
combat rules Macross II/Robotech Combat Rules

Posted by Ukyou Kuonji - 2009/07/31 11:13

Has anyone come up with a workable and fair system of combat with multiple attackers for the Pallasium system? Right now.. Multiple attackers holds too much advantage... and many of the situations in the shows would be impossible to survive.. under the current system..(especially since the Zentraedi were ALWAYS outnumbering the UN Spacy forces about 10 to 1 (?) or more....) If anyone has improved rules could you e-mail them to me? Thanks...

Ukyou Kuonji

3034-MUSE

SgtMaj 1st Knight Sabres

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Posted by Jason R. Cubas - 2009/07/31 11:13

: multiple attackers for the Pallasium system? Right now.. Multiple attackers : holds too much advantage... and many of the situations in the shows : would be impossible to survive.. under the current system..(especially : since the Zentraedi were ALWAYS outnumbering the UN Spacy forces about : 10 to 1 (?) or more....) How do you mean? I routinely run encounters where the PCs are : outnumbered 10-1 or worse, there's no problem. You have to remember that a dodge is effective against all attacks that come in at once... and that the attacks alternate. So, our PCs have initiative A, the battle pods have initiative B. Your average VT pilot has 4 attacks, the average BP has 3 attacks. Here's the turn order: A attacks B attacks A B A B A This is assuming that the PCs win initiative. As you can see, the BPs can't dodge the last blow, because they are out of attacks. Also, if the BPs fire on the second phase, the VTs dodge with their third phase action. Even if 20 BPs fire on one VT, one dodge roll will allow him to dodge all of them, as long as they are all in the same phase. Does that help? Any more questions? :

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Posted by Grebo Guru - 2009/07/31 11:13

In article <CooqG7....@ucdavis.edu, ez041...@monet.ucdavis.edu (Ukyou Kuonji) writes: ;Has anyone come up with a workable and fair system of combat with ;multiple attackers for the Pallasium system? Right now.. Multiple ;attackers holds too much advantage... and many of the situations in the ;shows ;would be impossible to survive.. under the current system..(especially ;since the Zentraedi were ALWAYS outnumbering the UN Spacy forces ;about ;10 to 1 (?) or more....) Consider these facts: 1) The characters you saw taking on 10-to-1 odds were usually the show's main characters, and thus were more skilled and had the plot on their side. 2) Anime often makes no sense. 3) Palladium's system is full of shortcomings; use Mekton instead.

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Posted by Karl Fleming - 2009/07/31 11:13

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wit a workable and fair system of combat with ;multiple attackers for the Pallasium system? Right now.. Multiple ;attackers holds too much advantage... and many of the situations in ;the ;shows ;would be impossible to survive.. under the current ;system..(especially ;since the Zentraedi were ALWAYS outnumbering the UN Spacy forces ;about ;10 to 1 (?) or more....) G'day, Well, here's my suggestion. First off I take into account that my Players are each a 'super man' or 'super solider'. In affect one to five steps above the rest off the soliders they fight with (NPC). I ussualy run with one of three different rule systems. 1. Give all automatic dodge, with no modifiers, and only if they are in mecha. Due to the mystical connection of protoculture. 2. Increase the 'to hit' roll of Zentraedi. 3. Group Zentraedi attacks into blocks if they are the same type of mecha and are attacking the same player. You could say that they are cordinating their attack via radio communications. If the roll miss they all miss for that attack. (4.) Could check any other Palladium game system to see how they are doing it and put it into Robotech. I suggest looking into Rifts. Another suggestion for mecha is use some of the mecha from 'Macross'. It isn't that hard to put into the game. Veritech's look and run the same. the Alaskan Fisher

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Posted by Jason R. Cubas - 2009/07/31 11:13

: 1) The characters you saw taking on 10-to-1 odds were usually the ;show's main characters, and thus were more skilled and had the plot ;on their side. In all of my campaigns, the PCs are routinely outnumbered by this much or more. I use mostly standard Palladium rules, we've only lost 1 character and 3 mecha. The trick is knowing when to dodge, use the hit location tables for the PCs and major NPCs only, and apply some of the collision rules from Palladium's other games. This could be dangerous, but it allows for more damage in HTH Mecha combat. : 2) Anime often makes no sense. True. : 3) Palladium's system is full of shortcomings; use Mekton instead. Normally, I'd agree. I am a big fan of Mekton. But my players don't like it, they know Palladium and don't want to learn something new. Palladium has the advantage that it's a very simple system to learn and use, it only has 3 rules, and you don't have to make the mecha from scratch, they have been provided. Given a choice, I'd rather play Mekton, but for Robotech specifically, the RPG is my best choice.

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