha/Vessel cards. Examples are Vermillion, Azonia's Forces and Blue Squadron. This is usually designated in the game text box.
- **ProtoLevel:** Protoculture is the main source of energy used by Robotechnology. During the game, your ProtoLevel is designated by counting the number of ProtoCards and Characters/Vessels you have in play. This number is your ProtoLevel. This number can change during the course of the turn as ProtoCards/Characters are put into play or discarded.
- **ProtoPoints:** ProtoPoints are generated during the ProtoCount step of the Mobilize phase. At the beginning of the ProtoCount step, you will generate ProtoPoints equal your current ProtoLevel (the number of ProtoCards and Characters/Vessels you have in play). That number is the total amount of points you are allowed to use to play Mecha.

Playing Effects:

Action cards and game text in the Action area of Character and Mecha cards are played as effects. They may be played during your active turn or during another player's active turn. To play effects, you must have the same number of ProtoCards and/or Characters equal to the cost of the card that you are using the effect for. You may play more than one effect as long as the cost of each effect is equal to or below your ProtoLevel (the total number of ProtoCards/Characters you have in play). Action effects can be played from hand or when face up in the Proto Zone. When an Action effect is played from hand, the card goes to the discard pile. When an Action effect is played from a face-up card in the Proto Zone, the card is placed face-down.

Using Unit Abilities:

Unit abilities are game text in the Ability area of Character and Mecha cards. Some abilities are continuous or always on, others are triggered and some need to be used. Abilities may be used during your active turn or during another player's active turn. Abilities can create effects.

The Clip:

When effects are declared, they are put in the clip. Like a clip for a weapon, you put in effects one at a time, the first effect in, is the last one out. Once all players have passed putting effects in the clip, the clip will resolve the effects one at a time starting with the last effect to be put in the clip. Whenever an effect has resolved out of the clip, players may put more effects in the clip, starting with the Active player.

When you can use Unit Abilities or play Effects:

At the beginning and end of every phase or step, the Active player must declare any effects or abilities first and then pass opportunity to the next player. If all effects that have been put in the clip have resolved or the clip is empty and all players pass opportunity to play additional effects, the game proceeds to the next step or phase.

The Golden Rule of Card Games:

When a card's game text contradicts the rules, the card overrides the rules.

Turn Phases:

All players share the entire turn. A turn consists of 4 phases; each phase may have 1 or more steps. Each turn, only one player is the attacker. That player is called the 'Active player'. Unless otherwise noted, each phase, all players do each phase step before moving on to the next, with the Active Player starting and the next player doing theirs until they have completed the step. When the players complete all 4 phases, it goes to the next turn and the next player clockwise becomes the Active Player.

- 1.Regroup Phase
- 2.Proto Phase
- 3.Mobilize Phase
- 4.Battle Phase

Checking for Victory:

At the end of every turn, if one player has 25 or more Battle Points, they win the game. If more than one player has 25 or more battle points, the player with the most Battle Points wins. If there is tie, the game continues another turn until there is a winner.

1.Regroup Phase:

- a.Recall Step: Only the Active Player moves any Units back into their Base Zone.
- b.Refuel Step: Draw 3 cards

2.Proto Phase:

Each player may do only ONE of the following:

- Play a Character: You may place a Character card into your Base Zone as long as its ProtoCost is less than or equal to your ProtoLevel (the total number of ProtoCards/Characters/Vessels you have in play). Characters are Solo (may only have 1 copy per player in play at a time) unless otherwise specified.

OR

- Play a Vessel: You may place a Vessel card into your Base Zone as long as its ProtoCost is less than or equal to your ProtoLevel (the total number of ProtoCards/Characters/Vessels you have in play).

OR

- Play a ProtoCard: You may place any card (Action, Character, Mecha or Vessel) from your hand face-up into the Proto Zone. Cards in the Proto Zone are called ProtoCards. A card may be placed in the Proto Zone regardless of its ProtoCost or your ProtoLevel (the only time you need to check the ProtoCost of ProtoCards against your ProtoLevel is when you play its Action effect).

3.Mobilize Phase:

- a.ProtoCount Step: Add up the total number of ProtoCards, Characters and Vessels you have in play, this is the number of ProtoPoints you have available to spend this phase. This number should be equal to your ProtoLevel.
- b.Mechanize Step: You may play any number of Mecha cards into the Base Zone as long as the combined ProtoCost of all the cards you play is less than or equal to your ProtoPoints. Mecha are not Solo (unless otherwise specified) and you can have more than 1 copy per player in play at a time.
- c.Reconfigure Step: Pilots (in or out of Mecha) in the Base Zone may be moved to other Mecha in the Base Zone. Each Mecha can only have one Pilot.

NOTE: Leftover ProtoPoints at the end of this phase are discarded and may not be used for the rest of this turn.

4.Battle Phase:

If you control any Units in your Base Zone, the Active Player may attack with any number of them. Mecha do not require Pilots in order to attack or defend.

The following steps are how attacks take place:

a.Declare Attackers Step:

Active player declares all attacking Units. All attacking Units must have share the same Race (Earth, Zentraedi, etc.) or Allegiance (Azonia's Forces, Vermillion, etc). While the attacking Units are being declared, there are no opportunities to put effects on the clip. For a Unit to be able to legally attack, it must be in the Base Zone and be able to attack. There are 2 ways you may declare your attack with each Unit:

- i) Direct Attack: Your Units are attacking your opponent's Base Zone
- ii) Unit Attack: Your Unit(s) attack opponent's Units. You may only attack Units that are in the Battle Zone.

NOTE: When Characters are declared to attack a Unit, the declared Characters must have at least one of the Battle Types match the defending Unit (L = Land, S = Space)

You may have multiple Units declare a Direct Attack or a Unit Attack, this is called a Group attack. In order to Group attack, the attacking Units must share the same race type that is designated in the Character/Mecha Type area (Earth, Zentraedi, etc.). For each attacker declared, advance each Unit into the Battle Zone.

Transforming: Some Units have the ability to alter their configurations. You may do this after you advance that Unit into the Battle Zone. To transform, you rotate the unit either to the left or the right. The mode that is right side up is the configuration it is transformed into. Once a Unit has transformed, it remains in that configuration until it is recalled to the Base Zone.

Vessels: Vessels cannot attack Direct Attack or Unit Attack against Mecha. They may only Unit attack against other Vessels. Mecha can declare Unit Attacks against Vessels in the Battle Zone.

b.Declare Defenders Step:

The defending player may now declare all defending Units at this time. While defending Units are being declared, there are no opportunities to put effects on the clip. Defending Units may be declared in 2 ways:

- i) Direct Defense: Declare defenders against Units that are in a Direct Attack (directly attacking the Base Zone). In order for a Unit to defend against an attacking Unit, it must be in the Base Zone and have a Speed Value equal to or greater than the attacking Unit. You can have multiple Units defend against a single Unit or a Group; this is called a Group defense. In order to Group defend, the defending Units must share the same race type that is designated in the Character/Mecha Type area (Earth, Zentraedi, etc.).
- ii) Intercept Defense: The defending player may intercept Units that are in a Unit Attack (attacking an opposing Unit). In order for a Unit to intercept a Unit Attack, it must be in the Base Zone and the Speed Value of the Unit must be greater than the attacking Unit. You may only declare one intercepting unit per Unit Attack. In the case of a Unit Attack that involves Group Attack, you compare the slowest Unit in the Group Attack to the intercepting Unit's speed. For each defender declared, advance each Unit into the Battle Zone (units may be transformed at this time like in step a).

Vessels: Like attacking, Vessels cannot be declared as defender against Mecha. They may only defend against Direct Attacks by other Vessels.

NOTE: Whenever there is battle between an attacking unit and a defending Unit (either through a Unit Attack or defending a Direct Attack), this is called a Skirmish.

c.Attacks Results Step:

If there are multiple attacks, the attacking player decides the order in which to resolve each attack, but all Skirmishes must be resolved before any Direct Attacks. Repeat this step for each attack.

i) Skirmish Result:

If both an attacking and defending Unit exist in this attack, they battle and you must compare their Weapon/Armor values. You compare the attacking Unit(s) Weapon value against the defending Unit(s)' Armor value and vice versa. Compare Attacker Weapon value and Defender Armor value: Calculate the total Attacker Weapon value, if the attackers are a Group attack, use the sum of all the attackers' Weapon values. Calculate the total Defender Armor value, if the defenders are a Group defense, use the sum of all the defenders' Armor values. If the Attacker Weapon value is equal to or higher than the Defender Armor value, the defending Unit is destroyed (sent to its owner's Discard Pile) and the attacking

Player gains Battle Points equal to the ProtoCost of all the cards that made up the destroyed Unit. If there was more than one defending unit (a Group Defense), the attacker can choose which Defenders are destroyed as long as the attacking unit(s) total Weapon value is greater than or equal to the chosen defending unit(s) total Armor value.

Compare Defender Weapon Value and Attacker Armor value: Calculate the total Defender Weapon value, if the defenders are a Group defense, use the sum of all the defenders' Weapon values. Calculate the total Attacker Armor value, if the attackers are a Group Attack, use the sum of all the attackers' Armor values. If the Defender Weapon value is equal to or higher than the defending Armor value, the attacking Unit is destroyed (sent to its owner's Discard Pile) but the defending Player gains no Battle Points. If there was more than one attacking unit (a Group Attack), the defender can choose which Attackers are destroyed as long as the defending unit(s) total Weapon value is greater than or equal to the chosen attacking unit(s) total Armor value.

Burst: Units that have the 'Burst' designation have stronger Weapons than normal Units. During battle, even if defended against in a Direct Attack, it will still damage the opposing players Base Zone and therefore gain the attacking player Battle Points. To determine the amount of BPs a Burst Unit will gain for the player, subtract the total Armor Value of the defending Unit(s) from the Weapon Value of the attacking Unit. That number is gained by the attacking players as Battle Points. This comparison is only done for Direct Attacks and when a defending unit is present. Group attackers lose Burst.

Ejected Pilots: If the Unit being destroyed is a Mecha and a Pilot, the Pilot does not go to the Discard Pile. Instead, the Pilot card is turned faced down and moved to the Proto Zone and becomes a face down ProtoCard. Whenever a defending Pilot is ejected (either through battle or effects), the attacking player gains its ProtoCost in Battle Points.

ii) Direct Attack Result:

If the defending player does not or cannot defend his Base with a Unit, the attacking player gains Battle Points equal to the Weapon value of the attacking Unit(s).

Deck Construction:

Each deck must consist of 50 cards minimum. Only 3 copies of each card (with the same name) are allowed unless it has the Basic keyword.

Abilities:

Some Characters, Mecha or Vessels have abilities. Some abilities are activated by events or by moving cards. The following keywords and symbols tell you how to activate abilities:

- **Advance:** Move this card into a Battle Zone to attack or activate its ability. If the card is already in a Battle Zone, this ability cannot be activated. You cannot advance a unit to attack AND use its ability unless otherwise specified.
- **Transform:** Rotate this card to the left or right to change the Weapon and Armor value of the card. Once a card has been transformed, it cannot be transformed again until the controller's next turn.

Keywords:

- Cards can have keywords that are shortcuts for actions or describe how cards work.
- **Burst:** A Unit with this designation may gain additional Battle Points equal to the difference between the attacking Unit's Weapon value and the total defending Unit(s)' Armor value. This only applies when the attacking Unit declared a Direct Attack and was defended against. Any Units involved in a Group Attack lose the Burst ability.
- **Bonus:** Some Characters provide Weapon, Armor or Speed bonuses to Mecha they are attached to, this is signified by this text in the Game Text area and also by Bonus icons on the card.
- **Eject:** Place attacking or defending Pilot face down into the Proto Zone. The opponent gains Battle Points equal to the ProtoCost of this Pilot.
- Destroy: Send the Unit to its owner's discard pile from play.
- Basic: Characters, Mecha or Vessels with this keyword may have more than 3 copies in a deck.
- **Solo:** Characters, Mecha or Vessels with this type keyword may only have one copy in play at a time for each player. If a card with the Solo type comes into play, the existing card with the same name must be sent to the discard pile.

For the latest rules and cards updates, go to <http://www.robotechccg.com/rules>

Graphic design by: dzynLAB

PROTO ZONE

BASE ZONE

- 4. **Battle Phase**
 - a. **Declare Attackers Step:** Active player declares all attacking Units either in Direct Attack or Unit Attacks
 - b. **Declare Defenders Step:** Non-active player declares all defending Units either in Direct Defense or Intercept Defense
 - c. **Attacks Results Step:** Active players chooses order to resolve attacks but must resolve Skirmishes (attacks that involve at least one attacking and one defending Unit) before Direct Attacks

BATTLE ZONE

- 1. **Regroup Phase**
 - a. **Recall Step:** Only the active player moves all Units back to their Base Zone
- 2. **Proto Phase**
 - b. **Refuel Step:** Draw 3 cards
- 3. **Mobilize Phase**
 - a. **ProtoCount Step:** Add up total number of Characters and ProtoCards to generate your ProtoPoints
 - b. **Mechanize Step:** Play any number of Mecha cards into the Base Zone with total ProtoCost less than or equal to ProtoPoints
 - c. **Reconfigure Step:** Move Pilots in Base Zone in and out of Mecha in Base Zone

ROBOTTECH! HDILOBOR

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ENOV BATTLE

BASE ZONE

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ENOV BATTLE