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ROBOTECH

THE
EXPEDITIONARY FORCE
MARINES
SOURCEBOOK



By Irvin Jackson

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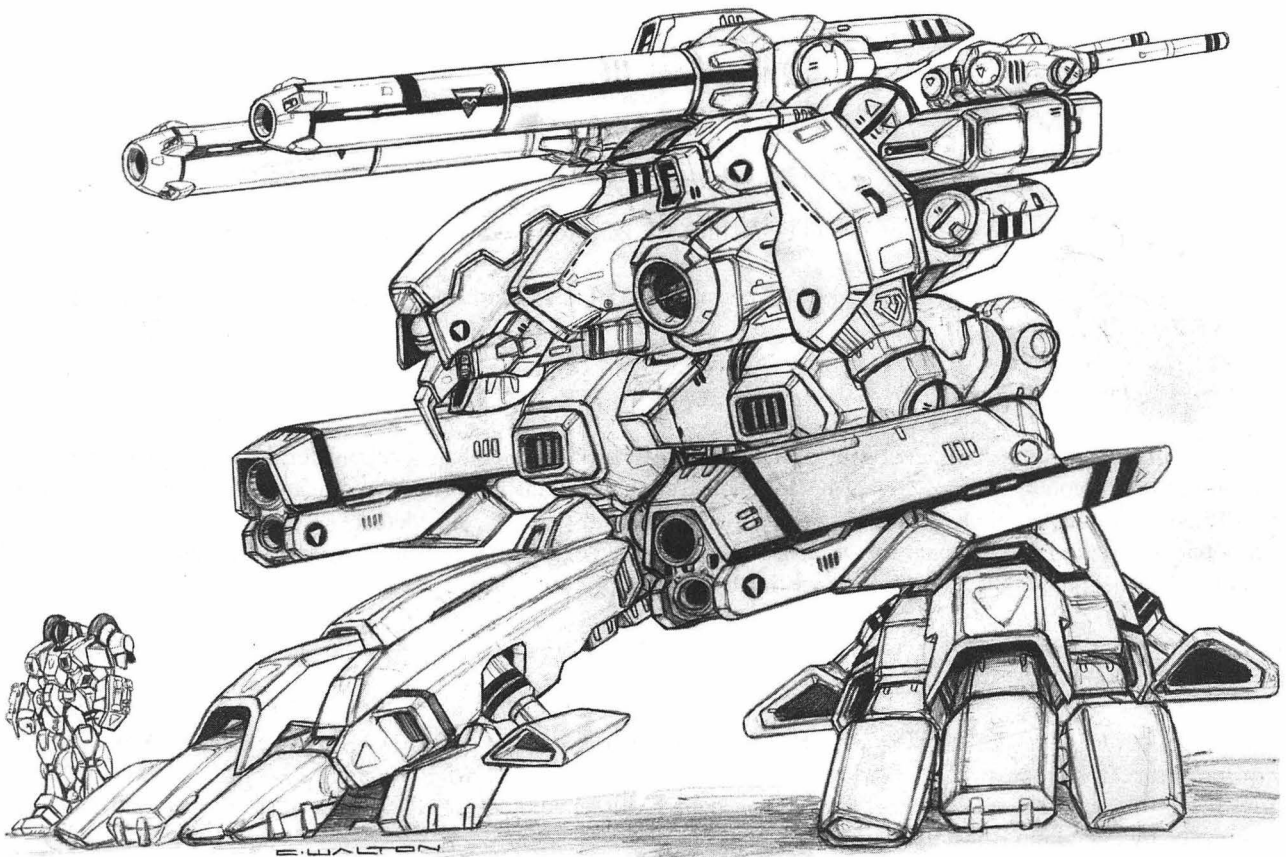
Violence and the Otherworldly

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Robotech® The Expeditionary Force Marines™ – an epic *sourcebook* for the Robotech® The Shadow Chronicles® Role-Playing Game.

Dedication

For my friend *Adam*, one of the many combat veterans to whom we all owe a measure of our safety and freedom.

– *Irvin Jackson, 2015*

Dedication

To my friend *Doug Lamberson* and *all of you* who have never lost faith in me or Palladium Books. You hold a special place in my heart. Truly.

– *Kevin Siembieda, 2015*

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Palladium Books® Presents:

ROBOTECH®

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– *Kevin Siembieda, July 2015*

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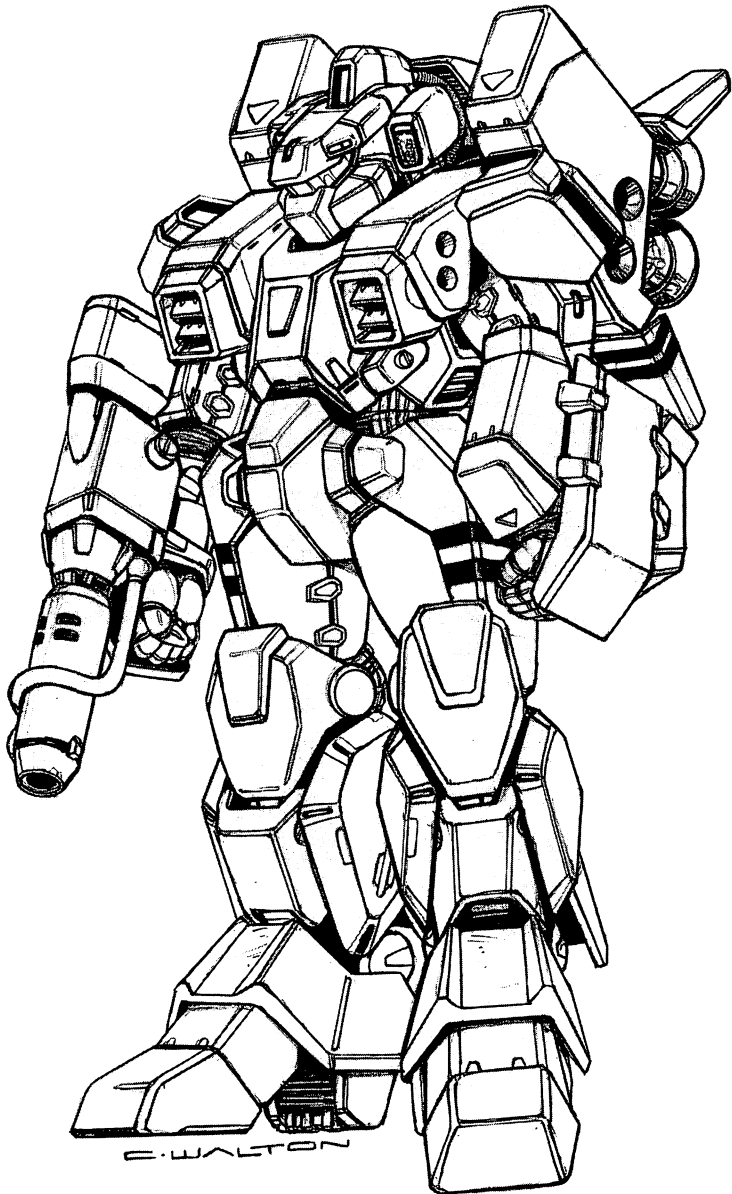
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“... and now, news from the war front

Admiral Lisa Hayes-Hunter officially gave orders at oh six hundred hours Earth Zulu Time for the liberation of Karbarra to begin, marking the start of humanity's first planned offensive military operation against an alien world. While some upper echelon members of the Expeditionary Force have expressed doubts off-the-record, most have publicly supported the move following the release of footage of the devastation from outlying sectors of Tirol that suffered the brunt of the *Invid* assault.

“The *Invid* did this after just a few days on Tirol,” the Admiral said. “Imagine what has been done to these other worlds over years of occupation.”

The Admiral said human help was crucial to forging new alliances with our newly discovered alien neighbors and ensuring lasting security for Earth.

Major Jonathan Wolfe, head of the *Wolf Pack Veritech squadron*, which was instrumental in the liberation of Tirol, summed it up more colorfully as he prepared to deploy last night: “The people of Karbarra, and their children, will always remember their first contact with humanity as avenging angels sweeping

down to rid their world of a violent, alien scourge. You can't put a price on the kind of gratitude and camaraderie that creates.”

Some have said we may be underestimating the *Invid* forces and the scope of an interplanetary liberation campaign, citing an extreme lack of manpower for pushing entrenched enemies off of worlds with populations in the billions. The war is very likely to come at a significant price in blood and treasure, some warn. But the top UEEF leaders say they hope that with each world freed, the ranks of the UEEF will swell with new, alien, recruits. Already, such recruiting is occurring on Tirol, where healthy Tirolians and even Robotech Master clones are signing up to help with the fight. Most are being shunted into the *UEEF Marine Corps*, which already has experience with interspecies integration due to strong participation by the Zentraedi. The Marines will be the first in against the *Invid*, raising questions as to whether some human commanders plan to use aliens as fodder to reduce casualties among the human population of the Expeditionary Force...

A War Like No Other

The United Earth Expeditionary Force. It is like no endeavor in human history, and is by far the most important. Its lofty goals led to the flagship becoming known as *the Pioneer*, even though the name was never official.

The flagship's official designation was the Super Dimensional Fortress Three, or *SDF-3*. It and a massive armada of refitted former Zentraedi vessels departed from the *Space Station Liberty* and Earth during the height of the planet's reconstruction period with one goal: securing peace for Earth.

If one were to use that goal as a measuring stick, the mission clearly failed.

Despite its leaders' best intentions, including individuals like the famed *Rick Hunter*, *Lisa Hayes* and the *Zentraedi High Lord Breetai*, Earth was invaded anyway. Not once more, but twice.

And while the *United Earth Expeditionary Force (UEEF)* would free an entire star cluster from the clutches of *the Invid* and even return to liberate Earth, it would be betrayed ... again, twice. Once from within, and once from one of humanity's staunchest allies.

Final victory for the Expeditionary Force Marines is elusive prey, and whether it, and humanity, will survive the latest trial, the betrayal of *the Haydonites*, is yet to be seen.

But the bulk of this story and the adventures within this book take place long before those dark days.

In 2022, when the *Pioneer Expedition* leaves Earth orbit, it represents the first time humans would willingly leave the solar system under their own power, and optimism was high, perhaps unrealistically so. True, “officially” the first humans to leave the Sol System were Rick Hunter, Lisa Hayes, Ben Dixon and Max Sterling, as prisoners of Breetai. But this was the first time humanity had done it on its own and en masse.

The UEEF's mission is to find and make peace with the Robotech Masters on their own turf, before they can come to Earth and wreak even more havoc on its tortured soil. They hope they can forge some kind of peace treaty with a show of force; a tactic known as “gunboat diplomacy.” By appearing in Tirol space with a war fleet built on the backs of their Zentraedi armada and knowing the Robotech Masters are running desperately low on Protoculture, the leaders of the UEEF hope that the Robotech Masters, logical creatures by all reports, will see the wisdom of a peace treaty. If not, the fleet is armed and ready to secure Earth's future through force. Better to fight the next war out there than back at home.

It is a gamble that does not pay off. At least not how humanity hoped.

When the *SDF-3* arrives in orbit over the giant world of Fantoma and moves toward its largest moon, the habitable satellite of *Tirol*, the Robotech Masters are already long gone. And unknown to our heroes, they have already left for Earth in search of their precious Protoculture Matrix.

In their place are the *Invid* who have swooped in on the home world of their most hated of enemies, pleased to find their defenses insufficient to stop them. The Tirolians, deserted by the Robotech Masters, fell easy prey to them. In the Regent's mind, the taking of Tirol marks triumph against the Masters, and is an end to a conflict that has raged for centuries between the *Invid* and the Robotech Masters.

But then, detecting humanity's Protoculture-powered mecha, and believing the UEEF fleet to be the Masters, or some ally or new technology belonging to the Robotech Masters, the *Invid*, obsessed with fighting the Robotech Masters, attack without warning.

The UEEF traveled across vast tracts of space with the intention of making peace with an enemy it had never actually met. But instead of making peace with an old foe, humanity has made a new, very dangerous enemy.

Fortunately, the UEEF has come prepared, mentally ready for just about anything. Ultimately, Tirol will be liberated before the Invid can become entrenched. (**Note:** In fact, the ensuing battles to liberate Tirol are a great avenue of adventure to start an ongoing campaign that leads to planet-hopping and the liberation of other alien worlds.)

The UEEF quickly learns that the Invid have made a lot of enemies, and have conquered many worlds still under their control. That the Invid, themselves tortured to the brink of madness by the machinations of the Robotech Masters, have been on a campaign of their own to take possession of every planet where their precious *Flower of Life* blooms, and non-Invid people who dare to use *Protoculture* made from the sacred Flower.

The UEEF's mission is to fight mankind's enemies among the stars to prevent them from waging war on Earth. So that is just what the Expeditionary Force Marines do.

While the disappearance of the Robotech Masters nags at many in high command, there is little they can do about it. But besides the worlds the Invid have conquered, there is only one planet in known space using *Protoculture* at the time, and that is Earth. By pressing the Invid and freeing aliens under their domination, the UEEF leaders hope to keep attention off the Earth, and liberate new and powerful allies who will rally to their cause.

It will be war against the Invid on a dozen worlds in order to prevent war against the Invid on the one that matters most to humanity.

At the forefront of this war, the tip of a spear launched light-years away from a planet known as Earth and thrust directly into the heart of the Invid Empire, are the **Expeditionary Force Marines**.

Make no mistake, this is a book about war. A war waged for the liberty of beings we had never met and had little chance of understanding. It is a war waged under the belief that by freeing others, we can protect our own freedom as well.

It is a controversial view of liberty, and one that nearly tears the Expeditionary Force apart.

But, as contradictory as it seems, the UEEF's war against the Invid is about *hope*. Hope that good deeds and sacrifice will be returned in kind. Hope of overcoming what appears to be an implacable enemy. Hope that mankind can not only survive, but be victorious in battlegrounds that are beyond imagination, so that our home does not fall next to this mysterious enemy.

To make those hopes a reality requires commitment, sacrifice, uncommon courage and valor. And something elusively ... more. It is that intangible quality that is sought by recruiters for the UEEF Marine Corps. They look for, and find, exceptional individuals among an army of heroes. People of extraordinary courage and conviction among the multitude who have flung themselves into the heavens not knowing what to expect, just because they believe it will help keep the world they left behind safe.

Those few who can grasp that concept of sacrificing for a hope of a better tomorrow, and who have the strength, intelligence, and raw determination needed, are aggressively recruited for the Expeditionary Force Marines.

Formation of the UEEF Marine Corps

Perhaps because **Zentraedi General Breetai** and his advisor **Exedore** were most familiar with the tactics of both the Robotech Masters and the Invid, they were the founders of the idea of a new Marine Corps. The legend told among members of the United Earth Expeditionary Force (UEEF) Marine Corps is that Breetai felt the training for the UEEF was too soft and too easy. He believed that there needed to be a harder edge among those designated as the lead ground troops and drop-troops.

Waging war on alien worlds in unknown and hostile environments that are the home turf of your enemy is hard. So hard, in fact, that the Robotech Masters created 35 foot (10.7 m) tall, giant warriors to do it for them. There is not only the enemy to think about, but the environment as well. Low or high gravity, extreme cold and heat, indigenous wildlife, poisonous atmospheres – assuming where you are actually has an atmosphere to breathe – all of these things and more must be taken into consideration, and done so while locked in combat with an alien menace that knows no quarter.

Breetai's Zentraedi were trained to fight as though there was an endless supply of both equipment and soldiers, because there was just such a supply from the Robotech Masters.

That has changed, and the Zentraedi who accompany the Expeditionary Force Marines now have to make do with limited resources. Humans have taught them how to do that. And in return, the Zentraedi have passed on the knowledge and the techniques of fighting on alien worlds light-years away from any support. So dedicated are the Zentraedi to this cause that nearly all the remaining warriors living on Earth joined the Expeditionary Force Marines. Though that number included quite a few dissidents who signed up as an alternative to long prison sentences racked up during what was known as the **Malcontent Uprisings** – a period just before the expedition where many Zentraedi stranded on Earth rebelled against human authority.

Breetai was impressed by the traditions and practices of various Earth special forces, which Exedore researched when looking for a history of ground combat on Earth. As a result, he proposed the formation of a new "Marine Corps," one specifically for the United Earth Expeditionary Force (UEEF).

Support for the idea was virtually unanimous, although some saw it as a means of turning the Zentraedi into cannon fodder if the need arose. However, few were prepared for the large number of humans who signed up for the job.

General Breetai, it was determined, will serve as General of the Expeditionary Force Marine Corps throughout the entirety of the war with the Invid, and in fact he will die in action toward the end of the war, killing the **Invid Regent** in one-on-one combat. While his loss will be felt keenly by the UEEF, there is no mistaking the swelling of pride in any Marine's chest when the story is told of how their commandant made the greatest sacrifice to personally destroy humanity's most relentless and despicable enemy.

While some cynics see this as a Zentraedi finishing what the giants started centuries ago when they first attacked the Invid home world under the Robotech Masters' orders, the Expeditionary Force Marines see it quite differently: as one Marine doing his job.

Expeditionary Force Time-Line

2011:

The Zentraedi armada of four million ships led by Lord Dolza is defeated, mostly destroyed, but only after the fleet has ravaged the Earth.

2012-2014:

In a daring raid with the help of Breetai, one of the last Robotech Master factory satellites is captured from Commander Reno and folded to Earth-space. Meanwhile, Dr. Lang and Professor Lazlo Zand begin work on a secret project involving artificial intelligence.

On Earth, a period of reconstruction begins, with humans and Zentraedi working side by side, but which is tarnished by rogue Zentraedi and human forces dubbed "Malcontents." These rebels conduct raids and attack UEDF personnel and bases to stir up insurrection, especially among discouraged Zentraedi. Led by the renegades Khyron, Azonia and Grell, the Malcontents' guerilla war leads to the destruction of New Macross City, the SDF-1 and SDF-2, along with Khyron and the rebel forces who follow him. Henry Gloval, Claudia Grant, Sammie Porter, Vanessa Leeds, and Kim Young are among the many casualties. The remains of the three ships are entombed and buried under tons of earthen debris dredged up from Lake Gloval. The First Robotech War comes to a close.

On Tirol, the *Robotech Masters* lose confidence in their race of warrior clones and begin a mass pilgrimage through interstellar space to Earth to recapture Zor's Protoculture Matrix.

The Invid continue to invade planets in the Masters' crumbling empire.

2015-2017:

The United Earth Expeditionary Force is formed for the express purpose of journeying to Tirol to sue for peace with the Robotech Masters. Aboard the factory satellite, work commences on the SDF-3 and some of the new mecha designs for the expedition.

Zentraedi Malcontents continue to be a problem and an all-out Uprising in the Southlands Control Zone (South America) ignites. It is during the Uprising that a young officer, Jonathan Wolfe, comes to the attention of Commander Max Sterling.

The Invid complete their conquest of Garuda, Praxis, Karbarra, and Spheris.

2022:

The United Earth Expeditionary Force leaves Earth. Rick Hunter and Lisa Hayes wed aboard the factory satellite. They will soon lead the Pioneer Expedition and prepare for their departure from Earth. Rick turns 31, Lisa, 36. Dana and Bowie, 10. Dana and Bowie are given over to the care of Rolf and Laura Emerson, who will raise them while the Expeditionary Force is gone.

The SDF-3 Pioneer Mission is launched later that year and the UEEF begins its journey to Tirol, homeworld of the Robotech Masters. Earth is left under the protection of the **Army of the Southern Cross** and what's left of the **United Earth Defense Force** (UEDF).

2025:

The Invid and Tirol. A short time before the Expeditionary Force appears at Tirol, the combat forces of the Invid Regent are sweeping the planet. The Regent, disappointed to learn the Robotech Masters have forsaken their home world, has gone off into space where he turns his attention to other matters of conquest. He leaves a force of Inorganics and Invid to finish pacifying the Tirolians. The outnumbered defenders of Tirol put up a good fight, but their defenses are crumbling fast.

Sickened by his bloodlust, **the Regess** leaves Optera for *Praxis* to carry on with her Genesis Pit experiments.

The United Earth Expeditionary Force arrive in Fantoma space and are immediately attacked by the Invid, who mistake them for the despised Robotech Masters returning with a new starship. The assault is so sudden and unexpected that the heroes of the SDF-3 do not realize the spacefold generators are damaged or that the fold has taken *three Earth years* to arrive at Tirol. They all mistakenly believe the date to be 2022, not 2025. This being the UEEF's first and longest fold drive attempt and the technology still being so new to them, they don't realize they have been affected by time dilation. The SDF-3 and the fleet around them have experienced about two weeks of time passage, but the rest of the universe has seen the passage of three years. Under attack, they scramble to repel the Invid.

When the Expeditionary Force Marines are assigned to free the planet of the monstrous alien invaders, **T.R. Edwards** and his **Ghost Squadron** capture the living computer the Regent has left behind in the Royal Hall of Tiresia, the capital city of Tirol.

Tiresians *Cabell* and *Rem* inform the UEEF's Plenipotentiary Council that the Robotech Masters are on their way to Earth.

The Expeditionary Force humans meet an array of alien life forms on Tirol. This is how our heroes learn about the other worlds populated by the Praxians, Garudans, Karbarrans, Haydonites, Spherians, and Perytonians, and develop the idea of liberating entire planets conquered and occupied by the Invid horde. Diplomats soon offer the UEEF their people's cooperation and support in exchange for helping them to break the shackles of Invid occupation.

On Earth, Senator Wyatt Moran and the commanders of the Army of the Southern Cross consolidate their power and take control of the Supreme Council.

2026:

Karbarra is liberated. Praxis is destroyed. Death of Baldan I.

T.R. Edwards holds secret talks with the Invid Regent, and begins the launch of his secret, personal agenda to usurp control of the Expeditionary Force Marines. Edwards begins to hold sway over the UEEF's Plenipotentiary Council. **Colonel Wolff** is accused of murder and piracy. Control of the Fantoma mining operations goes to Edwards.

Combat, treachery and intrigue abound on multiple fronts.

The planet **Garuda** is liberated.

2027:

Haydon IV is liberated from Invid influence. The Regess is believed to have left the star system. The Haydonites prove themselves to be strong allies who, over time, improve the Expeditionary Force's fleet and weapon systems, and introduce Shadow Technology.

A prototype ship under the command of Major Carpenter leaves Tirol for Earth.

Edwards loses his grip on the council after troops sent out to hunt down the Zentraedi, side with them instead. Wolff, Breetai, and Grant return to Tirol and clear up all charges of those falsely charged of wrongdoing. Edwards and his Ghost Riders flee Tirol for Optera, taking Lynn-Minmei and the awakened Invid Brain (a living computer) from Tirol with them.

Spheris is liberated. An Evolved Tesla leaves the Ark Angel for Optera to take on the Regent for control of the Invid.

2028:

Jonathan Wolff is given command of a ship and is sent to Earth. The Zentraedi chase after Edwards. **The Regent** and **Breetai**, locked in mortal combat with each other, both lose their lives in the melee. Breetai will be forever remembered as a hero.

Peryton is liberated.

2029: The Second Robotech War

On Earth, after seven years of relative peace, contact is lost with Space Station Liberty. A **Robotech Master mothership** is detected in high Earth orbit. The Masters destroy an important communications satellite system and the Second Robotech War begins.

The battle for **Optera** takes place; Edwards, Arla-non, Teal, and Janice die.

The Karbarrans begin work on a new fleet of ships for the United Earth Expeditionary Force.

Dr. Lang makes a series of shattering discoveries about the spacefold generator designs his teams have been using since the jump to Tirol. It is only now that they realize that three years passed while they were performing the space fold to arrive at Tirol. Earth's actual date is corrected. Everyone is stunned by the revelation.

Meanwhile, Lang's Robotech teams develop an integrated system of body armor and reconfigurable cycles, known as Cy-clones.

On Earth, Dana Sterling and Bowie Grant turn 17, graduate from the Academy, and are assigned to the *15th Alpha Tactical Armored Corps*, which includes *Sean Phillips*, *Angelo Dante*, and *Louie Nichols*.

Zor Prime is introduced to the 15th ATAC.

2030:

On Earth, the **Second Robotech War** ends when the Robotech Masters succeed in attacking and destroying the monument that houses the remains of the SDF-1 and SDF-2 in an attempt to destroy the Protoculture Matrix contained within. Their attempt succeeds only in spreading the spores of the **Invid Flower of Life** across the planet. The Flower takes root, alerting the Regess' sensor nebula.

Jonathan Wolfe's ship returns to Earth. **An Anti-Invid underground** is established *before* the Regess arrives. Dana commandeers Wolfe's spaceship after the drives are retrofitted with a device perfected by former 15th ATAC whiz-kid Louie Nichols.

The Robotech factory satellite returns to Earthspace.

2031: The Third Robotech War

The Regess and the Invid "disappear." As far as anyone can tell, only the Inorganics, some Genesis Pits and an unknown number of independent Invid Scientists (and some of the Invid troops that follow them) are believed to have been left behind, and they are comparatively few and scattered across the Tirolian region of space.

Optera is fully seeded with the Flower of Life and given over to the homeless Praxians, who rename the planet **New Praxis**. The Flowers become the crop for a new Protoculture Matrix created by Rem, who has managed to tap some of his progenitor Zor's memories.

Max and Miriya Sterling arrive on **Tirol** from Haydon IV. Soon after, *Dana Sterling* arrives at Tirol. With her are Bowie Grant, Sean Phillips, Angelo Dante, Musica, Allegra, and many of the Masters' clones.

The Invid Regess arrives on Earth and the Third Robotech War begins. The surface of the Earth is bombarded from space before most defenders even realize what's happening. The remnants of human civilization are dominated by the Regess, who destroys the factory satellite and occupies Earth. The Regess establishes hives, Genesis Pits, farms for the Flower of Life and Protoculture factories worldwide. Resistance fighters harass this new enemy and fight as best they can, but for the most part, humans are a vanquished people forced to harvest the Flowers of Life and work in the factories, farms and labor camps. A new generation of heroes fight for freedom and wonder when the United Earth Expeditionary Force will arrive to rescue them.

2038:

From the reaches of space, the United Earth Expeditionary Force launches its first large-scale assault to drive the Invid from the Earth. The attack fails miserably, and the *10th Mars Division* is all but wiped out. The tiny handful who manage to survive, like Lieutenant Lance Belmont (a.k.a. **Lancer**), crash to Earth. Most eventually find or start resistance groups to harass the enemy as soldiers are trained to do.

2040:

On Earth, Lancer joins the shattered resistance in the Americas. Traveling under the guise of a female singer, "Yellow Dancer," Lancer travels as a covert courier for the much weakened resistance network, gathering vital intelligence and information along his travels. Yellow Dancer's music with the promise of hope and slightly subversive message of resistance makes him a superstar in the post-Invid human communities. Yellow Dancer's recordings spread throughout the Americas.

2042:

In another attempt to reclaim the Earth, the UEEF sends more Mars Division soldiers, this time the *21st Division*. The 21st is utterly destroyed by the Invid. There are few survivors. **Lieutenant Scott Bernard** forms a ragtag band of freedom fighters (Rook,

Rand, Lancer, Lunk, and Annie) who oppose and challenge the Invid at every turn, as they search for the location of the Regess and her central hive complex known as *Reflex Point*.

The United Earth Expeditionary Force is readying its fleet for an all-out assault to drive the Invid from Earth. Shadow Fighters and Neutron "S" missiles are developed, and a nearly instantaneous space fold becomes a reality for the main-fleet ships.

2043:

On Earth, the Invid Regess has evolved her thinking and her people. This results in the creation of high-caste Invid Princesses and Princes, but their human-like natures confound all of them.

2044: The Third Robotech War ends

On Earth, in a final attempt to uproot the Invid from their homeworld, the United Earth Expeditionary Force (UEEF) returns with the **SDF-4 Liberator** and the full force of its attack fleet. Without delay, the UEEF lays siege to the heart of the Invid occupation force on Earth.

Contact with *Admiral Hunter* and the *SDF-3* is lost, and *General Reinhardt* authorizes use of the Neutron-S missiles to destroy the enemy (and perhaps, precious Earth along with them).

The Invid Regess recognizes the Neutron-S missiles as possessing technology from the old enemy she calls the "Children of the Shadows" – the treacherous *Haydonites*. The Regess and her

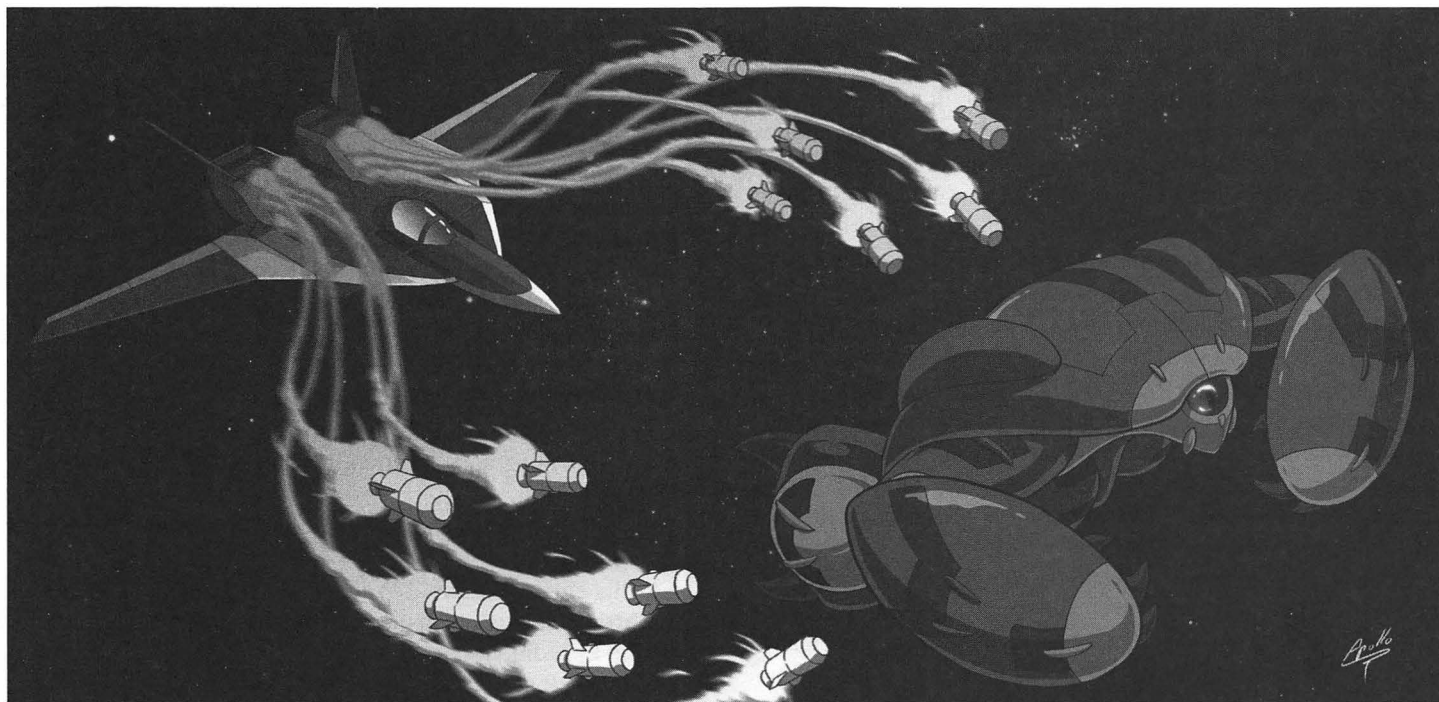
Invid children flee the Earth, destroying the Neutron-S missiles on the way and taking *all* Protoculture from the planet Earth.

The Haydonites spring their trap and attempt to annihilate the Expeditionary Force with booby-trapped Shadow Technology and Synchro Cannons. For a time, chaos reigns as the treachery of the Haydonites reveals them to be a new enemy. One that has been in their midst the entire time. Nobody knows quite what to make of this turn of events.

On Haydon IV, Veidt and Exedore are present at the reawakening of the planet's artificial sentience, the Awareness. (Max and his family are also on-planet. Cabell is on Tirol.) This is the chaotic setting of the **Robotech® The Shadow Chronicles® Role-Playing Game**, and it comes much later in the Robotech time-line.

Your time

The stories and adventures of **Robotech® The Expeditionary Force Marines Sourcebook** starts when the UEEF makes its appearance at Tirol. The battles for Tirol and Karbarra and all the rest are yours to live and explore. The stories you know and the broad strokes in the time-line above are all just *pieces* of a much, much larger tapestry of adventure. And it is time for you to weave your own adventures around your own Expeditionary Force Marine heroes. There are a billion stories waiting to be told, yours is just one of them.



Planet-Hopping Adventure Hooks

The obvious adventures for the United Earth Expeditionary Force are battling the Regent and his Invid and Inorganics to liberate worlds under his tyranny, as well as dealing with the Robotech Masters' lingering machinations, underlings and Bioroid Legionnaires. However, those are just the most obvious avenues of adventure. Here are other ideas and adventure hooks to consider.

As the Robotech Masters' Empire continues to crumble, the Invid under the Regent become more aggressive and violent, and alien worlds are liberated, there are all kinds of adventure opportunities.

Chaos shall reign

Liberating a planet from the Invid is usually, though not always, welcomed. What most people don't think about is that routing the enemy is just *the first step*. The more damage is done to the civilization's infrastructure, the more help it will need to recover and the greater the number of problems to be addressed.

War-torn nations and planets are, in effect, disaster areas whose people are likely to need food, water and help rebuilding roads, bridges, hospitals, etc. Famine, drought and disease are all almost certainties, but there may also be banditry at the hands of armed gunmen and warlords, as well as acts of revenge, other atrocities, drug abuse, enslavement and even incidents of mass murder and full-scale genocide within that society. Until the balance of power and law and order can be reestablished, anarchy reigns and old grudges and prejudices can take an ugly turn.

In short, when the fighting is done the Expeditionary Force Marines may find their hands full dealing with insurrection, disaster relief, policing, delivering supplies, guarding strategic places and people, protecting helpless refugees, reconstruction, rescue missions, and dealing with crime, bandits and rebel forces (new enemies less easy to identify than the Invid or Bioroids). The politics of war and rebuilding are never pretty nor easy, but they can lead to all kinds of adventures and mysteries.

Where there is war, there are opportunists

War makes strange bedfellows that can lead to alliances and pacts one would never have thought possible. It also creates opportunities for those bold enough to seize them. Opportunities like building your own pirate fleet or mercenary company; seizing control of a city, nation or world and naming yourself king; slavery, looting, piracy, smuggling and all manner of crime; collusion with the enemy (depending on one's view); and inflicting vendettas (old and new), campaigns of retribution, tyranny, and unchecked cruelty. Inhumanity to one's fellow victims of war is common as everyone scrambles to survive and the most cunning and ruthless make a grab for wealth or power.

Remember, the Robotech Masters' empire spanned across numerous planets and solar systems. That means there are Bioroids, Scientists and other Tirolian forces (and even Zentraedi?) presumably scattered across the crumbling holdings that once belonged to the Masters.

Some will be in desperate shape looking for rescue, others left to their own fate will give vent to their own ambitions and make grabs for power. They may build their own mercenary company, small army, pirate fleet, or base of operations. Others might continue to engage in strange and terrible experiments or seize control of a space colony, or manipulate the government of a nation or an entire planet. Without the Robotech Masters' leadership and government to issue objectives and enforce order, it is every man for himself.

The legacy of the Masters is likely to haunt the UEEF and entire solar systems for generations. Things they've done in the past as well as the current actions of those who once led the Empire. Many Robotech Science Masters, Clone Masters, Muses and Tirolian Legionnaires (the warrior caste piloting Bioroids) may not feel like they can return home to Tirol, even after they learn of their homeworld being liberated by the Expeditionary Force.

Always believing themselves superior to humans and most other sentient beings, the Robotech Master caste leaders are likely to make grabs for power or work behind the scenes to manipulate and control others. Some, as noted above, will turn into raiders, bandits and pirates, while others may form mercenary companies and hire their services out to protect the interests of whomever it is that hires them. Others will try to seize control/rule/leadership of powerful organizations (criminal and political), especially if 1-3 High Masters lead a band of refugees from the old Robotech Empire. Brilliant and ruthless, the High Masters are the most dangerous. But Bioroid warriors and most members of the Masters' higher caste-based hierarchy can be trouble and likely to form groups that may oppose or butt heads with the Expeditionary Force and UEEF Marine Corps.

The search for Protoculture and the Flower of Life

Nobody, not even the Robotech Masters, knows how many planets and moons with suitable atmospheres and environments may have been seeded by the rogue Zor. There could be dozens of worlds (inhabited by sentient life or uninhabited except by animals or monsters) where the Flower of Life might be growing in small patches or expansive fields. Likewise, there may be secret storehouses of Protoculture that were hidden away by the Masters or others, such as space pirates and smugglers. There may even be a rumor or legend of another Protoculture Matrix that went missing ages ago. It is presumed destroyed or lost forever. Or is it?

As for the Invid, both the Regent and Regess want to find and secure all locations where the Flower of Life can be found, even if the plants are mutant strains of the sacred plant created by Zor. That means wherever there are rumors of the Flowers of Life or Protoculture, the Invid won't be far behind, or may precede the Expeditionary Force. Battle is likely to ensue.

And that's true of everyone. Those who have Protoculture are intent on keeping it.

Those who want Protoculture are likely to be willing to take it. Some, like the Invid, space pirates and combat forces, are willing to take it by force, or any means necessary. The latter may include kidnapping and extortion, blackmail, robbery, murder or an all-out assault.

Finding, acquiring and holding onto Protoculture will be a running struggle.

At the end of the Invid War and the beginning of the **Shadow Chronicles** saga, with the Protoculture supply so desperately low, the Expeditionary Force needs to find more of its precious fuel. But they are not the only ones looking. So are the Invid, any Robotech Masters who may be out there, the people of Tirol, other races who may have become reliant on Robotech Master technology, any rogue factions or remnants of the Zentraedi fleets and Bioroid soldiers or Scientists, and space pirates who know Protoculture energy cells are worth ten times their weight in gold.

Genesis Pits

Though the Regent and Regess are estranged, and the Regess has stayed out of her husband's war with the Masters (and UEEF), she is still out there, in that region of space, at least for a short while very early on. Even when she takes her half of the

Invid population with her to Earth, she leaves behind any number of **Genesis Pits** on who knows how many worlds.

Each Genesis Pit is a giant-sized experiment in evolution and genetic manipulation in the search for knowledge (at least from her point of view). The Regent uses Genesis Pits for much less noble purposes, but both, regardless of their intentions, create mutants and monsters that, when they escape the confines of the Pit, can be a danger to the indigenous populations, explorers and Expeditionary Force Marines. Think Jurassic World on steroids.

Enemies at Large

In addition to the Invid, there is likely to remain scattered groups, from small squads and companies to entire battalions and the occasional ragtag space fleet, of Tirolian Legionnaires and Zentraedi.

Whether stuck on some godforsaken planet, moon or mining operation in an asteroid field, or wandering across space as a small fleet, these survivors are armed and dangerous, and probably still at war. While some, as noted above, will turn to piracy and crime to survive, others may make dangerous alliances and still others may continue to do their duty. These may conquer and enslave other people, and fight to destroy the enemies of the Robotech Masters. And all of them certainly see the humans of Earth as their sworn enemy. Many of the warrior caste may even cling to the idea that the Robotech Masters will return someday to lead them in new wars and new triumphs. Some outright reject reports of the Masters' demise on Earth and continue to fight and fulfill the missions given to them before they lost touch with their leadership.

With limited resources, Tirolian Legionnaires and scattered bands of Zentraedi engage in acts of sabotage and hit and run strikes against *their enemies*. That includes the Invid, of course, but also the United Earth Expeditionary Force (quickly becoming as hated by some of the more militant higher castes as the Invid) and the people of the worlds that were part of the Masters' Empire but who now claim their independence.

While some surviving Clone and Science Masters look to rebuild Tirol and make amends for their past mistakes, other Masters recognize the end of their reign and have moved on to other opportunities, as noted above.

Seek and destroy missions. All of this means there are plenty of bad guys for the Expeditionary Force Marines to hunt down and neutralize.

Fighting Space Pirates

Pirates can be any space-faring race, but may also include other species captured from their homeworld and forced into indentured servitude or recruited by space-faring rogues, which might include rogue Zentraedi and/or Bioroid forces. These are criminals who raid and plunder other spacecraft, space stations, moon bases, asteroid mining outposts and may even make a run at spaceports and warehouses on a planet's surface. Some pirate and raider gangs are all the same species (e.g. all Tirolians or all Zentraedi), but most are a mixed group of alien people.

Alone – truly alone – for the very first time without the Robotech Masters to lead them, scattered Zentraedi forces outside the influence of the UEEF and humanity, are likely to become pirates and raiders and may cause trouble. The same holds true

for Tirolian warriors in Bioroids and both of these ex-enforcers for the Masters are likely to see other aliens who were once part of the Masters' empire as targets to raid and victimize.

Search and Rescue Missions

In war and in the aftermath of war and rebuilding, there is crime and chaos. People – civilians and military troops – will go missing and need to be found. Some may wander off and get lost or be swept away in a storm or other natural disaster. Some may become trapped while exploring the insides of a heavily damaged building or space vessel. Others might be kidnaped by bandits or pirates, taken by slavers or captured by the enemy. All of this is fodder for adventure and mystery.

Policing Chaos

As we've already established, there will be plenty of confusion, chaos, dangers and bad guys to deal with in the aftermath of combat and war. Civilians are always the most vulnerable, but so are the combatants in this hostile environment with more than one or two hostile forces at work. In the chaos, all manner of sentient predators and scavengers lurk in the shadows to prey upon innocent civilians. There will be thieves and murderers, smugglers and con artists, roving gangs trying to carve out their turf or taking what they want from those weaker than they. There may even be serial killers and madmen on the loose.

The local and UEEF military won't be completely safe either. Thieves and raiders may target supply depots, and steal everything that has value. And in a war-ravaged environment (depending on the severity), EVERYTHING may have value – weapons, vehicles, food, blankets and drinking water! Frightened or desperate civilians may riot, and enemy spies may infiltrate the civilians to spy upon the "liberators" in order to wage guerilla-style warfare, engage in sabotage against their hated enemy or the rebuilding effort, and so on.

And the Expeditionary Force Marines will be expected to police all of this, solve crimes and rescue people in need, as best they can, while defending themselves on an alien world. All of this is a wonderful source for adventure.

Other missions

Other missions may include mining asteroids, the acquisition of vital supplies, uncovering a traitor or spy in their midst (or within the civilian population), guarding supplies, holding a strategic position or item/weapon, protecting or escorting important alien leaders, escorting valuable cargo, exploring new worlds, fighting holdout enemy compounds, and finding worlds suitable for human colonization (one of the goals of the Pioneer mission). There may also be lingering mysteries to unravel, and encounters with new alien species and dangerous alien technology. Unleash your imagination and have fun.



Character Creation is Fun and Easy

Reminder: To use this *sourcebook* and even create characters, you will need the core rule book, **Robotech® The Shadow Chronicles Role-Playing Game**. The nitty-gritty of character creation is all explained in the rules section of that role-playing game and offers additional realms of Robotech® adventure. The Invid and their mecha are also detailed in the core rule book.

Here are the basics you need to create Expeditionary Force Marines characters.

1. Each character has eight attributes. These are the mental and physical strengths and weaknesses of the character, such as Intelligence (I.Q.), Physical Prowess (P.P.) and Speed (Spd). The higher the number, the greater that attribute. 9-13 is average.

2. Your character needs an alignment, the moral code and compass that dictates his or her actions. As heroes of the UEEF, most characters should be a good alignment.

3. Your character will also have Hit Points (life points) and S.D.C. (additional physical punishment he can endure). These are important, but against the powerful forces of the Invid, there will be times when *mecha* and *body armor* are even more important. The UEEF Marines is a war story, in the tradition of the island-hopping campaign in the *Pacific Theater of Operations* during World War II, except instead of going from island to island, our heroes hop from planet to planet in an effort to liberate entire worlds of alien people. This means they will almost always be assigned advanced and high-tech war machines capable of surviving combat in a variety of strange and alien environments.

4. The mecha and weapons available to your character will be determined by the *Occupational Character Class (O.C.C.)* or *Racial Character Class (R.C.C.)* and the skills you select.

Picking an O.C.C.

Each player must select an Occupational Character Class (O.C.C.) or Racial Character Class (R.C.C./alien) for his or her character. The O.C.C. represents the occupation, background, training and skill range of that character. In the case of some alien characters, an R.C.C. is chosen due to the specific skill set known to that species. However, some aliens can also choose traditional O.C.C.s. See the entries for each alien species for more information.

There are five Expeditionary Force Marine O.C.C.s to choose from:

1. The Marine Infantry soldier is the grunt and front-line fighter for the UEEF Marine Corps, usually riding a Cyclone Veritech motorcycle into battle with the enemy.

2. STORM Team Commandos are experts at covert operations, raids behind enemy lines and serve as the special forces units of the marines.

3. Mechanized infantry includes those who pilot Destroids and other *ground-based mecha*.

4. Fleet Corpsmen are UEEF fleet personnel who work with the marines and who have medical and science training.

5. Technical officers represent the working heart of the UEEF Marine officer corps, each with specialized training to do a variety of technical jobs, from engineering to communications to first contact with alien species.

There are also a number of alien species available:

The bear-like Karbarrans are a large, powerful species with advanced engineering and mechanical knowledge and incredible strength.

The Tirolians are the species that founded the Robotech Masters, and their knowledge of science is unparalleled.

Praxians are an all-female race that closely resemble Earth legends of Amazon warrior women.

Garudans are a cat-like race with a connection to the environment and amazing physical dexterity and prowess.

Perytonians are horned humanoids who have mastered what appears to be magic.

The Spherians are beings of living crystal.

In addition to those species, the UEEF Pioneer Expeditionary Force brought with it almost all the remaining Zentraedi left on Earth, who make up a large portion of the Expeditionary Force Marine Corps.

Any Robotech® Macross® Saga character may be available with the Game Master's approval. This character will be slightly older than most described below and is likely to be a *veteran* of the **Zentraedi Uprisings** that occurred between the destruction of the SDF-1 and SDF-2 and the launch of the expedition.

Macross era mecha. The expeditionary force took almost all of the remaining Macross era mecha with it, including **Valkyrie Veritechs** and **Destroids**. For the most part, they are considered rear-echelon equipment that takes a back seat to the new, more powerful mecha and weapons developed for the mission. However, they are still respected war machines with an important role to play in the UEEF.

The only **Southern Cross mecha** available should be the *Logan Veritech Fighter* and the *SPARTAS hover tank* – which is one of the main combat mecha of the Expeditionary Force Marines! The Logan was used primarily by the navy until the Alpha fighter rollout was completed.

Robotech® Shadow Chronicles® character classes are not available for UEEF marines, who have their own O.C.C.s, but some of the mecha, like the *Alpha Fighter*, the *Combat* and *Condor*, will be available. Most of the cyclones, the *Beta Fighter*, and some other mecha and equipment are not developed until after the war with the **Invid Regent**, which makes up the core of most Expeditionary Force Marine campaigns. **Robotech® Shadow Chronicles®** UEEF Navy O.C.C.s *can* be played, but some skills, particularly mecha piloting skills, may need to be changed to reflect the available mecha at the time of the war with the Regent.

Skills: Skills help define the character and determine his or her range of abilities. Combat, Piloting, Wilderness Survival and the rest depend upon the skills a player chooses for his character.

These are the key elements of your character creation. Everything else is background and character building (personality/disposition, age, etc.). All fun stuff and often important for getting the most out of your character and gaming experience.

Optional: Quick Character Creation

To make your life easy and character creation fun and fast, you can roll on the **Quick Character Creation tables** that follow, but only if you are playing a human character. Once your character is created and his equipment determined, you are ready to play. All you need are some other players, a Game Master to devise and run the adventures, dice and an active imagination.

The traditional method of building a character requires reviewing all the available O.C.C.s, M.O.S. and skill choices, rolling for attributes, deciding on an alignment, and reading and considerations of all kinds, as described in the rules section of the core RPG book.

This approach to character creation is fine, fun and gives you (the player) a greater range of random attributes and much more control over the selection of skills and abilities. However, all that reading and thinking, and choosing, takes anywhere from 45 to 90 minutes. There's nothing wrong with that, and you can design a character completely around your desires. It is simply a matter of what you prefer.

Using the **Quick Character Creation tables** enables players (and G.M.s) to create a character in 10-15 minutes. Just roll as directed and follow the suggested guidelines.

Optional Table to Quick Roll Your Character

The random roll method should reduce character creation to 10-15 minutes! How? It limits your choices, provides character attributes that only require one die roll to finish, points you to the O.C.C.s (Occupational Character Classes) and in some cases, M.O.S. (Military Operational Specialty) you should pick from and quickly determines most other aspects of your character with the roll of the percentile dice.

In short, it eliminates a great deal of decision-making.

O.C.C. and M.O.S. Note: To quick roll your character, follow the suggestions below. However, they are *suggestions* and as such, the player may choose a completely different O.C.C. and M.O.S. than recommended.

Make a random roll or pick one of the eight categories presented in the table below. Each gives the character at least one mental or physical advantage and suggests the best O.C.C.s based on that strength.

This is a fast way to roll up (or pick) a character with the attribute or two a player might most desire as one of his best natural aptitudes, followed by the number and modifier of all other attributes to fit the listed archetype (Brainy, Physically Strong, Fast Reflexes, Beauty, and so on).

Then follow the advice about the O.C.C. and possible M.O.S. best suited to the character's strengths, go to that O.C.C., pick the remaining skills for that O.C.C., and use the following Optional background tables to determine Alignment, Age, and everything else, and you are ready to play in a matter of minutes.

Attribute Note: The number of dice to roll for attributes is exactly as listed below. Do NOT roll an extra 1D6 if a 16-18 is rolled. When using the Attribute table, only one six-sided (1D6) or four-sided (1D4) is rolled as listed for the end result.

Attributes and Suggested O.C.C. and M.O.S. for UEEF Marines Characters

01-12% Brainy: I.Q. 1D6+18, M.E. 1D6+12, M.A. 1D4+10, P.S. 1D6+9, P.P., 1D4+9, P.E. 1D4+8, P.B. 1D6+9, Spd 1D6+11.

Your character is best suited for an O.C.C. that involves mental challenges, assessing data, research, creating/building, learning, engineering, electronics, sciences, medicine and strategies and tactics.

Your best O.C.C.s are the *Technical Officer* with the Mecha Engineering or Electronic Warfare Specialist M.O.S. or the *Fleet Corpsman*.

13-26% Strong-Willed: I.Q. 1D6+10, M.E. 1D6+19, M.A. 1D6+9, P.S. 1D6+9, P.P. 1D4+13, P.E. 1D6+10, P.B. 1D6+9, Spd 1D6+8.

Your character is best suited for an O.C.C. that involves focus, self-discipline and challenges.

Your best O.C.C. is the *Storm Team Commando* or *Infantry* with the Explosive Ordinance Disposal Technician M.O.S.

27-39% Charismatic: I.Q. 1D6+10, M.E. 1D6+9, M.A. 1D6+18, P.S. 1D4+10, P.E. 1D6+8, P.B. 1D6+14, Spd 1D6+9.

Your character is best suited to a character class that involves leadership, officer training, teaching, communications, performance, espionage and subterfuge.

Your best O.C.C.s are probably the *Technical Officer* with a Communications Specialist, Intelligence or Extraterrestrial Affairs Liaison M.O.S.

40-51% Physically Strong: I.Q. 1D4+10, M.E. 1D4+10, M.A. 1D6+10, P.S. 1D6+19, P.P. 1D4+12, P.E. 1D6+15, P.B. 1D6+12, Spd 1D6+11.

Your character is best suited for an O.C.C. that involves physicality, mechanics, athletics, combat and strength.

Your best O.C.C. is probably *Infantry* with the Heavy Infantry Weapons Specialist or Combat Engineer M.O.S.

52-65% Fast Reflexes and High Dexterity: I.Q. 1D4+10, M.E. 1D6+9, M.A. 1D6+8, P.S. 1D6+9, P.P. 1D6+19, P.E. 1D6+9, P.B. 1D6+10, Spd 1D6+17.

Your character is best suited to an O.C.C. that involves precision use of hands, tools, weapons, targeting, fast physical reaction, combat, building, surgery and other areas where steady and fast hands are a key element.



Ways to Round Out Your UEEF Marines Character

Our decades of experience designing games has shown us that players and Game Masters enjoy having as much background and details about their characters as possible.

We aim to please, so we present a series of optional tables that will help players to quickly establish some background, personality and bonuses for the characters they are about to create.

Remember, these are *optional tables*, which means a player may make up his own background, disposition, and aspects for his character rather than roll on the tables that follow. HOWEVER, the player should not be allowed to pick and choose which tables he wants to roll on, with the exception of the last three. If the player wants to roll on one table (like Character Bonuses) he should roll on them all. Roll percentile dice for random determination.

Note: The nuts and bolts of creating a character are presented in the Game Rules Section of **Robotech® The Shadow Chronicles® RPG**. This is the fun, easy background data that helps make your character memorable.

Alignment

01-25% Principled: Good, honest, loyal and law-abiding team player.

26-50% Scrupulous: Good and trustworthy, but sometimes bends the rules.

51-75% Unprincipled: A rogue with a heart of gold. Tempted to take shortcuts and watch out for number one (himself), but when push comes to shove, always does the right thing (even if he hates himself for it).

76-00% Anarchist: Self-serving, may choose to be a team player or not.

Note: These are supposed to be heroes, so no evil alignments are available.

Sex

Note: We have found it is usually best to let the player pick the sex of his or her character. For those who would prefer to make a random roll, here's the table:

01-60% Male.

61-00% Female.

Age

01-10% 18 years old.

11-20% 19 years old.

21-30% 20 years old.

31-40% 21 years old.

41-50% 22 years old.

51-60% 23 years old.

61-70% 24 years old.

71-80% 25 years old.

81-90% 26 years old.

91-00% 27 years old.

Physical Build

01-15% Skinny.

16-40% Lean and athletic.

41-50% Built; muscular and chiseled.

51-80% Average.

Your best O.C.C.s are probably *Infantry* with the Scout Sniper M.O.S. and *Mechanized infantry* with the Hover Tank or De-stroid pilot M.O.S.

66-78% Great Endurance: I.Q. 1D4+9, M.E. 1D6+14, M.A. 1D6+8, P.S. 1D6+9, P.P. 1D6+9, P.E. 1D6+19, P.B. 1D6+9, Spd 1D6+12.

Your character is best suited to an O.C.C. that requires physical durability and mental toughness. Your best O.C.C.s are probably *Mechanized infantry* or any that can choose the Extraterrestrial Environment Combat Specialist M.O.S.

79-88% A Beauty or Pretty Boy: I.Q. 1D4+10, M.E. 1D6+8, M.A. 1D6+15, P.S. 1D6+11, P.P. 1D6+8, P.E. 1D6+9, P.B. 1D4+20, Spd 1D6+9.

Your character is best suited to an O.C.C. and M.O.S. that involves teaching, communications, performing, trickery or subterfuge.

Your best O.C.C. is probably the *Technical Officer* with the Extraterrestrial Affairs Liaison M.O.S.

89-00% Fast as Lightning: I.Q. 1D4+9, M.E. 1D6+9, M.A. 1D6+8, P.S. 1D6, P.P. 1D6+14, P.E. 1D6+10, P.B. 1D6+10, Spd 2D6+20.

Your character is best suited to an O.C.C. that involves quickness and dexterity, including targeting, combat, fast physical reaction and other areas where fast hands and feet are an asset.

Your best O.C.C.s are probably the *Infantry* and *Mechanized infantry*.

81-90% A bit overweight.

91-00% Overweight.

Height

For Humans, Tirolians, Garudans, Perytonians, Praxians and Micronized Zentraedi

01-25% Short: Under 5 feet, 8 inches (1.73 m).

26-75% Average: 5 feet, 8 inches to 6 feet (1.7 to 1.8 m).

76-95% Tall: 6 feet, one inch to 6 feet, 6 inches (1.9 to 2 m).

96-00% Very Tall: 6 feet, 7 inches to 7 feet (2 to 2.1 m).

Note: Add six inches (0.15 m) to Praxian and Zentraedi characters.

Birth Order

Note: Most Zentraedi, Tirolians and Praxians are clones. All other species can use the table below.

01-25% First Born.

26-50% Second.

51-75% Middle.

76-00% Last.

Family Ties

Note: This table applies to all but the Praxian, Zentraedi and most Tirolians, because they are *genetically engineered clones*. About a quarter of all Tirolians are “freeborn” and can use this chart. Any Zentraedi “freeborn” were too young to participate in the United Earth Expeditionary Force. (*Dana Sterling*, the first child known to have ever been born of a Zentraedi mother, was still a child at the time of the launch.)

01-20% Known family have all perished; last of the line.

21-40% Both parents and a sibling died in combat with the Zentraedi (human) or Invid (alien) or were taken away and enslaved by the Invid. The character may not know if they are dead or alive.

41-50% Lost one parent. 01-50% Father. 51-00% Mother.

51-70% Parents and siblings are alive and well; good relationship.

71-85% Parents and siblings are alive and well; poor relationship.

86-00% Orphan, never knew parents or biological family.

Human to Human

Relationship to Teammates

Roll for each Human character in the player group.

01-10% Sibling.

11-20% Cousin or other relative.

21-40% Just met, no relationship yet developed.

41-50% Friend.

51-60% Old classmate and casual associate.

61-65% Fellow survivor of a Zentraedi uprising attack. This alone creates a sense of camaraderie and kinship.

66-70% Fellow survivor and fighter born from hardship.

71-80% Old rival.

81-90% Finds character a bit annoying, but tolerable.

91-00% Dislikes the other character.

How a Character Feels About an Alien Teammate

This applies to all species. Even some alien species may harbor suspicions or prejudices toward other aliens or even humans.

01-10% Hates them and doesn't like the idea of having an alien on his team.

11-20% Doesn't trust them and looks upon any on his team with suspicion and concern.

21-30% Has never personally met an alien, but is willing to give any one on his team the same respect and trust he'd give anyone of his own species.

31-40% As far as this character is concerned, aliens are just anyone else. If they pull their weight and have their teammate's back, they are all right in his book, and can expect the same from him.

41-50% Finds aliens fascinating and is looking forward to getting to meet and know more of them. Will try to befriend any on his team.

51-60% Believes the aliens on his or her team are among the greatest warriors in the universe and is honored to serve at their side.

61-65% Believes alien species are aggressive savages who only understand and respect violence, threats and war. This character is a bully toward any alien on his team and generally dislikes them.

66-70% Two or more aliens have been long-time teammates and good friends, so there is little or no reservations about what they can bring to a team.

71-75% He doesn't hate or fear them, but this soldier sees aliens as competition and feels the need to prove his own species' superiority in combat and in every other way possible.

76-80% This soldier has no qualms about fighting side-by-side with aliens, but is rather insensitive toward them and holds them to a higher standard. When they fail to meet his unrealistic expectations he will make them the brunt of jokes and criticize them harshly. The character is also likely to make fun of their appearance, any special needs or limitations, and give them cruel or condescending nicknames.

81-90% Even if the character has met aliens before, he has never known any well, and remains ambivalent toward them.

91-00% Dislikes other alien species, and fears they will turn against him or his people at some point.

Note: Zentraedi and Tirolians understand other species' apprehensions towards them due to their actions on the galactic stage in the past, and those who have joined the Expeditionary Force generally try to tolerate snide remarks, disapproving looks and prejudice. They hope their own heroic actions in combat on behalf of Earth and all peace-loving species will win over their comrades in time.

Special Aptitude Bonuses

Applicable to all species.

01-10% Sure Shot: +2 to strike with all types of projectile and energy weapons, from pistols and energy rifles to weapons used by mecha and spaceship cannons. Furthermore, the usual penalties for being off balance, moving, etc. are half. Does not apply to missiles.

11-20% Natural Battloid Ace: +5% to Pilot Battloid skill and +8% to Battloid Piloting Specialty (one specific non-transformable mecha which the character pilots better than any other). Also +1 on initiative, +1 to parry, and +1 to pull punch when piloting any type of non-transformable battloid (including Destroids).

21-30% Natural Veritech Ace: +5% to Pilot Veritech skill and +7% to Veritech Piloting Specialty (one specific Veritech which the character pilots better than any other, his or her favorite). Also +1 on Perception Rolls, +1 to dodge and +1 to roll with impact when piloting any type of transformable mecha.

31-40% High Perception and Solid Gut Instincts: +1D4 on Perception Rolls. Roll 1D4 once in front of the Game Master when the character is first created to determine what this bonus is from that time forward.

41-50% Quick Reaction Time: +1D4 on initiative. Roll 1D4 once in front of the Game Master when the character is first created to determine what this bonus is from that time forward.

51-60% Strongman: +1D6+3 to P.S. attribute and +1 to pull punch.

61-70% Fast Learner and Jack of Many Trades: Select one extra M.O.S., but without benefit of the usual bonuses for it.

71-80% Quick Reflexes: +1 attack per melee and +1 to dodge.

81-90% Fearless: +1D4+2 to save vs Horror Factor. However, as a result, the character may also be a hot shot who takes foolish risks and daring chances.

91-00% Charismatic/Charmer: +1D4+2 to M.A., this character is especially likable and affable.

Disposition

Note: This category should be completely optional. Players should not be forced to roll on this table. Applies to all species.

01-05% Bitter and hardened by war. Has little compassion or sympathy for others, especially those who are foolish. Tends to be intolerant, short-tempered and gruff with everyone. Shows no mercy to the enemy. The carnage of war and the sight of the dead have no obvious impact on this "war is hell, suck it up," soldier.

06-10% Shy, timid, tends to be a loner.

11-16% By the book. Tends to follow orders to the "T," is very formal, follows procedures and is, well, by the book military. Always against breaking the rules, and hates bending the rules except under exceptional circumstances.

17-23% Gung-ho, guts and glory type who sees self as a hero. Likes combat, is quick to action, and hates sitting around, waiting.

24-29% Worrywart, nervous and cautious.

30-36% Hot-head, quick-tempered, emotional, but basically a good guy or gal.

37-43% Schemer, gambler who likes to take chances.

44-50% Blabbermouth, a nice person, but too talkative and has trouble keeping a secret.

51-56% Wild man, cocky, overconfident, takes unnecessary risks.

57-63% Nice, friendly, courteous and hospitable. Cares about his teammates and their mission.

64-70% Snob, arrogant, feels superior to others.

71-76% Tough guy, self-reliant, independent, and a bit of a cocky lone wolf.

77-83% Paternal, overprotective of others, especially young characters and green soldiers.

84-90% Complainer, constantly aggravated about something.

91-95% Paranoid, trusts no one until they have proven themselves trustworthy and loyal many times over.

96-00% Career Officer whose number one priority is seeing himself promoted through the ranks to become as important and powerful as possible (whether he or she deserves it or not). Quick to take credit for the accomplishments of the team and individuals whenever he thinks he can get away with it.

How a Character Feels about the Invid

Roll for each non-Invid character in the player group. This table is completely optional.

01-15% The only good Invid is a dead Invid. There can be no peace after what they've done.

16-30% They are the enemy and must be destroyed or driven away from all peace-loving worlds. Once they're gone, they are of no consequence.

31-40% They are a terrifying menaces from space. Avoid them whenever possible. Fight them when there are no other options left.

41-50% The Invid are no different from any other hostile race. They want to conquer and rule. Fight them just like you would fight any dictator or conqueror.

51-60% Really, what's the big fuss? They leave you alone if you leave them alone. If you choose to bother them, don't be surprised if they start shooting at you.

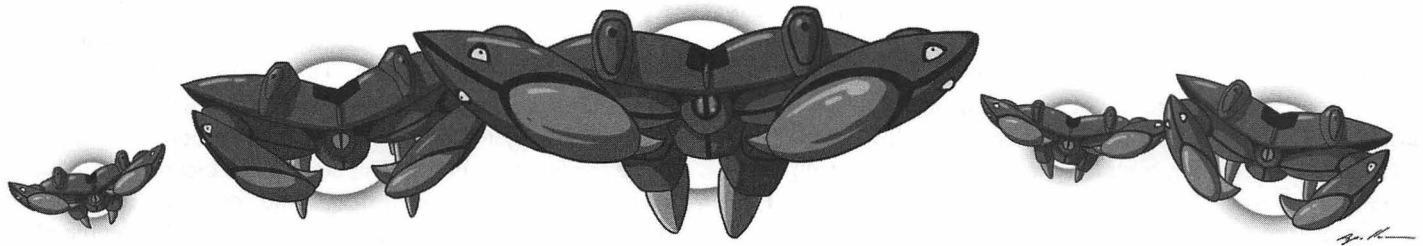
61-70% They may be the enemy, but you have to admit they are the most powerful force in the universe. Would love to know more about them and their society. Sure, it bites that they've taken over all these alien worlds, but might makes right. They did it to everyone else before someone could do it to them.

71-75% The Invid are the victims in all this, and we should feel sorry for them. The Zentraedi say the Robotech Masters started this mess and now we're paying for their mistakes. Sure, they're scary now, but can you blame them after being attacked by the Robotech Masters and the Zentraedi? I'd hate anything that used Protoculture too.

76-80% The Invid are the perfect society. If we were more like them, they would not have been able to threaten us. They are a godsend and will remake the universe. We need to learn how to be more like them and then we'll all be accepted into the hive as brothers.

81-90% People are afraid of these guys? Seriously? Have you seen what an Alpha fighter can do to a whole squadron of Invid Scouts? They can't even be bothered to put guns on half of their mecha. The only reason they are so powerful is because everyone else ran out of Protoculture.

91-00% The Invid are the key to the galaxy's future. They know all the secrets of Protoculture. We don't need to just beat them. We need to conquer them and make them tell us everything. We need to finish the job the Robotech Masters started and then we'll begin conquering the stars as well.



The War with the Invid Regent

The Expeditionary Force Marine Corps are the elite soldiers of the **United Earth Expeditionary Force (UEEF) that launches from Earth in 2222**. Known as the *Pioneer Expedition*, the United Earth Expeditionary Force (UEEF) would become more commonly known simply as the “Expeditionary Force” or “Robotech Expeditionary Force.” It begins as a military space force serving under the *United Earth Forces* and born under the auspices of the *Space Agency*. The Expeditionary Force is dedicated to the defense of Earth, but would end up spending decades in outer space away from their beloved home, rescuing the people of alien worlds from enslavement and tyranny.

The Pioneer Expedition is led by the SDF-3 under the command of Admiral Lisa Hayes-Hunter and Rear Admiral Rick Hunter. The Earth is left under the protection of the *Army of the Southern Cross* and what’s left of the *United Earth Defense Force (UEDF)*.

When the Expeditionary Force leaves Earth in 2222, it has two goals: One is to colonize other worlds and spread humankind across the stars so the human race can never be eradicated in the event of future alien aggression leveled at mother Earth.

The second is to find the home world of the *Robotech Masters* and establish diplomatic communications to ensure a lasting peace between them and Earth. Armed with their new and constantly improving space fleet, mecha, and weaponry powered by Protoculture, the Expeditionary Force sets out to find the Masters.

Invid, First Contact

The Expeditionary Force Marines receive what is, by anyone’s standard, a true baptism of fire. Upon defolding into the Robotech Masters’ home solar system, and setting course for Tirol, the Expeditionary Force is immediately set upon by the forces of the **Invid Regent**.

In one of those ironies of history, when the United Earth Expeditionary Force arrive at Tirol, the Invid mistakenly believe they are the Robotech Masters come to battle them on Tirol. It incites them to immediately attack. You see, when the Robotech Masters deserted Tirol to attack the Earth, the Expeditionary Force was already on its way to Tirol. The two passed each other without knowing it. With the Masters gone, it has given the Invid the chance to invade and occupy the planet of their despised enemy.

Adding fuel to the fire of misconception, the presence of Zentraedi and next generation Battlepods only convinces the Invid, and the Regent, that Expeditionary Force is the return of the Masters. Remember, the Zentraedi are not just an army of giant storm troopers, but clones genetically re-engineered by the Robotech Masters to fight the Invid hordes and conquer other

worlds. Over the centuries of war that has raged between these two civilizations, the Invid have come to hate the Zentraedi more than any other being, with the exception of the Masters. When what appears to be a new *Zentraedi force* with the strange starship powered by Protoculture defolds just outside the orbit of Tirol, the Invid assume it is a the flagship of a “Robotech Masters” war fleet intent on taking the planet back. Indeed, the SDF-3 is the flagship of the UEEF fleet that is on its way behind them, but they are not the Masters and they come in peace. The Invid will not let themselves be fooled by “lies and deception” and strike without hesitation or mercy.

After pushing back the initial attack, the United Earth Expeditionary Force discovers that the planet **Tirol** has been occupied by the forces of the Invid Regent. Hoping the Robotech Masters are still in the vicinity or that there is someone on the planet that they can negotiate with – and realizing that the Invid would continue to attack them and are not interested in a dialogue of any kind – the fleet decides to liberate Tirol.

Fortunately, the Regent had already determined that the Robotech Masters had departed, so the combat force left to hold the Tirol was some Invid and a comparatively small garrison of Inorganics, which are eventually overwhelmed by the Expeditionary Force Marines. But it does give the UEEF crucial information about the Invid, their war machines, and how they fight.

In fact, the first attack on Tirol nets the United Earth Expeditionary Force (UEEF) a coup that continues to pay dividends throughout the war: *a living Invid Brain*.

The Expeditionary Force now has real working combat data and analysis they can use to better fight the Invid, and they believe things look fairly promising.

At the beginning of this campaign, what the Expeditionary Force Marines do not understand – despite Breetai and Exedore’s best efforts to explain – is the Invid’s incredibly vast numbers.

It is hard for humans to understand what it means for every single member of a species to be a soldier. Among humanity, even during the worst of times, just a small percentage of the population are soldiers, and many of them non-combatants. For the Invid, every single member of the species is part of its military, and virtually all of them are combat troops!

On top of that, the **Invid Regent** loves using non-living, robot-like drones known as **Inorganics** as his front-line troops. The Inorganics were created to terrorize the enemy and preserve Invid lives.

The Regent throws Inorganic troops at his enemies by the tens of thousands. The robot-like constructs marching relentlessly like a wave of murderous metal. The Inorganics will press the Expedi-

tionary Force Marines hard in many battles and on many planets yet to come.

However, immediately following the victory at Tirol, the UEEF does not think the Invid are much of a threat and they argue to Breetai and Exedore that perhaps the Invid have been weakened in their long-protracted war with the Robotech Masters. They suggest that the Invid are also running low on Protoculture. It is a possibility the two Zentraedi veterans have to grudgingly concede, but seriously doubt.

This goes a long way in explaining how the Expeditionary Force talks itself into jumping into a “war of liberation” for a number of alien worlds under Invid sway. It is not until the invasion of *Karbarra* that the UEEF learns that it might have bitten off more than it can chew, and by then it is committed to the war.

Fortunately, every world our heroes free from oppression leads to new allies and new combat forces even more committed to the ideal of freeing other enslaved worlds from the tyranny of the Invid.

Another factor in the Expeditionary Force’s favor is that it only faces *half* of the Invid civilization. The **Invid Regess** and **Regent** are estranged, with the Regess taking half the species with her and keeping them out of the war with the Expeditionary Force. However, this would eventually come back to haunt humanity when the Regess uses that half of her people to invade the Earth when it became a bastion of Protoculture and hope for the Invid’s own evolution.

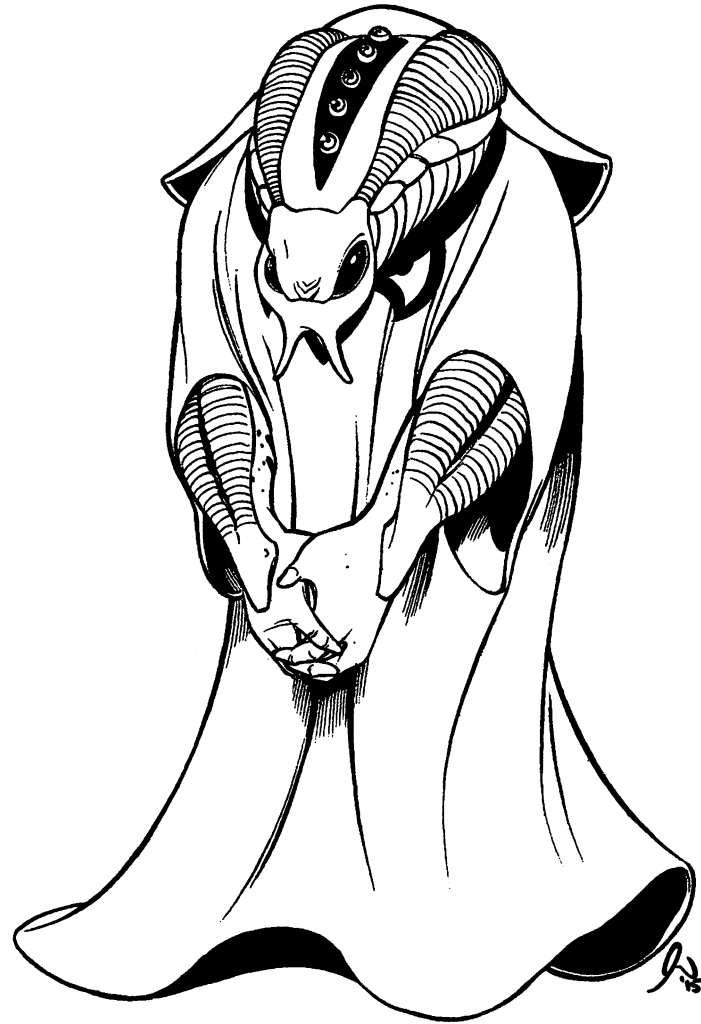
Planet-Hopping Campaign

There is only really one way to fight the Invid and liberate captured worlds: one planet at a time. So the United Earth Expeditionary Force (UEEF) engages in what becomes known as the Planet-to-Planet Liberation Strategy, or the **planet-hopping campaign**, as it is more commonly known.

Inspiring insurrection is the first step to liberation. The Expeditionary Force chose the planets to be liberated by their strategic importance. The Expedition then spends time gathering intelligence on the Invid presence there, *softening it up* with acts of sabotage, hit and run strategic and tactical missions, and helping the indigenous people rebel. When the Expeditionary Force believes it has the best advantages possible, it invades. With rebellion and insurrection already underway, the addition of the Expeditionary Force’s military might can usually tilt the balance of the planetary battle against the Invid invaders in the favor of the conquered people. The Invid troops are forced to abandon the planet and the Inorganic forces left behind, destroyed. Each successful assault and planet liberated inspires the enslaved people to join the battle and *help defeat* the Regent’s Invid and Inorganic troops on other worlds. The UEEF fleet and forces swell with the addition of alien people dedicated to the defeat of the Invid Regent.

The Reflex Point must fall. The Expeditionary Force Marines are always trained to target the main Invid headquarters on each occupied planet, known as the **Reflex Point**. When a Reflex Point (Invid HQ) falls, it usually leads to the Invid fleeing the planet,

regardless of any numerical or tactical battlefield advantage they might still hold onto. Of course, locating a Reflex Point and then destroying it, is no easy task. Thousands of Invid defend such strategic locations and fight to the death to defend it. However, the correct way to “take a planet” is often hotly debated within the Expeditionary Force. The argument exacerbated by the fact that the UEEF has limited troops and resources, and the desire to minimize the loss of human life and loss of life on the planets they are liberating.



Planetary Invasion Doctrines

Invading an entire planet, either to liberate it or occupy it, is no small task, and may be the most complex military undertaking ever imagined. It is not something entered into lightly and most military strategists recommend not trying it at all unless absolutely necessary.

Why? There are three reasons.

First, the sheer size of a planet makes taking one by force daunting. Even a world like Earth, which is mostly covered by unoccupied, vast stretches of water, still has a staggering amount of land mass and at its peak had a population of 7 billion people stretched from one pole to the other. Enemy military facilities are likely to be scattered around the globe, able to deploy ships and

ground troops from all strategic points. Many are going to be hidden and well-defended.

Second, planets are round. When you look at a sphere, like a ball, no matter how you turn it you can only see the same amount of the surface at one time. This means that unless you have a massive amount of spaceships involved, such as *Dolz*'s *Grand Fleet*, it is almost impossible to contain the enemy and very difficult to prevent a *flanking attack* (an attack from your less defended sides or rear) by enemy forces launched from the ground on the far side of the planet. You have to either accept that you have vulnerable flanks or try to spread your forces to cover the entire globe. This thins them out and makes your entire force more vulnerable to an attack at a focused point (say, like at your command ship or carriers). It was this fact that made *Dolz*'s command ship vulnerable in the battle for Earth in the First Robotech War, and he had five million vessels at his command.

The third problem is numbers. An enemy planet may have literally billions of inhabitants. Many, if not all of them, hostile to your forces. If you appear to have a strength advantage, they can grab what weapons and supplies they have and run to the hills, harassing your forces for years to come. Although your military could claim control of the planet, partisan forces could make actual occupation and control impossible through sneak attacks, insurgencies, and simple massed assaults from within the populace (who will eagerly hide them) or from the uncontrolled stretches of wilderness most planets are likely to have. *The ground war* to control a planet can be brutal and cost millions of lives. But in the war facing the UEEF, there is no getting around the fact that some planets just need to be taken.

There are two primary competing theories on how this should be done. They have been named after their creators.

The Exedore Doctrine

Named for Breetai's long-time friend and advisor, the Exedore Doctrine is used throughout the Expeditionary Force's campaign against the Regent. It stresses low risk to attacking forces and low collateral damage to the planet being invaded. However, it is designed for warfare against the Invid, specifically, who have never shown a wealth of space war tactics and prefer to attack an enemy in head-on swarming assault waves. It is designed to rebuff these attacks by concentrating forces at critical points while the planet below is occupied.

Because it generally takes a significant length of time, some refer to it as the "Tortoise approach."

If there is only one habitable planet in a star system, the Exedore Doctrine calls for defolding just outside of the orbit of any large moon. The moon can be used to hide the true number of ships that have entered the system and can be a shield against ground-based long-range weaponry (if any). In some cases there are no moons, of course, and then fleets are directed to defold about 500,000 miles (800,000 km) away from the planet being attacked.

From lunar orbit the fleet moves in, provoking the enemy with scouting and probing attacks. This is known as forcing an enemy to "develop his defenses." It is getting your opponent to show his hand and tells you how an enemy will respond to your presence. Will they first try to communicate, or will they just start blasting? It can also be used to lock them into a battle that is not actually the real thrust of your attack. Once the enemy has fully commit-

ted, they have shown most of their cards and the attacker can then decide if he wants to meet the enemy head-on, attempt to draw them away from the planet while attacking with a second force from another side of the planet, or a commander could decide that the enemy is too powerful and withdraw with little risk.

Once a decision has been made to move forward, the next step is to achieve space dominance before any landing force is called in. This involves, obviously, destroying the enemy's space fleet and space defense assets. It also involves dropping small Expeditionary Force Marine planetary assault units to destroy missile bases, launch facilities, ground-based sensors and telescopes . . . anything that allows the enemy to reinforce their space defenses or even see what is happening in their skies.

After space dominance is achieved, a commander then sends in fighters and possibly light sub-capital ships, like frigates and destroyers, to dominate airspace over key targets of interest. These fighters destroy ground emplacements that could threaten landing ships, blast enemy barracks, and armories, and get highly detailed data on the situation on the ground.

This paves the way for the ground offensive. With few or no enemy spaceships to threaten them, and ground-based defenses suppressed or destroyed, an invasion force commander can then land his troops when and where they will have the most effect. Primary military headquarters of the enemy is usually the main target, as are capital cities and major resources, like Protocol culture depots, water processing plants and the like. This is always a job given to the Expeditionary Force Marines. It is what they are trained to do.

Their goal is not to destroy these facilities. It is to, in fact, to capture and preserve them. They are to drive the enemy out or eliminate him, securing these valuable assets for the UEEF. It also often endears the Expeditionary Force "liberators" to the local population, who tend to find offense, even if being liberated, if you blast their long revered cities or great monuments to powder. On combat drops, usually to break the tension, a platoon or company commander gives a gruff reminder to his or her troops: "Don't shoot the statues!"

It is during the ground offensive phase that the UEEF liberators will try to stir up rebellion and garner the support of the enslaved, indigenous people. To this end the Marines engage in acts of sabotage, hit and run strategic and tactical missions that diminish and harms the enemy forces and their hold over the people, while helping the innocent and encouraging the indigenous people to rebel against the enemy occupying force. The tricky part of this is convincing the people that you are, indeed, here to liberate them and are not just another invader. Preserving their civilization and acts of kindness and mercy go a long way to make this point clear. Later in the planet-hopping campaign, this becomes much easier as the reputation of the Expeditionary Force as the enemy of the Invid and liberators of worlds precedes them. When an Invid dominated world hears that the UEEF is planning an attack against the Invid on their world, the people immediately feel hope and gear up to help retake their homeworld.

Inspiring insurrection includes supplying existing groups of freedom fighters or groups of people ready to rebel, with the weapons and equipment they need to rejoin the fight and help the Marines capture key military targets. Indigenous people working with the Expeditionary Force Marines can provide invaluable intelligence, as well as provide them with assistance in their war against the mutual enemy by way of medical treatment, food, a

safe place to hide, create diversions and distraction, and so on. Every successful Expeditionary Force battle or act of sabotage against the Invid conquerors inspires more people to help them or join the battle. When the sabotage and hit and run war has softened the enemy up and insurrection is at the tipping point, the Expeditionary Force usually strikes with all it has.

The final stage is mop-up and garrisoning. During this stage the main fighting has ceased. The majority of the enemy forces have been destroyed or routed, and Marine units are hunting down the remaining enemy and dealing with new problems such as banditry and policing the liberated people. High-ranking officials, intelligence teams and engineers begin landing, looking for military assets and resources that can be claimed by the UEEF, including Protoculture, intelligence and new technology. Emissaries are sent to speak with the leaders of the local population, and offer aid if they were being occupied by the enemy and just freed, or to demand surrender and terms of occupation if they were an ally (a situation never encountered with the Invid). A combat force is left behind as the fleet prepares for the next offensive. That force either helps the liberated world get back on its feet and, hopefully, begin the process of adding something to the UEEF roster, or it keeps the populace unarmed and in check, without driving them into all-out rebellion if they are hostile.

The Edwards Doctrine

This method of planetary assault is written by *Colonel T.R. Edwards*. It is an aggressive strategy that emphasizes speed and firepower. Edwards believes that the enemy can be “stunned into submission” with overwhelming force and a blitz maneuver on its most valuable assets. It is also often referred to as the *Hare Doctrine*.

Edwards postulates that the best way to take a planet is to fold in at about lunar orbit and quickly move forward with a heavy assault on the central military headquarters and other key targets of the enemy or on the main body of the enemy fleet.

This is done in the hopes that the enemy will NEVER get the chance to develop a good defense and quickly loses its command and control structure before an adequate defensive strategy can be put in place. This scatters and demoralizes enemy forces on the ground and leaves them in disarray and uninformed about the state of the war.

Once resistance in space is crushed, the heavy capital ships can bombard military structures on the planet while ground forces conduct combat drops with fighter escorts protecting them from still-functioning ground defenses and land-based fighters and mecha.

This leaves the transports vulnerable to destruction during orbital insertion but the fleet’s job is to pave the way for their landing with long-range bombardment. Edwards theorizes that this, again, prevents the enemy from digging in and deploying for a ground attack he would have to know is coming.

Specialized teams, often while combat is still ongoing, sweep into enemy strongholds to gather important intelligence and technology, and to secure resources. This is to prevent an enemy from destroying those resources intentionally once they realize the jig is up and they may lose the battle. It also gives a greater chance of capturing high-value enemy personnel for interrogation. Those same personnel might flee in the face of a slower military campaign.

A heavy garrison of Marines can be left behind to impose martial law that helps root out enemy units, and prevent alien occupants from causing trouble or acquiring UEEF technology to use against them someday when any alliances made during the heat of war expires.

While the Edwards Doctrine may make sense against some enemies, and some circumstances, it does not work well against the Invid, whose tactics are extremely unconventional and straightforward. Some strategists, in hindsight, believe Edward’s strategy was originally written based off Zentraedi information on the Robotech Masters, and Edwards and his supporters did not rewrite it for the tactics of the Invid. It also assumes, as Edwards does, that all aliens are either going to be hostile or so focused on self-enrichment that they might as well be hostile. This is just how Edwards sees the universe.

Unfortunately, *General Reinhardt* will use the Edwards Doctrine against the Invid on Earth in an attempt to hurry a surrender or retreat by the Invid, who are on the planet in vast numbers. Unknown to him, half the Invid species is on Earth, a number the UEEF has never had to battle before. His forces will be devastated. Of course, whether the Exedore Doctrine would have worked better on Earth is a question that will be debated and simulated by armchair space war strategists for centuries to come, assuming humanity survives its war with the Haydonites.

Expeditionary Force Marines

Mission and Doctrine of the Expeditionary Force Marine Corps

The Expeditionary Force Marine Corps is a component of the fleet, but has a separate military leadership structure. It comprises the bulk of the UEEF’s ground combat forces. Its primary mission is two-fold:

1. Seizing and defending planetary-based and non-mobile space assets, such as space stations and asteroids, to support fleet campaigns.

2. To develop strategies, tactics and equipment used by planetary invasion forces in coordination with the fleet.

What that means is that the UEEF marines are trained to take planets and bases from the enemy, hold planets and bases against enemy assault, and develop new techniques and gear to make that job more likely to succeed. However, in reality, the United Earth Expeditionary Force quickly found many more uses for them. Before the war’s end, the Marine Corps also finds itself in the role of bodyguard to important alien diplomats, providing protection for scientific missions and expeditions, and even making first contact with new alien species.

The Expeditionary Force Marine Corps would later become an important gateway for incorporating alien volunteers into the UEEF military structure.

Marines also serve as *shipboard security* in the UEEF fleet. They can be seen guarding tactical information centers and bridg-

es, and are the first to respond in situations where hostile boarders gain access to an Expeditionary Force starship.

The famous **Cyclone Veritech motorcycles** were developed for the infantry and most of the UEEF's Destroids are considered part of the Expeditionary Force Marine Corps Mechanized infantry.

Marine Structure

The Expeditionary Force Marine Corps is led by the *Commandant of the Marine Corps*. This position was held by Commander Breetai throughout the war against the Invid Regent. He reports directly to the Admiral of the Fleet, which in this case is *Admiral Lisa Hayes-Hunter*, the mission's Supreme Commander. Breetai was assisted by the assistant commandant of the Marine Corps, with a Sergeant Major as an advisor, along with several deputy commandants. The post was left vacant after his death, but is likely to be filled again as the need for the Expeditionary Force Marines arises during the war with the Haydonites and the search for the SDF-3.

UEEF Marine Ranks and Chain of Command: While part of the UEEF Navy, the Expeditionary Force Marines have their own rank structure and officer corps.

UEEF Marine Enlisted:

- E-1: Private
- E-2: Private, 1st Class
- E-3: Lance Corporal
- E-4: Corporal
- E-5: Sergeant
- E-6: Staff Sergeant
- E-7: Gunnery Sergeant
- E-8: Master Sergeant
- E-9: Sergeant Major

UEEF Warrant Officers

- W-1: Warrant Officer
- W-2 to W-5: Chief Warrant Officer

Note: Warrant officers are NCO (non-commissioned officers) appointed to the position. They provide leadership, training and advisory expertise in special areas. Warrant officers are superior in rank to all enlisted personnel, and subordinate to all commissioned officers. A warrant officer can become a commissioned officer. *Aliens* who join the Expeditionary Force Marines with special skills or expertise are often appointed as warrant officers.

UEEF Marine Officers:

- O-1: 2nd Lieutenant
- O-2: 1st Lieutenant
- O-3: Captain
- O-4: Major
- O-5: Lieutenant Colonel
- O-6: Colonel
- O-7: Brigadier General
- O-8: Lieutenant General
- O-9: General

Special Note: The term *commander* is sometimes used in the Expeditionary Force Marine Corps to designate an officer in charge of a particular unit, detachment or facility. It is a "position," not a rank. Usually, commanders in the Marines hold an actual rank somewhere from Captain to Lieutenant Colonel. **Ex-**

ample: "Who's your base commander, Corporal?" "That would be Major Thompson, Sir. You can find him in the headquarters tent." Anyone of a higher rank given a command position is expected to be referred to by their rank at all times, as a courtesy of station.

Universal skills common to all Expeditionary Force Marines:

The following skills are taught to every Marine, regardless of O.C.C.

- Computer Operation (+5%)
- Math: Basic (+10%)
- Radio: Basic
- Language and Literacy: English: 98%.
- W.P. Rifle
- W.P. Energy Rifle

Every Marine has a rifleman bonus: All Expeditionary Force Marines receive a +1 to strike with any rifle or energy rifle, regardless of O.C.C.

M.O.S. Note: Some Expeditionary Force Marine O.C.C.s can make *two M.O.S. selections*. In cases where the character gets the same skill twice, choose the one with the highest bonus.

Marine Infantry O.C.C.

Also known as a Marine Rifleman

The heart of the Expeditionary Force Marine Corps is its infantry; the enlisted men and women who conduct the bulk of the fighting. They go by a number of names, including "ground pounders," "grunts," and "riflemen." They are the "boots on the ground" that take and hold territory. With war machines like the *Cyclone*, the *Hover Tank*, and other *Battloids* and *Destroids*, the Marine Corps has more firepower and battlefield survivability than ever in history. Each man carrying the firepower of an entire 20th Century squad.

The Marine rifleman has one job: Fight. All other concerns are secondary. They undergo intense infantry training so strenuous and complete that even Breetai, who has seen centuries of warfare, was impressed. The infantry is first in, last out in any large scale engagement. They are the first off the drop ships and shuttles, charging into the teeth of the Invid war machine and any other enemy that threatens the Expeditionary Force fleet or Earth. They can fight on any world and in any environment against any foe.

Marine Infantry O.C.C.

Rank: Start at Private.

Alignment: Any, but most are idealists who follow in the footsteps of the veterans from the First Robotech War. They tend to be Principled, Scrupulous, Unprincipled or Anarchist, and champion the causes of freedom and justice.

Attribute Requirements: P.S. 10, P.E. 12. A high I.Q. and P.P. are helpful, but not required.

Starting S.D.C.: 5D6+10.

Bonuses: +1 on initiative, +2 to P.S., +1D4 to P.E., +1 to pull punch, and +2 to roll with impact.



O.C.C. Skills: All of the Universal skills, above, and the following.

Boarding Spaceships (+15%)

Body Building and Weight Lifting

Climbing (+10%)

Forced March

Combat Driving

Mecha: Pilot Ground Veritechs (+10%)

Mecha Elite Combat Training: VR-010 series Cyclones

Military Etiquette (+10%)

Pilot Motorcycle (+14%)

Pilot: One of choice (+10%).

W.P. Energy Pistol

W.P.: One of choice.

Hand to Hand: Expert, which may be changed and improved by some M.O.S. The best Hand to Hand skill always applies.

M.O.S. (Military Operational Specialty): Each M.O.S. represents the character's *area of special training*. Pick ONE of the following. A list of skills and bonuses appears under each M.O.S. description presented at the end of the O.C.C. section. Read them all and select the one you feel best fits your character's personality and goals.

Basic Mecha Maintenance

Close Quarters Combat Expert

Combat Camera Specialist

Combat Engineer

Combat Vehicle Crewman

Explosive Ordnance Disposal Technician

Heavy Infantry Weapon Specialist

Scout Sniper

STORM Team Basic Training

O.C.C. Related Skills: These are additional skill choices related to the character's military occupation and background, in addition to M.O.S. and O.C.C. skills. Select two other skills at level one, plus one additional skill at levels 3, 5, 8 and 12.

Communications: None.

Domestic: Any.

Electrical: Basic Electronics only (+5%).

Espionage: None.

Mechanical: Basic and Automotive Mechanics only.

Medical: First Aid only.

Military: Any (+10%).

Physical: Any (+5% where applicable).

Pilot: Any except aircraft

Pilot Related: None.

Science: Mathematics only.

Technical: Any (+5%).

W.P. Any except Starship.

Wilderness: Any.

Secondary Skills: Select one skill from the Secondary Skill list in the Skills section of **Robotech® The Shadow Chronicles® RPG** at levels 1, 4, 7 and 11. These are additional areas of knowledge and do not get any bonuses other than possible bonuses for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: CVR-1 Body Armor with the Standard Infantry Helmet, M-25 "Wolverine" Assault Rifle, six magazines of 7.62mm SLAP ammunition, three magazines of standard 7.62mm ammunition, M-37 Weasel 10mm pistol and two additional magazines of ammunition, two flares, two smoke

grenades, two Cobalt grenades, a dress uniform, combat utility uniform, survival knife, canteen, personal clothing and personal items.

Equipment Available on Assignment: Typically issued a VR-011 Rifleman Cyclone for combat duty or while in hostile or dangerous territory. Depending on the Game Master, the military mission, and the character's M.O.S., the character can be assigned any mission specific weapons, explosive ordnance, armor, ground Veritechs, vehicles, and equipment necessary to complete their mission. Infantry soldiers also have access to basic ship and base facilities, computers, recreation areas, mess hall, hospital, training facilities and assigned barracks.

Monthly Wages: Junior Enlisted men, from E-1 to E-3, make 1,000-1,500 credits a month depending on their rating. Non-Commissioned Officers, E-4 through E-9, start at 1,600 credits a month and can make as much as 3,500 credits a month depending on their rating and any combat or hazardous duty pay.

Personal Savings: Starts at 2D6x100 credits.

Experience Advancement: Use the *Enlisted Crewmen O.C.C. experience chart* in **Robotech® The Shadow Chronicles® RPG**.

Mechanized Infantry O.C.C.

The Expeditionary Force Marine Corps' mechanized infantry is a combination of mechanized infantry and traditional armored units. These are the men and women who pilot the *Destroids*, *Hover Tanks* and *other armored units* into battle. They are the heavy groundside hitters of the Expeditionary Force Marines, taking on large Invid mecha, battering down Invid hives and also performing duties that includes reconnaissance and security. When the target is too big for the infantry to handle without significant losses, the *mechanized infantry* rides to their aid.

Mechanized infantry soldiers are proud, brave and highly skilled individuals with an intimate knowledge of the machines they pilot into battle. They are trained to push their mecha to the limit against the enemy and have tremendous firepower at their disposal.

Almost all of the Zentraedi in the UEEF marines are members of the mechanized infantry, as it includes the use of the new *Destroid Battle Pods* and *Officer Pods*, as well as other Battloids and Destroids. The mechanized infantry benefits not just from their courage and skill, but many are veterans of numerous campaigns on dozens of worlds, and they have brought a tremendous amount of knowledge to the mechanized infantry regiments on how to wage war on a variety of planets and on an interstellar scale.

Mechanized infantry O.C.C.

Rank: Start at Lance Corporal.

Alignment: Any, but most are idealists who follow in the footsteps of the veterans from the First Robotech War. They tend to be Principled, Scrupulous, Unprincipled or Anarchist and champion the causes of freedom and justice.

Attribute Requirements: I.Q. and P.P. of 10.

Starting S.D.C.: 3D6+10

Bonuses: +1 to strike, parry, and dodge, +2 to roll with impact.

O.C.C. Skills: All of the Universal skills, above, and the following.

Basic Electronics (+10%)

Land Navigation (+14%)

Pilot Automobile or Truck (pick one; +10%).

Pilot Hovercycles and Hover Vehicles

Mathematics: Advanced (+6%)

Military Etiquette (+10%)

Military: Tanks & APCs (+13%)

Sensory Equipment (+15%)

Swimming (+10%)

W.P. Energy Pistol or W.P. Blunt (pick one).

Hand to Hand: Expert, which may be changed and improved by some M.O.S. The best Hand to Hand skill always applies.

Two M.O.S. (Military Operational Specialty): Each M.O.S. represents the character's area of special training. Mechanized Infantry Marines get to pick two (2) M.O.S. packages. One from the basic M.O.S. list below:

Basic Cyclone Piloting

Basic Mecha Maintenance

Combat Camera Specialist

Combat Vehicle Crewman

STORM Team Basic Training

Mechanized Infantry Marines also get to select one extra M.O.S. from the following list as well:

Combat Shuttle Pilot

Destroid Pilot

Hover Tank Veritech Pilot

Marine Close Air Support Pilot

O.C.C. Related Skills: These are additional skill choices related to the character's military occupation and background, in addition to M.O.S. and O.C.C. skills. Select one other skill at levels 2, 6, 9 and 13.

Communications: Any (+5%).

Domestic: Any.

Electrical: Computer Repair only (+5%).

Espionage: None.

Mechanical: Basic and Automotive Mechanics only.

Medical: First Aid only.

Military: Any (+10%).

Physical: Any except Hand to Hand.

Pilot: Any except Pilot Veritechs, aircraft or spacecraft.

Pilot Related: Any (+5%).

Science: None.

Technical: Any (+5%).

W.P. Any.

Wilderness: Wilderness Survival only.

Secondary Skills: Select one skill from the Secondary Skill list in the Skills section of **Robotech® The Shadow Chronicles® RPG** at levels 1, 4, 8 and 12. These are additional areas of knowledge and do not get any bonuses other than possible bonuses for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: CVR-1 Body Armor with the Reconnaissance and Communications Helmet, Sal-9 Laser Pistol, three additional energy clips, four flares, two colored smoke grenades, a dress uniform, combat utility uniform, survival pack, binoculars, personal clothing and items.

Equipment Available Upon Assignment: Usually assigned to an armored vehicle or mecha. Depending on the Game Master, the military mission, and the character's M.O.S., the character can be assigned any mission specific weapons, explosive ordnance, armor, mecha, vehicles, and equipment necessary to complete their mission. Mechanized infantry soldiers also have access to basic ship and base facilities, the motor pool, computers, recreation areas, mess hall, hospital, training facilities and assigned barracks.

Monthly Wages: Lance Corporals start out at 1,500 credits a month. Non-Commissioned Officers, E-4 through E-9, start at 1,600 credits a month and can make as much as 3,500 credits a month, depending on their rating and any combat or hazardous duty pay. Officers in the Mechanized infantry make between 3,500 and 4,500 credits a month.

Experience Advancement: Use the *Veritech Pilot O.C.C. experience chart* in the **Robotech® The Shadow Chronicles® RPG**.

Fleet Corpsman O.C.C.

Infantry Medical Officer

Fleet Corpsmen are actually *medically trained* naval enlisted men and non-commissioned officers assigned to Expeditionary Force Marines and mechanized infantry units. All medical services required by the UEEF Marines are provided by the fleet.

Fleet Corpsmen undergo marine infantry training in addition to medical schooling, so they are not a liability to the marines they serve with in the field of battle. During combat, if there are no wounded being tended to, they are expected to pick up a rifle and fight the enemy just like everyone else in their unit, though they usually fill support roles rather than front-line infantry.

A Fleet Corpsman must have nerves of steel and a compassionate heart, often working to save soldiers' lives even while under enemy fire. As the war progresses, they find themselves extending their knowledge to aid injured aliens as well, often with physiologies that confound what was once believed about biology and medicine.

While not full medical doctors, they are able to perform field surgery and attend to life-threatening wounds on the battlefield. Given the high lethality of battle involving Robotechnology and Reflex weaponry, often all the corpsman can do is stabilize the patient and get them ready for evacuation to a field hospital or other facility with advanced medical equipment and fully trained doctors.

Enlisted Fleet Corpsmen operate under their own ranking system. Typically, only those of Hospital Corpsman Third Class rank or higher (E-4) are assigned to infantry platoons, giving them the equivalent rank of a Marine Corporal. Lower ranks are typically assigned to bases, field hospitals, ships and clinics until they are experienced enough to work in the field. All Fleet Corpsman player characters should start at E-4 rank.

UEEF Fleet Corpsman Enlisted Ranks:

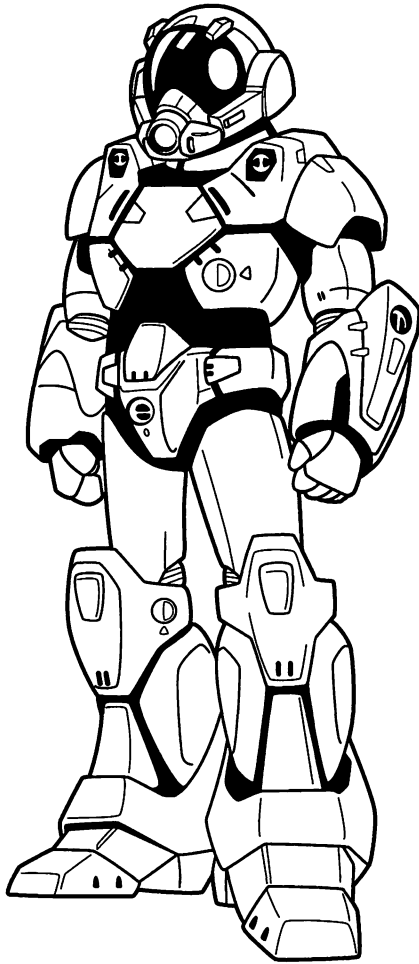
E-1: Hospitalman Recruit

E-2: Hospitalman Apprentice

E-3: Hospitalman

E-4: Hospital Corpsman Third Class

E-5: Hospital Corpsman Second Class



- E-6: Hospital Corpsman First Class
- E-7: Chief Hospital Corpsman
- E-8: Senior Chief Hospital Corpsman
- E-9: Master Chief Hospital Corpsman

Fleet Corpsman O.C.C.

Rank: E-4: Hospital Corpsman Third Class.

Alignment: Any, but most are idealists who follow in the footsteps of the veterans from the First Robotech War. More than even others in the UEEF, the fleet corpsmen typically go into their field due to compassionate hearts and a desire to preserve life even during the horrors of war. They tend to be Principled, Scrupulous, or Unprincipled and champion the causes of freedom and justice.

Attribute Requirements: I.Q. 12. A high M.A. and P.E. are recommended, but not required.

Starting S.D.C.: 2D6+6

Bonuses: +1 to M.E., +1 to Perception Rolls, and +2 to roll with impact.

O.C.C. Skills: None of the Universal skills, above, but get the following, below. **Note:** Though they are part of Marine Corps units, Fleet Corpsmen/Medics are NOT Marines, and thus do NOT get the Universal Marine Skills listed at the beginning of this section. They also do not get the marine bonus to strike with rifles and energy rifles.

Language and Literacy: English: 98%.

Biology (+10%)

Chemistry (+10%)

Computer Operation (+10%)

Field Surgery (+15%)

First Aid (+15%)

Forced March

Mathematics: Advanced (+15%)

Mecha: Pilot Ground Veritechs

Military Etiquette (+10%)

Pilot Motorcycles (+10%)

Radio: Basic (+5%)

W.P. Energy Rifle

W.P. Handguns

Xenological Medicine (no specialization, +15%)

Hand to Hand: Basic

M.O.S. (Military Operational Specialty): Each M.O.S. represents the character's area of special training. Pick one of the following. A list of skills and bonuses appears under each M.O.S. description presented at the end of the O.C.C. section. Read them all and select the one you feel best fits your character's personality and goals.

Combat Shuttle Pilot

Search and Rescue

STORM Team Basic Training

O.C.C. Related Skills: These are additional skill choices related to the character's military occupation and background. Select three skills at level one, plus one additional skill at levels 4, 7, 10 and 13.

Communications: None.

Domestic: Any (+5%).

Electrical: Basic Electronics and Computer Repair only (+5%).

Espionage: None.

Mechanical: Basic and Automotive Mechanics only.

Medical: Any except Medical Doctor (+15%).

Military: Any (+5%).

Physical: Any except Hand to Hand, Acrobatics or Gymnastics.

Pilot: Any except Pilot Veritechs, aircraft or spacecraft.

Pilot Related: Any.

Science: Any (+10%).

Technical: Any (+10%).

W.P. Any.

Wilderness: Wilderness Survival only.

Secondary Skills: Select one skill from the Secondary Skill list in the Skills section of **Robotech® The Shadow Chronicles® RPG** at levels 1, 3, 7, 10 and 14. These are additional areas of knowledge and do not get any bonuses other than possible bonuses for having a high I.Q. All Secondary Skills start at the base skill level.

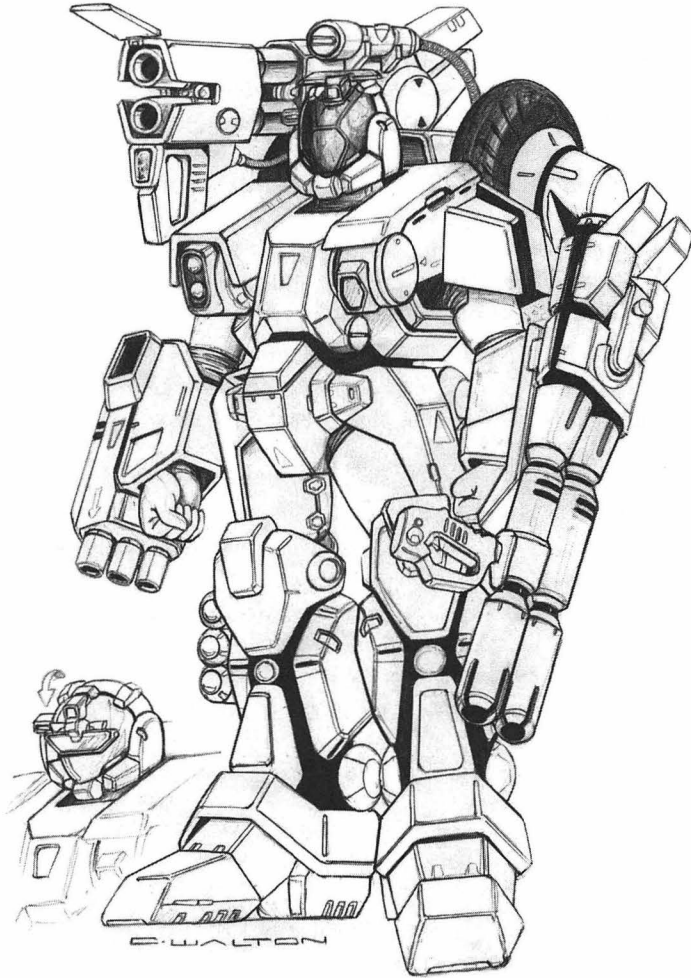
Standard Equipment: CVR-1 Body Armor with the Standard Infantry Helmet, field surgical kit, M-25 "Wolverine" Assault Rifle, six magazines of 7.62mm SLAP ammunition, three magazines of standard 7.62mm ammunition, M-37 Weasel 10mm pistol and two additional magazines of ammunition, two flares, two smoke grenades, a dress uniform, combat utility uniform, survival knife, canteen, personal clothing and personal items.

Equipment Available on Assignment: Typically issued a VR-011 Rifleman Cyclone for combat duty or while in hostile or dangerous territory. Depending on the Game Master, the military mission, and the character's M.O.S., the character can be assigned any mission specific weapons, explosive ordinance, armor, ground Veritechs, vehicles, and equipment necessary

to complete their mission. Infantry soldiers also have access to basic ship and base facilities, computers, recreation areas, mess hall, hospital, training facilities and assigned barracks.

Monthly Wages: Non-commissioned Officers, E-4 through E-9, start at 1,600 credits a month and can make as much as 3,500 credits a month, depending on their rating and any combat or hazardous duty pay.

Experience Advancement: Use the Military Specialist O.C.C. experience chart in the **Robotech® The Shadow Chronicles® RPG**.



S.T.O.R.M. Team/ Special Forces

When the United Earth Expeditionary Force (UEEF) decided to engage the Invid in all-out war and liberate the alien worlds enslaved by the Regent, the Hunters and the other commanders knew that even taking one planet at a time would require the full focus of the fleet and the Marine Corps. But war rarely allows you that luxury. There would inevitably be “brush fires” springing up all over the place in the form of problems that needed solving immediately and could not wait. Intelligence gathering, rescue operations, special commando strikes that would damage the enemy’s war effort, reaching out to allies for support, etc. All of those things would be hard to do if your full attention was on battling the Invid on a planetary scale.

But they still need to be done.

That is where the **Special Tactical Operations and Reconnaissance Mission Teams**, or **STORM Teams**, come into play. These are small strike teams of skilled specialists who are flexible enough, trained enough, and packing enough firepower to do just about any small unit operation. Whether it’s destroying an Invid communications tower or escorting an alien diplomat to the SDF-3 safely, STORM Teams can expect to be called upon to do the job.

STORM Teams are very seldom larger than a dozen people, and most are in the range of six to ten (perfect for a player group), and they are made up of personnel from a variety of backgrounds and with a wide range of skills. There is no preset formula and the teams cross both branches. A single team could have a heavy infantry Cyclone Rider, an Alpha Fighter Pilot, a Communications Expert, a Zentraedi Battlepod Pilot and even a scientist or engineer. All that mattered is that the team has a semblance of balance, flexibility to do a variety of jobs and the will to go into harm’s way to get the job done.

STORM Teams are typically assigned to a small ship, such as a frigate or something even smaller, as long as it can space fold and take the team where it needs to go. It is up to the team to determine how best to meet its objectives using the skills of its members. Some teams very quickly become known for specializing in specific types of missions because of their makeup and number of successes in that area. These are the first UEEF units to utilize *alien personnel* by adapting their special skills and cultural knowledge to the benefit of the mission. As such, STORM Teams tend to be made up of individuals with open, flexible minds that are rarely clouded by prejudice.

While most STORM Team members are pulled from a variety of occupations within the UEEF and liberated planets, there is a specific STORM training program primarily meant for team commanders and permanent STORM Team assignments. To keep that vaunted flexibility, there is rarely more than one STORM Commando on any STORM team.

A **typical STORM Team consists of** one to two officers, one or two pilots of large mecha (such as an Alpha fighter or Destroid), one to two technical specialists and two to three marines in Cyclones. Sounds vague? The program is designed to be that way, and teams run the gamut. It is also extremely “officer heavy,” meaning that the ratio of officers to enlisted men is very high. Generally, there is one officer for an entire platoon. But in the case of a STORM Team, there are 1D4 officers in a 6-10 man squad. The leader is usually (though not always) a STORM Commando.

STORM Commando O.C.C.

The STORM Commando is a specially trained Expeditionary Force Marine Corps officer who is taught to think on his feet and make critical decisions without the support of a command structure and often light-years from any sort of assistance. They are taught to work with aliens of all kinds, use strange and experimental technologies and to lead their teams through any environment to meet just about any objective. The most important skill a STORM Commando has, however, is in maximizing the use of the varied talents of his fellow team members.

In most cases, the STORM Commando is the commanding officer of the team. However, there are numerous instances where this is not the case and a more experienced Fleet officer or Marine officer is placed in charge. In these cases, the STORM Commando often works as an *executive officer*, making sure the commanding officer's orders are carried out with maximum efficiency.

STORM Commandos are tough, well-trained and flexible. They garner respect from everyone in the UEEF for their battlefield prowess, tactical knowledge and, most of all, their dedication to getting the job done by whatever means necessary.

Storm Commando O.C.C.

Rank: Starts at 2nd Lieutenant.

Alignment: Any, but most are idealists who pride themselves on their courage and fighting prowess. They follow in the footsteps of the heroes from the First Robotech War, and tend to be Principled, Scrupulous, Unprincipled or Anarchist. Most STORM Team personnel believe whole heartedly in the good they do, liberating entire worlds and fighting to keep Earth and the UEEF safe from all menaces.

Attribute Requirements: I.Q. 12, P.S. 12, P.E. 14. A high M.E. and P.P. are helpful, but not required.

Starting S.D.C.: 1D4x10+10

Bonuses: +2 on initiative, +2 to disarm, +2 to pull punch, +3 to roll with impact.

O.C.C. Skills: All of the Universal skills, above, and the following.

- Basic Electronics (+5%)
- Boarding Spaceships (+10%)
- Climbing (+15%)
- Detect Ambush (+15%)
- Intelligence (+15%)
- Two Espionage skills of choice (+10%).
- MECT: One of choice.
- Military Etiquette (+10%)
- Military Sign Language (+15%)
- Pilot: Ground Veritechs (+5%)
- Pilot: One skill of choice.
- Running
- Surveillance (+10%)
- Swimming (+10%)
- Undercover Ops (+10%)
- Wilderness Survival (10%)
- W.P. Knife
- W.P. Heavy Weapons
- W.P. Heavy M.D. Weapons
- W.P. Energy Pistol
- W.P. Pistol
- Hand to Hand: Commando

M.O.S. (Military Operational Specialty): Each M.O.S. represents the character's area of special training. Pick one of the following. A list of skills and bonuses appears under each M.O.S. description presented at the end of the O.C.C. section. Read them all and select the one you feel best fits your character's personality and goals. **Note:** The Commando automatically gets the **STORM Team Basic Training M.O.S.** and those skill and bonuses are accounted for in the O.C.C. list above.

- Basic Cyclone Piloting
- Close Quarters Combat Expert
- Extraterrestrial Environment Combat Specialist
- Extraterrestrial Affairs Liaison
- Intelligence Specialist
- Scout Sniper

O.C.C. Related Skills: These are additional skill choices related to the character's military occupation and background. Select two other skills at level one, plus one additional skill at levels 3, 6, 9 and 12.

- Communications: Any (+10%).
- Domestic: Any.
- Electrical: Electrical Engineer or Computer Repair only (+5%).
- Espionage: Any (+10%).
- Mechanical: Basic and Automotive Mechanics only.
- Medical: First Aid or Paramedic only.
- Military: Any (+10%).
- Physical: Any except Hand to Hand (+10% where applicable).
- Pilot: Any.
- Pilot Related: Any (+5%).
- Science: Mathematics: Advanced only.
- Technical: Any (+5%).
- W.P. Any.
- Wilderness: Any.

Secondary Skills: Select one skill from the Secondary Skill list in the Skills section of **Robotech® The Shadow Chronicles® RPG** at levels 2, 5, 10 and 14. These are additional areas of knowledge and do not get any bonuses other than possible bonuses for having a high I.Q. All Secondary Skills start at the base skill level.

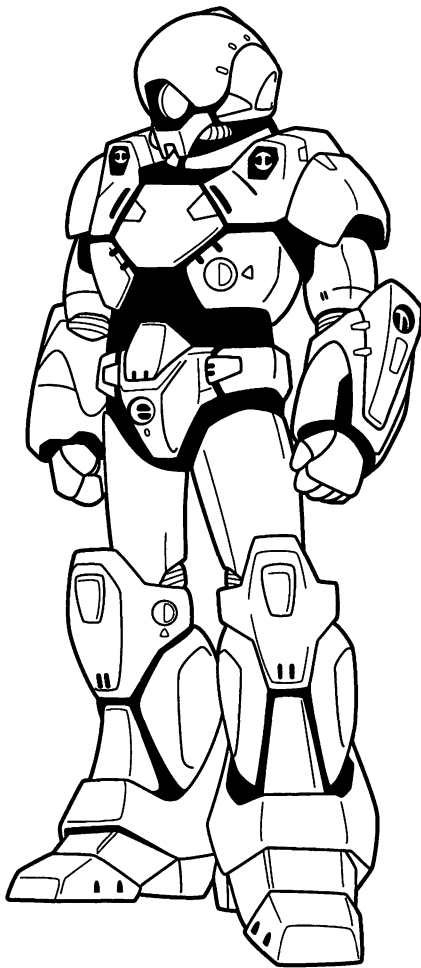
Standard Equipment: CVR-1 body armor with the Command Helmet, M-30 "Wolf" or the FAL-2 Pulse Laser Rifle with four additional energy clips, SAL-9 laser pistol with two additional energy clips, survival knife, 2 flares, 2 smoke grenades, 4 Cobalt grenades, survival kit, a dress uniform, a combat utility uniform, canteen, personal clothing and personal effects.

Equipment Available Upon Assignment: Any Cyclone or Mecha that the Commando is trained to use is likely to be assigned, and STORM Commandos get a lot of latitude in requisitioning the equipment that they feel is necessary to complete their mission, including vehicles, explosives and other mecha. Depending on the Game Master, the military mission, and the character's M.O.S., the character can be assigned any mission specific weapons, explosive ordnance, armor, ground Veritechs, vehicles, and equipment necessary to complete their mission. Infantry soldiers also have access to basic ship and base facilities, computers, recreation areas, mess hall, hospital, training facilities and assigned barracks.

Monthly Wages: STORM Commandos are well paid and make between 3,500 and 4,500 credits a month. Due to their security access and training, the commandos are all commissioned officers starting at 1st or 2nd Lieutenant.

Personal Savings: 6D6x100 credits.

Experience Advancement: Use the *Military Specialist O.C.C. experience chart* in the **Robotech® The Shadow Chronicles® RPG**.



Marine Technical Officer O.C.C.

The marine officers are the leaders of the Expeditionary Force Marine Corps, and are highly trained and educated soldiers. Marine Technical Officers either rise through the ranks of the enlisted or are graduates of Officer Candidate School. The latter should be the case with new player characters.

The high amount of the front-line combat action seen by the Expeditionary Force Marines weeds out bad officers very quickly. They are either forced into a rear echelon position or quickly meet their end on the battlefield. The victims of their own poor decisions and strategies. And officers who uselessly or callously throw away the lives of the soldiers in their command tend to suffer a very high rate of dangerous and sometimes fatal accidents. That said, most officers in the UEEF Marine Corps take their responsibilities and duties very seriously and care about the troops under their charge.

Marine Technical Officer O.C.C.

Rank: Starts at 2nd Lieutenant.

Alignment: Any, but most are pragmatic career soldiers whose strong sense of duty and idealism has them follow in the footsteps of the veterans from the First Robotech War. They tend to be Principled, Scrupulous, Unprincipled or Anarchist and many can be found in the trenches with the troops.

Attribute Requirements: I.Q. 9, M.A. 9, P.E. 10. A good P.S. and P.P. are helpful, but not required.

Starting S.D.C.: 4D6+8

Bonuses: +2 to Perception rolls, +1 to M.E., +1D4 to M.A.

O.C.C. Skills: All of the Universal skills, at the beginning of O.C.C.s, and the following.

Basic Electronics (+5%)

Climbing (+10%)

Forced March

Intelligence (+6%)

One Piloting skill of choice (+10%).

Sensory Equipment (+15%)

Swimming (+10%)

W.P. Energy Pistol

W.P. Handguns

Mathematics: Advanced (+10%)

Military Etiquette (+20%)

Hand to Hand: Expert, which may be changed and improved by some M.O.S. The best Hand to Hand skill always applies.

M.O.S. (Military Operational Specialty): Each M.O.S. represents the character's area of special training. UEEF Marine Technical Officers get to pick **two M.O.S. packages**.

First select one of these M.O.S. categories:

Basic Cyclone Piloting

Combat Camera Specialist

STORM Team Basic Training

Second, select one additional M.O.S. from the following:

Combat Engineer

Communications Officer

Electronic Warfare Officer

Extraterrestrial Affairs Liaison

Intelligence Specialist

Mecha Engineering

Science Officer

O.C.C. Related Skills: These are additional skill choices related to the character's military occupation and background. Select three other skills at level one, plus one additional skill at levels 3, 6, 9 and 12.

Communications: Any (+10%).

Domestic: Any.

Electrical: Any (+5%).

Espionage: Any (+5%).

Mechanical: Any (+5%).

Medical: First Aid or Paramedic only.

Military: Any (+10%).

Physical: Any except Hand to Hand (+10% where applicable).

Pilot: Any.

Pilot Related: Any (+5%).

Science: Any (+5%).

Technical: Any (+10%).

W.P. Any.

Wilderness: Land Navigation and Wilderness Survival only.

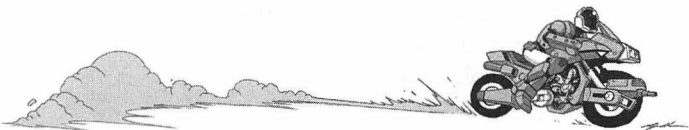
Secondary Skills: Select one skill from the Secondary Skill list in the Skills section of **Robotech® The Shadow Chronicles® RPG** at levels 2, 5, 10 and 15. These are additional areas of knowledge and do not get any bonuses other than possible bonuses for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: CVR-1 Body Armor with the Command Helmet, M-30 "Wolf" Modular Weapon System, plus three additional energy clips, M-37 "Weasel" 10mm Semi-Automatic Pistol plus two additional clips, two flares, one smoke grenade, binoculars, two dress uniforms, one combat utility uniform, canteen, survival knife, personal clothing and personal effects.

Equipment Available Upon Assignment: Depending on the Game Master, the military mission, and the character's M.O.S., the character can be assigned any mission specific weapons, explosive ordnance, armor, mecha, vehicles, and equipment necessary to complete their mission. Technical Officers also have access to basic ship and base facilities, the motor pool, computers, recreation areas, mess hall, hospital, training facilities and assigned personal quarters.

Monthly Wages: Well trained and well paid, Marine Technical Officers make between 2,800 and 3,900 credits a month. Due to their special training, Technical Officers are all commissioned officers starting at 2nd Lieutenant.

Experience Advancement: Use the *Military Specialist/Technical Officer O.C.C.* experience chart in the **Robotech® The Shadow Chronicles® RPG**.



Marine M.O.S. Descriptions

Basic Cyclone Piloting: Generally reserved for non-front line troops, the widespread use of the Cyclone Veritech motorcycle has resulted in a need for at least basic training in its use even among non-infantry personnel, often referred to as "Personnel Other than Grunts" (POGs).

- Land Navigation (+6%)
- Mecha: Pilot Ground Veritechs (+5%)
- MECT: One Cyclone class of choice.
- Pilot Motorcycle (+10%)
- Weapon Systems (+5%)

Basic Mecha Maintenance: This allows the character to perform basic repairs and upkeep on mecha. He or she is not an engineer and serious repairs or modifications are likely beyond their abilities. However, they can patch things together and keep them working in the field.

- Automotive Mechanics (+10%)
- Basic Mechanics (+15%)
- Basic Electronics (+15%)
- Biomechanical Maintenance (Protoculture) (+10%)
- Field Armorer and Munitions Expert (+10%)
- General Repair & Maintenance (+15%)

Close Quarters Combat Expert: A soldier who has been trained in combat in urban environments and onboard starships. They excel at the proverbial "knife fight in a phone booth" theater of warfare.

- Boxing
- Hand to Hand: Commando or Assassin (pick one)
- Military Sign Language (+10%)
- Prowl (+20%)
- Wrestling
- W.P. Knife
- W.P. Sword

Combat Camera Specialist: Soldiers who have undergone this training are essential both for the collection of intelligence and for the archiving and recording of operations of importance. They are frequently assigned to reconnaissance units, science teams, diplomatic missions and to any unit that expects to see and do things that have never been done before. Someone with this skill package is almost always assigned to be among the first boots on the ground for operations on alien worlds.

- Creative Writing (+10%)
- Intelligence (+8%)
- Optic Systems (+15%)
- Photography (+20%)
- Tailing (+10%)
- TV/Video (+25%)

Combat Shuttle Pilot: This pilot has undergone special training in performing combat drops into "hot zones." They fly shuttles full of Marines into the teeth of combat or pilot their vehicles into enemy fire to extract Marines who need rescue. These pilots need spines of steel and are often said to have ice water running through their veins. They are also trained to aid wounded soldiers and rescue downed pilots.

- Excavation & Rescue (+15%)
- Navigation (+10%)
- Paramedic (+10%)
- Spacecraft: Light and Medium (+15%)
- Weapon Systems (+5%)

Combat Engineer: This package means the soldier can perform construction and demolition missions during combat situations. They can blow enemy installations, clear areas of mines in front of advancing infantry units, and build bridges and fortifications. In the Expeditionary Force Marine Corps, Combat Engineers are trained more in the tradition of "sappers," and are meant to use their skills in front-line combat duty.

- Electrical Engineer (+10%)
- Excavation & Rescue (+15%)
- Mechanical Engineer (+15%)
- Demolitions (+12%)
- Demolitions Disposal (+12%)
- Military Fortification (+20%)
- Vehicle Armorer (+10%)
- Trap & Mine Detection (+20%)

Combat Vehicle Crewman: Often referred to simply as "gunners," they are a vehicle pilot's best friend. They are trained to man gun turrets, operate vehicle ordnance, navigate and do every job necessary to help operate a Marine combat vehicle.

- Pilot: One of choice (+10%).

- Navigation (+10%)
- Sensory Equipment (+10%)
- Weapon Systems (+10%)
- W.P. Heavy Mega-Damage Weapons
- W.P. Starship Artillery
- W.P. Starship Energy Weapons

Communications Specialist: The eyes and ears of the Marine Corps, these soldiers not only coordinate internal and external communications within the Corps, but also operate sensors in larger vehicles and installations like the GMU.

- Basic Electronics (+10%)
- Computer Programming (+15%)
- Cryptography or Barter (+5%; pick one)
- Electronic Countermeasures (+15%)
- Language: Other, one of choice (+15%).
- Laser Communications (+10%)
- T.V./Video (+15%)

Destroid Pilot: Exclusive to the mechanized infantry, these are the pilots of the mighty Destroid robot combat vehicles and have taken the place of traditional main battle tank drivers in the UEEF Marine Corps. While many Veritech pilots pride themselves on finesse and nimble handling, most Destroid pilots take pride in the devastation they can unleash on their enemies and their ability to accurately place fire on the target. Many Zentraedi marines go this route and specialize in the new Zentraedi Destroids.

- Advanced Math (+10%)
- Boxing
- Mecha: Pilot Battloids (+15%)
- MECT: Two Destroids of choice.
- Weapon Systems (+15%)
- W.P. Heavy Mega-Damage Weapons

Electronic Warfare Specialist: Usually works with intelligence services, these soldiers are trained in cyber and electronic warfare and defense against attacks of the same kind. They also tend to be excellent code-breakers.

- Advanced Math (+15%)
- Basic Electronics (+10%)
- Computer Hacking (+15%)
- Computer Programming (+20%)
- Computer Repair (+20%)
- Cryptography (+15%)
- Electronic Countermeasures (+20%)
- Surveillance (+10%)

Extraterrestrial Environment Combat Specialist: This involves theoretical knowledge and practical training on how to wage war and survive in alien environments not found on Earth. These individuals are taught to be adaptable and inventive. Before the launch of the Pioneer mission they underwent training in some of the harshest known environments, including arctic terrain and deserts, and most had to survive a week on their own on the moon with minimal supplies.

- Camouflage (+10%)
- First Aid (+10%)
- Outdoorsmanship
- Recycle (+20%)
- Space Survival (+20%)

- Swimming (+20%)
- Wilderness Survival (+20%)
- Zero Gravity Combat

Explosive Ordnance Disposal Technician: One of the more dangerous jobs even in the UEEF, an EOD tech is trained to safely handle the wide variety of powerful ordnance and weapon systems used by the Earth forces, and can often figure out how to use or safely dispose of alien ordnance as well.

- Demolitions (+20%)
- Demolitions Disposal (+25%)
- Field Armorer and Munitions Expert (+15%)
- Mechanical Engineering (+10%)
- NBC Warfare (+15%)
- Weapons Engineer (+10%)
- Weapon Systems (+10%)

Extraterrestrial Affairs Liaison: Also known as “first contact” specialists, these officers are trained in diplomacy and negotiations with alien beings. They try to quickly learn the motivations and personalities of any alien species and try to determine how to deal with them in a way that is most favorable for the Expeditionary Force.

- Anthropology (+20%)
- Barter (+10%)
- Biology (+10%)
- Language: Other: One of choice (+10%).
- Literacy: Other: One of choice (+10%).
- Lore: Two of choice (+15%).
- Psychology (+15%)
- Public Speaking (+20%)
- Xenobiology (+10%)

Heavy Infantry Weapons Specialist: This heavy gunner specializes in the use of high-powered weaponry, adding extra punch to any infantry squad. These soldiers used to be primarily machine gun operators in the 20th Century, but now they are trained in the use of a variety of sometimes exotic Robotech and Reflex weaponry.

- Physical Labor
- Pilot Battloid (must choose the Golem or Daniel Battloid specialty).

- MECT: Same as Battloid piloting specialty.
- Demolitions (+5%)
- Optic Systems (+10%)
- Weapon Systems (+10%)
- W.P. Heavy Military Weapons
- W.P. Heavy Mega-Damage Weapons

Hover Tank Veritech Pilot: These members of the mechanized infantry specialize in the use of the SPARTAS Veritech hover tank, which was originally designed for use in the UEEF and also achieved fame and notoriety in the Army of the Southern Cross back on Earth. One of the most famous units, the Wolf Pack, favored the use of the hover tank.

- Combat Driving
- Navigation (+15%)
- MECT: Hover Tank
- Mecha: Pilot Ground Veritechs with SPARTAS hover tank piloting specialty (+14%).
- Military Tactics (+10%)

Weapon Systems (+15%)
W.P. Heavy Mega-Damage Weapons

Intelligence Specialist: In the Expeditionary Force Marines, these are not so much spies as they are *data collection* and *reconnaissance specialists*. They also analyze enemy tactics and movements and interpret their intent and the best ways to counter them. However, they also have some espionage skills that may be used for the purpose of sabotage and undercover operations.

Basic Electronics (+10%)
Intelligence (+14%)
Interrogation (+15%)
Hand to Hand: Martial Arts
Military Sign Language (+10%)
Military Tactics (+15%)
Two Espionage skills of choice (+10%).
Surveillance (+15%)
Undercover Ops (+15%)

Marine Close Air Support Pilot: Unlike those trained for fleet duty, the Marine Veritech Pilot trains specifically for close air support of ground forces. They run bombing missions and strikes against enemy targets and fortifications, softening them up or destroying them completely to assist ground assets. Marine Pilots also protect shuttles during combat drops from orbit and defend them during insertion and extraction of ground troops. They do not see much duty in deep space. They usually pilot Alpha Fighters, Combats or Super Valkyries.

Boarding Spaceships (+10%)
Navigation (+20%)
Mecha Pilot: Veritechs
Mecha Elite Combat Training: Two of choice.
Pilot Airplane (+20%)
Pilot Jet Aircraft (+20%)
Pilot Jet Fighter (+15%)
Weapon Systems (+10%)

Mecha Engineering: These are the men and women who keep the advanced war machines of the Expeditionary Force and its Marines in fighting order. They have been educated to the limits of human knowledge in Robotechnology, Reflex weaponry and Protoculture.

Computer Programming (+25%)
Electrical Engineer (+25%)
Mathematics: Advanced (+20%)
Mechanical Engineer (+25%)
Protoculture Engineer (+20%)
Reflex System Mechanics (+20%)
Robot Electronics (+15%)
Robot Mechanics (+20%)
Vehicle Armorer (+20%)
Weapons Engineer (+15%)

Science Officer: Marine Science Officers specialize in field work, particularly dealing with the alien species and environments likely to be encountered by the Marine Corps. While much of the scientific duties of the Expeditionary Force are handled by the fleet's Science Division, the Marine Science Officers are often the first experts on-site when something new and worth studying is discovered.

Science Officers are rarely placed in command positions, but when matters of science arise, their decisions are typically given deference. The focus of their research and investigations almost always has an end goal of improving the survivability and chances of success of Marines on the battleground.

Computer Programming (+20%)
Sensory Equipment (+15%)
Two Medical skills of choice (+15%).
Three Science skills of choice (+15%).
Lore: One of choice (+10%).
Research (+15%)
Xenobiology (+20%)
Zoology (+10%)

Scout Sniper: Quiet and deadly, these soldiers are trained in close reconnaissance and surveillance, as well as marksmanship. They provide support to infantry by putting long-range fire on strategic targets.

Camouflage (+25%)
Detect Ambush (+15%)
Optic Systems (+10%)
Prowl (+12%)
Surveillance (+15%)
Sniper
Tracking (+15%)

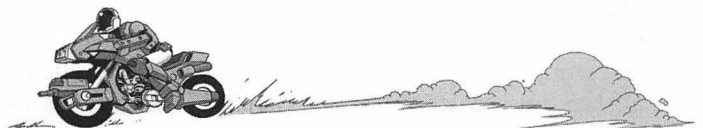
Search and Rescue: Some of the most heralded soldiers are those trained to find and retrieve lost and injured comrades. They often do this in the thick of combat or well behind enemy lines.

Damage Control & Disaster Response (+15%)
Excavation & Rescue (+20%)
Paramedic (+15%)
Space Survival (+15%)
Tracking (+20%)
Tracked & Construction Vehicles (+10%)
Wilderness Survival (+20%)

STORM Team Basic Training: This is an enlisted or NCO trained to work on a STORM Team. They are the backbone of the Expeditionary Force Marine special forces.

Detect Ambush (+15%)
Hand to Hand: Commando
Intelligence (+10%)
Military Sign Language (+10%)
Prowl (+10%)
Two Piloting skills of choice (+10%, where applicable).
Wilderness Survival (+10%)
W.P. Knife

Tirolian M.O.S. skill packages: See the Tirolian alien species description, page 59-61.



Alien Species

Before the Expeditionary Force fleet begins its search for Tirol and the Robotech Masters, the only aliens any human has ever seen are the Zentraedi. Despite being giants, they are very similar to humans in most regards, particularly once they are “micronized” (made human-size) and integrated into Earth culture. The Expeditionary Force has enough data on Tirolians to expect the same – a human-like alien species. The rest of the alien people they encounter in their travels are completely new and often unexpected discoveries. The Invid being the strangest of all. Moreover, as our heroes liberate planets from the control of the Invid, humans find themselves fighting side-by-side with beings who they could have only imagined months before.

The first aliens that are not Tirolian or Zentraedi are beings who had escaped from the Regent while they were being transported to Optera to be placed in a zoo for the Regent’s private amusement, and where they would have likely met terrible and horrific fates during his cruel experiments.

Upon seeing the might of the **United Earth Expeditionary Force** against the occupying Invid forces, the aliens finally found hope that someone might be able to actually contest the Invid and liberate the Local Star Group. It was a hard sell, but after a number of passionate pleas and promises of future support, these alien representatives would manage to win over the Expeditionary Force’s support. A new ally to help them free their worlds from Invid domination.

With each planet that becomes freed, the liberated aliens step up in larger and larger numbers to join the Expeditionary Force and their Marine and Navy branches to free more worlds and help the humans in their crusade for peace through war. The selfless sacrifice of the Expeditionary Force is a model and inspiration to the alien people of many worlds, showing them that defending your neighbor is tantamount to defending yourself.

After the War with the Regent comes to an end, there is little doubt that if the Expeditionary Force calls upon the *liberated alien species* of the local star group for help in their war against the Haydonites (and other enemies that may be lurking in the shadows), they will step forward in large numbers. In fact, even after the Regent is slain and their worlds are liberated, a percentage of the alien people who have joined the Expeditionary Force Marines remain with the Corps and are ready to tackle whatever new danger that may threaten the members of their UEEF military family.

Garudan R.C.C.

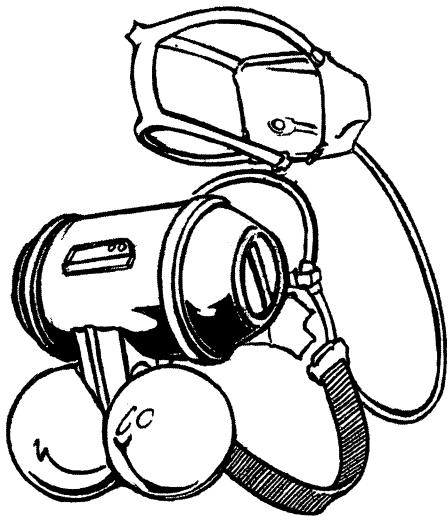
The Garudans are a humanoid race that outwardly resemble a mix of cat, fox and human. They have long fur covering parts of their bodies, a fox-like tail and unusual three-toed feet that look more like tripods. They are sleek, slender, and agile both in body and mind.

Perhaps the most remarkable aspect of Garudan physiology, however, is their heightened mental awareness and their ability to enter a dream-like state known as the “Hin.” The Hin is an altered mental state that appears to give the Garudans otherworldly insight and knowledge. And according to the aliens, they believe it



even gives them glimpses of the future. Garudans are always partially in the Hin state, but can submerge themselves fully when the need arises, giving them nearly super-human capabilities.

This altered state is caused by their planet’s atmosphere, which is a chemical blend unique to their world. In fact, the Garudans must breathe certain trace gases from their world constantly or they will die. All Garudans who leave their home world of Garuda must wear a specialized breathing apparatus that mixes these gases with the outside air.



The Garudans became involved with the war against the Invid when **Zor** tried to seed their world with the **Invid Flower of Life**. Zor hoped that whatever effects the atmosphere had on the Garudans was a sign that the Flower of Life could grow there. He hoped that the altered state of consciousness achieved by the Garudans had some link to Protoculture and the heightened state of awareness experienced by the Invid when they consumed the flower. He was wrong. He could get the flowers to grow and take root, and could artificially pollinate them (a secret he took to his grave), but the flowers were a mutated strain that could not be used to create Protoculture.

The Invid swept down on the Garudans without mercy and the Garudans, whose technology was about equivalent to 1950s Earth, had no defense. Fortunately, this lack of an ability to fight spared their planet and population significant damage, but they have lived under the iron claw of the Invid Regent ever since. Being forced to work Flower of Life farms which, while unable to provide the Invid with Protoculture, can be used to create the vital nutrient fluids that the Invid need to survive.

The Garudans are a brave, honest, loyal and deeply religious people, seeing their visions and abilities from the Hin as a spiritual experience. They are by nature peaceful, and prefer to avoid violence unless absolutely necessary. However, once a Garudan has determined that he or she must fight to protect their friends and loved ones, they are fierce, dedicated combatants.

Garuda is a planet that appears to be covered perpetually in mist, but in actuality it is draped in gases that are toxic to most other species. The planet is mostly flat and covered in marshes and bogs. Humans and other aliens cannot breathe the atmosphere safely without some kind of filter to keep out the natural gases and spores that make the Garudan atmosphere so unique. Every melee round (15 seconds) that a human or other air-breathing alien species breathes unfiltered Garudan air they must make a save vs gases (14 or better) or take 1D4 points of damage directly to their Hit Points. A successful save means no damage. Roll again for every melee round of exposure.

Moreover, anyone who breathes the air may begin to experience euphoria, wandering off as the air continues to kill them, with no sense of where they are or the danger they face. However, a successful save vs gases means that the person takes no damage (for that melee round) and there is a 10% cumulative chance for every successful save that they will experience the Hin. Once a non-Garudan enters the Hin, they no longer have to make a

save to avoid damage until their duration in the Hin is over, and then they suffer double the penalties of a normal Garudan and are again in danger of taking damage from the toxins in the air (begin rolling again for each melee round).

Garudans. Slightly smaller than humans, the Garudans are dexterous, spiritual, quick and stealthy. They have a tribal society with no high technology. Their rebreathers were designed by the Robotech Masters, and sold to them at cutthroat prices when they wanted to explore other worlds. In combat they prefer stealth and subterfuge to striking their enemies directly. In their occasional battles against the Invid on their own world, their most successful tactic is destroying an Invid Hive airlock to let the native atmosphere filter inside to affect the Invid not inside mecha.

The Garudans are quick learners, curious about the universe around them, and fascinated by technology. Yet, they are content in the tribal ways of their people and resist any effort to modernize Garuda once the Invid are driven off. Besides the occasional weapon or high-tech tool, they have little interest in bringing the high technology of the universe home, but they most certainly love to travel and see the wonders of worlds they never dreamed existed.

Garudans are extremely affable and get along well with virtually every other species, with the exceptions of the Invid and the Perytonians, the former because they are conquerors and have an extremely alien mindset, and the latter because they tend to be too arrogant and self-centered for the Garudans' tastes. However, they are polite to all as long as they feel that they themselves are respected and valued.

The Hin

The Hin is an altered state of mind that all Garudans can enter by focusing their thoughts and inhaling deeply of the trace gases in their rebreathers. Normally, they breathe a mix of their home world's air and that of the atmosphere around them (typically an Earth-like atmosphere). When they fully enter the Hin, they breathe only from the rebreather, meaning their time in the Hin state is limited until they can recharge their breathing apparatus.

Most of the time, Garudans are only partially in the Hin state, and the benefits are reflected in their normal attributes and bonuses (see below). However, when they enter the Hin fully, they seem to lose contact with what we consider the normal, rational world. The very wind talks to them, they get glimpses of the past, present and future, they anticipate their enemies' attacks, and paths to goals and knowledge not normally attainable become apparent.

It takes a full melee round (15 seconds) for a Garudan to submerge into the Hin. When not on their home world and using a rebreather, they can remain in the Hin for 1D4 minutes per level of experience. When fully submerged in the Hin, the Garudans gain the following special abilities and bonuses. These abilities are always "on" as long as the Garudan is fully submerged in the Hin:

See the Path: The Garudan can focus on his or her objective, and the direction they need to go will appear to glow brightly. It takes two melee actions of concentration, and the ability lasts as long as they maintain their concentration. Provides the Garudan with a Land Navigation of 75%.

Hin Combat: The Garudan calls on certain heroic ancestors by name, appearing to gain their fighting prowess. The Garudan receives an additional +1 on initiative, +1 to strike, parry and dodge; Hand to Hand: Commando skill while in Hin combat.

Ghostwalking: The most powerful ability granted by submer-
sion in the Hin, this ability appears to allow a Garudan to tempo-
rarily pass through solid objects. This is not so much an ability to
physically walk through a solid object, but more like a miniature
space fold, with the Garudan unsure of where he will emerge,
which can lead to its own risks.

The Garudan activates this ability by walking up to the struc-
ture he wishes to enter and touches it, concentrating for one me-
lee round. The Garudan is disoriented for a moment before ap-
pearing inside the structure. There is a 30%+5% per level chance
the Garudan will appear precisely where he wanted to appear
inside the structure or on the other side of the wall. A failed roll
means that the Garudan was still in the structure, but appeared
1D4x100 feet (between 30.4 m and 121.9 m) off target. Regard-
less of whether the attempt was on target or not, the use of this
ability takes the Garudan out of the Hin state and he suffers all
of the usual penalties. This can be dangerous if he is attempting
to penetrate an enemy stronghold, as he could find himself in the
middle of an enemy garrison in a weakened state.

See Aura: While fully in the Hin, the Garudan can see an
aura around everything. All things, organic and inorganic, have
an aura. The aura has many distinctions and indicates things to
the Garudan normally invisible to the ordinary eye.

Seeing an aura indicates the following:

- Estimate the general level of experience. Low (1-3), medium (4-7), high (8th and up).
- The presence of magic (no indication of what type or power level).
- The presence of psychic abilities (again, though, not the type or power level).
- High or low base of Potential Psychic Energy (P.P.E.).
- The presence of an unusual aberration and/or indicates a seri-
ous illness, insanity, or that the individual is not what he or she
appears to be, could be a mutant or supernatural, but does not
specify which.

This ability has a range of 60 feet (18.3 m) and the target must
be visible. **Note:** A Garudan can not tell one's alignment by using
this power.

Hidden Knowledge: While in the Hin state, the Garudan has
a number of skills that are not available to them normally. The
source of this knowledge is usually attributed to ancestral spirits
who have taken a special interest in the Garudan. Each Garudan
should choose three skills from the following list. **Note:** The Ga-
rudan has those three skills at 75% whenever he is fully in the
Hin state. Out of the Hin state, the Garudan does not have access
to the knowledge, even if he was just using the skill minutes ago.

Skills (Select three):

Anthropology
Cryptography
Holistic Medicine
Intelligence
Lore: Invid
Lore: Robotech Masters
Lore: Zentraedi
Military Tactics
Philosophy

Penalties: When Garudans submerge their psyche into the
Hin, they are not fully cognizant of everything that is going on

around them in reality. They have very little ability to operate
technology beyond handheld weapons. As a result the Garudan
can not access skills from the categories of *Electrical*, *Mechani-
cal*, *Pilot*, or *Pilot Related*. The only skills they can access from
the Communications category are *Barter*, *Cryptography*, *Lang-
uage*, *Performance*, *Public Speaking* and *Sing*.

Moreover, while in the Hin, the Garudan can not read, operate
computers or other technological devices. This is because they
do not see the words from a book, just its aura. They can not
tell small details like a rank pin or watch video from a screen.
They also can not see colors and everything is a sort of vague,
indistinct grey. They recognize individuals not from their facial
features, but from their auras.

Coming out of the Hin leaves the Garudan slightly disori-
ented for 1D4 minutes. He or she is -2 to Perception Rolls and
initiative, -1 attack per melee and -10% on all skills. The Garudan
can not re-enter the Hin for at least 24 hours unless they are on
their home world, in which case they can enter the Hin at will
without the penalties of coming out of it.

Garudan R.C.C.

Alignment: Any, but most tend to be Principled (20%), Scrupu-
lous (40%), Unprincipled (20%), and Anarchist (10%).

Attributes: I.Q. 2D6+6, M.E. 2D6+10, M.A. 2D6+6, P.S.
2D6+4, P.P. 3D6+10, P.E.: 3D6, P.B. 3D6, Spd 1D4x10+10.

Hit Points: P.E. attribute number to start, +2D4 additional per
each new level of experience, starting with level one.

S.D.C.: 20, plus any from their O.C.C. of choice.

M.D.C.: By armor only.

Height: 4 feet +3D6 inches (1.2 m to 1.7 m).

Weight: 80 +1D6x10 pounds (40.5 kg to 63 kg).

Natural Abilities: Nightvision 1,200 feet (366 m), exceptional
hearing (about twice as good as a human's hearing) and re-
tractable cat-like claws that do 2D4 S.D.C. damage. They
also possess the skills Climbing, Detect Ambush and Prowl
at +10%.

Bonuses: +3 on Perception Rolls, +2 on initiative, +1 to parry
and dodge, +2 to roll with impact, +3 to pull punch, impervi-
ous to poisons and gases while wearing their rebreather, +2 to
save vs insanity, +2 to save vs magic.

Combat: All Garudans possess Hand to Hand: Expert, regard-
less of O.C.C., but it improves to the equivalent of Commando
when in Hin Combat.

Available O.C.C.s: Most Garudans who leave their home world
are educated by others or join the United Earth Expedition-
ary Force, as there is no formal education system on Garuda
and most Garudans are not educated beyond the tribal wil-
derness skills they learned from their parents and tribe mem-
bers. Most who were off-world before the Invid invasion have
been trained by Tirolians and can select the **Tirolian Partisan**
O.C.C. The others are likely to join the Expeditionary Force
Marines as infantry or mechanized infantry, where they make
M.O.S. selections that put their natural talents to good use,
like the *Scout Sniper* or *STORM Team M.O.S.* They also make
excellent *Veritech pilots*, but have to wear modified armor that
accommodates their feet, tails and breathing requirements.
They can not use the *Cyclone Veritech Motorcycle* or *Hov-
ercycle*.

Karbarran Bear People

Known officially as Karbarrans, these large, barrel-chested and fur-covered humanoids are a proud, industrious race who were one of the earliest client states of the Robotech Masters. Their talent for engineering and industry helped them rise into a highly valued position within the Robotech Masters' empire. They are respected for their engineering prowess, craftsmanship, strength and honor, and often worked for the Masters as arbiters between species in conflict with one another when the empire was flourishing.

Unfortunately, their strong alliance with the Robotech Masters, and their dependence on the Robotech Masters' technology and mercantile empire, blinded them to the Masters' cruel and manipulative nature. Thus, they were one of the first targets to suffer under the Invid's vicious assault on the Robotech Masters and the many worlds under their control.

It was not until the Zentraedi fleets arrived, not to liberate, but to destroy the Invid no matter where they stood, that the Karbarrans realized that they had been little more than pawns. The Zentraedi had been seen as saviors, sent by their "allies" the Robotech Masters. But the Zentraedi fleet attacked the Invid entrenched on Karbarra with a ferocity and viciousness that left little room for protecting the planet's already abused ecosystem. What's more, the Zentraedi were eventually ordered to pull back and let the Karbarran population's partisan militia forces continue to bleed the Invid while the Robotech Masters protected "more important assets." This has left the Bear Men at the Invid's mercy and they have fought an asymmetrical war against their oppressors for so long that it has nearly become the whole of their history and culture.

When the Robotech Masters first defoliated Optera, they thought it would be easy to breed the **Flower of Life** on just about any planet that could sustain life. They found themselves woefully in error. The Flower of Life has only ever grown on Optera and Earth, and the latter would not be discovered until the Robotech Masters' empire lay in shambles and their last mighty fleet was broken over Earth. But, in the early, heady days, they seeded multiple worlds with the Flower of Life, and when they failed to flourish or mutated, they tried genetically engineering the plants. This resulted in numerous variants, some of which were not viable, and none of which created a plant that could be used to harvest Protoculture.

On Karbarra, the first planet to be seeded, the fields of Flower of Life variants were vast. Using a significant number of real Flowers of Life as a starting point, the Masters covered huge wetland areas with the plants, genetically manipulating them to seed and grow. While those plants did not create a version that could be used for Protoculture, they were able to sustain the Invid's need for food, dooming the planet to invasion.

Besides their natural engineering skills, great strength and honor, the Karbarrans also possess a unique energy source called *Sekitan*. While it is not as powerful as Protoculture, *Sekitan* still enables them to construct interstellar vehicles and engage in high-tech combat. *Sekitan* is an energy-supplying ore, that when burned at high temperature, gives off an isotope of *Ununpentium*, more commonly known as Element 115. **Element 115** lasts only nanoseconds in a reactor, but when it breaks down it releases small amounts of antimatter, which then reacts with other par-

ticles around them, causing an extremely high-powered form of combustion, about five times the output of a fusion reactor of similar mass and fuel requirements. This *Sekitan* does not allow space folding or some other miracles of Protoculture, but it does allow the Karbarrans to build spacecraft that travel much faster than the speed of light (about one light year per week) and can be used to power advanced weaponry, but not reflex weaponry.

The Planet Karbarra

Karbarra is a large, terrestrial world in the Merak star system, about 80 light years away from Earth. The Bear Men are, in fact, Earth's closest known extraterrestrial neighbors. The star itself is more than twice as large as the Sun and about 60 times as bright. Because of the size and heat of Merak, Karbarra orbits at about the same distance from its primary star as Jupiter orbits from the Sun. Any closer and it would not support life.

Merak has several asteroid belts, suggesting it is an overall young star system whose planets have not finished forming. The planet Karbarra has plenty of volcanoes and tectonic activity to suggest it is overall fairly young, and there is little fossil record. The other two planets include a "Hot Jupiter" orbiting just a few million miles from the star itself, and a cold, rocky world at the edge of the system. Everything else is in The Bands; rocky dust clouds that circle Merak like the rings of Saturn.

Karbarra itself is a scarred, battered world. Still capable of supporting life, it is heavily polluted by the constant *Sekitan* mining operations and the burning of **Sekitan**, an ore. The air is filled with heavy, black smog clouds, and through them one can often see the glint of metal off an Invid patrol.

Every major city is dominated by a giant Invid hive, usually located at the center of the city. Residents, faces and eyes protected against the constant soot and acid rain, do not linger in the streets for long, hoping not to be noticed.

Outside of the cities are the massive **Sekitan** mines, often strip-mined until all that remains is ugly, scarred earth. This process was started by the Robotech Masters and continues under the order of the Invid, who use the ore for auxiliary energy sources and side projects. (*Sekitan* is rumored to be a major component in the creation of the Regent's Inorganics.) All of the basic Inorganics are found here, and there are a large number of Invid Soldiers and Invid Scientists here as well. The Karbarran orbital shipyard has been melded with a hive-like Invid space station, and it is here where the large Invid starships are constructed.

While it is obviously a goal of the Expeditionary Force to free the Karbarran people and liberate the planet from the grip of the Invid, capturing or destroying the shipyard is also a major priority and likely to be the subject of a special operation.

Karbarran Bear People

The average Karbarran stands 8 feet (2.4 m) tall and weighs between 500 and 800 pounds (225 to 360 kg). They are covered in thick fur ranging in color from tan to rust to black. They also have small, mushroom shaped horns that are a sort of sensory organ that allows them to detect motion and navigate through dark places, like caves and mines. They have extremely long life spans, living for more than 1,500 Earth years!

They are also incredibly strong and resilient and favor heavy mecha, weaponry and armor. **Note:** Karbarran are often referred



to as Bear “Men.” The term Bear “Men” is a misnomer, as there are just as many females as males. Karbarrans do favor what some humans would say are old-fashioned gender roles, with females raising children and taking a large portion of care taking, teaching, science and healing professions, while the males lean more toward engineering, manufacturing, martial and physical professions.

Karbarran Bear Man R.C.C.

Alignment: Any, but most tend to be Principled (20%), Scrupulous (40%), Unprincipled (20%), and Anarchist (10%).

Attributes: I.Q. 2D6+5, M.E. 2D6+5, M.A. 2D6+9, P.S. 3D6+14 (Augmented), P.P. 2D6+3, P.E. 2D6+12, P.B. 2D6, Spd 2D6+3. Strength is considered Augmented.

Hit Points: P.E. attribute number, +2D6 additional Hit Points per each new level of experience, starting with level one.

S.D.C.: 3D4x10 to start, plus any bonuses from skills or O.C.C.s.

M.D.C.: By armor only.

Height: 7 feet +5D6 inches (2.2 to 3 m).

Weight: 400+1D4x100 pounds (225-360 kg).

Natural Abilities: Engineering Aptitude: All Karbarrans get a +10% to all mechanical and engineering skills, regardless of O.C.C. and gender. They can always pick the Mechanical Engineering and Electronic Engineering skills regardless of normal O.C.C. restrictions.

Motion Detection: The ears of the Karbarrans are covered in sensitive cells and hairs which detect minute changes in wind and air pressure, working like natural motion sensors. Penalties are half when blind or in the dark.

Bonuses: +1 to Perception Rolls, +2 to save vs poison, toxins and gases (their breathing masks make them impervious to inhaled toxins, gases and pathogens), +2 to roll with impact. These are in addition to bonuses from high attributes.

Combat: As per O.C.C., but remember that their strength is considered Augmented, allowing the stronger members of the species to deliver low Mega-Damage power punches and kicks. This has led to a very polite society, since strong members can kill even a Karbarran with a single power punch.

Available O.C.C.s: Most males choose combat, engineering, manufacturing, piloting and physical professions, but their massive physique prevents them from using most human-made mecha. Only Destroids or non-transformable shuttles and similar spacecraft have the room for Karbarrans to even board, let alone pilot. **Note:** Most will be the **Karbarran Combat Laborer** (see below).

Karbarran Combat Laborer R.C.C.

This is a racial character class specific to the Karbarran player characters. It is similar to a combat engineer with a heavier emphasis on starship engineering and construction. The Karbarran Combat Laborer is just as proud of an engine that he built or repaired as he is of his prowess in combat, and sees very little difference between the two. In Karbarran culture, the bear man who keeps a war machine fine-tuned and running shares just as much glory as the warrior who pilots it into battle, and often the two are one and the same.

Rank: Combat Laborers who join the Expeditionary Force Fleet or Marines are generally given the rank of Warrant Officer,

giving them the respect and latitude of a low-ranking officer, but they lack command authority except over *lower-ranked combat laborers* or when specifically assigned to command/lead a particular mission or engineering project.

Alignment: Mostly Principled, Scrupulous or Unprincipled. Karbarran society tends to be very social and empathetic, so the individual is expected to serve the betterment of the community, making selfish and evil alignments rare among these people. Anarchist and evil individuals are generally outcasts and extroverts who are shunned by Karbarran society as a whole, especially if their actions have shown them to be dishonorable or, just as bad, lazy.

Bonuses: +1 to damage with physical attacks and melee weapons and +20 to S.D.C. These are in addition to the natural bonuses possessed by the species as a whole.

O.C.C. Skills:

Language and Literacy: Karbarran at 98%.

Language: Tirolian (+20%)

Language: One of choice (+15%).

Literacy: Tirolian (+15%)

Advanced Mathematics (+10%)

Astrophysics

Carpentry (+10%)

Computer Operation (+10%)

Damage Control & Disaster Response (+5%)

Electrical Engineer (+15%)

One Electrical skill of choice (+15%).

Field Armorer & Munitions Expert (+10%)

Mechanical Engineering (+15%)

Radio: Basic (+10%)

Military Fortification (+15%)

Starship Engineering (+10%)

Wrestling

W.P. Axe or W.P. Blunt (pick one).

W.P. Energy Rifle

Hand to Hand: Expert

O.C.C. Related Skills: These are additional skill choices related to the character’s training and background. Select one other skill at levels 1, 3, 6, 9 and 12.

Communications: Any.

Domestic: Any.

Electrical: Any (+10%).

Espionage: Wilderness Survival only.

Mechanical: Any (+10%).

Medical: None.

Military: Any.

Physical: Any except Acrobatics, Gymnastics or Hand to Hand.

Pilot: Any except Mecha piloting.

Pilot Related: Any (+5%).

Science: Any.

Technical: Any (+5%).

W.P. Any.

Wilderness: Any.

Secondary Skills: Select one skill from the Secondary Skill list in the Skills section of **Robotech® The Shadow Chronicles® RPG** at levels 2, 8 and 12. These are additional areas of knowledge and do not get any bonuses other than possible bonuses for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: An extensive portable tool kit, Ursa Armor, Rebreather, Karbarran Ion Rifle with five additional Sekitan power clips, a powered war shovel (a unique multi-tool), one weapon of choice, goggles, and personal belongings. Karbarrans prefer to have little beyond what they can carry with them at any given time.

Equipment Available on Assignment: Depending on the Game Master, the mission and the character's skills, the character can be assigned any mission specific weapons, explosive ordinance, armor, vehicles and equipment necessary to complete their mission.

Monthly Wages: Karbarran Combat Laborers who join the UEEF receive a Warrant Officer's monthly wages of about 3,800 credits per month. Those who stay independent earn nothing beyond what they receive from doing engineering and repair jobs. Most just fight for the freedom of their people.

Experience Table: Use the Military Specialist & Technical Officer Experience Chart in the **Robotech® The Shadow Chronicles® RPG**.

Perytonian R.C.C.

Native to the planet Peryton, the Perytonians are a tall, horned humanoid race that remind many humans of devils or demons. They have tall, knotted horns, conical heads, and skin colors that include maroon, bright red, orange, green and yellow. Their most amazing feature is not anything physical, it is their ability to manipulate electromagnetic energy into an art they consider to be *magic*.

Perytonian Energy Wizards, as the most accomplished of these energy manipulators call themselves, can create fire and lightning that shoots from their hands, can surround themselves with force fields, and can even seem to warp time and space around them. Even unarmed, an experienced Perytonian Energy Wizard who is smart enough and powerful enough can face down an enemy mecha and come out on top.

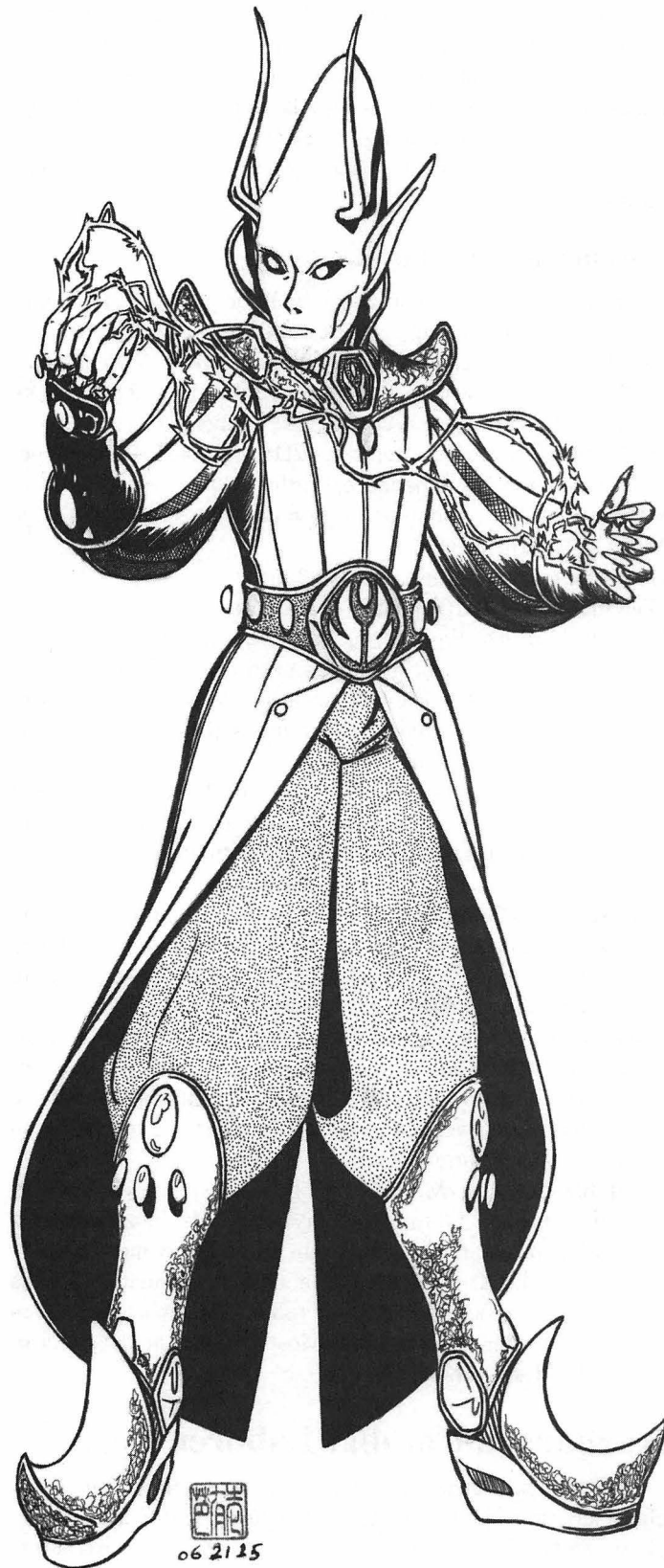
It is only their own internal conflict, desire for individual power and inability to unite as a people that prevents them from being a dominant species in the local star group, or as Colonel Jonathan Wolfe once said, "If they weren't so self-destructive, they'd be dangerous."

Peryton was another planet visited by the Tirolian scientist **Zor**. He had heard rumors that powerful lines of life energy crisscrossed the planet, providing the Perytonians with much of their power. He hoped the abundance of this strange energy would help the Flower of Life take root and grow. He also hoped that these Energy Wizards would have some inherent wisdom he could tap into. Tirolian mythology is not that different from human myth when it comes to magic, and Zor hoped he would find old, wizened Perytonian mages in tall towers who had been contemplating the meaning of the universe and unraveling its inner secrets for eons.

What he found instead was a cursed world turned into a wasteland by a war that never ends.

The Infernal War

Much of Peryton has been laid waste for centuries by what is known as the *Moebius Battle*, or **the Infernal War**. From dawn until dusk, everyday, somewhere on the surface of the planet, a ti-



tanic battle appears out of nowhere. The combatants, two warring factions of Perytonians who are *long dead*. According to legend, they are cursed to fight out their battle every day for eternity.

The battle is very real and very deadly, and always seems to appear near or at population centers. Nobody knows where it will appear next, but when it does, destruction ensues. The battle is no illusion and the combatants do not appear to be ghosts. The combat between these two magic-wielding forces damages the area

wherever it appears. Sometimes destroying entire towns. And the battle is steadily growing larger.

Whenever someone, be it a Perytonian or even an alien visitor to that world, dies during the battle, they are swept up in it and vanish. However, those who perish reappears the next morning wherever the Moebius Battle has returned! They seem to be alive and well but consumed with battle and compelled to fight the combatant in the opposing side of the battle. Like everyone in the Infernal War, they can not be reasoned with, and fight until dusk, when they disappear along with everyone involved in the battle. This includes anyone who seems to be slain. And it includes the Invid.

Removing someone from the battle does no good. As soon as the sun sets. First, they are obsessed with returning to battle and speak of little else, except how they must vanquish the enemy. If such a person is pulled from the conflict and held captive, even miles away, they are gone at dusk – vanished into thin air – and reappear wherever the battle rages, weapons and armor in the exact same condition as when they were first caught up in the never-ending combat.

Perytonians have been trying to find a way to end this war for centuries, but can find no means to do so. They fear, rightly so, that one day it will grow to consume the entire planet. Their efforts to end the Infernal War seem futile, and many a brave Perytonian who has sought to examine and unravel its mysteries has died in the attempt, only to become one of the cursed warriors doomed to fight for eternity.

Zor eventually developed his own theories on the Infernal War. He believed that these lines of energy that run across the Perytonian home world collect the life energy of every being that has ever lived there. That when someone dies, regardless of race, on Peryton, that being's life energy is channeled into the rivers of power to become part of the endless battle. They are most powerful at the intersections, or what the Perytonians call "energy pools," where the energy intensifies and seems to pool up. At such pools or centers of power, the Energy Wizards find their "magic" abilities magnified. Perytonian Energy Wizards often built towers, citadels and fortresses at these centers of power, to control and harness the energy that collects there.

Zor thought the Infernal War started at one of the larger super-energy pools on the planet, where many of these lines converge. He theorized that the battle unleashed such powerful energy and caused so much death that it created a distortion in time and space. A wound that has never healed. He suspected the battle shows up at or near Perytonian cities because they all tend to be built along these lines of energy and/or where the energy pools.

How to stop it? Zor had no clue. He believed that only someone steeped in Perytonian magic and history, and who better understood the planet's powerful energies, would have to come up with a solution.

Despite all this, Zor chose to plant the Flower of Life along some of these lines of energy. Again seeding them artificially to get them to grow. Again, the Flowers of Life that grew there were mutated and useless to anyone except **the Invid**, who could derive both nutrition and weak levels of Protoculture from them.

Invading Peryton was a little different for the Invid this time. When it came to the Perytonian Energy Wizards and their cursed world, the Invid were uncharacteristically superstitious. Unlike many other races who try to lay a scientific explanation to how Perytonians wield such power, the Invid accepted their use of

"magic" at face value, and have a significant appreciation for what they think a powerful Perytonian Energy Wizard can do. The Invid, for once, have used diplomacy, backed by the threat of invasion, to leverage themselves into de facto leadership of the planet.

Using some of the most powerful Perytonian Energy Wizards as puppets, the Invid Regent subjugated the population and built their hives far away from Perytonian cities (and, not coincidentally, far away from where the energy pools and where most Moebius Battles appear). The conniving and selfish Perytonian Energy Wizards then sold many of their own people into slavery to the Invid in return for their world being left unmolested by the aliens and, of course, for political power. The Invid Regent and his scientists used a strategy of divide and conquer in a rare show of insight to conquer Peryton, and soon the Invid's control of the world was cemented without a shot being fired. Some say that the Perytonians' hunger for power and the rivalry between the most powerful wizards was so intense that all the Invid had to do was show up.

Technology on Peryton is equivalent to human technology before the arrival of the SDF-1, with much of their higher end technology purchased from the Robotech Masters before the Invid invaded. Peryton was a typical "customer" of the Robotech Masters, indebted to them through centuries of unbalanced trade and reliance upon the goods of their mercantile empire, meaning much of the better technology in use on the planet is Tirolian in origin and manufacture.

The Perytonians

In many ways, Perytonians are similar to humans. They appear to be mammals, eat the same kinds of foods, reproduce in a similar fashion and their thinking is along the same lines. Physiologically, the only species closer to humans are the Praxians and the Tirolians (both of whom are essentially identical and genetically compatible, raising many questions about the origins of all three). They are most certainly aliens, but they have bodies that humans can understand and relate to better than they can with the *Karbarrans* and *Garudans*.

Despite the biological similarities, appearance is important, and many humans feel uncomfortable around the Perytonians because of their physical similarity to devils and demons that many humans associate with the epitome of evil and things that go bump in the night. And the fact that a Perytonian can use "magic" only made matters worse! Even by the end of the Expeditionary Force's campaign of liberation, the UEEF had to occasionally send a soldier or officer to "sensitivity training" to rid some personnel of the notion that Perytonians were dangerous, evil or actually demons. Some even believe that Peryton might be a portal to Hell. That would explain the Infernal War – eternal damnation.

It doesn't help that Perytonians are raised in a society where its people are often highly competitive, secretive and sometimes self-serving and manipulative, especially when it comes to outsiders. They also tend to be a bit arrogant, seeing themselves as superior to other races. While most of the well-intentioned and noble Perytonian individuals in the Expeditionary Force have been able to overcome these knee-jerk reactions to them through heroic conduct, self-sacrifice and teamwork, some humans still prefer to keep their distance from Perytonian teammates and never completely trust them. The Perytonians have not only noticed

this disdain and aloof behavior, but have investigated and discovered the cause of these apprehensions and find them offensive. (Perytonians are notoriously easy to offend in the first place.) The two species are cool allies, but it is unclear if the two will ever become true friends or trusted allies in the ways that the *Praxians* and the *Karbarrans* have become friends with humanity.

Perytonian R.C.C.

Alignment: Most tend to be Principled (10%), Scrupulous (10%) Unprincipled (30%), Anarchist (30%), Aberrant (10% with their personal code of honor), Miscreant (5%), and Diabolic (5%).

Attributes: I.Q. 3D6, M.E. 3D6+3, M.A. 2D6+2, P.S. 3D6, P.P. 3D6, P.E. 3D6+4, P.B. 2D6+3, Spd 3D6.

Hit Points: P.E. attribute number to start, +1D6 additional Hit Points per each new level of experience, starting with level one.

S.D.C.: As per O.C.C.

P.P.E.: 6D6 to start, +2D4 per each level of experience, starting at level one, for the *average Perytonian*. Energy Wizards start with much more (see below).

M.D.C.: By armor only.

Height: 6 feet +3D6 inches (1.8 to 2.3 m).

Weight: 100 +3D6x10 pounds (58.5 kg to 126 kg).

Natural Abilities: Nightvision 600 feet (183 m), inquisitive minds, high M.E. and P.E. attributes and a natural aptitude for energy magic.

Energy Magic (special): All Perytonians have the ability to convert their *life force into energy*, which is channeled to manifest as “spells.” An untrained, average Perytonian selects *four spells* from the list below during character creation and can trade any *one* “O.C.C. Related Skill” (but only one) from their O.C.C. list at level one, and at each additional level in which the character receives a new skill. Instead of taking one new *O.C.C. Related Skill*, the character can opt to select one new spell. (Most O.C.C.s receive a new *O.C.C. Related Skill* starting at Level Three). **Note:** Can not choose a spell that costs more P.P.E. to cast than what the Perytonian possesses when the character’s P.P.E. reserve is at maximum. **Recovery of P.P.E.:** Every time a spell is cast, the Wizard loses P.P.E. points. Each spell indicates the P.P.E. Cost. This loss is temporary, and the points replenish themselves naturally at a rate of 5 P.P.E. for every hour of rest or sleep for the normal Perytonian. Energy Wizards recover the points at double that rate.

Energy Manipulators (special): The average Perytonian does not develop his or her ability to manipulate energy to its maximum potential, just like most humans never develop their talents to their full potential, leaving most of the population (95%) as dabblers in magic, as opposed to full-fledged Energy Wizards. Besides, not everybody on the planet can go around studying esoteric arts for their entire lives. Somebody has to clean the streets, build houses and raise crops. However, the remaining 5% (a very large part of the population if you think about it), does focus fully on magic, becoming Perytonian Energy Wizards (see below).

Bonuses: +2 to save vs insanity, +2 to save vs possession and mind control of any kind, +1 to save vs magic, and +1 to save vs Horror Factor.

Combat: As per O.C.C., but all Perytonians have horns of some kind or another that they can use in melee combat. A head

butt does 2D4 S.D.C. damage and goring with horns does 3D6 damage.

Select an O.C.C.: Most *Perytonian citizens* would not “lower” themselves to serving in the infantry, as they see it, and would be more inclined toward fleet professions like Military Specialist, Science and Technical Officers within the Expeditionary Force Fleet or Marine Corps. That said, there are a number of Perytonians and Energy Wizards who serve as Marines and Warrant Officers.

Almost all Perytonians avoid wearing heavy armor or being enclosed inside small spaces like a mecha cockpit. Plus, their varying shapes and sizes of horns and head shapes makes the use of some mecha and body armor impossible without specially designed helmets.

Even though they make up a small percentage of the UEEF’s population, at least half of the Perytonians who join them to help liberate Invid occupied worlds (and to explore the universe) are Perytonian Energy Wizards, and they join up early on.

Note: Skills, Equipment, Monthly Wage and other character details are per the chosen O.C.C.; the above applies to all non-Energy Wizards.

Experience Table: As per O.C.C.; see the **Robotech® The Shadow Chronicles® RPG** for a range of UEEF O.C.C.s.

Perytonian Energy Wizard O.C.C.

The Perytonian Energy Wizard has dedicated his life to mastering the secrets of what the Perytonians call magic. He has attuned his body to the mystical world, turning himself into a living battery of life energy, known as Potential Psychic Energy (P.P.E.).

They tend to lean toward the scholarly arts, though the very nature of Energy Magic also results in them having some combat training as well. Duels between Perytonian Energy Wizards can flatten much of the landscape around them if they are not careful.

Energy Wizards have an even more exalted and haughty view of themselves compared to “ordinary Perytonians” and most certainly to “humans and alien beings.” They represent an “upper class” within Perytonian society and the majority (but not all) behave with a certain amount of arrogance and self-entitlement. Until the Invid came, the Energy Wizards were the leaders of business and the ruling power on the planet. Now the highest ranking among them are members of a puppet government under Invid control.

Perytonian Energy Wizard R.C.C.

Being a Perytonian Energy Wizard is an occupation and position in and of itself, so below are the specific stats, skills and abilities of Perytonian Energy Wizards.

Alignment: Most tend to be Unprincipled (30%), Anarchist (30%) and Aberrant (10% with their personal code of honor), Principled (5%), Scrupulous (10%), Miscreant (5%), and Diabolic (5%).

Attributes: I.Q. 3D6+1, M.E. 3D6+6, M.A. 2D6, P.S. 3D6, P.P. 3D6, P.E. 3D6+6, P.B. 2D6+3, Spd 3D6. **Note:** Remember,

humans and some other races find the Perytonian's appearance unnerving because of their rather "devil-like" or "demonic" appearance, right down to the horns and red complexion.

Hit Points: P.E. attribute number, +1D6 additional Hit Points per each new level of experience, starting with level one.

S.D.C.: 3D6+3, plus any from physical skills.

P.P.E.: See **Perytonian Energy Magic and P.P.E.**, below.

M.D.C.: By armor only.

Height: 6 feet +3D6 inches (1.9 to 2.3 m).

Weight: 100 +3D6x10 pounds (59 kg to 126 kg).

Natural Abilities: Nightvision 600 feet (183 m), inquisitive minds, high M.E. and P.E. attributes and a natural aptitude for energy magic.

Energy Magic (special): All Perytonians have the ability to convert their *life force into energy* to manifest as "spells." The Energy Wizard excels at this and has much great ability than the average Perytonian citizen. See **Perytonian Energy Wizard, Magic and P.P.E.**, below.

Energy Manipulators (special): The Perytonian Energy Wizard spends much of his life studying, developing and mastering the arts of Energy Magic. See **Perytonian Energy Wizard, Magic and P.P.E.**, below for complete details.

Bonuses: +2 to save vs insanity, +2 to save vs possession and mind control of any kind, +2 to save vs magic, +2 to save vs Horror Factor and +1 to Perception Rolls (any). *Spell Strength* increases/bonuses are described in the magic section under **Saving Throws**.

Combat: As per magic abilities, weapon or melee combat. The horns of a Perytonian is a natural weapon. A head butt attack does 2D4 S.D.C. damage and goring with horns does 3D6 damage. All Perytonians have horns of some kind or another.

Energy Wizard O.C.C. Skills:

Language and Literacy: Perytonian at 98%.

Language: Tirolian (+20%)

Literacy: Tirolian (+20%)

One additional Language and Literacy of choice (+10%).

Advanced Mathematics (+10%)

Barter (+10%)

Computer Operation (+10%)

Two Espionage skills of choice (+5%).

Public Speaking (+10%)

Lore: One of choice (+20%).

Research (+10%)

Pilot Hovercycles and Hover Vehicles (+5%)

W.P. Energy Pistol

Hand to Hand: Basic

O.C.C. Related Skills: These are additional skill choices related to the character's training and background. Select four other skills at level one, plus one additional skill at levels 3, 8 and 12.

Communications: Any (+10%).

Domestic: Any (+5%).

Electrical: Basic Electronics only.

Espionage: Any.

Mechanical: Basic Mechanics only.

Medical: None.

Military: None.

Physical: Any except Acrobatics, Boxing, Gymnastics, Wrestling or a superior Hand to Hand.

Pilot: Any except military or mecha.

Pilot Related: Any (+5%).

Science: Any (+10%).

Technical: Any (+10%).

W.P. Any.

Wilderness: Any.

Secondary Skills: Select one skill from the Secondary Skill list in the Skills section of **Robotech® The Shadow Chronicles® RPG** at levels 1, 3, 7, 10 and 13. These are additional areas of knowledge and do not get any bonuses other than possible bonuses for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: An extensive wardrobe of colorful robes that hide light armor underneath (50 M.D.C., no physical penalties, not environmentally sealed), one energy pistol of choice (usually Tirolian) with 3 extra magazines or Energy Clips, a Perytonian handheld computer, flashlight, a knife, food rations, canteen and personal items. Those working with the UEEF receive an energy rifle or pistol, four additional Energy Clips, CVR-1 body armor (cannot use the standard helmet; getting a customize helmet made is the character's choice and expense. Typically costs 2D4x1,000 credits), 1D4 grenades and a conventional vehicle, usually a hovercraft or hovercycle.

Monthly Wages: Most Perytonian Energy Wizards have a secret stash of valuables, such as gems and other small goods with a value of 2D6x1,000 credits. Those joining the UEEF receive a Warrant Officer's monthly wages of about 3,800 credits per month.

Experience Table: Use the *Veritech Pilot Experience Table* in the **Robotech® The Shadow Chronicles® RPG**.

Perytonian Energy Wizard Magic and P.P.E.

All Perytonians can tap their own life force, known as Potential Psychic Energy (P.P.E.), and use it to create feats of magic.

Every living being has some amount of P.P.E. Most humans and aliens have very little, because they have unwittingly spent their P.P.E. on occupational skills, hobbies and other interests.

Permanent P.P.E. Base for Energy Wizards: 2D6x10+20 P.P.E. to start, +10 P.P.E. for each additional each level of experience, starting at level two.

The Perytonian mage learns to nurture and hold P.P.E. inside of him, becoming a living battery or receptacle of magic energy. This energy can be drawn upon at will to create magic/cast energy spells. Each magic spell invocation requires a certain amount of P.P.E. to perform it. Each spell description indicates how many P.P.E. points are needed to create that particular magic effect.

P.P.E. Spell Costs: The amount of P.P.E. needed to cast a particular spell ranges from as little as one point to more than 100. The most expensive spells tend to have the most spectacular effects, but it is actually the less expensive spells that are the most practical and helpful in everyday life, staying alive and combat. The Perytonian Energy Wizard should be able to summon forth his own impressive amount of P.P.E. to cast most spells.

All Perytonians, including Energy Wizards, can only learn spells that they have the P.P.E. to cast when at their current maximum. As they grow in age and experience, so does their P.P.E. reserve, allowing them to select and cast more powerful spells. Most avoid selecting spells that will deplete their P.P.E. with one

casting, leaving them potentially defenseless and powerless for hours until they can recover.

Recovery of P.P.E.: When a spell is cast, the Wizard loses P.P.E. points equal to the cost of the spell. This loss is temporary, and the points replenish themselves naturally. For the Energy Wizard, P.P.E. recovers at a rate of 10 P.P.E. for every hour of rest or sleep. 20 P.P.E. at a line of energy or energy pool.

Understanding Magic. Perytonians must concentrate and have their hands free to cast a spell, weaving them about in arcane gestures that helps to focus their concentration and power. It usually takes *one melee action* to cast a spell. Each spell cast counts as one melee attack. Some spells are direct energy attacks that must be *dodged* or otherwise avoided by the Wizard's opponent, but others require the target to make a *saving throw*.

The Base Saving Throw against spell magic is 12. As an Energy Wizard increases in experience levels, he receives bonuses that increase his Spell Strength which makes the saving throw more difficult for the victim to beat. Perytonian Energy Wizards get a bonus of +1 to Spell Strength at levels 4, 7, 10 and 14.

A Saving Throw is like a mental or magical parry to fight off/block the influence of magic. A successful saving throw against magic means the magic has no (or a reduced) effect on that character. A failed roll to "save vs magic" means the magic has full effect on the victim.

To Save Against a Magic Attack: The player rolls a 20-sided die and must match or better the magic attack. Defenders always win ties.

Canceling Magic: The spell caster of the magic can cancel/stop its effect or influence instantly at any time. Likewise, the Energy Wizard does not have to create the magic for its full duration, but can impose any amount of time, as long as it does not exceed the maximum possible duration. The same is true of damage. The spell caster may intentionally reduce the amount of damage a spell inflicts, but the player must announce this intention, otherwise it is assumed the FULL damage (or duration) is used.

Technological Effects on Magic: Trying to cast magic from inside a vehicle or mecha is impossible, causing the magical effect/damage to strike those inside the vehicle (the spell can not penetrate the walls of the vehicle; even novice students of magic are taught this). As a result, the Energy Wizard must at least open a window or hatch, and stick his head and upper body out (a nice target for snipers) to weave his magic. Many spells also require line of sight to strike a specific target, meaning the spell caster must be able to see his quarry.

Perytonian Energy Spells

The following is a list of spells that are commonly known to Perytonian Energy Wizards.

Optional Additional Magic: If the Game Master is willing to consider additional magic spells being made available to the Energy Mage, he can use potential spells available in the **Rifts® Book of Magic** and/or the **Rifts® Ultimate Edition Role-Playing Game**, which also offers expanded rules on magic and P.P.E. The use of **Rifts®** spells is left ENTIRELY to the Game Master's discretion, and he or she has the absolute final word on which

spells can be used in the *Robotech®* setting. **Note:** Perytonian magic focuses almost entirely on the *manipulation of energy*, which includes things like fire, light, energy, illusions, and energy fields. This very specialized area of magic means Energy Wizards are unlikely to know many spells that do not involve "energy" in some way. And only Spell Invocations (not Elemental spells) should be available. Thus, they are extremely unlikely to possess spells like Breathe Without Air (15), Carpet of Adhesion, Charm, Charismatic Aura, Domination, any Metamorphosis spells or demon related magic.

Spell List

The number in parenthesis is the P.P.E. required to cast that spell). The spells are listed in alphabetical order.

Blinding Flash (1)
Call Lightning (15)
Chameleon (6)
Cloak of Darkness (6)
Cloud of Smoke (2)
Dispel Magic Barriers (20)
Electric Arc (8)
Energy Bolt (5)
Energy Disruption (12)
Energy Field (10)
Extinguish Fire (4)
Fire Ball (10)
Fire Bolt (7)
Firequake (160)
Fuel Flame (5)
Giant (80)
Globe of Daylight (2)
Ignite Fire (6)
Impervious to Energy (20)
Impervious to Fire (5; self)
Invisibility: Simple (6)
Invisibility: Superior (20)
Levitation (5)
Lightblade (20)
Lightning Arc (30)
Magic Armor (Armor of Ithan; 10)
Meteor (75)
Multiple Image (7)
Mystic Portal (60)
Negate Magic (30)
Shockwave (45)
Speed of the Snail (50)
Thunderclap (4)
Wind Rush (20)

Blinding Flash

Range: 10 foot (3 m) radius; up to 60 feet (18.3 m) away.

Duration: Instant.

Saving Throw: Standard; -1 if 3 P.P.E. points are pumped into this spell.

P.P.E.: One

This invocation creates a sudden burst of intense, white light, temporarily blinding everyone in its ten foot (3 m) radius. Vic-

tims are blinded for one to four melee rounds, and are -10 to strike, parry and dodge. The chance of falling is 01-50% every 10 feet (3 m). The magic can be cast up to 60 feet (18.3 m) away. Saving throw is standard; those who successfully save vs magic are not blinded. **Note:** Does not affect robotic, bionic or cybernetic eyes.

Call Lightning

Range: 300 feet (91.5 m); line of sight.

Duration: Instant.

Damage: 1D6 M.D.C. per level of the spell caster.

Saving Throw: None.

P.P.E.: Fifteen

This spell creates a lightning bolt which can be directed at any specific target up to 300 feet (91.5 m) away. The lightning bolt shoots down from the sky, hitting the desired target. The target or area must be within the spell caster's line of vision. The lightning bolt does one six-sided die (1D6) of M.D. per level of the spell caster.

Chameleon

Range: Self or Others by touch.

Duration: Four and a half minutes (18 melees) per level of spell caster.

Saving Throw: None.

P.P.E.: Six

This spell enables the enchanted character(s) to seemingly alter the color and pattern of his clothes and physical body, enabling him to blend into the surrounding environment and disappear from sight. Movement destroys the effectiveness of this magic. The character is 90% undetectable if unmoving. 70% undetectable if moving 2 feet (0.6 m) per melee round or slower. 20% undetectable if moving 6 feet (1.8 m) per melee round. Totally ineffective if moving any faster. This spell is effective against normal vision, see the invisible and most optic systems. A thermal-imager is likely to reveal the character, especially if he is hiding in a cold environment. However, if the air temperature or a machine he is hiding against is around the same temperature as his body temperature (within five degrees), the character is concealed even from it. Attacking someone automatically negates the effects of a Chameleon spell.

Cloak of Darkness

Range: Self plus a 5 foot (1.5 m) radius around the character.

Duration: Four minutes per level of experience.

Saving Throw: None.

P.P.E.: Six

This magic cloaks the spell caster in a field of darkness that follows him or her everywhere. The mage can see perfectly from within the darkness, but those outside the radius of magic cannot see in. At night, it renders the cloaked individual virtually invisible, although he can still be detected by infrared and/or heat sensors, thermo-imaging optics, motion detectors and similar sensor systems. Furthermore, the aura of darkness may noticeably obscure a particular part of the background/area around him, making it obvious to visual detection, especially in daylight or when bathed in light – the magic darkness cannot be dispelled by

ordinary light. Consequently, this cloaking spell is ideal in darkness for hiding, escape and setting up an ambush.

In combat, opponents who attack a character cloaked in darkness from any distance (beyond the 5 foot/1.5 m area of magic) are -3 to strike, unless guided by thermal-optics or similar heat based optic systems, and even then are -1 to strike. Those who step into the darkness for hand to hand combat will see their quarry without difficulty; no penalty unless they step outside the 5 foot (1.5 m) radius of effect.

Cloud Of Smoke

Range: 90 feet (27.4 m).

Duration: Four melees (one minute) per level of experience.

Saving Throw: None.

P.P.E.: Two

This magic enables the mage to create a cloud of dense, black smoke (30x30x30 feet/9x9x9 meter maximum size) up to ninety feet (27.4 m) away. Victims caught in the cloud will be unable to see anything beyond the cloud, and their impaired vision allows them to see no more than three feet (0.9 m) within the cloud, and even then that means only blurry shapes. While in the cloud, victims are -5 to strike, parry, dodge, disarm and entangle.

Dispel Magic Barriers

Range: 100 feet (30.5 m).

Duration: Instant.

Saving Throw: The magic spell being attacked automatically gets a standard saving throw (12) as if it were a person. If a successful save is made, the negation spell has no effect; the barrier remains.

P.P.E.: Twenty

The Dispel Magic Barriers invocation negates/dispels all magic barriers of any kind.

Electric Arc

Range: 30 feet (9 m) per level of experience.

Duration: One melee round.

Damage: 2D6 M.D.

Saving Throw: Dodge.

P.P.E.: Eight

A simple offensive spell, the Electric Arc causes a crackling bolt of blue energy to leap from the spell caster's hand(s) to the intended target; point and shoot; +2 to strike.

Each electrical blast counts as one melee attack/action and is limited by the character's total number of attacks. This means a character with four attacks per melee round uses up one attack to cast the spell, leaving him with three electrical attacks possible that melee round. While the damage is not great, it is accurate, and is an easy, inexpensive spell to cast.

Energy Bolt

Range: 150 feet (45.7 m).

Duration: Instantly.

Damage: 4D6 S.D.C.

Saving Throw: Dodge of an 18 or higher.

P.P.E.: Five

The incantation creates an energy bolt that the mage can mentally direct by simply looking at his intended target. The bolt may appear to fire from a hand or finger or the eyes, but needs no physical gesture, such as pointing. S.D.C. damage is normally four six-sided dice (4D6), but is increased to 6D6 under the influence of a ley line and 8D6 at a ley line nexus; P.P.E. cost is still only five despite the increased damage capability. One energy bolt can be fired at one target per each spell invocation.

Energy Disruption

Range: 60 feet (18.3 m).

Duration: Three minutes (12 melees) per level of experience.

Saving Throw: None.

P.P.E.: Twelve

A particularly useful magic in a tech environment. The invocation will temporarily knockout, stop, or immobilize, any electrical device it is aimed at. This includes normal automobiles, computers, radios, surveillance cameras, sensors, appliances, entire fuse boxes, batteries, electric alarm systems, etc. The apparatus is not harmed in any way, it simply ceases to function. When the magic elapses, the item(s) work perfectly again, with no sign of malfunction, damage or energy loss. Can not affect M.D.C. environmental armor, power armor, robots or military vehicles.

Energy Field

Range: Self or others up to 60 feet (18.3 m) away.

Duration: One minute (4 melees) per level of experience or until it is destroyed.

Saving Throw: None.

P.P.E.: Ten

The magic creates a protective field of energy that can be placed around the mage, others, or an object. The maximum area of protection is about 8 feet (2.4 m), which means it can protect a small room full of people (about 6 to 8 individuals). The energy field appears as a semitransparent wall or bubble that shimmers with a blue-white light. The field normally provides a total protection of 60 M.D.C., but is doubled at ley lines and tripled at a ley line nexus.

Extinguish Fire

Range: 20 foot (6.1 m) radius. The spell can be cast a distance of up to 80 feet (24.4 m) away +10 feet (3 m) per level of experience.

Duration: One minute (4 melee rounds) per level of experience.

Saving Throw: None.

P.P.E.: Four

The spell caster can instantly put out up to a 20 foot (6.1 m) radius of fire up to 80 feet (24.4 m) away. A total of 40 feet (12.2 m) can be extinguished every 15 seconds (one melee round).

Fire Ball

Range: 90 feet (27.4 m).

Duration: Instant.

Damage: 1D4 M.D. per level of the spell caster.

Saving Throw: None except dodge, but the victim must know the attack is coming and must roll an 18 or higher.

P.P.E.: Ten

The spell caster creates a large Fire Ball which hurls at its target at an awesome speed, inflicting 1D4 Mega-Damage per each level of the spell caster. The Fire Ball is magically directed and seldom misses.

Fire Bolt

Range: 100 feet (30.5 m) plus 5 feet (1.5 m) per level of experience.

Duration: Instant.

Damage: 4D6 M.D.

Saving Throw: Dodge.

P.P.E.: Seven

The spell caster creates and directs a bolt of M.D. fire that is +4 to strike. Damage is normally 4D6 M.D., or 1D6x10 S.D.C. (the mage can pick which).

Firequake

Range: Up to 500 feet (152 m) away.

Radius of Affect: To a 100 foot (30.5 m) radius, enough to engulf 4-6 average houses and their backyards.

Damage: Varies, see description.

Duration: One melee round per level of experience.

Saving Throw: None.

P.P.E.: One Hundred Sixty

This spell causes an area of the ground to rumble, tremble, and crack, as well as spew forth clouds of sulfur and gouts of fire. All beings in the area of effect find it difficult to move atop the moving earth any faster than 10% their normal speed (crawling may be better), and eyes will burn and tear from the sulfuric gas. It is difficult to breathe (roughly the same as tear gas; -9 to strike, parry, and dodge, -5 on initiative, lose one melee action per round) and those caught in the erupting turmoil must dodge jets of flame shooting up from the ground (roll once per character, per melee round). A failed dodge means getting hit by the shooting flame and taking 5D6 M.D. Large vehicles and giant robots (20 feet/6 m or bigger) take triple damage. It should take most people 2D4 melee rounds to escape. When the magic is over, the area will look unscathed, as if nothing happened, except for the burnt and injured people, animals and property.

Fuel Flame

Range: 120 feet (36.6 m).

Duration: Instant.

Saving Throw: None.

P.P.E.: Five

The magic feeds any existing fire, doubling it in size. It can affect a 100 foot area (30.5 m) up to 100 feet (30.5 m) away.

Giant

Range: Self or one other by touch.

Duration: One melee round per level of experience.

Saving Throw: None.

P.P.E.: Eighty

This spell transforms the practitioner of magic or one person into a powerful giant. The character will grow an additional ten feet (3 m) tall and ripples with muscle. Any armor or clothing worn will be shredded by this transformation, but is hardly neces-

sary. While the enchanted character gains great physical power, if a sorcerer, he or she loses the ability to draw on P.P.E. for the duration of the spell. Thus, the character must rely purely on physical power to defeat opponents. Any protective spells that create form-fitting armor or similar effects are negated at the time of transformation, but another mage could cast such a spell upon the giant *afterward*. When the spell wears off, the character is returned to his or her normal state. **Note:** Can not be used on Automaton, robots, power armor, vehicles or any inorganic construct, nor any greater supernatural beings.

Bonuses:

Hit Points and S.D.C. are increased x3 and become M.D.C.! If an M.D. creature to begin with, double the M.D.C. of the character.

- P.S. is increased by 50% and considered to be *Supernatural*!
- Bio-Regenerates 2D6 M.D.C. per melee round!
- +1 attack per melee round.
- +1 to strike and parry.
- Add 1,000 pounds (450 kg) to weight.
- Reduce speed by 20%.
- -3 to dodge.

Globe of Daylight

Range: Near self or up to 30 feet (9.1 m) away.

Duration: 12 melees (3 minutes) per level of experience.

Saving Throw: None.

P.P.E.: Two

A small globe or sphere of true daylight is magically created. The light is bright enough to light up a 12 foot (3.6 m) area per each level of its creator's experience. Because it is *daylight*, it can ward off vampires and most other types of undead and demons who fear or are hurt by sunlight, keeping them at bay just beyond the edge of the light. The creator of the globe can mentally move it along with himself, or send it up to thirty feet (9.1 m) ahead. The maximum speed at which the globe can travel is equal to a speed attribute of 12.

Ignite Fire

Range: 40 feet (12.2 m).

Duration: Instant (counts only as one attack; fire lasts until it is put out).

Saving Throw: None.

P.P.E.: Six

The spell causes spontaneous combustion, igniting any material that can burn. This means the mage could set a chair cushion, a jacket, paper, dry leaves, hair, etc., on fire. **Note:** Volatile substances that are contained in something, like gasoline in the gas tank of a car or a container, can NOT be ignited. Furthermore, the target to be set on fire must be clearly visible. Maximum area of affect is 3 feet (0.9 m). If somebody's clothes or hair are set on fire, they have two melee rounds (30 seconds) to get it off or put the fire out before damage is inflicted; no other combat or action is possible as all energy is used on dousing the flame. Damage from the small fire is 2D6 S.D.C. per melee round (beginning after the first 2 melees).

Impervious to Energy

Range: Self or others by ritual.

Duration: Two minutes (8 melees) per level of experience.

Saving Throw: None.

P.P.E.: Twenty

The spell caster can make himself impervious to all forms of energy, including fire, heat, electricity, lasers and so on. Energy attacks do no damage whatsoever. Physical attacks, guns, knives, clubs, explosives, and even punches, etc., do normal damage.

Impervious to Fire

Range: Self or others up to 60 feet (18.3 m) away.

Duration: Five minutes (20 melees) per level of experience.

Saving Throw: None.

P.P.E.: Five

A magic invocation that makes the individual temporarily impervious to fire. Normal, magical and Mega-Damage fires do *no* damage to the enchanted individual or to anything he is wearing or is on his person.

Invisibility: Simple

Range: Self only (includes clothes and articles on one's person).

Duration: Three minutes (12 melees) per level of experience.

Saving Throw: None.

P.P.E.: Six

The spell caster and anything he is wearing or carrying at the time of the invocation are turned completely invisible. Any object picked up after the character has become invisible remains visible. Likewise, any item on his person that is dropped becomes visible. Neither normal nor nightvision can detect invisibility; only beings who can naturally, psionically or magically "see the invisible" are able to see an invisible person. Infrared and heat detectors can also pinpoint an invisible character.

Although the invisible character is imperceptible to the eye, he still retains physical mass. This means he can not go through walls nor can weapons pass harmlessly through him. The character still makes noise, leaves footprints, and physical and magical contact/attacks still affect him as usual.

While invisible, the mage can talk, weave spells, walk, climb, run, open doors, carry objects, and perform other acts of physical exertion, including combat, and remain invisible. The invisibility is terminated when the magic's duration time elapses or the mage cancels the spell. Invisible characters are -9 to be hit. If the character is cut and blood is drawn, then the penalty is reduced to -3. If cut, only the blood is visible, and so is anything sprayed on the character. **Note:** Beings that turn invisible as a natural and/or magical ability have Simple Invisibility, not superior, and may be heard, smelled, register on motion detectors, etc. Aggressive action (including combat) will NOT terminate an Invisibility spell (either Simple or Superior). Characters who can *See the Invisible* see both Simple and Superior Invisibility.

Invisibility (Superior)

Range: Self or one other by touch.

Duration: Three minutes (12 melees) per level of experience.

Saving Throw: None.

P.P.E.: Twenty

A powerful incantation that makes the spell caster invisible to all means of detection. Ordinary vision, infrared, ultraviolet and other optics, heat, motion detectors, and even an animal's sense of smell, can NOT locate the invisible person. No footprints are made, and little sound (prowls at 84%). The magic is broken only if the character makes a hostile move, or engages in combat/attacks. At that instant, he becomes completely visible. **Note:** The invisible character is not ethereal and can not walk through walls; he must still use a door. The act of forcing open a door or window, picking a lock, tapping somebody, accidentally bumping somebody, or accidentally getting shot or hurt, is *not* considered an act of aggression or combat, so invisibility is maintained.

Levitation

Range: Up to 60 feet (18.3 m) away.

Duration: Three minutes (12 melee rounds) per level of experience.

Saving Throw: Standard.

P.P.E.: Five

Magic levitation enables the invoker of the magic to raise himself, or other people, or an object, straight up into the air and suspend it there (hover). Movement is limited to straight up and down; no horizontal motion is possible. Weight is restricted to 200 lbs (90 kg) plus 20 lbs (9 kg) per level of experience. Unwilling victims of the magic get a saving throw; a successful save roll means the character is not affected by the levitation and remains planted firmly on the ground. Maximum height possible is 60 feet (18.3 m) plus 10 feet (3 m) per each level of experience. Targets can be affected up to 60 feet (18.3 m) away.

Lightblade

Range: Self; close combat/hand to hand.

Duration: One minute (4 melee rounds) per level of experience.

Damage: 1D4x10 +1 M.D. point per level of experience.

Saving Throw: Parry or dodge.

P.P.E.: Twenty

This spell causes a sword of brilliant white light to form in the spell caster's dominant hand. The size varies with the blade's power, which is represented by the character's level of experience. Thus, a first to third level mage creates a Lightblade the size of a short sword and rapier thin, a mid-level sorcerer makes a blade resembling a bastard sword, while at 10th level or higher, it is a large Lightblade with the length of a two-handed sword (although it can be easily wielded one-handed) and as thick as a two-by-four. The blade is weightless, serves as an extension of the sorcerer, is +1 to strike, and can be used to attempt to parry energy attacks (no special bonus to parry, however).

Against creatures *vulnerable to light*, the Lightblade inflicts double its normal damage. However, the sword inflicts no damage against those immune to light or energy, and only the spell caster can use the Lightblade he creates.

Lightning Arc

Range: 100 feet (30.5 m) per level of experience.

Duration: One melee round per level of experience.

Damage: 4D6 +2 M.D. per level of experience.

Saving Throw: Dodge.

P.P.E.: Thirty

This is a more powerful version of the Electric Arc spell, pumping more magical energy into the jolt for greater range and damage; point and shoot. +4 to strike targets within 100 feet (30.5 m), but only +1 to strike those at greater distances.

Each lightning blast counts as one melee attack/action and is limited by the character's total number of attacks. This means a character with four attacks per melee round use up two attacks to cast the spell and fire once. This leaves two more electrical attacks that melee round, but in the next three melee rounds the mage in our example can fire up to four times (once for each of his attacks per melee round). In addition, the character may vary or combine attacks. That is to say, a sorcerer with four attacks may elect to fire once, cast another spell and draw and fire a weapon or perform a skill, and so on.

Magic Armor

Range: Self or other by touch.

Duration: One minute (4 melee rounds) per level of the spell caster.

Saving Throw: None.

P.P.E.: Ten

This powerful spell instantly creates an invisible, weightless, noiseless, full suit of mystic armor upon the spell caster. Or the magic armor can be instantly created upon anyone, as long as the spell caster invokes the spell while touching the intended recipient. This mystic armor has an M.D.C. of 10 per level of the spell caster's experience. Magic fire, lightning, and cold do half damage to it.

Meteor

Range: 200 feet (61 m) per level of experience.

Radius of Damage: 40 feet (12.2 m).

Damage: 1D6x10 M.D. to a 40 foot (12.2 m) radius, +2 M.D. per level of the spell caster's experience!

Duration: Instant.

Saving Throw: Dodge if victims see it coming.

P.P.E.: Seventy-Five

This powerful spell conjures a large, flaming meteor to come plunging from the sky above. Trailing flame, it thunders to earth and erupts on impact. The meteor is +4 to strike and inflicts 1D6x10 M.D. to everything in a 40 foot (12.2 m) radius! This attack is especially effective against large targets and troops.

Multiple Image

Range: Self.

Duration: One minute (4 melees) per level of experience.

Saving Throw: -4 to save. Viewers may be able to see through the illusion and identify the true person, but must roll to save vs magic at -4.

P.P.E.: Seven

An illusion that creates three identical images of the mage, each of which mimics his every movement exactly. Only piercing the false image with *iron* will dispel that particular image. This is a great way to confuse, scare and distract an opponent. Provides the mage with a bonus of +2 on initiative, +2 to dodge, and +1 to strike.

Mystic Portal

Range: 20 feet (6.1 m) away.

Size: 10 feet (3 m) wide by 20 feet (6.1 m) tall portal/opening.

Duration: Four melee rounds per level of the spell caster.

Saving Throw: None.

P.P.E.: Sixty

This spell creates a dimensional Rift in the fabric of space, allowing the spell caster to use it in the following ways:

Pass through solid walls. The mage has but to weave the spell targeting a particular, blocked area. The area will shimmer bright and suddenly, a portal or passage will appear as if cut out of the very stone. The portal can create a 12 foot (3.6 m) deep passage per each level of the spell caster in any substance.

Teleportation: The portal can be a doorway to a *nearby* location known to the spell caster, flawlessly traveling hundreds of feet in an instant. The portal can be placed on a vertical wall, the floor or ceiling. Looking into it reveals what is on the other side. Stepping through it will instantly place the character in that location. Range is a meager 100 feet (30.5 m) per level of experience. The number of how many people can pass through will depend upon how quick they are moving and how long the mage keeps it open; he can close it at any time. Figure 1D6+6 can pass through per melee round.

One-way passage. Once a character steps through a Mystic Portal, the opening behind him is gone (although people on the portal side can see both the portal and the person who just stepped through it). To return, a new portal must be made on the other side by invoking another Mystic Portal spell. When the spell duration ends, the Mystic Portal vanishes. As usual, the mage who created it can make it vanish at will. A Negate Magic may also eliminate it if the spell is successful.

Note: A Mystic Portal can NOT be cast on people to use as a Teleport spell. Mystic Portals must be cast on a vertical, stationary surface. An Impenetrable Wall of Force will stop a Mystic Portal.

Negate Magic

Range: Touch or 60 feet (18.3 m).

Duration: Instant.

Saving Throw: Special (Ritual magic has a greater chance of success).

P.P.E.: Thirty

This incantation will instantly cancel the effects or influence of most magic. To determine whether the negation is successful or not roll a saving throw. If the roll is a successful save against the magic in place, its influence is immediately destroyed, negated, canceled. 12, 13, 14, or 15 is needed for spell magic depending on the experience level of the mage (usually 12 or 13 is needed), meanwhile a 16 or higher to save vs ritual magic. A failed save means the negation attempt did not work. Try again if sufficient P.P.E. is available.

Negation will not work against possession, Exorcism, Constrain Being, Banishment, Talisman, Amulet, Enchanted objects, Symbols/Circles of protection (or magically drawn circles of any kind), wards, summoning magic, Zombies, Golems, Restoration, magical healings or cures. Negation *can* be attempted to cancel a spell curse, but only has a 01-25% possibility of succeeding. Of course, it has no effect against psychic abilities.

Shockwave

Range: Radius around the spell caster.

Area of Affect: 10 foot (3 m) radius per level of experience.

Duration: Instant.

Damage: 1D4 M.D. per level plus knockdown.

Saving Throw: Special; roll percentile.

P.P.E.: Forty-Five

This powerful offensive spell creates a circular shockwave that emanates from the spell caster in the air in all directions. Only those touching the spell caster are not affected. The shockwave inflicts Mega-Damage. The exact amount of damage can be regulated in increments of 1D4 M.D. (i.e. a 5th level mage can create a 5D4 shockwave, but may elect to create only a 1D4 shockwave, or 2D4, and so on). S.D.C. objects are shattered as if struck by a tornado force. Likewise, the spell caster can adjust the radius of the area affected by five foot (1.5 m) increments.

In addition to the damage inflicted to everything in the radius of affect, those caught in the shockwave are likely to be knocked down (roll percentile dice).

People and animals (and objects) weighing less than 500 lbs (225 kg) are likely (01-88%) to be knocked off their feet and hurled 3D4 yards/meters. Only a percentile roll of 89-00% (defenders always win ties) sees them keep their balance without the knockdown penalty, but they suffer full damage.

Creatures and characters (giants, cyborgs, robots, etc.) weighing 501-1000 lbs (225 to 450 kg) have a 01-50% chance of being knocked off their feet and knocked 1D4 yards/meters.

Creatures and characters weighing up to one ton have only a 01-20% chance of being knocked off their feet and to the ground — knocked only a few feet back.

Flying characters are hurled through the air at twice the distance, but do not get knocked to the ground, although they still suffer the penalties from the impact of the shockwave and disorientation. G.M.s can also have them slammed into walls, trees, etc., for an additional 1D4 M.D.

Knockdown penalties: Those who fail to keep their balance are hurled through the air and knocked to the ground. There is a 01-40% chance of dropping anything they are holding, plus the character loses initiative and two melee attacks/actions. Only the spell caster and those touching him are unaffected by the shockwave. **Note:** Those with *Acrobatics*, *Gymnastics* or other skill abilities involving “balance” are +10% to save vs knockdown. Likewise, a character who makes a successful roll with fall or impact (14 or higher) takes half damage but still suffers full penalties.

Speed of the Snail

Range: 60 feet (18.3 m).

Duration: 2 melees per level of the spell caster

Saving Throw: Standard.

P.P.E.: Fifty

This time distortion spell reduces the physical prowess, speed, and mobility of its victims to one-third their normal ability. Speed, attacks per melee, dodge, and parry are all reduced to one-third. Thus, a character with six attacks per melee round and a speed of 10 suddenly has only two attacks and moves at only a speed of 3 (round down). Talking and spell casting are not reduced.

This spell can be cast upon 1D6 persons up to 60 feet away (18.3 m), but within the spell caster's line of vision. Also affects robots and vehicles as well as people.

Thunderclap

Range: Directly affects the immediate area (30 feet/9.1 m) around the magic weaver, but can be heard up to one mile (1.6 km) away.

Duration: Instant.

Saving Throw: Save vs Horror Factor.

P.P.E.: Four

The invocation produces a booming clap of thunder that is so loud that it seems to make the air vibrate. A thunderclap is an excellent means of alerting or signaling allies, as well as a means of intimidation. As an intimidation device, it will momentarily startle and distract everyone other than the spell caster. This provides the creator of the thunder with a bonus of +5 on his initiative, +1 to strike, parry and dodge, and creates a Horror Factor of 8 (all characters within 30 feet/9.1 m must roll to save vs Horror Factor, except the mage who made the thunder).

Wind Rush

Range: 120 feet (36.6 m).

Duration: One melee (15 seconds).

Saving Throw: A roll of 18, 19 or 20 saves one from losing one's balance and/or losing some item(s).

P.P.E.: Twenty

This spell creates a short, powerful wind gusting at 60 mph (96 km), which is capable of knocking people down, knocking riders off mounts, blowing small objects 20 to 120 feet (6-36 m) away, or creating dust storms. The wind can be directed by the spell caster at a specific target or a general sweep can be made (maximum wind width is 20 feet/6.1 m). Anyone caught in the wind is helpless and unable to attack or move forward. It takes an additional melee to recover, and 1D8 melees to gather up all items blown away.

Praxian R.C.C.

Strikingly similar to ancient Earth legends of tribes of Amazon warrior women, the all-female population of Praxis appears to be an entire species bred for war and without the presence of men. This appears to be a fairly recent development, as Praxians (as they are known) seem almost genetically identical to human females and their natural reproductive systems would appear to require a male. However, they reproduce through ritualistic processes involving massive fertility clinics that disguise their highly technological reproductive systems with the trappings of religious ceremony.

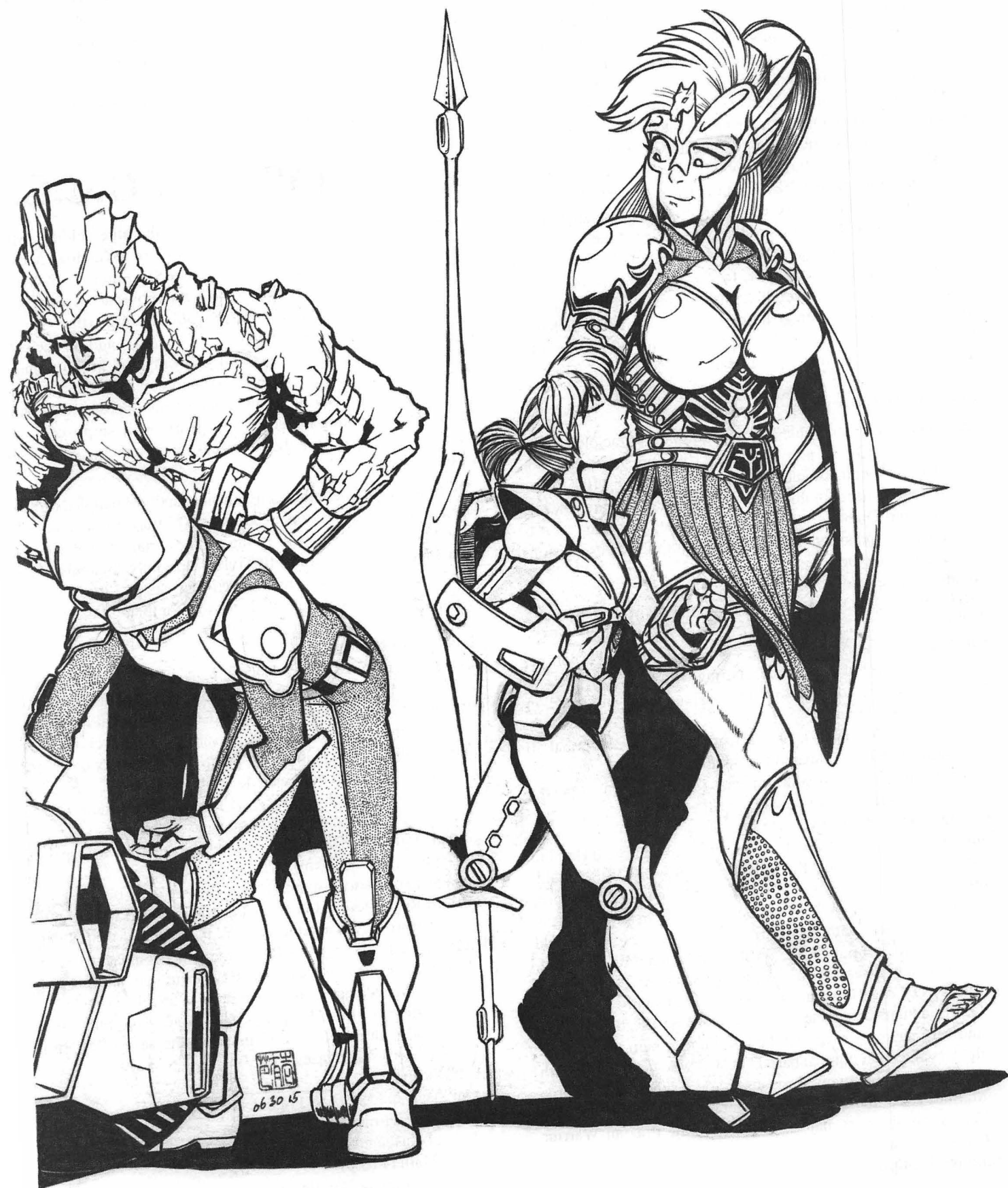
Some human scientists suggest that the Praxians may have been the source of some of the Zentraedi DNA, but are still at a loss to understand how the Tirolians, Praxians and humanity could all be so strikingly similar. It is also unknown who set up the Praxians' unique means of reproduction and all-female population. It is clear that it was not the Praxians themselves.

The average Praxian is a powerfully built human-looking female, usually dark-skinned with a variety of hair and eye colors. They are tall, muscular, athletic and almost all are skilled in some form of close combat. They can be strident, loud, and cocky, and love to challenge other warriors to feats of skill and daring. Even in the heart of pitched battle, the Praxian warriors compete to get the most kills and draw the most ire (and often fire) from their enemies.

The Praxians have a strong code of honor and a Praxian would rather die before she breaks her word or betrays an oath. They admire these traits in others, regardless of species, and they show open contempt and disrespect to those who do not have these same virtues. For that reason, they tend to look upon the manipulative and arrogant Perytonians with some measure of distrust, while humans and many other races are more readily embraced.

Praxian technology is anachronistic and often contradictory. Their armor and weapons are styled in the fashion of the weapons of much more primitive cultures, like bows and arrows, swords and plate mail, but they are often made from advanced composite substances, use plasma or plastic explosive armaments and may employ hidden Robotechnology. The technology for which they are most well known is their *gravity tech*, which is most evident in Praxis' architecture, which can include floating Greco-Roman plinths and statues, temples that appear to be floating on clouds, and even entire islands or small mountains held adrift – often used as fortresses or temples in strategic locations.

The Praxians, despite their fierce warrior ways and code of honor, were tricked into surrendering to the Invid without a fight due to the seizure of their fertility temples. An idea cooked up by the Regent and his scientists and advisers. It was one of their more inspired plans, in which the Praxians had to swear an oath not to combat or challenge the Invid, or have their genetic storehouses, and the future of their race, destroyed. Of course this was blackmail and the oath made under duress. Many thus believe it is not valid, but are at a loss of what to do to prevent the Invid from destroying their ability to reproduce if an uprising occurs. Securing their loyalty to the Expeditionary Force is entirely dependent upon rescuing and protecting the genetic storehouse in order to free the Praxians from this oath to the Invid. Being able to protect the sacred and vital fertility temples is a must and the only way to free the warrior women from their obligation to NOT oppose the



Invid. Until this can be accomplished, the Praxians, as a united people/world can not join these heroes from another world. However, that has not stopped a few thousand Praxians who feel the oath is an atrocity and not binding, from joining the Expeditionary Force to free other worlds from the yoke of the Invid. However, those Praxian rebels must be branded as “rogues” by their own people to avoid Invid retribution on the fertility temples. As a result, many Praxians among the Expeditionary Force join in secret and try to keep a low profile. Such rogue Praxians gravitate toward the Expeditionary Force Marines and other front-line combat roles. They are excited about piloting Cyclones and other small, fast mecha, and enjoy using high-tech melee weapons of all kind. Praxian warriors avoid large, slow mecha like Destroids and Hover Tanks. So far, the Invid do not seem to have noticed Praxians among their UEEF enemy. To be honest, there are so many troops within the Expeditionary Forces – human and non-human – that the Invid are not likely to notice if there are a few Praxian warriors among the troops. An when clad in Expeditionary Force armor, it is impossible for the Invid to tell what species is locked inside of it. Even though Praxians are a good head or more taller than the average human male, this is not a distinction most Invid are likely to make, especially if there are only a few tall Praxians among many other Marines or humans.

Praxian R.C.C.

Alignment: Any honorable alignment, usually Principled (50%), Scrupulous (30%), and Aberrant (10%) are most common, with the other alignments filling out the remaining 10%. Those who follow dishonorable lifestyles, especially Anarchist, Miscreant and Diabolic, are shunned outcasts and may even be challenged and killed in single combat for their transgressions, perceived or otherwise.

Gender: All female.

Attributes: I.Q. 3D6, M.E. 2D6+2, M.A. 2D6+4, P.S. 2D6+12, P.P. 3D6+4, P.E. 3D6+6, P.B. 2D6+10, Spd 2D6+12.

Hit Points: P.E. attribute number, +1D6 additional Hit Points per each new level of experience, starting with level one.

S.D.C.: 2D6+6 in addition to S.D.C. gained from an O.C.C. or physical skill bonuses.

Size: 6 feet +2D6 inches (1.9 to 2.1 m) tall and an additional 50 pounds (22.5 kg) compared to humans (all muscle).

Natural Abilities: Hawk-like vision, able to read a stop sign from two miles (3.2 km) away.

Average Experience Level: 1D4

Combat: Regardless of O.C.C., ALL Praxians start with Hand to Hand: Martial Arts and the skills W.P. Spear and W.P. Shield.

Bonuses: +1 on Perception Rolls involving combat, weapons, strategies, tactics, ambush, military operations and observation/intelligence gathering, +1 on initiative, +2 to strike and parry, +1 to pull punch, +2 to roll with punch, fall or impact, +2 to save vs diseases, poisons, toxins and gases.

Available O.C.C.s: Praxians physically and mentally can be any O.C.C. a human character can play, HOWEVER, their culture and very nature is such that the majority of them prefer to be fighters and other combat based O.C.C.s who get in close with the enemy. Thus, many Praxians in the Expeditionary Force Marines select the UEEF Marine Infantry O.C.C. or STORM Teams, but the vast majority (70%) are the Praxian Warrior O.C.C., below.

Standard Equipment: As per the chosen O.C.C.

Equipment Available on Assignment: As per the chosen O.C.C.

Monthly Wages: Praxian Warriors do not fight for pay. They expect to be provided with Spartan but sufficient quarters, somewhat decent food and the right weapons to do the job. They fight for the freedom of their people and personal honor. The Expeditionary Force insists on paying them at least something, usually 800 credits per month, to provide them with some spending money and to show their appreciation. The Praxians spend it pretty much as soon as they get it on entertainment, weaponry and their more needy comrades-in-arms.

Experience Table: As per the chosen O.C.C.

Praxian Warrior O.C.C.

The Praxian Warrior class represents the elite soldiers who specialize in melee combat, utilizing advanced technology to create powerful versions of traditional low-tech weaponry. The typical Praxian warrior is as comfortable with a bow and arrow armed with explosive warheads as they are with an energy rifle.

These warriors have a rigid code of honor on and off the battlefield and believe strongly in duty, loyalty and keeping one's word as well as fighting bravely and honorably. They despise underhanded tactics and subterfuge, but are not opposed to stealth, ambushes and taking the enemy off guard or by surprise. However, they prefer to face their enemies directly on the open field of battle.

Alignment: Any honorable alignment, usually Principled (50%), Scrupulous (30%), and Aberrant (10%) are most common, with the other alignments filling out the remaining 10%. Those who follow dishonorable lifestyles, especially Anarchist, Miscreant and Diabolic, are shunned outcasts and may even be challenged and killed in single combat for their transgressions, perceived or otherwise.

Gender: All female.

Attributes: I.Q. 3D6, M.E. 2D6+2, M.A. 2D6+2, P.S. 2D6+14, P.P. 3D6+6, P.E. 3D6+10, P.B. 2D6+14, Spd 2D6+18.

Hit Points: P.E. attribute number, +1D6+3 additional Hit Points per each new level of experience, starting with level one.

S.D.C.: 3D6+22; this is in addition to S.D.C. that may be gained from physical skill bonuses.

Size: 6 feet +2D6 inches (1.9 to 2.1 m) tall and an additional 50 pounds (22.5 kg) compared to humans (all muscle).

Natural Abilities: Hawk-like vision, able to read a stop sign from two miles (3.2 km) away.

Average Experience Level: 1D4+2

Combat: Regardless of O.C.C., ALL Praxians start with Hand to Hand: Martial Arts and the skills W.P. Spear and W.P. Shield.

Bonuses: +2 on Perception Rolls involving combat, weapons, strategies, tactics, ambush, military operations and observation/intelligence gathering, +1 additional attack per melee, +3 on initiative, +2 to strike, parry, and dodge, +3 to pull punch, +3 to roll with punch, fall or impact, +2 to save vs diseases, poisons, toxins and gases.

O.C.C. Skills:

Language and Literacy: Praxian at 98%.

Language: Tirolian (+10%)

Animal Husbandry (+5%)

Basic Math (+10%)

Body Building & Weight Lifting

Climbing (+10%)
 Detect Ambush (+15%)
 Forced March
 Horsemanship: General
 Hunting or Outdoorsmanship (pick one)
 Military Etiquette
 Military Sign Language (+15%)
 Military Tactics (+10%)
 Recognize Weapon Quality (+10%)
 Running
 Wilderness Survival (+15%)
 W.P. Sword
 W.P. Spear
 W.P. Shield
 W.P. Targeting
 W.P.: One Modern of choice.
 Hand to Hand: Martial Arts

O.C.C. Related Skills: These are additional skill choices related to the character's training and background. Select two other skills at level one, plus one additional skill at levels 2, 5, 9 and 13.

Communications: Any.
 Domestic: Any (+10%).
 Electrical: Basic Electronics only.
 Espionage: Any (+5%, but +15 to Tracking only).
 Mechanical: Basic Mechanics only.
 Medical: First Aid (+10%) or Holistic Medicine (+5%) only.
 Military: Any (+10%).
 Physical: Any (+10% where applicable).
 Pilot: Any except Jet Fighters, Pilot Veritechs and MECT (they can learn Pilot Ground Veritech).
 Pilot Related: Any.
 Science: None.
 Technical: Any (+5%).
 W.P. Any.
 Wilderness: Any (+10%).

Secondary Skills: Select one skill from the Secondary Skill list in the Skills section of **Robotech® The Shadow Chronicles® RPG** at levels 3, 8 and 12. These are additional areas of knowledge and do not get any bonuses other than possible bonuses for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: Praxian plate armor, a blade staff, spike shield, war bow and 20 normal arrows and 20 explosive arrows (each in their own marked quivers), a backpack, rations, 50 feet (15.2 m) of 800 lb (360 kg) load capacity climbing cord, personal clothes and other personal items. Those who join the Expeditionary Force Marines tend to favor variable frequency blades, heavy weapons and fast vehicles.

Equipment Available on Assignment: Depending on the Game Master, the mission and the character's skills, the character can be assigned any mission specific weapons, explosive ordnance, armor, vehicles and equipment necessary to complete their mission.

Monthly Wages: Praxian Warriors do not fight for pay. They expect to be provided with Spartan but sufficient quarters, somewhat decent food and the right weapons to do the job. They fight for the freedom of their people and personal honor. The Expeditionary Force insists on paying them the salary of 1,200-1,600 credits per month, the equivalent to a junior non-

commissioned officer. They spend it pretty much as soon as they get it on entertainment, weaponry and their more needy comrades-in-arms.

Experience Table: Use the Military Specialist & Technical Officer Experience Chart in the **Robotech® The Shadow Chronicles® RPG**.

Spherian R.C.C.

The Spherians have perhaps the most unusual physiology of any known sentient species, as their bodies are sculpted out of pure crystal. They are the result of a virus that was brought to their world long ago by a meteor. That virus evolved and mutated over time within the planet Spheris, which is virtually all crystal and water. The virus inhabited the crystal of the planet, evolved to gain sentience, and gave the crystal life, resulting in the Spherian people.

Despite their unusual mineral composition and appearance, Spherians are very much like humans when it comes to mental capabilities, emotions, and personality, with a wide range of different views on life, the universe and morality. It is viewed by some as rather ironic that the species most akin to humanity is the one that is the most physically different. Though even as living stone statues made of crystal, they have a humanoid shape and appearance.

Spheris itself is an old planet that sits on the very outer edge of its solar system's "goldilocks" zone (the region in a solar system where a planet is close enough to its Sun to have liquid water) and surrounded on both sides by dense asteroid belts. This makes navigating the system treacherous, but also makes the star system rich in mineral resources, particularly heavy metals. The Robotech Masters first came here to mine the planet for these metals, which are used in the construction of their mecha and starships. The semi-organic green and purple colors of the Zentraedi fleet are quickly recognizable among the debris of some of the larger asteroids in these belts.

As one might expect, Spheris is regularly struck by small, rogue asteroids, giving it a pockmarked appearance, like some very flawed gem. Meteor showers are sometimes a threat to those on the surface, but the Spherians are able to quickly meld underground when such a threat is detected.

The Tirolian scientist Zor hoped that he could somehow coax the Flowers of Life into growing in the planet's shallow rivers and seas of rich crystal sediment. He created vast hydroponic gardens and covered large stretches of the planet with Flowers of Life stolen from Optera before its defoliation, in hopes of getting it to grow and reproduce again.

While artificial pollination covered large areas of the planet in the Flower of Life, those flowers failed to reproduce on their own or bear fruit. What they did not fail to do was draw the attention of the Invid. Spheris was doomed, and the Invid conquered the planet in a vicious invasion that killed many and drove those who could escape underground.

Over the years, the Invid have gathered up as many Spherians as they could and put them to work on Protoculture farms and mining operations on other worlds and among asteroid fields. The Spherian's ability to meld with and travel through the solid crystal of the planet Spheris, has made even counting the exact number of Spherians living on their home world impossible.



Spherians can (and have) escaped the Invid by literally going underground, into the crystal that makes up most of their world. An ability that has helped them evade the invaders and enables them to attack, with little warning and considerable impunity. This has made the Regent worried about surprise attacks and insurrection by the Spherians. He does not trust his forces to be able to hold and keep the indigenous population of crystal beings in check. Thus, vast numbers have been obliterated or captured and carried away to far-off worlds and environments where most humanoids (and even Invid) can not easily survive. That makes the trans-

planted people of Spheris intergalactic refugees truly scattered across the stars.

The Regent's Invid bring other beings to work the fields of the Flowers of Life on Spheris. The Regent has determined that the Spherians do not kill innocent slaves and he can use them as human shields. Bringing in imported slave workers to tend the fields of Flowers of Life and work the Protoculture Factories has proven effective at stopping sabotage and attacks from the Spherians, who don't want to hurt the slave workers.

Though the Robotech Masters were unsuccessful in using the impotent plants for Protoculture production, the Invid are able to derive very low amounts of Protoculture from the Spherian Flowers of Life, and the plants are also useful for making the nutrient baths that provide sustenance to the Invid. This has made Spheris a vital world in the Invid's dominion, and one they will fiercely battle to hold and protect. Meanwhile, every time a Spherian shows himself, the Invid swoop in to destroy or capture and whisk him away to another planet.

Most of the surviving Spherians are hiding in crystal cities deep in the planet, where the Invid cannot go and are unaware of their existence or true numbers. The Spherians have engaged the invaders in battle, but the Invid forces outnumber them by at least 10 to 1 and quickly take to the air where the ground-based Spherians cannot follow, and attack from the sky. The Spherian people have considered a campaign of destroying the Flowers of Life, and often attack to destroy the Protoculture Factories (the facilities themselves). However, the Spherians' high regard for life keeps them from destroying the Flower of Life en masse or taking the innocent lives of slaves brought in from other worlds to work the farms and factories. Though they are loath to admit it, the Spherians sense something special and unique in the Flower of Life which makes them hesitant to destroy the plants. They also fear what the Invid might do to the slaves or the planet Spheris in anger if the Flowers of Life were destroyed in great volumes. All of this has made the Invid an intractable foe the Spherians don't know how to battle. Without high technology and the means to take their fight to the sky, the Spherians feel helpless. And because the Invid NEED Spheris so badly, the vigilance and quick response of the Invid Scouts and the savage attacks of the Fighter Scouts have been overwhelming.

Almost every Spherian found and liberated by the Expeditionary Force Marines on other planets is happy to join the UEEF to battle the Invid and free enslaved people on other worlds. Not a space-faring people themselves, Spherian refugees have no idea where their own home world is located, so while they long for the day that they and the Expeditionary Force Marines can find and liberate Spheris, they don't know how to get there. That doesn't quell their eagerness to fight the Invid and free other worlds. This applies to those who were taken to other worlds by the *Robotech Masters* years before the Invid found their planet and conquered it.

The typical Spherian is roughly human size, standing between 5 feet, 6 inches and 7 feet (1.6 m to 2.1 m) tall. However, because their bodies are made out of crystal, they weigh 400-700 pounds (180 to 315 kg). Their bodies are mostly smooth and sculpted, with few straight lines and facets until you get to the upper body, arms, shoulders and head. They are slightly translucent with typical colors including semi-transparent/clear, white, violet, light blue and dark blue. Their voices have a harmonic quality not unlike the alien echoing treble of the Tirolians.

While Spherians typically choose a male or female identity with which they deal with most other species, they are actually asexual. A Spherian reproduces by forcing a new growth of crystal from their body. Then they shape and cut it into the shape of a small Spherian which, through processes not understood by other species, becomes a living Spherian. They grow up very quickly in physical maturity, often coming out with an adult-sized body the first time they meld with crystal, though it takes 2D6+6 years before they reach full mental maturity (most recently born Spherians have the mentality of a young teenager).



Spherian R.C.C.

Alignment: Most lean toward Principled (25%), Scrupulous (25%), Unprincipled (20%) and Anarchist (15%) and have strong feelings about the sanctity of life, freedom and unraveling the mysteries of the universe. They are intrigued by new ideas, new life forms and the unknown.

Attributes: I.Q. 3D6, M.E. 3D6, M.A. 2D6+3, P.S. 3D6+5 (Augmented), P.P. 2D6+5, P.E. 3D6+5, P.B. 2D6+9, Spd 2D6+7. P.S. is considered to be Augmented.

Hit Points: None. Spherians are natural Mega-Damage creatures!

M.D.C. by Location:

- * Head – 2D6+20 M.D.C., +6 M.D.C. additional, per level of experience starting with level one.
- * Hands (2) – 1D6+12 M.D.C., +1 M.D.C. per level of experience starting with level one.
- Arms (2) – 2D6+20, +4 M.D.C. per level of experience starting with level one.
- Legs and Feet (2) – 3D6+24 M.D.C., +6 M.D.C. per level of experience starting with level one.
- ** Main Body (Trunk of the body/chest and lower torso) – 6D6+30 M.D.C., +10 M.D.C. per each additional level of experience starting with level one.

* A single asterisk indicates a small or difficult target to hit. The attacker must make a “Called Shot” and even then he suffers a penalty of -3 to strike. **Note:** *Destroying the head* does not stop a Spherian. Even without a head, the Spherian contin-

ues to function, but is temporarily impaired and a bit disorient. Headless Spherians has their Spd, number of attacks per melee and ALL bonuses and skill performance reduced by half. They do not return to normal until the head is fully regrown and has 90% of its usual M.D.C. amount.

** *Depleting the M.D.C. of a Spherian’s main body to zero or below*, causes cracks to appear throughout the body, and the alien drops to the ground like a ton of bricks; unmoving and seemingly dead. However, looks are deceiving, because unless the damage inflicted is double the amount of the Spherian’s full Main Body M.D.C., he still lives!

At zero or less M.D.C., the Spherian is completely incapacitated and in a coma-like state. However, unless the damage inflicted is greater than double the usual M.D.C. amount for the Main Body, the Spherian is alive, but incapacitated, and will regenerate to become whole once again. It’s just a matter of time. The Spherian does not regain consciousness until his Main Body M.D.C. is regenerated to one third above zero. However, the crystalline being does not have all of his capabilities, bonuses and ability to perform skills without penalty until an entire head has been regrown. Skill performance and even walking may be impossible until any lost limbs are also fully regenerated. See impairment penalties for a missing head above, under the single asterisk(*). **Note:** Rate of regeneration is described under *Natural Abilities*.

Height: 5 feet, 6 inches (1.6 m) to 7 feet (2.1 m) tall.

Weight: 1D4x100 +300 pounds (180 to 315 kg).

Natural Abilities: Can not be blinded by bright light or glare, have excellent daylight vision, can see the infrared and ultra-violet spectrum of light, have rock-hard crystalline bodies, and they are resistant to heat/fire and cold (half damage). Spherians have Mega-Damage bodies that are cool to the touch and hard as stone, but suffer a -10% penalty when performing skills the require a delicate and sensitive, soft touch or dexterity such as Art, Demolitions, Forgery, Jury-Rig, Prowl, Pick Pockets, Surgery, and similar.

Automatic Three Skills (special): All Spherians possess the skill equivalent of *W.P. Energy Rifle*, *W.P. Energy Pistol* and *Laser Communications* (+20%), and the knowledge and bonuses that come with them. These three skills are in addition to the skills of a character’s chosen O.C.C. The understanding of light and its many uses is just in their genetics.

Create Crystal Laser Weapon (special): Their knowledge of light, lasers and crystal is so complete, so instinctual, that Spherians can actually grow and sculpt laser weapons out of their own bodies or out of other large pieces of crystal. Once the crystal weapon is finished it just needs time in the sun to charge up and be ready for combat. When charged up, the weapon glows as if it has an internal light in the center of a gun made of thick glass (crystal).

A *laser pistol* can be created out of pure crystal in 1D4+1 days, has a range of 1,200 feet (366 m), does 2D4 M.D. per single blast, and has a payload of 20 blasts before it needs to be recharged. Recharging is done by exposing it to sunlight or other intense, natural light. The weapon recharges one laser blast for every 15 minutes exposed to sunlight (45 minutes in bright artificial light). Does not recharge in dim lighting.

A *laser rifle* can be created out of pure crystal in 1D6+4 days, has a range of 4,000 feet (1,219 m), does 2D6+3 M.D. per single blast, and has a payload of 20 blasts before it needs

to be recharged. Recharging is done by exposing it to sunlight or other intense, natural light. The weapon recharges one laser blast for every 30 minutes exposed to sunlight (90 minutes in bright artificial light). Does not recharge in dim lighting.

Impervious to Lasers and Light (special): Laser attacks, regardless of their intensity, do NO damage to Spherians. Moreover, any blast that strikes them is diffused into harmless light. Their crystalline body structure works like prisms and mirrors, deflecting and dissipating laser fire and any light-based attacks as soon as they strike.

Meld with Crystal (special): Spherians can meld with any large amount of crystal or crystal-bearing rock that is as large or larger than their own body and has at least 66% crystal content. This ability enables them to literally walk through stone and travel through the ground, provided the stone or vein of rock underground is made of *quartz* and/or *other type of crystal*. This enables them to step into crystalline rock and emerge on the other side or travel through it to an entirely different location. This is easiest on their home world, which is largely made of crystal, but can be performed wherever large crystal deposits are found. Rock must have at least a 66% crystal content to be sufficient for melding or traveling through it.

The meld requires the Spherian to leave any clothing or personal items on his body behind when traveling in this manner; the only exception being any handmade crystal laser weapons. The Spherian can travel through crystal the same as a human wading or swimming through water (Spd is reduced by 20%).

No Biological Needs: The Spherians do not need to eat, drink or breathe, and are impervious to disease, low level radiation, poisons and gases. However, their crystal bodies are animated by what is essentially a highly evolved virus, so they can NOT survive in the vacuum of space, in levels of extremely high radiation or in places that are too hot for your average human to live. The only sustenance they need is light. Natural sunlight is best, but artificial light works, as long as it is not to dim or diffused. The average Spherian requires a minimum of one hour of natural light per day or two hours of artificial light; the more light the better. If they are unable to receive such light over the period of one week, they begin to turn brittle, losing 1D6 M.D.C. a week from their main body M.D.C. per day, and are unable to regenerate the damage. When their Main Body M.D.C. is depleted in this fashion, the Spherians slip into a coma at zero Main Body M.D.C. and eventually crumble to dust. See Killing a Spherian, below, for details. Locking them in darkness is a slow and terrible death for these noble beings.

Regenerate Physical Damage and Lost Limbs (special): Spherians can regenerate, growing new crystal to fill in the damaged areas where old crystal is fractured, shattered or lost. They can even regenerate entire limbs – including their heads! It takes time, of course, but they can regrow lost limbs and repair body damage. This is because Spherians do not have internal organs as we know them, every bit of a Spherian is living crystal that is part of a whole, so there is no brain to damage and no heart to destroy. They are slain only when their entire body is shattered into hundreds of small pieces or completely disintegrated. They can also die from a lack of light, which turns them brittle over time.

Spherians are incapacitated and helpless when M.D.C. is reduced to zero or below, but as long as enough of them re-

mains intact in one solid piece, they can regrow and recover completely. Likewise, any piece of them that is destroyed or cut off, whether it is their arms, legs or head, can be regrown from the trunk of the main body.

Recovers M.D.C. at a rate of 2D6+2 M.D. per hour in sunlight, 4D6+4 M.D. per hour in sunlight on their native planet, but only 1D6 M.D.C. per hour in dim light or darkness.

Killing a Spherian: Reduce the M.D.C. of a Spherian's Main Body well below zero (by 2x the Spherian's M.D.C. for the main body), and it is more than the character can regenerate, and the being dies. His body crumbles into hundreds of shards. **For Example:** If a Spherian has a main body of 65 M.D.C., reducing that M.D.C. to zero or below, sends him into a coma-like state, but he will automatically regenerate over time until completely restored, whole and functioning. Inflicting an additional 130 M.D.C. below zero (-130 or double his Main Body M.D.C. below zero) makes regeneration impossible and kills the character. HOWEVER, few people realize this, including the Invid, and often leave smashed up, but still alive Spherians, in a coma state on the field of battle, where they can regenerate and fight another day.

Bonuses: +2 on Perception Rolls involving light, lasers and crystals, +1 to parry, +2 to pull punch, +4 to roll with impact, impervious to disease, toxins, gases, and low level radiation.

Penalties for Darkness: Spherians dislike the dark. Dark places have a Horror Factor of 10 to Spherians. Regeneration is slow in the dark and the longer a Spherian is trapped in darkness, the more anxious and depressed he becomes. After 48 hours in the dark, skill performance is at -5%. This is an accumulative penalty that increases by -5% for every additional 48 hours in darkness, until the skill is reduced by half. After 1D6+14 days the Spherian trapped in darkness is a nervous wreck, and suffers the following penalties: -2 to Perception Rolls, -2 to all combat maneuvers, and reduce Spd and attacks per melee by half. It takes 3D6+4 hours of exposure to light before the Spherian settles down and his abilities are restored to normal. **Note:** To Spherians, outer space is not usually a dark place, but rather an environment filled with the many spectrums of light.

Combat: As per O.C.C.

Available O.C.C.s: Theoretically any, but tend to avoid medical, rogue and entertainment professions, or anything involving biology and working with organic materials. They tend to prefer creating works of art, architecture, building, mining crystal, gems and ore, and repairing things, working with crystals, light/lasers or engaging in physical labor. Though Spherians value life and freedom, they are excellent fighters, and it is that love of freedom and appreciation of life that compels them to fight those who would take it from them or from any sentient being.

Within the Expeditionary Force, Spherians lean toward *Marine Infantry*, *Mechanized Infantry*, and *Technical Officer* (usually with the Communications M.O.S.).

Standard Equipment: As per the chosen O.C.C.

Equipment Available on Assignment: As per the chosen O.C.C.

Monthly Wages: As per the chosen O.C.C., though many Spherians who believe in the cause of liberating worlds from the Invid are willing to work and fight for half the usual pay.

Experience Table: As per the chosen O.C.C.

Tirolians

When most people think of the *Robotech Masters* and their species, they are actually thinking about the clone race that the Robotech Masters created for themselves. However, they themselves are a part of a species which settled countless eons ago on a moon of the giant planet known as Fantoma called **Tirol**.

A world terraformed to become habitable long ago, the moon was once green and lush. Now it is fairly barren and bereft of life after centuries of strip mining and utter disregard for the moon's ecosystem. It is dotted with cities and massive factories, many of which are shut down and abandoned due to a lack of Protoculture. The only fully inhabited city left on Tirol is the capital, **Tiresia**.

To understand how callous the Robotech Masters were, even to their own people, when they undertook their mission to Earth to find the *last Protoculture Matrix* and Protoculture supply, they took only the people useful to them, stripped Tirol of many of its defenses, and abandoned its population to fend for itself. Knowing full well the horrors the Invid would inflict once they realized the planet was defenseless.

With only a bare bones defense force of clones and militia volunteers, Tirol was easy pickings for the Invid Regent and his forces. In an ironic turn, its apparent lack of value would also lead the Regent to fail to defend it properly as well, making it an easy win for the United Expeditionary Force when it would finally locate the home world of the Robotech Masters.

The liberated Tirolians are incredibly grateful to their human saviors for a number of reasons. First, for freeing them from certain extermination at the hands of the Invid. Second, the Expeditionary Force treats them with more respect and decency than the Robotech Masters, their so-called leaders, ever did. Third, there is a natural kinship between humans and Tirolians because of the incredible similarities between the near-identical species. Finally, the UEEF has given the Tirolians something they thought they would never have: A chance at redemption. Now, with the Expeditionary Force's help, they may just be able to right some of the wrongs their people have unleashed upon the galaxy.

Tirolians begin joining the Expeditionary Force immediately after the planet is found and liberated from the Invid. Early campaign Tirolian characters are likely to be partisans and Tirolian scientists or enlisted Expeditionary Force professions. O.C.C.s that require more training would not come until a bit later in the UEEF's exploits.

Tirolian R.C.C.

Most Tirolian soldiers will gravitate toward fast and agile mecha or Destroids, or professions dealing with science. All Tirolians have an excellent education, particularly in the scientific arena.

Alignment: Any, with many leaning toward the good and selfish alignments, especially those seeking redemption (Scrupulous 10%, Unprincipled 30%, Anarchist 35%). However, not all Tirolians are good nor seek redemption. Some possess a profound sense of self-entitlement and believe, like the Robotech Masters, that they are superior to humans and all other species. These individuals tend to be power-mongers and opportunists within the Science Caste looking for ways to come out on top. With the Masters gone and the planet liberated, there is a



vacuum at the top of the Tirolian civilization, and good, selfish and evil men will all seek to fill that void.

Attributes: I.Q. 3D6+5, M.E. 2D6+3 M.A. 2D6+2, P.S. 2D6+2, P.P. 2D6+7, P.E. 2D6+5, P.B. 3D6+4, Spd 3D6+6.

Hit Points: P.E. attribute number, +1D6 additional Hit Points per each new level of experience, starting with level one.

S.D.C.: As per O.C.C. only.

Height and Weight: Same as human, trend toward slim and lithe builds.

Description: Pale skinned humanoids, nearly identical to humans. Most have somewhat elfin features and hair colors tend toward pastels. Most are fit and slim.

Disposition: Varies greatly, as humans do. As a culture they are a bit shell-shocked by recent events and often have an internal struggle between genuine regret and remorse over the actions of the Robotech Master, and a natural arrogance toward other species born of centuries of being the head of a star-spanning empire without equal.

Bonuses: +10% to all Science skills, +5% to all Communication skills, +1 to Initiative, +2 to Perception.

Combat: As per O.C.C.

Available O.C.C.s: Any UEEF Fleet, Marine or Tirolian Partisan. By the end of the war, Tirolians are present in all branches of the UEEF.

Tirolian Partisan O.C.C.

As their Protoculture stores dwindled, and their Zentraedi failed to return with the prized Protoculture Matrix, the rule of the Robotech Masters got more brutal and more oppressive over their own people, the Tirolians. The planet and people were slowly being stripped of everything of value as the Robotech Masters contemplated fleeing the Invid advance in their mighty motherships. Some Tirolians began to realize they were going to be abandoned, and they began to fight back.

Militarily the Tirolians were weak. They struggled against the vicious might of the Robotech Masters' legions of Bioroids. However, philosophically, they gained much ground. The partisans preached against the long-held belief in the inherent mysticism of the concept of "The Three," which had propelled the *Robotech Masters' Triumvirates* into power. Instead, a new idea began to spread among the disaffected. The One and the All; meaning that the whole was strengthened by the strength of each individual, so the more freedom and control that was given to each individual, the stronger the people as a whole. They even rejected the rules against reproduction in favor of cloning, and began to reproduce on their own, a move which rapidly gained popularity among even loyal Tirolians.

This was anathema to the Robotech Masters and all they had built, and was considered a significant threat; one rivaling the Invid.

Some say Zor himself was the first partisan. The Robotech Masters had erred in declaring him a hero for “discovering” the Flower of Life and Protoculture, and he used that notoriety to begin to speak out against their oppressive and decadent regime. Not only did he embrace the idea of The One and the All, but he struck back against the Robotech Masters by sending his space fortress and their Protoculture Matrix into deep space. He is revered for this by most partisans, even though it could be argued that his actions led to the oppressive measures imposed upon the Tirolian people.

The partisans fared poorly at first against the Robotech Masters’ forces, particularly the Zentraedi, and many left the decaying cities for the strip-mined badlands of Tirol. They raided storehouses of weapons for clones and Bioroids and bided their time for the right opportunity to strike a decisive blow.

That opportunity never came.

There was talk of full-blown revolution when it appeared the Zentraedi had vanished, but no one knew where they had gone or whether they would suddenly return to help their masters crush an uprising. Then, one day, the Robotech Masters, most of the clones, and most of the planet’s valuable assets, were gone. There was no announcement, no explanation, no fanfare. The massive mother-ships which had long defended Tirol spacefolded along with the entire fleet. It was pretty obvious they were not coming back.

The partisans came in and took over, forming a civil defense force of willing citizens, and the few clones left behind. They did not know where the Robotech Masters had gone, but they knew that soon, with the planet defenseless, the Invid would be coming.

When the Invid invaded they took heavy casualties against wave after wave of Inorganics. But many survived and would help the UEEF liberate their planet, and later join the Expeditionary Marines to help attempt to spread freedom to the races their own people had once oppressed, and who are left to the untender mercies of the Invid Regent.

Tirolian partisans are tough, generally much tougher than the average Tirol citizen. They have a makeshift collection of weapons and armor, and are classic resistance fighters. They excel at guerilla warfare and are well-educated (the product of such an advanced culture) and usually have strong science skills. Tirolian partisans are the first aliens to begin joining the Expeditionary Force Marines. A fact, that makes some alien races wonder if the humans, or anyone who associates with the people of Tirol, can be trusted. To a lot of people, the Tirolians are just as culpable and dangerous as the Robotech Masters, and should not be trusted.

Race: Tirolian only.

Alignment: Any. Mostly Scrupulous and Unprincipled.

Attribute Requirements: None. Just a willingness to see Tirol free.

Starting S.D.C.: 25

Bonuses: +2 to P.S. and P.E.

O.C.C. Skills:

Language and Literacy: Native Language at 98%.

Language: Other: One of choice (+10%).

Literacy: Other: One of choice (+10%).

General Athletics

General Repair and Maintenance

Radio: Basic (+10%)

One Science skill of choice (+15%).

Lore: Robotech Masters (+15%)

Advanced Math (+15%)

Basic Math (+20%)

Computer Operation (+10%)

W.P. Energy Pistol

W.P. Energy Rifle

Hand to Hand: Expert, can be upgraded to Martial Arts or Assassin at the cost of one O.C.C. Related Skill.

Choose One from the following M.O.S. packages (each described below):

Bioroid Pilot

Anti-Armor Specialist

Scout

O.C.C. Related Skills: These are additional skill choices related to the character’s military occupation and background. Select two at level one, plus one additional skill at levels 5, 9 and 13.

Communications: Any.

Electrical: Basic Electronics or Computer Repair only.

Espionage: Any (+5%).

Mechanical: Basic and Automotive Mechanics only.

Medical: First Aid or Paramedic only (+5%).

Military: Any (+5%).

Physical: Any.

Pilot: Any.

Pilot Related: Any.

Science: Any.

Technical: Any (+5%).

W.P. Any.

Wilderness: Any (+5%).

Secondary Skills: Select one skill from the Secondary Skills list in the Skills section of **Robotech® The Shadow Chronicles® Role-Playing Game** at levels 1, 3, 6, 9 and 11. These are additional areas of knowledge and do not get any bonuses, other than possible bonuses for having a high I.Q. or for being a Tirolian. All Secondary Skills start at the base skill level.

Standard Equipment: Either CVR-1 body armor or Legionnaire Combat Armor, choice of energy rifle and four extra energy clips, energy pistol of choice with two extra energy clips, Tirolian Rocket Boots, a couple sets of spare clothing, binoculars, backpack, goggles, a survival knife, survival kit and personal items.

Equipment Available on Assignment: Depending on the Game Master, the mission and the character’s skills, the character can be assigned any mission specific weapons, explosive ordnance, armor, vehicles and equipment necessary to complete their mission.

Monthly Wages: Tirolian Partisans who join the UEEF receive a non-commissioned officer’s monthly wages starting at about 1,600 credits per month. Most just fight for the freedom of their people and to right the wrongs of the Robotech Masters.

Experience Table: Use the Fleet Enlisted Crewman experience Table in the **Robotech® The Shadow Chronicles® RPG**.

Special Tirolian M.O.S. Skill Packages

Bioroid Pilot M.O.S.: Bioroid Pilots are the main fighting unit of the Tirolian partisans. More independent than the remain-

ing clones left on Tirol, they are given the best Bioroids available and often lead platoons of clone-piloted Bioroids into combat. The partisans knew there would be no victory unless they could field enough mecha piloted by trained individuals to combat the main war machines of either the Robotech Masters or the Invid. They could never hope to match either's numbers in open battle, so they are trained for hit-and-run guerilla skirmishers, only engaging the enemy when there was a tactical advantage and a strategically important goal. They were somewhat forced to abandon this when the Invid invaded and found their tactics of little use against the mindless Inorganics. However, joining the UEEF has given them a new purpose and their skills, developed to help free their own world from oppression by a superior force, is invaluable to the effort to liberate other Invid occupied worlds; something most of them find extremely satisfying and noble.

- Biomechanical Maintenance (+5%)
- Navigation (+10%)
- Mecha Elite Combat Training: Bioroid
- Pilot Bioroid (+20%)
- Pilot Bioroid Hover Sled (+20%)
- Sensory Equipment (+15%)
- Weapon Systems (+15%)
- Zero Gravity Combat

Additional Bioroid Starting Equipment: Those starting on Tirol during the Invid occupation start with either the Red Bioroid Commander or Triumvirate Invid Fighter Bioroids. Sometime after the UEEF liberates Tirol, these are replaced with the *Bioroid Interceptor*.

Tirolian Anti-Armor Specialist M.O.S.: When the Masters vanish and the Invid arrive, there are nowhere near enough Bioroids to go around to every soldier or Tirolian willing to fight. Tirolian Anti-Armor Specialists are trained to take down large mecha without benefit of Bioroid armor and hover platforms, using man-portable weapon systems, like missile launchers and explosives. They target critical locations to disable the mecha, blowing off sensor heads, feet and weapon systems, or in the case of the Invid, the critical *sensor eye*. They are also trained explosive and demolitions experts and know how to design and construct traps capable of disabling even the giant war machines used by the Robotech Masters and the Invid.

- Basic Electronics (+15%)
- Demolitions (+25%)
- Demolitions Disposal (+20%)
- Field Armorer & Munitions Expert (+10%)
- Trap & Mine Detection (+10%, can also be used to create and hide traps).
- W.P. Heavy Mega-Damage Weapons
- Jury-Rig (+10%)

Additional Anti-Armor Starting Equipment: Rocket launcher of choice plus a dozen rockets/mini-missiles, six D-40 Cobalt Limpet Mines (or Tirolian equivalent).

Tirolian Scout M.O.S.: Without the scouts, who operate both in the wilderness and the cities, the Tirolian partisans would be blind. Scouts gather intelligence on enemy strength and movement, ferret out potential ambushes, identifying weaknesses and potential targets for assault and sabotage, finding caches of weapons and supplies, and places that are safe (for the moment), and occasionally take down high-value targets. Generally, their goal

is to avoid direct contact with the enemy while gathering strategic data about him.

- Surveillance (+15%)
- Detect Ambush (+20%)
- Intelligence (+15%)
- Land Navigation (+20%)
- Undercover Ops (+15)
- Prowl (+12%)
- Camouflage (+15%)

Additional Scout Starting Equipment: 20 yards of camo netting, digital binoculars, additional energy rifle of choice with targeting scope (+1 to strike on Aimed Shots).

The Zentraedi R.C.C.

Any Zentraedi character is a survivor of the last climactic battle between Dolza's armada and the defenders of Earth, including the fleet commanded by Breetai. The player character is assumed to have been a fairly new Zentraedi soldier, fresh from the cloning chambers, and may not have even participated in that battle, but was onboard one of the millions of ships that surrounded the Earth. The character kept a low profile during the *Malcontent Uprisings* and signed up with hundreds of thousands of other Zentraedi when the call came for volunteers for the Pioneer Expedition.

All Zentraedi, once a race of 35 foot tall genetically engineered warriors, have been "micronized" down to human-size (5-6.6 feet/1.5 m to 1.9 m) and retrained for their new roles in the United Earth Expeditionary Force. Before the UEEF mission, the Zentraedi were separated into castes based on their genetic engineering. **The Overlord** caste was the highest, and led entire armadas, and the **High Lords** were their lieutenants. There are no known Overlords left, and the last known High Lord is *Breetai*. Next in rank is the **Warlord** caste, who led squadrons of starships under a High Lord's command, and then are the **Warrior Elite**, the **Auxiliary Specialists** and, at the bottom of the ladder, the **Infantry Warrior**.

While those ranks still affect the Zentraedi's attributes, they do NOT affect the rank of Zentraedi in the Expeditionary Force. Each Zentraedi's rank is based on his or her merits, just like the UEEF's human soldiers. So it is not uncommon for someone who was genetically engineered to be a Warlord to serve under a gifted Warrior Elite or even an Infantry Warrior if that individual has proven himself in combat and earned a higher rank in the Expeditionary Force Marines. The vast majority of Zentraedi are members of the Marine Corps as they were genetically engineered to be warriors and were indoctrinated to be fierce combatants.

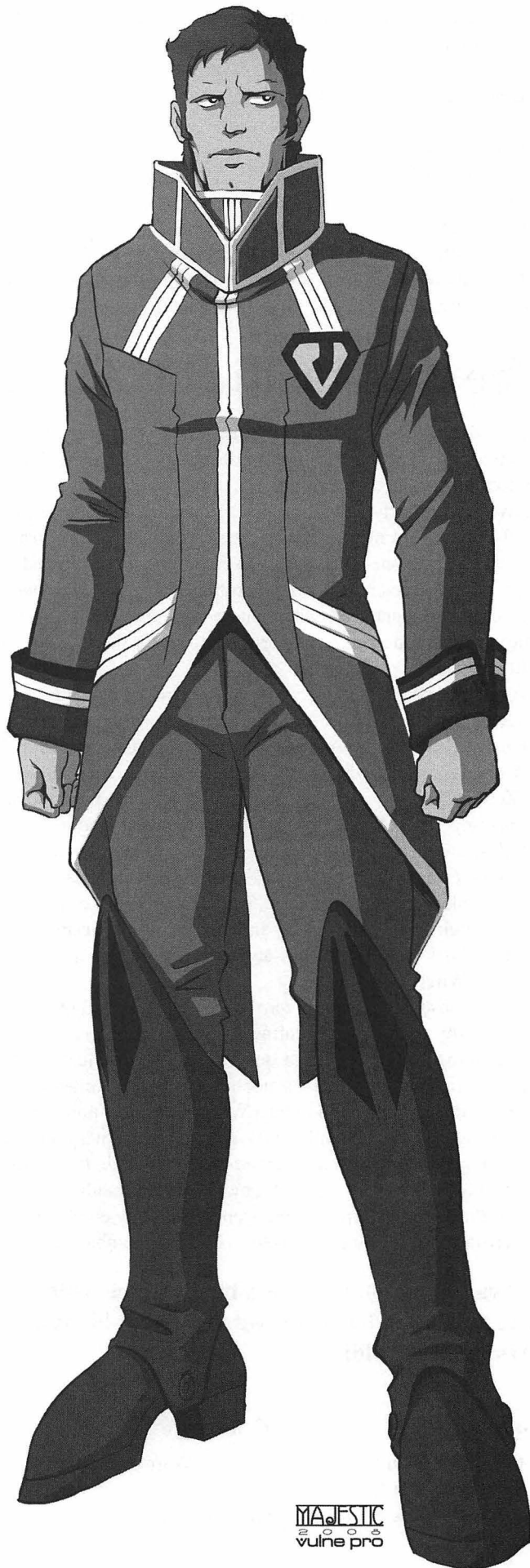
Roll randomly on the tables below to see which caste the character was created for and his stats as a Micronized Soldier:

Males:

- 01-60%: Warrior Infantry
- 61-80%: Warrior Elite
- 81-95%: Auxiliary Specialist
- 96-00%: Warlord

Females:

- 01-70%: Warrior Elite
- 71-95%: Auxiliary Specialist
- 96-00%: Warlord



Warlord Stats:

Male Attributes: I.Q. 1D6+9, M.E. 1D4+7, M.A. 1D6+12, P.S. 1D8+16, P.P. 1D6+13, P.E. 1D6+16, P.B. 1D4+10, Spd 1D6+8.

Female Attributes: I.Q. 1D6+12, M.E. 1D4+9, M.A. 1D6+13, P.S. 1D6+14, P.P. 1D6+15, P.E. 1D6+16, P.B. 1D6+12, Spd 1D6+10.

Hit Points: P.E. attribute number, +2D6 additional Hit Points per each new level of experience, starting with level one.

S.D.C.: 3D6+6 plus those gained from an O.C.C. and other bonuses.

Bonuses: +1 melee attack, +1 on initiative, +2 to auto-dodge (the act of dodging does not use up a melee attack) and +1 to pull punch.

Available O.C.C.s: Any Expeditionary Force Marine or UEEF Fleet Officer.

Warrior Elite:

Male Attributes: I.Q. 1D8+9, M.E. 1D6+10, M.A. 1D4+7, P.S. 1D6+14, P.P. 1D6+16, P.E. 1D6+11, P.B. 1D6+8, Spd 1D8+12.

Female Attributes: I.Q. 1D8+11, M.E. 1D4+14, M.A. 1D6+9, P.S. 1D4+11, P.P. 1D6+19, P.E. 1D6+10, P.B. 1D6+12, Spd 1D6+14.

Hit Points: P.E. attribute number, +2D4 additional Hit Points per each new level of experience, starting with level one.

S.D.C.: 2D6+3 plus those gained from an O.C.C. and other bonuses.

Bonuses: +1 melee attack and +1 on initiative.

Available O.C.C.s: Any Expeditionary Force Marine or UEEF Fleet Officer.

Auxiliary Specialist:

Male Attributes: I.Q. 1D8+14, M.E. 1D4+16, M.A. 1D8+12, P.S. 1D6+8, P.P. 1D4+12, P.E. 1D6+9, P.B. 1D4+10, Spd 1D6+10.

Female Attributes: I.Q. 1D8+16, M.E. 1D4+18, M.A. 1D6+11, P.S. 1D4+7, P.P. 1D4+14, P.E. 1D6+8, P.B. 1D6+12, Spd 1D8+12.

Hit Points: P.E. attribute number, +1D6+1 additional Hit Points per each new level of experience, starting with level one.

S.D.C.: 1D6 plus those gained from an O.C.C. and other bonuses.

Bonuses: +1 to Perception Rolls, +10% skill bonus to any two skills of choice.

Available O.C.C.s: Any Expeditionary Force Marine or UEEF Fleet Officer.

Warrior Infantry (always male):

Attributes: I.Q. 1D6+8, M.E. 1D4+6, M.A. 1D8+4, P.S. 1D6+12, P.P. 1D6+15, P.E. 1D4+14, P.B. 1D6+6, Spd 1D6+16.

Hit Points: P.E. attribute number, +1D6+1 additional Hit Points per each new level of experience, starting with level one.

S.D.C.: 2D6 plus those gained from an O.C.C. and other bonuses.

Bonuses: +1 on initiative.

Available O.C.C.s: Any Expeditionary Force Marine or UEEF Fleet Officer.

UEEF Marine Mecha

The Expeditionary Force Marines are part of the UEEF Navy, and as such, use a lot of the same mecha and equipment. At the time of the Expeditionary Force launch, much of that equipment was new and untested in war, and there was also quite a bit of leftover mecha from the previous war against the Zentraedi. All of this knowledge and new and old technology was being blended, experimented with and cannibalized for the *Expeditionary Force* and *Army of the South Cross*. The former to set out to find the Robotech Masters and bring about peace (forcibly if necessary) and the ASC to defend Earth civilization from other possible threats. To be honest, most people imagined lingering trouble from Malcontents, rebels and rogue nations, not another alien invasion or two. If the Expeditionary Force knew the Masters were on their way to Earth, they might have stayed and waited for them.

The current generation of war machines incorporate old and new designs, often mixed and integrated with entirely new mecha concepts. Nowhere is this more obvious than in the mecha – especially the early mecha – of the Expeditionary Force. Ultimately, the Expeditionary Force engineers are working toward making each new generation of mecha smaller, faster and more versatile without sacrificing firepower. Many of the early new Destroids and mecha are designed in anticipation of combat with the Robotech Masters and their army of clones and Bioroids. The Masters' Bioroids are smaller, lighter and more versatile than most of the big mecha of the Earth's previous and current generation of Veritech and Destroids, so the UEEF scientists follow suit by reducing the size, making use of new technology and new ideas. Hard lessons learned after nearly a generation of warfare on Earth in the First Robotech War and subsequent Malcontent Uprisings are all considered in the new designs, as are imagined scenarios on alien worlds.

In addition to the mecha listed in this book, the following mecha from other Robotech® Sourcebooks are deployed by the Expeditionary Force Marines, even if only in small numbers:

Robotech® The Macross® Saga Sourcebook

The *VF-1 Valkyrie* is the most common mecha still in use from the previous generation of Robotechnology. While all of the variants are in limited supply, the most common are the *VF-1A* and *VF-1J*, along with the *Super Veritech MVAS-1 FASTPack* and *Modular Armor System*.

These venerable fighters are mainly used as strike fighters and fighter-bombers. When Alpha fighters and Logans have cleared the way through the enemy, the Super Veritechs unleash their considerable ordnance onto enemy starships and ground targets. They also fly ground support for the Expeditionary Force Marines, pounding entrenched enemy positions and fortifications. They remain in service until the Beta Fighter leaves the developmental stage and goes into mass production late in the war with the Regent.

Most of the UEDF ground vehicles and Destroids are also present on the expedition but are phased out and all but gone after a decade of liberating planets and battling the Invid.

Robotech® The Masters Saga™ Sourcebook

The only two mecha that had been deployed at the time of the *Pioneer Expedition's* departure were the **Logan Veritech Fighter** and the **SPARTAS Veritech Hover Tank**. Expeditionary Force Marines who pilot the Logan fighters wear CVR-2 armor, while those who pilot the Hover Tanks wear CVR-1 body armor.

Several *Tristar* Class Super-Dimensional Cruisers accompany the UEEF fleet, and the AS-14 Pegasus is heavily used by the Marines as a combat drop shuttle and troop transport.

Robotech® The Shadow Chronicles® RPG

All of the Invid with the exceptions of the *Invid Enforcer*, *Invid Commander* and *Invid Overlord* are encountered under the command of the Regent during the planet-hopping campaign.

Toward the end of the war with the Invid Regent, the **VF/A-6I, H** and **Z** versions of the **Alpha Fighter** are quickly becoming the main, front-line space superiority fighters, but the **Shadow Fighter** would not be developed until after the war with the Regent and just a few years before returning to Earth in 2044. The Beta Fighter is in development for most of the war, having been shelved as Robotech engineers tried to solve a number of problems with the linkage system between the two fighters. This means that most Alpha Fighters are not transatmospheric, which is why the old Super Veritech Valkyrie variants are so handy in the first decade of exploration and war, due to their transatmospheric capabilities.

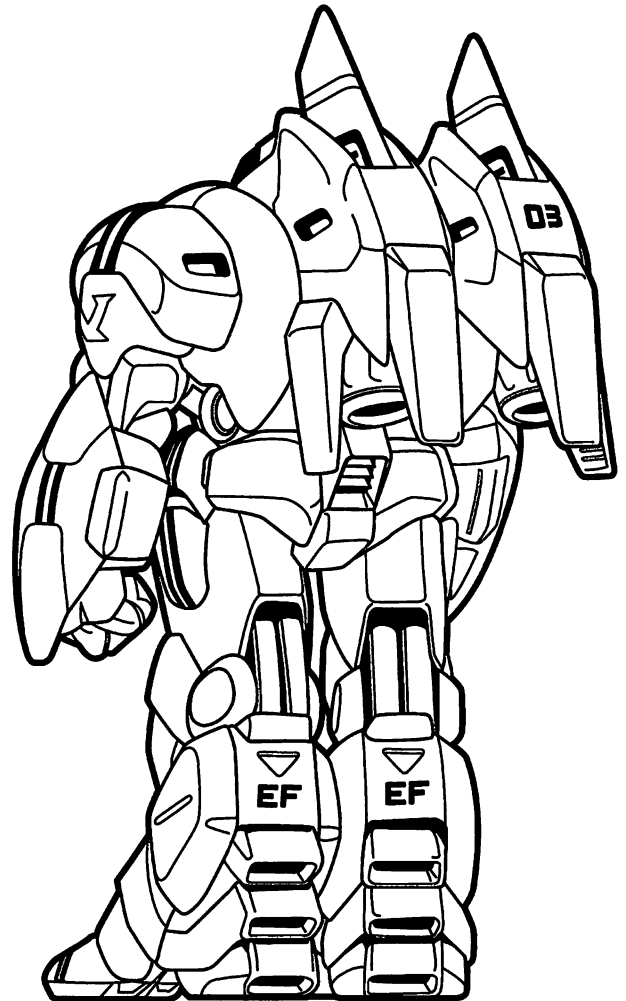
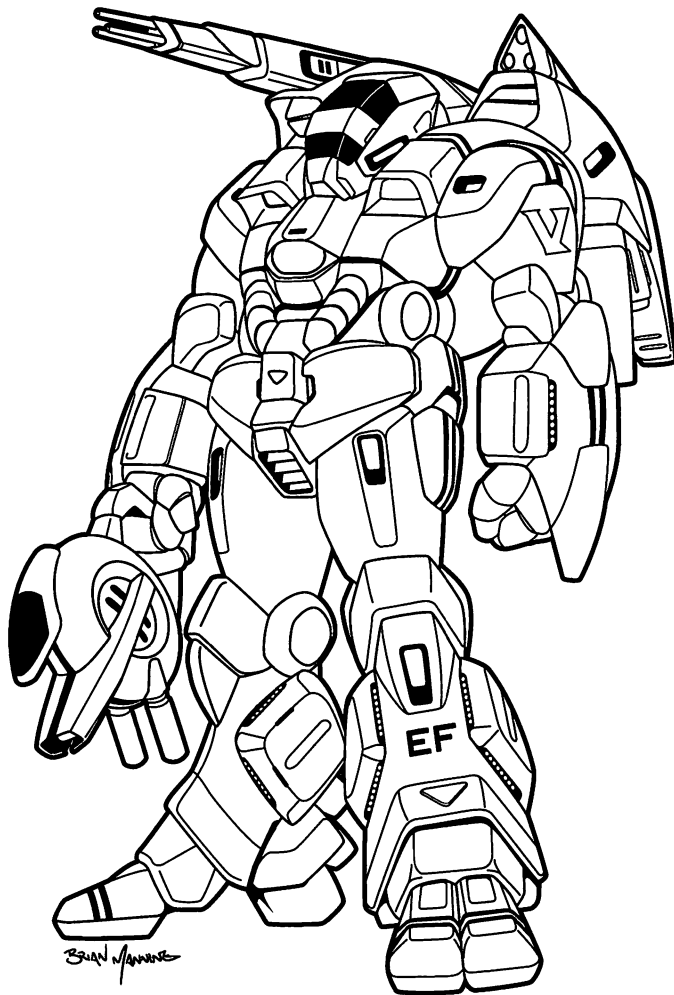
Bioroid Interceptor

Reprinted for your convenience from Robotech® The Shadow Chronicles® RPG.

The Bioroid Interceptor is a truly unique synthesis of technology. When the Expeditionary Force's *Pioneer Mission* left for Tirol, among their ranks were numerous *micronized Zentraedi*. These Zentraedi, led by legendary **General Breetai**, had rejected the Robotech Masters and joined the Expeditionary Force in an effort to find the Masters' homeworld and stop their madness. For the Zentraedi, while they hoped to make amends to humans by bringing peace to Earth, they also hoped to get some answers about their past.

Throughout the first part of the early days of the expedition, the Zentraedi had to make do with Fighter Pods and Battlepods to partake in the defense of the Expeditionary fleet. By the time the fleet had liberated Tirol, precious few of either of these mecha remained, and Zentraedi pilots were squeezing into Alphas and Betas to fight, designs the aliens did not feel comfortable piloting.

General Breetai felt this situation was unacceptable, and once Tirol was liberated he took his concerns to UEEF High Command. Admiral Hunter agreed with Breetai and, giving him a team of engineers, put him in charge of designing a new *Zentraedi specific* mecha. When a number of Tirolians also volunteered to join the UEEF's crusade to undo the web of conquest and ma-



nipulation spun by the Robotech Masters, and to free other planets from invading Invid, designs went toward creating a mecha that would satisfy both races.

What they needed was a simple to use mecha that took advantage of the Zentraedi in-close combat style and used a control system that was less complicated and more automated than human mecha. Variable mecha were voted out, more as a case of preference than anything, and a non-variable Battloid with a brain-wave control system was settled on as the most appropriate configuration.

During the siege of Tirol, the Masters' "*Invid Fighter*" Bioroids had proven to be a tough adversary and with so many Tirolians stepping forward, it was decided that a hybrid Bioroid was the way to go. The Zentraedi approved of the plan because Bioroids share a lot of technology with their own mecha, as both were designed by the Robotech Masters. With hangars full of extra weaponry, spare parts and mecha, the design team went to work, and the **Bioroid Interceptor** was born.

Invid Fighter Bioroids were stripped to their chassis and upgraded electronics and life support systems were installed. Powerful thrusters were added to eliminate the need for the hover sleds, and improved weapons were developed for them using both human and Tirolian technology. Finally, the new mecha was covered in the same armor used by the VF/A-6 Alphas and entered into preliminary testing. It performed very well in tests and the Zentraedi pilots took to it immediately.

The Bioroid Interceptor proved a good ground fighter, able to scrap with other Bioroids as well as Invid mecha. In space,

it made a great ship-boarding mecha, able to blast through hull plating and bulkheads to board and wreak mayhem inside, as well as take on Invid, one on one. The Bioroid Interceptor also handled adequately in atmospheric conditions as well as underwater, making it a solid, all-environment mecha. Since then it has become the premier mecha among the Zentraedi and Tirolian combat pilots in the Expeditionary Force, and it's a rare Zentraedi or Tirolian pilot who will fly anything else.

There is only one version of the Interceptor at this time. To fly it the pilot sits in an armored cocoon in the chest of the mecha, and operates it using a combination of Bioroid brain-wave input and physical Battlepod controls. Many of the controls from Bioroid stockpiles were adapted to the Interceptor to alleviate the training time usually needed to acclimate pilots to new mecha designs. In the hands of a skilled Zentraedi or Tirolian pilot, the Interceptor is a deadly and versatile war machine that has proven its value in hundreds of skirmishes against the legions of the Robotech Masters and the deadly Invid.

Model Type: ZBR-10 Mk.I Bioroid Interceptor.

Class: Non-Variable Heavy Assault Battloid.

Crew: One; typically a Zentraedi or Tirolian.

M.D.C. by Location:

* Head – 85

Retractable Laser Cannons (2; shoulder mounted) – 100 each

** Engine/Weapon Housings (2) – 100 each

Main Rear Thrusters (2; back) – 80 each

Chest Mounted Spotlights (2) – 5 each

Upper Arms (2) – 100 each

Forearms (2) – 125 each
Hands (2) – 55 each
Particle Cannon (1, handheld) – 75
Upper Legs (2) – 120 each
Lower Legs/Feet (2) – 150 each
Secondary Rear Thrusters (6) – 15 each
Reinforced Pilot Compartment – 120
*** Main Body – 350

* Destroying the head knocks out most of the Bioroid Interceptor's sensors, radar, long-range radio and laser communications. All of this leaves the mecha at -1 to strike, parry and dodge.

** Destroying one of the main rear thrusters makes the Interceptor hobbled. It is still flyable, but reduce speed by half and there is a -15% on all skill rolls involving stunts and evasive maneuvers. Destroying both thrusters makes atmospheric flight impossible and thruster assisted leaps are half the height and distance. However, in space the mecha can limp along using secondary thrusters at a painfully slow speed of 30 mph (48 km). **Note:** The thrusters are protected by fin-like plating and require an attacker to make a successful "Called Shot" with the following penalties: Shooting at a stationary target -4, moving target -6, and fast moving target -11 to strike.

*** Depleting the M.D.C. of the main body destroys the mecha, rendering it totally useless. However, the reinforced pilot compartment should protect the pilot and enable him to evacuate the downed Bioroid Interceptor.

Speed:

Flying: 312.5 mph (500 km) maximum in an atmosphere, double in space. Can also hover stationary and perform Vertical Take-Offs and Landings (VTOL).

Running: 59.4 mph (95 km).

Leaping: 20 feet (6.1 m) high or across unassisted by jet thrusters. With thruster assistance, the Bioroid Interceptor can leap 120 feet (36.6 m) up or across.

Underwater: 20 mph (32 km) walking on sea floor or swimming; 80 mph (128 km or 69 knots) propelled by thrusters. Maximum Depth: 2 miles (3.2 km).

Statistical Data:

Height: 23 feet (7 m).

Length: 8.8 feet (2.7 m)

Width: 9.1 feet (2.8 m).

Weight: 14 tons (dry).

Physical Strength: Robotic Strength of 40.

Cargo: Enough cargo for a survival kit and a side arm behind the pilot's seat.

Power System: Protoculture Reactor.

Weapon Systems:

1. HLC-90 Retractable Laser Cannons (2): Mounted in armored housings on the Interceptor's back, these retractable laser cannons extend and swing down over the shoulders to fire. While very effective against large or slow moving targets, anything smaller or faster than an Invid Scout gives them trouble (no strike bonus). They can be fired one at a time or both laser cannons can fire together, simultaneously at the same target.

Primary Purpose: Anti-Starship and Anti-Armor.

Secondary Purpose: Anti-Invid and Defense.

Weight: Not applicable. Part of the battloid.

Range: 6,000 feet (1,829 m) in an atmosphere; double in space.

Mega-Damage: 1D6x10 M.D. for a single blast, 2D6x10 M.D. for a dual blast from both cannons.

Rate of Fire: Each single or dual blast counts as one of the pilot's melee attacks.

Bonus: +2 to strike against large targets (Invid Scout size or larger), +4 to strike large targets such as Invid Clam Ships or bigger.

Penalty: No bonuses to strike against targets smaller than an Invid Scout.

Payload: Effectively unlimited.

2.HPC-40 Particle Cannon: The HPC-40 is a drum-style, handheld particle cannon specifically designed for use with the interceptor. It has its own laser targeting system that grants the pilot a bonus to strike.

Primary Purpose: Anti-Mecha.

Secondary Purpose: Anti-Armor.

Weight: 250 pounds (112.5 kg).

Range: 3,000 feet (914 m).

Mega-Damage: 1D6x10+8 M.D. per blast; can only fire single blasts.

Rate of Fire: Each blast counts as one of the pilot's melee attacks.

Payload: 10 blasts per Protoculture magazine.

Bonus: +2 to strike.

3. LMMDS-16 Missile Delivery System (2): On the outside of each lower leg there is a missile launcher that holds 16 short-range missiles in single-shot surface tubes. This is essentially the same system used by the Alphas.

Primary Purpose: Anti-Mecha/Anti-Armor.

Secondary Purpose: Anti-Missiles and Anti-Personnel.

Weight: Each missile weighs about 33 pounds (15 kg).

Range: Usually around five miles (8 km).

Mega-Damage: Varies by short-range missile. Usually loaded with HEAP (High Explosive Armor Piercing) missiles which inflict 2D6x10 M.D. per missile.

Rate of Fire: Singly or in volleys of 2, 4, 8 or all. One volley, no matter how many missiles are in it, takes one attack.

Payload: 32 short-range missiles total, 16 in each leg. Mini-missiles can be substituted.

4. Hand to Hand Combat: The Bioroid Interceptor can engage in hand to hand combat with brutal efficiency.

Attacks per Melee: See bonuses, below.

Hand to Hand Damage:

Punch/Forearm Strike: 1D4 M.D. on a restrained punch, 2D6 M.D. on a full strength punch, 4D6 M.D. on a power punch (counts as two attacks).

Kick: 3D8 M.D.

Stomp Attack: 2D8 M.D., but the target must be 12 feet (3.6 m) tall or smaller.

Power Kick, Jump Kick and Leap Kick: 5D8 M.D., but each of these attacks counts as two melee attacks.

Flying Leap Kick: 1D6x10 M.D., but counts as three melee attacks and has a 01-66% chance of knocking an opponent of roughly equal size or smaller off its feet or back 1D6x100 yards/meters, plus the victim loses initiative and one melee attack.

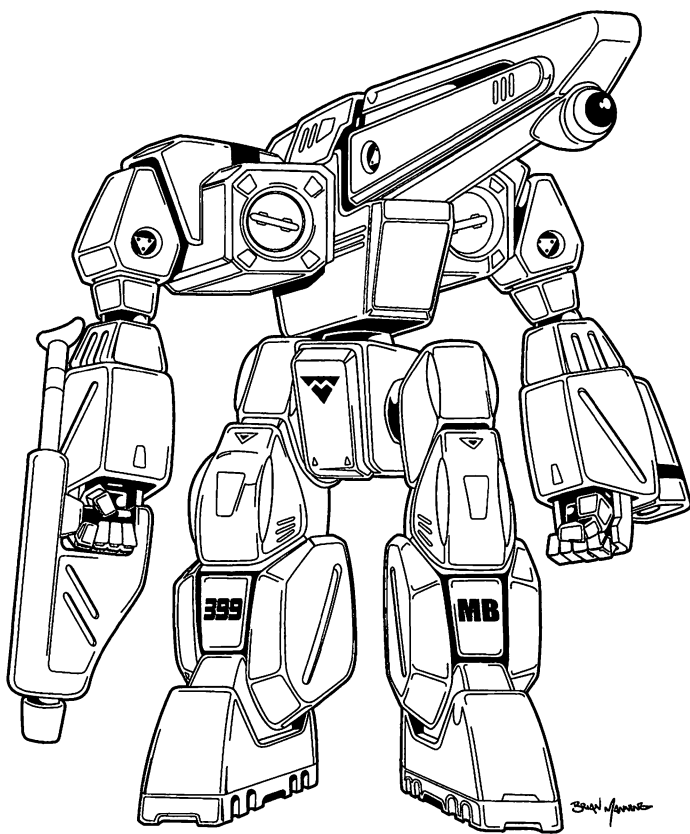
Flying Body Block/Ram: 3D6+6 M.D. on a body block/ram up to maximum speed (must be at least 150 mph/240 km). There is a 60% chance of knocking an opponent of equal size, up to 50% larger, as well as smaller opponents off their feet

or an airborne enemy 1D6x100 yards/meters backwards or off course. In any case, the victim also loses initiative and two melee attacks. This attack counts as two of the Interceptor's melee attacks.

Bonuses with Elite Combat Training Only: +1 attack per melee round at levels 1, 3, 5, 7, 10, 12 and 15. +2 on initiative, +3 to strike (applies to punches, stomps and kicks), +3 to parry, +2 to disarm, +4 to pull punch, +2 to dodge on the ground, +3 to dodge in flight, and +2 to roll with impact.

Note: These bonuses ONLY apply when the pilot has the *Elite Combat Training* skill in *Bioroid Interceptor*. The pilot's own number of hand to hand attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is *outside* the mecha. *Outside of his mecha*, the pilot possesses only human fighting abilities.

5. Sensor Suite and Other Equipment: Same as the standard Alpha Fighter.



MBR-12 Mk.II Condor

Heavy Infantry Battloid

Reprinted for your convenience from Robotech® The Shadow Chronicles® RPG.

The Condor Infantry Battloid started out life as the VF/X-5 Experimental Heavy Aerospace Veritech Attack Bomber. Initially designed in 2022 as a competitor to the VF/X-7 project, the Condor was meant to be a Veritech heavy strike fighter with the usual three modes of transformation. It was to replace the aging fleet of non-transformable SF/A-5 Combat strike fighters. While the Condor showed promise, it was plagued with many design problems, including severe cost overruns and inability to deliver what the Expeditionary Force needed from it.

While it failed as a Veritech attack bomber with three modes of operation, the Robotech engineers found that the Condor's Battloid mode was extremely robust and made a good mobile platform for infantry support weapons. The X-5 project was shelved shortly after the X-7, and was re-designated the *XR-10A Assault Battloid*. It was around this time that the Combat Strike Fighter was showing its inadequacies against the swarms of Invid and the XR-10A project was put on the fast track for testing. In 2025, the first batch of new Assault Battloids, now designated as *MBR-12 Mk.II Condors*, were assigned to the 10th Air Combat Wing, which would later become the *10th Mars Division*.

The new Condor Battloids were deployed as heavy assault and support units – in effect, walking tanks that fought alongside Cyclones and infantry troops. Inserted by air drop or landing craft, the Condor would support ground troops, charge enemy positions, and engage the Invid using their massive strength, thick armor and heavy weapons. As heavy infantry mecha, the Condor supported the smaller, faster Cyclones and ground troops, while dealing out immense damage against the enemy. Meanwhile, the Combats and first generation Alpha Fighters provided air support. In space, the Condor was launched with Combat squadrons to aid the fighters against the swarming tactics used by the Invid, as well as spaceship defense on the outer hull, tackling Invid one-on-one. This usage of the Condor served the UEEF well for nearly a decade. However, the heavy non-transformable Battloid lacked the speed and mobility that is so advantageous of a Veritech.

By 2035, the writing was on the wall, and the advent of the Beta Fighter would spell the end of mass production for the Condor and the Combat. New production suspended, only small numbers are manufactured on an as needed basis as the Condor and Combat are both being phased out of active duty combat roles. Still, both are currently used in defense and support roles, as well as special operations and heavy assaults, especially on enemy soil. Condors are often deployed with Bioroid Interceptors and serve the roles of defense, boarding enemy spacecraft and laying siege to enemy strongholds (punching a hole in spaceships and the enemy line for the rest of the troops to follow).

Model Type: MBR-10 Condor.

Class: Heavy Infantry Assault Battloid.

Crew: One.

M.D.C. by Location:

* Head – 200

Hands (2) – 75 each

EU-12 Particle Cannon – 100

Forearms (2) – 150 each

Upper Arms (2) – 120 each

Upper Legs (2) – 180 each

Lower Legs & Feet (2) – 225 each

Rear Thrusters (2) – 60 each

Small Vectoring Thrusters (8) – 10 each

** Main Body – 448

Reinforced Pilot Compartment – 200

* Destroying the head knocks out primary radar and sensors. A backup radar system will kick in with severely reduced capabilities (-75% to all ranges and targets tracked).

** Depleting the M.D.C. of the main body destroys the mecha, rendering it useless.

Speed:

Running: 80 mph (128 km).

Leaping: 80 feet (24.4 m) up or across unassisted by thrusters. Can use its thrusters to jump 200 feet (61 m) up or across.
Flying: Can hover stationary or rise to about 130 feet (39.6 m) above the ground and fly for short periods (1D6+5 minutes) above open ground, down streets, above rooftops, down corridors of spaceships, etc. Maximum speed of these short bursts is 70 mph (112 km); double in space. Likewise, the Condor can jump from rooftops, drop ships, and great heights, and slow its descent to land on its feet without injury or incident.

Statistical Data:

Height: 42 feet (12.8 m).
Length/Depth: 20 feet, 8 inches (6.3 m).
Width/Breadth: 20 feet, 8 inches (6.3 m).
Weight: 15.7 tons (dry).
Physical Strength: Robotic Strength of 55.
Cargo: Only enough space for a survival kit, emergency VR-011 Cyclone, two canteens, a handgun and rifle of choice; typically the Wolf.
Power System: One miniaturized, high-output Protoculture reactor.

Weapon Systems:

1. EU-12 Heavy Particle Cannon: This massive particle cannon is the main weapon of the Condor. It fires high-energy charged particle beams and dishes out plenty of damage. This weapon is linked to the Protoculture reactor of the Condor, and as such, does not use an external Protoculture magazine.

Primary Purpose: Anti-Mecha, Anti-Armor and Anti-Invid.

Secondary Purpose: Assault.

Weight: 120 pounds (54 kg).

Range: 2,000 feet (610 m).

Mega-Damage: 2D4x10+8 M.D. per blast.

Rate of Fire: Each blast uses one of the pilot's melee attacks; cannot fire bursts, single shot only.

Payload: Effectively unlimited!

Bonus: +2 to strike with this energy weapon, but half that when using other mecha and Veritech handheld weapons.

2. MM-42 Mini-Missile Delivery System: These short-range missile launchers are located in the chest of the Battloid, and give it artillery and anti-aircraft capabilities.

Primary Purpose: Anti-Mecha/Anti-Invid.

Secondary Purpose: Anti-Aircraft and Missile Defense.

Weight: Each missile weighs about 33 pounds (15 kg).

Range: Typically five miles (8 km).

Mega-Damage: Varies by short-range missile. Usually loaded with HEAP (High Explosive Armor Piercing) missiles which do 2D6x10 M.D. per missile.

Rate of Fire: One or in volleys of 5, 10, 20, or all 42. One volley, no matter how many missiles are in it, counts as one melee attack.

Payload: 42 short-range missiles. May be substituted with a 60 mini-missile launcher.

3. Hand to Hand Combat: The Condor can engage in hand to hand combat, tear through the hulls of spacecraft, hammer or blast through walls and charge in to engage the enemy with beam attacks, missiles and fists flying. Its size and strength make it a deadly combatant, but its lack of speed and versatility (e.g. cannot transform to other modes) limits its overall capabilities and leaves the mecha vulnerable to smaller, faster opponents.

Attacks per Melee: See bonuses, below.

Hand to Hand Damage:

Punch/Forearm Strike: 2D6 M.D. on a restrained punch, 6D6 M.D. on a full strength punch, and 2D6x10 M.D. on a power punch (counts as two melee attacks).

Kick: 6D8 M.D.

Stomp Attack: 4D8 M.D., but the target cannot be more than 15 feet (4.6 m) tall.

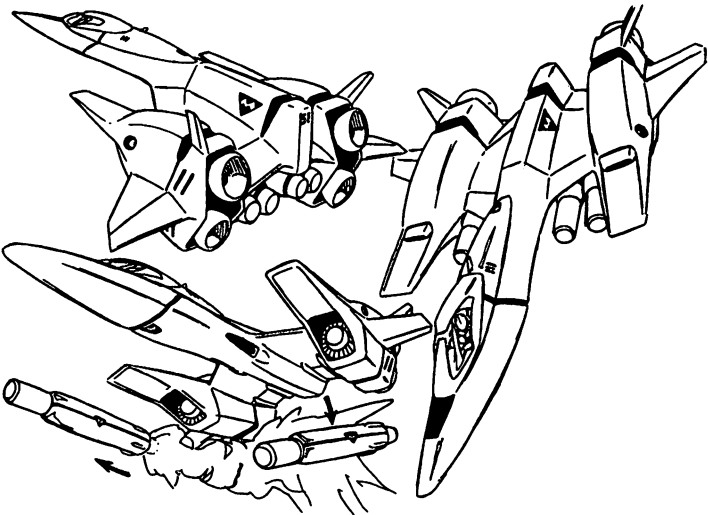
Power Kick, Jump Kick and Leap Kick: 2D6x10 M.D., but each of these attacks counts as two melee attacks. Flying leap kick is not possible.

Special Combat Move: Block missile strikes and weapon blasts with the heavily armored forearms. To block, roll 1D20 to parry (plus bonuses). A successful parry means the forearms take *ALL the damage* from any missiles or weapon blasts that strike. Note that this tactic may result in the arms being blown off.

Bonuses with Elite Combat Training Only: +1 attack per melee round at levels 1, 3, 6, 10 and 15. +2 to strike (applies to punches, stomps and kicks only), +3 to parry (including blocking missiles and energy blasts with its shielded forearms), +3 to pull punch, +1 to dodge on the ground, +2 to dodge in flight or using thrusters to leap out of the way, and +2 to roll with impact.

Note: These bonuses ONLY apply when the pilot has the *Elite Combat Training skill* in the Condor. The pilot's own number of attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is *outside* the mecha. *Outside of his or her mecha*, the pilot possesses only human fighting abilities.

4. Sensors and Features of Note: The Condor has the same avionics and equipment package as the *Beta Fighter*.



SF/A-5 Conbat

Heavy Ordnance Aerospace Strike Fighter

Reprinted for your convenience from Robotech® The Shadow Chronicles® RPG.

First flown in 2018, the Conbat, or 'Bat as she has become known to her pilots and crews, is a non-variable strike fighter that operates mainly as a heavy ordnance delivery platform. Fully space capable, the 'Bat flies alongside its cousin the Alpha in

support roles carrying heavy missiles to knock out large targets. Designed initially as a fighter/interceptor, the Combat showed promise in this role at first, but numerous encounters with the Invid during the Expeditionary Mission brought to light many glaring flaws. The largest problem with the Combat was the fact that it was non-variable and had no Battloid mode. While good against traditional fighter craft and larger starships, Combat pilots were unable to cope with the Invid's in-close swarming style of combat. This deficiency was patched by teaming Combat squadrons with support from Condor Battloids, but fielding two ships in the role one could fill proved to be a strain on the resources of the Expeditionary Force, and other solutions were sought.

As the VF/A-6 Alphas proved themselves more and more capable against the Invid, the Combat was reclassified as a Heavy Ordnance Strike Fighter and relegated to flying support roles. It proved very effective at delivering heavy missiles and precision-guided ordnance against both ground targets and large starships. It flew in this role well into the 2030s, when changing technology and tactical considerations brought about the introduction of the VF/B-9 Beta, a ship that had been initially designed to replace the Combat in the early 2020s, but was never built. The Combat was officially retired from active service in 2037, and the last major combat operations undertaken by Combat squadrons were with the ill-fated 10th Mars Division and their failed attempt to liberate Earth from the Invid. After their retirement, the Combats were pulled from the carriers of the Expeditionary Force fleet and most were scrapped and recycled for parts. A handful were kept as flight training ships and technology testbeds, as well as reserve fighters for the defense of Expeditionary Force installations.

Model Type: SF/A-5 Combat.

Class: Single Seat, All Weather, Heavy Ordnance Aerospace Attack Fighter.

Crew: One.

M.D.C. by Location:

* Engine Nacelles (2) – 125 each

** Engine Nozzles (4) – 50 each

*** Wings (2) – 75 each

Vertical Stabilizers (2) – 35 each

Forward Particle Cannons (2) – 20 each

Canopy – 55

Reinforced Pilot Compartment – 100

**** Main Body – 250

* Destroying an Engine Nacelle effectively destroys a wing and sends the Combat out of control, causing the aircraft to crash.

** Engine Nozzles are small and hard to hit. Attackers are -4 to hit engine nozzles. Losing more than one nozzle will reduce the Combat's speed by 50%. Losing all nozzles will cause the Combat to crash.

*** Destroying a wing will send the Combat out of control and cause it to crash.

**** Destroying the main body will destroy the entire aircraft.

Speed:

Sea Level: 687.5 mph (1,100 km).

33,000 feet (10,058 m): 1,187.5 mph (1,900 km) or Mach 1.56.

98,425 feet (30,000 m): 1,875 mph (3,000 km) or Mach 2.4.

Statistical Data:

Height: 13 feet, 5 inches (4.10 m).

Length: 31 feet, 10 inches (9.7 m).

Wingspan: 31 feet, 2 inches (9.5 m).

Weight: 12.9 tons (Dry).

Cargo: Just enough for a survival kit and a side arm behind the ejection seat. The last version of the 'Bat had a compartment for a Cyclone rescue vehicle.

Power System: One Micro Protoculture Reactor.

Weapon Systems:

1. LPC-45 Particle Cannons (2): These are the Combat's primary attack and dogfighting weapons. They are mounted under the wing roots close to the fuselage and are forward fire only.

Primary Purpose: Air-to-Air Combat.

Secondary Purpose: Anti-Missile.

Weight: Not applicable, part of the airframe.

Mega Damage: 2D8 for a single blast, 4D8 M.D. when fired as a pair.

Rate of Fire: Each blast uses one of the pilot's melee attacks.

Range: 2,000 feet (609.6 m).

Payload: Effectively unlimited.

2. External Ordnance Hardpoints (4): Under each wing, inboard from the engine nacelles, are two weapon hardpoints. These can be configured to carry short- and medium-range missiles or light and medium bombs. The hardpoints can also mount multiple launch pods loaded with rockets or mini-missiles. Each hardpoint can mount 500 pounds (225 kg) of ordnance.

Primary Purpose: Ground Attack and Assault.

Secondary Purpose: Anti-Installation/Anti-Mecha.

Weight: Not applicable.

Range: By missile or bomb.

Mega-Damage: By missile or bomb.

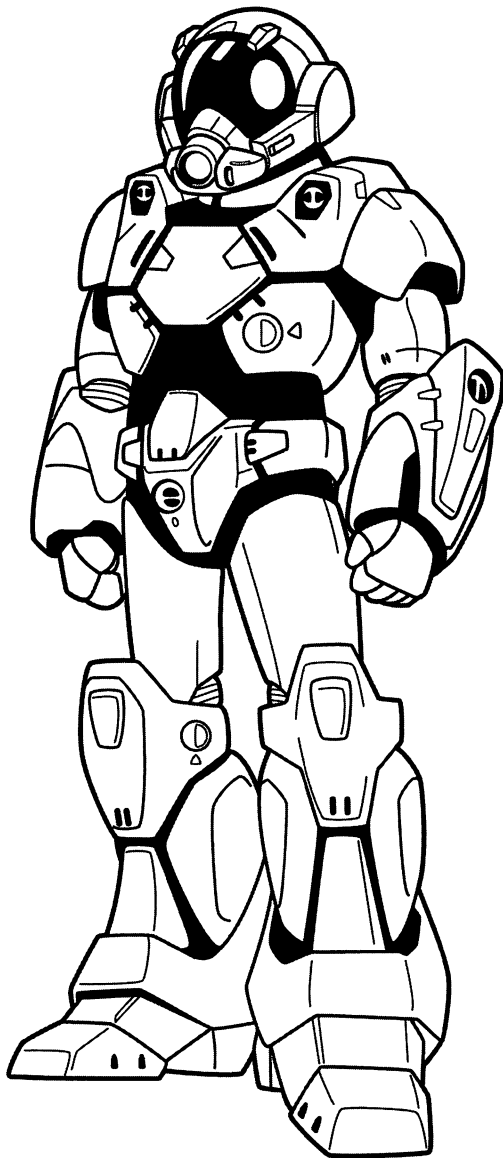
Rate of Fire: In volleys by loadout, or bombing run.

Payload: Each hardpoint can carry 500 pounds (225 kg) of ordnance.

Note: *Unguided "gravity" bombs* are not precision weapons and have a tendency to fall wherever they are dropped. At an altitude of 15,000 feet (4,572 m) and higher, pilots are -4 to strike stationary targets, -6 to strike moving targets, and -10 to strike small moving targets like enemy mecha, cars and trucks.

Precision-Guided Munitions or "Smart Bombs" have a short-range guidance/tracking system and are +2 to strike large, stationary targets, +1 to strike large, moving targets, and have no bonus (straight die roll) to strike small, moving targets like a Cyclone, truck or car.

3. Sensors of Note: Combats have the same avionics and equipment package that would later be used in the *Beta Fighter*.



CVR-1

Personal Environmental Combat Armor

The CVR-1 is a descendant of the old UEDF hard armor suit. It is lighter weight, more maneuverable, and designed to link with the VR-010 Series Cyclones. Perhaps its most distinctive features are its interchangeable helmet designs and the fact that some of the Vambrace Modular Weapon System (VMWS) work with just the armor, without the Cyclone itself attached. This allows the Expeditionary Force Marine to carry heavy firepower if he must leave his Cyclone behind; like to scout out an Invid position without alerting their Protoculture sensors to the bike's presence.

M.D.C. by Location:

- Infantry Grunt Helmet (Standard issue) – 40
- Communications Helmet – 40
- Command Helmet – 50
- Arms (2) – 28 each
- Legs (2) – 40 each
- Main Body – 75

Weight: Standard CVR-1 weighs 18 pounds (8.1 kg) and imposes a -10% movement penalty on Physical skills that require

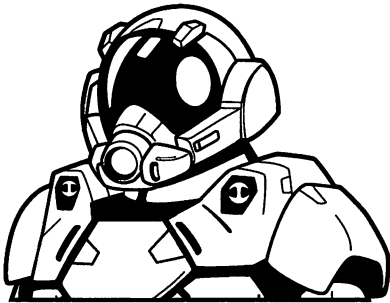
freedom of movement such as Acrobatics, Climbing, Gymnastics, Prowl, Swimming, and similar. Unlike later versions, there is no difference between male and female armor, and though made of impressively lightweight materials, it is heavier than the later CVR-3 and offers less protection.

Standard CVR-1 Armor Features:

- 1. Basic Life Support System:** The life support system inside the CVR-1 is a much simpler system than that found in the later CVR-3. It maintains ideal pressure and temperature, and seals itself automatically when toxins, poisonous gases, a lack of oxygen or extreme temperatures are detected, with a warning alarm and heads-up display alert notifying the wearer. The system has a power cell with a battery life of 24 hours of constant use in a hostile environment and an oxygen supply of four hours. Once that 24 hours is up, the suit will run out of power unless linked to a Cyclone in Battloid mode, which will extend the air for an additional two hours and will keep the suit powered as long as the Cyclone itself has power.
- 2. High Temperature Resistant Shielding:** Protects the wearer from heat and flames up to 200 degrees Celsius (392 Fahrenheit). Normal fires deal no damage, but nuclear and plasma fires do full damage.
- 3. Shielding:** Impervious to radiological, chemical and biological agents unless the suit's environmental protections have been compromised (usually due to severe damage).
- 4. Internal Oxygen Supply:** Good for six hours.
- 5. Utility Belt and Holster:** The standard issued side arm is the M-30 "Wolf."
- 6. Impact Resistant Helmet,** with removable visor.
- 7. H.U.D.:** Polarized visor with Heads-Up Display projector.
- 8. Radio:** Directional, short-range radio with a 5 mile (8 km) range. It also has a wireless data receiver that can receive instructions and data (such as maps and waypoint coordinates) from command units and even ships in orbit, but cannot send data back. However, the soldier can communicate with a ship in orbit as long as the ship itself keeps the digital data line open. Remember that the soldier has a much more powerful radio available when using the Cyclone itself.

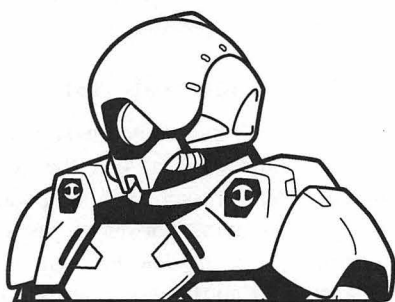
CVR-1 Helmets

One of the most distinctive traits of the CVR-1 armor is its three modular helmet designs. Each one has different capabilities and uses and can be swapped at any time to best satisfy the parameters of the mission.



Helmet Option One: Standard Infantry Helmet ("the Grunt"): As the name suggests, this is the basic CVR-1 helmet and is an inspired blend of Earth fighter pilot helmets and Tirolian designs known to the Zentraedi. It comes with a heads-up

display, polarized bubble face shield for maximum visibility, a directional, short-range radio with a 5 mile (8 km) range, and all the standard features noted above.



Helmet Option Two: Reconnaissance and Communications Helmet (“the Scoop”): Nicknamed the Scoop both because of its distinctive shape and because the helmet has a tactical communications system to provide the wearer with information others in the squad are not likely to be privy to. The Scoop is usually assigned to reconnaissance units, commandos on special ops behind enemy lines and search and rescue operations, as well as to corporals assigned to radio and communications duty. There is usually one Scoop helmet assigned to each 8-14 man squad. Wearers of Scoops can call in air strikes, listen into the wider tactical net to get a sense of an ongoing battle, communicate with commanding officers from long range and send out data packages to all squad and platoon members that can include maps, vital intelligence, satellite images, and special communications videos. It *doubles the range* of the suit’s 5 mile (8 km) radio and the 200 mile (320 km) radio built into the Cyclone itself, and has an advanced optics package, in addition to the standard features of the CVR-1 armor.

Advanced Optics Package includes:

Thermographic Imager: Allows the wearer to see heat sources. Range: 500 feet (152.4 m).

Telescopic Magnification: 50x Magnification Digital Zoom Lens, able to even pick out and identify ships in low orbit.

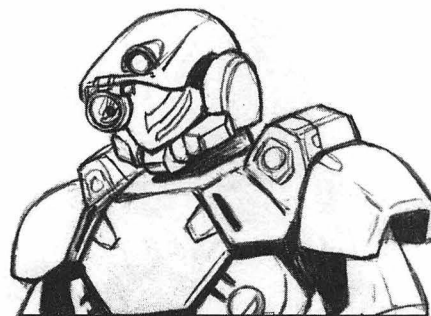
Combat Data Recorder: This not only works as a camera, but also records all data and communications received and sent out by the helmet. Capable of recording 48 hours of video footage in addition to 10,000 still images. Erases itself on command or if forcibly removed from the helmet. If the helmet is destroyed, all data is lost.

Electromagnetic Field Detector: This detects AC magnetic fields, AC electrical fields and radio waves, allowing the wearer to hone in on hidden power sources like concealed bunkers or bases, and sources of radio waves (the latter proved virtually useless against the Invid). Range: One mile (1.6 km).

Bonuses: +10% to Detect Ambush and Detect Concealment rolls.

Note: Availability is restricted as noted above.

Helmet Option Three: Command Helmet (“the Commander”): Assigned to platoon sergeants and officers, these helmets have all the standard features, as well as the data and radio capabilities of the Scoop model, but NOT the enhanced optics. However, they can also tie into every Scoop in the platoon, monitor the life signs and pinpoint the location of every soldier, check weapon stores, suit damage and patch into all radios. They can even access the Scoop’s combat camera and project the image



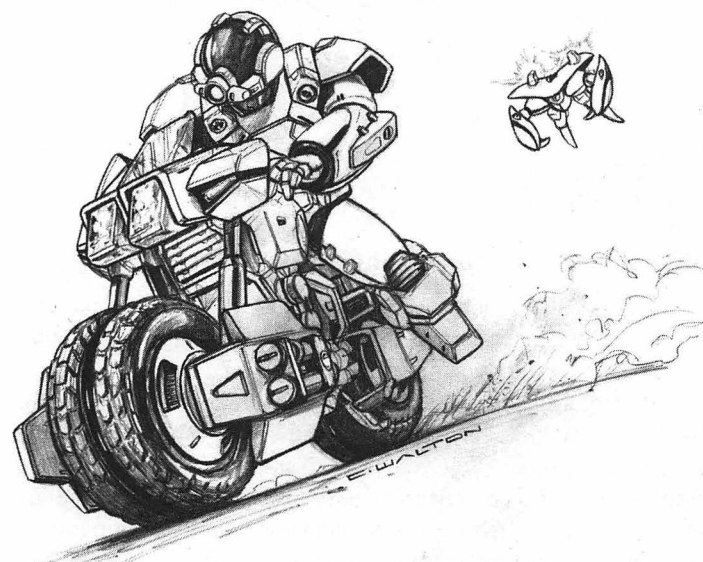
in the corner of the screen, allowing the commanding officer or platoon sergeant to see exactly what is being seen by a squad’s radioman or by each member of a recon team.

The helmet is constantly checking the wearer’s retina with an invisible laser to make sure the right person is accessing such critical data. This prevents an enemy from picking up the helmet off the battlefield, wearing it and accessing vital intelligence and battle plans. These helmets have access to the command net used by all officers during a battle and carry special decryption software for a variety of encrypted communications.

The helmet has an external targeting sight built onto the outside of the visor and a mini-spotlight that can switch between white light and infrared (2,000 feet/610 m range).

Because of the special nature of these helmets and because they are assigned to higher-ranking personnel, they have additional armor protection (50 M.D.C. instead of 40).

Bonus: An additional +1 to strike with all ranged weapons, +1 to Perception Rolls and +5% to Military Tactics rolls when being used to command units of marines on the battlefield. (No, you cannot put on the helmet while standing around planning an attack on board your ship or at a base and get a bonus.)



The First Cyclones

The first Cyclones, the YVR-010 and YVR-020 series, were prototypes and test beds. These early attempts showed great promise and paved the way for the VR-030 series. The new Cyclones were quickly distributed among the Expeditionary Force ground forces and an intense training regimen was started.

Cyclones proved to be a very effective infantry combat system, and special units of Cyclone infantry were organized as a cavalry force to augment and support regular ground forces. These units,

as well as newly developed infantry fighting vehicles, succeeded in what the Expeditionary Force wanted all along, to make a lean, flexible and hard-hitting fighting force that could stand up to just about anything.

The Cyclone remains the smallest Veritech – transformable mecha – in the Expeditionary Force, and is one of the great achievements in Robotechnology. The mecha unit combines the CVR-1 body armor (and later the CVR-3) of the pilot with a small, light, but heavy-duty, M.D.C. *motorcycle* that transforms from bike to *Battloid mecha* in a matter of three seconds! Despite its small size for a mecha, it provides considerable armor protection to the pilot as well as excellent firepower by way of built-in and handheld weaponry. Furthermore, the Cyclone is relatively lightweight and compact, and is able to fold down into a comparatively small package that can be placed inside a storage unit in the Alpha and Beta Fighter, making it the emergency backup mecha for pilots in all Expeditionary Force Veritech Fighters.

Fast and mobile in *motorcycle mode* and a suit of protective powered armor in *Battloid mode*, the Cyclone is one heck of a ride. The *Battloid* configuration feels like a second skin to the pilot, and responds to the wearer’s slightest movement. A Cyclone can leap, roll, dodge, parry, and attack with weapons or engage in hand to hand combat with amazing speed and agility. It augments the pilot’s own physical strength and combat capabilities.

To maximize the versatility of the Cyclone Veritech, the mecha can operate on both Protoculture and internal battery. However, the limitations of battery power prevent flight and inhibit its maximum speed and mobility. The battery is included as a backup system to be used when the Protoculture energy cells are running low or are not available.

Often referred to as the “Mark Ones” or Mk.I Cyclones, these were the first mass-produced series of transformable motorcycle Veritechs, and the first time a purely ground-based Veritech had been fielded. While designed to be a test bed for a more finalized version, they came in extremely under-budget, were energy and munitions efficient and easy to mass produce. This led to the **VR-010** and **VR-020** series becoming the primary infantry armor for the new, young Expeditionary Force Marine Corps.

The VR-010 and VR-020 series Cyclones feature the Vambrace Modular Weapon System (VMWS) which became the VR-010 Series trademark. The original forearm Vambrace weapon systems are even more modular than on later series Cyclones and can be swapped in seconds, with the needs of the mission dictating which weapon systems are used. In later models, starting with the VR-030 series, the vambrace weapon assignments would become more or less permanent to each particular model. **Note:** The *H-90 Gallant* and *CVR-3 Body Armor* would not be developed until much later, around 2035.

The VR-030 series technically went into production first, after *extensive* field testing of the YVR-010 and YVR-020 suits, much of which took place in actual battlefield conditions. But then production was scaled back for the cheaper **VR-011 Rifleman** when it became apparent that the Marine infantry needed Cyclones as fast as they could have them, and the Rifleman was faster and cheaper to construct. The Marines had also trained with the VR-011 and were more familiar with its handling and weaponry. The UEEF would not begin employing the VR-040 and VR-050 series until much later in the war with the Invid, and some models would not be deployed until after the Earth had been occupied.

VR-010 Series Cyclones

The Standard Sensors & Equipment, below, are mostly the same as the later model Cyclones described in the **Robotech® The Shadow Chronicles® Role-Playing Game**. Also note that Hand to Hand Combat and bonuses for Mecha Elite Combat Training vary with some of the different types of early Cyclone. The description of each model of Cyclone will indicate if the Hand to Hand bonuses and damage is different or the same as listed below.

Standard Sensors, Equipment and Features Common to Cyclones

1. Radar: Cyclones utilize a miniaturized X-band, Phased Array, three-dimensional battlefield radar. This radar system tracks airborne targets to a range of 40 miles (64 km) and land targets up to 10 miles (16 km) depending on terrain. The radar allows the pilot to track up to 25 targets, and has limited IFF capabilities with a database of up to 25 known Expeditionary Force enemies.

2. Passive Nightvision: Cyclones have passive amplification nightvision that uses ambient light to form a visible image. The amplified image is shown on the pilot’s HUD inside his helmet visor. Range is 500 feet (152.4 m).

3. Infrared Sensor: The Cyclone has an infrared sensor that allows it to see in the IR spectrum. The IR image is shown on the pilot’s HUD inside his helmet visor. Range is 500 feet (152.4 m).

4. Combat Computer: The combat computer utilizes the IFF data from the radar as well as a laser targeting system to improve the combat performance of the mecha. The computer grants a +2 to strike with all integral weapon systems, and +1 to any handheld weapons.

5. Communications Suite: The Cyclone has a comm suite consisting of a powerful, military band radio. This radio is encrypted and broadcasts both wideband and directional. Range is 200 miles (320 km).

6. Motion/Collision Sensor: Detects objects within 150 feet (45.7) and alerts the pilot with an alarm and flashing red light.

7. Headlights: Cyclones are equipped with either one or two high-intensity headlights. Each light has a standard bulb, as well as an infrared emitter.

8. Instrumentation: The Cyclone has the following readouts in the instrument panel: Speedometer, Tachometer, Protoculture Level, Battery Charge, Engine Temperature, Thruster Temperature and Altitude.

9. Distress Beacon: Broadcasts a distress beacon on an encrypted Expeditionary Force frequency. Range is 250 miles (400 km).

10. Vectored Thrust Nozzles: The Cyclone is equipped with a vectored thrust system that allows for impressive jumps in both cycle and Battloid mode, and for hovering and limited flight in Battloid mode. Most of the VR-010 and VR-020 series Cyclones have two thrusters located in the wheel hubs that deploy when the Cyclone is in Battloid mode, but some vary in their configuration. None of them have the main thruster located in the tail of the cycle and the lower back in Battloid mode that appears in the VR-030 and later series cyclones.

11. Power System: The Cyclone uses a Protoculture fired, three-rotor engine displacing 1,190 cubic centimeters. This engine uses the principles of the old-fashioned hydrogen fuel cells

to convert the energy in Protoculture cells into motive power. This engine is mated to a heavy-duty, six-speed transmission lubricated by low-grit graphite suspended in silicone oil for heat control and long life.

12. Protoculture Fuel Capacity: All Cyclones use small Protoculture fuel cells about the size of a can of motor oil. One fully charged Protoculture cell gives the mecha a reasonably active combat life of about one month. Frequent heavy activity and combat reduces the cell's fuel life by *half*. **Note:** Invid Protoculture cells are the same as those used by the UEEF and are interchangeable. Replacing spent cells and recharging empty Protoculture energy cells requires somebody with the Biomechanical Maintenance or Robotechnology Engineering skill.

The heavy weapons deployed by the **VR-017 Crusader Cyclone** burn through its fuel cells twice as fast even with light and moderate combat due to their high-power demands. If the Crusader sees frequent deployment and heavy combat, one Protoculture cell lasts only two weeks.

13. Hand to Hand Combat: Cyclones. All Cyclones are fast, agile Ground Veritech suits for all manner of infantry combat and ground operations. They are even able to dodge and engage Invid and other large or fast mecha, though at considerable risk.

Attacks per Melee: See bonuses, below.

Augmented P.S. of 18-30 is the most common range for the VR-010 and VR-020 series Cyclones.

Hand to Hand Damage:

Punch/Forearm Strike: 1D6 S.D.C. + P.S. damage bonus.

Power Punch: 1D4 M.D., but counts as two melee attacks.

Kick or Stomp Attack: 2D6 S.D.C.

Power Kick: 1D6 M.D., but counts as two melee attacks.

Jump Kick or Leap Kick: 3D6 S.D.C. + P.S. damage bonus.

A power leap is not possible. Counts as two melee attacks.

Flying Leap Kick: 5D6 S.D.C. + P.S. damage bonus, but counts as three melee attacks.

Body Block/Ram: 2D6 S.D.C. (P.S. damage bonus does NOT apply) on a body block/ram per 20 mph (32 km) up to 140 mph (224 km). There is a 01-65% chance of knocking down an opponent of equal size or up to 30% larger, or smaller, off their feet. In any case, the victim of knockdown loses initiative and two melee attacks. This attack counts as two of the Cyclone's melee attacks.

Bonuses with Mecha Elite Combat Training Only: +1 attack per melee round at levels 1, 4, 8, and 12. +1 on initiative, +1 to strike, +2 to parry, +2 to disarm, +1 to pull punch, +2 to roll with impact, +2 to *automatic dodge*. (**Special:** The act of dodging, even leaping out of the way, does not use up a melee attack. In fact, the Cyclone is so fast and nimble, that the pilot can leap, hop and skip out of the way without penalty. No other dodge bonuses apply.) **Note:** These bonuses ONLY apply when the pilot has the *Mecha Elite Combat Training skill* in Cyclones. The pilot's own number of attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is outside the mecha. *Outside of his mecha*, the pilot possesses only human fighting abilities.

14. Passenger: One human-sized passenger can ride seated behind the driver.

15. Handheld Weapons: The design of the Cyclone enables its rider to carry, hold and use handheld weapons and tools, particularly in Battloid mode. Any weapon that the infantry may have available to it, can be carried by the Cyclone Rider if al-

lowed by his commanding officer. Standard issue is the EU-5 Energy Rifle.

16. CVR-1 Body Armor: This standard pilot and infantry armor is a necessary component of the Cyclone. Without the armor, the mecha *cannot* turn into a Battloid. The pilots of Cyclones *must* wear a suit of CVR-1 because the Cyclone mecha actually connects to mountings on the armor to become a man-sized Battloid. It comes in olive green with brown and black highlights and markings.

Note: Although the design looks similar, the CVR-2 and the later CVR-3 Ride Armors are NOT compatible with the VR-010 series Cyclones. Likewise, the CVR-1 armor is NOT compatible with the later CVR-2 and CVR-3 Cyclones. Of course, anyone with the Motorcycles skill can drive any wheeled Cyclone in motorcycle mode, but cannot transform.

Someone with the right technical know-how (the Robotechnology Engineering and Vehicle Armorer skills) and some familiarity with the different designs can, with enough time and the right equipment, make the proper modifications to make the CVR-1 and CVR-3 Ride Armors compatible with each other's Cyclones in Battloid mode. In a well-equipped garage, these modifications to one suit of armor take 1D4 days. Without it, the conversion could take 1D4+1 weeks of tinkering to accomplish the modifications. While being modified, neither the armor nor the Cyclone is available for use.

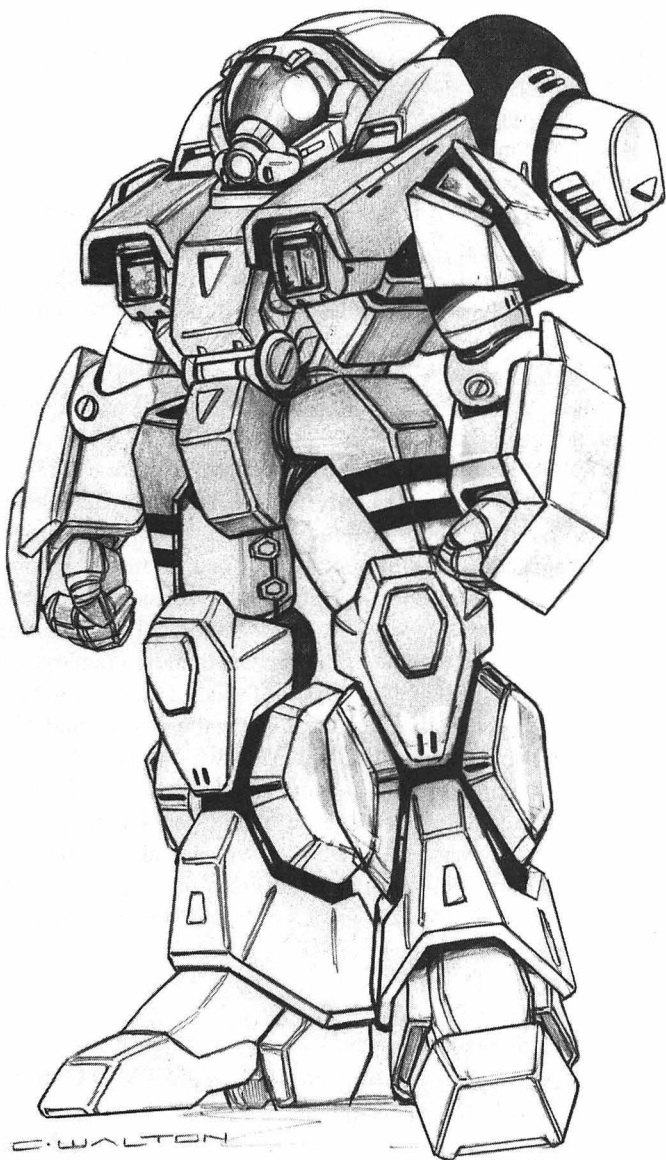
Moreover, the transformation of such modified armors and Cyclones takes one full melee round (instead of 3 seconds) and uses up all but one of the character's melee attacks in that round. Not ideal in combat situations. And pieces of the armor and bike feel a little loose and wobbly, a sensation that imposes a *-1 penalty to strike and dodge*, and *-5% to piloting skill* while in Battloid mode.

The CVR-2 armor and Space Cyclones are NOT compatible with the CVR-1 or CVR-3 or any of their Cyclones.

VR-011 Rifleman

The VR-010 series is notably different from future Cyclone designs because the hover engines are built *into the wheels*. In the case of the VR-011 Rifleman in Battloid mode, the hover jets in the wheels enable the mecha to jump upwards extremely high and to drop from great heights, even sub-orbital heights, enabling the rider to land on a cushion of air that is unlikely to show on thermographic imagers or set landing areas on fire. However, the engines are incapable of actual flight and drop landings are clumsy and awkward as terminal velocity can only be reduced by so much, and directional control in mid-flight is minimal at best. The Rifleman can be dropped from the sky, but they tend to hit the ground with a thud. Many an early Cyclone Rider learned to roll when he landed, rather than try to hit the ground running when dropped from high altitudes. (In fact, the **VR-015** was designed with the ability to hover and fly in both motorcycle and Battloid mode to provide a man-sized mecha that could drop from great altitudes and land as soft and quiet as a feather, as well as adjust its drop trajectory and, if off target, fly wherever it needed to go before hitting the ground.)

The VR-011 Rifleman is the front-line Cyclone assigned for the Expeditionary Force Marines and infantry soldiers during much of



that point, the VR-011 Rifleman is the most common and mass-produced Cyclone ever.

Model Type: VR-011

Also known as: The "Rifleman."

Class: Armored Infantry Veritech Motorcycle.

Crew: One.

M.D.C. by Location:

Cycle Mode:

- * Headlights (2) – 1 each
- * Tires (2) – 4 each
- ** Main Body – 150

Battloid/Armor Mode:

- * Tires (2, back mounted) – 4 each
- * Wheel Thruster Jets (2, one in each wheel hub) – 10 each
- Legs (2) – 55 each
- Forearm Shields/Weapon Hardpoints (2) – 60 each
- * Head Varies with Helmet Type – 40 is standard
- ** Main Body – 150

* Destroying either tire makes piloting the Cyclone in motorcycle mode impossible and the pilot must switch to Battloid mode to continue operating the vehicle. If the back tire is lost while moving in cycle mode, the pilot needs to make a Pilot: Veritech/Cyclone skill roll at -25% or lose control and crash.

If the front tire is lost while moving, the pilot needs to make a Pilot: Veritech/Cyclone skill roll at -40% or lose control and crash.

Destroying one of the tires in Battloid mode, when they are linked to the jump jets, reduces the height and length of jet-assisted jumps and leaps by half. Destroying both tires in Battloid mode makes jet-assisted leaps impossible.

Note: The tires are small, low profile and difficult targets, often obscured by dust. To shoot out a tire (or the thruster in a wheel housing), the attacker must make a successful "Called Shot" with the following penalties: Shooting at a stationary target -4, moving target -6, and fast moving target -11 to strike. These penalties also apply to targeting the head and other small targets.

** Depleting the M.D.C. of the main body destroys the Cyclone, rendering it useless.

Speed:

Cycle Mode: Maximum speed is 150 mph (240 km). Cruising speed is usually around 60 mph (96 km). The Cyclone can perform jumps in cycle mode of up to 50 feet (15.2 m) across or 15 feet (4.6 m) high.

Battloid Mode: The Cyclone mecha enhances the pilot's natural speed. The max running speed of the Cyclone is the pilot's running speed plus 25%.

The Rifleman Cyclone in Battloid mode can also leap up to 20 feet (6.1 m) high and across unassisted by thrusters. Leaps of 40 feet (12.2 m) high or across can be made when assisted by the thrusters. It can also hover above the ground up to 20 feet (6.1 m) after a leap upward, but only for 1D4 melee rounds before the hovering becomes too wobbly to be sustained. Hovering up off the ground as high as 4 feet (1.2 m) can be maintained for two hours before the thrusters begin to overheat. Maximum hover speed is only a walking speed of 4 mph (6.4 m).

The vectored thrusters in each wheel hub are primally designed to slow the descent of the VR-011 Rifleman from high-

the fleet's operations, war and exploration. It gets its name from the fact that traditionally all Marines are skilled riflemen.

At the time, the idea of being able to "drop" armored troops from a sub-orbital spacecraft and let them slow their decent to land on the ground without an actual parachute was considered revolutionary. As a Veritech, once on the ground, the man-sized Battloid transforms into a combat variable motorcycle for speed. In short, the troops can hit the ground running and drive off wherever they need to go. If they hit a patch of terrain too difficult to traverse in motorcycle mode, all the pilot has to do is switch to Battloid to climb over debris or fallen trees, or up a mountainside or to wade through a shallow body of water.

Overall, the VR-011 has very good speed and armor protection, excellent mission flexibility, and is a reliable all-terrain vehicle as well as a means of troop transport. It enables the average infantryman to quickly deploy and fight effectively in almost any environment. Its armor and weapon systems also enable the Marine to survive combat with giant, powerful war machines which would usually make mincemeat out of what was once considered traditional infantry. It is no wonder the UEEF would develop and try out so many variations of the Cyclone design. The Rifleman remains "the standard" for combat Cyclones until the advent of the VR-052 *Battler* after the war with the Regent ends. Up till

altitude drops, falls and leaps off buildings and enable the mecha to land on its feet like a cat or with a quick tumble before leaping onto its feet or transforming into cycle mode to attack or evade the enemy.

Statistical Data:

Cycle Mode:

Height: 3 feet, 6 inches (1.1 m).

Length: 6 feet, 9 inches (2.1 m).

Width: 1 foot, 6 inches (0.5 m).

Battloid/Armor Mode:

Height: 6 feet, 9 inches (2.1 m).

Length: 5 feet, 2 inches (1.6 m).

Width: 3 feet, 3 inches (1.0 m).

Weight: 380 pounds (171 kg) dry.

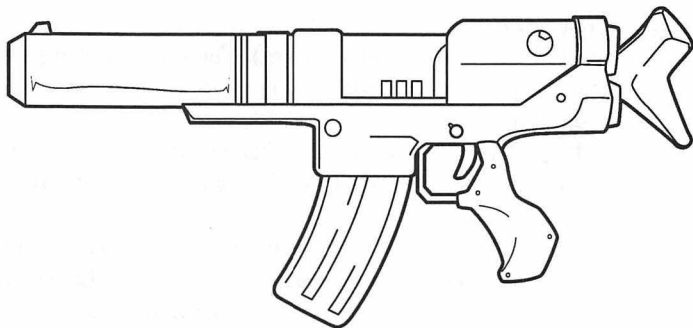
Physical Strength: The VR-010 series Cyclone gives the wearer an Augmented Strength 6 points higher than his own P.S. attribute and increases P.P. by 1 point. These attribute bonuses apply only when in Battloid mode.

Cargo: Unlike later models, the VR-010 series does not come equipped with the armored saddlebags. However, the contents of a standard UEEF Military Survival Pack are located in a small compartment under the seat of the Cyclone in motorcycle mode.

Power System: 1,190 cc, High-Output Protoculture Fired Rotary Engine with a range of about 400 miles (640 km). All Cyclones also have a backup power system comprised of an electric motor that is constantly charged by regenerative braking systems in the wheel hubs. The engine's battery can store enough power for two hours of general riding. Use of the backup power system renders the Cyclone unable to transform, makes the jump jets unavailable, and reduces speed by 25%.

Weapons and Equipment for the VR-010 Series Cyclones

The following weapons are available to ALL VR-010 series Cyclones, including the Walker and the Crusader. In an emergency, the VR-017 Crusader may use any of these weapon systems as an alternative to the special heavy weapons specifically designed for it, but not vice versa as the Crusader requires a modified suit of CVR-1 with additional armor and hardpoints for attaching its unique weapon systems.



1. EU-5 Pulse Beam Rifle: This is the standard infantry weapon issued to marines using the VR-011 Rifleman and VR-015 Spider Cyclones. It is capable of single shots and bursts and is carried like a rifle by the Cyclone rider in Battloid mode, allowing two other weapon systems on the forearm shields. In cycle mode the weapon is stowed alongside the mecha. This weapon can be used by un-armored humans with a penalty of -2 to strike, and they must have a P.S. of 22 or higher. It is al-

most visually identical to the EU-13 Pulse Beam Cannon used by the Alpha Fighter, except that it is obviously much smaller.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Weight: 12 pounds (5.4 kg).

Range: 2,000 feet (610 m).

Mega-Damage: 2D4 M.D. for a single shot, 5D6 M.D. for a five-round burst.

Rate of Fire: Each shot or burst counts as one melee attack.

Payload: 50 single shots or 10 five-round bursts per Protoculture magazine.

M.D.C. of the Weapon: 25 M.D.C.

Bonus (for Cyclones in Battloid Mode): +1 to strike for a single shot, no bonus for bursts.

2. The Shield Vambrace Modular Weapon System (VMWS):

The VR-010 and VR-015 are equipped with two interchangeable forearm weapon systems that can be easily removed and swapped with a different system in a matter of seconds (takes three melee actions). Untrained civilians require about one minute to swap the VMWS, but can quickly get the time down to one melee round with practice. Standard deployment is a pair of the *VMWS Mini-Missile Delivery Systems*, but any combination is possible, dependent upon the mission and what the soldier could requisition, as well as what is available.

VMWS-10 Forearm Shield: Quite simply, this is a solid hunk of Mega-Damage alloy used to absorb damage. Generally given out when other weapons are short. It will actually become favored by Praxian Cyclone riders who use it in conjunction with the *VMWS-90 Plasma Blade* in a "sword and shield" configuration.

Primary Purpose: Defense.

Weight: 10 pounds (4.5 kg).

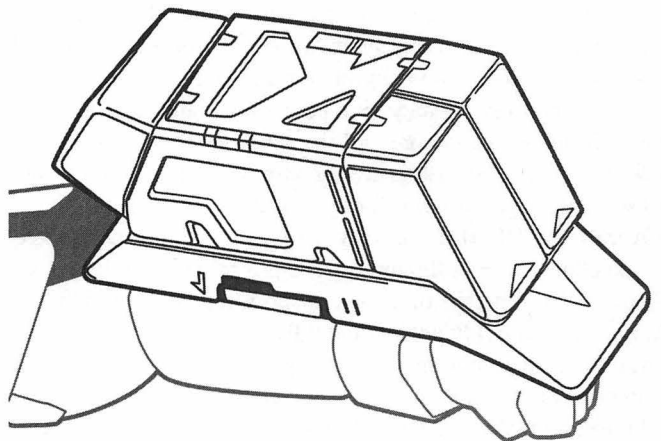
Range: Hand to hand melee combat.

Mega-Damage: None, but adds an additional 50 M.D.C. to the forearm to which it is attached.

Rate of Fire: Not applicable. Can be used as often as the pilot can parry and is usable even with the automatic parry.

M.D.C. of the Forearm Shield: 50 M.D.C.

Bonus: +1 to parry when used by anyone operating the Cyclone, +2 to parry with Mecha Elite Combat Training. W.P. Shield bonuses also apply if the pilot has that skill.



3. VMWS-25 Mini-Missile Delivery System: The only real difference between this and the later GR-97 is that the VMWS-65 is modular. Meaning it can be replaced, like all VMWS units, in three melee actions by a trained Cyclone rider or me-

chanic. It is also a bit less well armored than the GR-97. The VMWS-65 has two single-launch tubes usually loaded with HEAP mini-missiles. Mini-missiles can be fired in both Cycle and Battloid modes, and are guided by the Cyclone's combat computer.

Primary Purpose: Anti-Mecha/Anti-Armor.

Secondary Purpose: Anti-Missile and Anti-Personnel.

Weight: Seven pounds (3.15 kg) for the launcher, and each missile weighs about five pounds (2.25 kg).

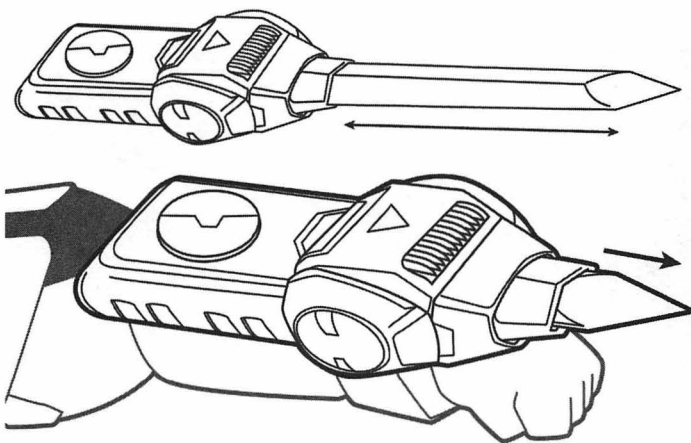
Range: One mile (1.6 km).

Mega-Damage: Per mini-missile, but usually loaded with HEAP (High Explosive Armor Piercing) missiles which inflict 1D4x10 M.D. per missile.

Rate of Fire: Singly or in volleys of two or all.

Payload: Two missiles in each launcher.

M.D.C. of the Weapon: 35 M.D.C.



4. VMWS-90 Plasma Blade: The precursor to the CADS-1 system used in the later VR-041H "Saber" Cyclones, these weapons are considered innovative and revolutionary when they are first introduced. The system consists of a retractable blade that, when activated, is wrapped in a magnetic field and covered in plasma, an ionized gas that is considered a fourth state of matter. It is hot enough to slice through the toughest super alloys. The magnetic shield is computer controlled with a safety system that immediately shuts the plasma flow off if the blade touches the Cyclone itself, preventing the pilot from accidentally damaging his mecha or himself in the heat of battle. The plasma field is fueled by a gas canister that can quickly run out in combat, thus the blade is usually retracted and shut off when not in use. The plasma field makes the blade virtually impervious to damage, making it the perfect weapon for parrying attacks.

Primary Purpose: Close Combat, Anti-Armor.

Secondary Purpose: Defense.

Weight: 15 pounds (6.75 kg) for the entire vambrace assembly.

Range: Hand to hand melee combat.

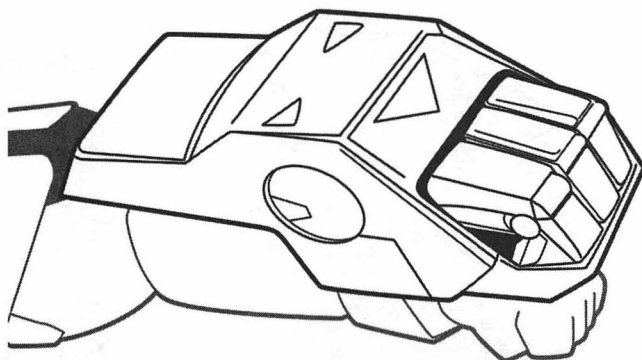
Mega-Damage: 2D6 M.D. per slash or punch. A power punch inflicts 4D6 M.D. but counts as two melee attacks. Usable as a traditional bladed weapon when not activated, doing 2D6 S.D.C. damage.

Rate of Fire: Not applicable, the VMWS-90 is a sword-like melee weapon. Each slash or stab counts as one melee attack.

Payload: The blade can be active for a total of 10 minutes (40 melee rounds) before running out of the hydrogen gas needed to generate the plasma field.

M.D.C. of the Weapon: 30 M.D.C. for the housing. 45 M.D.C. for the blade itself, but while the plasma field is active, it is virtually indestructible.

Bonus: +2 to parry with Mecha Elite Combat Training, in addition to other MECT bonuses.



5. VMWS-50 Power Claw: Primarily designed for search and rescue operations, this is a Protoculture-powered robotic hand that mimics the movements of the human hand. One disadvantage of the base Cyclone design is that while it can boost the rider's strength, the hands are essentially in armored gloves and are not durable enough to use the maximum potential strength of the Cyclone. The fingers can still be easily broken or crushed and the hand and fingers are still limited to the strength of the rider, for example. The Power Claw allows the Cyclone to safely lift heavy weights, like jagged metal, tear open armored vehicles and hatches and reach into extremely hot or cold substances. The joints can also lock into place to hold onto something with a death grip that will only fail if the claw itself is destroyed. It is rarely used on the battlefield except for very special purposes.

Primary Purpose: Rescue and Excavation.

Secondary Purpose: Anti-Armor.

Weight: 15 pounds (6.75 kg) each for the entire vambrace assembly.

Range: Hand to hand melee combat.

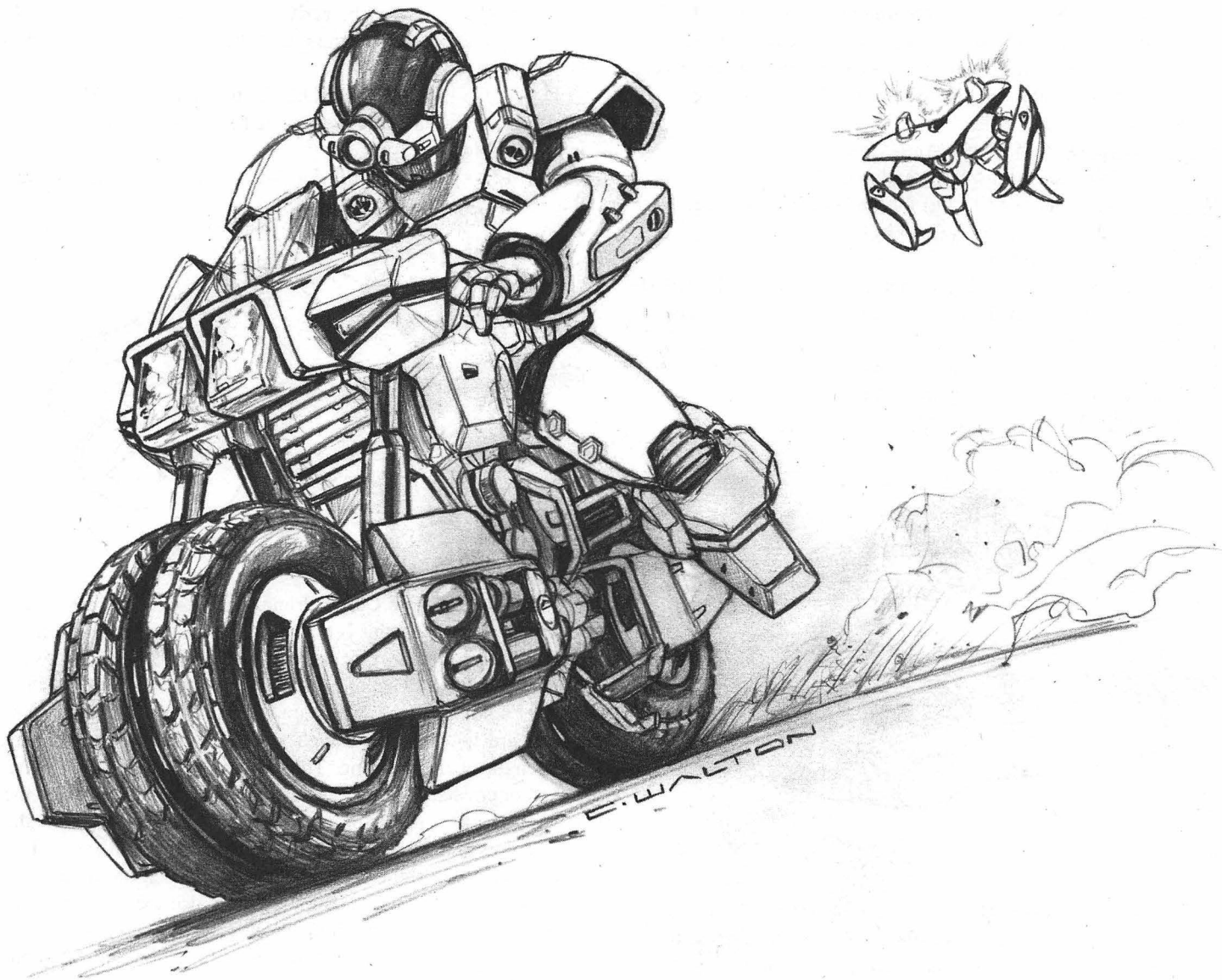
Mega-Damage: Tear/pry: 2D4 M.D. Punch: 4D4 M.D. A Power Punch deals 5D6 M.D. and takes two attacks. The weapon provides the Cyclone rider with a Robotic Physical Strength of 35.

Rate of Fire: Each tear or punch counts as one melee attack.

Payload: Effectively unlimited with one Protoculture magazine (would take a day of constant use to run out of power).

M.D.C. of the Claw and Housing: 30 M.D.C.

6. Hand to Hand Combat Bonuses: As standard for Cyclones when the Mecha Elite Combat Training skill is taken. (See #13 under Standard Sensors, Equipment and Features Common to Cyclones, page 72.)



VR-015 Spider

One of the most unique Cyclone designs ever constructed, the VR-015 in Cycle mode, at *first glance* looks very similar to the Rifleman, except that it appears to have a double-wheel configuration with two tires side-by-side in the front and back. It isn't until the wheels split and the motorcycle becomes a hovercycle or flying Battloid that the true reason for its design is seen.

The VR-015 Spider is so named because in Battloid mode, with its four retractable hover jets, it looks as if it has eight limbs (two legs, two arms and four hover limbs). The fan-jet hover systems of the Spider are built into the wheels and can be deployed in both motorcycle and Battloid modes. They are meant to provide full flight capabilities to the VR-015. Intended as a main battle infantry mecha to be dropped from high altitudes and from sub-orbital spacecraft, the VR-015 Spider was originally designed with the purpose of fighting Bioroids on hover sleds, and was produced in a fairly large numbers. At one point, there was even talk of it possibly replacing the VR-011. However, its battlefield performance against the swarming Invid (instead of Bioroids) and the expense to make a flying Cyclone would quickly kill any thoughts of the Spider design ever being a reliable infantry combat unit.

The immediate problem were the four fan-jets built into the wheels. Though clever and compact, the hover system proved to be the mecha's Achilles heel on the battlefield, especially against the Invid. The wheels make an easy and tempting target, especially to swarming Invid. Destroy one fan-jet/wheel and you reduce the speed and maneuverability of the entire mecha by 25% and impose a -15% skill penalty to fly. Destroy two of the fan-jets and the vehicle is extremely off kilter and difficult to pilot, especially if the two hover jets destroyed are both in the front or in the back; reduce speed by 50% and -30% to piloting skill. Worse, when both front or back wheels are destroyed, the Spider Cyclone can no longer drive on the ground as a motorcycle, and in hover mode the damage makes it off balance and slow (see penalties above). To function on the ground without penalty, the damaged Spider Cyclone travels by the foot-power of its wearer. Sure it still offers armor protection, but the all important speed and leaping capabilities of the Cyclone are neutralized. The Spider's hover system is especially vulnerable to the swarming style of close combat of the Invid, who immediately attack in numbers and target the hover jets to knock the Spider out of the sky and finish it off on the ground.

In the end, the VR-015 proves to be most effective in covert operations, reconnaissance, commando raids and missions of

sabotage. It also performs better against more conventional foes like the Bioroids and normal infantry troops. In raids, in which the Spider squad can quietly fly in behind enemy lines, take care of business and fly away, hopefully before the enemy knows what hit them, it does very well. The VR-015 Spider also performs satisfactorily in search and rescue operations and urban patrols, though if shot down, it might need rescuing as well, especially when walking out of a hot zone is not a viable option. Within a few years after its initial deployment, the VR-015 Spider becomes relegated to special forces and special operations.

Model Type: VR-015

Class: Armored Infantry Veritech Motorcycle.

Crew: One.

M.D.C. by Location:

Motorcycle Mode:

- * Headlights (2) – 1 each
- * Tires (4) – 4 each
- * Wheel Thruster Jets (4, one in each wheel; concealed) – 25 each
- ** Main Body – 150

Battloid/Armor Mode:

- * Tires (4) – 4 each
- * Wheel Thruster Jets (4, one in each wheel hub) – 25 each
- Legs (2) – 55 each
- Forearm Shields/Weapon Hardpoints (2) – 60 each

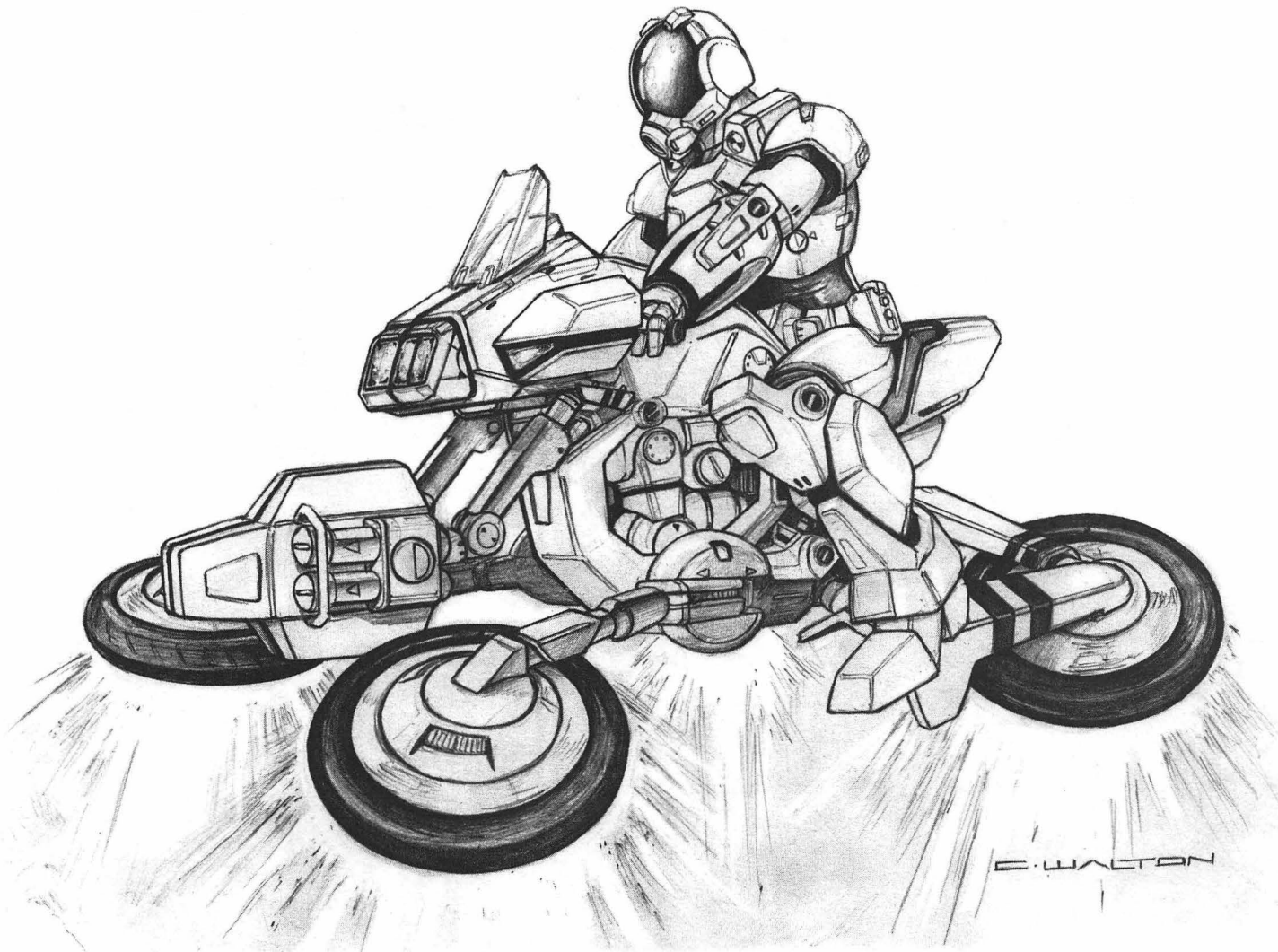
* Head Varies with Helmet Type – 40 is standard

** Main Body – 150

* A single asterisk indicates a small and difficult target to hit. **Note:** The tires/fan-jets are relatively small, low profile and difficult targets to hit in cycle mode, often obscured by dust.

To shoot out a tire (or the thruster in a wheel housing), the attacker must make a successful “Called Shot” with the following penalties: Shooting at a stationary target -4, moving target -6, and fast moving target -11 to strike. These penalties also apply to targeting the head and other small targets. However, when spread out in Battloid mode, the wheels/fan-jets are a bit easier to strike and the attacker has a penalty of -3 to strike, a moving target is -5, and fast moving target 70 mph (112 km) or faster is -7 to strike. Reduce these penalties by half for opponents like Invid swooping in for *close combat* (round down).

Destroying both tires in the front or back makes piloting the Cyclone in motorcycle mode impossible and the pilot must switch to Battloid mode to continue operating the vehicle. If the back tires are lost while moving in cycle mode, the pilot needs to make a Pilot: Veritech/Cyclone skill roll at -25% or lose control and crash. If the front tires are lost while moving, the pilot needs to make a Pilot: Veritech/Cyclone skill roll at -40% or lose control and crash.





When the Spider is in flight and loses a thruster, reduce speed by 25% and impose a -15% skill penalty to fly for *each* fan-jet destroyed; penalties are cumulative. When three jets are destroyed the mecha is no longer capable of flight or thruster-assisted leaps.

**** Depleting the M.D.C. of the main body destroys the Cyclone, rendering it useless.**

Speed:

Cycle Mode: With its double tire configuration in the front and back, the Spider is a bit less maneuverable (-10% piloting penalty) and has a maximum ground speed of 120 mph (192 km). Cruising speed is usually around 60 mph (96 km).

Hovercycle Mode and Flight: The VR-015 Spider can *fly* by changing to “hover” cycle mode. This is done by deploying its four wheels out to the sides. It has a top speed of 100 mph (160 km) and a maximum height of 600 feet (183 m) off the ground. To fly in hover mode without penalty, the pilot must have the *Pilot Hovercycles skill*. (**Note:** If the driver only has the Motorcycle skill he can try to fly the Spider, but does so at HALF his usual skill level and penalties for evasive maneuvers and dodging are doubled.) When dropped from an aircraft, spacecraft or flying off the roof of a building, the Spider engages in a controlled drop until 600 feet from the ground, at which point it can fly away or land on the ground. To return to driving on its tires, the flying vehicle must get low to the ground and transition back to wheeled locomotion. Also see flight in Battloid Mode, below.

Battloid Mode: The Cyclone mecha enhances the pilot’s natural speed. The max running speed of the Cyclone is the pilot’s running speed plus 20%. The Cyclone in Battloid mode can leap up to 15 feet (4.6 m) high and across unassisted by fan-jets.

The fan-jet hover system enables the Spider Cyclone to leap 80 feet (24.4 m) high or across in Battloid mode without achieving actual flight. They also allow soft landings from high-altitude and sub-orbital drops, enabling the pilot to be dropped nearly from space and land safely on the ground, but this uses up 30% of the Cyclone’s fuel, reducing its range accordingly.

The Spider can also hover and fly in Battloid mode with a maximum speed of 80 mph (128 km) and a maximum ceiling of 600 feet (183 m). Reduce the ceiling by 150 feet (46 m) for each loss of a fan-jet. Cannot hover, fly or engage in jet assisted leaps when three wheels/jets are lost.

Statistical Data:

Cycle Mode:

Height: 3 feet, 6 inches (1.1 m).

Length: 6 feet, 9 inches (2.1 m).

Width: 1 foot, 6 inches (0.5 m).

Battloid/Armor Mode:

Height: 6 feet, 11 inches (2.1 m).

Length: 4 feet, 6 inches (1.4 m); 6 feet (1.8 kg) with wheels deployed for hovering.

Width: 4 feet, 4 inches (1.3 m) with wheels folded in; 7 feet (2.1 kg) with wheels deployed for hovering.

Weight: 426 pounds (192 kg) dry.

Physical Strength: The VR-010 series Cyclone gives the wearer an Augmented Strength 6 points higher than his own P.S. attribute and +1 to the P.P. attribute. These attribute bonuses apply only when in Battloid mode.

Cargo: Unlike later models, the VR-010 series does not come equipped with the armored saddlebags. However, the contents of

a standard UEEF Military Survival Pack are located in a small compartment under the seat of the Cyclone in motorcycle mode. **Power System:** 1,190 cc, High-Output Protoculture Fired Rotary Engine with a range of about 400 miles (640 km). All Cyclones also have a backup power system comprised of an electric motor that is constantly charged by regenerative braking systems in the wheel hubs. The engine’s battery can store enough power for two hours of general riding. Use of the backup power system renders the Cyclone unable to transform, makes the jump jets unavailable, and reduces speed by 25%.

Weapons and Equipment for the VR-015 Cyclone: Despite the difference in the type and number of wheels, the weapon systems for the VR-011 and VR-015 are identical. Both mecha come in olive green with brown and black highlights and markings. Weapons descriptions can be found under the VR-011, presented prior to the Spider.

VR-017 Crusader

Heavy Assault Cyclone

The VR-017 Crusader is a walking arsenal of Robotech weaponry assigned to soldiers with heavy weapons training and commandos performing heavy strike missions. It easily has three times the firepower of any Cyclone ever fielded in combat before it. Nicknamed the “Giant Killer,” it is a rare mecha deployed only during crucial combat missions pitted against heavily armored enemy forces, as well as commando raids and special forces operations. In addition, combat aces and some Cyclone ace pilots are able to requisition a Crusader for permanent use after outstanding combat performance on the battlefield. The VR-017 Crusader is most common among heavy assault squads, special forces and STORM Teams.

The VR-017 Cyclone is fundamentally the same as the rest of the VR-010 series with the exception of additional armor, a sensor intensification system that boosts the Cyclone’s standard sensor ranges by 50%, and its range of heavy weapons exclusive to this mecha.

Model Type: VR-017 Crusader Heavy Assault Cyclone.

Also known as: The “Giant Killer.”

Class: Heavy Weapons Armored Infantry Veritech Motorcycle.

Crew: One.

Notable Modifiers:

M.D.C.: Fundamentally the same as the VR-011 Rifleman Cyclone, but with 20% more armor (180 M.D.C. to the Main Body) and a selection of special heavy weapons.

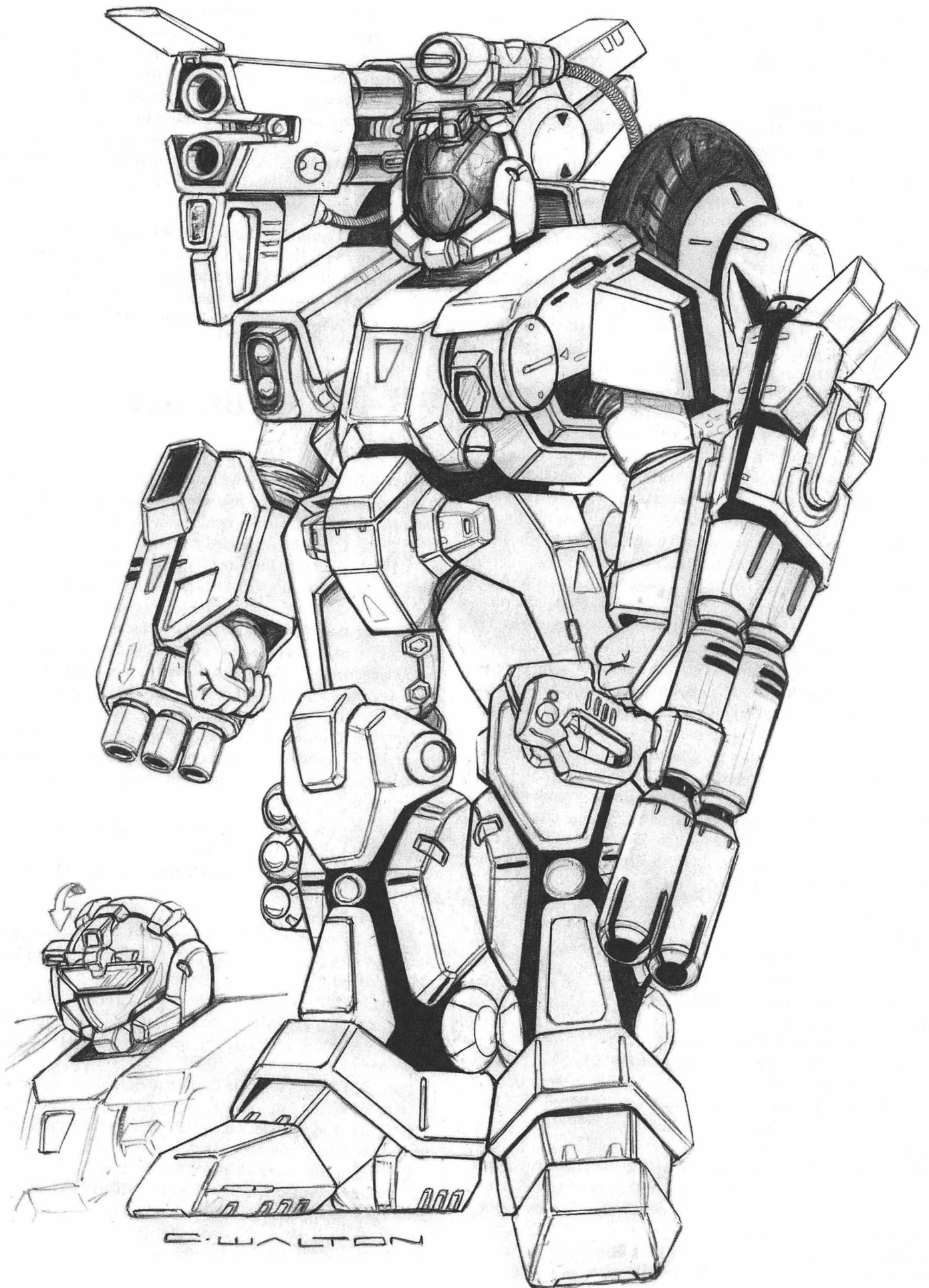
Weight of the Crusader: 479 lbs (215.5 kg) fully loaded.

Physical Strength: Augmented Strength 8 points higher than the pilot’s own P.S. attribute number. This attribute bonus applies only when in Battloid mode.

Speed: 10% slower in both Cycle and Battloid mode. Also see Hand to Hand Combat, below for reduced bonuses

Height, Battloid Mode: 7.5 feet (2.3 m); taller than most due to the particle beam cannon mounted on the shoulder.

Power System: Standard as per the Cyclone Veritechs. However, the heavy weapons deployed by the **VR-017 Crusader Cyclone** burn through its fuel cells twice as fast as other Cyclones due to their high power demands. One Protoculture cell seldom lasts more than two weeks when the mecha sees frequent action and heavy combat.



Weapon Systems Exclusive to the VR-017 Crusader:

- 1. LRC-10 Long-Range Dual Laser Cannon:** This weapon replaces the standard EU-5 with a much longer-range and more powerful cannon mounted right onto one of the forearm shields of the Cyclone Rider's dominant hand. It is aimed and steadied by a handgrip due to its length and weight. In motorcycle mode it detaches from the forearm shield during transformation and locks onto the back of the bike, running down one side and allowing the pilot to drive the motorcycle without interference.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Weight: 40 pounds (18 kg).

Range: 1.5 miles (7,020 feet/2.4 km).

Mega-Damage: 1D4x10 M.D. per dual blast. Only fires dual blasts.

Rate of Fire: Each dual blast counts as one of the pilot's melee attacks.

Payload: Two rear-loading Protoculture energy clips give the weapon 20 dual blasts.

Bonus: +1 to strike in Battloid mode. **Note:** The weapon can be fired in Cycle mode but can only fire forward and is -2 to strike. M.D.C. of the Laser Cannon: 60 M.D.C.

- 2. Heavy Output Dual Beam Cannon:** Essentially an energy bazooka, this powerful weapon is mounted on the shoulder of the Crusader with an external handgrip. It is used like a shoulder-fired rocket launcher, except it fires two powerful particle beams that sacrifice range for increased power. The power demands of the weapon limit its firing rate.

Primary Purpose: Anti-Armor and Anti-Mecha.

Secondary Purpose: Anti-Installation.

Range: 1,800 feet (548 m).

Mega-Damage: Each barrel fires a particle beam blast doing 6D6+10 M.D. per single blast. Firing both barrels simultaneously does 1D6x10+6 M.D. and counts as one attack.

Rate of Fire: Each barrel can only fire twice per melee round, allowing four single shots or two double-barreled blasts. Each single or dual blast counts as one of the pilot's melee attacks.

Payload: Effectively unlimited.

M.D.C. of the Cannon: 40 M.D.C.

- 3. GR-22 Mini-Missile Delivery System:** One forearm, usually the operator's off hand, is equipped with a three tube mini-missile launcher that sits on the front wheel hardpoint in motorcycle mode. It is loaded with six HEAP mini-missiles and can be fired in either mode. The missiles are guided by the Cyclone's combat computer.

Primary Purpose: Anti-Mecha/Anti-Armor.

Secondary Purpose: Anti-Missile and Anti-Personnel.

Weight: Six pounds (2.7 kg) for the launcher, and each missile weighs five pounds (2.25 kg).

Range: One mile (1.6 km).

Mega-Damage: Per mini-missile, but usually loaded with HEAP (High Explosive Armor Piercing) missiles which inflict 1D4x10 M.D. per missile.

Rate of Fire: Singly or in volleys of two or three.

Payload: Six mini-missiles.

M.D.C. of Launcher: 25 M.D.C.

- 4. Hand Grenades:** A magnetic strip on each leg holds three D-30 Cobalt Grenades. These are standard hand-thrown grenades. They can be easily accessed in motorcycle mode.

Primary Purpose: Anti-Personnel.

Range: Approximately 120 feet (36 m) when thrown by a Cyclone Rider.

Weight: 0.5 pounds (0.2 kg) each.

Mega-Damage: 3D6 M.D. each with a 15 foot (4.6 kg) blast radius.

Rate of Fire: Each grenade must be individually thrown by hand, taking one attack.

Payload: Six total; three on each leg.

- 5. Alternative Weapon Systems:** In an emergency, the VR-017 Crusader may use any of the weapons and equipment designed for VR-010 series Cyclones as an alternative to its own heavy weapons. However, its heavy weapons cannot be used by other VR-010 or VR-020 series mecha because the Crusader uses a modified suit of CVR-1 with additional armor and hardpoints for attaching its unique weapon systems. Handheld pistols and rifles may also be used by the Cyclone Rider. Any weapon that the infantry may have available to it can be carried by the Cyclone Rider if it is allowed by his commanding officer. Uncommon as the VR-017 Crusader is already heavily armed.

- 6. Hand to Hand Combat: Cyclones.** All Cyclones are fast, agile Ground Veritechs, and so is the Crusader. However, its large, heavy weapons add weight and impede maneuverability to a small degree.

Attacks per Melee: See bonuses, below.

Augmented P.S. of 18-30 is the most common range for the VR-010 and VR-020 series Cyclones.

Hand to Hand Damage:

Punch/Forearm Strike: 1D6 S.D.C. + P.S. damage bonus.

Power Punch: 1D4 M.D., but counts as two melee attacks.

Kick or Stomp Attack: 2D6 S.D.C.

Power Kick: 1D6 M.D., but counts as two melee attacks.

Jump Kick or Leap Kick: 3D6 S.D.C. + P.S. damage bonus.

A power leap is not possible. Counts as two melee attacks.

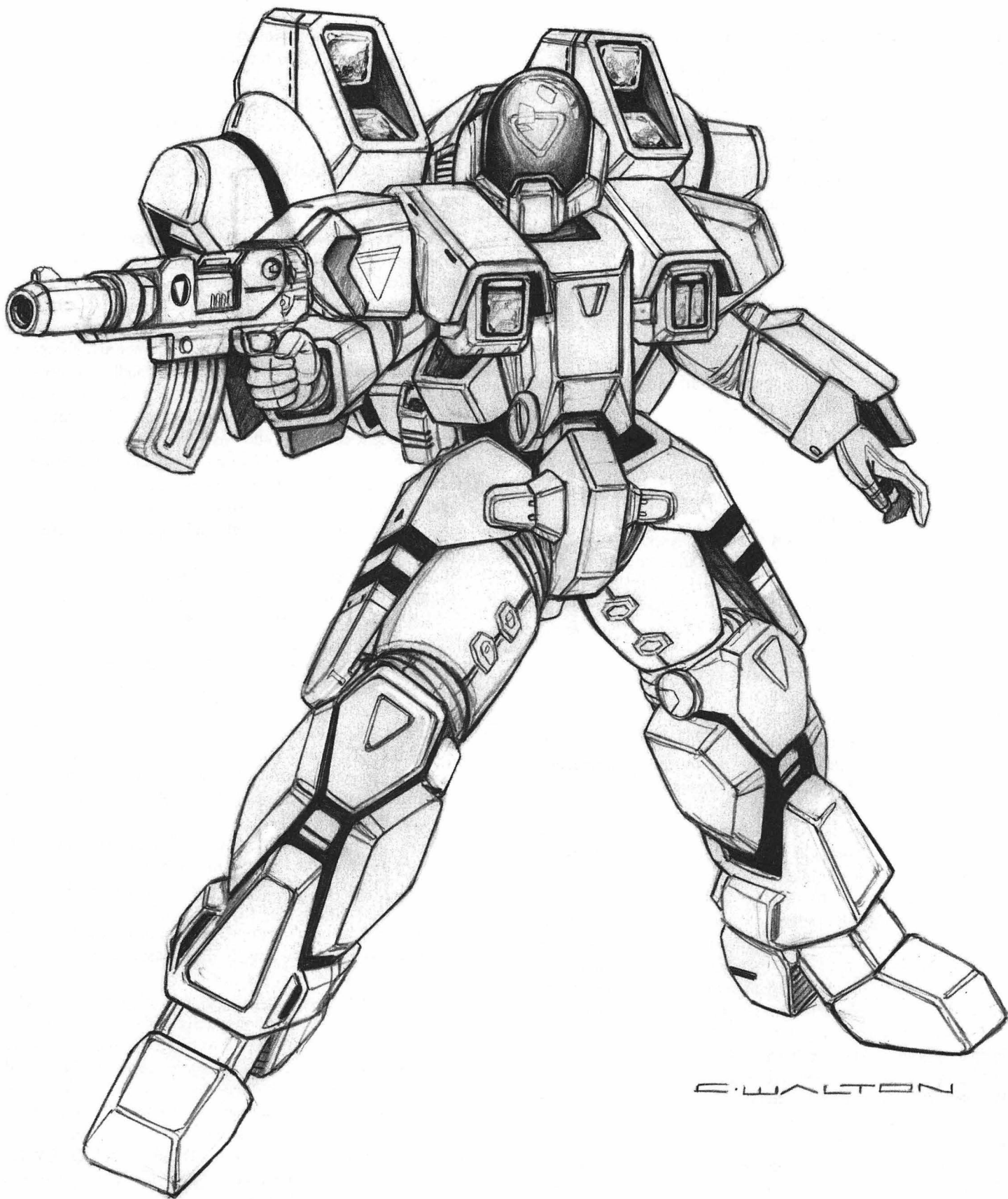
Flying Leap Kick: 5D6 S.D.C. + P.S. damage bonus, but counts as three melee attacks.

Body Block/Ram: 2D6 S.D.C. (P.S. damage bonus does NOT apply) on a body block/ram per 20 mph (32 km) up to 140 mph (224 km). There is a 01-65% chance of knocking down an opponent of equal size or up to 30% larger, or smaller, off their feet. In any case, the victim of knockdown loses initiative and two melee attacks. This attack counts as two of the Cyclone's melee attacks.

Bonuses with Mecha Elite Combat Training for the Crusader

Only: +1 attack per melee round at levels 1, 4, 8, 12 and 15. +1 on initiative, +1 to strike, +2 to parry, +1 to disarm, +1 to roll with impact, +1 to *automatic dodge*. (**Special:** The act of dodging, even leaping out of the way, does not use up a melee attack. In fact, the Cyclone is so fast and nimble that the pilot can leap, hop and skip out of the way without penalty. No other dodge bonuses apply.) **Note:** These bonuses ONLY apply when the pilot has the *Mecha Elite Combat Training* skill in Cyclones. The pilot's own number of attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is outside the mecha. *Outside of his mecha*, the pilot possesses only human fighting abilities.

- 7. Special Optics & Sensors:** Different configuration but the same features and bonuses as the Command Helmet.



CBA-07 Walker

Non-Transformable Cyclone-Style Battloid

The CBA-07 Walker is a hybrid mecha reminiscent of some of the Battloids and powered armors developed for the *Army of*

the Southern Cross before the departure of the Pioneer Expedition. It was born from the Cyclone Veritech project and looks very much like a VR-010 series Cyclone except that it is a non-transformable Battloid.

Getting all the precise mechanical specifications of a transforming motorcycle to attach to a human being in CVR-1 body

armor was tricky business all by itself, let alone including the aspect of high-altitude drops. There was a time when the engineers on the design team were not sure they would ever hammer out the bugs of such a small, versatile and powerful Veritech.

At some point, it was suggested that they had a pretty good design even without the final variable feature, and the design team put together what is now known as the **CBA-07 Walker Battloid**. A man-sized infantry assault mecha built on the frame of the standard CVR-1 environmental body armor and a light exoskeleton, with the armor of the VR-011 Cyclone attached to it as modular pieces.

The result is, in effect, the VR-011 Rifleman Cyclone locked in Battloid mode without the speed and versatility of the cycle mode, but not without its own unique capabilities. Mounted on the back are much larger and more powerful “jump jets” that enable the CBA-07 Walker Battloid to deploy from suborbital dropships and land on target with precision and as gentle as a feather, something the engineers would not perfect with the Cyclones until the VR-040 series. The larger jump jets also enable the Walker to hover off the ground and make spectacular leaps high into the air to engage low-flying Bioroids or to dodge the attacks of similar enemies with prodigious skill. Originally designed for battling Bioroids on hover sleds, the CBA-07 would prove to be equally effective against the Invid, especially in close combat and at evading their standard swarming attacks. The Walker is just too small, quick and nimble for the Invid to get an easy bead on, and can confound the Invid Fighter Scouts by bounding away from a slashing claw attack or just barely managing to slip through their arms.

Originally seen as a stopgap measure until the miniaturized transformable technology of the Cyclone Veritechs could be perfected, the Expeditionary Force infantry and Marines fell in love with the CBA-07 Walker, especially as a drop landing armor. So when there was talk of completely discontinuing the Battloid when the VR-010 series became ready for production, there came a loud protest and the Walker was kept and mass produced for many years.

The Expeditionary Force Marine Corps quickly transitioned to the much more versatile Cyclone, but the Walker proved to be a simple, reliable armor for basic infantry troops, special units, and for non-combat personnel such as Expeditionary Force scientists, engineers, medical personnel, and civilian advisors who find themselves in combat roles or on the battlefield, or other hostile environments. In fact, when on the battlefield with Cyclones in Battloid mode, most people cannot tell the difference between the two.

In the early days, the Walker was given a different helmet (as depicted in the illustration) to differentiate it from the VR-010 series Veritechs, but that helmet has all the same capabilities as the *CVR-1 Standard Infantry “Grunt” Helmet*, and the Walker has always been able to swap out and wear any of the helmets designed for the CVR-1 body armor. Another nice feature of the Walker is that when the M.D.C. of the Battloid’s main body is depleted, the heavy outer armor can be jettisoned, leaving the soldier in his CVR-1 armor unencumbered by the dead weight and thrusters of the useless Battloid. (Of course, all the Battloid bonuses and thruster-assisted leaps are gone when the outer armor of the Walker is destroyed.)

The Walker is kept in service for two-thirds of the war with the Regent because it is comparatively inexpensive to mass-pro-

duce the non-transformable Battloid and it satisfies many needs on the field of battle. By the end of the war, the Walker is still around but being phased out.

Model Type: CBA-07 Walker Battloid.

Class: Non-Transformable, Man-Sized Powered Armor.

M.D.C. by Location:

* Heavy Jump Jets (2) – 40 each

Forearm Shields/Weapon Hardpoints (2) – 60 each

Legs (2) – 55 each

* Head – Varies with Helmet (as per CVR-1 helmets)

** Main Body – 150

* Destroying one jump jet reduces the dodge bonus as well as the height and distance of thruster-assisted leaps by half. Destroy both and leaps and hover become impossible. **Note:** The jump jets are mounted on the back and are difficult targets to hit from the front and other angles. To shoot out a jump jet, the attacker must make a successful “Called Shot” with the following penalties: Shooting at a stationary target -3, moving target -5, and fast moving or dodging target -7 to strike. These penalties also apply to targeting the head and other small targets on the Walker.

** Depleting the M.D.C. of the main body destroys the Walker portion of the Battloid and the thrusters. The Battloid components and armor can be jettisoned, leaving the CVR-1 armor underneath. When this happens, all corresponding bonuses and speed provided by the Battloid no longer apply.

Speed:

Running: The Walker mecha enhances the pilot’s natural speed. The max running speed of the Walker is the pilot’s running speed plus 25%. The Battloid can leap up to 20 feet (6.1 m) high and across unassisted by thrusters.

Power Leaping: A full jet thruster-assisted leap from a stationary position or a running start can propel the Walker power armor up to 300 feet (91.5 m) high and across, and anything in between.

VTOL Leap: The thrusters rocket the Walker straight up 300 feet (91.5 m) or in leaps at steep angles. Once up high, the power armor can hover to hold its position there for 1D4+2 melee rounds before the Battloid becomes unstable and starts to wobble and quickly drift back down to the ground. This is excellent, however, for getting a quick bird’s-eye view above the tree line, smoke or buildings or to target and fire upon aerial combatants. A leap straight up or at a slight angle can also be used to jump up onto rooftops, on top of vehicles or to try to snare low-flying opponents.

Cat-Like Landings from Great Heights: The CBA-07 Walker is designed to be dropped from high altitudes using its VTOL thrusters to slow its descent to land softly on its feet and continue to run or leap. Anyone carried in the Walker’s arms also lands gently, safely and unharmed, with minimal jarring.

Drops from any height can be survived by using the thrusters to slow the descent and land gently on the ground.

Power Jumping Travel: 60 mph (96 km). The integrated jet thrusters with VTOL capabilities give the Walker considerable speed and versatility.

Also known as “jet-propelled running,” power jumping travel requires the Walker’s wearer to run, jump at an angle (soaring forward), land, and repeat. The height of the leap is controlled by the pilot and generally ranges between 20-50 feet (6.1 to 15.2 m) during high-speed travel. By leaping, landing, and continu-

ing to run several yards/meters and power leaping again – like a jackrabbit – the Walker can maintain a *good ground speed of 60 mph (96 km)*, even through light forest and across uneven ground. Reduce speed by 50% when traveling through dense vegetation, deep mud or snow, very rocky or unstable ground, vertical inclines and similar hazardous and extreme terrain. This speed can be maintained for an hour before the soldier inside the Battloid needs to stop and rest.

Directional control is minimal and it takes practice to get used to power jumping travel with the Walker. Even then, changing direction/trajectory in midair is impossible, though stopping in midair and hovering there for a few melees or dropping to the ground is possible thanks to the (VTOL) capabilities of the thrusters. Of course, having to suddenly stop in midair/leap to avoid a collision or land unexpectedly will ruin momentum and slow down the traveler's speed, and he will need to roll a dodge to see if he was successful at avoiding any midair collisions. And don't forget, hovering in the air makes the character an easier target.

If there is a downside to power jumping travel, it's the noise the Walker Battloid makes, crashing through the underbrush like a giant rabbit or lumbering feline. There is no way around it. Running and leaping through trees and underbrush makes a lot of noise, alerting predators and the enemy to the character's presence, location and direction of travel. It also reduces the pilot's vision and awareness (**Penalties:** -3 on initiative, -3 on Perception Rolls, and -1 to strike, parry and dodge due to obscured vision, noise and rate of travel). Even just running across open ground, the power armor sounds like the thundering hooves of one or more horses. Just like anyone else, to be stealthy, the wearer of the armor must move slowly and deliberately to be quiet and sneaky.

Flight: Not possible. The best the Walker can do is hover for 1D4+2 melee rounds in the air; maximum altitude is limited to 300 feet (91.5 m).

Statistical Data:

Height: 7 feet, 3 inches (2.2 m).

Length: 5 feet, 2 inches (1.6 m).

Width: 4 feet (1.2 m) due to the thrusters.

Weight: 413 pounds (186 kg) dry.

Physical Strength: The Walker gives the wearer an Augmented Strength 6 points higher than his own P.S. attribute.

Cargo: Only what the operator can carry.

Power System: 1,190 cc, High-Output Protoculture Fired Rotary Engine.

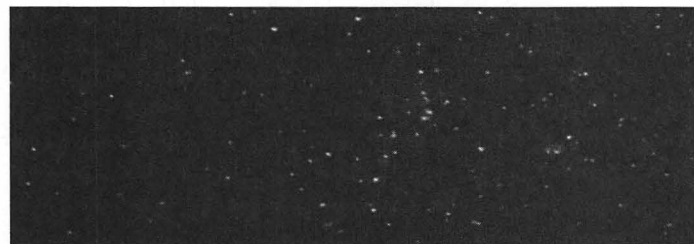
Weapons and Equipment for the CBA-07 Walker: Identical to the weapons for the VR-010 Series Cyclone. Typically, however, it is armed with just the EU-5 Beam Rifle, two VMWS-10 Forearm Shields and one Plasma Blade forearm weapon, ideal for parrying Invid claw attacks.

Hand to Hand Combat Bonuses: As indicated below. All Cyclones are fast, agile Veritech suits suitable for all manner of infantry combat and ground operations. They are even able to dodge and engage Invid and other large mecha, though at considerable risk.

Bonuses with Mecha Elite Combat Training Only: +1 attack per melee round at levels 1, 4, 8 and 12. +1 on initiative, +1 to strike, +2 to parry, +2 to disarm, +2 to roll with impact, +4 to *automatic dodge*. (**Special:** The act of dodging, even leaping out of the way, does not use up a melee attack. In fact, the leaping Battloid is so fast and nimble that the pilot can leap, hop and skip

out of the way without penalty. No other dodge bonuses apply.)

Note: These bonuses ONLY apply when the pilot has the *Mecha Elite Combat Training* skill in Cyclones. The pilot's own number of attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is outside the mecha. *Outside of his mecha*, the pilot possesses only human fighting abilities.



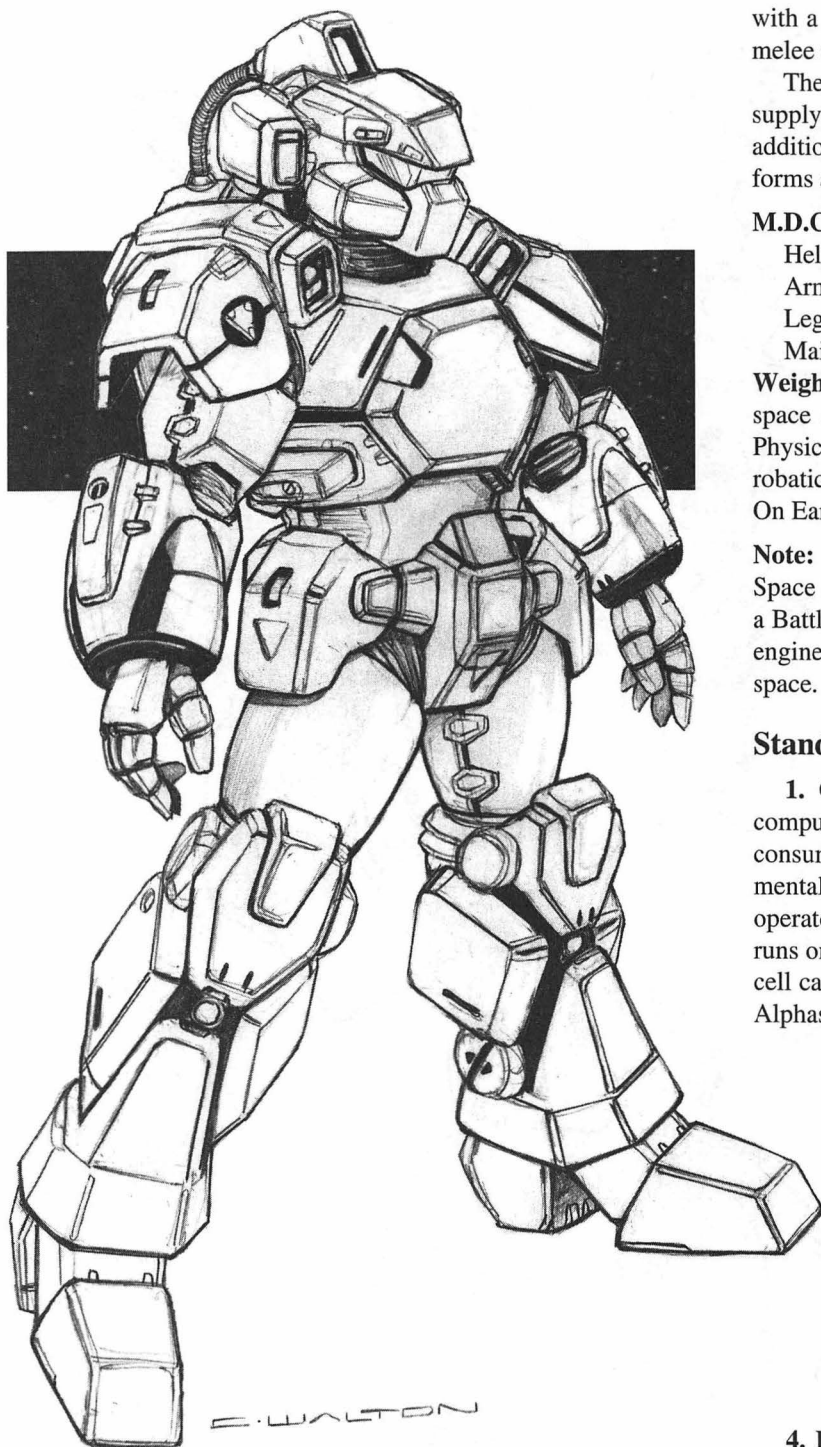
VR-020 Series Space Cyclones

The original VR-010 series is an incredible advance in Veritech technology and micronization from giant mecha, and the first time it has ever been applied to "man-sized Veritech" by the UEEF. The idea is to increase the speed and combat abilities of the standard infantry without sacrificing firepower or losing too much armor protection.

The Robotech design team and engineers were up to the task when they created the Cyclone series, perfect for the terrestrial battlefields of Earth and worlds like it, but what about other environments? The motorcycle is all but useless on planets with microgravity like the moon or on asteroids, or planets with surfaces that are not conducive to wheeled vehicles, like gas giants or water worlds, or even worlds covered in ice or other substances where little traction could be found. Moreover, this was a space exploration mission. Inevitably, conflicts would occur in outer space. And though most major space conflicts would presumably be ship to ship battles, the Expeditionary Force knew from their experience in the First Robotech War with the Zentraedi that battles with space-fighters and boarding enemy ships were both likely scenarios.

Yes, Cyclones in Battloid mode could handle short periods of time in space and board enemy vessels, but they were far from ideal in the space environment. While all Cyclones in Battloid mode are fully environmental units, the jet thrusters do not work well in space and offer only fair maneuverability and control. Moreover, the shielding on the armor is not rated for the hard radiation and extreme temperatures that the Veritech would endure during long-term space operations or missions on airless worlds.

While they were at it, the engineers decided to make a more heavily armored CVR space suit with its own air supply and air purification and recycling system (24 hours of breathable air) and greater environmental protection. The motorcycle would be replaced by a Veritech hovercycle that could function in the vacuum of space, underwater and a variety of environments. But not just any hovercycle, one designed to function best in outer space. Two different hover propulsion systems were chosen to provide maximum mobility and control in space as well as good mobility and versatility in other environments.



CVR-2

Personal Space Combat Armor

The CVR-2 is designed as a full environmental "hard" space-suit that can be worn and used by any UEEF personnel for operations in space, as well as with the VR-020 series Cyclones for combat missions. The weightlessness of space and low gravity environments makes weight less of a concern, so the CVR-2 is bulkier and heavier than the CVR-1 armor used in terrestrial settings. This makes the CVR-2 very much a "space" suit and it only gets the benefit of its full combat bonuses in space. On planets

with a gravity like Earth, reduce combat bonuses by half and -1 melee attack per round.

The CVR-2 space armor provides a more extensive oxygen supply and heartier environmental protection for the wearer with additional layers of radiation shielding and insulation, and performs admirably in the environment of space and underwater.

M.D.C. by Location:

- Helmet - 55
- Arms (2) - 40 each
- Legs (2) - 45 each
- Main Body - 95

Weight: The standard CVR-2 weighs 31 pounds (14 kg) and in space and underwater, imposes a -10% movement penalty on Physical skills that require freedom of movement such as Acrobatics, Climbing, Gymnastics, Prowl, Swimming, and similar. On Earth and in similar environments, the penalty is -20%.

Note: CVR-2 Body Armor is a necessary component of all Space Cyclones. Without the armor, the mecha *cannot* turn into a Battloid. That said, CVR-2 armor is also used by repair crews, engineers and others having to perform work for long hours in space.

Standard CVR-2 Features:

1. Computer-Controlled Life Support System: A small computer woven into the CVR-2 monitors oxygen supply and consumption, internal and external temperature and environmental integrity. This system also monitors the vital signs of the operator and monitors the suit's overall integrity. The computer runs on a power cell with a charge good for 96 hours. The power cell can be charged at a base as well as by the power systems of Alphas, Cyclones and Destroids.

2. Ultra-High Temperature Resistant Shielding: Protects the wearer from heat and flames up to 600 degrees Celsius (1,112 Fahrenheit), and from temperatures as low as minus 168 degrees Celsius (-270 Fahrenheit). Normal fires inflict no damage, but nuclear, plasma and other M.D. fires and heat do full damage.

3. Shielding: Impervious to radiological, chemical and biological agents, unless the suit's environmental protections have been compromised (usually due to severe damage).

4. Internal Oxygen Supply and Air Purification and Recirculation System: Provides breathable air good for 24 hours.

5. Utility Belt and Holster: The standard issued side arm is the M-30 Wolf pistol.

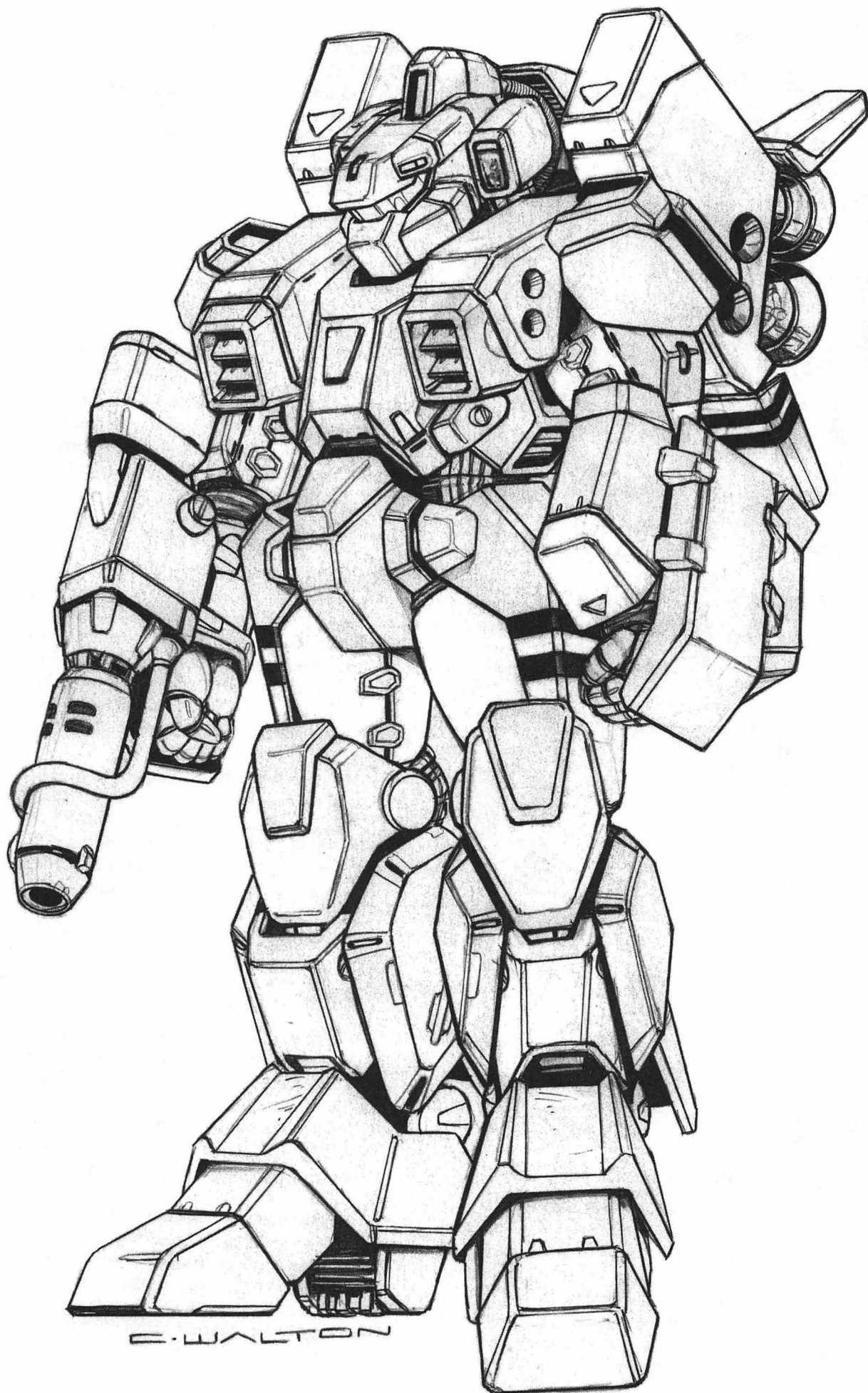
6. Impact Resistant Helmet, with removable visor.

7. H.U.D.: Polarized visor with Heads-Up Display projector.

8. Radio: Directional, short-range radio with a 10 mile (16 km) range.

9. Electromagnetic Footpads: These footpads allow the operator to stick to the hulls of starships or any other metal structure. They are strong enough to hold twice the weight of a Cyclone.

10. Lights: A light is built on the top of the helmet and used to illuminate the area ahead or a work surface in much the same way as a mining helmet. Range: 100 feet (30.5 m). The Space Cyclone may provide additional light.



C. WALTON

VR-021 Nova

Space Cyclone Veritech

The V-021 Nova is specifically designed for combat in the vacuum of space and other hostile or airless environments. Its large, main thrusters are designed for speed and quick response to repel enemies trying to board as well as for boarding vessels themselves. The VR-021 Nova is also deployed to recover fighter pilots who have had their fighter shot out from under them or were forced to eject, as well as rescue people from shuttles and spaceships that have been damaged and set adrift. Their big thrusters and excellent speed in outer space make them ideal for rescue and all sorts of fast-response. Their small size and maneuverability is a plus, because it makes them good at dodging attacks and weaving their way through floating debris.

Marines clad in Nova Cyclones are often the first dispatched to board and investigate the wreckage of derelict alien spaceships, space stations, space ports, asteroid clusters and debris fields, with the VR-024 Comet usually covering their backs and exit route.

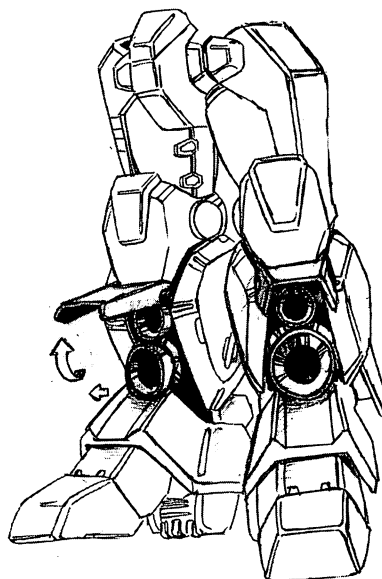
Both the Nova and Comet are excellent at search and destroy missions, search and rescue, reconnaissance and investigating and clearing derelict spacecraft and asteroid fields, precisely because they are so small, quiet, and fast. Both Space Cyclones can *Prowl in space* at slow speeds (under 30 mph/48 km), hiding and moving among floating debris or asteroids and hovering down corridors and access tunnels inside abandoned ships and space stations.

In raids and combat assaults, squads and platoons of Marines clad in Nova and Comet Space Cyclones are among the first to punch through and enter the hull of an enemy vessel to board the ship and either engage in combat with enemy forces inside, or rocket down hallways toward a specific target. Such targets may be the capture or elimination of key personnel, alien technology, or locations designated for sabotage, destruction or capture (internal gravity control, communications, fold engines, key weapons, the bridge, etc.). Sometimes, being able to enter the enemy's spacecraft and taking the bridge or other strategic location from inside is easier and more expedient than trying to destroy the entire vessel, especially if it is massive, or if you are trying to preserve lives. The two Space Cyclones are also deployed in this manner on missions of rescue, freeing troops or allies from an enemy ship, or raids to secure supplies from the enemy.

(**Note:** Space pirates use similar tactics of boarding spacecraft and either raiding and taking what they need, or trying to capture the ship by getting the crew to surrender. If you can take the bridge and/or life support, you can often get the crew to stand down and surrender. This preserves the ship, the cargo and supplies it carries, and it gives them an entire ship – even if it has some damage – to either sell for big profits or repair and add to their own fleet.)

The VR-021 Nova was originally conceived to go toe to toe with Bioroids on hover sleds in space combat, and do so quite well. They can also fight Invid, though the Invid always try to use the weight of their superior numbers in swarming attacks which may force Space Cyclones to retreat. The Nova can handle Invid Scouts and Fighter Scouts in one-on-one space combat admirably well, and have the speed to engage in limited dogfights with

them, but against a swarm, the Cyclones may find themselves in trouble very quickly.



The Nova has a number of vernier nozzles in hovercycle mode that are distributed across the body in Battloid mode and enable the mecha to be piloted in deep space in either configuration. It is heavily armored to survive the rigors of space and space combat, and is the most armored Cyclone in service until the introduction of the Battler.

The Nova, in particular, also functions very well in water, with excellent deep sea capabilities. This makes them excellent for underwater exploration, reconnaissance, work and combat.

Model Type: VR-021 Nova Space Cyclone.

Class: Extreme Environment Veritech Hovercycle.

Crew: One.

M.D.C. by Location:

Hovercycle Mode:

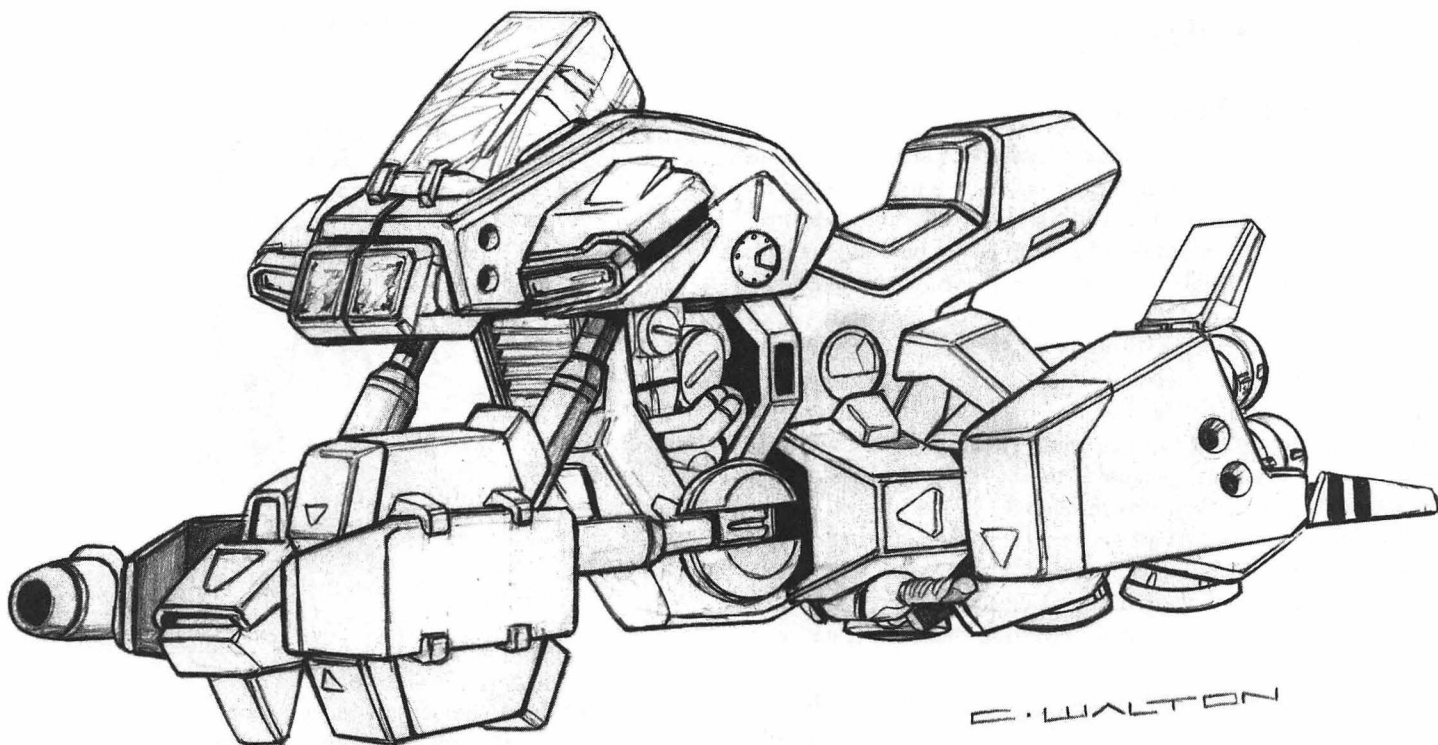
- * Headlights (2) – 2 each
- * Rear Thrusters (2) – 25 each
- * Thruster Missile Launchers (2) – 30 each
- * Front Hover Jet – 20
- ** Main Body – 170

Battloid/Armor Mode:

- Helmet/Head – 55
- * Main Hover Jets (2; back) – 45 each
- * Main Vectored Thruster (1, lower back) – 25
- * Thruster Missile Launchers (2) – 30 each
- Forearm Shields – 60 each
- Beam Cannon (1, handheld) – 50
- Armored Forearm Missile Launchers – 30 each (both on one arm)
- Legs (2) – 50 each
- ** Main Body – 170

* Destroying one hover jet reduces the maximum speed of the Cyclone by 33%, and the pilot must operate the vehicle in Battloid mode. Destroying two thrusters makes it impossible to fly in Earth-like gravity, and it can only be flown in space or underwater at 10% of its top speed.

To shoot out a hover jet or any item marked by a single asterisk, the attacker must make a successful "Called Shot"



with the following penalties: Shooting at a stationary target -4, moving target -6, and fast moving target -11 to strike. These penalties also apply to targeting the head and other small targets.

** Depleting the M.D.C. of the main body destroys the Cyclone, rendering it useless, but the CVR-2 body armor should keep the character alive for a while.

Speed:

Hovercycle Mode:

In Space: Mach 1 (761 mph/1,218 km) in space or hover at a fixed location.

On Earth/Atmosphere: Maximum speed is 140 mph (224 km) on Earth or in similar environments. Cruising speed is usually around 60 mph (96 km), and the mecha can also hover stationary. Maximum ceiling is an altitude of 5,000 feet (1,524 m).

Like all Cyclones, the VR-021 Nova can exit from sub-orbital spacecraft and "drop" to locations on the ground. Its ability to actually fly enables it to adjust its trajectory and speed to hit its drop zone perfectly every time or to completely change flight plans, or engage the enemy in aerial combat.

Penalties in an Atmosphere: The Nova suffers a Piloting skill penalty of -30% when flying in the air, but only a -15% penalty when flying close to the ground (1-15 feet/0.3 to 4.6 m off the ground). No penalty underwater. Also reduce its combat bonuses by half in an atmosphere and -1 attack per melee. **Note:** The Nova Cyclone functions best in space or underwater, not in an atmosphere or as a ground combat unit.

Water: The VR-021 Nova can ride across the surface of water at a speed of 100 mph (160 km) or 50 mph (80 km) underwater. Maximum depth tolerance is 2 miles (3.2 km) and the mecha retains all of its usual combat bonuses and capabilities in water.

Speed in Battloid Mode:

Flying in Space: 400 mph (640 km) in space or hover at a fixed location.

Running in an Earth-like Setting: The size and bulk of the Space Cyclone makes running and leaping awkward in an atmosphere and gravity. The max running speed of the Nova Cyclone is 10% greater than the pilot's natural speed attribute.

The Cyclone in Battloid can *leap* up to 10 feet (3 m) high and across unassisted by thrusters. Leaps of 100 feet (30.5 m) high or across can be made when assisted by the thrusters.

Flying in Battloid Mode: The main and secondary thrusters enable the pilot to hover up to 30 feet (9.1 m) high or skim along the ground or the surface of water, or up to 100 feet (30.5 m) at 60 mph (96 km).

Water: The VR-021 Nova in Battloid can ride across the surface of water at a speed of 60 mph (96 km) or 40 mph (64 km) underwater. It can also walk along the floor of a seabed. Maximum depth tolerance is 2 miles (3.2 km) and the mecha retains all of its usual combat bonuses and capabilities in water.

Statistical Data:

Hover Cycle Mode:

Height: 4 feet (1.2 m).

Length: 6 feet, 10 inches (2.1 m).

Width: 4 feet, 5 inches (1.3 m).

Battloid/Armor Mode:

Height: 8 feet (2.4 m).

Length: 5 feet (1.5 m).

Width: 3 feet, 4 inches (1.0 m).

Weight: 420 pounds (189 kg).

Physical Strength: The 020 series Cyclone gives the wearer an Augmented Strength 6 points higher than his own P.S. attribute and increases P.P. by one point. (These attribute bonuses apply only when in Battloid mode.)

Cargo: None.

Power System: Environmentally Sealed Protoculture Mini-Reactor with a range of about 4,000 miles (6,400 km).

Note: Standard colors are black or dark blue, with grey and white highlights and markings.

Weapon Systems:

1. 80mm Beam Cannon: This large-bore laser rifle is the Nova's main weapon. It sits on top of the forearm and is powered by a Protoculture magazine that attaches to the back of the weapon. It was designed specifically for space combat, though it can be used underwater and in an atmosphere. This weapon is the precursor to the EP-37 pulse beam rifle. It fires single shots as well as three-shot bursts.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Weight: 30 pounds (13.5 kg).

Range: 4,000 feet (1,219 m).

Mega-Damage: 3D6 M.D. for a single blast, 1D4x10+6 M.D. for a three round burst.

Rate of Fire: Each blast or burst uses one of the pilot's attacks.

Payload: 90 single shots or 30 three-round bursts per Protoculture magazine.

Bonus (for Cyclones): +1 to strike for a single shot, no bonus for bursts.

2. GR-101 Mini-Missile Delivery System (2): These two missile pods hold four mini-missiles each and are located on the front of the rear thrusters. They can be fired in either mode and provide the VR-021 with good striking power. In hovercycle mode, they are located behind and to the sides of the rider.

Primary Purpose: Anti-Mecha/Anti-Armor.

Secondary Purpose: Anti-Missile and Anti-Aircraft.

Weight: Each missile weighs about five pounds (2.25 kg).

Range: One mile (1.6 km).

Mega-Damage: Per type of mini-missile, but usually loaded with HEAP (High Explosive Armor Piercing) missiles which inflict 1D4x10 M.D. per missile.

Rate of Fire: One or in volleys of 2, 4, 6 or all 8.

Payload: Eight mini-missiles total (four in each missile pod).

3. GR-95 Mini-Missile Delivery System: Located on either side of the off-hand forearm shield is a mini-missile pod containing two missiles. It is similar to the other cyclone forearm mini-missile launchers, except that it is more of an enclosed system to ensure that the missiles are not damaged by the rigors of combat in space or other hostile environments. Otherwise, they function exactly like the GR-97. **Note:** May replace these mini-missile launchers with any of the modular weapons available to the VR-011 Rifleman. The plasma sword is a particular favorite for boarding parties anticipating close-quarters combat.

Primary Purpose: Anti-Mecha/Anti-Armor.

Secondary Purpose: Anti-Missile and Anti-Personnel.

Weight: Four pounds (1.8 kg) for each of the two launchers, and each missile weighs about five pounds (2.25 kg).

Range: One mile (1.6 km).

Mega-Damage: Per mini-missile, but usually loaded with HEAP (High Explosive Armor Piercing) missiles which inflict 1D4x10 M.D. per missile.

Rate of Fire: One at a time or in volleys of two, three or all four.

Payload: Four, two mini-missiles per launcher.

4. Hand to Hand Combat Bonuses: As indicated below. All Cyclones are fast, agile Veritech suits for all manner of infantry combat and ground operations. They are even able to dodge and engage Invid and other large mecha, though at considerable risk.

Attacks per Melee: See bonuses, below.

Augmented P.S.: 20-30 is the most common range.

Hand to Hand Damage:

Punch/Forearm Strike: 1D6 S.D.C. + P.S. damage bonus.

Power Punch: 1D4 M.D., but counts as two melee attacks.

Kick or Stomp Attack: 2D6 S.D.C.

Power Kick: 1D6 M.D., but counts as two melee attacks.

Jump Kick or Leap Kick: 3D6 S.D.C. + P.S. damage bonus.

A power leap is not possible. Counts as two melee attacks.

Flying Leap Kick: 5D6 S.D.C. + P.S. damage bonus, but counts as three melee attacks.

Body Block/Ram: 2D6 S.D.C. (P.S. damage bonus does NOT apply) on a body block/ram per 20 mph (32 km) up to 140 mph (224 km). There is a 01-65% chance of knocking down an opponent of equal size or up to 50% larger, or smaller, off their feet. In any case, the victim of knockdown loses initiative and two melee attacks. This attack counts as two of the Cyclone's melee attacks.

Bonuses with Mecha Elite Combat Training in Space Cyclone

Only: In space and underwater, the VR-021 gets +1 attack per melee round at levels 1, 4, 8 and 12; +2 on initiative, +1 to strike, +2 to parry, +1 to disarm, +1 to pull punch, +4 to roll with impact, and +4 to *automatic dodge*. (**Special:** The act of dodging, even leaping out of the way, does not use up a melee attack. In fact, the Cyclone is so fast and nimble, that the pilot can leap, hop and skip out of the way without penalty. No other dodge bonuses apply.)

REDUCE bonuses by half (round down) when in an atmosphere or on the ground.

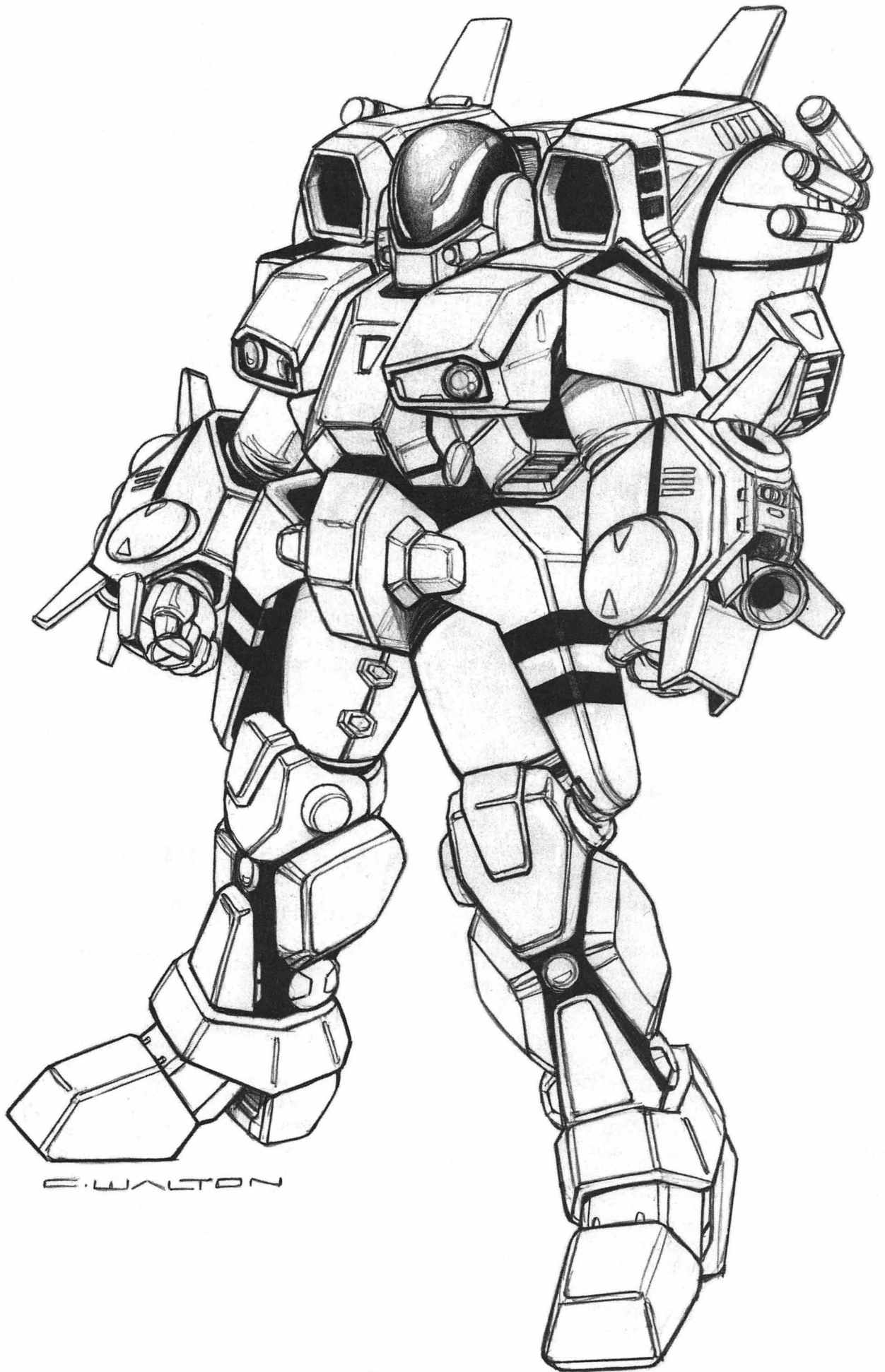
Note: These bonuses ONLY apply in outer space and when the pilot has the *Mecha Elite Combat Training skill* in Cyclones. The pilot's own number of attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is outside the mecha. *Outside of his mecha*, the pilot possesses only human fighting abilities.

VR-024 Comet

Space Cyclone Veritech

The VR-024 Comet is slower in space, but faster in an atmosphere with flight capabilities superior to the Nova. It is designed for reconnaissance, courier missions, and sniper support. The body type is reminiscent the VR-041H Saber Cyclone and many of the parts are interchangeable. It is armed with six mini-missiles mounted on the outside of the rear hover jets, with an additional twelve mini-missiles in the chest (front in Cycle mode), and the rider usually carries the EU-5 energy rifle into combat.

One of the VR-024 Comet's most distinctive features are the auxiliary boosters on the forearms when it transforms from cycle to Battloid. These rather large boosters give it considerable control and movement in space. They are especially useful for snipers because the thrusters help to hold the Comet in place and rock-steady. When taking evasive action or dodging the claw attacks of the Invid, the arm thrusters give the Marine wearing them tremendous movement and agility to dodge attacks and reposition quickly. The boosters can also be turned on low to help push away melee attackers, giving the pilot a bonus to parry (see below).



The Comet fills all the same combat roles as the Nova, and the two mecha are often deployed in mixed combat squads of both.

Model Type: VR-024 Comet Space Cyclone.

Class: Extreme Environment Veritech Hovercycle.

Crew: One.

M.D.C. by Location:

Hovercycle Mode:

- * Headlights (2) – 1 each
- * Main Hover Jets (2) – 35 each
- * Vectored Thrust Nozzles (rear, 4) – 10 each
- * Missile Tubes (6) – 5 each
- ** Main Body – 140

Battloid/Armor Mode:

- * Helmet/Head – 50
- * Headlights (2, chest) – 1 each
- * Mini-Missile Launchers (2, concealed in chest) – 20 each
- * Main Hover Jets (2, back, behind shoulders) – 35 each
- * Missile Tubes (6) – 5 each
- * Forearm Auxiliary Boosters (2) – 22 each
- Legs (2) – 45 each
- ** Main Body – 140

* Destroying one hover jet reduces the maximum speed of the Cyclone hovercycle by 33% and imposes a -10% piloting skill penalty, and the pilot must operate the vehicle in Battloid mode unless in space or underwater. Destroying two thrusters makes it impossible to fly in Earth-like gravity, and it can only be flown in space or underwater at 10% of its top speed.

To shoot out a hover jet or any item marked by a single asterisk, the attacker must make a successful “Called Shot” with the following penalties: Shooting at a stationary target -4, moving target -6, and fast moving target -11 to strike. These penalties also apply to targeting the head and other small targets.

** Depleting the M.D.C. of the main body destroys the Cyclone, rendering it useless, but the CVR-2 body armor should keep the character alive for a while.

Speed:

Hovercycle Mode:

In Space: 500 mph (800 km) and it can hover stationary at a fixed location with secondary thrusters and arm thrusters holding it remarkably steady.

On Earth/Flying in an Atmosphere: Maximum speed is 260 mph (416 km). Maximum ceiling is an altitude of 10,000 feet (3,048 m).

On Earth/Flying over the Ground or Water: Maximum speed is 200 mph (320 km) on Earth and in similar environments. Cruising speed is usually around 70 mph (112 km), and the mecha can also hover stationary. When hugging the ground, the Comet Cyclone is seldom more than 12 feet (3.6 m) above the surface and may be even lower.

Like all Cyclones, the VR-024 Comet can exit from sub-orbital spacecraft and “drop” to locations on the ground. Its ability to actually fly enables it to adjust its trajectory and speed to hit its drop zone perfectly every time or to completely change its flight plan and objective, and fly off anywhere or engage the enemy in aerial combat.

Penalties in an Atmosphere (apply to both modes): The VR-24 Comet suffers a Piloting skill penalty of -15% when flying in the air, and -10% penalty when flying close to the ground (1-20 feet/0.3 to 6.1 m off the ground). No penalty underwater.

Also reduce its combat bonuses by half in an atmosphere. **Note:** The Comet Cyclone functions best in space or underwater and not in an atmosphere or as a ground combat unit; -10% Piloting skill penalty and -1 attack per melee round.

Water: The VR-024 Comet can ride across the surface of water at a speed of 130 mph (208 km) or 60 mph (96 km) underwater. Maximum depth tolerance is 1.2 miles (1.9 km) and the mecha retains all of its usual combat bonuses and capabilities in water.

Speed in Battloid Mode:

Flying in Space: 300 mph (480 km) in space or hover at a fixed location.

Running in an Earth-like Setting: The size and bulk of the Space Cyclone make running and leaping awkward in an atmosphere and gravity. The max running speed of the Comet Cyclone is 10% greater than the pilot’s natural speed attribute.

The Comet Space Cyclone in Battloid can *leap* up to 10 feet (3 m) high and across unassisted by thrusters. Leaps of 150 feet (46 m) high or across can be made when assisted by the thrusters.

Flying in Battloid Mode: The main and secondary thrusters enable the pilot to hover up to 30 feet (9.1 m) high or skim along the ground or the surface of water, or up to 1,000 feet (305 m) at 80 mph (128 km).

Water: The VR-024 Comet in Battloid can ride across the surface of water at a speed of 60 mph (96 km) or 50 mph (80 km) underwater. It can also walk along the floor of a seabed. Maximum depth tolerance is 2 miles (3.2 km) and the mecha retains all of its usual combat bonuses and capabilities in water.

Statistical Data:

Cycle Mode:

- Height: 3 feet (0.9 m).
- Length: 7 feet (2.1 m).
- Width: 3 feet, 6 inches (1.1 m).

Battloid/Armor Mode:

- Height: 7 feet, 4 inches (2.2 m).
- Length: 5 feet, 6 inches (1.7 m).
- Width: 3 feet, 6 inches (1.1 m).

Weight: 320 pounds (144 kg) dry.

Physical Strength: The VR-024 Comet Cyclone gives the wearer an Augmented Strength 6 points higher than his own P.S. attribute and increases P.P. by one point. (These attribute bonuses apply only when in Battloid mode.)

Power System: Environmentally Sealed Protoculture Mini-Reactor with a range of about 4,000 miles (6,400 km).

Note: Standard colors are black, dark blue, or medium blue with red and silver highlights and markings.

Weapons and Equipment for the VR-024:

1. Single 60mm Mini-Missile Launch Tubes (6): On either side of the rear of the bike, and on either hover jet mounted on the back when in Battloid mode, are three individual tubes loaded with one 60mm mini-missile each, for a total of six. These are primarily defensive weapons used to shake pursuers and slow down enemy mecha while the VR-024 completes its mission.

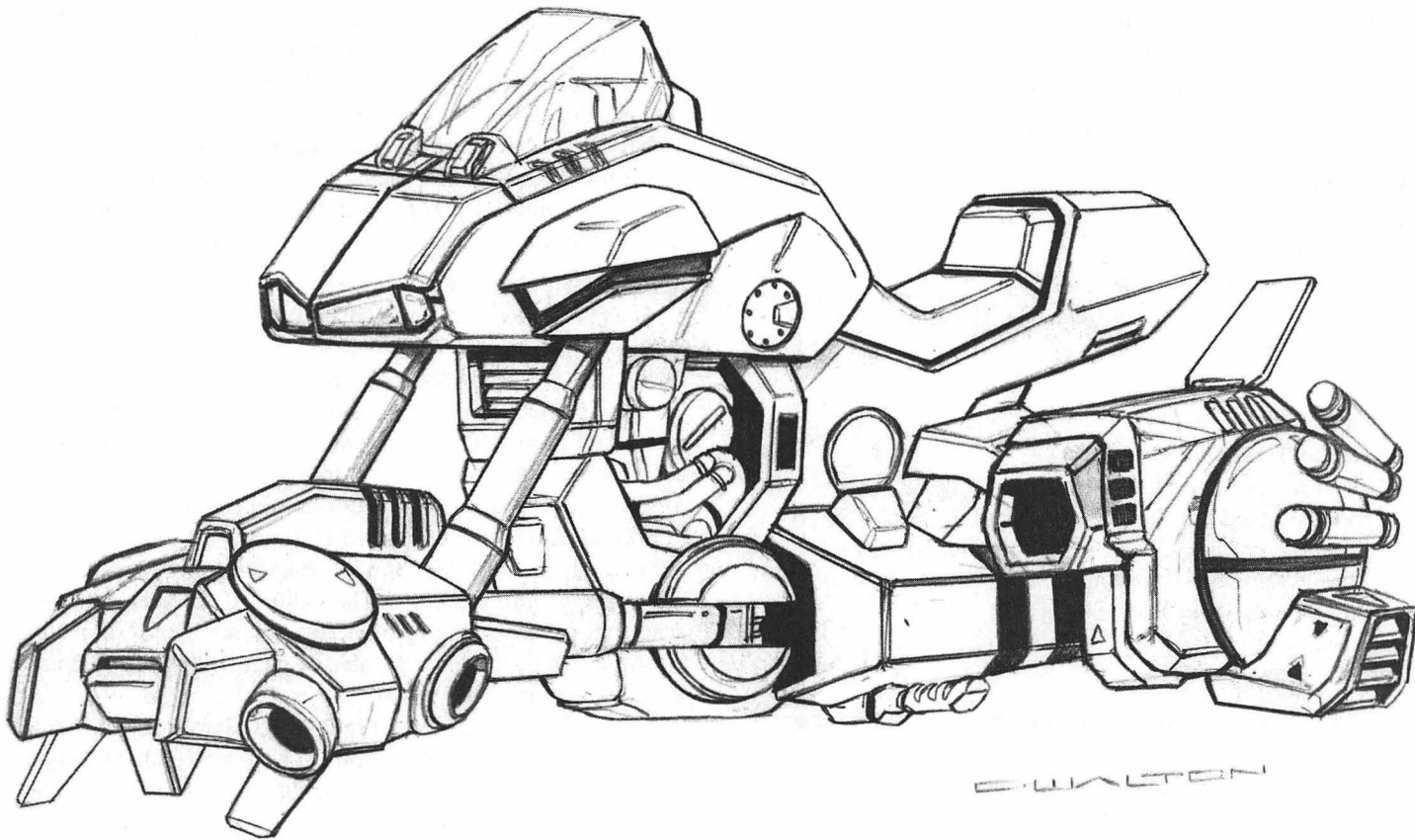
Primary Purpose: Defense and Anti-Personnel.

Secondary Purpose: Anti-Mecha and Anti-Missile.

Weight: Each missile weighs five pounds (2.25 kg).

Range: One mile (1.6 km).

Mega-Damage: By mini-missile type. Standard load is High Explosive Armor Piercing (HEAP) which inflict 1D4x10 M.D. per



missile, and two smoke mini-missiles which do no damage but create billowing, obscuring clouds of smoke that can help the Comet evade an enemy or mark a target for an air strike or artillery or missile barrage.

Rate of Fire: Individually or in volleys of 2, 3, 4 or all six.

Payload: Six missiles total, one in each tube.

2. GR-103 Mini-Missile Delivery System: These two missile pods hold six mini-missiles each and give the VR-024 a needed punch. They are located together above the headlights in cycle mode, and in the chest sections when in Battloid mode.

Primary Purpose: Anti-Mecha/Anti-Armor.

Secondary Purpose: Anti-Missile and Anti-Aircraft.

Weight: Each missile weighs about five pounds (2.25 kg).

Range: One mile (1.6 km).

Mega-Damage: Per type of mini-missile, but usually loaded with HEAP (High Explosive Armor Piercing) missiles which inflict 1D4x10 M.D. per missile.

Rate of Fire: One or in volleys of two or four.

Payload: Twelve mini-missiles total (six in each missile pod).

3. EU-5 Pulse Beam Rifle: This is the same weapon issued to Marines using the VR-010 Series Cyclones. It is capable of single shots and bursts and is carried like a rifle by the Cyclone Rider in Battloid mode. In hovercycle mode the weapon is stowed alongside the mecha. This weapon can be used by unarmored humans with a penalty of -2 to strike, and they must have a P.S. of 22 or higher.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Weight: 12 pounds (5.4 kg).

Range: 2,000 feet (610 m).

Mega-Damage: 2D4 M.D. for a single shot, 5D6 M.D. for a five-pulse burst.

Rate of Fire: Each shot or burst counts as one melee attack.

Payload: 50 single shots or 10 five-pulse bursts per Protoculture magazine.

M.D.C. of the Weapon: 25 M.D.C.

Bonus (for Cyclones in Battloid Mode): +1 to strike for a single shot, no bonus for bursts.

4. Hand to Hand Combat Bonuses: As indicated below. All Cyclones are fast, agile Veritechs suitable for all manner of infantry combat and ground operations. They are even able to dodge and engage Invid and other large mecha, though at considerable risk.

Attacks per Melee: See bonuses, below.

Augmented P.S.: 20-30 is the most common range.

Hand to Hand Damage:

Punch/Forearm Strike: 1D6 S.D.C. + P.S. damage bonus.

Power Punch: 1D4 M.D., but counts as two melee attacks.

Kick or Stomp Attack: 2D6 S.D.C.

Power Kick: 1D6 M.D., but counts as two melee attacks.

Jump Kick or Leap Kick: 3D6 S.D.C. + P.S. damage bonus.

A power leap is not possible. Counts as two melee attacks.

Flying Leap Kick: 5D6 S.D.C. + P.S. damage bonus, but counts as three melee attacks.

Body Block/Ram: 2D6 S.D.C. (P.S. damage bonus does NOT apply) on a body block/ram per 20 mph (32 km) up to 140 mph (224 km). There is a 01-65% chance of knocking down an opponent of equal size or up to 50% larger, or smaller, off their feet. In any case, the victim of knockdown loses initiative and two melee attacks. This attack counts as two of the Cyclone's melee attacks.

Bonuses with Mecha Elite Combat Training Space Cyclone Only: In space and underwater the VR-024 Comet gets +1 attack per melee round at levels 1, 4, 8 and 12; +1 on initiative, +2 to strike, +1 to disarm, +1 to pull punch, +4 to roll with impact, and +4 to *automatic dodge*. (**Special:** The act of dodging,

even leaping out of the way, does not use up a melee attack. In fact, the Cyclone is so fast and nimble that the pilot can leap, hop and skip out of the way without penalty. No other dodge bonuses apply.)

REDUCE bonuses by half (round down) when in an atmosphere or on the ground.

Note: These bonuses ONLY apply in outer space and when the pilot has the *Mecha Elite Combat Training skill* in Cyclones. The pilot's own number of attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is outside the mecha. *Outside of his mecha*, the pilot possesses only human fighting abilities.

VR-030 Series Cyclones

The only Cyclones from **Robotech® The Shadow Chronicles® RPG** that are available during the early years of the planet-hopping campaign are the **VR-030 Series**, which were officially the first to go into mass production, but which were not produced in nearly the numbers of the VR-010 series detailed in this book.

Most of the ground vehicles described in **Robotech® The Shadow Chronicles® RPG** were phased in over time, mostly between 2032 and 2044, replacing the original UEDF equipment as it aged or was destroyed.

New Destroids

Tomahawk Mk.X
Defender Mk.XIV
Phalanx Mk.XV
Spartan Mk.VI
Monster Mk.VII
Valiant Mk.II

The modular battlefield robot weapon systems, more commonly known as **Destroids**, still play a crucial role within the Expeditionary Force, especially in the early years and among the *Marine Corps*. They have replaced the *main battle tank* and many other ground fighting vehicles of the 20th Century. Their robot body designs offer excellent utility in the wide variety of environments and terrains that the Expeditionary Force Marines experience during their planet-hopping campaign and exploration of other planets. Against the Invid, many Destroids have anti-aircraft capabilities that are devastating to the enemy's aerial swarming attacks.

The latest generation of Destroid designs are inspired by the Zentraedi's knowledge of the Robotech Masters' Bioroid armies, since those Bioroids are designed to fight the Invid, and the new Expeditionary Force Destroids perform admirably against them most of the time. However, they are slow to deploy, require large transports to get from one planet to another, and suffer against the speedy Invid in close-quarters urban combat. Those disadvantages, and the versatility of the small, fast Cyclones – which are also much less expensive to manufacture and can be made en masse in greater numbers – eventually lead to a phasing out of Destroids later in the war. Large groups of the nimble and speedy Cyclones prove to be an excellent counter to the Invid's famous swarming strategies and tactics, especially when working in concert with the Alpha and Beta Fighters. While the small, fast, transformable mecha will eventually dominate within the Expeditionary Force Marines, Destroids play a huge role for many years during the first half of the war campaign. New and old style Destroids (see the **Macross® Saga Sourcebook** for details on the original Destroids) function as hard-hitting mechanized troops favored heavily by the Zentraedi, who used both upgraded versions of their **Battlepods** redesigned for "micronized Zentraedi," and new versions of the original Destroids that are also smaller and more versatile. Most human Destroid operators stick to the up-

graded versions of the *Tomahawk*, *Defender*, *Phalanx*, *Spartan* and *Monster*.

In general, the new Destroids are smaller, lighter, and faster than the previous generation, but still carry tremendous firepower, in some cases, more firepower and armor than the original generation. This is due to advances in Robotechnology and the acquisition of a few Robotech Factories that were part of the Zentraedi armada.

Note: There are few old UEDF Destroids on the Pioneer Expedition as most of those remaining in service were left behind on Earth and decommissioned before the arrival of the Robotech Masters. After the Invid invade Earth, old Destroids would be pulled out of mothballs by Earth's Resistance Fighters whenever possible, but are uncommon and often patchwork **Frankenmecha** in which damaged mecha and spare parts are cobbled together to make one fighting unit (see **Robotech® The New Generation™ Sourcebook** for information about Frankenmecha).

Standard Sensors and Equipment for all New Expeditionary Force Destroids

1. Radar: The Destroids employ an upgraded version of the old X-band, Phased Array, three dimensional battlefield radar that has a range of 75 miles (120 km) for tracking airborne targets, and tracks land targets to a range of 15 miles (24 km), depending on the terrain. (**Note:** *Ground radar* is limited by the curvature of the earth as well as terrain, so on significantly larger or smaller planets, the range of the ground radar may change by anywhere as much as 50%.) The radar allows the pilot to track up to 50 targets, and has an IFF database of all known UEDF enemies that is updated regularly.

The Destroid radar systems can be linked to a *battlefield network* that can stretch hundreds of miles and can also be fed data from orbiting starships and reconnaissance aircraft, meaning a Destroid crew generally has data on everything they need to know on the battlefield. The new **Defender Mk.XIV** is the linchpin of this system, with a significantly more powerful radar system detailed under its mecha description. A limit to radar range only becomes an issue when mecha or troops are operating as lone units or at platoon strength. Even then, they usually have some information coming from orbital assets which significant-

ly expands their radar range and eliminates surprise attacks by large-scale enemy forces.

2. Combat Computer & Bonuses: The combat computer utilizes the IFF (Identify Friend or Foe) data from the radar as well as a laser targeting system to improve the combat performance of the mecha. The computer grants bonuses of +2 to strike with all built-in weapon systems, and +1 to any handheld weapons. This is an identical system to the one used in the previous generation of Destroids.

3. Communications Suite: Destroids have a powerful comm. suite designed for use in hostile and unpredictable environments that could be encountered on alien worlds. This suite includes a high-powered military band transceiver with a range of *200 miles (320 km)* that can broadcast radio and data both wideband and directional. This allows for video, 3-D imagery, intelligence data and instant IFF upgrading during battle.

The system also includes a tight-beam laser communication array that can transmit data with no fear of enemy reception. This has a range of 15 miles (24 km) and must be line-of-sight. It can be disrupted by heavy fog, smoke or dust storms. The range of the laser is tripled for effectiveness in space. Beyond that range, it gets too hard to aim the small beam, which must touch somewhere on the main body of the receiving mecha for successful transmission.

4. Passive Nightvision: A passive light amplification system uses ambient light to increase visibility. Range is 2,000 feet (610 m).

5. Thermal Imaging: Converts the heat signatures of objects and living beings into a visible image. Allows the pilot to see through smoke, inclement weather and even through buildings. Range: 1,200 feet (366 m).

6. Infrared Sensor: On-board infrared sensor that allows it to see in the IR spectrum. The IR (infrared) image is easily obscured by smoke, fog, mist, dust clouds and inclement weather. Range is 1,200 feet (366 m).

7. Audio Pickup: An external audio pickup that can pick out a sound as quiet as a whisper at 300 feet (91.4 m). This system is easily foiled by white noise and sound over 80 decibels.

8. Spotlights: Each mecha has one or two tiny, high-powered LED spotlights that produce 6,000 lumens (477 candlepower) with a 2,000 foot (610 m) range in ideal conditions.

9. Infrared Spotlight: Emits an infrared beam that is invisible to the naked eye, but can be seen with the right sensors and infrared optics. Range is 2,000 feet (610 m), but is reduced by half in smoke and/or inclement weather.

10. Tactical Camera: This camera, called the "gun camera" by pilots, can record up to six hours of footage into memory that can then be downloaded and watched. Alternately, the footage can be continuously transmitted back to a base, orbiting starship or G.M.U., which have unlimited recording capacity. This footage is usually used for training, intelligence, and combat analysis. It is usually built into the main weapon system or the head or chest of the mecha.

11. Ejection System: Expeditionary Force Destroids have a zero-zero ejection system that ejects the pilot up and out through the back of the mecha.

12. Chaff-Flare Dispensers: All of the new Destroids have chaff, flare and smoke dispensers designed to confound radar and confuse the enemy. Against the Invid they quickly discovered that only the smoke dispensers were effective in combat. Early

in the war, the smoke dispensers have four charges and can make a cloud of thick, white smoke 60 feet (18.3 m) in diameter. The chaff/flare dispensers have four charges each of chaff canisters and flares and have a 75% chance to confuse both radar guided (chaff) and heat-seeking (flares) missiles, and a 45% chance of fooling smart missiles and bombs. After the Tirol campaign, about 50% of Destroids had the chaff and flare canisters replaced with additional smoke charges. Smoke clouds disperse in 1D6+4 melee rounds, half that time in strong winds (greater than 20 mph/ 32km), chaff disperses in 1D4+1 melee rounds.

13. Tactical Life Support: All Destroids have an airtight and positively pressurized pilot's compartment that is NBC (nuclear, biological, and chemical) warfare rated and space worthy, protecting against hard vacuum and all but the most intense stellar radiation). The mecha has an onboard oxygen supply of 48 hours, but that can be extended to a week with the use of external intakes and the onboard recirculation and air filtering system on Earth-like worlds, but only 72 hours in space or on planets with atmospheres incompatible to human life. The mecha is insulated against temperatures of up to 400 degrees centigrade (752 F). Normal fires do no damage, but napalm, plasma, and nuclear fires do full damage.

14. Articulation: Each Destroid, save the Monster, has a full range of articulation at the shoulders, elbows, hips, knees, and feet. In addition, all humanoid Destroids can rotate 180 degrees at the waist.

15. Electromagnetic Stability Plates: Mounted in the feet of every Destroid are a set of powerful electromagnets that allow the mecha to adhere to decks and hulls of starships and battleships. Dislodging a planted Destroid is a tall order, and requires either a combined Robotic Strength of 50, or a single attack of over one third of the Destroid's main body M.D.C., or a full speed ram from a shuttle-sized or larger spacecraft, meaning even an Invid Shocktrooper can not dislodge one on a high-speed ram. Destroying a Destroid's legs or feet immediately frees them from the deck.

16. Distress Beacon: Broadcasts a distress beacon on an encrypted UEEF frequency. Range is 250 miles (400 km).

Missile Stats

Short-Range Missiles

High-Explosive (light): 2D4x10 M.D., 5 mile (8 km) range at 500 mph (800 km), 10 foot (3 m) radius, 5 M.D.C. for the missile itself.

High-Explosive (medium): 2D6x10 M.D., 5 mile (8 km) range at 500 mph (800 km), 15 foot (4.6 m) radius, 5 M.D.C.

Fragmentation (light): 2D4x10 M.D., 3 mile (4.8 km) range at 450 mph (720 km), 20 foot (6.1 m) radius, 5 M.D.C.

High-Explosive Armor Piercing/HEAP (medium)*: 2D6x10 M.D., 5 mile (8 km) range at 650 mph (1,040 km), 5 foot (1.5 m) radius, 5 M.D.C.

Plasma/Napalm (medium)*: 2D6x10 M.D., 3 mile (4.8 km) range at 500 mph (800 km), 15 foot (4.6 m) radius, 5 M.D.C.

Tear Gas: No damage, 1/2 mile (0.8 km) range at 200 mph (320 km), 10 foot (3 m) radius, 5 M.D.C.

Knock-Out Gas: No damage, 1/2 mile (0.8 km) range at 200 mph (320 km), 10 foot (3 m) radius, 5 M.D.C.

Smoke (colors available): No damage, 1 mile (1.6 km) range at 300 mph (480 km), 20 foot (6.1 m) radius, 5 M.D.C.

Fire Retardant: No damage, 1/2 mile (0.8 km) range at 200 mph (320 km), 20 foot (6.1 m) radius, 5 M.D.C.

Medium-Range Missiles

High-Explosive (light): 2D4x10 M.D., 50 mile (80 km) range at 1,200 mph (1,920 km), 20 foot (6.1 m) radius, 10 M.D.C. for the missile itself.

High-Explosive (medium): 2D6x10 M.D., 40 mile (64 km) range at 1,200 mph (1,920 km), 20 foot (6.1 m) radius, 10 M.D.C.

High-Explosive (heavy): 3D6x10 M.D., 40 mile (64 km) range at 1,200 mph (1,920 km), 30 foot (9.1 m) radius, 10 M.D.C.

High-Explosive Armor Piercing/HEAP (medium)*: 3D6x10 M.D., 40 mile (64 km) range at 1,600 mph (2,560 km), 20 foot (6.1 m) radius, 10 M.D.C.

Fragmentation (light): 2D6x10 M.D., 40 mile (64 km) range at 1,000 mph (1,600 km), 40 foot (12.2 m) radius, 10 M.D.C.

Plasma/Napalm (medium)*: 4D6x10 M.D., 40 mile (64 km) range at 1,400 mph (2,240 km), 40 foot (12.2 m) radius, 10 M.D.C.

Multi-Warhead*: 5D6x10 M.D., 80 mile (128 km) range at 1,200 mph (1,920 km), 20 foot (6.1 m) radius, 10 M.D.C.

Smoke (colors available): No damage, 40 mile (64 km) range at 1,000 mph (1,600 km), 40 foot (12.2 m) radius, 10 M.D.C.

Long-Range Missiles

High-Explosive (medium): 3D6x10 M.D., 500 mile (800 km) range at 2,010 mph (3,216 km/Mach 3), 30 foot (9.1 m) radius, 20 M.D.C.

High-Explosive (heavy): 4D6x10 M.D., 500 mile (800 km) range at 2,010 mph (3,216 km/Mach 3), 40 foot (12.2 m) radius, 20 M.D.C.

High Explosive Armor Piercing/HEAP (medium): 3D6x10 M.D., 800 mile (1280 km) range at 2,010 mph (3,216 km/Mach 3), 30 foot (9.1 m) radius, 20 M.D.C.

Fragmentation (light): 2D6x10 M.D., 400 mile (640 km) range at 1,400 mph (2,240 km), 80 foot (24.4 m) radius, 20 M.D.C.

Plasma/Heat (medium): 4D6x10 M.D., 500 mile (800 km) range at 1,400 mph (2,240 km), 40 foot (12.2 m) radius, 20 M.D.C.

Plasma/Heat (heavy)*: 5D6x10 M.D., 500 mile (800 km) range at 1,400 mph (2,240 km), 50 foot (15.2 m) radius, 20 M.D.C.

Proton Torpedo (heavy)*: 6D6x10 M.D., 1,200 mile (1,920 km) range at 2,010 mph (3,216 km/Mach 3), 50 foot (15.2 m) radius, 20 M.D.C.

Reflex (medium)*: 1D4x100 M.D., 1,000 mile (1,600 km) range at 2,010 mph (3,216 km/Mach 3), 40 foot (12.2 m) radius, 20 M.D.C., rare and in short supply.

Reflex (heavy)*: 1D6x100 M.D., 1,000 mile (1,600 km) range at 2,010 mph (3,216 km/Mach 3), 60 foot (18.3 m) radius, 20 M.D.C., rare and in short supply.

Reflex Multi-Warhead*: 2D4x100+60 M.D., 1,800 mile (2,880 km) range at 2,010 mph (3,216 km/Mach 3), 100 foot (30.5 m) radius, 20 M.D.C., rare and in short supply.

Mini-Missiles

High Explosive: 5D6 M.D., 1 mile (1.6 km) range at 500 mph (800 km), 5 foot (1.5 m) radius, 1 M.D.C. for the missile itself.

High Explosive Armor Piercing/HEAP: 1D4x10 M.D., 1 mile (1.6 km) range at 1,400 mph (2,240 km), 3 foot (0.9 m) radius, 2 M.D.C.

Fragmentation: 5D6 M.D., 1/2 mile (0.8 km) range at 500 mph (800 km), 20 foot (6.1 m) radius, 1 M.D.C.

Plasma/Napalm (medium): 1D6x10 M.D., 1 mile (1.6 km) range at 1,200 mph (1,920 km), 15 foot (4.6 m) radius, 1 M.D.C.

Smoke (colors available): No damage, 1/2 mile (0.8 km) range at 300 mph (480 km), 20 foot (6.1 m) radius, 1 M.D.C.

* Available as smart bombs, +5 to strike.

MBR-05-Mk.X Tomahawk

Still functioning as the main battle robot of the Expeditionary Force, this unit has undergone significant design changes in preparation for possible conflict with the Robotech Masters. The mecha is still loaded with a diversity of weapon systems, but is more squat and streamlined, well armored and has two hands to help it in close combat and boarding enemy spacecraft. One of the particle beam cannons has been removed in favor of a fully-articulated robot arm. However, even the particle beam cannon arm has a robot hand for grappling and operations in the field. With two hands, the Tomahawk can also assist in search and rescue operations, construction, mecha recovery and other missions in addition to combat and defense.

In addition to its main gun (the particle beam cannon), the Mk.X Tomahawk has three head lasers for close combat and a battery of missiles. The rationale being that there are enough different types of combat mecha to provide sufficient mission flexibility, and it is better to have longer ranged weapon capabilities and missiles, especially against the swarming tactics of the Invid and Inorganics. The new streamlined and more focused design decreased both production and maintenance costs significantly, and allows for the creation of a more heavily armored frame despite its smaller size.

The Mk.X Tomahawk operates in *squads of four mecha*, divided into two sections, with two of them in each section. Each squad has a leader with a rank of at least 2nd lieutenant. The second-in-command is the squad sergeant with a rank of staff sergeant. The other two mecha are piloted by sergeants, and the gunners generally range from private to corporal. This is the typical deployment of most Destroids. A Mk.X Tomahawk *platoon* is eight of the mecha.

Type: MBR-05-Mk.X Tomahawk

Class: Main Battle Robot Destroid.

Crew: Two, one pilot and one gunner.

M.D.C. by Location:

* Head – 100

* Head Lasers (3) – 40 each

Upper Arms (2) – 150 each

Particle Beam Forearm (left) – 200

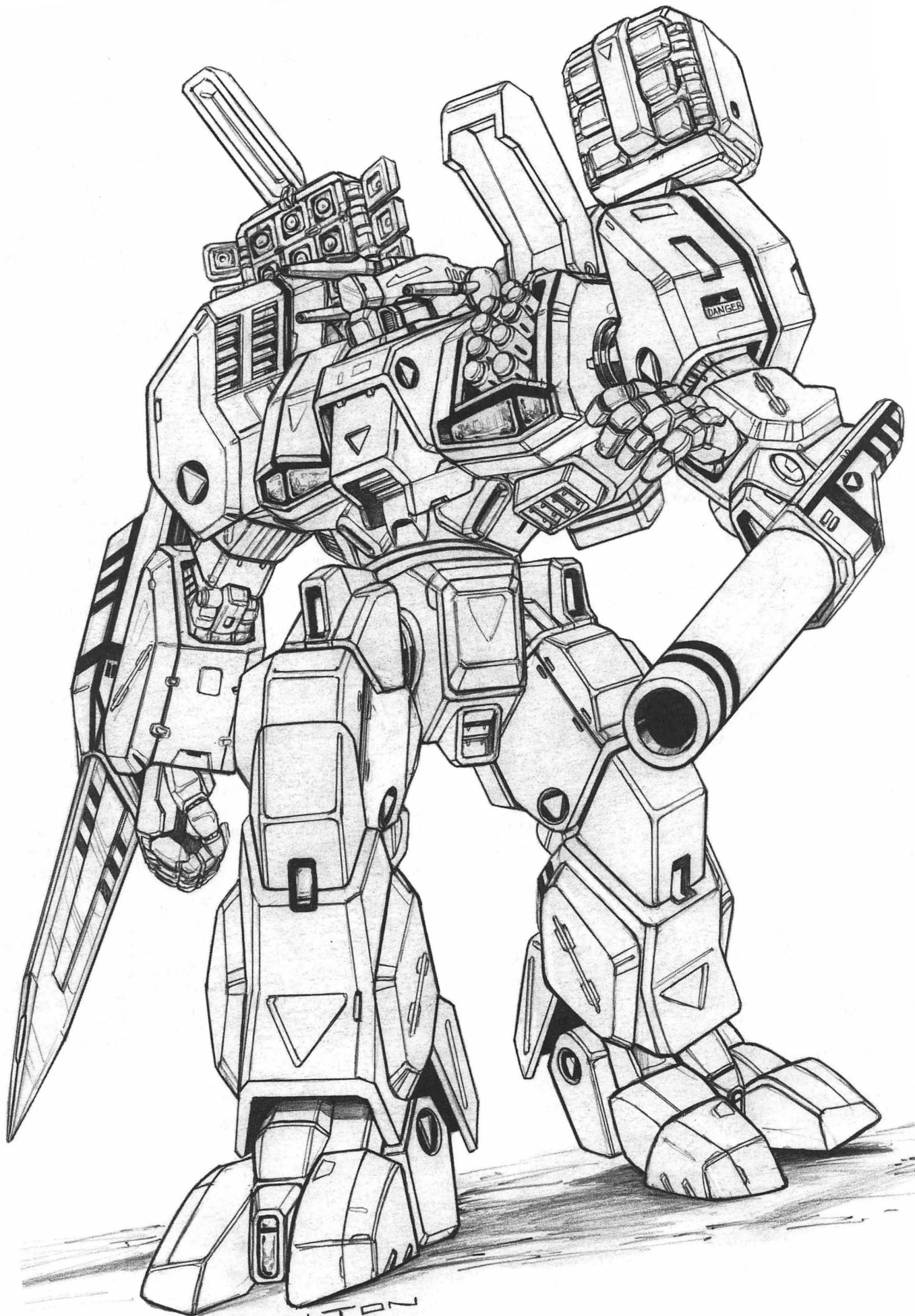
Right Forearm – 175

* Hands (2) – 75 each

Legs (2) – 300 each

Feet (2) – 125 each

Mini-Missile Launchers (2) – 100 each



Multiple Launch Missile Pods (2) – 200 each

Reinforced Pilot Compartment – 200

** Main Body – 530

* A single asterisk indicates a small or difficult target to hit. The attacker must make a “Called Shot” and even then he suffers a penalty of -3 to strike. **Note:** Destroying the head of the Tomahawk is fairly ineffectual. Only the head lasers are disabled and there is a 50% chance the crew will have to be cut out of the mecha or eject to get out. Otherwise, it can operate just fine without it as the sensors are in the main body.

** Depleting the M.D.C. of the main body destroys the mecha, rendering it totally useless. However, the reinforced pilot compartment should protect the crew and enable them to evacuate the Destroid on foot.

Speed:

Running: 75 mph (120 km).

Leaping: Tomahawk Mk.X can execute thruster-assisted leaps of 20 feet (6.1 m) high or 50 feet (15.2 m) across.

Flight: Planetside, a Tomahawk’s thrusters are used solely for jumps and balance; it can not fly. In space, the Tomahawk Mk.X has low-powered maneuvering jets that enables it to perform limited EVA flight operations with a maximum speed of 350 mph (560 km); no combat bonuses to dodge or parry. Combat while in space flight is strongly discouraged and pilots are trained to magnetize their mecha to the hull of a larger spaceship or space station before engaging the enemy whenever possible. The Mk.X Tomahawk and the new and old models of the Defender, Phalanx and Monster, are often deployed as mobile gun turrets on the SDF-3 and other capital ships in the UEEF fleet.

Underwater: Airtight, a Destroid can walk along the bottom of a lake or sea floor up to a depth of 2,000 feet (610 m), but can not swim or propel itself through water. Speed underwater (walking) is 25 mph (40 km).

Statistical Data:

Height: 26 feet (8 m).

Width: 18 feet, 6 inches (5.6 m).

Length: 11 feet, 2 inches (3.4 m).

Weight: 21 tons dry.

Physical Strength: Robotic Strength of 40.

Cargo: Just enough space for a rifle, a spare suit of armor and survival pack for both crew members.

Power System: Fusion reactor outputting 3,000 s/hp powered by 16 Protoculture fuel cells. Because it is a non-transformable, non-flying mecha, the fuel cells are remarkably efficient, providing an active combat life of *one year* before replacements are needed.

Weapon Systems:

1. HPC-120 Heavy Particle Acceleration Cannon: Mounted on the left forearm is a long-range, 120mm, liquid cooled heavy particle cannon that draws its power directly from the mecha’s reactor. Despite the smaller size, the weapon is more powerful than its predecessors’ cannons, but at a cost of slightly reduced range. However, it has double the rate of fire of the old Tomahawk 155s, which the designers hope will make up for the loss of one of its cannons.

Primary Purpose: Anti-Mecha/Anti-Armor.

Secondary Purpose: Anti-Aircraft/Anti-Ship.

Weight: The cannon, not including the forearm, weighs 300 pounds (135 kg).

Range: 18 miles (29 km).

Mega-Damage: 2D4x10+12 M.D. for a single blast. Fires single blasts only.

Rate of Fire: Four shots per melee round. Each single blast counts as one of the pilot’s melee attacks.

Payload: Effectively unlimited.

2. LLW-20 CIWS Lasers (3): Each Tomahawk Mk.X has three 20mm lasers mounted on the sensor head. These are short-range, low-yield lasers designed for point defense and anti-personnel capabilities and are virtually identical in operation to the old head lasers on the VF-1 Valkyrie.

Primary Purpose: Anti-Missile Defense.

Secondary Purpose: Anti-Personnel.

Weight: Not applicable, part of the robot’s frame.

Range: 2,000 feet (610 m).

Mega-Damage: 2D4 M.D. per individual laser blast. 4D6 M.D. when all three are fired at a single target. Usually fired in triple blasts.

Rate of Fire: Each blast counts as one of the pilot’s melee attacks, whether being fired individually or in groups of two or three.

Payload: Effectively unlimited.

3. MDS-M-9 Short-Range Missile Launcher Pods (2): Mounted behind each shoulder is a short-range missile launcher designed for anti-mecha/anti-armor operations. Typical load out is High Explosive Armor Piercing (HEAP), but any warhead can be used depending on particular mission parameters.

Primary Purpose: Anti-Mecha/Anti-Armor/Anti-Invid.

Secondary Purpose: Defense.

Weight: Not applicable, each missile weighs about 33 pounds (15 kg).

Range: Five miles (8 km).

Mega-Damage: Varies by type of short-range missile, but HEAP (High Explosive Armor Piercing) missiles that inflict 2D6x10 M.D. per missile are the standard payload.

Rate of Fire: 1, 2 or 3 missiles can be fired per each launcher, that’s six total when three are fired from each at the same target. One volley, no matter how many missiles are in it, counts as one of the gunner’s melee attacks.

Payload: 18 total; nine 190mm short-range anti-mecha missiles in each launcher.

Note: The short-range missiles of the RDS-9s can NOT be launched when the RDS-18 are being fired, because the armored covers from the mini-missile launchers are in the way. The combat computer will not allow the missile launcher to fire if the lid for the other missile launcher(s) is still up.

4. RDS-18 Mini-Missile Launchers (2): Located between the shoulders and chest are a pair of launchers that can fire volleys of mini-missiles fed from an internal magazine.

Primary Purpose: Defense and Anti-Missile.

Secondary Purpose: Anti-Armor/Anti-Mecha.

Weight: Not applicable, each missile weighs about five pounds (2.26 kg).

Range: One mile (1.6 km).

Mega-Damage: Per type of mini-missile, but the standard load out is High Explosive Armor Piercing (HEAP) missiles which inflict 1D4x10 M.D. each.

Rate of Fire: Singly or in volleys of 2, 4, 6, or all 9 from a single launcher, or a “full dump” of 18 when nine mini-missiles are fired from both launchers at the same target.

Payload: 36 total; 18 mini-missiles per each launcher. Once missiles are fired, the reload is automatically cycled into the firing position.

5. VRB-1 Variable Frequency Blade (1, right arm): A large blade slides out of the forearm plating of the right arm to enable the Tomahawk Mk.X to fight the enemy in close combat. The blade is also helpful in boarding enemy vessels and chopping through debris; and as it turns out, fighting Invid and Inorganics at close range and parrying their claw attacks. **Note:** This is the predecessor to the *CADS-1 weapon system* later used at a smaller scale in the *VR-041H Saber Cyclone*. At this stage, the high-frequency energy field that surrounds the blade to make it vibrate thousands of times a second, and enabling it to cut through just about anything, is an extremely radical idea and a new experimental weapon.

Primary Purpose: Anti-Armor/Anti-Mecha.

Secondary Purpose: Ship Boarding and Defense.

Weight: Not applicable, built into the mecha and extends and retracts back into its forearm housing as needed.

Range: Hand-to-hand combat; six foot (1.8 m) long blade.

Mega-Damage: A slashing blow inflicts 3D6 M.D., a punch/impaling attack does 4D6 M.D. and a power punch sword strike (always a stab attack) does 6D6+6 M.D., but counts as two melee attacks.

Rate of Fire: Not applicable.

Payload: Effectively unlimited payload.

6. Hand to Hand Combat: The Tomahawk Mk.X is much more capable of hand to hand combat than its predecessor. It has two fully articulated hands and arms, and a chassis designed to better allow for hand to hand fighting maneuvers, like punches and kicks. Despite being significantly smaller, advanced materials allow the Tomahawk Mk.X to be just as strong as its larger predecessor.

Attacks per Melee: See bonuses, below.

Hand to Hand Damage:

Sword Strike: 3D6 M.D. or 4D6 M.D.; see #5, above, for details.

Punch/Forearm Strike: 1D4 M.D. on a restrained punch, 2D6 M.D. on a full strength punch, 4D6 M.D. on a power punch (counts as two attacks).

Kick: 3D8 M.D.

Stomp Attack: 2D8 M.D., but the target must be 10 feet (3 m) tall or smaller.

Power Kick and Jump Kick: 5D8 M.D., but each of these attacks counts as two melee attacks.

Body Block/Ram: 2D6 M.D. There is a 40% chance of knocking down an opponent of equal size, up to 50% larger, as well as smaller opponents off their feet. The victim loses initiative and two melee attacks. This attack must be done at a full run and takes up two of the Destroid's melee attacks.

Bonuses with Mecha Elite Combat Training Only: +1 attack per melee round at levels 1, 3, 6, 10 and 15. +2 to strike (applies to punches, stomps and kicks only), +3 to parry (including blocking missiles and energy blasts with its armored forearms), +3 to pull punch, +1 to roll with impact.

Note: These bonuses ONLY apply when the pilot has the *Elite Combat Training skill* in the Tomahawk Mk.X. The pilot's own number of attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is outside

the mecha. The gunner's number of hand to hand attacks are unchanged in or out of the mecha.

ADR-05-Mk.XIV Defender

Perhaps the least changed of all of the Destroids, on a fundamental level, is the Defender Mk.XIV. While smaller and a bit faster and more agile, it remains a walking artillery unit. The most notable changes are its arms, which now sport three laser cannons instead of its original, two auto-cannons. The lasers have a higher rate of fire and pack about the same punch, but do not require physical ammunition. The power to supply them was only achievable through the transition away from the old fusion reactor to one powered by Protoculture.

The radar array has also been replaced with a more advanced system housed in its midsection. With the new Overwatch sensor system adapted in part from Zentraedi technology, it includes not only a powerful radar system but also a LADAR system that uses laser light to create high resolution maps of the battlespace. The LADAR system, unlike radar, generates returns of enough detail that the Defender can identify types of mecha at long-range and even biological agents (like poison gases, tear gas, etc.) and has a faster lock-on time than radar, allowing the Defender to acquire targets faster. It is also less susceptible to interference.

Despite the changes, the Defender Mk.XIV is still considered a fire support mecha, not equipped for front-line duty. However, it continues to excel at air defense and has proven quite effective against massed attacks by slow-moving Inorganics, like the **Odeon**. The addition of a pair of 70mm rocket launchers has added to its ability to defend itself.

Type: ADR-05-Mk.XIV Defender.

Class: Air Defense Robot Destroid.

Crew: One.

M.D.C. by Location:

Head Secondary Sensor Array – 95

* Main Sensor Array (midsection) – 100

Tri-Barrel 60 mm Laser Cannon Arms (2) – 155 each

Legs (2) – 270 each

Feet (2) – 120 each

Rocket Launchers (2) – 100 each

Reinforced Pilot Compartment – 200

** Main Body – 325

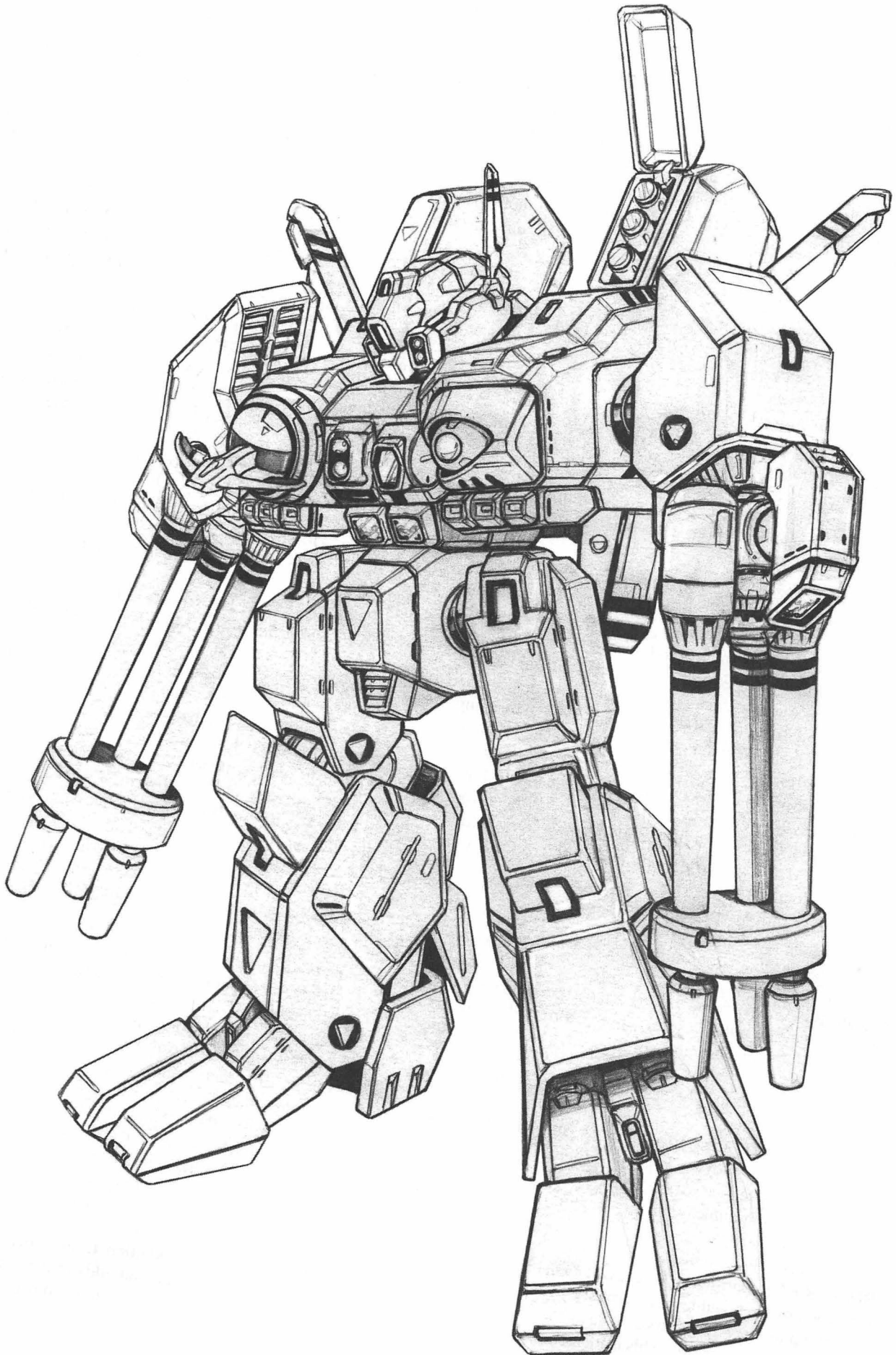
* Destroying the sensor array in the chest destroys both the radar and LADAR system, reducing its accuracy. The Defender Mk.XIV has a back-up communications and radar with a 10 mile (16 km) range in the head.

** Depleting the M.D.C. of the main body destroys the mecha, rendering it useless. However, the reinforced pilot compartment should protect the pilot and enable him to evacuate the Destroid on foot.

Speed:

Running: 75 mph (120 km).

Leaping: The Defender Mk.XIV can execute thruster assisted leaps of 20 feet (6.1 m) high or 50 feet (15.2 m) across.



Flight: Planetside, a Defender Mk.XIV's thrusters are used solely for jumps and balance, it can not fly. In space, the Defender Mk.XIV has low-powered maneuvering jets that enables it to perform limited EVA flight operations with a maximum speed of 359 mph (563 km); no combat bonuses to dodge or parry. Combat while in space flight is strongly discouraged and pilots are trained to magnetize their mecha to the hull of a larger spaceship or space station before engaging the enemy when possible.

Underwater: Airtight, a Destroid can walk along the bottom of a lake or sea floor up to a depth of 2,000 feet (610 m), but can not swim or propel itself through water. Speed underwater (walking) is 25 mph (40 km).

Statistical Data:

Height: 24 feet, 9 inches (7.6 m).

Width: 18 feet (5.5 m).

Length: 11 feet, 7 inches (3.6 m).

Weight: 14.5 tons dry.

Physical Strength: Robotic P.S. of 40.

Cargo: Just enough space for a rifle and survival pack.

Power System: Fusion reactor outputting 3,000 s/hp powered by 16 Protoculture fuel cells. Because it is a non-transformable, non-flying mecha, the fuel cells are remarkably efficient, providing an active combat life of one year before replacements are needed.

Weapon Systems:

1. M-1300 60mm Anti-Aircraft Laser Batteries (2): Each arm of the Defender Mk.XIV is equipped with a triple-barreled, 60mm, solid-state, neodymium diode-pumped laser cannon. Each cannon arm is independent of the other and can engage separate targets or be fire-linked to concentrate fire on a single target. The new design of the arm mounts makes even focusing on small targets possible with both cannon arms. The weapons benefit greatly from the Overwatch sensor dish. The sensitivity and speed of return of the *Overwatch dish* made air-burst rounds unnecessary, military analysts believed, but there were times during the war with the Invid and their swarming tactics that Defender Mk.XIV pilot's sorely missed the capability to put up thick clouds of flak.

Primary Purpose: Anti-Aircraft.

Secondary Purpose: Anti-Mecha/Anti-Armor.

Weight: Not applicable, part of the Defender Mk.XIV chassis.

Range: 10 miles (16 km).

Mega-Damage: A blast from each barrel does 1D4x10 M.D., and each arm can fire either a single shot or a triple-blast doing 3D4x10 M.D. Both arms can also concentrate fire on a target for 4D6x10 M.D.

Rate of Fire: Each blast, whether single, triple or both arms, counts as one melee attack.

Bonuses: +3 to strike slow-moving (under 50 mph/80 km) targets, +1 to strike fast-moving targets, as long as the *Overwatch system* on ANY Defender within 20 miles (32 km) is operating and networked (communications are functioning) to the rest of the Defenders in the area.

Payload: Effectively unlimited.

2. RDS-3 Rocket Launcher Boxes (2): Located above and behind each of the shoulders is a box-style rocket launcher that can fire up to three 70mm rockets each per volley and are fed from an internal magazine. This is identical to the system used on the Tomahawk Mk.X.

Primary Purpose: Defense and Anti-Missile.

Secondary Purpose: Anti-Armor/Anti-Mecha.

Weight: Not applicable; five pounds (2.26 kg) per missile.

Range: One mile (1.6 km).

Mega-Damage: Per mini-missile, but standard load is High Explosive Armor Piercing (HEAP) missiles which inflict 1D4x10 M.D. each.

Rate of Fire: Singly, or in volleys of 2, 4, or 6. One volley, no matter how many missiles are in it, counts as one of the gunner's melee attacks.

Bonuses: +2 to strike slow-moving (under 50 mph/80 km) targets, +1 to strike fast-moving targets, as long as the *Overwatch system* on ANY Defender within 20 miles (32 km) is operating and networked (communications are functioning) to the rest of the Defenders in the area.

Payload: 36 total; 18 mini-missiles per each launcher.

3. Hand to Hand Combat: The Defender Mk.XIV is still poorly equipped to handle melee combat, especially against the vicious Invid. However, a determined pilot can use the mecha's heavy arms, legs and strength to do some damage in an emergency.

Attacks per Melee: See bonuses, below.

Hand to Hand Damage:

Bash/Clothesline with Laser Cannons: 2D6 M.D.

Kick: 3D6 M.D.

Stomp: 2D8 M.D., but the target must be 12 feet (3.6 m) tall or smaller.

Jump Kick: 4D6 M.D. Counts as two melee attacks.

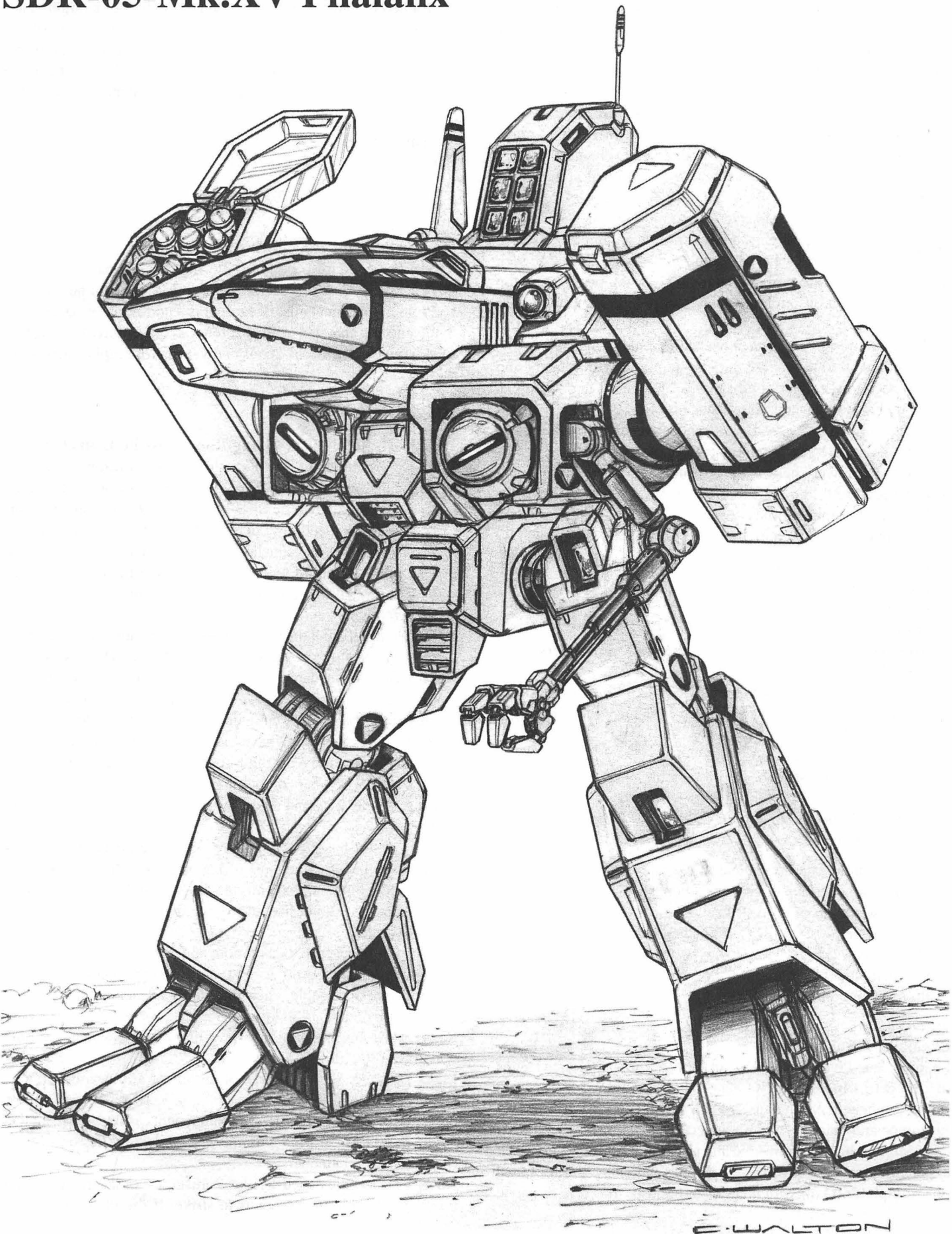
Body Block/Ram: 2D6 M.D. per 20 mph (32 km) of running speed. Uses two attacks and has a 60% chance of knocking down targets up to 50% larger. Victims of a successful knockdown lose initiative and two melee attacks.

Bonuses with Elite Combat Training Only: +1 attack per melee round at levels 1, 4, 8 and 12. +1 on initiative, +1 to strike (applies to bashes, punches, kicks, stomps and rams), +2 to parry, +1 to dodge, +1 to disarm, +2 to pull punch, and +1 to roll with impact. **Note:** These bonuses ONLY apply when the pilot has the Elite Combat Training skill in the Defender Mk.XIV. The pilot's own number of attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is outside the mecha.

4. Sensors of Note: MK.I "Overwatch" Advanced Radar and LADAR Air Defense (ARLAD) System: The Overwatch is a combination LADAR and radar system that provides a three-dimensional laser and radar map of the terrain and all objects, attempts to identify those objects using a spectrometer and advanced IFF identification system, and then shares that data with every other Defender Mk.XIV within 20 miles (32 km), as well as with other command vehicles, such as the Ground Mobile Unit. It has a range of 250 miles (400 km), an altitude of 10 miles (16 km), and can track up to 200 airborne and ground-based targets. The range can be extended dramatically when networked to other Destroids and command vehicles also linked into the system.

This system is in addition to all other standard Destroid sensors and equipment, and adds to the bonuses provided by the standard targeting system and combat computer.

SDR-05-Mk.XV Phalanx



One of the most radically changed Destroids in appearance is the Phalanx Mk.XV, which has undergone a total redesign. Its new body type, inspired by the Condor, and the fact that the “nose” section opens up like a mouth to fire the short-range missiles, has earned it the name “the Shark.” It is still the king of long-range fire support, the addition of the short-range missiles is to give it defense and combat capabilities against Invid swarms and some close-in defense options. As for the heavy, long-range missiles, once war with the Invid began, the Phalanx Mk.XV quickly earned a second nickname, used with great affection by the Expeditionary Force Marine infantry: “Hive Buster.”

In addition to the expansive short-range missile launcher it now has a bank of spotlights, a lower profile and a pair of small, retractable arms and hands. The arms and hands are used to pick up items as well as to grab onto handholds when boarding a ship or to provide a bit of stability. When not needed, the arms fold-up into the chest.

The main missile pods have been slimmed down and are now more dedicated toward large targets, like hardened bunkers and (relatively) slow-moving armor, Invid Clam ships and starships, while retaining their anti-aircraft capabilities. The Phalanx also has better armor and speed so it can move into position more rapidly and handle greater amounts of damage.

Note: The lower chassis (hip actuators and legs) are identical to those used with the Defender Mk.XIV, making maintenance and part replacement simple for both. This is also useful when some field repairs are required.

Type: SDR-05-Mk.XV Phalanx.

Class: Strategic Defense Robot Destroid.

Crew: One.

M.D.C. by Location:

MDS-H-20 “Ballista” Long-Range Missile Launchers (2) – 200 each

MDS-L-24 Multiple Launch Missile Pod (nose/jaw-like structure on main body) – 250

Legs (2) – 275 each

Feet (2) – 120 each

* Servo-Hands and Arms (2; Retractable) – 55 each

* Floodlights (6) – 50 for the unit

Reinforced Pilot Compartment – 200

** Main Body – 325

* A single asterisk indicates a small or difficult target to hit. The attacker must make a “Called Shot” and even then he suffers a penalty of -3 to strike.

** Depleting the M.D.C. of the main body destroys the mecha, rendering it useless. However, the reinforced pilot compartment should protect the pilot and enable him to evacuate the Destroid on foot.

Speed:

Running: 75 mph (120 km).

Leaping: The Phalanx Mk.XV can execute thruster assisted leaps of 20 feet (6.1 m) high or 50 feet (15.2 m) across.

Flight: Planetside, a Phalanx Mk.XV’s thrusters are used solely for jumps and balance, it can not actually fly. In space, the Phalanx Mk.XV has low-powered maneuvering jets that enables it to perform limited EVA flight operations with a maximum speed of 350 mph (560 km) with no combat bonuses to dodge or parry.

Combat while in space flight is strongly discouraged and pilots are trained to magnetize their mecha to the hull of a larger space ship or space station before engaging the enemy when possible.

Underwater: Airtight, a Destroid can walk along the bottom of a lake or sea floor up to a depth of 2,000 feet (610 m), but can not swim or propel itself through water. Speed underwater (walking) is 25 mph (40 km).

Statistical Data:

Height: 28 feet, 3 inches (8.6 m).

Width: 20 feet (6.1 m).

Length: 16 feet, 4 inches (5 m).

Weight: 18 tons dry.

Physical Strength: Robotic Strength of 40.

Cargo: Just enough space for a rifle and survival pack.

Power System: Fusion reactor outputting 3,000 s/hp powered by 16 Protoculture fuel cells. Because it is a non-transformable, non-flying mecha, the fuel cells are remarkably efficient, providing an active combat life of about one year before replacements are needed.

Weapon Systems:

1. MDS-H-20 “Ballista” Long-Range Missile Launchers (2):

These are slimmed-down versions of the original Derringer long-range missile launchers. The loss of significant weight, some armor and two missiles has allowed the Phalanx to nearly double its speed, and helped allow for the addition of the short-range missile launcher system. It is a trade-off most Phalanx pilots (many of whom are veterans of the First Robotech War) were willing to make for increased maneuverability and survivability.

Each Ballista launcher carries ten long-range missiles at the ready and ten in the auto-loading magazine. The new system now includes a damage-shut-off feature which prevents the missiles from exploding even if the drum is penetrated by enemy fire. The combat computer on the Destroid does not arm the missiles until they have cleared the launcher and the Destroid is out of the blast radius of the missile should it explode. This means you can shoot into the Phalanx Mk.XV’s missile drum all day long and the missiles are inert as large rocks until fired.

How this basic safety feature was missed in earlier Phalanx units has become the stuff of legend, since the detonation of one of the old Phalanx’s missile drums could devastate several city blocks, and not just destroying, but atomizing, the mecha and its pilot.

Primary Purpose: Anti-Installation, and Anti-Armor.

Secondary Purpose: Anti-Aircraft and Anti-Spacecraft.

Weight: Not applicable, each missile or artillery rocket weighs about 1,000 pounds (450 kg).

Range: By long-range missile or artillery rocket, usually around 500 miles (800 km).

Mega-Damage: Varies by type of missile or artillery rocket.

Rate of Fire: Singly or in volleys of 2, 4, 5, 10 or 20. One volley, no matter how many missiles are in it, counts as one melee attack.

Payload: 40 total; twenty 430mm long-range missiles or artillery rockets in each launcher.

Note: The missiles used by the Ballista are radar-guided smart missiles that enjoy a +4 bonus to strike. If the Phalanx Mk.XV

is using targeting information from a Defender, GMU or reconnaissance vehicle, the pilot enjoys an additional +6 to strike in addition to the bonus from the missiles, for a total of +6 to strike.

2. MDS-L-24 Multiple Launch Missile Pod: Housed in the “lower jaw” of the main body/nose section, the cover on this launcher drops open to reveal a large-capacity, short-range missile launcher equipped with 24 190mm missiles. Typical load out is High Explosive Armor Piercing (HEAP), but any warhead can be used depending on particular mission parameters.

Primary Purpose: Anti-Aircraft and Anti-Mecha.

Secondary Purpose: Anti-Personnel and Defense.

Weight: Not applicable, each missile weighs about 33 pounds (15 kg).

Range: Five miles (8 km).

Mega-Damage: Varies by type of short-range missile, but HEAP (High Explosive Armor Piercing) missiles that inflict 2D6x10 M.D. per missile are typical.

Rate of Fire: Singly or in volleys of 2, 4, 6, 8 or 12. One volley, no matter how many missiles are in it, counts as one of the gunner’s melee attacks.

Payload: Twenty-four 190mm short-range missiles.

3. Hand to Hand Combat: If you have to go hand-to-hand in a Phalanx, something, somewhere went horribly wrong. Its feet and legs are its only real melee weapons, as the servo-hands are only useful for picking things up and stabilizing the Phalanx on rough terrain. It can also shoulder block enemies with its large missile launchers in a pinch.

Attacks per Melee: See bonuses, below.

Hand to Hand Damage:

Kick: 3D6 M.D.

Stomp: 2D8 M.D., but the target must be 10 feet (3 m) tall or smaller.

Jump Kick: 4D6 M.D. Counts as two melee attacks.

Shoulder Block: 2D6 M.D.

Body Block/Ram: 2D6 M.D. per 20 mph (32 km) of running speed. Uses two attacks and has a 60% chance of knocking down targets up to 50% larger. Victims of a successful knockdown lose initiative and two melee attacks.

Bonuses with Elite Combat Training Only: +1 attack at levels 2, 6, 9 and 12. +1 to strike with kick and stomp attacks only, +2 to dodge, +3 to roll with impact.

Note: These bonuses ONLY apply when the pilot has the Elite Combat Training skill in the Phalanx Mk.XV. The pilot’s own number of attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot’s Hand to Hand ability when he is outside the mecha.

MBR-08-Mk.VI Spartan

Many consider the Spartan the most improved of the new generation of Destroids. Not only does it keep its devastating abilities at hand-to-hand combat, but it has much more devastating long-range striking power with the addition of two 120mm laser cannons mounted on the shoulders. The gun cluster has been replaced by a pulse laser turret and it has two rocket launchers built into the chest under each cannon. The Spartan is still a hard-hitting, fast front-line combat unit which is excellent at not only taking the fight to the enemy, but in keeping the fight off its more vulnerable brethren in the back ranks.

Platoons of Spartans are often deployed as guard units for Defender and Phalanx platoons, giving them breathing room to unleash their deadly payloads on the enemy. They are also rapid deployment mecha used as giant guard units on facilities in hostile territory, riot control, urban police, mecha recovery, and fast ground support.

The redesign was specifically meant to counter the fast-moving Robotech Masters’ Bioroids on the ground, with the firepower to take their hover sleds out from under them and put them on an even footing. The design served the Spartan Mk.VI well against the Invid, particularly when it came to dealing with the more hand-to-hand oriented units like *Invid Scouts* and *Troopers*, or the *Scrim Inorganics*, though they are still vulnerable to swarming attacks.

Type: MBR-08-Mk.VI Spartan

Class: Main Battle Robot Destroid.

Crew: One.

M.D.C. by Location:

Sensor Head – 95

M-1255 120mm Laser Cannons (2) – 170 each

* 20mm Pulse Laser Turret – 100

Rocket Launchers (2) – 125 each

Upper Arms (2) – 120 each

Forearms (2) – 200 each

* Hands (2) – 100 each

Legs (2) – 250 each

Feet (2) – 120 each

Reinforced Pilot Compartment – 200

** Main Body – 475

* A single asterisk indicates a small or difficult target to hit. The attacker must make a “Called Shot” and even then he suffers a penalty of -3 to strike.

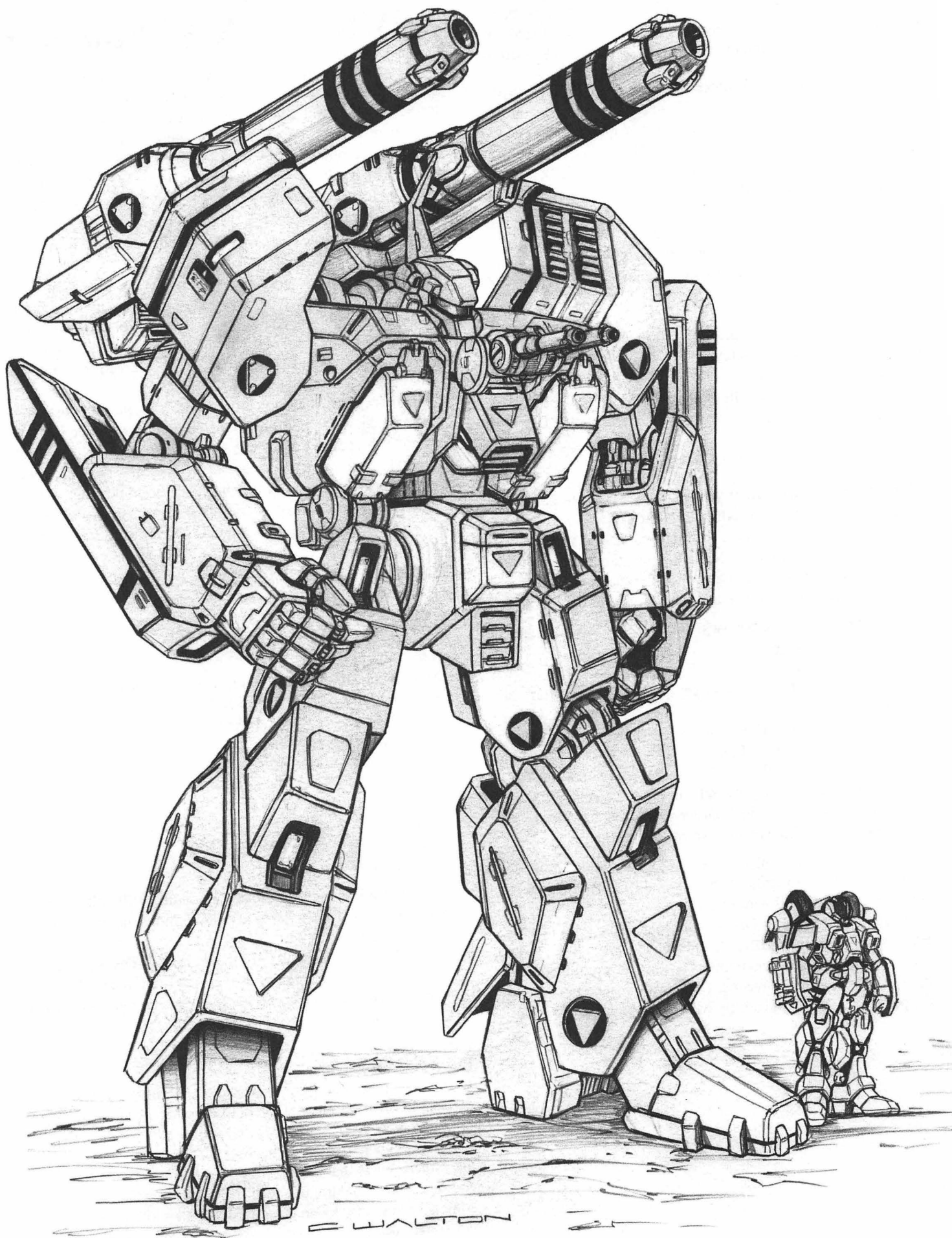
** Depleting the M.D.C. of the main body destroys the mecha, rendering it useless. However, the reinforced pilot compartment should protect the pilot and enable him to evacuate the Destroid on foot.

Speed:

Running: 120 mph (192 km).

Leaping: The Spartan Mk.VI can execute thruster assisted leaps of 20 feet (6.1 m) high or 50 feet (15.2 m) across.

Flight: Planetside, a Spartan Mk.VI’s thrusters are used solely for jumps and balance. In space, the Spartan Mk.VI has low-powered maneuvering jets that allow it to perform limited EVA flight operations with a maximum speed of 350 mph (560 km) with no combat bonuses to dodge or parry. Combat while in space flight is strongly discouraged and pilots are trained to magnetize their



mecha to the hull of a larger spaceship or space station before engaging the enemy whenever possible.

Underwater: Airtight, a Destroid can walk along the bottom of a lake or sea floor up to a depth of 2,000 feet (610 m), but cannot swim or propel itself through water. Speed underwater (walking) is 30 mph (48 km).

Statistical Data:

Height: 27 feet (8.3 m).

Width: 13 feet, 9 inches (4.2 m).

Length: 11 feet, 4 inches (3.47 m).

Weight: 16 tons dry.

Physical Strength: Has a Robotic Physical Strength of 50.

Cargo: Just large enough for a rifle and survival pack.

Power System: Fusion reactor outputting 3,000 s/hp powered by 16 Protoculture fuel cells. Because it is a non-transformable, non-flying mecha, the fuel cells are remarkably efficient, providing an active combat life of one year before replacements are needed.

Weapon Systems:

1. M-1255 120mm Laser Cannons (2): The primary energy weapon, and the most obvious design addition, are the Spartan's two heavy, shoulder-mounted laser cannons. Capable of firing independently or fire-linked, they can elevate up to 45 degrees alone, and can be rotated 180 degrees and a full 90 degrees in elevation through maneuvering of the robot's torso. These are light anti-armor weapons that also work in medium to close-range combat.

Primary Purpose: Anti-Armor and Anti-Mecha.

Secondary Purpose: Anti-Aircraft.

Weight: Not applicable, part of the Spartan's chassis.

Range: 5 miles (8 km).

Mega-Damage: A single shot from one cannon does 1D6x10 M.D. Firing both cannons at the same target counts as one attack and does 2D6x10 M.D.

Rate of Fire: Each cannon can only be fired twice per melee round. Each single or dual blast uses one of the pilot's melee attacks.

Payload: Effectively unlimited.

2. 20mm Pulse Laser Turret: A chest-mounted laser turret gives the Spartan more close-in fighting capabilities, and serves as an anti-personnel weapon. Its high rate of fire allows it to saturate small targets, like Invid Cougar Inorganics, with laser fire, giving it protection from small units that could be too maneuverable for its deadly fists and feet.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Defense.

Weight: Not applicable, part of the Spartan's chassis.

Range: 2,000 feet (610 m).

Mega-Damage: Each laser does 2D6 M.D. for a total of 4D6 M.D. on a dual blast. The turret can fire dual pulse blasts of 1D4x10 M.D., which also count as one attack. The pilot may also choose to *spray the area* immediately in front of the mecha, out to 1,000 feet (305 m), with laser fire, doing 1D6 M.D. to anyone, friend or foe, that fails to dodge. This laser suppression fire counts as two melee attacks.

Rate of Fire: Each single, dual or pulse blast counts as one of the pilot's attacks. Laser suppression fire counts as two attacks.

Payload: Effectively unlimited.

3. RDS-6 Rocket Launchers (2): Located in the chest, below the laser cannons, these rocket launchers are revealed by a cover plate that swings down when firing. Each launcher can fire up to six 70mm rockets each per volley and are fed from an internal magazine. The high-capacity and high firing rate of this launcher adds to the mid-range firepower of the Spartan.

Primary Purpose: Anti-Aircraft and Anti-Personnel.

Secondary Purpose: Anti-Armor/Anti-Mecha.

Weight: Not applicable, each missile weighs about five pounds (2.25 kg).

Range: One mile (1.6 km).

Mega-Damage: Per mini-missile, but usually loaded with High Explosive Armor Piercing (HEAP) missiles which inflict 1D4x10 M.D. each.

Rate of Fire: Singly or in volleys of 2, 4 or 6. One volley, no matter how many missiles are in it, count as one of the gunner's melee attacks.

Payload: 24 total; 12 mini-missiles per each launcher.

4. Gun Pod (optional): Just about any gun pod used by any mecha of comparable size, can be assigned for use with a Spartan due to its articulated hands (the only Destroid of the original series to have full use of two hands). The most common are the EU-13 usually assigned to the Alpha Fighter, and the Spartas Hover Tank's EU-11.

5. Hand to Hand Combat: The Spartan Mk.VI excels at close quarters combat. As such, its hand to hand combat capabilities are the best among all the Destroids and exceed the capabilities of most other mecha as well.

Attacks per Melee: See bonuses, below.

Mega-Damage from Hand to Hand Combat:

Punch/Forearm Strike: 1D6 M.D. on a restrained punch. 4D6 M.D. on a full strength punch. 1D6x10 M.D. on a power punch (counts as two attacks).

Kick: 3D8 M.D.

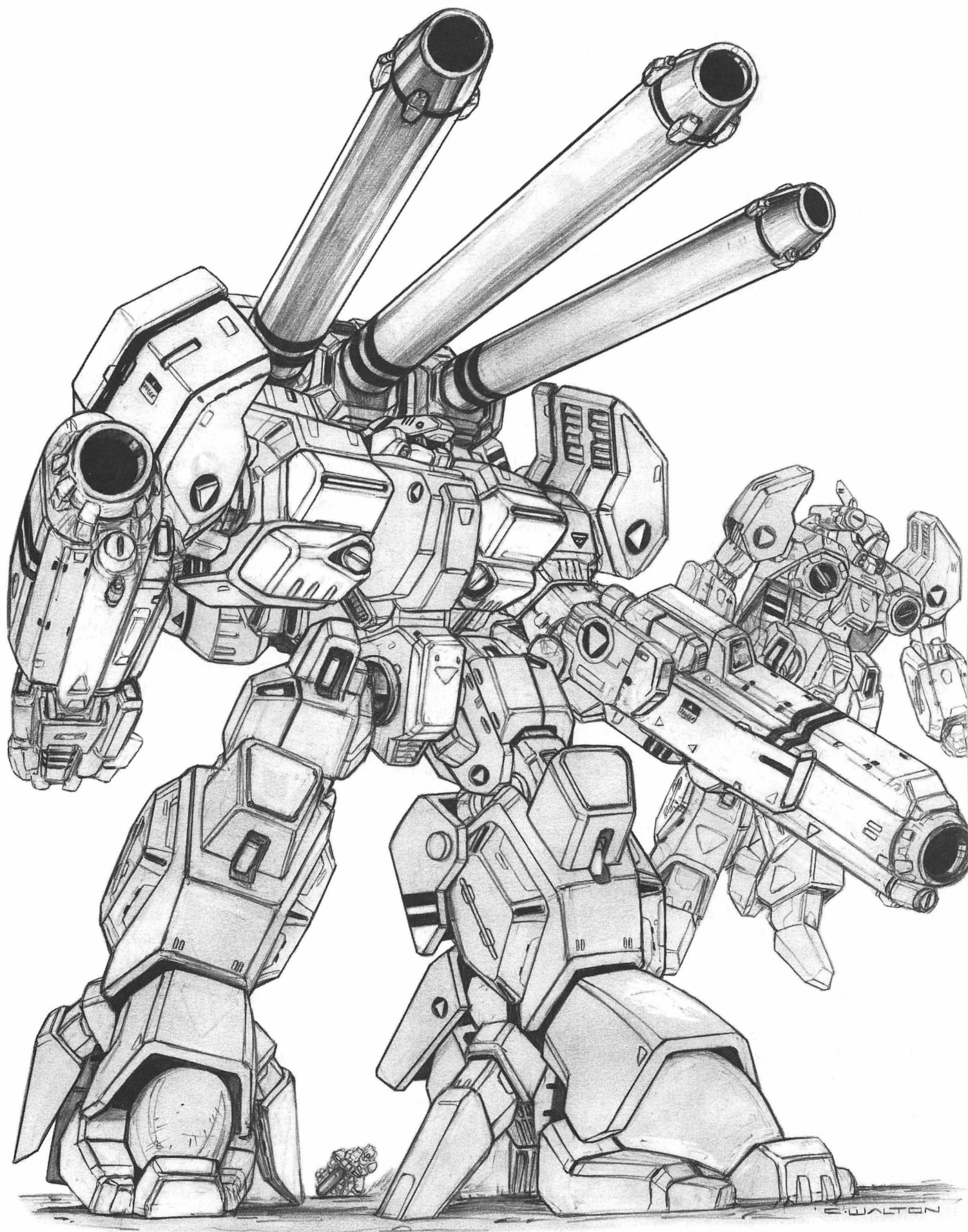
Stomp Attack: 3D6 M.D., but the target must be 10 feet (3 m) tall or smaller.

Power Kick and Jump Kick: 1D4x10 M.D., but each of these attacks counts as two melee attacks.

Body Block/Ram: 3D6 M.D. and there is a 60% chance of knocking down an opponent of equal size, up to 50% larger, as well as smaller opponents off their feet. The victim loses initiative and two melee attacks. This attack must be done at a full run and takes up two of the Destroid's melee attacks.

Bonuses with Mecha Elite Combat Training Only: +1 attack per melee round at levels 1, 4, 8, 12 and 15. +2 to strike (applies to punches, stomps and kicks only), +3 to parry (including blocking missiles and energy blasts with its armored forearms), +3 to pull punch, +2 to roll with impact and +2 to disarm.

Note: These bonuses ONLY apply when the pilot has the Elite Combat Training skill in the Spartan Mk.VI. The pilot's own number of attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is outside the mecha.



HWR-02-Mk.VII

Monster

The Monster is another one of the most radically changed Destroids in looks and function. The new Monster has undergone a complete design overhaul. Its body shape is much more humanoid, making it fall in line with the look of all the other Destroids. At one point, designers considered making it a quadruped, but in the end opted to stay with the biped design, though its two legs are massive. While the Monster Mk.VII still tips the scales as the largest Destroid fielded by the Expeditionary Force, the new generation is significantly smaller, lighter and more mobile, while sacrificing little of the original's firepower. The weight and slow speed of the original Monster Mk.VII was often a hindrance, with recorded instances of its weight smashing through even the super-alloy reinforced decks of the SDF-1. The new Monster still delivers more hitting power than a 20th century battleship, but it can more easily get to where its firepower is most needed.

Like the other Destroids, the Monster MK.VII is smaller than its predecessor, making transportation and storage much easier. It also has a greater variety of weapons, including two drum bombs that can be dropped and timed to detonate to destroy enemy facilities, or left behind as booby-traps to devastate a pursuing enemy.

Not many of the Monster Mk.VIIs were manufactured, as they are hideously expensive, and even with its increased speed it is particularly vulnerable to the swarming tactics of the fast and maneuverable Invid. As always, unless the Monster is defended by other mecha, it is easily overwhelmed and destroyed. However, protected and used in a long-range support capacity, like walking artillery units, this Destroid is incredibly effective and it can obliterate ranks of Invid and Inorganics from a distance and pound large combat vehicles and fortified positions.

Type: HWR-02-Mk.VII Monster.

Class: Heavy Weapons Robot Destroid.

Crew: 3, one commander, one pilot and one gunner.

M.D.C. by Location:

* Sensor Head – 125

* Upper Arm Joints (2) – 120 each

Forearms/40cm Particle Beam Cannons (2) – 250 each

Legs (2) – 350 each

Feet (2) – 200 each

Cannons (3) – 150 each

* Drum Bombs (2) – 100 each

Missile Launcher – 150

Reinforced Pilot Compartment – 200

** Main Body – 550

* A single asterisk indicates a small or difficult target to hit. The attacker must make a "Called Shot" and even then he suffers a penalty of -3 to strike. In the case of the Monster Mk.VII it is not due to the size of the targets, but because they are strategically positioned behind heavy armor plates.

** Depleting the M.D.C. of the main body destroys the mecha, rendering it useless. However, the reinforced pilot compartment should protect the crew and enable them to evacuate the Destroid on foot.

Speed:

Running: 50 mph (80 km).

Leaping: Not possible; the Monster is too heavy and awkward to jump.

Flight: Not possible. In space, the Monster Mk.VII has low-powered maneuvering jets that allow it to move very slowly (1 mph/1.6 km) or hold itself relatively stable without drifting badly; no combat bonuses to dodge or parry. Combat while in space flight is strongly discouraged and pilots are trained to magnetize their mecha to the hull of a larger spaceship or space station before engaging the enemy whenever possible.

Underwater: Airtight, the Monster can walk along the bottom of a lake or sea floor up to a depth of 2,000 feet (610 m), but cannot swim or propel itself through water. Speed underwater (walking) is 15 mph (24 km).

Statistical Data:

Height: 48 feet, 6 inches (14.8 m).

Width: 30 feet (9.1 m).

Length: 38 feet (11.6 m).

Weight: 180 tons dry.

Physical Strength: Has a Robotic P.S. of 60.

Cargo: A space large enough for rifles, survival gear and armor for all three crew members.

Power System: Fusion reactor outputting 15,000 b/hp powered by 32 Protoculture fuel cells. Because it is a non-transformable, non-flying mecha, the fuel cells are remarkably efficient, providing an active combat life of about six months before replacements are needed. Also has a backup fusion reactor developing 2,000 b/hp.

Weapon Systems:

1. M-500 40cm Artillery Cannons (3): While everything about the Monster Mk.VII is smaller, this Destroid remains a massive piece of equipment. Its original auto-cannons have been replaced by three giant gauss cannons that use magnetic rings to accelerate the 40cm shells to incredible speed, and are often confused for energy cannons by those who see them fire. They have a higher rate of fire than the cannons on the original Monster, and deliver more kinetic energy to the target. The cannons are auto-loaded from an internal magazine in the main body and can reach an elevation of 45 degrees without the pilot tilting the Monster's hull. Maneuvering the hull increases the maximum elevation to 70 degrees. They can fire individually or can be fire-linked to strike the same target or to carpet an area with explosive shells.

Primary Purpose: Anti-Ship/Anti-Installation.

Secondary Purpose: Anti-Armor/Anti-Mecha.

Weight: Not applicable, the cannons are part of the Monster's hull.

Range: 100 miles (160 km).

Mega-Damage: Varies according to load. The cannons can fire the following kinds of rounds. Damage is listed for a single round. Multiply by three if all cannons fire the same ordnance at the same target simultaneously.

Armor-Piercing Discarding Sabot (APDS). Similar to the APFSDS rounds used in the original Monster, except there is no need for the stabilizing fins due to the incredible speed at which the round is fired (approximately Mach 10). The increased speed gives the tungsten dart much more kinetic energy on impact. Mega-Damage: 4D6x10+6 M.D.

High-Explosive Tungsten Jacketed (HETJACKS). The tungsten shell on these rounds allow the weapon to fire explosive payloads for softer targets that are less vulnerable to kinetic penetrators. Mega-Damage: 3D6x10 M.D. to a 40 foot (12 m) radius. Add 50% to the radius with each additional round fired, for a maximum of an 80 foot (24 m) radius when all three cannons are fired at the same target with these rounds.

High-Explosive Airburst Rounds (HEAR). These are similar to HETJACKS, except that they are detonated by proximity fuses or are set to explode at a certain altitude, creating a deadly cloud of flak for use against flying targets. Mega-Damage: 3D6x10 M.D. to a 100 foot (30.5 m) radius. Bonus: +1 to strike with these rounds (direct hits are not necessary, making it easier to strike airborne targets).

Depleted Uranium Ferrous-Coated Incendiary Plasma (DUF-CIP). These rounds have an explosive plasma core wrapped in depleted uranium. The plasma turns the depleted uranium, which is self-sharpening when it explodes, into deadly high-speed shrapnel. These rounds are reserved for anti-personnel operations, since they have low penetration but are highly destructive to light armored targets. Mega-Damage: 2D6x10 M.D. to everything within a 100 foot (30.5 m) diameter. Everything between 100 and 200 feet (30.5 m to 61 m) takes 1D6x10 M.D. Flammable targets within the initial 100 feet (61 m) burn, taking an additional 6D6 M.D. for 1D6 melee rounds.

Ammo Note: The new Monster Mk.VII uses no smoke rounds. Any need for smoke cover is supplied by missiles loaded for that purpose.

Rate of Fire: The cannons can be fired singly or in volleys of two or three. One single shot or volley counts as one melee attack. Each cannon can only fire twice per melee round.

Payload: The smaller, lighter rounds have dramatically increased the payload. The internal magazine holds a total of 90 rounds.

Bonus: +3 to strike ground targets, +1 to strike airborne targets. These are in addition to bonuses from standard Destroid sensors.

2. HPC-50 Heavy Particle Beam Cannons (2): Replacing the missile launchers in the forearms are a pair of 50cm particle beam cannons that are incredibly powerful. Though they lack the range of the main cannons and missiles, they have a much higher rate of fire and are designed for attacking mid-range targets and fending off swarms of Invid or ground forces. The addition of these weapons alone increases the Monster Mk.VII's ability to loiter in a combat zone, since they have an unlimited payload and ensure the robot can continue to deal damage and defend itself once the limited ammunition for the cannons and missile launcher is expended.

Primary Purpose: Anti-Armor/Anti-Mecha.

Secondary Purpose: Anti-Aircraft.

Weight: Not applicable, the cannons are part of the Monster's hull.

Range: Six miles (9.6 km).

Mega-Damage: A single blast does 2D6x10 M.D. A dual blast from both cannons does 4D6x10 M.D.

Rate of Fire: Each single or dual blast counts as one of the gunner's melee attacks.

Payload: Effectively unlimited.

3. MMDS-12 Missile Launcher: Located in the center of the chest in the main body is a medium-range missile launcher that replaces the two launchers that were the Monster Mk.II's forearms. Like the predecessor, it is typically loaded with sur-

face to surface anti-armor missiles, but can load any missile the mission requires.

Primary Purpose: Anti-Armor and Anti-Mecha.

Secondary Purpose: Anti-Personnel and defense.

Weight: Not applicable. The launcher is part of the Monster's hull.

Range: Typically 50 miles (80 km).

Mega-Damage: By medium-range missile type.

Rate of Fire: Singly or in volleys of 2, 3, 4 or 6. One volley, no matter how many missiles are in it, counts as one melee attack.

Payload: 16 total, 530mm medium-range missiles.

4. DB2 Drum Bombs (2): Located in the forward section of the Monster Mk.VII are a pair of concealed drum bombs. One or both can be released to drop to the ground and left where they fall, or rolled over to a specified strategic location. Each drum bomb has a timing mechanism that can be set to detonate in moments, minutes or hours later or upon being moved or jostled after being set. Such bombs may be used to destroy enemy installations, punch holes into fortification, take down bridges, destroy generators, or left behind as a booby-trap to destroy enemy troops as well as to create a diversion.

In "hive buster" operations, the big guns of the Monster are used not just against incoming Invid Clam Ships or swarms, but to blow open holes into the side of an Invid Hive or enemy fortifications. These breached walls and defenses enables smaller, faster mecha troops to gain entry into the Invid Hive. The Monster Mk.VII may follow inside to continue to unleash massive destruction with its cannons, particle beam guns, and missiles at close range, or to drop one or both drum bombs for strategic placement by it or other mecha where the bombs can do the most damage. This is usually the Hive's Protoculture generator, laboratory, Invid Brain or other strategic location. The accompanying Destroids and Veritech's, particularly the small, fast Cyclones, protect the lumbering Monster Mk.VII until they can place the bombs and make a strategic retreat before they go off. A coordinated attack and a few drum bombs can destroy an Invid Hive in short order. Similar tactics can be used to destroy enemy space stations and spaceships, provided the Monster and accompanying mecha can get close enough to board.

At sea, drum bombs may be used like depth charges against underwater installations and submersibles.

In space, drum bombs can be released and placed on enemy spacecraft, held in place with magnetic clamps. Though more often than not, they are released and left floating in space close enough to a ship or space station to do damage, or as floating space mines that detonate when struck, or when the enemy comes close enough. Drum bombs can also be used to punch through the hull of enemy spacecraft so faster mecha forces can board, or to knockout weapon systems, communication towers, and so forth. Though carried by the Monster Mk.VII, drum bombs may have to be rolled to a specific location by other mecha when trying to knockout a very specific target, though the bombs blast radius is big enough that getting close usually does the job.

Primary Purpose: Anti-Fortification and Anti-Hive.

Secondary Purpose: Anti-Spaceship and Booby-Trap/Bomb.

Weight: Each drum bomb weighs two tons.

Range: Can be detonated via a coded transmission by the mecha's Commander or gunner, or set to explode at a predesignated time, or set to detonate when the bomb is moved or attacked.

Mega-Damage: 3D4x100+100 M.D. to everything in a 500 foot (152 m) diameter. This is ground zero. An additional 2D6x10 M.D. is unleashed upon everything within a 500 foot (152 m) blast radius beyond the blast center.

Rate of Fire: Can unleash one or two drum bombs.

Payload: Two total.

5. Hand to Hand Combat: The Monster is still not well suited for hand to hand combat. But it has the physical strength to deliver significant damage if the pilot can manage to connect with the enemy.

Attacks per Melee: See bonuses, below.

Hand to Hand Damage:

Restrained Punch/Swat with Forearms: 2D6 M.D.

Full Strength Punch with Forearms: 5D6 M.D.

Power Punch: Not possible.

Kick: 6D6 M.D.

Stomp: 1D6x10 M.D. to targets under 12 feet (3.6 m) tall.

Body Block/Ram: 1D6x10 M.D.

Bonuses with Elite Combat Training Only: +1 attack per melee round at levels 2, 7 and 12. +1 to strike (applies to punches, stomps and kicks), +1 to parry and +1 to pull punch.

Note: These bonuses ONLY apply when the pilot has the Elite Combat Training skill in the Monster Mk.VII. The pilot's own number of attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is outside the mecha. The gunner and commander's number of hand to hand attacks are unchanged in or out of the mecha.

MBR-12-Mk.II Valiant

The newest Destroid design, the Valiant, is aimed at giving the Destroid platoons and the Expeditionary Force Marines the heavy-hitting firepower and armor of the traditional Destroid designs in a robot more suited for a wide variety of environments that could be anticipated when operating on *extraterrestrial worlds*. The original Destroids, while space worthy, were designed with Earth's atmosphere, gravity and terrains in mind. But what about the many other possibilities?

The Expeditionary Force anticipated (rightly so) that combat could occur in many areas where the older Destroids might have trouble functioning at full effect. What if they had to battle on planets with low gravity? In asteroid fields? Or even on a gas giant?

The Expeditionary Force engineers decided they needed a Destroid that was both adaptable to a wide range of missions and environments, modular to a degree not yet seen, and still able to slug it out with the toughest of enemies. The resulting project led to the development of the **Condor**, a heavy infantry Battloid, and the **Valiant**.

The Valiant is capable of sustained flight, heavily armored, and has modular weapon systems, enabling it to fill whatever mission parameters were necessary. It is as at home in the vacuum as it is on the ground, and along with the Zentraedi Destroids, gives much needed speed and versatility to the Expeditionary Force Marines.

Its primary innovation is its *replaceable arms*, which can be switched for a variety of weapon systems and utility devices that makes it not only a combat mecha, but frequently used for search and rescue operations, exploration, construction and engineering.

Type: MBR-12-Mk.II Valiant.

Class: Main Battle Robot Destroid.

Crew: One.

M.D.C. by Location:

* Sensor Head – 95

Upper Arms (2) – 125 each

* Primary Thrusters (3) – 100 each

* Secondary Thrusters (2) – 7 each

Standard Forearms (2) – 100 each

Arm Shields (optional; 1 or 2) – 250 each

Heavy Rotary Cannon Arms (optional; 1 or 2) – 200 each

Medium Missile Launcher Arms (optional; 1 or 2) – 180 each

Utility Arms (optional; 1 or 2) – 150 each

Legs (2) – 300 each

Reinforced Pilot Compartment – 200

** Main Body – 475

* A single asterisk indicates a small or difficult target to hit. The attacker must make a "Called Shot" and even then he suffers a penalty of -3 to strike.

** Depleting the M.D.C. of the main body destroys the mecha, rendering it useless. However, the reinforced pilot compartment should protect the pilot and enable him to evacuate the Destroid on foot.

Speed:

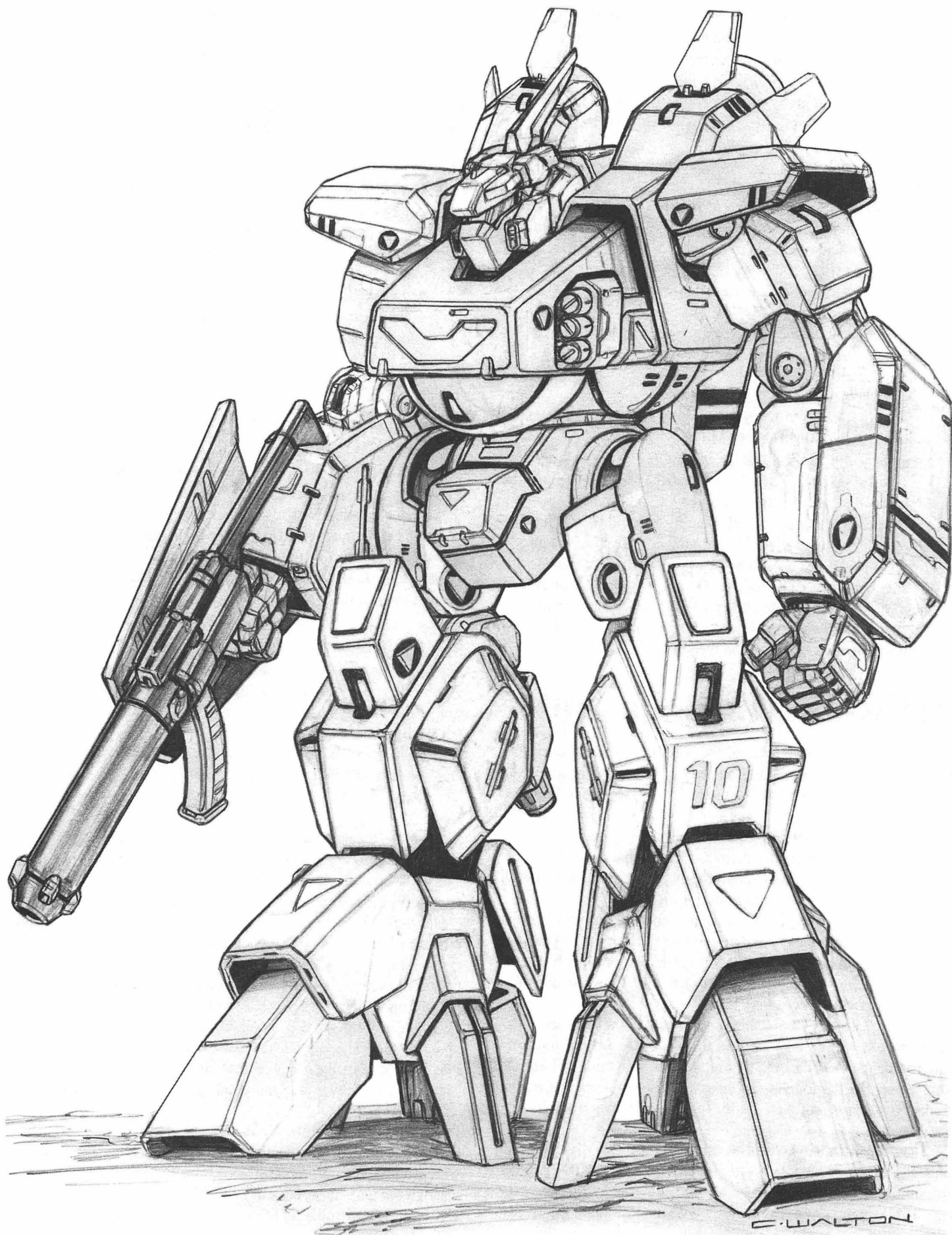
Running: 100 mph (160 km).

Leaping: The Valiant has powerful thrusters in its feet and a flight system that makes sustained flight possible. A jet-assisted leap can propel the unit 200 feet (61 m) high or across without sustained flight.

Flight: Unlike its predecessors, the Valiant is *fully flight capable*. On worlds where the gravity and atmosphere are similar to Earth, it can fly at 350 mph (560 km) with a maximum altitude of 30,000 feet.

In space, it can fly at speeds of Mach 1.5 (1,142 mph or 1,837.5 km) and is often employed to defend Expeditionary Force ships similar to how the old Destroids were used on the SDF-1, except that the Valiant can actually lift off the deck to engage the enemy, create defensive lines in space, and move from one ship to another to fill holes in the fleet's defensive screen. They often work in tandem with the *Veritech Fighter squadrons* to a degree not previously seen. They are also instrumental in protecting asteroid mining operations and combat landing operations, and can survive a drop through re-entry, land, and be fully combat capable upon landing. This often leads to the Valiants being used as front-line combat units during planetary landings into hostile territory. They can also hover stationary and perform Vertical Take-Offs and Landings (VTOL).

Underwater: Airtight, the Valiant can walk along the bottom of a lake or sea floor up to a depth of one mile (1.6 km). Speed underwater (walking) is 30 mph (48 km). The Valiant can also thruster through the water at speeds of up to 58 mph (93 km or 50 knots), and is the go-to submersible combat unit for the Expeditionary Force Marines.



Statistical Data:

Height: 25 feet (7.6 m).

Width: 15 feet, 3 inches (4.6 m).

Length: 12 feet, 6 inches (3.8 m).

Weight: 18 tons dry.

Physical Strength: Has a robotic physical strength of 45.

Cargo: Just large enough for a rifle and survival pack.

Power System: Fusion reactor outputting 3,750 s/hp powered by 20 Protoculture fuel cells. The fuel cells are remarkably efficient, providing an active combat life of one year before replacements are needed.

Weapon Systems:

1. RDS-3 Rocket Launchers (2): Located on either side of the chest is a concealed panel that opens to reveal two hidden rocket launchers. Each can fire up to three 70mm rockets each per volley and are fed from an internal magazine. This is the only permanent weapon system.

Primary Purpose: Defense and Anti-Missile.

Secondary Purpose: Anti-Personnel.

Weight: Not applicable, each missile weighs about five pounds (2.26 kg).

Range: One mile (1.6 km).

Mega-Damage: Per mini-missile, but usually loaded with High Explosive Armor Piercing (HEAP) missiles which inflict 1D4x10 M.D. each.

Rate of Fire: Singly or in volleys of 2, 4, or 6. One volley, no matter how many missiles are in it, counts as one of the pilot's melee attacks.

Payload: 36 total; 18 mini-missiles per each launcher.

2. GAU-20 Modular Weapon Arm (1 or 2, Optional): For most combat situations, the Valiant has one of its standard robot arms replaced with a heavy rotary cannon that fires 50mm tungsten rounds fired via an electromagnetic rail system (known as a "rail gun"). The rotary cannon design allows for a high rate of fire without heat buildup, enabling the weapon to fire extensive bursts even in space, which normally causes machine-guns to rapidly overheat since space is a perfect insulator. The use of this system means that the mecha does not have a hand on that arm. For extremely heavy combat actions, some pilots may be given a cannon for each arm, but those instances are rare. It is usually paired with a missile launcher arm or a standard arm with a shield mounted to it.

Primary Purpose: Anti-Armor and Anti-Mecha.

Secondary Purpose: Anti-Aircraft and Anti-Spacecraft.

Range: 4,000 feet (1,219.2 m).

Weight: Not applicable, replaces one of the Destroid's arms.

Mega-Damage: 2D6 M.D. on a single shot, 5D6 M.D. for a three-round burst, 2D4x10 M.D. on a ten-round long burst.

Rate of Fire: Each single shot or burst counts as one melee attack.

Payload: 2,000 rounds, enough for 200 long bursts. Fed from an internal magazine, it can only be reloaded at a Expeditionary Force facility or on an Expeditionary Force spacecraft.

3. MDS-L-16 Multiple Launch Missile Launcher Arm (1 or 2, optional): This optional arm replacement is loaded with 190mm short-range missiles for short-range engagements and to defend other marine assets from enemy missile strikes. When operating in a fire-support role, it is not uncommon for the Valiant to have two of these arms. However, its combat duration is short in those cases, since it is likely to quickly

deplete all of its ammunition. Typical load out is High Explosive Armor Piercing (HEAP), but any warhead can be used depending on particular mission parameters. The use of this system means that the mecha does not have a hand on that arm.

Primary Purpose: Anti-Aircraft and Anti-Mecha.

Secondary Purpose: Anti-Personnel and Defense.

Weight: Not applicable, each missile weighs about 33 pounds (15 kg).

Range: Five miles (8 km); short-range missiles.

Mega-Damage: Varies by type of short-range missile, but HEAP (High Explosive Armor Piercing) missiles that inflict 2D6x10 M.D. per missile are typical.

Rate of Fire: Singly or in volleys of 2, 4, or 8. (16 if the mecha has two missile arms and both are firing at the same target.) One volley, no matter how many missiles are in it, count as one of the gunner's melee attacks.

Payload: 32 total with TWO missile arms. Each arm carries a payload of 16 190mm short-range missiles. When two missile arms are used, double the maximum size of the possible missile volleys.

4. UAS-2 Utility Arm System (1 or 2, optional): Unlike the other systems, this is a non-combat arm that houses a variety of tools that enables the mecha to perform search and rescue operations, mining, boarding ships, battlefield recovery and salvage, sabotage, and field repairs on other mecha, vehicles and spacecrafts as well as construction. This has made the Valiant the default Destroid for combat engineering operations.

The arm includes the following tools:

Cutting laser for precision slicing through hulls and other Mega-Damage materials.

Plasma torch for demolitions work, welding and construction.

Manipulator Arm for fine manipulation.

Short-Range, High-Powered Scanner: Has a battery of sensors, including an electromagnetic field detector, radiation detector, spectrometer, focused radar emitter and bio-scanners that allow the Valiant to scan through dense objects and receive highly detailed information about composition and structure. This can be used to find everything from valuable ore deposits and hidden underground facilities to personnel trapped in downed fighters or disabled starships awaiting rescue.

Primary Purpose: Search and Rescue, and Combat Engineering.

Secondary Purpose: Construction and Labor.

Range: Cutting laser has a range of 500 feet (152 m), while the plasma torch has a range of 10 feet (3 m). The sensors have a range of 2,000 feet (610 m) and can penetrate up to 50 feet (15.2 m) of solid material.

Mega-Damage: The cutting laser does 2D4 M.D.

The plasma torch has several settings: 1 M.D., 1D6 M.D., 2D6 M.D. and 3D6 M.D. However, neither tool is considered a viable weapon.

Rate of Fire: The laser and plasma torch are generally continuous-use devices for cutting and welding jobs. If used as a weapon, each use equals one melee attack.

Payload: Effectively unlimited.

5. RD-S Tactical Arm Shield (1 or 2, optional): Unlike the previous weapon systems, these arm shields can be added in addition to the standard or utility mecha arms. In a design that later gained significant popularity in the Army of the Southern

Cross, these shields allow the Valiant to defend itself in close quarters combat and can even be used to intercept incoming missile, energy blasts and ballistic attacks. Made of cheap but strong materials, once the M.D.C. is depleted, the mangled remnants of the shield can be ejected from the arm.

Primary Purpose: Defense.

Weight: 800 pounds (360 kg).

Mega-Damage: 2D6 M.D. as a bashing (blunt) weapon. Can take 250 Mega-Damage before being reduced to junk.

Rate of Fire: Using the shield to defend the mecha is an automatic parry for anyone trained to pilot the Valiant (does not use up a melee attack). If for some reason someone unqualified was trying to operate the mecha, each use of the shield would use one of their melee attacks. If the pilot chooses to use the shield as a bashing weapon, each swing counts as one melee attack.

Payload: Not applicable.

Bonus: +2 to parry.

6. Gun Pod (optional): When using at least one standard arm with a hand and fingers, the Valiant is often issued a gun pod for combat. The standard issue is the **EU-13**, but any gun pod from a similarly-sized Expeditionary Force mecha can be substituted.

7. Hand to Hand Combat: The Valiant is well suited for hand-to-hand combat, particularly when equipped with one or two arm shields. Its standard arms have fully articulated, powerful hands capable of delivering punches or tearing other vehicles open, and its heavy legs can land devastating kicks. When using the arm shield and the Destroid's jet thrusters together, the pilot can send the Valiant plowing through enemies like a colossal linebacker; see *Jet-assisted Ram*, below.

Attacks per Melee: See bonuses, below.

Hand to Hand Damage:

Punch/Forearm Strike: 2D4 M.D. on a restrained punch, 4D6 M.D. on a full strength punch, 1D4x10 M.D. on a power punch (counts as two attacks).

Kick: 4D6 M.D.

Stomp Attack: 3D6 M.D., but the target must be 10 feet (3 m) tall or smaller.

Power Kick and Jump Kick: 1D4x10+6 M.D., but each of these attacks counts as two melee attacks.

Body Block/Ram: 3D6 M.D. There is a 60% chance of knocking down an opponent of equal size, up to 50% larger, as well as smaller opponents off their feet. The victim loses initiative and two melee attacks. This attack must be done at a full run and takes up two of the Destroid's melee attacks.

Jet-Assisted Ram: A far more devastating attack is for the pilot to engage the jet thrusters and thunder into his enemies, plowing through them and knocking them over like bowling pins. This attack can carry through to multiple targets as long as they are not more than twice the size of the Valiant and can be knocked down or out of the way. Damage is 6D6 M.D. to the initial target, and there is a 70% chance of knocking that target down if it is of equal size or up to twice the size of the Valiant. Airborne targets are knocked 1D4x100 yards/meters off course. If that target is knocked down, the Destroid can carry through to the next target, but that target, and any struck afterwards, only takes 3D6 M.D. and only has a 35% chance of being knocked down.

If any of the targets are not knocked down or out of the way, *the Valiant's momentum is halted*.

Note: This attack takes up two of the Destroid's melee attacks and requires a successful piloting roll, as well as a strike roll.

Bonuses with Mecha Elite Combat Training Only: +1 attack per melee round at levels 1, 3, 7, and 11. +1 to strike (applies to punches, stomps and kicks only), +2 to parry (including blocking missiles and energy blasts with its armored forearms, an additional +2 when using the arm shields, as noted above), +1 to dodge, +2 to dodge in flight, +1 to disarm, +3 to pull punch, and +3 to roll with impact.

Note: These bonuses ONLY apply when the pilot has the Elite Combat Training skill in the Valiant. The pilot's own number of attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is outside the mecha.

ISB-02-Mk.I Golem

Infantry Support Battloid

Designed as a heavy infantry assault unit, unlike the Destroids, the Golems are assigned to weapons companies, which support the infantry companies. There is one heavy weapons company for every three infantry rifle companies. The heavy weapons companies usually also include *Daniel Fire Support vehicles* or *Destroids*.

The Golems are much lighter and more nimble than most Destroids, and are designed to go most places that infantry can go, except inside human-sized structures. They are one of the few large mecha piloted by infantry (human or micronized Zentraedi) and are easy to pilot, produce and repair.

The Golem is armed with a pulse beam cannon on one arm, short-range missiles in the chest and has forearm shields to help defend itself in combat. It has limited flight capabilities and is an excellent hand to hand combat mecha. It is also extremely useful in hostile environments and boarding enemy spaceships.

Type: ISB-02-Mk.I Golem.

Class: Infantry Support Battloid.

Crew: One.

M.D.C. by Location:

Main Thrusters (2; back) – 110 each
Sensor Head – 95
Upper Arms (2) – 60 each
Forearms (2, with shields) – 120 each
Legs (2) – 180 each
Beam Cannon – 100
Missile launchers (2, chest) – 90 each
Reinforced Pilot Compartment – 100
* Main Body – 300

* Depleting the M.D.C. of the main body destroys the mecha, rendering it useless. However, the reinforced pilot compartment should protect the pilot and enable him to evacuate the Battloid on foot.

Speed:

Flight: 250 mph (400 km) maximum, twice as fast in space. Can also hover stationary and perform Vertical Take-Offs and Landings (VTOL).

Running: 65 mph (104 km).

Leaping: 30 feet (9.1 m) high or across unassisted by jet thrusters. With thruster assistance, the Golem can leap 150 feet (45 m) up or across.

Underwater: 20 mph (32 km) walking on sea floor or swimming; 60 mph (96 km or 52 knots) propelled by thrusters.

Maximum Depth: One mile (1.6 km).

Statistical Data:

Height: 17 feet (5.1 m).

Length/Depth: 10 feet, 6 inches (3.2 m).

Width: 9 feet (2.7 m).

Weight: 7 tons (dry).

Physical Strength: Robotic Strength of 34.

Cargo: Enough cargo for a survival kit and a side arm behind the pilot's seat.

Power System: Two (2) 1,190cc High-Output Protoculture Fired Rotary Engines.

Weapon Systems:

- 1. EU-9 Pulse Particle Beam Cannon:** Mounted on one forearm is a particle beam cannon built into a shield that draws power directly from the Battloid's power plant. It fires pulsed bursts of high-energy charged particle beams at moderate range. The weapon can be mounted on either arm, depending on the dominant hand of the pilot. Because it draws power directly from the power plant, it has limitless ammunition, but is limited to only one cannon per mecha. Two would be too much of a drain on the mecha's power system.

Primary Purpose: Anti-Mecha/Anti-Armor.

Secondary Purpose: Anti-Personnel.

Weight: 108 pounds (49 kg).

Range: 2,000 feet (610 m).

Mega-Damage: 1D4x10 M.D. per five-round burst. Can only fire bursts.

Rate of Fire: Each burst counts as one melee attack.

Payload: Effectively unlimited.

- 2. MM-20 Missile Delivery System (2):** Located in the chest of the Golem are a pair of 10 tube, single-shot missile launchers. Each tube holds one 190mm short-range missile for a total of 20 missiles. This is considered the primary weapon system of the Golem and is usually armed with plasma missiles for anti-personnel and anti-aircraft fire.

Primary Purpose: Anti-Personnel and Anti-Aircraft.

Secondary Purpose: Anti-Mecha/Anti-Missile.

Weight: Each missile weighs about 33 pounds (15 kg).

Range: 5 miles (8 km).

Mega-Damage: Varies with missile type, but typically armed with plasma missiles that do 2D6x10 M.D. to a 15 foot (4.6 m) radius.

Rate of Fire: Singly or in volleys of 2, 4, 5, 10 or 20. One volley, no matter how many missiles are in it, takes one attack.

Payload: 20 short-range missiles total, ten per launcher.

- 3. VMWS-90 Plasma Blade:** Housed in one of the forearm shields is a retractable plasma blade that, when activated, is

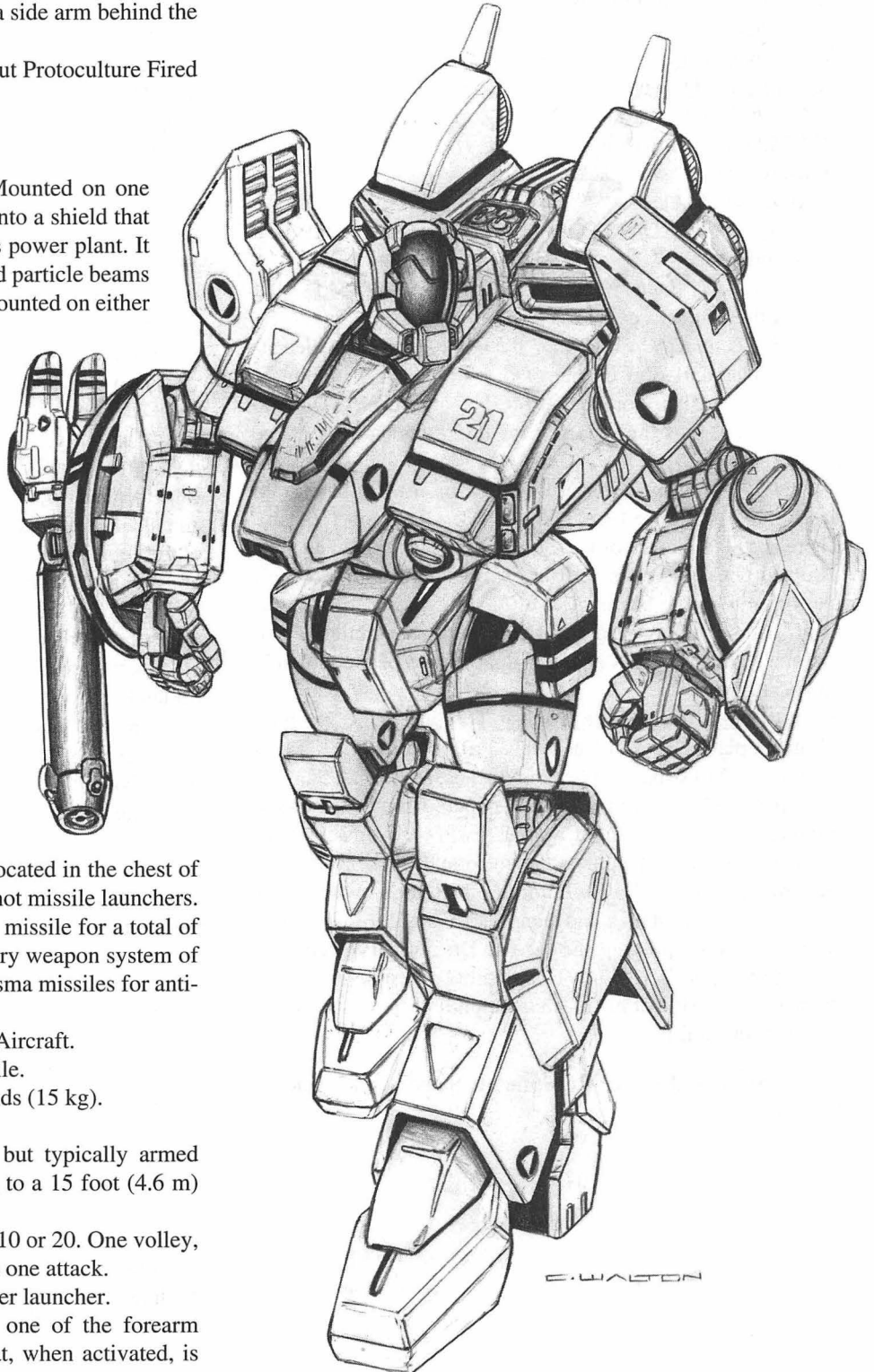
wrapped in a magnetic field and covered in plasma, an ionized gas that is considered a fourth state of matter. It is hot enough to slice through the toughest super alloys. The plasma field is fueled by a gas canister that can quickly run out in combat, thus the blade is usually retracted and shut off when not in use. The plasma field makes the blade virtually impervious to damage, making it the perfect weapon for parrying attacks.

Primary Purpose: Close Combat, Anti-Armor.

Secondary Purpose: Defense.

Weight: Built into weapon shield.

Range: Hand to hand melee combat.



Mega-Damage: 3D6 M.D. per slash or punch due to its size. A power punch inflicts 5D6+3 M.D. but counts as two melee attacks. Usable as a traditional bladed weapon when not activated, doing 3D6 S.D.C. damage.

Rate of Fire: Not applicable.

Payload: The large plasma blade can be active for a total of 20 minutes (80 melee rounds) before running out of the hydrogen gas needed to generate the plasma field.

Bonus: +2 to parry with Mecha Elite Combat Training, in addition to other MECT bonuses.

4. Hand to Hand Combat: The Golem can engage in hand to hand combat and is a highly effective hand to hand fighter as the shields offer protection and bonuses to parry.

Attacks per Melee: See bonuses, below.

Hand to Hand Damage:

Punch/Forearm Strike: 1D4 M.D. on a restrained punch, 2D4 M.D. on a full strength punch, 4D4 M.D. on a power punch (counts as two attacks).

Kick: 3D6 M.D.

Stomp Attack: 2D6 M.D., but the target must be 6 feet (1.8 m) or smaller.

Power Kick, Jump Kick and Leap Kick: 4D6 M.D., but each of these attacks counts as two melee attacks.

Flying Leap Kick: 6D6 M.D., but counts as three melee attacks and has a 01-66% chance of knocking down an opponent of roughly equal size or smaller off its feet or back (1D4x100 yards/meters, plus the victim loses initiative and one melee attack).

Flying Body Block/Ram: 3D6 M.D. on a body block/ram up to maximum speed (must be at least 100 mph (160 m). There is a 60% chance of knocking an opponent of equal size, or up to 50% larger, as well as smaller opponents off their feet or an airborne enemy 1D4x100 yards/meters backwards or off course. In any case, the victim also loses initiative and two melee attacks. This attack counts as two of the Golem's melee attacks.

Bonuses with Mecha Elite Combat Training (MECT) Only: +1 attack per melee round at levels 1, 3, 6, 10, and 13. +1 on initiative, +2 to strike (applies to punches, stomps and kicks), +3 to parry, +2 to disarm, +3 to pull punch, +1 to dodge on the ground, +3 to dodge in flight, and +2 to roll with impact. **Note:** These bonuses ONLY apply when the pilot has the *Elite Combat Training Skill in Golem Battloid*. The pilot's own number of hand to hand attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is outside the mecha. Outside of his mecha, the pilot possesses only human fighting abilities.

5. Sensor Suite and Other Equipment: Same as the standard Destroid.

UEEF Z-Series Destroids

While quite a few Zentraedi volunteered for service in the UEEF infantry, combat outside of their mecha is not something most of them are accustomed to, and many of the Zentraedi survivors had extensive experience and training in the use of the various Battlepods that had served them and their masters for centuries. The basic Zentraedi Battlepod template was something the captured Robotech Factory Satellite had in abundance, making it far cheaper to mass produce.

The problem was that the old Battlepods were designed by the Robotech Masters, who considered the Zentraedi disposable assets. The mecha were well armed and powerful, but thin-skinned, and the giant pilots who were shot down had little hope of surviving. They were also made for 35+ foot (10.7 m) tall giants, and all Zentraedi on the Pioneer Mission had been "micronized" down to human size.

A new series of Battlepods was in order. Blending Zentraedi and Destroid technology would lead to the **Z-Series Destroids**, consisting of a new *Tactical Battlepod* and a new *Officer's Battlepod* for aces and high-ranking combat officers. These mecha were better armored, carried just as potent a range of weapons and also incorporated usable arms and hands, giving them some of the equivalent abilities of the old Zentraedi power armor combined with the Battlepod.

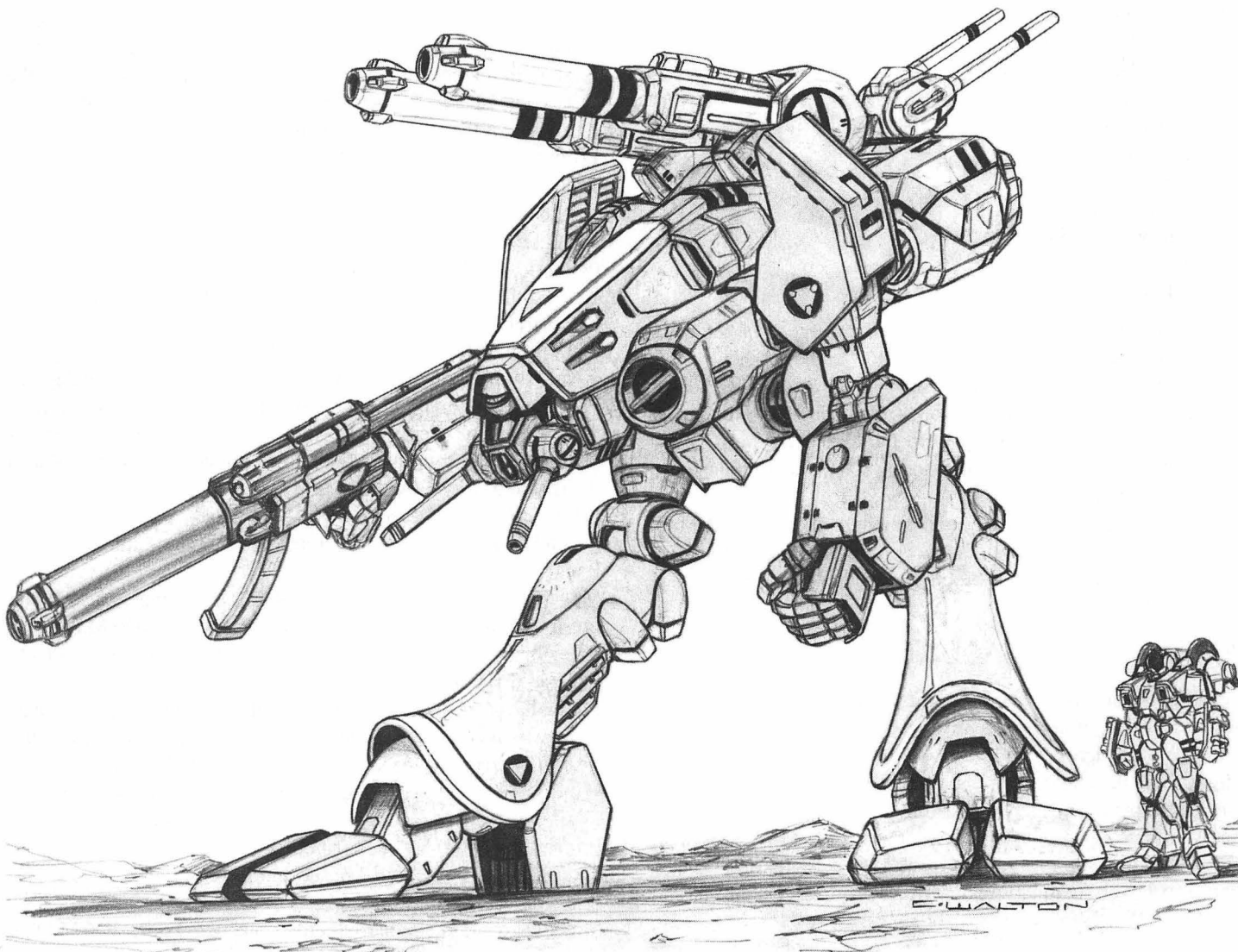
Most Zentraedi fell in love with these new hybrid mecha, and use them to great effect in the early stages of the war on Tirol and other battles with the Invid as high-speed, light-attack Battlepods for land and air combat. Over time, however, they would be eventually phased out for several reasons: First, it resulted in a sort of segregation of the Zentraedi Marine Destroid pilots from the other Expeditionary Force Marines, when the ultimate goal was complete integration.

Second, it assumed, wrongly, that Zentraedi pilots needed simplified control and interface systems, when in truth they were just as capable of learning the more complex controls of other mecha as humans.

Third, they draw a disproportionate response from the Invid who instantly regard them with intense hatred as they and the Zentraedi have been enemies for centuries.

The Zentraedi style mecha had a similar negative and polarizing effect on many alien species who have been under the guns of the Zentraedi war machine or the rule of the Robotech Masters. First encounters often result in confusion, fear and combat as the alien people often incorrectly assume the Expeditionary Force Z-series Battloids are Zentraedi soldiers come to reconquer them and enforce the rule of the Robotech Masters. It's an easy mistake as the familiar imagery of the infamous Battlepods remain.

Note: After the Tirol and Karbarran campaigns, the traditional Zentraedi-style Battloids are steadily replaced with the *Bioroid Interceptor* and other mecha.



ZBR-01 Mk.II Infantry Battlepod

The Infantry Battlepod for the Micronized Zentraedi of the Expeditionary Force is quite a departure from the original, bulbous design of the Robotech Masters, but it is still very recognizable as Zentraedi. And dangerous! The ZBR-01 Mk.II retains a vaguely egg-shaped body and ostrich-like legs, as well as the two big cannon barrels and laser turret in the back, and auto-cannons in the front, but that is where the similarities end. This is a sleeker, more heavily armored Battlepod than any the Robotech Masters ever designed.

The UEEF Tactical Battlepod is universally beloved by the Zentraedi Expeditionary Force Marines. It is familiar, yet far more advanced than what they were given before. It's like someone used to driving an old truck being given a Mercedes. Even the seats are more comfortable. The most obvious change externally is the addition of two fully-articulated arms and hands. This allows the Battlepod to engage enemies in hand to hand combat, and carry an additional gun pod if necessary. It is still heavily armed, with two particle beam cannons, a laser turret and two anti-personnel auto cannons.

The cockpit and flight controls remain simple, but are much more comfortable and accommodating than the old Battlepods. The obvious reason this is possible, and necessary, is because the Zentraedi are no longer 35+ foot (10.7 m) tall giants, they are "micronized." The reduction to *human-size* allowed the Robotech engineers to pack on the armor and give the two mecha pilots inside more leg room. The new Battlepod can even fit one additional passenger or extra equipment and gear. It is the difference between a war machine made by a cold, calculating intelligence that did not mind throwing away its soldiers as cannon fodder, and a society that builds its weapons of war with the survival of the pilots inside foremost in the engineer's mind.

While officially the Battlepods are replaced with the more advanced Bioroid Interceptor later in the UEEF's war campaign, one third of the Zentraedi pilots get permission to keep their Battlepods throughout the duration of the war. It is just what they know and love.

Type: ZBR-01 Mk.II Tactical Battlepod Destroid.

Class: Zentraedi Type Battle Robot.

Crew: One pilot can operate and fire all weapon systems, but it is recommended that the typical crew be two: one pilot and one dedicated gunner. There is also room for one passenger or extra gear.

M.D.C. by Location:

Particle Beam Cannons (2) – 100 each
* Laser Turret (1, top, back) – 50
* Auto-Cannon Turret (1, front) – 40
Upper Arms (2) – 70 each
Forearms (2) – 110 each
* Hands (2) – 30 each
Legs (2) – 180 each
* Sensor Eye – 50
Reinforced Pilot Compartment – 200
** Main Body – 300

* A single asterisk indicates a small or difficult target to hit. The attacker must make a “Called Shot” and even then he suffers a penalty of -4 to strike. Destroying the Battlepod’s sensor eye eliminates its optical systems, requiring the pilot to fly using the gun camera and instruments (like radar) only, which inflicts a -15% penalty to all piloting rolls, and no bonuses to strike with ranged weapons.

** Depleting the M.D.C. of the main body destroys the mecha, rendering it useless. However, the reinforced pilot compartment should protect the pilot and enable him to evacuate the Battlepod on foot.

Speed:

Running: 150 mph (240 m).

Leaping: 60 feet (18.3 m) up or across without assistance from its jet thrusters. A jet-assisted leap can send the Battlepod 300 feet (91 m) high or across.

Flight: Like the classic Battlepod, the new ZBR-01 Mk.II is fully flight capable and performs admirably in space, where most Zentraedi Battlepod pilots are most at home in combat. 280 mph (448 km) maximum in atmosphere, 650 mph (1040 km) in space. Can also hover stationary and perform Vertical Take-Offs and Landings (VTOL).

Underwater: The Infantry Battlepod is capable of underwater operations. 20 mph (32 km) walking on a sea floor or 60 mph (96 km or 52 knots) propelled by thrusters underwater or rocketing along the surface of the water. Maximum Depth: 4,000 feet (1219 m).

Statistical Data:

Height: 23 feet (7 m).

Width: 15 feet (4.6 m).

Length: 16 feet (4.9 m).

Weight: 11 tons.

Physical Strength: Has a Robotic Physical Strength of 38.

Cargo: Room for one additional passenger, or a sizable supply stash of at least five survival packs and rifles.

Power System: Fusion reactor outputting 3,000 s/hp powered by 16 Protoculture fuel cells. Because it is a non-transformable, mecha, the fuel cells are remarkably efficient, providing an active combat life of one year before replacements are needed.

Note: All sensors and equipment are the same as the other Destroids.

Weapon Systems:

1. HPC-60 Heavy Particle Beam Cannons (2): The main weapon of the new Battlepod is its two 60mm particle beam cannons. They have more punch than the older cannons employed by the classic Battlepods and they can be fired independently

or fire-linked to strike the same target. They have a 60 degree up and down arc of fire and also turn to 60 degrees to either side. In the heat of combat, most Zentraedi pilots fire-link the two cannons and lock them forward so they hit whatever the “nose” of the Battlepod is pointing at.

Primary Purpose: Anti-Mecha/Anti-Armor.

Secondary Purpose: Anti-Aircraft/Anti-Spacecraft.

Range: 5,000 feet (1,524 m).

Mega-Damage: Each cannon does 1D6x10 M.D. per single blast or 2D6x10 M.D. when fired together at the same target.

Rate of Fire: Each single or dual blast counts as one melee attack.

Payload: Effectively unlimited.

2. Top-mounted 20mm Laser Turret: Located on the top and rear of the Battlepod is a laser turret. It can rotate 360 degrees to face any direction, but is usually aimed to the rear to deter an opponent from trying to tail the mecha or attack from behind. It is also used to shoot down pursuing missiles and as a light anti-aircraft weapon.

Primary Purpose: Defense.

Secondary Purpose: Anti-Aircraft.

Range: 2,000 feet (610 m).

Mega-Damage: Each laser does 2D6 M.D. per single blast. When fire-linked at the same target, the dual blast does 4D6 M.D.

Rate of Fire: Each single or dual blast counts as one melee attack.

Payload: Effectively unlimited.

3. Dual 30mm Auto-Cannon Turret: This turret houses a pair of 30mm auto-cannons located on the lower front body of the Battlepod below the sensor eye. It is primarily used as an anti-personnel weapon, though it can be used to shoot down missiles as well. The guns are fed from a dual drum canister.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Anti-Missile and Defense.

Range: 2,000 feet (610 m).

Mega-Damage: A single round from one barrel does 2D6 M.D., a shot from each cannon does 4D6 M.D., a dual burst (3 shots from each barrel) does 1D4x10 M.D. Bursts count as one attack.

Rate of Fire: Each single or dual blast counts as one melee attack.

Payload: Each drum contains 1,500 rounds of ammunition for a total of 3,000 rounds, or 500 bursts.

4. Gun Pod (optional): The Battlepod’s hands and arms allow it to carry a gun pod into combat. The most common is the EU-13 usually assigned to the Alpha Fighter, but in the early days, a stockpile of the old GU-11s were also available to Battlepods and Destroids.

5. Hand to Hand Combat: The new Battlepod design is far better equipped to handle hand to hand combat than its predecessor. Not only can it kick with powerful ostrich-like legs, but it now has fully articulated hands and arms for punching and grabbing, making it far more effective against the Invid at close range.

Attacks per Melee: See bonuses, below.

Hand to Hand Damage:

Punch/Forearm Strike: 1D4 M.D. on a restrained punch, 2D6 M.D. on a full strength punch, 4D6 M.D. on a power punch (counts as two attacks).

Kick: 4D8 M.D.

Stomp Attack: 2D6 M.D., but target must be 8 feet (2.4) tall or smaller.

Power Kick and Jump Kick: 1D4x10 M.D., but each of these attacks counts as two melee attacks.

Body Block/Ram: 2D6 M.D. There is a 40% chance of knocking down an opponent of equal size, up to 50% larger, as well as smaller opponents off their feet. The victim loses initiative and two melee attacks. This attack must be done at a full run and takes up two of the Destroid's melee attacks.

Bonuses with Mecha Elite Combat Training Only: +1 attack per melee round at levels 2, 5, 8, 11 and 14. +2 to strike (applies to punches, stomps and kicks only), +1 to parry (including blocking missiles and energy blasts with its armored forearms; the arms take damage and may get destroyed, but they will protect the body for a while), +2 to auto-dodge (the act of dodging does not use up a melee attack), +2 to pull punch, and +2 to roll with impact.

Note: These bonuses ONLY apply when the pilot has the Elite Combat Training skill in the Battlepod Mk.II. The pilot's own number of attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is outside the mecha. The pilot's number of hand to hand attacks are unchanged in or out of the mecha.

ZBR-02-Mk.IV

Officer's Battlepod

As the name implies, this Destroid is generally reserved for Zentraedi officers in the Expeditionary Force as well as aces who have proven to be exceptional pilots. It has heavier armor and firepower than the standard Z-Series Battlepod, and carries with it a certain level of prestige, particularly among the Zentraedi members of the UEEF Marine Corps. Veteran human pilots also have a lot of respect for any Zentraedi at the stick of this mecha, especially if they are old enough to have actually faced the original version in battle.

The updated Destroid version of the Officer's Battlepod is faster and smaller, but just as heavily armed as the original. These mecha are rare, with only one assigned per company (one out of every 15-60 Battlepods).

Giving the Officer's Pod arms with hands was considered in an earlier model, but were not suitable for combat and the idea was scrapped. This was fine by the Zentraedi Officers who prefer the old style weapon arms. Which can be used, as always, to parry enemy attacks and punch with tremendous force. Most Officer's Battlepod pilots believe that if you are in position to punch with the mecha's arms, then you are also in position to fire its arm cannons, which have a much more devastating effect, or bludgeon an opponent. There is also a cargo area the size of a closet. It contains a VR-010 series Cyclone, one energy rifle, one sidearm, one weeks ration of food and water, first-aid kit, and space for extra weapons, explosives, gear or supplies the size of four large backpacks.

After the Tirol and Karbarran campaigns, the traditional Zentraedi-style Battlroids are steadily replaced with the *Bioroid Interceptor*.

Also known as "the Beast," a fond nickname given to it by the human Expeditionary Force Marines and appreciated by the Zentraedi.

Type: ZBR-02-Mk.IV Officer's Battlepod.

Class: Elite Zentraedi Type Battle Robot.

Crew: One.

M.D.C. by Location:

Particle Beam Cannons (2) – 120 each

Upper Arms (2) – 90 each

Forearms (2) – 200 each

Legs (2) – 250 each

* Rear Laser Cannons (2) – 50 each

Thrusters (2, rear) – 100 each

* Sensor Eye – 60

Reinforced Pilot Compartment – 200

** Main Body – 400

* A single asterisk indicates a small or difficult target to hit. The attacker must make a "Called Shot" and even then he suffers a penalty of -4 to strike. Destroying the Battlepod's sensor eye eliminates its optical systems, requiring the pilot to fly using the gun camera and instruments (like radar) only, which inflicts a -15% penalty to all piloting rolls, and no bonuses to strike with ranged weapons.

** Depleting the M.D.C. of the main body destroys the mecha, rendering it useless. However, the reinforced pilot compartment should protect the pilot and enable him to evacuate the Battlepod on foot or in a Cyclone.

Speed:

Running: 130 mph (208 km).

Leaping: 50 feet (15.2 m) up or across without assistance from its jet thrusters. A jet-assisted leap can send the Officer's Battlepod 300 feet (91 m) up or across.

Flight: The Officer's Battlepod is fully flight capable and performs admirably in space, where most Zentraedi Battlepod pilots are most at home in combat. 330 mph (528 km) maximum in an atmosphere, 800 mph (1280 km) in space and can also hover stationary and perform Vertical Take-Offs and Landings (VTOL).

Underwater: The Officer's Battlepod is capable of underwater operations. 20 mph (32 km) walking on a sea floor or 70 mph (112 km or 61 knots) propelled by thrusters underwater or rocketing along the surface of the water. Maximum Depth: One mile (1.6 km).

Statistical Data:

Height: 26 feet, 5 inches (8 m).

Width: 15 feet, 3 inches (4.6 m).

Length: 20 feet (6.1 m).

Weight: 15.6 tons.

Physical Strength: Has a Robotic Physical Strength of 42.

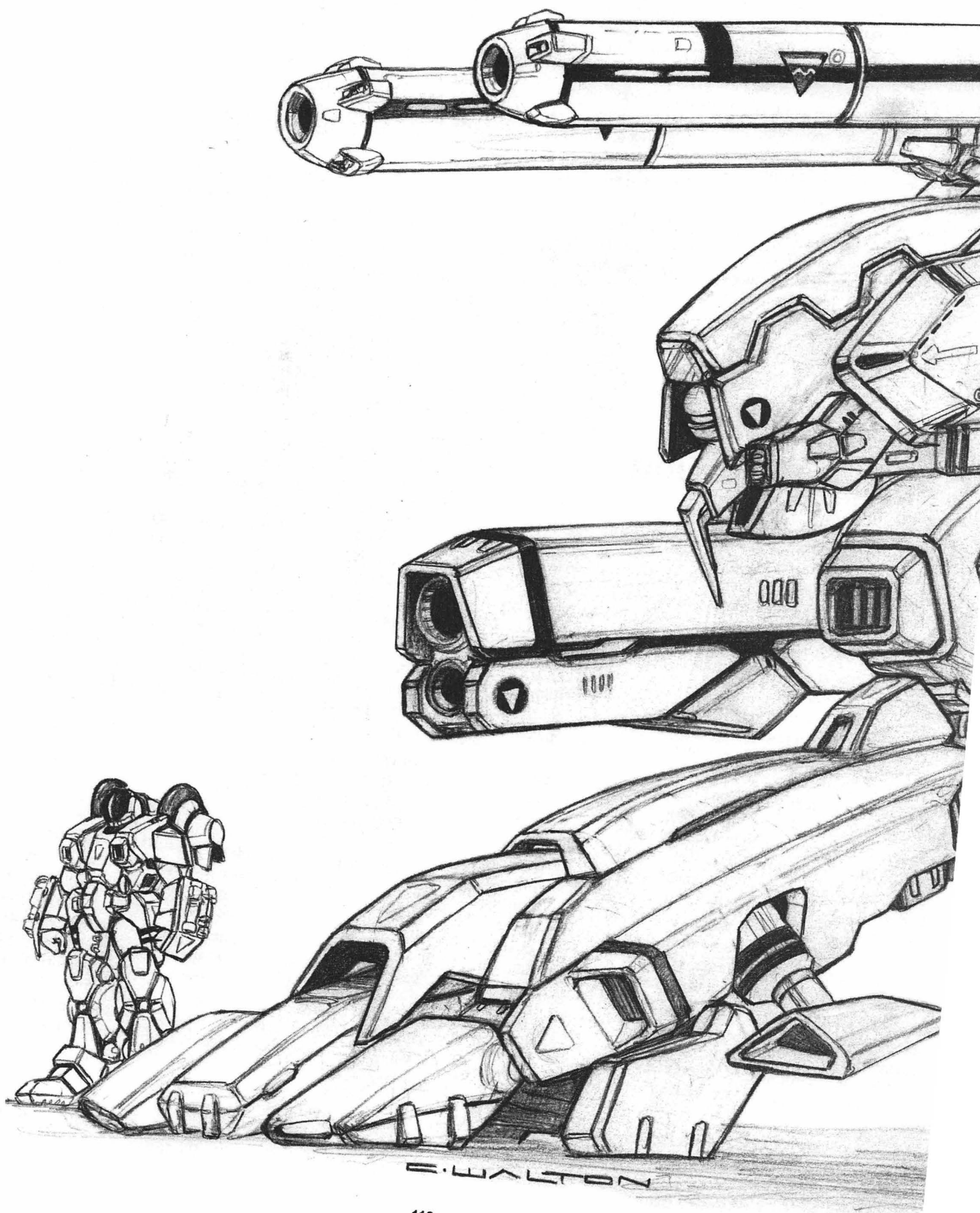
Cargo: A secure storage space the size of a closet. It contains a VR-010 series Cyclone, one energy rifle, one side arm, one weeks ration of food and water, first-aid kit, and space for extra weapons, explosives, gear or supplies the size of four large backpacks.

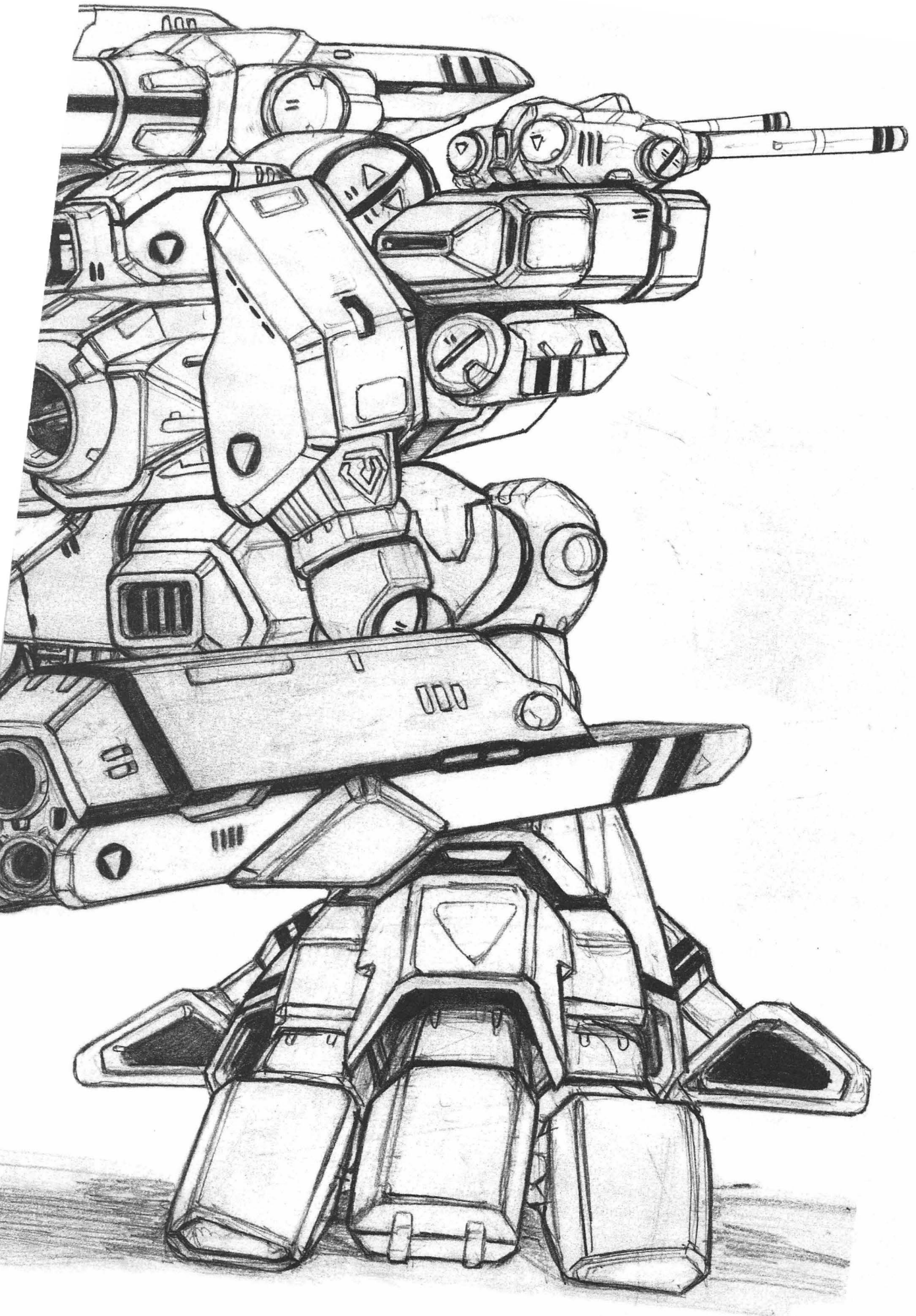
Power System: Fusion reactor outputting 3,000 s/hp powered by 16 Protoculture fuel cells. Because it is a non-transformable mecha, the fuel cells are remarkably efficient, providing an active combat life of one year before replacements are needed.

Note: All sensors and equipment are the same as the other Destroids.

Weapon Systems:

- 1. HPC-90 Heavy Particle Beam Cannons (2):** The two 90mm particle beam cannons on the top of the Officer's Battlepod





are up-scaled versions of the cannons on top of the standard Battlepod. However, they have increased range of motion and a little more power. They can rotate up to 90 degrees in elevation and 60 degrees to either side. A single blast for one cannon may be fired or the two can be fire-linked them to unleash two simultaneous blasts at the same target. If locked into place, they fire forward at wherever the “nose” is pointing.

Primary Purpose: Anti-Mecha/Anti-Armor.

Secondary Purpose: Anti-Aircraft/Anti-Spacecraft.

Range: 4 miles (6.4 km).

Mega-Damage: Each cannon does 1D8x10+10 M.D. per single blast or 2D8x10 M.D. when fired together at the same target.

Rate of Fire: Each single or dual blast counts as one melee attack.

Payload: Effectively unlimited.

2. HPC-50 Forearm Heavy Particle Cannons (2): The top barrel of the Officer Pod’s weapon forearms is another particle beam cannon. One or both forearm weapon clusters can fire at the same target or one may be directed at one target and the other directed at another. In the latter case, the blast from each arm counts as two separate and distinct attacks. If fired simultaneously at the same target, the dual blast counts as one melee attack. **Note:** The forearm weapons cannot be fire-linked with the big cannons or any other weapon system.

Primary Purpose: Anti-Vehicle/Anti-Mecha.

Secondary Purpose: Anti-Personnel.

Range: 6,000 feet (1,829 m).

Mega-Damage: 1D4x10+5 M.D. per blast. Dual blasts do 2D4x10+10 M.D.

Rate of Fire: Each single or dual blast counts as one melee attack.

Payload: Effectively unlimited.

3. Forearm Auto-Cannons (2): The bottom barrel on the forearms is an auto-cannon that fires heavy explosive shells. They are excellent short-range weapons with good stopping power, but have a limited payload.

Primary Purpose: Anti-Mecha/Anti-Armor.

Secondary Purpose: Defense.

Range: 2,000 feet (610 m).

Mega-Damage: 6D6 M.D. per round. Both auto-cannons can be fired together to inflict 1D6x10+10 M.D. Counts as one attack.

Rate of Fire: Each single or dual blast counts as one melee attack.

Payload: 60 total, each arm has an internal magazine carrying 30 rounds for a total of 60 shots.

4. Top-Mounted 20mm Laser Turret: Located on the top and rear of the Battlepod is the same laser turret as the Infantry Battlepod. It can rotate 360 degrees to face any direction, but is usually aimed to the rear to deter an opponent from trying to tail the mecha or attack from behind. It is also used to shoot down pursuing missiles and as a light anti-aircraft weapon.

Primary Purpose: Defense.

Secondary Purpose: Anti-Aircraft.

Range: 2,000 feet (610 m).

Mega-Damage: Each laser does 2D6 M.D. per single blast. When fire-linked at the same target the dual blast does 4D6 M.D.

Rate of Fire: Each single or dual blast counts as one melee attack.

Payload: Effectively unlimited.

5. RDS-10 Mini-Missile Launcher (2): Located between the shoulders and the pilot compartment is a mini-missile launcher for extra punch.

Primary Purpose: Defense and Anti-Missile.

Secondary Purpose: Anti-Armor/Anti-Mecha.

Weight: Not applicable, each missile weighs five pounds (2.25 kg).

Range: One mile (1.6 km).

Mega-Damage: Per type of mini-missile, but the standard loadout is High Explosive Armor Piercing (HEAP) missiles which inflict 1D4x10 M.D. each.

Rate of Fire: Singly or in volleys of 2, 4, 5, or all 10 from a single launcher, or a “full dump” of 20 if both launchers are emptied at the same target.

Payload: 20 total; 10 mini-missiles per each launcher. Once missiles are fired, the reload is automatically cycled into the firing position.

6. Hand to Hand Combat: The Officer’s Battlepod is still effective in close quarters combat in spite of its lack of hands. The legs can still deliver powerful kicks and the weapon arms make good clubbing weapons.

Attacks per Melee: See bonuses, below.

Hand to Hand Damage:

Forearm Strike: 1D6 M.D. on a restrained punch, 3D6 M.D. on a full strength punch, 6D6 M.D. on a power punch (counts as two attacks).

Kick: 1D4x10 M.D.

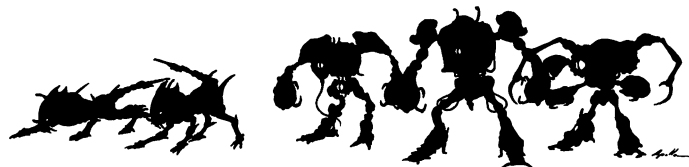
Stomp Attack: 3D6 M.D., but target must be 9 feet (2.7 m) tall or smaller.

Power Kick and Leap Kick: 2D4x10 M.D., but each of these kicks counts as two melee attacks.

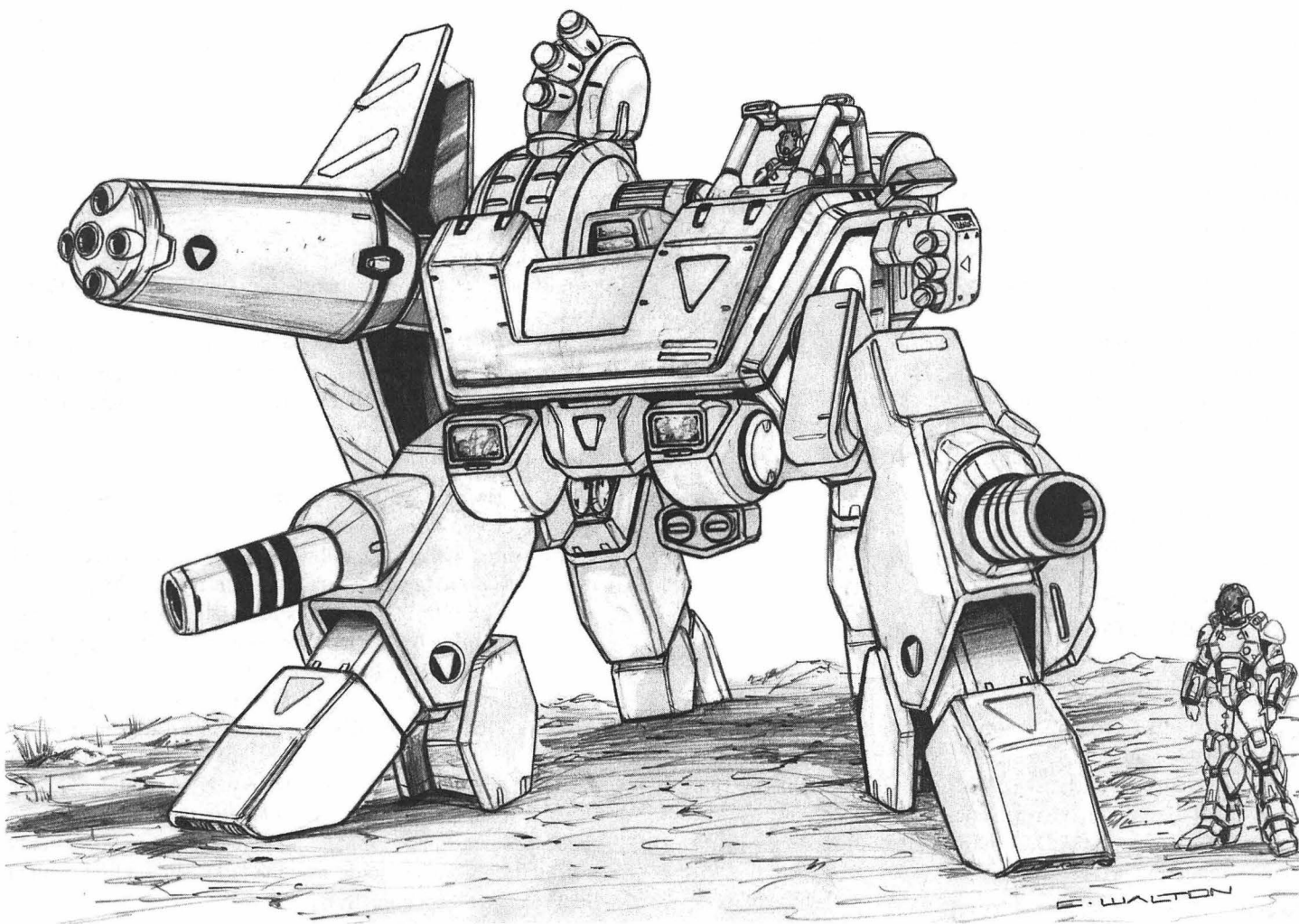
Body Block/Ram: 2D6+4 M.D. There is a 50% chance of knocking down an opponent of equal size and up to 50% larger, as well as smaller opponents off their feet. The victim loses initiative and two melee attacks. This attack must be done at a full run and takes up two of the Destroid’s melee attacks.

Bonuses with Mecha Elite Combat Training Only: +1 attack per melee round at levels 1, 3, 6, 10 and 15. +1 to strike (applies to punches, stomps and kicks only), +2 to parry (including blocking missiles and energy blasts with its forearms), +2 to dodge on the ground and in close combat, +3 to automatic dodge in flight (the act of dodging does not use up a melee attack) +4 to pull punch, +2 to roll with impact.

Note: These bonuses ONLY apply when the pilot has the Elite Combat Training skill in the Mk.IV Officer’s Battlepod. The pilot’s own number of attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot’s Hand to Hand ability when he is outside the mecha. The gunner’s number of hand to hand attacks are unchanged in or out of the mecha.



Combat Vehicles & Equipment



FSB-03-Mk.I Daniel

Light Hover Artillery Platform

The Daniel is a departure from the usual designs for mecha and vehicles of the Expeditionary Force. It is based on one of the early designs for the Hover Tank before it was designed to be a Veritech. It has no arms and it hovers on four large, stilt-like legs. In most models, the pilot sits in an open cage, similar to the *SPARTAS Veritech Hover Tank*, except with a crash cage meant to protect the pilot in case the vehicle rolls or is toppled. It provides little protection from incoming fire, but the pilot is a small, difficult target to hit. There is also the FSB-03“B” version, which is identical except it comes with an enclosed cockpit for deployment in hostile environments and battlefronts. However, many pilots prefer the open cockpit so that they can see all around and fire with an energy rifle at infantry troops and close targets from their perch in the cockpit.

Though not “officially” sanctioned, 2-4 Cyclone Riders or infantry troops can find themselves a place on top of the vehicle to hitch a ride and/or offer additional firepower. Riders perched on top of the Daniel Artillery Platform have the advantage of an elevated position. Likewise, when under heavy fire, troops can

huddle underneath the platform (at least until it needs to hover) and find cover behind or next to the stilt legs.

It should be noted that the Daniel comes equipped with a VR-011 Rifleman Cyclone, and an EU-5 rifle with five extra energy clips for it. If the pilot needs to abandon the Hover Artillery platform for any reason, or take on other duties in between artillery sieges, he has the punch and speed of a Cyclone at his disposal. This feature adds to the versatility of the Daniel and would become a feature of the Alpha and Beta fighters.

Though some refer to the Daniel as a *Battloid* or *Destroid*, it is really a vehicle piloted by infantry soldiers or Cyclone Riders with heavy weapons training. It is usually deployed in squads of four.

As a fire support platform or sort of hover tank, its job in the Expeditionary Force Marine Corps is to rain down devastating fire on targets designated by infantry from behind the front-lines and to serve as a light anti-aircraft platform. It is not meant to go head-to-head with the enemy, but instead works as a mobile gun platform in an artillery support role. However, it is well armored and can lay down significant fire on enemy units that get too close. It is particularly effective in urban environments as well as a mobile platform in space, especially in debris and asteroid fields.

The Daniel is armed with a short-range missile launcher and a medium-range missile launcher. Both of which can engage flyers, mecha and ground positions as well as provide indirect fire support. It is equipped with a huge multi-barrel pulse laser cannon that can unleash a storm of laser fire at air and ground targets. It also has ion cannons mounted on the two front legs to help hold enemy ground forces at bay. It has become a favorite of the Marines in battling Inorganics.

Type: FSB-03-Mk.I Daniel.

Also known as the “Buzzsaw” by the Marines for the buzzing sound its rapid-fire laser cannon makes and its ability to cut through the enemy.

Class: Fire Support Light Artillery Hover platform.

Crew: One.

M.D.C. by Location:

- * Spotlights (2) – 1 each
- Medium-Range Missile Mount (right side) – 45
- * Short-Range Missile Pod (left) – 40
- Laser Cannon – 130
- Cannon Shield – 200
- Ion Cannons (2; front legs) – 50 each
- Legs (4) – 100 each
- * Undercarriage Hover Jets (6) – 40 each
- * Vector Thruster (1; rear) – 50
- Enclosed Pilot Compartment (FSB-03B-Mk I Daniel only) – 100
- ** Main Body – 300

* A single asterisk indicates a small or difficult target to hit. The attacker must make a “Called Shot” and even then he suffers a penalty of -3 to strike. This penalty also applies to trying to target the Pilot in the open cockpit.

** Depleting the M.D.C. of the main body destroys the mecha, rendering it useless.

Speed:

Running: Not possible. The legs are to provide a raised platform not movement, though hover jets are located in the feet to provide additional control, lift and movement.

Hover System and Limited Flight:

In Space: 180 mph (288 km) and it can hover stationary at a fixed location with secondary thrusters and feet thrusters holding it steady.

On Earth/Flying in an atmosphere and over the ground: Maximum hover speed (ground and in the air) is 60 mph (96 km). Maximum height off the ground is 100 feet (30.5 m). The hover system makes the vehicle VTOL capable and able to be dropped from low orbit. Like the Cyclones it supports, the Daniel can exit from sub-orbital spacecraft and “drop” to locations on the ground.

Flying: The Daniel artillery platform is not designed to fly, at least not like an aircraft. It can, however, rise off the ground and fly at treetop level and fire from elevated positions while moving or hovering stationary. The VTOL capability and capacity to fly, even at the limited height of 100 feet (30.5 m), provides the Daniel with excellent combat capabilities in urban and debris-strewn battlefields. It can, in effect, pop up above walls, low buildings and mounds of debris to fire, with most of its body behind cover, and descend to conceal its location inside a crater or the walls of a building whose roof has collapsed. Using cover this way, enables the weapon platform to stay mobile, changing its position to avoid being targeted itself and to confound the enemy.

In urban environments, it really excels, because it can fly down streets, rise up above low buildings to fire and dip back down, out of sight, to change its location or to pursue enemies, or to follow the troops it is meant to support. The pilot uses the same hide and seek tactic, hiding and moving around through debris and asteroid fields, in outer space.

Underwater: None, not designed for use in or underwater.

Statistical Data:

Height: 18 feet (5.4 m).

Length: 16 feet (4.9 m).

Width: 15 feet (4.6 m).

Weight: 8 tons (dry).

Cargo: Enough room for an energy rifle, survival kit and VR-010 series Cyclone behind the pilot.

Power System: Protoculture reactor powered by eight Protoculture fuel cells. Also has a back-up battery that can provide two hours of general operation, but the laser cannon is unavailable.

Weapon Systems:

1. RPLC-4 Rapid-Fire Laser Cannon: The main weapon of the Daniel is a laser cannon with five barrels wrapped in a heat-dissipating cowl, allowing the weapon to have a high rate of sustained fire while staying cool. It has a 90 degree up and down arc of fire. The gun is infamous for its high rate of fire and its ability to provide suppressing fire, to the point that the familiar buzz saw-like sound can be a morale booster for Marines under heavy fire. The Marines that pilot the Daniel Artillery Platform joke that they are trained to aim it at the enemy and hold down the trigger until the enemy no longer exists. The rapid-fire blasts are also powerful enough to punch through fortifications, the walls of buildings and the hull of space vessels. Enemy forces, particularly the Invid, quickly learn to target and try to destroy the laser cannon first (Called Shot to target it specifically).

Primary Purpose: Anti-Personnel.

Secondary Purpose: Anti-Mecha and Anti-Aircraft.

Range: 6,000 feet (1,829 m).

Mega-Damage: A single shot from one barrel does 2D4 M.D. A single shot from all five barrels, simultaneously, does 1D4x10 M.D. A short burst does 2D4x10 M.D., and a long burst does 4D4x10 M.D., but counts as two attacks. The pilot can also choose to do a long-burst spray that does 3D6 M.D. damage to 2D4 targets in its line of fire, but also counts as two attacks.

Rate of Fire: A single shot, a five shot blast, and short burst takes one of the pilot’s melee attacks. A long burst or spray attack uses up two attacks.

Payload: Effectively unlimited!

2. MMDS-3 Missile Launcher: Located above and behind the main laser cannon and partially protected by the big shield is a medium-range missile launcher that can be used to punish enemy ground forces and mecha from medium-range or engage enemy aircraft or spacecraft. They can also blast holes into enemy fortifications. The missile load varies with mission type.

Primary Purpose: Anti-Personnel and Anti-Mecha.

Secondary Purpose: Anti-Aircraft and Anti-Installation.

Range: 40-50 miles (64 to 80 km).

Mega-Damage: Varies with the type of medium-range missiles.

Rate of Fire: Individually, or a volley of two or three. Counts as one melee attack regardless of how many missiles are in a volley.

Payload: Three medium-range missiles.

3. MDS-R-3 Missile Turret: Located on the opposite side of the mecha from the cannon is a three-shot missile launcher on a pivoting turret. It can rotate 360 degrees and is equipped with 3 190mm missiles. Typical loadout is High Explosive Armor Piercing (HEAP), but any warhead can be used depending on particular mission parameters.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Anti-Aircraft.

Range: 5 miles (8 km).

Mega-Damage: Varies by type of short-range missile, but HEAP (High Explosive Armor Piercing) missiles that inflict 2D6x10 M.D. per missile are typical.

Rate of Fire: Individually or in volleys of 2 or 3. One volley, no matter how many missiles are in it, count as one melee attack.

Payload: Three 190mm short-range missiles.

4. Ion Cannons (2): Mounted on each front leg is an ion cannon meant to protect the Daniel from enemies that get too close. They are fixed forward, but the hover capabilities of the Daniel allows it to quickly rotate to bring the guns to bear. They sacrifice range for stopping power.

Primary Purpose: Defense.

Secondary Purpose: Anti-Personnel.

Range: 1,200 feet (366 m).

Mega-Damage: 5D6 M.D. each. Firing both together at the same target does 1D6x10 M.D. and counts as one attack.

Rate of Fire: Each single or dual blast counts as one melee attack.

Payload: Effectively unlimited.

5. Cannon Shield (1): The larger shield attached to the side of the laser cannon provides the laser, the medium-range missile launcher, the pilot and the vehicle itself protection from attacks on the right. In game terms, the shield takes no damage unless it is specifically targeted (Called Shot).

6. Hand to Hand Combat: The Daniel is unsuitable for hand to hand combat. Its design even prevents it from being used for ramming attacks.

7. Sensor Suite and Other Equipment: Same as the standard Destroid.

IFHV-03-Mk.II Archon

Infantry Transport & Fighting Hover Vehicle

The Archon is an armored fighting vehicle that is used to carry a squad or two of Expeditionary Force Marines into battle. It is a non-transformable hover vehicle that looks like a mix between a Beta fighter and a hover tank, with large thrusters for speed and maneuverability. It has the firepower and armor of a main battle tank, but the hover jet system gives it exceptional speed and the ability to move over virtually any terrain imaginable.

While the Cyclone and CVR armor provide very good protection to soldiers on the battlefield, and they can be “dropped” into combat from low orbit like paratroopers, there is still a need for troop transports. The Archon can safely insert, extract and move infantry into and out of hostile areas, as well as provide fire support when necessary. The Archon is especially important for extracting combat troops from “hot zones” and is a fast, reliable transport fueled by the same Protoculture cells as the Alpha and Beta.

The Archon can carry one or two squads (up to 16 troops) of Cyclone Riders or 24 Marine infantry in and out of combat. A typical squad consists of three fireteams of four marines wearing Cyclone armor in Battloid mode, and one squad leader, for a total of 13 soldiers. However, it is also often used to carry special forces units, science teams, important officers and dignitaries who need to visit the front lines, and is frequently used by STORM teams.

The Archon has four main hatches, one on each side, and one in the front of each cargo pod. This allows troops to deploy quickly and safely regardless of where enemy fire may be coming from. There is also an emergency hatch in the top of the pilot compartment.

The Archon is more than a modern, armored hover transport vehicle, it is also a fully capable combat vehicle in its own right. Making it part APC and part tank. Its main guns are three powerful particle beam cannons. It also has a number of missiles and a crew-served gun can be mounted on the top of the P-Beam turret to provide additional anti-personnel and suppressing fire. The frame is reinforced and designed to be able to smash through S.D.C. and light Mega-Damage walls, fencing, barriers and debris, as well as plowing through Invid Soldiers or Inorganics. And of course, once deployed, there is the firepower of the troops carried inside the Archon.

The Archon is functional in virtually any terrain. It is completely environmentally sealed, protecting those inside from the vacuum of space, deadly alien atmospheres, radiation, and biological and chemical threats. Its powerful thrusters enables it to maneuver in microgravity environments like the moon or on large asteroids. Though not intended for travel through space, the Archon can also make short trips in space, usually to ferry troops and equipment from one ship to another or to space stations, outposts and asteroids.

Archon IFHVs are a mainstay of the UEEF Marine Corps and a common site during any large operation.

Model Type: Archon class infantry fighting hover vehicle.

Class: IFHV-03-Mk.II

Crew: Three: One pilot, a gunner, and a tank commander.

Passengers: Up to 13 soldiers in Cyclone Battloid armor. Can carry 20 individuals in CVR armor or lighter.

M.D.C. by Location:

* Secondary Hover Jets (12; small) – 50 each

** Main Thrusters (2) – 200 each

Intake Compressors (2) – 175 each

Heavy Particle Beam Cannons (3) – 125 each

Weapon Turret – 250

*** Sensor Array/Head – 100

Deployment Hatches (4) – 120 each

Disembarkment Ramps (4, fold down) – 120

* Top Hatch – 60

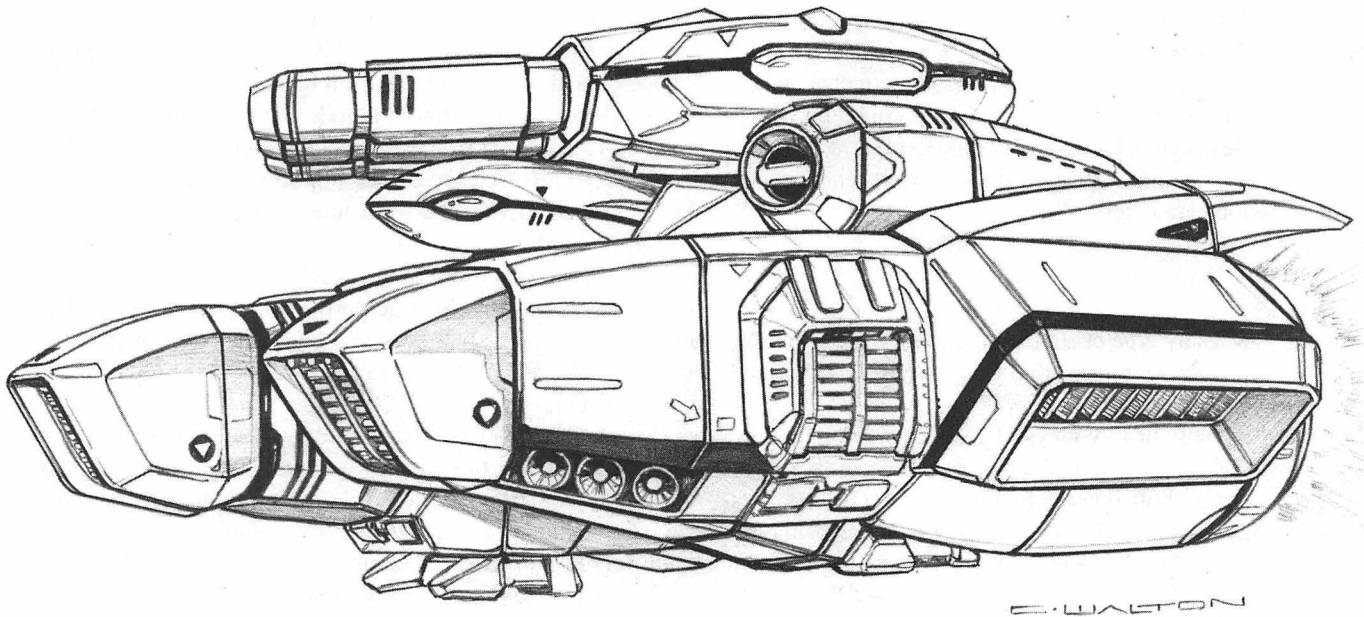
* Landing Gear (3) – 75 each

Reinforced Troop Compartment – 100

Reinforced Crew Compartment – 200

**** Main Body – 450

* Destroying a bank of three small secondary hover jets reduces the *maximum altitude and speed* of the vehicle by 10% and imposes a -5% piloting penalty. Destroying six reduces the sustainable height and speed by 20%, reduce by 30% when nine jets are destroyed, and when all 12 are destroyed, reduce



maximum altitude and speed by 40% and there is a -20% piloting skill penalty. **Note:** Any item marked with a single asterisk is a difficult target to hit and requires an attacker to make a successful "Called Shot" with the following penalties: Shooting at a stationary target -4, moving target -6, and fast moving target -11 to strike. The same is true of the sensor array/head.

** Destroying one of the two main thrusters *reduces speed and maximum altitude* by 30% and imposes a -20% piloting penalty. Destroy both of the big thrusters, and speed and altitude drops by 60% and the piloting penalty is -50%. Also destroy the smaller hover jets (above) and the speed of the Archon is reduced to a crawl. Destroy them all and the armored transport is immobilized. It can still fire its weapon systems, but it is grounded until it can be recovered and repaired.

*** Destroying the sensor array/head, located under the main cannons when they face forward, knocks out most of the Archon's sensors. Radar range is reduced to 5 miles (8 km) and long-range radio, laser communications, and the targeting system are disabled. **Note:** This leaves the Archon at a -3 to strike and dodge.

**** Depleting the M.D.C. of the main body destroys the vehicle, rendering it useless. However, the reinforced crew compartment should protect the occupants and enable them to evacuate the hover tank/APC on foot.

Speed:

Hovering: 100 mph (160 km); twice as fast in space.

Flight: Can hover in the air up to 20 feet (6.1 m) high in an Earth-like gravity with a typical altitude of 2-15 feet (0.6 to 4.6 m) off the ground. Thruster-assisted jumps up to 80 feet (24.4 m) high and 120 feet (36 m) across are possible, and the Archon can be dropped and descend on a cushion of air from heights up to 1,000 feet (305 m) without damage.

Statistical Data:

Height: 20 feet (6.1 m).

Length: 35 feet, 6 inches (10.8 m).

Width: 19 feet (5.8 m).

Weight: 55.4 tons dry.

Cargo: Can carry as many as 16 Marines in Cyclone armor, 24 lightly armored personnel, or 10 tons of cargo. It also carries a rack of three VR-010 Rifleman Cyclone Veritech motorcycles for the crew and a survival pack for each, in case they need to abandon the vehicle.

Power System: 24 Protoculture cells. It is also equipped with a small backup fusion generator that can be activated to avoid detection by the Invid. The fusion generator reduces speed to half.

Weapon Systems:

1. HPC-22 Particle Beam Cannons (3): The main cannons for the Archon are three heavy particle beam cannons mounted on the top turret. The turret gives them 360 degrees of rotation and they can elevate up to 25 degrees and can be lowered 15 degrees. They are almost always fired in tandem and are designed to knock out large enemy mecha and armor that could threaten the vehicle and its occupants. They also provide fire support to infantry already deployed.

Primary Purpose: Anti-Armor/Anti-Mecha.

Secondary Purpose: Anti-Installation.

Range: Two miles (3.2 km).

Mega-Damage: Each cannon does 1D6x10 M.D. per blast, for a total of 3D6x10 when all three are fired at the same target at once. Firing an individual cannon or all three costs one melee attack.

Rate of Fire: Each single, double or triple blast counts as one melee attack; manned by a dedicated gunner.

Payload: Effectively unlimited.

2. LMMDS-8 Missile Delivery System (4): Located on the sides of the turret and on top of the main body are concealed missile launchers that hold eight short-range missiles. They can be reloaded from the inside of the vehicle by the crew or occupants with the proper training when not in use.

Primary Purpose: Anti-Missiles and Anti-Personnel.

Secondary Purpose: Anti-Mecha/Anti-Aircraft.

Weight: Each missile weighs about 33 pounds (15 kg).

Range: Usually around five miles (8 km).

Mega-Damage: Varies by short-range missile. Usually loaded with HEAP (High Explosive Armor Piercing) missiles which in-

flict 2D6x10 M.D. per missile or Fragmentation missiles which inflict 2D4x10 M.D. per missile to a 20 foot (6.1 m) radius.

Rate of Fire: Singly or in volleys of 2, 4 or all. One volley, no matter how many missiles are in it, counts as one attack.

Payload: Eight missiles in each launcher, for a total of 32. One reload is usually carried for each launcher and takes one minute (four melee rounds) to reload for someone with the proper training.

3. Coaxial-Mounted M-25B "Wolverine": A coaxial mount on the top hatch allows the hover tank commander to fire a belt-fed version of the Wolverine assault rifle either by exposing himself and handling it personally, or by remote control from inside the tank (no bonus from W.P. Rifle, just the tank's targeting system bonus). The belt-fed system and a reinforced, heat-resistant heavier barrel allows the weapon to fire longer bursts. It also has a slightly longer range.

It is used to protect the tank from enemy infantry who can get under its big guns and to provide cover and suppressing fire for deploying troops. The weapon fires either conventional 7.62x51mm cartridges or 7.62mm SLAP (Saboted Light Armor Penetrator) rounds. The belts are always 7.62mm SLAP, unless the vehicle is being deployed for crowd control, policing duty or some other function where civilians could be in the line of fire. It is also equipped with an under-barrel 25mm grenade launcher.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Defense.

Weight: 12 pounds (5.4 kg).

Range: 1,509 feet (460 m) for the rifle, 1,312 feet (400 m) for the grenade launcher.

S.D.C. Damage Settings: 4D6 S.D.C. for a single round, 1D4x10 S.D.C. for a five-round burst, 2D4x10 S.D.C. for a 10-round burst.

M.D. Settings: 2D4 M.D. single round, 4D6 M.D. for a five-round burst or 1D4x10+8 M.D. for a 10-round burst for SLAP rounds. 25 mm grenades do 4D6 M.D. to a 10 foot (3 m) area.

Rate of Fire: Single shot or bursts count as one melee attack. Grenades are single shot only.

Payload: 300-round belt. The grenade launcher carries 4 grenades and there are usually 20 rifle-fired 25mm grenades located in a fireproof box just below the hatch.

4. Ramming attack: The driver can choose to ram into targets, doing 1D6 M.D. for every 10 mph (16 km) of speed. Anything weighing up to 20% more than the Archon is plowed aside or knocked down effortlessly if it fails or is unable to dodge, losing initiative and two melee attacks. Hit larger, heavier targets does half damage and the Archon also suffers damage to its Main Body equal to half of what it inflicted upon the enemy it rammed.

5. Tank's Sensors of Note: The Archon has all the sensors of a standard Destroid.

6. Additional Bonuses: +5% to all Pilot Hovercraft rolls due to excellent handling, and +2 to dodge; both of these bonuses are lost when it loses one main thruster or six of the secondary.

Titan

Ground Mobile Unit (G.M.U.)

Accompanying the UEEF fleet is the largest ground vehicle ever built by human hands: the Titan GMU (Ground Mobile Unit). It is an all-terrain mecha and troop transport that serves as a mobile base and ground fortress for the UEEF marines.

The Titan is large enough to hold an entire company of Expeditionary Force Marines in Cyclone Ride Armor and a squadron of 12-15 mecha (usually Veritech Hover Tanks, Alpha fighters or Destroids, or a mix of them all). It also carries the supplies, armaments and command staff to oversee extensive ground combat operations. The GMU is so large that it can only be carried by the SDF-3 or the Tokugawa Carriers and has its own specialized drop ship used to deploy it to a planet's surface and retrieve it again.

In addition to its troops and mecha, the GMU carries specialized communications, command and control systems necessary to coordinate military operations. It also has massive firepower in the form of a starship-scale laser cannon, missile launchers and defensive turrets. The laser cannon can be used to take down incoming enemy starships, provide heavy fire support for ground forces and can crack open an Invid Hive like an egg with just a few shots.

The wheels of the GMU are hollow and carries marines in Cyclones whose job is to defend the vehicle from ground assault. The giant wheels allow the Titan to conquer virtually any terrain. The entire vehicle, including the wheels, can be environmentally sealed and can operate in the vacuum of space. In an emergency, it can even be attached to the belly of a starship the size of a Garfish or larger.

In addition to the massive wheels, each with its own back-up power supply, the Titan also has a pair of large thrusters that can be engaged to increase the vehicle's speed (preferably over flat terrain) or help it climb steep inclines or push through thick mud, fast-moving flood waters or other natural obstacles. Given the size and power of the vehicle, there is very little that can stop it, however, in some environments, its massive weight can become a problem without the thrusters to assist it in movement. The heavily armored mobile fortresses are at the vanguard of ground combat operations and its appearance on the battlefield can turn the tide in a fight. It is also a large target, however, and draws more than its fair share of enemy fire and attention. As a result, its complement of mecha are often deployed to run interference and take down incoming missiles and attacks, particularly the swarming assaults of the Invid.

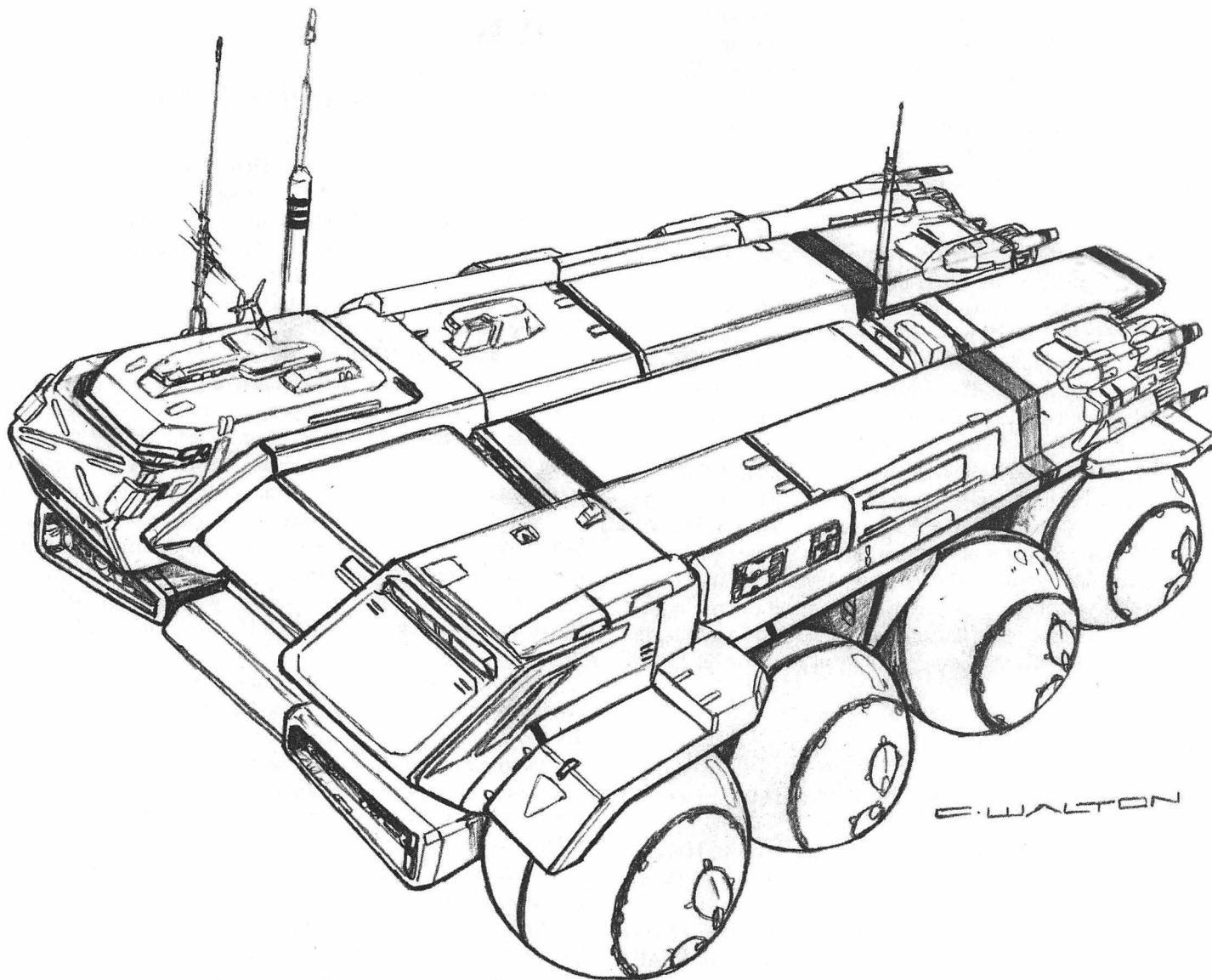
In addition to the troops it carries, the Titan is often used as a mobile headquarters for much larger operations, and can be used to command an entire ground invasion. During these operations it is protected by far more troops and mecha than it carries, including 4-8 Archon artillery hover platforms, and is usually stationed away from the front-lines.

Vehicle Type: Titan Ground Mobile Unit.

Class: Military All-Terrain Mecha Transport and Assault Vehicle.

Vehicle Crew: 40

Operations Crew: Pilot, Co-pilot, Commander, Deck Officer, Communications Officers (4; duties include radar and sensors),



Engineering Team (5), Security Team (4 Infantry Marines in CVR-1 Body Armor and armed with M25C Wolverine Carbines).

Combat Information Center: Ground Operations Commander (2 Technical Officers with at least a rank of Major), Military Advisors (2), Commander's Aides (2), Vehicle Weapons Officer (5), Security Team (2 Infantry Marines in CVR-1 Body Armor and armed with M25C Wolverine Carbines), Medical Team (4), and Mecha Maintenance Crew (6).

Troops: 218 to 230 total, including one Company of 202 Marine infantry soldiers, plus 4 corpsmen, and 12-15 Hover Tank or Alpha Fighter Pilots, or Destroid Pilots (depending on the number of crew required to operate the Destroid).

Mecha Complement: 22

12 Veritech Hover Tanks, Alpha Fighters or Destroids of various types (except for the M.A.C. II, which is too large).

4 Golem Infantry Support Battloids

4 Daniel Fire Support Battloids

Cyclones: 150 VR-010 series Cyclones is standard, and an additional 16 in the wheels (two in each). In space operations, this number is 110 of the bulkier VR-020 series Space Cyclones.

M.D.C. by Location:

Main Headlights (2) – 5 each

Command Defense Turret – 100
Heavy Particle Beam Turret – 250
Missile Launcher – 120
Laser Cannon Shields/Braces (2) – 500 each
Communications Array – 100
Wheel Pods (8) – 300 each
Wheel Pod Hatches (16) – 100 each
Thrusters (2) – 220 each
Laser Cannon – 1,000
Mecha Bay Section – 1,400
Main Hatch (2; front) – 300 each
Folding Ramp (2; front) – 200 each
Emergency Hatches (12; scattered) – 100 each
* Command Section – 500
** Main Body – 2,400

* Destroying the Command Section knocks out primary controls, sensors and long-range communications. While the vehicle can be driven from the engine room, it loses all targeting and sensor bonuses and is -20% to piloting skill rolls and -3 to strike with all onboard weapon systems. Plus, it is driving mostly blind and will likely require scouting patrols to be

deployed to make certain it does not run into an ambush or get caught in bad terrain.

**** Depleting the main body disables the vehicle, making it an immobile wreck.**

Speed:

Land: 55 mph (88 km).

Underwater: Can travel at a slow 10 mph (16 km) across the sea floor with a maximum depth of 4,000 feet (1,219 m). The Titan can be made to be buoyant (takes about one day of preparation) and can travel across the surface of the water at 25 mph (40 km or 22 knots).

Space: The GMU is incapable of space flight. While it has thrusters they can only push it forward at about 80 mph (128 km). It has no maneuvering jets by which to steer.

Statistical Data:

Height: 114 feet (34.7 m), 315 feet (96 m) with laser cannon at maximum elevation.

Length: 336 feet (102.4 m), 403 feet (123 m) with laser cannon extended.

Width: 157 feet, 6 inches (48 m).

Weight: 5,175 tons dry.

Cargo: The mecha bay can carry a total of 1,100 tons of cargo, including the mecha it carries.

Weapon Systems:

1. HRLC-500 High-Powered Heavy Laser Cannon: The primary weapon of the G.M.U., this massive cannon takes up a significant portion of the vehicle. It is used to assault installations and hardened defenses and to provide air support fire for ground forces, specifically against large enemy vessels, such as landing vehicles and troop carriers. In some instances, the weapon was even used against starships while the Titan was strapped to the bottom of a ship. While the cannon is fixed forward, it can elevate to a 60 degree angle. Because each of the vehicle's eight massive wheels can rotate separately, the GMU is surprisingly agile at turning and rotating in order to fire the cannon accurately. The vehicle can even drive sideways or at odd angles and keep the cannon trained on a target while turning.

When the cannon is elevated, defensive shields on either side are also raised in order to protect it from frontal attacks and to prevent the cannon from swaying off target, either from high winds or the GMU's motion. Striking the cannon from the front while it is elevated requires a Called Shot at -2 to strike. When the cannon is lowered it can only be hit by a Called Shot at a -4 penalty because it is flush with the body, and cannot be hit at all from the sides when docked.

Primary Purpose: Anti-Installation.

Secondary Purpose: Anti Aircraft/Anti-Starship.

Range: 20 miles (32 km) in atmosphere, 60 miles (96 km) in space.

Mega-Damage: 1D6x100 M.D. per single blast. Can only fire single blasts.

Rate of Fire: Four attacks per melee round.

Payload: Effectively unlimited.

Bonus: +2 to strike.

2. MLWS-40 Rapid-Fire 40mm Point Defense Laser Turret:

This turret is dedicated to defending the command section from air attack. It engages both inbound enemy aircraft and missiles. The turret has a 360 degree rotation and 60 degrees of elevation.

Primary Purpose: Anti-Aircraft and Defense.

Secondary Purpose: Anti-Missile.

Range: 4,500 feet (1,372 m).

Mega-Damage: 2D6x10 M.D. per single blast.

Rate of Fire: Each blast counts as one melee attack. Attacks per melee are equal to those of the "gunner" assigned to the weapon position, plus one (typically 4-6 attacks per melee round).

Payload: Effectively unlimited.

3. MM-6 Missile Launcher: This missile launcher is located on the rear section of the mecha bay and is only visible when it rises to launch. It is a six-tube box launcher fed from an internal magazine. It is used for defense and to give support to ground units.

Primary Purpose: Anti-Personnel and Anti-Armor.

Secondary Purpose: Anti-Aircraft and Anti-Mecha.

Range: 40 miles (64 km).

Mega-Damage: Varies with the type of medium-range missile used. Typically High-Explosive Armor Piercing (HEAP) doing 3D6x10 M.D. or a mixed payload with half being HEAP.

Rate of Fire: Individually, or in volleys of 2, 4, 6 or 8.

Payload: 36 in an internal magazine with up to 4 reloads are typically carried, for a total of 144 missiles. Reloading the magazine takes a trained crew one minute (4 melee rounds).

4. Heavy Particle Beam Turret: Located near the rear of the particle beam cannon, with its own dedicated gunner, is a heavy defense turret used to protect the GMU from larger airborne threats, like Invid, mecha, and aircraft. It also defends the GMU from attacks from the rear and its flanks. It has 360 degrees of rotation and 60 degrees of elevation.

Primary Purpose: Anti-Aircraft and Anti-Mecha.

Secondary Purpose: Defense and Anti-Missile.

Range: 5,000 feet (1,524 m).

Mega-Damage: 2D6x10 M.D. per blast.

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited.

5. Ramming: The Titan can ram large targets or run over smaller ones (25 feet/7.6 m).

Mega-Damage:

Ramming: 1D4x10 M.D. per 10 miles per hour (16 km).

Running Over: 3D6x10 M.D. per tire that runs over the target (maximum of four).

In both cases the victim is ALWAYS knocked over and loses initiative plus two melee attacks.

6. Mecha and Troops: The Marine contingent stationed on the vehicle are perhaps the Titan's most potent weapon. A number of them are always held back to defend the vehicle during combat operations.

Marine Weapons & Equipment

Weapons & Equipment from Robotech®:

The Shadow Chronicles® RPG

Much of the weaponry described in the **Robotech® Shadow Chronicles® RPG** remains the same, except that the popularity is often different and some have not been developed at the time of the UEEF war with the Invid Regent.

FAL-2 Pulse Laser Rifle: Frequently used by special forces teams and often deployed with marines seeing combat in particularly harsh environments, it sees fairly wide use in the UEEF, despite not being a standard-issue weapon.

H-90 Gallant: This weapon system will not be developed until the later part of the war against the Regent, and is a descendant of the M-30 “Wolf” (see below).

H-260 Valiant: Not developed until well after the war with the Regent, it is not even available to members of the Mars Division who attempted to liberate the Earth.

M-25 “Wolverine” Assault Rifle: This is the standard issue rifle of the UEEF marines, who are always supplied primarily with 7.62mm SLAP rounds.

M-30 “Wolf” Modular Energy Weapon System: This is the standard issue rifle and side arm of the fleet, and frequently used by UEEF Marine officers and Destroid pilots. It is also supplied in large quantities to alien resistance forces fighting the Invid or remnants of the Robotech Masters’ empire.

M-46 “Badger” Submachine-Gun: Fairly new at the start of the expeditionary mission, it does not see mass production until later in the war.

M-37 “Weasel” 10mm Semi-Automatic Pistol: Common side arm issued to officers in both the fleet and the Marine Corps.

RL-2 Rocket Launcher: Issued to heavy weapons infantry soldiers, and anti-armor squads, particularly when detection by the Invid is a concern.

SAL-9 Semi-Automatic Laser Pistol: Standard issue for ship security crews, commandos and special forces crews who expect combat in tight environments like urban settings or aboard starships. Later replaced by the M-46, which can burst fire and is undetectable by Invid Protoculture sensors.

D-40 Cobalt Limpet Mines and D-30 Cobalt Grenades: Unchanged.

CVR-1 Personal Environmental Combat Armor is the standard issue armor for all Expeditionary Force Marines during combat. See the VR-010-Series Cyclone for more information and stats.

HMP-100 Heavy Machine Pistol (new)

While referred to as a heavy machine pistol, the HMP-100 can be hard to qualify. It is a single-handed, high-capacity machine-gun fired with one hand and steadied with a wrist brace instead of with a traditional stock. It was sometimes issued to heavy weapons crews and other marines who are already weighed down with

heavy equipment and for whom the M25 “Wolverine” or its carbine version might be a bit cumbersome. Considered an experimental weapon, it never saw large-scale production due to complaints over the wrist-bracing system and its fairly short range, however it did have some fans, particularly among the Zentraedi, that kept it in light circulation for most of the war. It uses either conventional 10mm cartridges or 10mm SLAP (Saboted Light Armor Piercing) rounds.

Weight: 8.5 pounds (3.8 kg).

Range: 800 feet (244 m).

S.D.C. Damage (standard ammunition): 5D6 S.D.C. for a single round, 1D6x10 S.D.C. for a three round burst, and 3D6x10 S.D.C. for a 10 round burst.

M.D.C. Damage (SLAP ammunition): 1D6 M.D. for a single round, 3D6 M.D. for a three round burst, 1D6x10 M.D. for a 10 round burst.

Rate of Fire: Single shot, three round burst or 10 round burst. All bursts take one melee attack/action.

Payload: 60 round clip can fire 20 short bursts or six long bursts.

M.D.C. of the Weapon Itself: 20 M.D.C.

Alien Weapons & Equipment

The following weapons and items are weapons and gear introduced by some of the most notable people liberated by the Expeditionary Force. The are most common among the alien people who join forces with the UEEF to battle the Regent and his Invid, but others, over time, may be used by any Expeditionary Force Marine character, including humans and Zentraedi. Technology from Tirol and the remnants of the Robotech Masters’ science are the first to be adopted by the Expeditionary Force, largely because the tech is already fairly well understood by the Earth forces.

Tirolian Weapons & Equipment

Tr-LRL Mk.II Light Rocket Launcher

This is an updated version of the Tr-LRL Mk.I, and addresses problems of portability and accuracy. This launcher weighs less and has an advanced targeting system, making it more accurate and easier to use than its predecessor. It comes at a cost, however, as the magazine for the Mk.II is smaller. Large stores of these were left behind since the Robotech Masters did not anticipate their foot soldiers seeing much combat. They expected their Bioroid troops to handle just about any threat. Tirolian insurgents, short on mecha, eagerly procured this weapon after the Robotech Masters abandoned the planet.

Weight: 15 pounds (6.8 kg).

Range: Five miles (1.6 to 8 km).

Mega-Damage: By mini-missile type; typically 5D6 M.D.

Rate of Fire: One at a time, each missile launched uses one melee attack.

Bonuses: +1 to strike with an aimed strike, in addition to W.P. and mini-missile bonuses.

Payload: Three missiles in a pre-loaded magazine. It takes one action (3 seconds) to change the magazine.

Tr-HIB Mk.IV Heavy Ion Blaster

This is an extremely powerful ion handgun used by Bioroid Legionnaires performing garrison duty or enforcing martial law or military curfews. They are designed for stopping power and intimidation, and have a stylized basket hilt similar to that of an Earth saber.

Weight: 3 pounds (1.35 kg).

Range: 1,000 feet (305 m).

Mega-Damage: 4D4 M.D. for a single blast.

Rate of Fire: Single shots only. Each shot uses one melee attack.

Payload: 10 single shots per rechargeable Protoculture magazine.

Tirolian Rocket Boots

Usable with or without body armor, these boots provide the wearer with the ability to leap great heights and survive falls that would otherwise prove fatal. Operated through a control mechanism worn as a belt, when the buckle is yanked outwards, the boots give a short-lived booster thrust to the wearer. It is enough to allow them to leap up to 100 feet (30 m) up or 150 feet (46 m) across, or to gently land from a fall of up to 200 feet (61 m) without injury. If used to prevent injury from a fall, the wearer takes half damage from any fall, unless he makes a successful roll with impact/fall of 12 or better, in which case no damage is taken. The Rocket Boots only have one charge before the hydrogen cartridges in the belt must be replaced.

Tr-NG Mk.I

Tirolian Shock Net Launcher

This is a device used primarily by Tirolian scientists and police. It fires a net that delivers both an electric shock and a powerful enough electromagnetic pulse field to disable even small Protoculture powered mecha, like an *Invid Cougar* or *Cyclone*. Humans and most aliens are shocked into submission. It is a non-lethal device.

Weight: 5 pounds (2.2 kg).

Range: 60 feet (18 m).

Mega-Damage: None. Fires an electrified net that entangles and incapacitates targets. On a strike roll of 12 or better the target is completely entangled in the net and, if still conscious, must work for 2D4 melee rounds to get free. The use of a Mega-Damage blade or claws allow escape in one melee round (15 seconds).

The Stun/Knockout Effect: Creatures weighing less than 600 pounds (270 kg) must roll to save vs stun of 14 or better (bonuses from a high P.E. apply). Failure to save (rolling 14 or higher) means the victim is shocked unconscious for 1D6+1 minutes. Small mecha (10 feet/3 m) tall or less) must also make a saving throw, but only a 12 or better, or they are disabled by an electromagnetic pulse for the same amount of time and pilots of small mecha must also roll to save vs the incapacitating electrical charge. A successful dodge means the target is not ensnared and does not need to make a saving throw. Remember, even if the victim manages to save, and remains conscious, he is still entangled in the net.

Rate of Fire: Single shots only.

Payload: One net cartridge. Another can be loaded in two melee actions (6 seconds).

Praxian Weapons and Equipment

Praxian Plate Armor

Far more effective than it appears, Praxian Plate armor is specifically designed for the powerful female physiques of the Praxian warrior women. It consists of plate pieces of advanced, lightweight materials on top of a flexible armored body-suit. While they can be fitted to most in-shape human women, many human females find them too archaic and far too immodest for use in combat. These armors are often personalized and vary widely in design, but they all function the same.

M.D.C. by Location:

Head – 30

Arms (2) – 20 each

Legs (2) – 35 each

Main Body – 80

Comes standard with a helmet that can seal in one melee action (3 seconds), protecting the wearer from poisons and gases, but it does not make the armor fully environmental, and there is no independent air supply. The helmet also has a radio with a 20 mile (32 km) range.

All armor come with a concealed high-frequency forearm blade that extends and retracts as needed; it inflicts 2D4 M.D.

Physical Penalties: None.

Praxian Spike Shield

This is a large, round shield carried by Praxian infantry into battle. Praxians are trained in using the shield to defend against not only melee attacks from enemies, but can also use it to block energy blasts and even deflect the claws of large Invid mecha. The high-frequency spike makes charging a Praxian soldier a poorly-conceived strategy.

Weight: 20 pounds (9 kg).

M.D.C.: 100

Mega-Damage: Bashing or ramming with spike does 2D6 M.D. A bash with the surface or edge of the shield does 1D8 S.D.C., plus any strength bonus the wielder may have.

Bonuses: +2 to parry.

Special Shield Maneuver: On a Natural 18-20 to parry with this shield, the warrior throws open their enemy's defense by pushing the shield arm up or out. This gives the Praxian Warrior a +1 to strike on her next attack against that enemy, but only if her next action is to attack. This only applies to melee combat. The wielder must have the *W.P. Shield* skill to perform this maneuver.

Praxian Blade Staff

This eight foot (2.4 m) long spear would be considered a pole arm by most humans, until they watch a Praxian hurl it with deadly accuracy. It uses the same high-frequency vibration technology seen in other Praxian weapons in the blade/spearhead, allowing it to slice through mecha and advanced body armor. It also has a

small Praxian antigravity generator keyed to the user that enables the spear to fly back to her after having been thrown.

Weight: 16 pounds (7.2 kg).

Range (thrown): 250 feet (76 m), plus the wielder's P.S. attribute number x3 additional yards/meters.

Mega-Damage: 3D6 M.D. Double damage when set in such a way as to impale a charging enemy or ramming mecha.

Note: Returns to wielder's hand on the next melee action unless stuck or grabbed by someone else.

Praxian War Bow

This is a classic recurve bow design that combines portability with draw power and range. Explosive arrow warheads make it usable against high-tech targets and when used with normal weapons, it can make an excellent sniper weapon.

Weight: 12 pounds (5.4 kg).

Range: 500 feet (152 m).

Damage: 1D8+2 with a normal arrow, 2D6 M.D. with an explosive-tipped arrow.

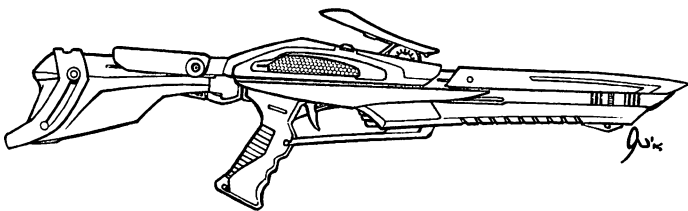
Rate of Fire: As per archery and targeting skill, otherwise each shot takes two attacks per melee for unskilled users, and range is half.

Payload: The standard Praxian Quiver carries 24 arrows.

Karbarran Weapons and Equipment

Karbarran Rebreather

This is a commonly used Karbarran device that was initially designed to protect the Sekitan workers from the soot and fumes of working in the furnaces and boilers. But the planet eventually became so polluted that they became a standard part of every Karbarran's daily equipment. They only fit on the Karbarran physique, and give the wearer immunity to airborne poisons, toxins and gases. They require no power source, and the filter needs to be changed only about once every month of constant use. These masks are what give the Karbarrans the appearance of an almost cartoonish smile.



Karbarran Ion Rifle

To just about any other species, these appear to be heavy weaponry bordering on artillery field pieces. But the Karbarran wield these wide-bored ion cannons as rifles. They are standard issue to the Karbarran soldiers. As one might expect, they are heavy and cumbersome, and anyone without at least a physical strength of 25 or an augmented P.S. of 20 is at -3 to strike when firing one of these heavy weapons. Their major benefit is that they are powered by compressed Sekitan Energy Clips and not

Protoculture, which often made the large Karbarran warriors surprisingly useful during covert operations in Invid controlled territory, as the Invid cannot sense Sekitan energy.

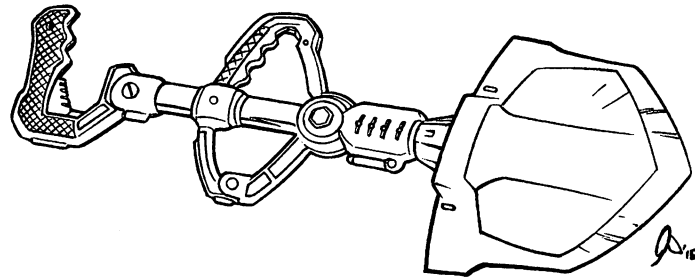
Weight: 45 pounds (20 kg).

Range: 2,000 feet (610 m).

Mega-Damage: 3D6 M.D. on a single shot, 1D4x10+8 M.D. for a three-shot burst.

Rate of Fire: Single shots or three-shot bursts only. Each blast or burst count as one melee attack.

Payload: 30 rounds per compressed Sekitan energy clip.



Karbarran War Shovel

Laboring in the Sekitan furnaces, shoveling massive amounts of the ore into the furnaces, is a job so ingrained in Karbarran culture that it has achieved mythic proportions. Stories of adventuring and heroic Karbarran laborers read like a blend between the tales of great warriors and hard-working everyman folk heroes. If you can imagine what a tale of the legendary samurai Musashi mixed with legends of John Henry or Paul Bunyan would be like, then you have a good idea of a Karbarran hero myth.

Crucial to almost all of such tales is the Karbarran shovel, used mainly for shoveling Sekitan, but also often used in legend as a mighty weapon wielded with deadly accuracy and incredible strength. They are a blend between shovel and battle axe, with the edge and sides honed to a deadly blade. They often have horns or spikes down the haft as well. But the real power comes from the weapon's weight. The heavier the war shovel the better, and ancient tales are full of Karbarran heroes who wielded war shovels of ridiculous weight as though they were feathers. Needless to say, most non-Karbarrans cannot even pick these weapons up, let alone wield them effectively in battle.

In recent centuries, the Karbarrans have added Protoculture batteries to the haft to cause the blades to be surrounded by a high-frequency vibration field, allowing them to easily cut through Mega-Damage alloys.

Weight: 140 pounds (63 kg).

Mega-Damage: 5D6 S.D.C. plus any strength bonus unpowered, 3D6 M.D. when powered up.

Rate of Fire: Melee weapon, equal to the hand to hand attacks of the wielder.

Note: For use by Karbarrans only. Not only the weight, but the shape and design are very alien to any other species, while the Karbarrans see them as common and as utilitarian as a human might see a hunting rifle. Any non-Karbarran trying to use one in combat is at -6 to strike and parry (too heavy for automatic parry, so each parry would burn an attack) and each swing takes two attacks. The Shovel, itself has 70 M.D.C.

Karbarran “Ursa” Combat Armor

This form fitting, heavy combat armor is standard for Karbarran warriors, in part because no other species made armor that could fit them. Even the UEEF just adapted the design for their own Karbarran units. It is a very basic body armor that borders on power armor due to the protection it provides and its Sekitan-powered flight system. Sometimes referred to by humans as Teddy Bear armor, because of the two rounded sensor and communications units on either side of the top of the head and its generally rounded appearance, it has the benefit of being non-Protoculture powered, which makes Karbarran combat units invisible to Invid sensors.

Type: Karbarran Flying Combat Armor.

Weight: 240 pounds (108 kg).

M.D.C. by Location:

Head – 50

Arms (2) – 50 each

Legs (2) – 80 each

Flight Pack – 60

Main Body – 170

Speed:

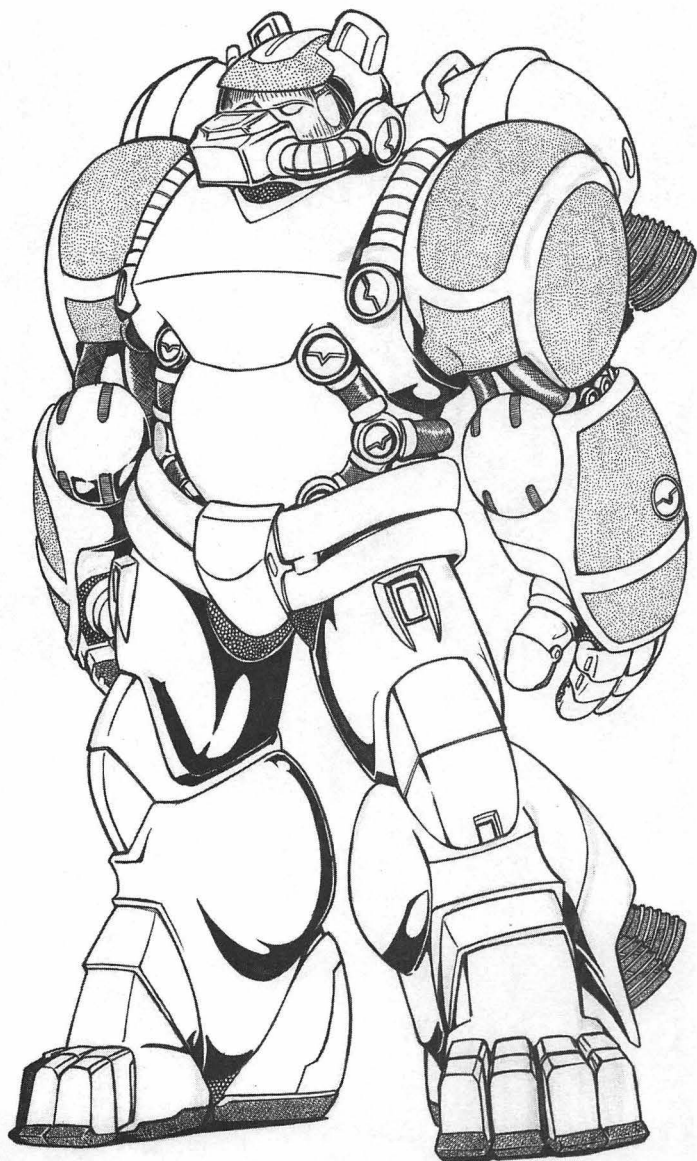
Running: Adds +10 to the Karbarran’s running speed and the wearer fatigues at only 10% of the normal rate and the wearer can leap 10 feet (3 m) high or 20 feet (6.1 m) across.

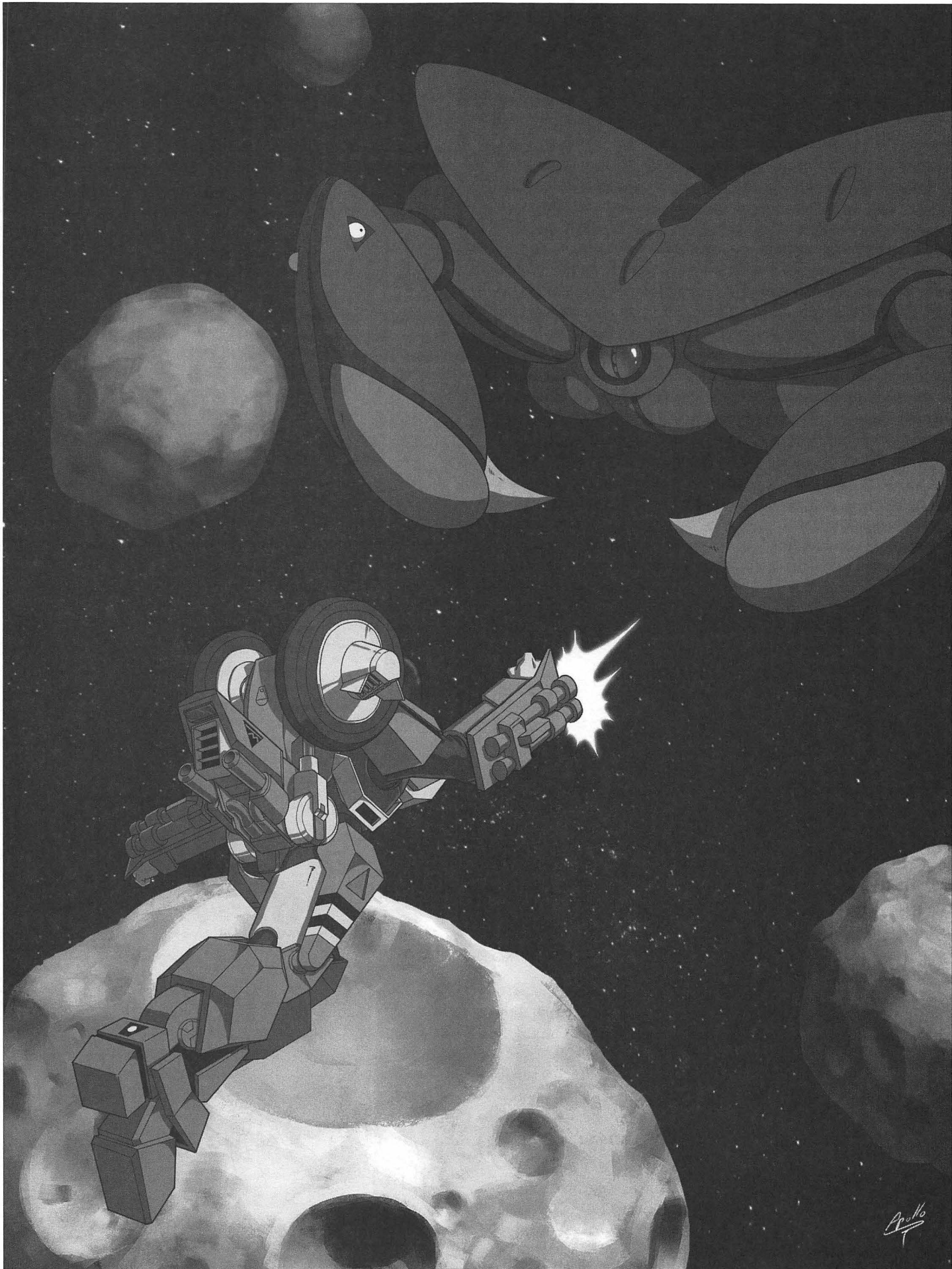
Flight: Can hover stationary or fly at speeds of up to 70 mph (112 km) with a maximum altitude of 900 feet (274 m); double the speed in space.

Underwater: Can swim or walk along the seabed at 10 mph (16 km) or through the water via the thrusters at a speed of 30 mph (48 km or 26 knots). Maximum depth is 1,200 feet (366 m).

Additional Systems of Note: The standard armor includes a radio with a 20 mile (32 km) range, Nightvision and Thermographic vision with a range of 1,300 feet (396 m), a six-hour air supply, radiation and thermal shielding, and full environmental protection as well as small vernier thrusters that make the armor usable in outer space and underwater as well as on land.

Weapon Systems: The armor has no built-in weapons, but the wearer can use any Karbarran or Expeditionary Force handheld weapons available. Those in the UEEF Marines are allowed to use any of their native gear or standard UEEF weaponry.





The Regent's Invid Horde

The Regent is the King of the Invid species, sharing power more-or-less equally with *the Regess*, the Invid Queen. At the time of the first war with the United Earth Expeditionary Force (UEEF) and throughout much of the war with the Robotech Masters, the Regent is the one in military control, with the Regess focused on finding new sources of Protoculture and ensuring her species' survival. It is not until the Regent is lost in combat and presumed dead that *the Regess* takes full control of her people and relocates the rest of the species to Earth (see **New Generation Sourcebook**).

The Regent's Invid military machine is much larger and mobile than the Invid seen on Earth. Instead of being confined mostly to patrolling hives and Protoculture Farms, the Regent's Invid roam the stars like swarms of predatory wasps, attacking anyone and anything that utilizes Protoculture or that is associated in any way with the hated *Robotech Masters* and *the Zentraedi*. Large fleets of Invid *Clam Troop Carriers* and *command ships* are a horrifying but all-too-common sight in the civilized solar systems around the Masters. In fact, with the destruction of the Zentraedi fleet over Earth and the fall of the Robotech Masters' empire, the Invid are well on their way to dominating the known galaxy and claiming the Masters' Empire for themselves.

At the head of this vast armada is the Invid Regent, a bitter, hate-filled being of nearly god-like power in command of countless legions of armored Invid who would die for him without a second thought.

The largest difference between the Regent's forces and those of the Regess are the use of the Inorganics. There are far more Inorganics than there are actual Invid used to wage war by *the Regent*. He is a battle-hardened king without mercy and he enjoys conquering planets and subjugating the people. His cruelty and hubris is legendary, and the **Inorganics** are some of his favorite weapons. They make the perfect slave soldiers: Unwavering, fearless, merciless, and absolutely disposable. The Invid species loses an important part of its collective identity when any individual dies, be it Scout or Scientist. Not so with the Inorganics. They are expendable robotic drones. Despite the massive losses they suffer in battle, more Inorganics can be always be created. During the war with the Expeditionary Force and its Marines, the Inorganics are the vanguard of the Invid forces, and the most common Invid ground troops.

The Regess refuses to use them, calling them abominations born of a failed attempt by the Regent to master a power that was solely hers: *creation*. While she appreciates that he uses them to keep real Invid out of harm's way, she has found the Inorganics so disturbing that she leaves them behind when she transmutes the slain Regent's Invid and brings her people to Earth. **Note:** That means thousands, perhaps millions, of Inorganics still roam space after the end of the Invid wars, programmed to kill and conquer. Trying to fulfill their last duty and attacking anyone or anything that uses Protoculture.

The other difference among the Regent's troops is the heavy use of **Invid Scientists** and **Invid Soldiers**. The Regess rarely uses the scientists and eventually the few she has are transmuted into some of the first *Invid Princes* and *Princesses*. She made

much more extensive use of the Invid Soldiers, finding them very useful for garrisoning important cities and manning the Invid Protoculture Farms. But the Regent uses Invid Soldiers in vast numbers, and has an extensive council of Invid Scientists he regularly consults.

The Regess considers the Regent's Invid Scientists to be *yes men* for the Regent, whose job was to make him feel superior and to stroke his ego than to do any actual meaningful science. A few experts on the Invid have remarked on how much like the Regent the Invid Scientists resemble even in physical appearance, and they often behave in a similar manner. That leaves some to wonder whether he somehow rose from among their ranks or created them in his own image.

The Regent has several Invid mecha and ships that would not be seen on Earth during Invid occupation by the Regess. Presumably the Regess felt she did not need these mecha because she was not intent on waging war, and once she moved her people to Earth, she felt no need of any space assets besides the Clam Ships used to ferry troops into orbit for defensive purposes.

She does, however, develop a few mecha of her own, which are not seen during the war with the Regent's forces and are not combat forces the Pioneer Expedition or Expeditionary Force Marines will encounter. These include the *Invid Enforcer*, *Invid Commander* and *Invid Overlord*, which the Regess creates after victories by human freedom fighters made her reconsider her decision to abandon the use of the Regent's heavy combat units. The Invid Commander and Invid Overlord are only piloted by Invid Princes and Princesses that do not exist until long after the Invid occupy Earth and the Expeditionary Force sends troops to free their beloved homeworld.

The Regent would have been horrified at the idea of making *human-looking Invid* and he would never (and did not) use *Simulagents*. While there are Simulagents operating among a number of alien species throughout the occupation of the galaxy by the Invid, they *all* answer to the Regess and are seldom known to the Regent. In fact, the Regess' own appearance, a result of her infatuation with the Tirolian scientist Zor, is a frequent sore spot for her husband, the Regent. Whenever the Regess would begin criticizing his actions, the Regent knew he just needed to begin insulting her over how much she looked like the Robotech Masters to get her off his back.

Invid Scientist R.C.C.

The Invid Scientists are believed to represent the Invid in their fully evolved, *natural form*. They are bipedal, slug-like humanoids, standing slightly taller on average than most humans. But Invid Scientists are mentally quite different from most of the rest of their species because they are one of the few castes of Invid who are completely free-thinking. Invid Scientists have an amazing degree of independence, to the point that some can even betray the Invid cause and in a few rare cases, do exactly that.

Why the Regent and Regess allow these individuals mental freedom denied the rest of their race is unclear. It could be that



the natural state of the Invid is actually independent, free-thinking beings like the Invid Scientists, and only the massive psychic power of the Regent and Regess, and their need for vengeance and desire to control the fate of their race, binds the rest of the Invid together.

It could also be that the Invid are in some ways similar to Earth bees in their biology.

Bees evolve into different forms based on their food. The bare minimum gets you workers, a slightly more nutritious rationing results in soldiers, while even richer, more nutritious food

(referred to as Royal Jelly) gets you queens. It is possible that Protoculture works the same way. With the Invid denied access to the massive amounts of Protoculture they used to consume on their home world, most Invid are worker and soldier drones. Only some are given all the Protoculture they need to grow into fully formed Invid that are capable of sentient, independent thought. It is an unproved theory, but one that fits the facts.

Regardless of the reason, Invid Scientists are extremely intelligent, most are loyal to their species, and operate as the Regent's generals and advisors in his war of conquest.

Invid Scientists have been behind some of the Regent's worst atrocities, and are often in charge of the dreaded **Genesis Pits** or command garrisons occupying subjugated worlds.

As their name implies, their main job is to further Invid science for the benefit of their species. As a result, they have incredible scientific knowledge, much of it learned from their shared telepathic connections with each other and the *Hive Brains*. They have studied the species of the sector for centuries and have intimate knowledge of their biology, ecologies and technology. The only place they have failed time and time again is in the understanding of non-Invid cultures and beliefs. These continue to baffle them over and over.

The Invid Scientists have more contact with alien species than any other Invid. This has caused them to develop some burgeoning emotions. These emotions are child-like and can lead to temper tantrums, unreasoning hate, jealousy and greed. In some cases, Invid Scientists have even developed what they consider to be friends among the peoples they have subjugated, but because of their lack of experience with emotions, they do not understand that they hurt these friends by oppressing them, and sometimes even torturing them. More than one Invid Scientist has had his feelings hurt when a so-called friend was bitter toward them because of painful and heartless experimentation the Scientist conducted on them.

Invid Scientists rank just below the Regent and the Regess, and sometimes appear to have a bit of a power struggle with Invid Brains. Some even contemplate launching coups against the Regent and Regess to seize control of the species for themselves. Whether this would elevate them in power to the equals of these god-like leaders is unknown.

One clear advantage Invid Scientists have over all of their brethren is the ability to recognize technology. They are just as capable of understanding what a Cyclone is, even when turned off, as a human. This gives them an advantage even over the Regess and Regent, and it is unclear whether their leaders are aware of just how much the Invid Scientists have learned by examining alien technology and mingling with other species.

Game Note: The Invid Scientist, in most cases, is a loyal, evil member of the Invid horde who hates and disdains other species, making them unsuitable for use as anything other than an NPC (Non-Player Character). It is vilified and feared by virtually every sentient race and most beings that, if they think they can get away with it without calling down the wrath of the Invid, would seriously consider killing an Invid Scientist on sight.

There have been a few, very rare cases of Invid Scientists going independent, leaving a small chance of using one as a player character. It is a hard road for such a character, as nobody trusts an Invid Scientist, and most species subjugated by the Invid know of someone who was captured, tortured and likely killed by them. If the Game Master should ever allow an Invid Scientist player

character, use the *Military Specialist & Technical Officer* experience table in the **Robotech® The Shadow Chronicle® Role-Playing Game**.

Special Abilities of the Invid Scientist:

Limited Telepathy: All Invid Scientists can speak, but it is not a natural action, and their vocal cords are not good at it. They are much more comfortable using Telepathy to communicate. They can send their voice telepathically into the minds of any being within 400 feet (122 m). They can choose one individual to send their thoughts to, or they can broadcast to everyone in range. They can also choose to send telepathic thoughts only to other Invid (see below). Most people think the Invid speak out loud even when they receive the speech telepathically. The Invid Scientist cannot read the minds of others, and unless individuals have some sort of telepathic power themselves or is another Invid, they must still answer the Invid by speaking aloud.

Invid Telepathy: The Invid Scientist is able to transmit Telepathic communications with any *Invid* within 200 miles (320 km), and can reach any Invid on a planet if there are enough Invid Brains present to *pass along* their psychic message. All true Invid can communicate back with them the same way.

Pilot Invid Mecha: All Invid Scientists can pilot any Invid mecha at any time when going out into the world or readying themselves for battle. While some Invid Scientists try to avoid combat, others relish it and enjoy leading troops to punish the enemy or terrorize an occupied people. Scientists generally wear *Invid Soldier*, *Assault Trooper* or *Invid Ogre* mecha. Piloting Skill: 80%+2% per level. They gain all bonuses standard with that particular mecha. They can learn to pilot traditional human and Tirolian mecha as well, through traditional means of learning, but to do so would be extremely rare and some mecha, like the Cyclone, are unavailable to the humanoid slugs due to their physical form. **Note:** Invid Scientists need to breathe and cannot survive in airless environments or space without some form of spacesuit, mecha or vehicle.

Protoculture Dependence: Invid Scientist do not need to eat regular food or drink water. However, they do need to consume small amounts of Protoculture on a regular basis. They can live off of any of the Flowers of Life growing on any planet in the sector, even though those flowers cannot be used to create Protoculture. Otherwise, Invid Scientists live off of Protoculture fuel cells, which is like concentrated food for them. One Protoculture fuel cell provides enough sustenance for a month. However, they hate the taste.

Protoculture Healing: By consuming Protoculture or bathing in a Protoculture nutrient bath, the Invid Scientist can heal all but the deadliest wounds. Consuming the fruit of the Flower of Life or consuming one Protoculture fuel cell regenerates 1D6x10 S.D.C. or 5D6 Hit Points. These do not count as food, as the nutrients derived from them are channeled entirely towards healing by the Scientist's unique physiology.

Invid Scientist R.C.C.

Alignment: Any; but 90% are Aberrant (following the rules of Invid society to the letter), 5% are Anarchist, and the remaining 5% are of another alignment.

Attributes: I.Q. 3D6+9, M.E. 3D6+7, M.A. 2D6+5. P.S. 3D6+9, P.P. 1D6+9, P.E. 2D6+7, P.B. 1D6, Spd 2D6+3.

Hit Points: P.E. attribute number +2D4 points per level of experience starting at level one.

S.D.C.: 3D4x10

M.D.C.: By armor or mecha only.

Height: 1D4+4 feet (1.5 to 2.4 m) tall.

Weight: 250 +3D6x10 pounds (126 kg to 194 kg).

Natural Abilities: Nightvision 200 feet (61 m), does not need to eat traditional food or drink water (needs Protoculture or nutrient bath made from the Flower of Life). Because of how the Invid learn, the Invid Scientist ignores prerequisites in skill selection. This means that they can be medical doctors without knowing how to read or having any knowledge of chemistry, for example. The only exceptions are computer-based skills or sensory equipment, because they have to know how to read what appears on the screen. **Note:** Sensing Protoculture is not an innate ability and can only be done through a *Protoculture sensor-equipped mecha*. All Invid mecha and armor come with such a sensor.

Average NPC Level of Experience: 1D6+4

Combat: As per Hand to Hand skill.

Bonuses: +2 to all Perception Rolls (double when it involves the Flower of Life/Protoculture), +2 to roll with punch, fall or impact, +4 to save vs disease, poisons, toxins and gasses, +2 to save vs psionics and mind control, +4 to save vs Horror Factor. These are in addition to any bonuses from high attributes.

R.C.C. Skills:

Language: Two of choice (20%).

Basic Math (+20%)

Advanced Math (+20%)

Two Communications skills of choice (+10%).

Intelligence (+5%)

Interrogation (+10%)

Six Skills from the Medical or Science skill categories (+15% to each skill).

Lore: Invid: 98%

Lore: One of choice (+10%).

W.P. Energy Pistol

W.P. Energy Rifle

W.P. Shield

Hand to Hand: None, unless selected as an O.C.C. Related Skill. Hand to Hand: Basic costs one skill selection, and Hand to Hand: Expert counts as two. Martial Arts or others are not available.

O.C.C. Related Skills: Choose five skills from the list below, plus two additional skills at levels 3, 6, 9, 12 and 15.

Communications: Any (+5%; except Literacy: Native Language, since there is no written Invid language).

Domestic: None.

Electrical: Basic, Electrical Engineer or Protoculture Engineer only (+10%).

Espionage: Any (+5%).

Mechanical: Basic Mechanics or Mechanical Engineer only (+5%).

Medical: Any (+10%).

Military: Military Tactics only.

Physical: Hand to Hand: Basic, Hand to Hand: Expert, Climbing, Prowl, and Swimming only.

Pilot: Any, except MECT.

Pilot Related: Any (+10%).

Science: Any (+10%).

Technical: Any (+5%).

W.P. Any.

Wilderness: Any.

Secondary Skills: Select four Secondary Skills at level two using the restrictions above instead of the Secondary Skill list in **Robotech® The Shadow Chronicles® RPG**. These are additional areas of knowledge and do not get any bonuses, other than possible bonuses for having a high I.Q. All Secondary Skills start at the base skill level.

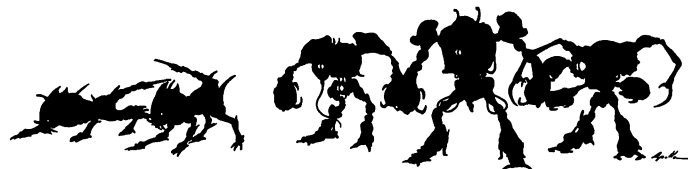
Standard Equipment: Armored robes (40 M.D.C.), a few personal effects and items of interest they have collected over

the years, a small collection of scientific and medical devices they have acquired from other alien species allowing them to do field work.

Vehicle: Most start with the *Invid Soldier* or *Invid Ogre mecha*. Unlike Invid in Trooper or Scout mecha, they can get in and out of these at will, just like other species get in and out of body armor. These are usually painted a different color, but generally a shade of blue or lavender, to indicate they have a higher rank than the common soldier, otherwise they are identical to those used by lower caste Invid.

Monthly Wages: Not applicable.

Inorganics



Note: Reprinted from **Robotech® Genesis Pits™ Sourcebook** for your convenience.

When the United Earth Expeditionary Force (UEEF) battle the Invid on Tirol and numerous other worlds, they often find armies of soulless, robotic war machines at the vanguard of the Invid defenses. These are the Inorganics, a creation of the war-crazed Regent.

The Regent relies heavily on these monstrous creations for several reasons. First, he is a paranoid control freak, and the unwavering programming of the Inorganics, who have virtually no free will, makes even Invid Troopers look like radical freethinkers. Second, whereas the Regess refers to her subjects as her children, the Regent treats them as a disposable resource, wasting lives in a way that appalls the Regess. Very early in their war against the Robotech Masters, she puts her foot down on the massive assaults the Regent hurls against their armada. Third, the deployment of Inorganics allows the Regent to exercise his twisted imagination, and they are the embodiment of the hate, loathing and spite that fills his heart to the exclusion of little else.

The Regent has created a countless horde of these automatons in special Genesis Pits that use the bio-mechanical technology created by the Regess, without the living pilots or wills that drive them. The Regess considers such things abominations of life, and will have no part of them.

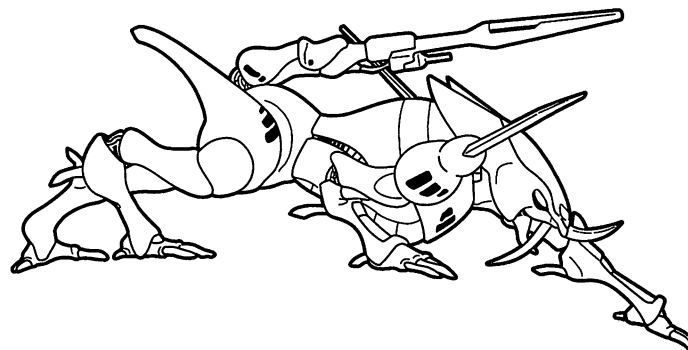
To describe the Inorganics as robots would be a mistake. They are not. When one is destroyed, it is revealed to be hollow and crumbles to dust. Some of the more literary and fanciful minded members of the UEEF have compared them to Earth legends of Golems and automatons from Earth's past. They are not quite alive as we define it, but they are not wholly machine either. There is no apparent software to be corrupted, no servos to disable or damage, nor is there a living brain, nor a heart. However, they do appear to have emotions. Or at least one emotion: hatred combined with a desire to destroy all life forms that are not Invid. It is as if the very will and hatred that filled the Regent have been filtered down into these most favored creations.

At first glance, Inorganics appear to enter battle just like a robot would: Fearless, unyielding and regimented. But unlike some automated drones, they appear to be inquisitive, cunning, and

spiteful. They show a disdain for all living things that are not Invid and seem to take pleasure in their destruction. When they charge into battle, it is not the steady onslaught of a mechanical army, but the unsheathed rage of a bio-mechanical horde.

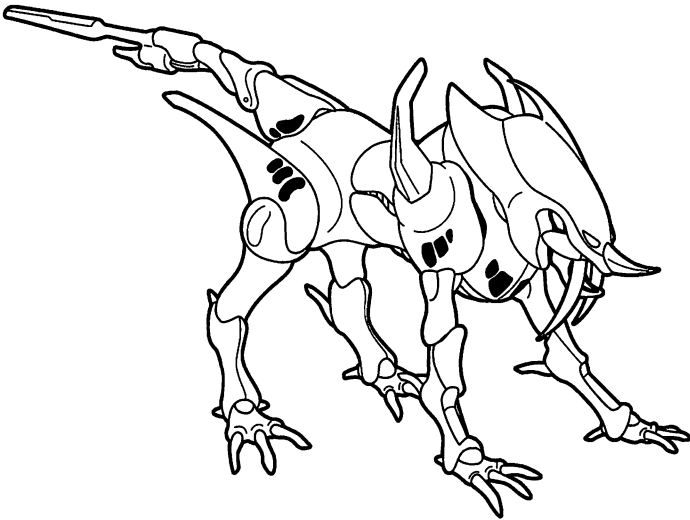
Most thought that the threat of the Inorganics, which were the scourge of every world the Regent touched, would die when the Regent died in battle over Optera against Breetai. That was not to be, however, and they live on as machines of destruction. A lasting legacy of the Regent's malevolence. Since the Regess despises them, she leaves them behind to continue on with their mission of destruction and war. Since they do not need the Regent to function, Inorganics have kept right on functioning. Some are under the control of hidden Invid Brains loyal to the Regent that still perform long-forgotten duties throughout the galaxy, others continue to wage war, protect long deserted Invid strongholds and Genesis Pits, while others appear to be in some autonomous standby mode, activated by the detection of active Protoculture or the presence of enemy life forms.

They continue to be a major problem on Tirol and every other planet the Regent invaded, as well as other strategic locations in the galaxy. And when we say "a major problem," we mean legions of the abominations that continue to engage in surgical strikes, acts of aggression and sabotage, and launch periodic mass attacks and sieges. In some places, one would not know the Regent is dead or that the Invid have lost the war.



Types of Inorganics

The four initial types of Inorganics are among the most infamous, but others are introduced before he dies.



The Cougar

Also known as the Hellcat

The Invid Cougar, or Hellcat, is a striking departure in design and function from the other Inorganics. Made to look like some kind of demonic feline, these automatons are the hunters, trackers and cavalry of the Inorganic legions.

The Cougars are the only non-bipedal inorganic. All of the others, including the Crann, Scrim and Odeon, have a shape that is somewhat a caricature of a fully-evolved Invid. But the Cougar lopes into battle on four legs with a sleek body reminiscent of its namesake. It attacks with tooth and claw and appears to sniff out its prey with advanced olfactory and acoustical sensors. The mechanical monsters even growl and snarl when facing their prey.

Also unlike the other Inorganics, which seem to function in a cold, calculating manner, the Cougars are very animalistic and emotive. They are always high-strung, appear to be filled with rage and hatred for their foes, snap suddenly at threats, play cat and mouse games with cornered prey, and are known to roar victoriously upon the bodies of their fallen foes.

Some UEEF scientists have suggested that the Regent actually imprinted the behavior of some predatory hunting cat onto the Cougar Inorganics' personality matrix to make them more feline and deadly. This has led to some debate as to whether they were the first Inorganics, and the rest were perfected models that came later, or whether they are the most recent Inorganic design, showing the Regent moving toward a more life-like and aggressive programming. The victims of these hunter/killers really don't care.

These feline Inorganics are deployed either individually, in small packs of 3D4, or in massive columns. The smaller numbers are used to hunt down hidden prey, flush out resistance and stalk foes into small, confined places. When deployed en masse, Cougars are used like cavalry, flanking enemies, breaking up their formations and softening them for a follow-up assault from other Inorganics or Invid.

For the amount of fear they can generate within enemy ranks, they are fairly weak when compared to the other Inorganics. They have the lightest armor and their weaponry, claws and teeth, is all for close combat. However, they have an incomparable viciousness and an animal cunning mixed with a level of tactical intelligence. Fighting a group of these Inorganics is like fighting an armored wolf pack with claws that can rend steel, and who know to take out weapons and cockpits first, and how to wait in ambush and divide and conquer. Because they were sometimes deployed scattershot across occupied worlds, often working independently for long periods of time with no controlling Invid Brain, and have the strongest survival instincts, Cougars are the most common Inorganics still functioning in the aftermath of the Regent's death.

In some cases, it appears they have "gone feral" and truly emulate predatory cats, living in small, isolated packs, guarding their territory and hunting local prey – of which humanoids rank at the top of their list. Of course, being Inorganics, they do not need to eat, cannot reproduce and do not even need to sleep, so why they seem to "play act" these behaviors when on their own is a mystery and may be an artifact of their original personality programming. There are even rumors that some captured in the wild have been trained to serve as pets, guard robots and even war steeds by non-Invid.

Cougar Inorganic

Class: Inorganic Scout and Hunter/Killer.

M.D.C. by Location:

Legs (4) – 50 each

* Head – 60

Tail – 20

** Main Body – 75

* Destroying the head and sensor eye knocks out the Inorganic's sensors, leaving it effectively blind. It is likely (60% chance) to go berserk, lashing out at everything nearby, but loses all combat bonuses and is -10 to strike, parry, dodge and all other combat maneuvers.

** Depleting the M.D.C. of the main body destroys the Inorganic, causing it to shatter into bits or crumble into dust and flakes.

Speed:

Running: 120 mph (192 km).

Leaping: 60 feet (18.3 m) straight up or lengthwise, 120 feet (36.6 m) with a running start.

Flight: Not possible.

Statistical Data:

Height: 4 feet, 6 inches (1.4 m).

Length: 8 feet (2.4 m).

Width: 4 feet (1.2 m).

Weight: 1,500 pounds (675 kg).

Physical Strength: Robotic P.S. of 30.

Cargo: Not designed to carry any load, but they could theoretically be used as a robotic pack beast that could carry about 1.5 tons or pull twice that amount. Now, getting one to do that . . .

Skills & Abilities of Note: Climb 65%, Detect Ambush 60%, Detect Concealment 70%, Intelligence 40%, Land Navigation 95%, Math: Basic 98%, Tracking (humanoids) 70% and Prowl 65%.

Weapon Systems:

1. **Hand to Hand Combat:** The Cougar is a melee combat unit which prefers to slash and tear at enemies with its vicious claws and metal teeth.

Attacks per Melee: Five.

Hand to Hand Damage: *Claw Swipe:* 3D6 M.D. full strength or 6D6 M.D. from a power claw strike (counts as two melee attacks).

Leaping Claw Strike: Jumps onto an opponent with all of its claws, doing 1D6x10 M.D., plus 50% chance of knock-down on anything less than 12 feet (3.6 m) tall and weighing under five tons. Targets that are knocked down lose initiative and their next two melee attack/actions. Counts as three melee attacks. **Note:** The Cougar must have enough room (at least 30 feet/9/1 m) to perform this maneuver.

Tail Swat: 1D6 M.D. (only possible to targets directly behind the Cougar).

Body Block/Tackle: 2D4 M.D., plus victim is knocked down, losing initiative and their next attack/action.

Bonuses: +4 to initiative, +5 to strike, +4 to parry, +6 to automatic dodge (+8 if running at full speed; the act of auto-dodging does not use up a melee attack), +2 to disarm and +3 to roll with impact.

2. **Sensors & Features of Note:** Inorganics have Invid sensors and features 1-7 and 9 from the **Robotech®: The Shadow Chronicles® Role-Playing Game**. There is no pilot compartment (and no pilot), they are not killed by destroying the sensor eye, and only the Odeon have external speakers. Inorganics are far less reliant on Protoculture to identify their enemies because the Regent designed them to be weapons of terror unleashed on civilians and military targets alike. Therefore they have a Perception rating of 45% (same as the Invid Brain usually controlling them).

In addition, the Cougar Inorganic has olfactory sensors that can pick pheromones and chemical traces out of the air, giving it the ability to track by smell alone. Along with its normal sensors, this gives the creature the ability to hunt down prey where they hide and more easily detect ambushes. Track by smell: 60% and +2 to all smell and hearing based Perception Rolls.

The Crann

The Crann serves as both the ranged combat unit of the Inorganic force and as a reconnaissance unit. Unlike the Cougars, which are trackers and scouts and prefer stealth, the Crann has boosted sensors and can spy on the enemy from great distances. They are often used to coordinate massed Inorganic attacks, and quite frequently are directly taken over by an Invid Brain.

Only the Cougar Inorganic units are more independent than the Crann, which is designed for self-preservation because of its strategic importance. But the Crann is by far the most intelligent of the known Inorganics. A Crann will pull back from a losing battle to transmit data to a controlling Invid Brain, will outflank enemies, and often commands other Inorganics when the Invid Brain is not directly involved or available.

A large number of Crann have survived the fall of the Regent and engage in ambushes and surprise attacks upon former Invid enemies. While the Inorganics seem not to have any true

emotions, the Crann give many the impression that somehow the Regent's strongest emotion, hate, filtered into their lifeless metal bodies. This is because the Crann seem to take delight in acts of torture, terror, sabotage, surprise attacks, all-out sieges and the implementation of all manner of carnage. Furthermore, as the coordinator of onslaughts carried out by other Inorganics, the Crann gives the enemy no quarter nor mercy.

While not as fast and agile as some other Inorganics, Crann are maneuverable combat units in their own right, and their deadliness is enhanced by their intellect. In combat, they take cover, outflank enemies, and choose targets for most effect, probably better than most living Invid. They are armed with a head-mounted plasma cannon, and often carry the same handheld blaster as the Odeon. They use advanced targeting sensors to target their enemies with uncanny accuracy, making them the best long-ranged combat fighters among the Inorganics. However, their armor is weak and they rarely engage in stand-up, head-to-head combat. That's the job of the monstrous Odeon and Cougar.

The Crann's multiple eyes, flailing, tongue-like whip, and its ability to detach its hand and send it crawling around like something out of a horror movie, make it not just dangerous, but downright creepy to fight in combat. While the Crann is typically most dangerous at long-range, the electrified, whip-like flagellum they use in melee combat can be deadly. Not only can it slice through most super alloys, but it can deliver a nasty shock that can disorient Cyclone riders in Battloid mode. Soldiers clad only in body armor are often rendered unconscious.

When an Invid Brain is using a Crann to directly observe and coordinate a battle, all Inorganics involved receive a +2 to initiative and fight much more intelligently. Instead of rigid formations marching into enemy fire, they attack major threats first, go doggedly after objectives key to the Invid victory, and overall fight like there was some intelligent general guiding them.

Most UEEF soldiers have been warned to destroy any Crann they encounter at first sight, even if it is hanging back and simply observing a battle or operation. Such "silent observers" are usually under the direct control of an Invid Brain, and what the Crann sees, the Brain knows. Destroying a Crann while linked to an Invid Brain disorients both the Brain and the Inorganic forces under its control, causing all Inorganics involved to lose their next two attacks/actions. It also temporarily blinds the Invid Brain to what is going on in the battle. Unfortunately, the Invid Brain can assume control of another Crann in 1D4 melee rounds (one minute or less). If there are no Crann involved in the battle, or if all of the Crann have been destroyed, the Brain must rely on transmitting psychic orders to the Inorganics without clear real-time information of what is occurring.

While Cougar Inorganics are capable of making catlike growls and roars, the Crann are the only Inorganics truly capable of speech. Most of the time when a Crann speaks it is to be the mouthpiece of the Invid Brain controlling all the nearby Inorganics, but they also used speech during the war to command prisoners of war and the enslaved populace of occupied enemy areas.

Crann Inorganic

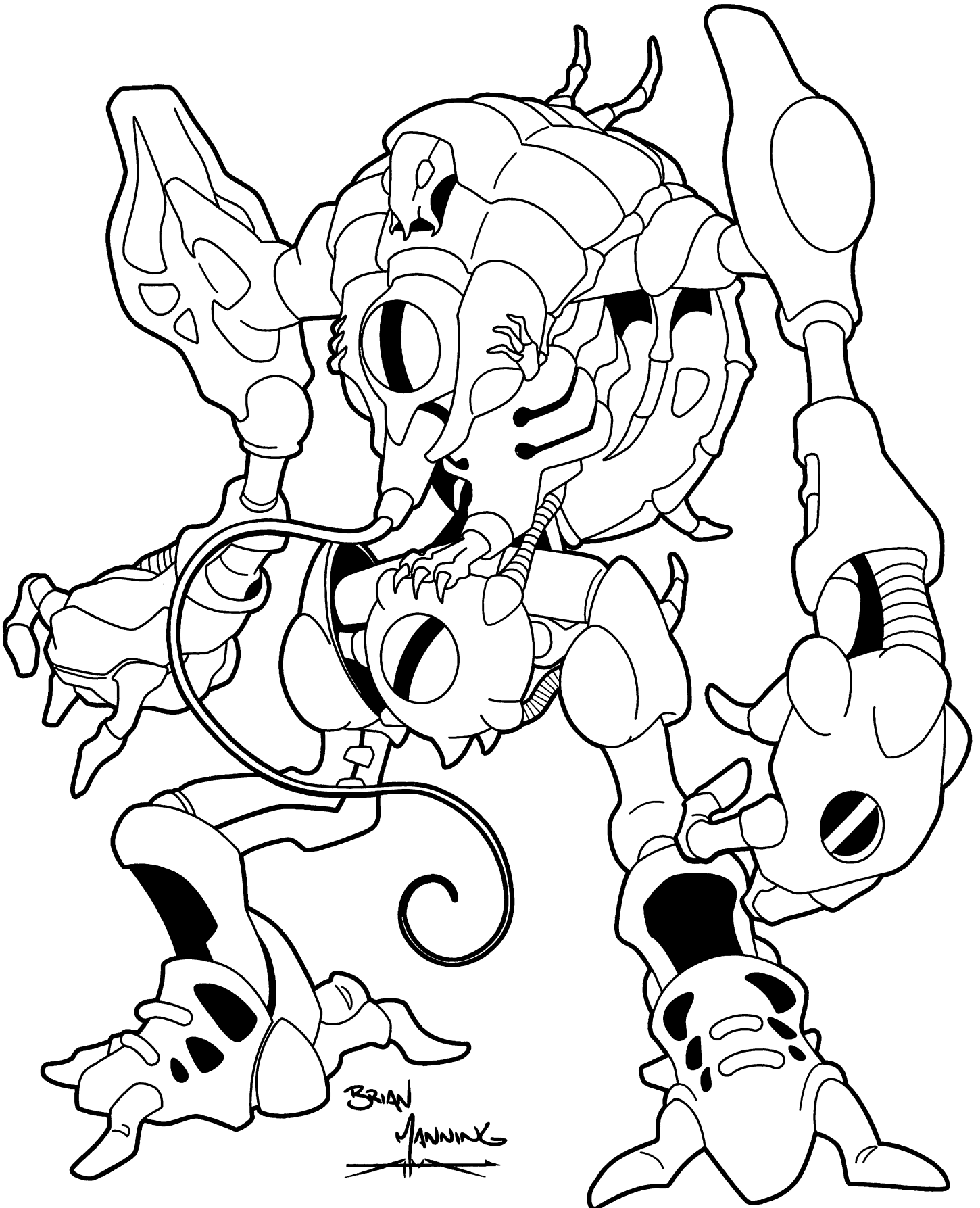
Class: Inorganic Ranged Combat and Reconnaissance Unit.

M.D.C. by Location:

Plasma Cannon – 50

Energy Flagellum – 75

Handheld Laser Gun – 100



- * Head/Sensor Eye – 80
- * Lower Body Eye – 150
- * Hands/Sensor Eyes (2) – 80 each
- Arms (2) – 90 each
- Legs (2) – 180 each
- ** Main Body – 200

* It is almost impossible to blind a Crann by destroying its sensor eyes. By the time an attacker destroyed them all, they could have destroyed the Inorganic a couple times over. But if an attacker can destroy all of the sensor eyes, it knocks out the Inorganic's sensors, leaving it effectively blind. It is likely (60% chance) to go berserk, lashing out at everything nearby, but loses all combat bonuses and is -10 to strike, parry and dodge. All four eyes must be destroyed for this to occur.

** Depleting the M.D.C. of the main body destroys the Inorganic, causing it to shatter into bits or crumble into dust and flakes.

Speed:

Running: 100 mph (161 km).

Leaping: 50 feet (15.2 m) straight up or 80 feet (24.4 m) lengthwise with a running start.

Flight: Not possible.

Statistical Data:

Height: 10 feet, 5 inches (3.2 m).

Length: 5 feet, 9 inches (1.8 m).

Width: 6 feet (1.8 m).

Weight: 1.25 tons.

Physical Strength: Robotic P.S. of 30.

Cargo: Can carry up to 1.5 tons or pull twice as much.

Skills and Abilities of Note: Climb 70%, Detect Ambush 60%, Detect Concealment 60%, Intelligence 75%, Land Navigation 90%, Math: Basic 98%, Prowl 50%, and Tracking (people) 60%.

Weapon Systems:

1. Plasma Cannon: This is the primary weapon of the Crann. It is mounted on the head and used for long-range assaults. The Crann's advanced sensors give it uncanny accuracy, particularly against enemies using Protoculture (which is pretty much what defines an enemy for its Invid masters; that, and being a non-Invid life form).

Primary Purpose: Assault.

Range: 6,000 feet (1,829 m).

Mega-Damage: A single shot from the plasma cannon does 6D6+5 M.D. Only fires single blasts.

Bonus: +2 to strike. This is in addition to any bonus from Protoculture Targeting (+4 when applicable, see sensor, below).

Rate of Fire: Each blast counts as one melee attack/action.

Payload: Effectively unlimited.

2. Handheld Laser Gun: This is a laser weapon that fits onto the Crann or Odeon's hand, with the fingers slipping into three holes built into the back of the weapon. Because it was made for the much larger Odeon, it tends to appear over-sized on the smaller Crann. Typically only carried by the Crann when it is expecting heavy combat. Always carried by the Odeon.

Primary Purpose: Assault and Anti-Armor.

Range: 2,000 feet (610 m).

Mega-Damage: 1D6x10 M.D. per blast.

Bonuses: Only those gained from Protoculture Sensors.

Rate of Fire: Each blast counts as one melee attack/action.

Payload: Effectively unlimited; draws power from the Inorganic.

3. Energy Flagellum: This is a close combat weapon that works like an energy whip. Not only can the super-alloy metal cable shred Mega-Damage materials, but it also delivers a powerful jolt of electricity that can stun living creatures, even through armor. The weapon is completely retractable and can extend to a surprising reach.

Primary Purpose: Anti-Personnel.

Range: 20 feet (6.1 m).

Mega-Damage: 5D6 M.D., and characters in body armor must make a save vs non-lethal poison (16 or better) or be stunned. A victim who is stunned is -8 to strike, parry and dodge, plus reduce the character's speed and number of attacks per melee round by half. Stun penalties last for 1D4 minutes. If the target fails another save while suffering penalties from a previous attack from this weapon, he or she is knocked unconscious for 2D4 melee rounds. A successful save means the penalties and their duration are halved, but the penalties are cumulative. Only effective on characters in body armor or in Cyclone Battloid armor (who get a +2 to save). Characters in heavier mecha, like the Silverback, ASC powered armor, AJAX and Alpha Fighter, or protected by a vehicle, are unaffected by the stun damage. Non-armored humans are almost always killed instantly by the initial attack.

Rate of Fire: Each strike counts as one melee attack.

Payload: Effectively unlimited.

4. Hand to Hand Combat: In addition to the whip, the Crann can use its clawed hands and feet to engage in combat.

Attacks per Melee: Five.

Hand to Hand Damage: *Punch/Strike:* 1D6 M.D. on a restrained punch, 3D6 M.D. on a full strength punch, and 6D6 M.D. on a power punch, but the latter counts as two melee attacks.

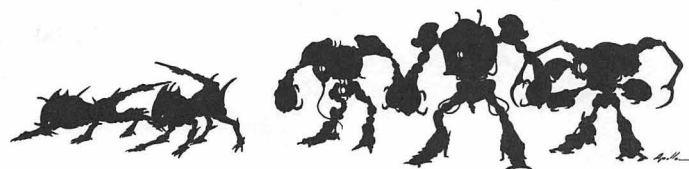
Tear/Pry with Claws: 2D6 M.D.

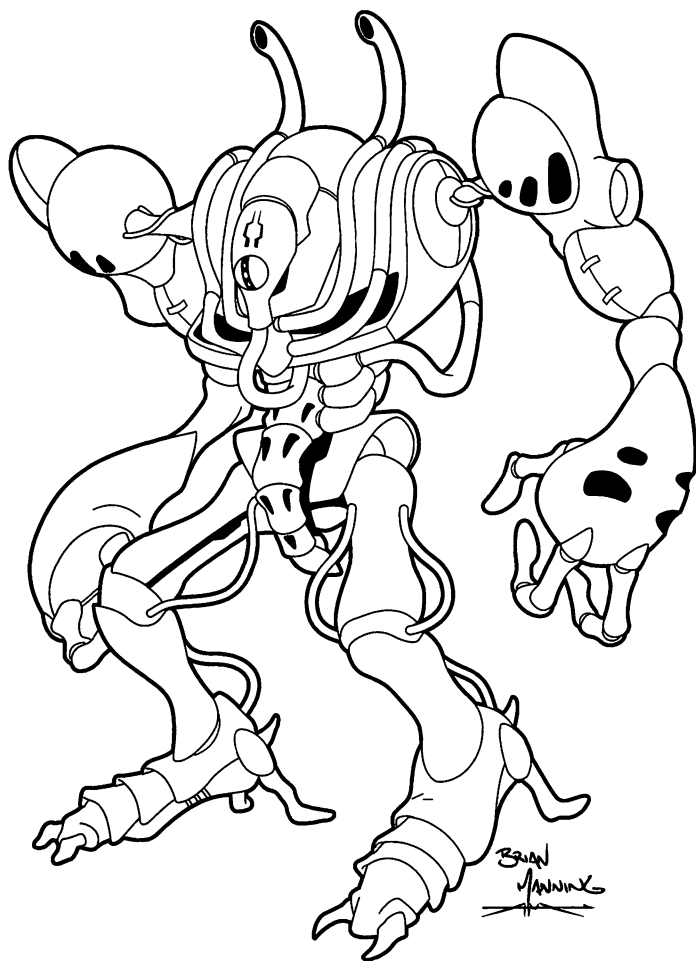
Kick: 2D6 M.D.

Hand to Hand Bonuses: +4 to strike and parry, +6 to dodge, +2 to disarm, +4 to entangle (+6 to entangle with flagellum), and +4 to roll with impact.

5. Sensors & Features of Note: Inorganics have Invid sensors and features 1-7 and 9 from the **Robotech®: The Shadow Chronicles® Role-Playing Game**. There is no pilot compartment (and no pilot), they are not killed by destroying the sensor eyes, and only the Odeon have external speakers. Inorganics are far less reliant on Protoculture to identify their enemies because the Regent designed them to be weapons of terror unleashed on civilians and military targets alike. Therefore they have a Perception rating of 45% (same as the Invid Brain usually controlling them).

In addition, the Crann is much more intelligent, sneaky and dangerous. It is able to recognize and target leaders, strategic locations and equipment, and engage in acts of sabotage, surgical strikes, ambushes and traps; +2 to all Perception Rolls involving such things.





The Odeon

This hulking monstrosity is the most commonly deployed Inorganic. Unfortunately for its enemies, it is also the largest and toughest. Odeon are walking tanks, designed to soak up damage and crush enemies under the weight of their advance. They plod into enemy fire, oblivious to obstacles and the damage they are taking, firing away with handheld laser guns and smashing with metal feet and claws.

It is rare that the Odeon are used in any way that resembles conventional tactics. They are a blunt instrument of war, deployed as an irresistible force. On rare occasions, the Regent would send Odeon charging against an enemy that he intended to drive elsewhere, using them to flush targets out or to divide enemy forces. But such occasions were rare. He much preferred to have them smash everything in sight. The Odeon are also used to police captive populaces. Their large, hulking presence was usually enough to quell most resistance. Orders to the enslaved populace can be broadcast out of the two pipe-like speakers protruding from their backs.

Odeon are much less numerous after the destruction of the Regent, even though they were once the most mass-produced of the Inorganics. This is because near the end of his reign, the Regent deployed them as a stopgap measure against the UEEF and the alien races who joined them in their war of liberation. He never thought twice about sending them to their destruction, and so vast legions of Odeon were destroyed. They also lack the speed, cunning and guile of other Inorganics, so they were less likely to survive after the war.

Most Odeon will be found protecting the Central Hives controlling Genesis Pits on alien worlds or deployed among other Inorganic forces. They care nothing about the abandoned projects running amuck at a Genesis Pit, unless the experiments try to get into the Hive itself or attack the Odeon. Unlike the other Inorganics, they are much less capable of identifying the enemy and have about the same ability to distinguish an inactive Alpha Fighter from a rock as an Invid scout does.

As long as one can flee their slow, methodical march, and as long as there is a means to escape their advance, the Odeon do not pose much of a threat to mecha with any speed. But in situations where there is nowhere to run or where they must be confronted, these giant metal monsters can be a true terror.

Odeon Inorganic

Class: Inorganic Heavy Assault Unit.

M.D.C. by Location:

Handheld Laser Gun – 100

* Head/Sensor Eye – 200

Hands (2) – 100 each

Arms (2) – 150 each

Legs (2) – 250 each

** Main Body – 500

* Destroying the head and sensor eye knocks out the Inorganic's sensors, leaving it effectively blind. It is likely (60% chance) to go berserk, lashing out at everything nearby, but loses all combat bonuses and is -10 to strike, parry, dodge and all other combat maneuvers.

** Depleting the M.D.C. of the main body destroys the Inorganic, causing it to shatter into bits or crumble into dust and flakes.

Speed:

Running: 40 mph (64 km).

Leaping: 20 feet (6.1 m) straight up or lengthwise.

Flight: Not possible.

Statistical Data:

Height: 21 feet (6.4 m).

Length: 5 feet, 6 inches (1.7 m).

Width: 9 feet (2.7 m).

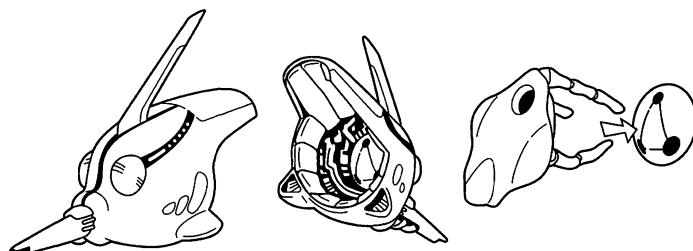
Weight: 3 tons.

Physical Strength: Robotic P.S. of 40.

Cargo: Can carry up to 2.5 tons or pull twice as much.

Skills and Abilities of Note: Climb 50%, Detect Ambush 40%, Detect Concealment 40%, Intelligence 30%, Land Navigation 90%, and Math: Basic 98%.

Weapon Systems:



1. Handheld Laser Gun: This is a laser weapon that fits onto the Odeon or Crann's hand, with the fingers slipping into three holes built into the back of the weapon.

Primary Purpose: Assault and Anti-Armor.

Range: 2,000 feet (610 m).

Mega-Damage: 1D6x10 M.D. per blast.

Rate of Fire: Each blast counts as one melee attack/action.

Bonuses: Only those gained from Protoculture Sensors.

Payload: Effectively unlimited; draws power from the Inorganic.

2. Hand to Hand Combat: The Odeon is a physical powerhouse, able to bash its enemies into scrap.

Attacks per Melee: Five.

Hand to Hand Damage: *Punch/Strike:* 2D6 M.D. on a restrained punch, 4D6 M.D. on a full strength punch, and 1D6x10 M.D. on a power punch, but the latter counts as two melee attacks.

Tear/Pry with Claws: 4D6 M.D.

Kick/Stomp: 3D6 M.D.

Hand to Hand Bonuses: +4 to strike and parry, +2 to dodge, +1 to disarm, and +4 to roll with impact.

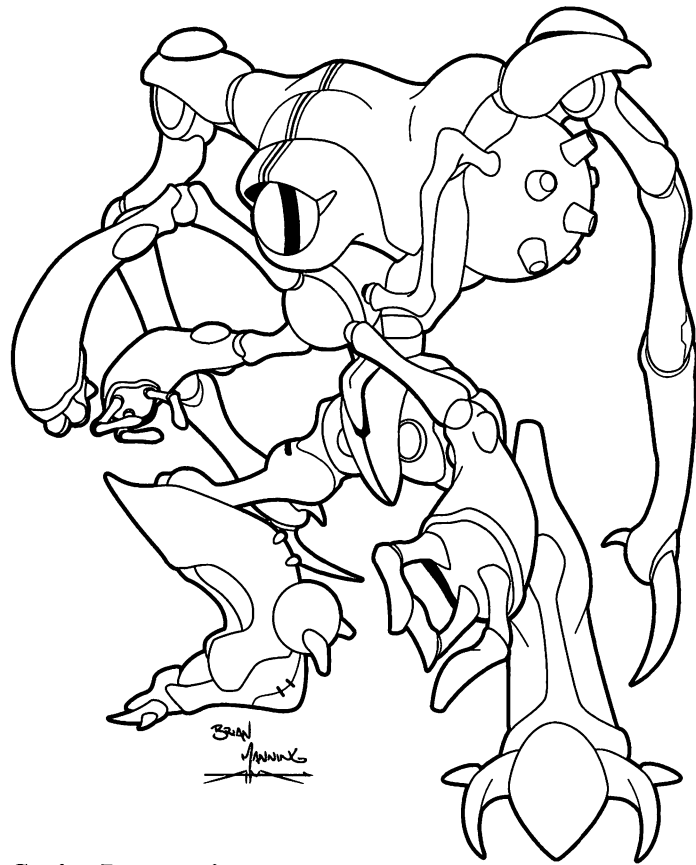
3. Sensors & Features of Note: Inorganics have Invid sensors and features 1-7 and 9 from the **Robotech®: The Shadow Chronicles® Role-Playing Game**. There is no pilot compartment (and no pilot), they are not killed by destroying the sensor eye, and only the Odeon have external speakers. Inorganics are far less reliant on Protoculture to identify their enemies because the Regent designed them to be weapons of terror unleashed on civilians and military targets alike. Therefore they have a Perception rating of 45% (same as the Invid Brain usually controlling them).

The Scrim

One of the most common front-line Invid Inorganics, the Scrim are deployed as close combat units and are most effective in urban environments, enclosed bases and in the hallways of starships, where they can press their foes in hand-to-hand combat. The Regent frequently used them as terror weapons, sending hundreds or thousands into civilian cities where they would wreak unimaginable carnage.

The Scrim are agile and relentless killers armed with a pair of long arms equipped with scythe-like blades that can slice through starship hulls, Battloids and flesh. They also have three arms mounted on the front of their bodies with claws designed to tear, pry and rend. To enhance their effectiveness as terror weapons, they also come equipped with two bulbous nerve gas dispensers, which release a deadly cloud that can incapacitate enemies and send a civilian populace into a blind panic. Quite often, the first sign that a horde of Scrim has been unleashed is the frightening, noxious cloud rising from the edge of a most-likely doomed metropolis.

When attacking larger enemies, or just enemies that can fight back (like those in environmental armor and mecha), the Scrim prefer to swarm their target, taking it down in a deadly wave of blades and claws. A mecha caught by a group of Scrim can literally be ripped to shreds until the horrors can get to the pilot; at which point they will go right for the kill. Fortunately, Scrim are not the most heavily armored of the Inorganics and are especially vulnerable to long-ranged attacks if caught out in the open.



Scrim Inorganic

Class: Inorganic Melee Combat Unit.

M.D.C. by Location:

Gas Bulbs (2) – 75 each

Scythe Arms (2) – 100 each

Claw Arms (3) – 125 each

Claw Hands (3) – 50 each

Legs (2) – 150 each

* Head – 150

** Main Body – 250

* Destroying the head and sensor eye knocks out the Inorganic's sensors, leaving it effectively blind. It is likely (60% chance) to go berserk, lashing out at everything nearby, but loses all combat bonuses and is -10 to strike, parry, dodge and all other combat maneuvers.

** Depleting the M.D.C. of the main body destroys the Inorganic, causing it to shatter into bits or crumble into dust and flakes.

Speed:

Running: 80 mph (128 km).

Leaping: 50 feet (15.2 m) straight up or 80 feet (24.4 m) lengthwise with a running start.

Flight: Not possible.

Statistical Data:

Height: 10 feet, 6 inches (3.2 m).

Length: 6 feet (1.8 m).

Width: 7 feet (2.1 m).

Weight: 1.5 tons.

Physical Strength: Robotic P.S. of 30.

Cargo: Can carry up to 1.5 tons or pull twice as much.

Skills & Abilities of Note: Climb 70%, Detect Ambush 40%, Detect Concealment 40%, Intelligence 50%, Land Navigation 90%, Math: Basic 98%, Prowl 40%, Tracking (people) 40% and Paired Weapons.

Weapon Systems:

1. **Nerve Gas Bulbs (2):** There is a globular container under each armpit of the Scrim. These devices, resembling World War One underwater mines, can release a cloud of deadly nerve gas that can kill and incapacitate any living creature. They are typically used en masse, with dozens or hundreds of Scrim releasing their gas weapons at once and driving their enemies into a panic. Choked and poisoned by the gas, most victims are then easy prey for the Scrim's deadly blades and slashing claws.

Primary Purpose: Anti-Personnel.

Range: 100 foot (30.5 m) radius around the Inorganic. The area is usually much larger, however, because entire platoons of Scrim typically release their gas at one time.

Damage: 1D4x10 Hit Points/S.D.C. per melee round of exposure, quickly killing most who cannot escape the deadly cloud. If a save vs lethal poison of 14 or better is made, the individual only suffers 2D6 damage. Individuals in sealed structures, vehicles, power armor, spacesuits, gas masks, or those in full environmental body armor are not affected. **Note:** Most civilian vehicles and buildings are not environmentally sealed! A vehicle needs to be rated for nuclear, biological and chemical (NBC) warfare to keep the gas out. Fortunately, virtually all fully enclosed UEEF military vehicles, spacecraft and pre-fabricated buildings can be sealed to keep the gas out. Early encounters with the Scrim are a big reason for that.

Duration: The gas cloud lasts for 4D4 minutes and then dissipates; half that time in a strong wind.

Rate of Fire: Fortunately, the gas in each bulb can only be released once. To release the gas again, the Inorganic must return to its Hive and have the gas dispensers refilled.

Payload: One charge each, for a total of two. Must return to the Hive or base of operations to have the gas restocked. **Note About Armor Repair:** The same holds true of repairs of combat damage suffered by an Inorganic. In most cases, the Inorganic must return to the base of operations, an Invid Hive or Genesis Pit, for any repairs to be made to its body/armor. Such repairs are automated and automatic unless the facility is only partially operational and there is no Invid Brain running it. Without a home base or Genesis Pit, repairs to Inorganics are impossible.

2. **Hand to Hand Combat:** The Scrim was specifically designed as a close quarters, melee combat war machine whose goal is to cut its enemies to shreds.

Attacks per Melee: Six.

Hand to Hand Damage: *Scythe Blade Slash:* 4D6 M.D.

Punch/Claw Strike: 1D6 M.D. on a restrained punch, 3D6 M.D. on a full strength punch, and 6D6 M.D. on a power punch, but the latter counts as two melee attacks.

Tear/Pry with Single Claw: 3D6 M.D. (counts as one melee attack).

Tear/Pry with Two Claws: 6D6 M.D. (counts as two melee attacks).

Tear/Pry with Three Claws: 1D4x10+8 M.D. (counts as three melee attacks).

Kick: 2D6 M.D.

Special Pin Attack: The Scrim can use two of its arms to attempt to pin an opponent, leaving it open for attacks from a third claw arm or its scythe blades. The pinning attack takes two melee attacks, but on a roll of 18, 19 or 20, the opponent is completely pinned and cannot dodge or parry attacks by the

Scrim's other weapons until freed. While the opponent cannot use its arms or legs to attack the Scrim, some weapon systems, such as shoulder-mounted weapons, chest missile launchers or head guns, can still be used to target and damage the Scrim. **Note:** The Scrim has the Paired Weapons skill, meaning it can perform parry/strike, dual strikes and other combat maneuvers available to those with the Paired Weapons skill, making it particularly dangerous in close quarters combat.

Hand to Hand Bonuses: +6 to strike and parry, +4 to dodge, +3 to disarm, +4 to entangle/pin, +4 to pull punch, and +3 to roll with impact.

3. **Sensors & Features of Note:** Inorganics have Invid sensors and features 1-7 and 9 from the **Robotech®: The Shadow Chronicles® Role-Playing Game**. There is no pilot compartment (and no pilot), they are not killed by destroying the sensor eye, and only the Odeon have external speakers. Inorganics are far less reliant on Protoculture to identify their enemies because the Regent designed them to be weapons of terror unleashed on civilians and military targets alike. Therefore they have a Perception rating of 45% (same as the Invid Brain usually controlling them).

New Inorganic

The Garn

Also known as the Vampire

The Garn is an aerial combat Inorganic that patrols the skies of worlds conquered by the Invid and battles for aerial dominance in space and the skies over contested planets. It has earned the nickname "Vampire" from Expeditionary Force troops both because of its wings, the fact that it looks like it has fangs, and because of its ambush tactics.

Garn Inorganics cannot compete with most fighters or aerial combat mecha, so they work in teams of 2-8 to ambush more powerful foes. They hide behind asteroids or in the hulks of disabled starships and send one Garn to lure enemy fighters past their position. Another tactic is to drop down onto ground troops from out of trees, the underside of bridges and ceilings, or while hiding in cloud banks.

The Garn is armed with a single rapid-pulse laser turret on its undercarriage, and huge, powerful clawed arms. They are little more than drones and cannot function except on the most basic level without a controlling Invid Brain, which is the real source of any cunning or strategies and tactics exhibited by the Garn. Knock out the Invid Brain and the Garn behave like simple predatory animals that hide and use hit and run, or cat and mouse tactics.

Garn, Flying Inorganic

Class: Inorganic Aerial Assault Unit.

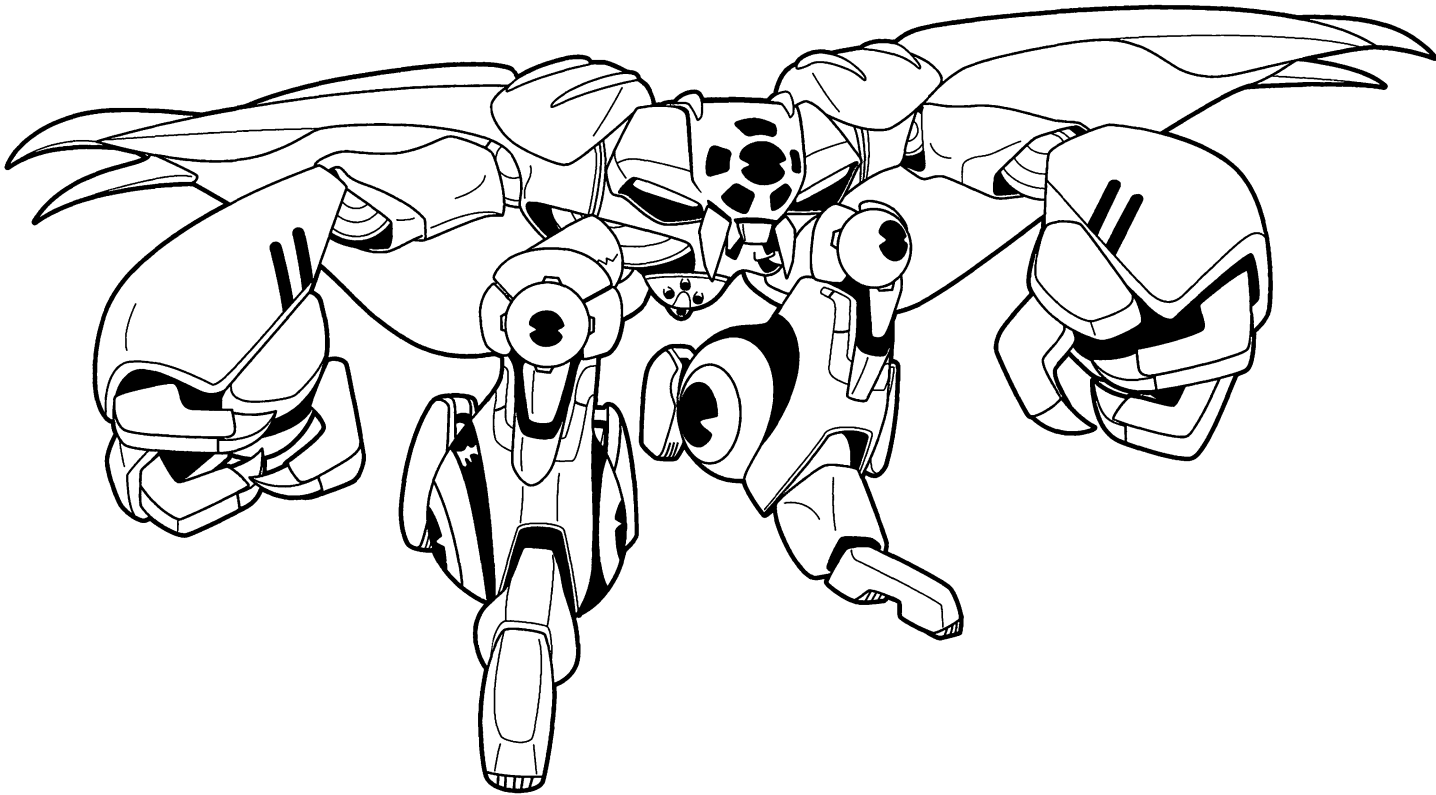
M.D.C. by Location:

Wings (2) – 60 each

Upper Arms (2) – 30 each

Forearms (2) – 75 each

Clawed Hands (2) – 30 each



Legs (2) – 150 each
 * Laser Turret – 20
 * Sensor Head – 30
 ** Main Body – 200

* Destroying the sensor head and eye knocks out the Inorganic's sensors, leaving it effectively blind. It is likely (60% chance) to go berserk, lashing out at everything nearby, but loses all combat bonuses and is -10 to strike, parry, dodge and all other combat maneuvers.

** Depleting the M.D.C. of the main body destroys the Inorganic, causing it to shatter into bits or crumble into dust and flakes.

Speed:

Running: 40 mph (64 km).

Leaping: 60 feet (18.3 m) straight up or across.

Flight: Can fly at a maximum speed of 300 mph (480 km) in atmosphere, double in space (600 mph/960 km), and can glide without the use of thrusters at 80 mph (128 km).

Underwater: 20 mph (32 km) walking on the sea floor, 80 mph (128 km or 69 knots) propelled by thrusters through the water.

Statistical Data:

Height: 10 feet, 5 inches (3.2 m) tall.

Width/Wingspread: 22 feet (6.7 m).

Length: 8 feet, 4 inches (2.5 m).

Weight: 1.5 tons.

Physical Strength: Robotic P.S. of 30.

Cargo: Can carry up to 1.5 tons.

Skills & Abilities of Note: Fly (as noted above), Climb 80%, Detect Ambush 40%, Detect Concealment 40%, Intelligence 55%, Math: Basic 98%, Navigation 90%, Prowl 50%, and Tailing 70%. Garn have hawk-like vision and can see a trooper or Protoculture cell from two miles (3.2 km) away, unless its line of sight is blocked/obscured.

Weapon Systems:

1. Pulsed Quad-Barrel Laser Turret: Mounted on the bottom of the Inorganic, between the legs, is a laser turret with four barrels. It can rotate 360 degrees and can fire directly ahead or behind, or at targets below the mecha at up to a 60 degree angle. The turret can be used to strafe multiple ground targets.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Anti-Aircraft and Defense.

Range: 2,000 feet (610 m).

Mega-Damage: 1D4 M.D. per barrel, 4D4 M.D. for a single shot from all four barrels, 1D4x10+10 M.D. for a three-shot burst from all four barrels at a single target, which counts as one melee attack.

A strafing run sends down a barrage of laser fire down a line of attack hitting everything in its path unless the enemy makes a successful dodge. However, this loosely directed strafing run at multiple targets typically results in targets only getting hit by one volley of lasers, doing 4D4 M.D. per target struck. The Inorganic gets no bonuses to strike against small and fast mecha like Cyclones or Alpha fighters with this attack, which counts as two melee actions.

Bonuses: +2 to strike. This bonus is in addition to any bonus from Protoculture Targeting (+3 when applicable). Strafing runs do not get a bonus to strike.

Rate of Fire: Each single shot, four-barrel burst or three-shot burst counts as one melee attack, but a strafing run counts as two.

Payload: Effectively unlimited.

2. Hand to Hand Combat: The oversized claws on the Vampire's large forearms are specifically designed to tear into enemy spaceships and mecha.

Attacks per Melee: Five.

Hand to Hand Damage:

Punch/Forearm Strike: 1D4 M.D. on a restrained punch, 2D4 M.D. on a full strength punch, and 4D4 M.D. on a power punch, but the latter counts as two melee attacks.

Claw Strike: 2D6+2 M.D. full strength or 4D6+4 M.D. on a power claw strike (counts as two melee attacks).

Kick: 2D6 M.D.

Power Kick: 4D6 M.D. Counts as two attacks.

Flying Body Block/Ram: 1D6 M.D. per every 100 mph (160 km) of speed. Plus there is an accumulative 10% chance per 100 mph (160 km) of speed of knocking an opponent of equal size or up to 50% larger off its feet or an airborne enemy 1D4x100 yards (meters) off course. In either case, the victim loses initiative and two melee attacks. This attack counts as two of the Garn Inorganic's melee attacks.

Special Combat Move: Aerial Pounce: This attack is performed when the Garn successfully jumps an enemy from ambush, whether it be from behind an asteroid or from inside a storm cloud, or rooftop, or from dense foliage. The Garn strikes with both claws and its body mass, doing 4D6 M.D. and knocking the victim down, causing them to lose one attack and initiative. This counts as two of the Garn's attacks, but when successfully performed (the enemy failed to detect the coming ambush), the victim is *unable to dodge or parry the attack*. Up to four Garn can perform this attack together on the same target for a coordinated attack.

Hand to Hand Bonuses: +2 on initiative, +2 to strike with physical attacks, +1 to dodge on the ground, +4 to dodge in flight, +2 to roll with impact and impervious to Horror Factor. Unless told otherwise by an Invid Brain or by the telepathic command of the Regent, an Invid Assault Trooper (below) or an Invid Scientist, most Inorganics fight to the death.

3. Sensors & Features: As is standard for Inorganics.

New Invid Mecha

Invid Assault Trooper

The Invid Assault Trooper is a heavy ground attack unit often seen on the battlefield commanding the Regent's Invid soldiers and other lesser Invid such as Fighter Scouts and Inorganics. They are heavily armored, strong and have a powerful shoulder-mounted plasma cannon with excellent range and power.

The Assault Trooper is piloted by high caste Invid, usually Invid Soldiers who have excelled in combat and are more independent-minded. They are also favored by the *Invid Scientists*. To enemies of the Invid, Assault Troopers should be considered high-priority targets – the equivalent of a Captain or commander of an infantry company. And like most Invid mecha, it can fly in an atmosphere and space, function underwater, and engage ground troops or fight in hand to hand combat.

Unlike most Invid, the Assault Trooper rarely sacrifices themselves, and is one of the more tactically-minded Invid war machines due to the higher evolved state of the pilots. One sure sign an Invid Scientist is underneath all of that red and black armor is the willingness of other Invid units to sacrifice themselves to protect him. But that should by no means suggest that the mecha is weak or ill-suited for combat. It excels at it. And can be lethal

to Cyclones and threaten most Destroids, Battloids and even Alphas. The signature shoulder cannon is a precision weapon, often used to target specific locations like gun emplacements and cockpits; another sign of the mecha's heightened intelligence and tactical knowledge. It also has four mini-plasma cannon ports built into the main body that are used as anti-personnel weapons and to strafe targets when flying overhead.

The Invid Assault Trooper is a deadly mecha in which the pilot sits inside the main body in a nutrient bath. The arms are inside the main body and the feet extend into the upper legs. The hands lack some of the dexterity of the Invid Soldier, and for this reason, Invid Scientists actually working in the field prefer to use Invid Soldier armor for delicate work and repairs. Invid Scientists generally pilot the Assault Trooper only when combat is anticipated and they are in charge of leading the troops or are out for revenge.

Some Expeditionary Force analysts speculate that the Invid Assault Trooper was developed as a counter to the Robotech Masters' Bioroids or Zentraedi power armor troops.

Invid Assault Trooper

Also Known As: Malgo.

Vehicle Type: Assault and Command Mecha: Battloid Class.

Crew: One higher caste Invid pilot.

M.D.C. by Location:

Claws (2; large) – 70 each

Forearms (2) – 180 each

Upper Arms (2) – 100 each

Shoulder Cannon – 100

Legs (2) – 170 each

* Jet Thrusters (2, rear) – 100 each

* Sensor Eye – 30

** Main Body – 250

* The sensor eye remains the most vulnerable place on the Invid Assault Trooper's body. Its destruction kills the Invid pilot inside. However, the sensor eye is a small target that requires an attacker to make a successful "Called Shot" with the following penalties: Shooting at a stationary target -4, moving target -6, and fast moving target is -11 to strike.

Any other location marked by a single asterisk is also a small and difficult target to hit, and has the same requirements and penalties to hit as the sensor eye.

** Depleting the M.D.C. of the main body kills the Invid Assault Trooper.

Speed:

Running: 50 mph (80 km).

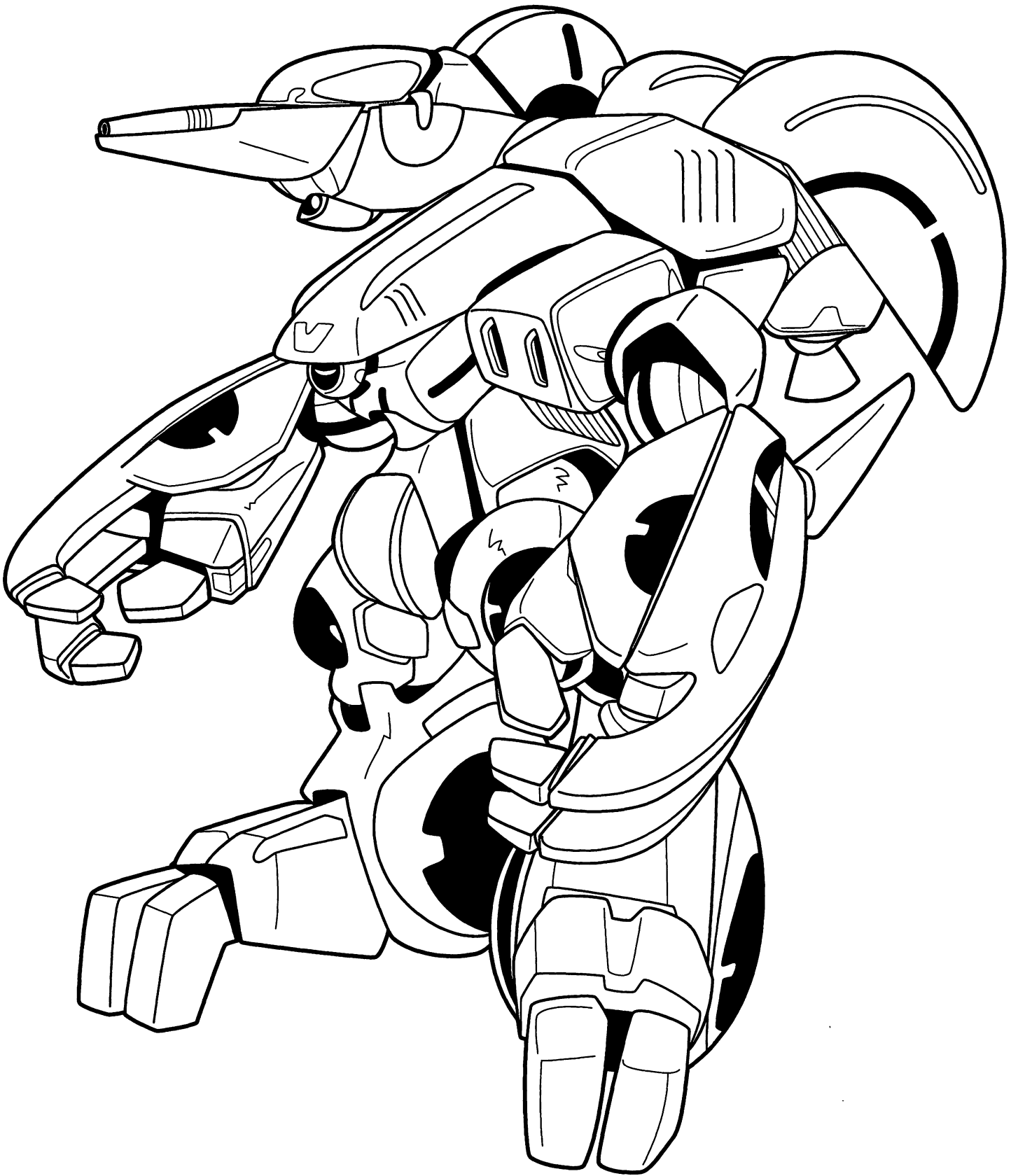
Leaping: 40 feet (12 m) high or across without booster assistance, or 150 feet (46 m) up or across augmented by jet thrusters without actually taking flight.

Flight: Unlike the Invid Soldier, the Invid Assault Trooper has full flight capabilities reminiscent to the Invid Trooper. It is able to hover stationary and perform VTOL (Vertical Take-Offs and Landings). Maximum flying speed is 300 mph (480 km) in an atmosphere, double in space (600 mph/960 km).

Underwater: 20 mph (32 km) walking on sea floor, 80 mph (128 km or 69 knots) propelled by jet thrusters.

Statistical Data:

Height: 14 feet (4.3 m).



Width/Breadth: 7 feet (2.1 m).

Length/Depth: 9 feet (2.7 m) due in part to the length of the cannon.

Weight: 10.8 tons.

Physical Strength: Robot P.S. of 37.

Cargo: Can carry up to 3 tons.

Skills & Abilities of Note: Camouflage (including self) 80%, Detect Ambush 70%, Detect Concealment 65%, Hide Underground (or in water) to Set Ambush (Special) 80%, Intelligence 70%, Land Navigation 80%, Math: Basic 98%, Navigation 80%, Prowl 40%, Tailing 75%, and Tracking (People) 40%.

Weapon Systems:

1. Heavy Plasma Beam Shoulder Cannon (1): This is a powerful, precision weapon, like a giant sniper rifle, built into the shoulder. It has a 90 degree up and down arc of fire for use as an anti-aircraft weapon from the ground and low altitudes.

Primary Purpose: Assault and Anti-Aircraft.

Secondary Purpose: Anti-Mecha and Defense.

Range: 6,000 feet (1,829 m).

Mega-Damage: 1D6x10 M.D. per single blast; only fires single blasts.

Rate of Fire: Each blast counts as one melee attack.

Payload: Unlimited.

Bonuses with Shoulder Cannon: +2 to strike. When the Protocolulture Targeting Bonus (+4) is also used on Protocolulture powered enemies such as Cyclones, Destroids and Veritechs, the bonus is +6 to strike.

2. Mini-Plasma Cannons (4): These are rapid-fire light plasma gun ports mounted in the chest. They are always fired together and can fire in single volleys, bursts and sustained strafing attacks. They are mounted in a fixed forward-firing position.

Primary Purpose: Anti-personnel.

Secondary Purpose: Defense and anti-missile.

Range: 2,000 feet (609 m).

Mega-Damage: A single quadruple volley from all four cannons does 4D6 M.D., a short burst from all four cannons does 1D6x10 M.D. Both the single volleys and bursts count as one melee attack.

A strafing run unleashes a steady stream of plasma discs, inflicting 2D6 M.D. to everything they hit, including the ground or road below. Only a successful dodge escapes the destructive blast. Mega-Damage is less than a normal full blast because the strafing run is not a focused attack but a spray of energy directed across a particular area.

Bonuses: +1 to strike per volley or burst. This bonus is in addition to any bonus from Protocolulture Targeting (+4 when targeting Protocolulture powered enemies), so +5 when attacking Protocolulture powered mecha. Strafing attacks do not get a bonus to strike.

Rate of Fire: Each volley or burst counts as one melee attack, but a strafing run counts as two.

Payload: Unlimited.

3. Mecha Hand to Hand Combat: The Invid Assault Trooper has powerful claws for tearing and slashing at enemy vehicles and mecha. Each hand has three large, powerful finger-like claws.

Attacks per Melee: Six.

Hand to Hand Damage:

Punch/Forearm Strike: 1D6 M.D. on a restrained punch, 2D6 M.D. on a full strength punch, and 4D6 M.D. on a power punch, but the latter counts as two melee attacks.

Claw Strike: 3D6 M.D. full strength or 6D6 M.D. from a power claw strike (power punch always counts as two melee attacks).

Kick or Stomp Strike: 2D8 M.D.; power kick/stomp not possible.

Flying Body Block/Ram: 1D6 M.D. per every 100 mph (160 km) of speed. Plus there is an accumulative 10% chance per 100 mph (160 km) of speed of knocking an opponent of equal size or up to 50% larger off its feet or an airborne enemy 1D6x100 feet (30.5 to 183 m) off course. In either case,

the victim loses initiative and two melee attacks. This attack counts as two of the Invid's melee attacks.

Special Combat Moves: a) *Block missile strikes and weapon blasts* with the shielding of their oversized forearms. To block, roll 1D20 to parry and include all parry bonuses, below. A successful parry means that the forearms take ALL the damage from any missiles or weapon blasts that strike. Note that this tactic may result in the arms being blown off, but unlike the Invid Soldier, the pilot's arms are safely contained in the main body, so he is uninjured.

b) *Hide under earth, snow, ice or water* to set up a surprise attack or ambush.

Hand to Hand Bonuses: +2 on Initiative, +2 to Perception Rolls (more if an Invid Scientist; see the Scientist description for bonuses), +2 to strike with hand to hand attacks, +2 to parry (an additional +2 to block/parry missile and energy blasts with forearms), +3 to disarm, +2 to entangle, +4 to pull punch, +1 to dodge on the ground, +4 to dodge in flight, and +5 to roll with impact.

4. Sensors & Features: As standard for Invid.

5. Chance to Recognize Alien Technology: 35%, unless piloted by an Invid Scientist, who are as capable of recognizing technology as any human or other sentient, technologically-capable alien species.

Invid Fury

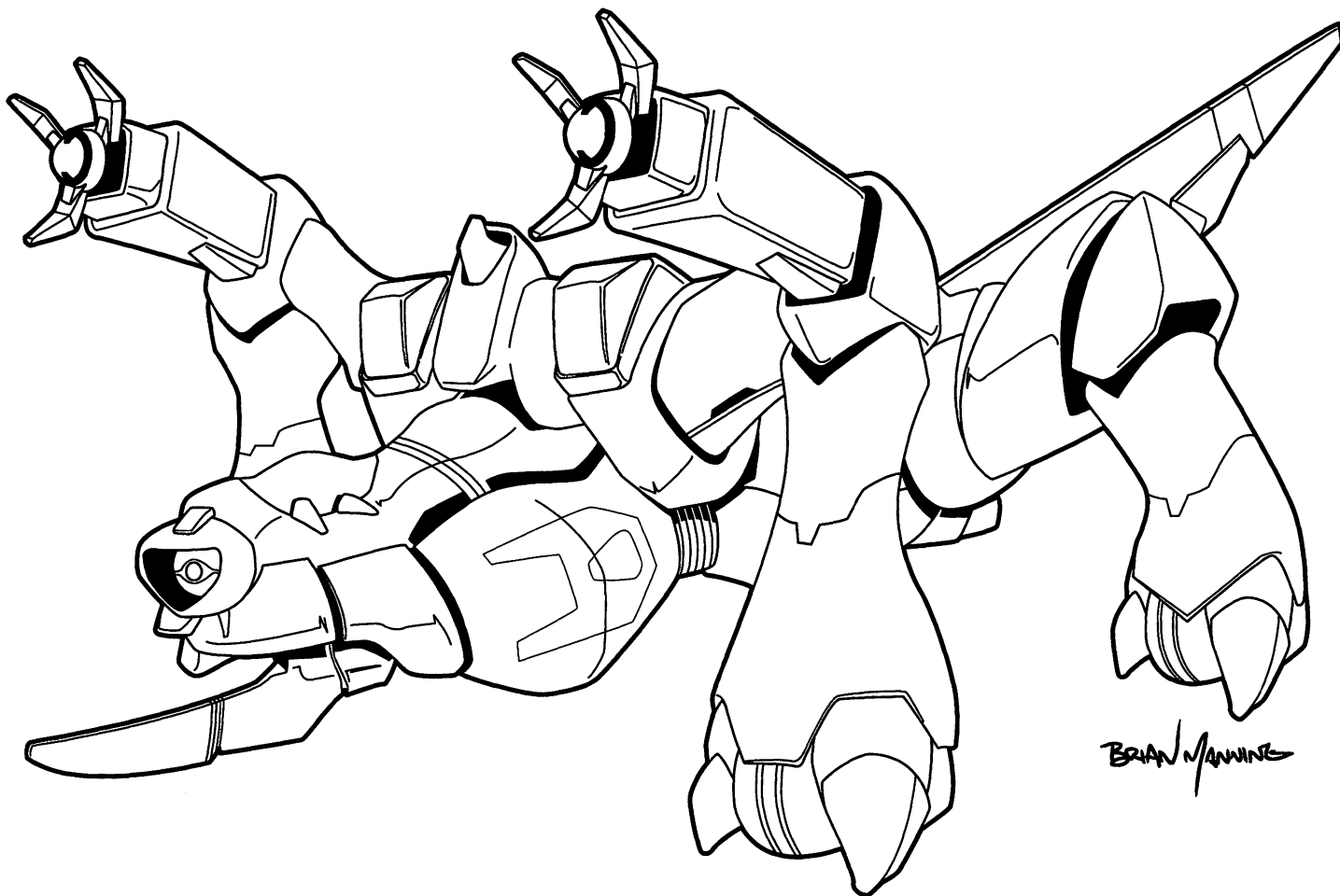
Mobile Artillery Unit (MAU)

This is the largest individual Invid ever seen on the battlefield. It is a massive, four-legged mobile gun platform used to protect the Regent's strongholds from air and space attacks. Devastating against fighter attacks, concentrated fire from these behemoths can threaten even starships in low orbit.

The Fury works like any other Invid, despite its massive size. It is piloted by one lower caste Invid sitting in a nutrient bath inside the cockpit. It has four thick legs that hold up a low-slung body, and a pair of claws/gun arms that jut from the forward legs. Its most distinctive feature is the large, tail-like plasma cannon, which can destroy many mecha with one or two blasts. It is the most heavily armored Invid in the Regent's arsenal, but it is also one of the slowest and gets more than its fair share of fire from the enemy.

Almost exclusively used by the Regent on occupied Invid worlds, these intimidating metal monsters often force freedom fighters and the Expeditionary Force Marines to send in small units by ground to take out important Invid assets, because they can make aerial attacks extremely costly. However, they have weapons to protect themselves from ground attacks as well and are often accompanied by other, smaller Invid and Inorganics to prevent them from being swarmed by infantry ground forces.

On rare occasions, when he feels he requires a lot of firepower, the Regent deploys a few companies of these massive walking units for siege operations. They plod forward, protected by flights of Invid Fighters and Shock Troopers, and pulverize defenses and entrenched positions with their heavy weapons. They can also protect Invid ground troops, like the Inorganics, from aerial bombardment. The combination creates what may seem to be a nearly unstoppable army.



The Invid Fury is also an example of the Regent's incomplete understanding of tactics. He knows well enough how to use these giants offensively, but what he fails to understand is the tactical information he is giving away by using them at all.

Freedom fighters on a number of planets, particularly before the UEEF became involved, have struck dozens of targets that the Regent thought secret. Why? Because he assigned Furies to defend them, which is a dead giveaway that a seemingly unimportant base is an integral part of the Regent's plans. If he did not post them at these bases to "protect" the secrets within, the liberators may have never known that they were assets worth targeting.

Unlike most Invid mecha, the Fury is so large that destroying the sensor eye does NOT automatically kill the Invid inside. The head of the mecha must be destroyed entirely. This is because the pilot sits much deeper in the head. The sensor eye itself is also tougher than other Invid units and well-protected by armor.

Invid Fury

Also Known As: Gralka

Vehicle Type: Mobile Artillery Unit.

Crew: One.

M.D.C. by Location:

Weapon Arms (2) – 450 each

Legs (4) – 700 each

Ram Blade – 200

Tail Cannon – 600

* Head – 300

* Sensor Eye – 75

** Main Body – 2,100

* Destroying the Sensor Eye of the Fury does NOT kill the pilot inside, unlike virtually all other Invid mecha. It does however, destroy the unit's sensors, effectively blinding it and causing it to *lose all bonuses*, including targeting Protocolculture. The unit is likely to withdraw until it can be repaired, because if it continues to try to fight it does with the following penalties: -9 to strike, parry and dodge and most attacks will be surprise attacks against it. The sensor eye is a small target that requires an attacker to make a successful "Called Shot" with the following penalties: Shooting at a stationary target -4, moving target -6, and fast moving target -11 to strike. Destroying the head of the Fury kills the Invid pilot inside. However, this is not common knowledge and player characters, until they learn the hard way, are unlikely to know the mecha's true weakness.

** Depleting the M.D.C. of the main body destroys the Invid Fury.

Speed:

Running: 50 mph (80 km).

Leaping: Not possible.

Flight: Not possible. These mecha are transported by Invid carrier. Each carrier can carry 20 Furies and must land to deploy them.

Underwater: 10 mph (3 km) walking on the sea floor.

Statistical Data:

Height: 34 feet (10.3 m) with tail lowered, 79 feet (24 m) with tail raised.

Length: 72 feet (22 m) with tail raised, 117 feet (35.6 m) with tail lowered.

Width: 46 feet (14 m).

Weight: 121 tons.

Physical Strength: Robot P.S. of 55.

Cargo: None, but can carry up to 20 tons or pull 35 tons. This means it can also pick up and toss many mecha aside with its armored claws.

Skills & Abilities of Note: Detect Ambush 50%, Detect Concealment 30%, Intelligence 50%, Land Navigation 80%, and Math: Basic 98%.

Weapon Systems:

1. Anti-Aircraft Heavy Plasma Cannon Tail: The Fury's primary armament is its massive tail, which can flip all the way forward or at any angle upwards and can rotate 60 degrees to either side. It unleashes powerful blasts of plasma that can obliterate light mecha and aircraft and has the range and power to threaten starships in low orbit. The only time these units are seen in large numbers (thankfully) is when the UEEF Marines are planning a planetary assault and the Invid Regent sees it coming. Then orbit is lit up with deadly lances of plasma energy fired from numerous Furies located at Invid hives and other strategic points across the planet.

Primary Purpose: Anti-Starship and Anti-Shuttle/Landing Craft.

Secondary Purpose: Anti-Installation and Anti-Armor.

Range: 100 miles (160 km) when firing into low orbit and in outer space. That is high enough to hit spacecraft and drop-ships in low orbit. Combat drops are performed at low orbit (100 miles/160 km).

When firing in an atmosphere and at enemy targets on the surface of a planet, the range is greatly reduced to 30 miles (48 km).

Mega-Damage: 1D4x100 M.D. per blast. Only fires single blasts.

Rate of Fire: Twice per melee round; each blast counts as one melee attack.

Penalties: All small spacecraft and mecha under 80 feet (24.4 m) tall/long are -2 to strike. However, the Invid Fury still gets to apply targeting and Protoculture bonuses (+3 to strike vessels powered by Protoculture).

Payload: Effectively unlimited.

2. Weapon Arm Plasma Cannons (2): Located in each claw of the two forward weapon arms is a ball-shaped plasma cannon used to defend the Fury from ground and air assault. While the tail cannon is used to blow shuttles and starships out of the heavens, these arm cannons are used to knock down incoming missiles and enemy fighters, or to hold off enemy ground forces. They are identical in function to the plasma cannon pods on an Invid Shock Trooper, except that the Fury obviously cannot perform strafing runs.

Primary Purpose: Anti-Aircraft and Anti-Mecha.

Secondary Purpose: Defense.

Range: 4,000 feet (1,219 m).

Mega-Damage: Fires bursts of three plasma discs doing 6D6 M.D. per successful strike from one cannon, or 1D6x10+6 M.D. from a simultaneous burst from both plasma cannons (6 plasma discs) at the same target.

Bonuses: +2 to strike with plasma burst attacks. This bonus is in addition to any bonus from Protoculture Targeting (+3 when applicable, for a total of +5 to strike Protoculture powered targets).

Rate of Fire: Each three- or six-disc burst counts as one melee attack.

Payload: Effectively unlimited.

3. Mecha Hand to Hand Combat: The massive claws and feet of the Fury can mangle and stomp even the largest mecha. And it can swing those arms and legs into action much quicker than its huge size and slow, ambling gait suggests.

Attacks per Melee: Five.

Hand to Hand Damage:

Punch/Strike: 2D6 M.D. on a restrained punch, 6D6 M.D. on a full strength punch, and 2D6x10 M.D. on a power punch.

Tear/Pry with Claws: 6D6 M.D.

Kick/Stomp: 6D6 M.D.

Trample: 2D4x10 M.D. to all targets that fail to get out of its way. This attack can only be dodged. It cannot be parried. Takes two melee attacks.

Leap Kicks and Jump Kicks are not possible.

Ram Prow Jab or Swat: 2D6 M.D. on a restrained attack or 6D6 M.D. on a full strength jab or swat. A power strike is not possible.

Ramming Attack: The Fury can charge an enemy and gore it with the ram blade located under its chin and inflict 1D6x10 +10 M.D., plus on a successful strike the target loses initiative and two attacks and is -3 to dodge if the Fury follows up with a trample attack.

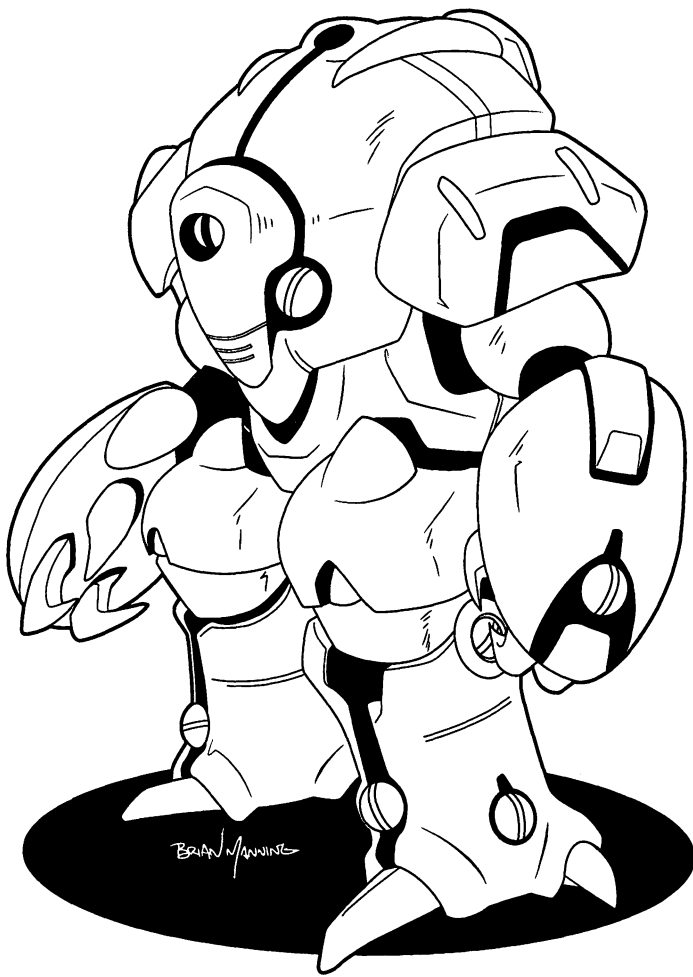
Hand to Hand Bonuses: +2 to parry, +2 to pull punch. The Fury is so big and slow that it is incapable of dodging all but the slowest attacks from the largest targets.

4. Sensors & Features: As is standard for Invid mecha, except its Telescopic magnification and Protoculture optics have extended range that allow the Invid to see and detect starships in low orbit (120 miles/192 km). Alien technology perception level is 01-25%.

Invid Ogre

The Invid Ore is on the same scale as the Invid soldier. It is only a head or two taller, but easily twice as big overall. The bulky mecha is designed is for heavy labor, boarding ships (cutting and ripping through hulls) and infantry combat. The Ogre is armed with three claws and a pair of lasers built into its forearms, but it also has considerable strength for its size. While rarely encountered by the Expeditionary fleet or air cavalry, it is a constant foe of the Marine infantry, especially at and around Invid Hives, Protoculture Factories, other workplaces and Invid occupied cities on worlds conquered and enslaved by the Regent.

The Ogre is one of the few Invid mecha that is slow-moving even in flight and is usually encountered in urban environments and places of work, such as factories, mining operations, salvage yards and cities. A typical squad of 6-12 Ogres is deployed with one higher caste Invid, usually an Invid Soldier or Invid Assault Trooper in charge. Ogres are used to round up slaves, control and police occupied cities and towns, patrol and work at factories and warehouse operations, gather salvage, and take the battle anywhere the larger Invid units cannot go. The Ogre is also deployed alongside the Invid Shock Trooper and Soldiers for labor and construction purposes. Ogres can be seen helping to construct or rebuild hives and doing repair work under the control of an Invid Brain. They can also be seen crawling along the outside of damaged Invid ships, repairing them, sometimes even before the battle is finished. Invid Ogres may also be deployed to board



enemy spacecraft and punch through ground-based fortifications and barriers.

The Invid Ogre is so named for its heavy armor, hulking shape, strength and claws. It is strong for its size and deadly in close combat, but not very well armed. Piloted by lower caste Invid, it is not the smartest or most observant of Invid mecha, but in large numbers, its heavily armored hide can take enough punishment to close in and overwhelm light mecha and infantry troops. The Ogre is always controlled by an Invid Brain or led by a designated Invid Soldier or Invid Scientist.

Invid Ogre

Also Known As: Malab; and enemies have dubbed it Fat Boy.

Vehicle Type: Combat and Heavy Labor Mecha; Battloid.

Crew: One lower caste Invid.

M.D.C. by Location:

Claws (3 finger-like claws on each hand) – 5 each

Forearms (2; lasers concealed within) – 70 each

* Upper Arms (2) – 45 each

Legs (2) – 125 each

* Sensor Eye – 30

** Main Body – 150

* The sensor eye is the most vulnerable place on the Invid Ogre's body. Its destruction kills the Invid pilot inside. However, the sensor eye is a small target that requires an attacker to make a successful "Called Shot" with the following penalties: Shooting at a stationary target -4, moving target -6, and fast moving target -11 to strike.

Any other location marked by a single asterisk is also a small and difficult target to hit, and has the same requirements and penalties to hit as the sensor eye.

** Depleting the M.D.C. of the main body kills the Invid Ogre.

Speed:

Running: 30 mph (48 km), can climb and scale walls at 15 mph (24 km).

Leaping: 30 feet (9.1 m) high or across.

Flying: Invid Ogres have very limited flight capabilities reminiscent of a simple jet pack hover system. They are able to hover stationary and perform VTOL (Vertical Take-Offs and Landings) with a maximum flying speed of 30 mph (48 km) in an atmosphere, double in space. Mainly used for accessing the sides of structures, machinery, rooftops and similar, as well as having basic movement in space to access starships, asteroids and other locations.

Underwater: 15 mph (24 km) walking on sea floor with the thrusters.

Statistical Data:

Height: 9 feet (2.7 m).

Length: 3 feet, 9 inches (1.1 m).

Width: 4 feet (1.2 m).

Weight: 620 pounds (279 kg).

Physical Strength: Robot P.S. of 35.

Cargo: Can carry up to 2.5 tons and pull five tons.

Skills & Abilities of Note: Boarding Spaceships 60%, Camouflage (including self) 50%, Climb 96%, Detect Ambush 50%, Detect Concealment 30%, General Repair and Maintenance 60%, Hide Underground to Set Ambush (Special) 70%, Land Navigation 80%, Math: Basic 98%, Salvage 80%, and Vehicle Armorer 80%.

Weapon Systems:

1. Forearm Lasers (2): Slightly more powerful than the Invid soldier's forearm lasers, they are also a bit more obvious, and the only ranged weapon the Invid Ogre has available, other than its claws. Both are fixed in one position, able to shoot only in the direction the arm is pointed. Destruction of the forearm destroys the laser.

Primary Purpose: Defense and Close Combat.

Range: Six inches for close work, to as far as 1,000 feet (3048 m), for combat.

Mega-Damage: In combat mode: 2D6 M.D. for a single blast, 4D6 M.D. for a dual blast from both arms at the same target; counts as one melee attack. However, the Invid Ogre can regulate the damage done by the lasers based on the work/repairs that are required. Damage can be adjusted as follows: 1D4x10 S.D.C., 2D4x10 S.D.C., 1D4 M.D. 1D6 M.D. and 2D6 M.D.

Rate of Fire: Each single or double blast counts as one of the Ogre's melee attacks.

Bonus: +1 to strike. This bonus is in addition to any bonus from Protoculture Targeting (+2 when applicable, for a total of +3 to strike when engaged with mecha powered by Protoculture).

Payload: Effectively unlimited.

2. Mecha Hand to Hand Combat: The Invid Ogre can also engage in hand to hand combat.

Attacks per Melee: Four.

Hand to Hand Damage:

Punch/Forearm Strike: 1D4 M.D. on a restrained punch, 2D4 M.D. on a full strength punch, and 4D4 M.D. from a power punch, but the latter counts as two melee attacks.

Claw Strike: 1D6 M.D. on a restrained attack, 2D6 M.D. for full strength and 4D6 M.D. on a power punch (counts as two melee attacks).

Kick Attack: Not possible.

Hand to Hand Bonuses: +2 on Perception Rolls regarding structural integrity/weakness, +1 to strike, +2 to parry, +1 to disarm, +2 to pull punch, and +4 to roll with impact.

3. Sensors & Features: As is standard for Invid. Alien technology perception level is minimal, 01-20%.

Invid Ranger

The Invid Ranger is a rare Invid mecha deployed when the Regent or an Invid Brain believes there is a need for heavy firepower on the battlefield, heavy escort and search and destroy missions. They are accomplished fliers, well-armored and still have a deadly single, scythe-like claw on each hand to rip open enemy mecha in close combat, or to tear open the hull of an enemy starship to let its smaller Invid brethren inside to wreck havoc. The Ranger appears to share a place in the Invid hierarchy just above the *Invid Shocktrooper*, and are the Regent's equivalent of the *Invid Enforcer*.

The Invid Ranger's main weapons are the two large plasma cannons embedded in its forearms and the six smaller versions scattered across its body. It holds its arms like a praying mantis, aiming the cannons directly forward while keeping the claws ready to rip apart enemies that come too close.

Piloted by a higher caste Invid, the Ranger is capable of tailing and tracking down an enemy to destroy him. The Invid Ranger can also engage in hit and run tactics to harass the enemy and knock out strategic targets like weapon batteries and communications, and seems to enjoy cat and mouse games with those it stalks.

Though the Invid Scouts and Fighters Scouts are the standard for Invid reconnaissance, the Invid Ranger is more of a hunter/tracker and smart enough to recognize enemy mecha, military installations, and suspicious activity as well as tail and track specific enemy targets. And because of its firepower and intelligence, the Invid Ranger may decide to address the situation, attacking and destroying the threat or target, then and there.

The Ranger may be deployed as a lone hunter or in groups of three Invid Rangers, or as the leader of a reconnaissance patrol that consists of one Ranger and 3-6 Invid Fighter Scouts, or three Rangers and 6-9 Invid Scouts, Fighter Scouts or Shocktrooper. As a command Invid, the Ranger can lead any group of lesser caste Invid from Scouts to Soldiers, in any number. Invid Rangers may also escort one or more Invid Carriers, flying ahead or alongside the Clam Ships, firing away at the enemy ahead to help ensure that many more Invid Scouts, Fighters, and Shock Troopers make it to the enemy fleet or target. On the ground they can stand back and pound enemy positions or take on Alpha fighters, Bioroid Interceptors and other flying mecha in the air, dogfighting with them without having to close ranks before being able to inflict significant damage to take an enemy down.

Invid Ranger

Also Known As: Gurai, while Earth forces call it the Invid Mantis.

Vehicle Type: Long-Range, Heavy Weapons Command Mecha; Battloid Class.

Crew: One higher caste Invid pilot.

M.D.C. by Location:

- * Large Plasma Ball Cannons (2; recessed) – 35 each
- * Small Plasma Ball Cannons (6; arms and abdomen) – 15 each
- Claws (2, large, scythe-like) – 70 each
- Forearms (2) – 200 each
- Upper Arms – 120 each
- Legs & Feet – 230 each
- Main Thrusters (2, rear) – 150 each
- * Sensor Eye (1) – 50
- ** Main Body – 350

* The sensor eye is the most vulnerable place on the Invid Ranger's body. Its destruction kills the Invid pilot inside. However, the sensor eye is a small target that requires an attacker to make a successful "Called Shot" with the following penalties: Shooting at a stationary target -4, moving target -6, and fast moving target -11 to strike.

Any other location marked by a single asterisk is also a small and difficult target to hit, and has the same requirements and penalties to hit as the sensor eye.

** Depleting the M.D.C. of the main body kills the Invid Ranger.

Speed:

Running: 70 mph (112 km).

Leaping: 30 feet (9.1 m) high and 40 feet (12.2 m) across without booster assistance, or 120 feet (36.6 m) up or across augmented by jet thrusters without actually attaining flight.

Flight: Able to hover stationary and perform VTOL (Vertical Take-Offs and Landings). Maximum flying speed is 300 mph (480 km) in an atmosphere, double in space (600 mph/960 km).

Underwater: 20 mph (32 km) walking on sea floor, 80 mph (128 km or 69 knots) propelled by thrusters.

Statistical Data:

Height: 18 feet, 3 inches (5.5 m).

Length: 11 inches, 6 feet (3.5 m). Note: The arms of the Invid Ranger can extend to have a longer reach than they may initially appear in the "praying mantis" position; 14 foot (4.3 m) reach.

Width: 10 feet (3 m).

Weight: 13 tons.

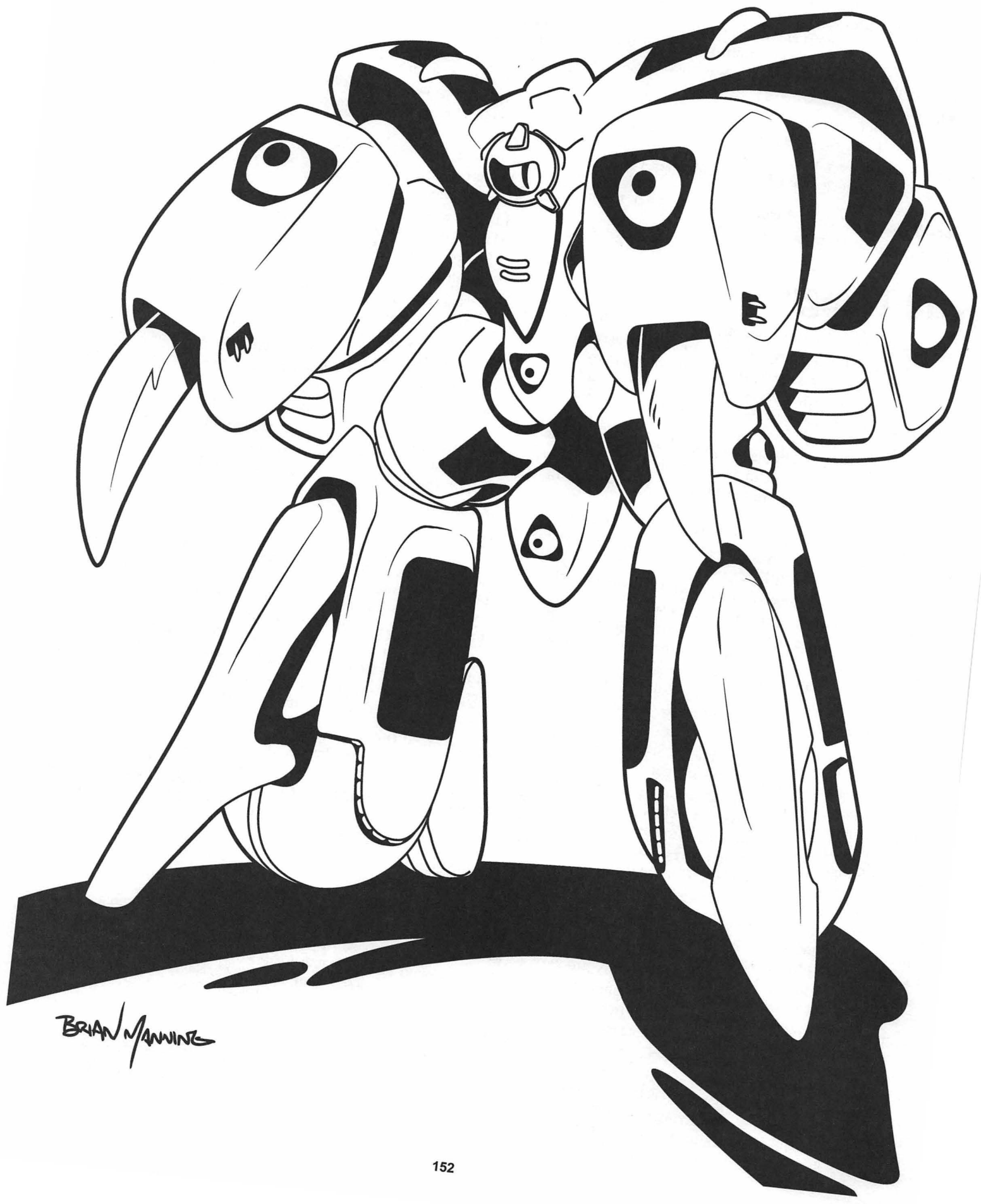
Physical Strength: Robot P.S. of 44.

Cargo: Can carry up to 5 tons.

Skills & Abilities of Note: Camouflage (including self) 75%, Detect Ambush 70%, Detect Concealment 50%, Hide Underground to Set Ambush (Special) 80%, Intelligence 70%, Land Navigation 90%, Math: Basic 98%, Navigation 90%, Prowl 50%, Tailing 75%, and Tracking (People) 50%.

Weapon Systems:

1. Forearm Plasma Cannons (2): These are the main weapons of the Invid Ranger and are the ball nozzles located in the forearms. They have longer range than most Invid weapons and are much more powerful than the smaller cannons located



across the Ranger's body. They can be fired independently or together, and their ball configuration and their position on the arms gives them the ability to engage enemies from every direction except directly behind the mecha. Both of the weapons can only be deployed against one target if it is in the forward firing arc in front of the mecha or directly above.

Primary Purpose: Assault and Anti-Mecha.

Secondary Purpose: Anti-Aircraft and Anti-Installation.

Range: 6,000 feet (1,829 m); double in space.

Mega-Damage: A single blast from one forearm plasma cannon does 1D4x10 M.D. A dual blast from both cannons does 2D4x10 M.D.

Bonus: +2 to strike with a single or dual blast. This is in addition to any bonus from Protoculture Targeting (+4 when applicable, providing a total of +6 to strike targets powered by Protoculture).

Rate of Fire: Each single or dual blast counts as one attack.

Payload: Effectively unlimited.

Note: The mouths of the cannons always glow white just before they are about to shoot.

2. Light Plasma Cannons (6): Located across the Invid's body are smaller plasma cannons that are miniature versions of the two in the forearms. There are two located in the torso facing forward, one on the side of each knee (2) and one on the side of each of the main thrusters.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Defense.

Range: 2,000 feet (609 m).

Mega-Damage: 3D6 M.D. for a single blast. Up to two light plasma cannons can engage a single target at the same time, doing 6D6 M.D. from the dual blast. A dual blast at the same target counts as one attack.

A strafing run unleashes a steady stream of destructive energy that inflicts 3D6 M.D. to everything it hits, including the ground or road below. Only a successful dodge escapes the destructive blast.

Bonus: Standard bonus from Protoculture Targeting (+4 when applicable). Strafing attacks do not get a bonus to strike.

Rate of Fire: Each blast, whether a single shot or dual blast, counts as one melee attack, but a strafing run counts as two attacks.

Payload: Effectively unlimited.

3. Mecha Hand to Hand Combat: The Invid Ranger has great strength and deadly, large claws that can tear open enemy starships, vehicles and mecha.

Attacks per Melee: Six.

Hand to Hand Damage:

Punch/Forearm Strike: 1D6 M.D. on a restrained punch, 3D6 M.D. on a full strength punch, and 6D6 M.D. from a power punch, but the latter counts as two melee attacks.

Claw Strike: 2D6 M.D. on a restrained slash, 4D6 M.D. on a full strength or 1D4x10 M.D. from a power claw strike (counts as two melee attacks).

Kick or Stomp Strike: 2D6 M.D. to stomp, but the target must be 8 feet (2.4 m) tall or smaller.

Power Kick/Stomp: 4D6 M.D. Counts as two melee attacks.

Flying Body Block/Ram: 1D6+3 M.D. per every 100 mph (160 km) of speed. Plus there is a cumulative 20% chance per 100 mph (160 km) of speed of knocking an opponent of equal size or up to 50% larger off its feet or an airborne enemy 1D4x100 yards (meters) off course. In either case, the victim

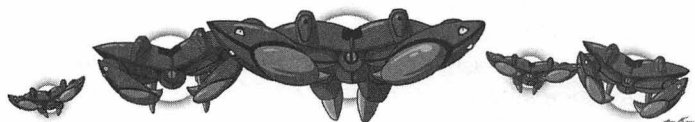
loses initiative and two melee attacks. This attack counts as two of the Invid Ranger's melee attacks.

Special Combat Moves: 1. *Block missile strikes and weapon blasts* with their oversized forearms. To block, roll 1D20 to parry (plus bonuses). A successful parry means the forearms take ALL damage from any missiles or weapon blasts that strike. Note that this tactic may result in the arms being blown off (which will also destroy the main plasma cannons built into them).

2. *Hide under earth, snow, ice or water* to set up a surprise attack/ambush.

Hand to Hand Bonuses: +2 to strike, +3 to parry (including blocking missiles and energy blasts with its shielded forearms), +2 to dodge on the ground, +3 to dodge in flight, and +2 to roll with impact.

4. Sensors & Features: As is standard for Invid. Alien technology perception level is 01-35%.



The Invid Regent

The Invid are a collective species similar to some Earth insects like bees and wasps in many ways. But to treat them purely like a hive-mind is dangerous and inaccurate. In a real social insect species, the queen is just a well-protected egg layer. She has no higher intellect, passes down no edicts for her troops to follow and has no special leadership powers. She is simply a crucial part of the survival of her species.

The Invid are far different. Not only do they effectively have a queen, known as the Regess, but they also have a king, known as the Regent. In many ways, the Regess is the *spiritual leader* of the Invid, guiding them down the evolutionary path she believes will secure the best possible future for the survival of her species. **The Regent** plays the role of supreme military commander, the muscle and strategist who is supposed to defend the species and battle all enemies. It is the Regent who leads the Invid in their war of conquest and vengeance against the Robotech Masters and all species who use the sacred Protoculture.

The Regent, in a way, encapsulates the rage and vengeance of the Invid species for the abuse they have suffered at the hands of the Robotech Masters. He sees the Robotech Masters and their Zentraedi warriors as the root cause of their pain and sorrow, but he also transfers that hate and sense of cruel retribution to ANY species that uses Protoculture or the Flower of Life, seeing it (some would say rightly) as his people's stolen legacy. It does not matter to the Regent that the only species who were actually involved in the attacks and theft of the sacred Flower were the Robotech Masters and the Zentraedi. He blames everyone that uses the Flower of Life and Protoculture in any way. He sees Protoculture use as a reason to attack, brutalize and enslave any species in the name of justice, but it's really for his own ends and bloody revenge.

Through the millennia of war, the Regent has become power-hungry and the Regess has accused him of becoming just like the

Robotech Masters in his bloodthirsty quest for power and domination of others. The Regent has enslaved numerous planets and species, and devastated their worlds and cultures in order to wage his war of vengeance against all associated with the Robotech Masters.

It is a war that he will eventually win in what would be a hollow victory. When the Regent finally assaults and gains control of **Tirol**, the Zentraedi are not there and neither are the Robotech Masters. He does not know about the galaxy-changing events going on at an obscure world called Earth, such as the destruction of the Zentraedi fleet, nor that the Robotech Masters had done a good job of hiding the Protoculture, a shortage plaguing their empire.

When his fleet arrives at Tirol, the Robotech Masters have already gone. And they cautiously keep their destination to themselves, abandoning their own homeworld and everyone they deemed non-essential. This robs the Regent of his full revenge, but he soon finds a new foe to aim his rage against: *humanity*.

When the United Earth Expeditionary Force arrives over Tirol, they expect to face the Robotech Masters and the Bioroid Legionnaires the Zentraedi have told them about. They expect to have some time to achieve some sort of dialog to open the door to negotiation for peace.

That plan goes right out the window.

The Regent nor his Invid forces on Tirol did not have to ask who these visitors were. They immediately knew they were the Masters, and they attacked. Afterall, they were on the Masters' homeworld and the Regent had been looking, desperately, for a sign of where his most hated enemies have gone. Then, literally out of nowhere, a ship appears that smacks of Robotech Master design and technology (the SDF-3). As further proof of their vile identity, the vessel uses Protoculture and Reflex weaponry, is filled with a species that looks physically identical to the Robotech Masters, and fields an army that includes, albeit new designs of Zentraedi Battlepods. Who else could this intruder be, but the Robotech Masters come to fight for their homeworld? Of course, the Invid are wrong, but the Regent can never quite come to accept this, and believes to the end that the humans of the Expeditionary Force are either the Robotech Masters trying to trick him or some kind of ruse by the Masters. Whatever they are, they use Protoculture and wield an army that challenges his authority, so they must be eradicated.

Fortunately, a comparatively small Invid force had been left behind to garrison Tirol and the Expeditionary Force was able to repel them and link up with the Tirolian populace, securing the planet. The Regent himself, was no longer on Tirol, but saw events unfold via his telepathic and supernatural link to his people.

Now, the Regent has another reason to hate humans in general and the Expeditionary Force in particular, they robbed him of his prize: Tirol, homeworld of the hated Robotech Masters. And they are preventing the suffering of the hated Tirolians. The Expeditionary Force taking Tirol (it matters not that it was a hard-fought battle and his troops acquitted themselves well), has bruised the Regent's huge yet fragile ego, making him eager for war and revenge. Given the disappearance of the Robotech Masters and the Zentraedi, he is almost relieved at humanity's arrival, because it gives him a new enemy upon whom to unleash his wrath and Invid forces.

Unlike the Regess, who has taken a humanoid form similar to a giant version of the Robotech Masters, the Regent looks like a large version of the typical, evolved Invid, which is rather slug-like. The only difference is a hooded cowl, which spreads like that of a cobra and has a line of eyeball-like protrusions down the spine. His mental abilities are no less miraculous than those of the Regess, and not only can he *transmute* Invid and mecha, but he also has incredible psychic abilities. In his case, those abilities are slanted towards combat, and he lacks some of the Regess' abilities to Teleport.

The Regent is a genius, and if he were not so bent on destruction and bloodshed, he could have much to contribute to the galaxy. His understanding of science and astrophysics are almost instinctual, and he has an aptitude for engineering that dwarves even that of the Regess. Most of the Invid mecha are his design, and the Inorganics he creates leave even the most brilliant human and Robotech Master scientists scratching their heads as to how they work.

While he still lacks somewhat in tactics, he is a better general overall than the Regess, and enjoys the challenges and competition of war. He is quick to make decisive moves and his Invid troops are more effective than hers. That said, the Regent is so consumed by hatred and lust for revenge, that he has become cruel and is even willing to throw away thousands of lives unnecessarily if his ego is bruised or if he becomes enraged, which is often. The Regess barely even takes part in the creation of combat strategies anymore because it is too ugly a business. On her own, she prefers to overwhelm her enemies by sheer numbers and brute force. Both she and the Regent use tactics that tend to utterly decimate their foes, though they are usually content in letting an enemy flee and have a bad habit of underestimating (or understanding) humans in general.

While the Regess tends to be solitary and pensive, the Regent actively engages with his troops, especially his Invid Scientists. Mainly this is so he can see them showing the proper respect, bowing and kneeling and praising his prowess in combat, but he also solicits them for ideas and insight on many subjects, including battle strategies. The good ideas he, of course, later claims as his own. The bad ones, even if he thought of them, usually get blamed on one of his underlings.

Throughout the war, the Regent is certain that the Expeditionary Force has something to do with the disappearance of the Robotech Masters, and once he finds out they are using micronized Zentraedi in their Marine Corps, especially when he hears the hated name of *General Breetai*, he cannot and will not be convinced that the UEEF is not some arm or ally of the Robotech Masters that must be destroyed. Every proof brought to him to the contrary is dismissed as "an obvious deception." There will be no making peace with the Regent.

Name: The Regent.

Rank: Supreme Military Leader of the Invid.

Alignment: Diabolic.

Attributes: I.Q. 25, M.E. 23, M.A. 24, P.S. 40 (Supernatural), P.P. 19, P.E. 30, P.B. 4, Spd 15.

M.D.C. by Location:

Hands (2) – 500 each

Arms (2) – 1,000 each

Legs (2) – 1,400 each

Head and Neck – 1,200

Main Body – 5,000



Age: At least 10,000 years old, possibly much older. Believed to be immortal, or close to it.

Sex: Male, although this may be irrelevant to his true nature.

Height: 10 feet (3 m) tall.

Weight: 500 pounds (225 kg).

Experience Level: Inapplicable.

Occupation: Invid Leader, Supreme Commander, All-Father.

Disposition: The Regent lives to hate. He hates the Robotech Masters for stealing the legacy of his people. He hates the Zentraedi for acting out the Robotech Masters' orders. He hates his wife, the Regess, for betraying the secrets of Protoculture to the scientist, Zor. He hates every species that uses Protoculture regardless of whether they use it for good or evil. But most of all he hates himself. He hates himself for not being able to stop the pillaging of Optera when the Masters and their legions arrived. And he hates himself for not being able to win back the Regess' heart. He even hates the hateful creature that he knows, deep down, he has become.

As a result, he lashes out at everyone and everything. He must make every sentient life form as miserable as he feels,

and he must show them the superiority of his prowess and intellect.

Description: The Regent only takes one physical form, that of a large, fully evolved Invid with a cowl of eyeball-like protrusions going down the spine. He usually wears flowing robes unless in combat. For battle he wears either the *Regent's Power Armor* (depicted below) or the variable mecha known as the *Invid Gosamu Overlord* (described in the **Robotech®: The Shadow Chronicles® RPG**).

Natural Abilities of the Regent: Supernatural P.S. and P.E., high intelligence and resistance to heat and cold (does half damage), plus the special abilities below.

Create Inorganics: Through a form of what can only be described as Protoculture alchemy, the Regent has learned to make lifeless bio-mechanical minions known as the Inorganics. Hollow on the inside, despite their appearance of mechanical complexity, they are ruthless, loyal and unfeeling, and they take up very few Protoculture resources. The Invid Regent can make entire platoons of 10-40 Inorganics with only 2D6 minutes of concentration.

Many mistake the Inorganics for robots. They are not, at least not in the traditional sense as we know them. Most Inorganics are created in special Genesis Pits. They are hollow shells given the will of the Regent and animated. There are no servos or gears or any internal workings, despite their mechanical appearance. The Regent does not know how the Regess does this and considers the Inorganics to be abominations and unnatural.

Transmutation of Life: The Regent has the ability to alter the genetic code of other Invid, to the point that he can instantly transform them into a new form. The Regent has to understand the biology behind the transformation, and the life form has to be one that can actually exist. So he cannot, for example, turn an Invid into a fire-breathing dragon. But he can make one into a human or another life form that actually exists or could exist. Because of the complexity of life, the Regent can only perform this ability on a maximum of two beings at a time. The transmutation process takes 1D4 melee rounds to transform Invid and 1D4 minutes to mutate non-Invid.

Note: By using this ability inside a Genesis Pit, the Regent can regenerate lost limbs and restore lost M.D.C. to his own body at a rate of 1,000 M.D.C. per melee round!

Transmutation of Matter and Energy: This is perhaps the most startling and easily the most powerful of the Regent's powers. Through means that cannot even be guessed at, the Regent is able to transmute (change) matter from one form to another, or change energy to matter or vice versa. He is able to do this on a massive scale. As long as the Regent has access to Protoculture, he can transform energy into virtually any form of matter that he desires, from M.D.C. metal to uranium.

Small transmutations, like of a handful of Invid mecha, takes one melee round (15 seconds)! Large transmutations, like creating an Invid Carrier or Overlord mecha, take 1D4 minutes. Massive transmutations, like creating an Invid Hive or Genesis Pit, require 2D6+2 minutes of concentration.

Space Fold: The Regent can use massive amounts of Protoculture in order to fold space, taking two points that are light years apart and creating a tunnel between the two locations that allows for nearly instant transportation. This is effectively the ability to teleport objects across light years of distance.

The Regent must concentrate for 1D4 minutes for every 100 light years distance between the two fold points to do this, and can only fold space once per day. Actual travel time is nearly instantaneous.

Psychic Abilities: In addition to his powers over the transmutation of matter, energy, space and time, the Regent has a formidable array of psychic abilities as well.

Mental Possession: The Regent can possess any Invid under his command regardless of distance, in an instant, to see through that individual's eyes. For the Regent, it is as if he is instantly there, in the body of his loyal servant. This can be done with any of the lower castes, including Invid Soldiers, but not Invid Scientists, nor the Regess or her Princesses and Princes. Through Mental Possession he can actually see and experience everything the possessed Invid is witnessing and going through emotionally and physically. It is as if he is that Invid, but he can NOT take complete control of that Invid's body as if it were his own. However, he can give it direct, telepathic orders. Should the possessed body be slain, the Regent's consciousness is immediately returned to own body unharmed in any way.

While his conscious awareness is inside another body, his own body goes into a state of semi-awareness, standing or sitting where he was, only half aware of what's going on in a similar way you might be only partially aware of a conversation with another person when you are trying to also listen to what's being said on the television or on the computer. It is as if his thoughts have wandered off elsewhere (and in this case, they literally are elsewhere). That said, the Regent remains fairly aware of what's going on around his own body, and instantly knows if there is danger or some matter he must immediately address. Switching his full consciousness back to his own body takes an instant (one melee action), but even when he has possessed one of his lower caste Invid, he can speak and take action (half the number of attacks) to defend himself.

Mind Bolt: The Regent can psychically create a kinetic bolt with varying degrees of power and range. The bolt can be a simple jolt of 1D6 S.D.C., or can be increased to 3D6 S.D.C., 1D6x10 S.D.C., 1D6 M.D., 6D6 M.D., 1D6x10 M.D. or 1D4x100 M.D. Range: 1,000 feet (305 m). Each mind bolt takes one attack/action.

Radiate Horror Factor: The Regent can radiate a psychic aura of fear and intimidation, causing his enemies to cower. Anyone within 120 feet (36.5 m) that is not an Invid must make a successful save vs Horror Factor of 14 or better. Failure means that the individual loses initiative and cannot defend against the Regent's first attack. They also cannot attack the Regent for the first melee round, unless he attacks them first. Once the first melee round of combat has passed, they can attack and defend normally if they were not attacked during the first melee round. A successful saving throw means they are unaffected by the aura of fear. If the Regent chooses, he can project this against his own Invid troops (he has never had to do so). Invid subjected to this effect are at -6 to their saving throw.

Telepathic Communication: The Regent can send and receive telepathic messages to any Invid at any range at any time he wishes. He can also select which Invid hear his message, from an individual, to very specific individuals, or the entire species. This is his primary means of communication with his

people and how he is able to coordinate their activities as a race so well. This takes no exertion on his part. It is via telepathy that the Regent, with his Invid swarm, that he learned about the arrival of the Expeditionary Force on Tirol. And through Mental Possession he can actually see and experience everything the possessed Invid is witnessing.

The Regent can also telepathically communicate with non-Invid, but is only able to do so with beings within line of sight, or through mental possession (see above).

It is interesting to note that the Regent and Regess are so estranged that they have lost their psychic bond. They used to be able to communicate instantly across limitless distances. Now they are reduced to sending holographic messages to each other via their minions. It could be that the bond is still there, but their animosity has led to them building mental walls around it. This may be a partial explanation for how some of the Regess' evolved Invid Princesses and Princes are able to break free of the Invid collective. The more they disagree with what their species is doing, perhaps the weaker the psychic link becomes.

Skills of Note: The Regent possesses all Science and Lore skills, and Military Tactics at 98%*. He also has Cryptography, Intelligence, Interrogation, Electrical Engineer, Protoculture Engineer, Mecha Engineering, Reflex System Mechanics, Robotechnology Engineering, Starship Engineer, Weapon Systems and can pilot ALL invid mecha and power armor (Special only to the Regent), at 80%. He also has W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy Energy and W.P. Shield at 10th level proficiency.

* **Note:** Despite his vast knowledge of military tactics, his temper and arrogance often lead to the Regent ignoring what he knows to be the best strategy for a more risky or less sound one that he thinks will humiliate or totally crush his enemy.

Attacks per Melee: Eight.

Bonuses: +4 to all Perception Rolls, +4 to initiative, +5 to strike, parry and dodge, +4 to pull punch, +5 to roll with impact, +4 to disarm, Critical Strike on a Natural 18-20 or from behind, Death Blow on a Natural 19 or 20, +8 to save vs insanity and psionics, impervious to illusions, mind control, psychic attacks, possession, and Horror Factor. He also has an 80% chance to invoke trust or intimidate.

Mega-Damage in Hand to Hand Combat: The Regent's Supernatural Strength means that his restrained punches do 1D4 M.D. (yes, this is higher than normal for Supernatural Strength due to his special nature), full strength punch or kick does 5D6 M.D., and his power punch or kick does 1D6x10 M.D. (counts as two melee attacks).

Weapons and Equipment of Note: In the early years of the Regent's war of vengeance against the Robotech Masters and everyone associated with them, he uses a special powered armor designed just for him when he goes into battle (described below). After he takes Tirol, however, he begins using the **Invid Gosamu Overlord** variable mecha.

The Regent is often accompanied by two giant *Inorganic Cougars* (double the usual M.D.C. and size of the Cougars) that he treats as pets and who act as bodyguards. He is also frequently accompanied and guarded by 6-12 Invid Soldiers and 1D6+1 Invid Scientists as part of his regular entourage, especially when meeting with foreign diplomats or a public address to the people his Invid legions have enslaved. His

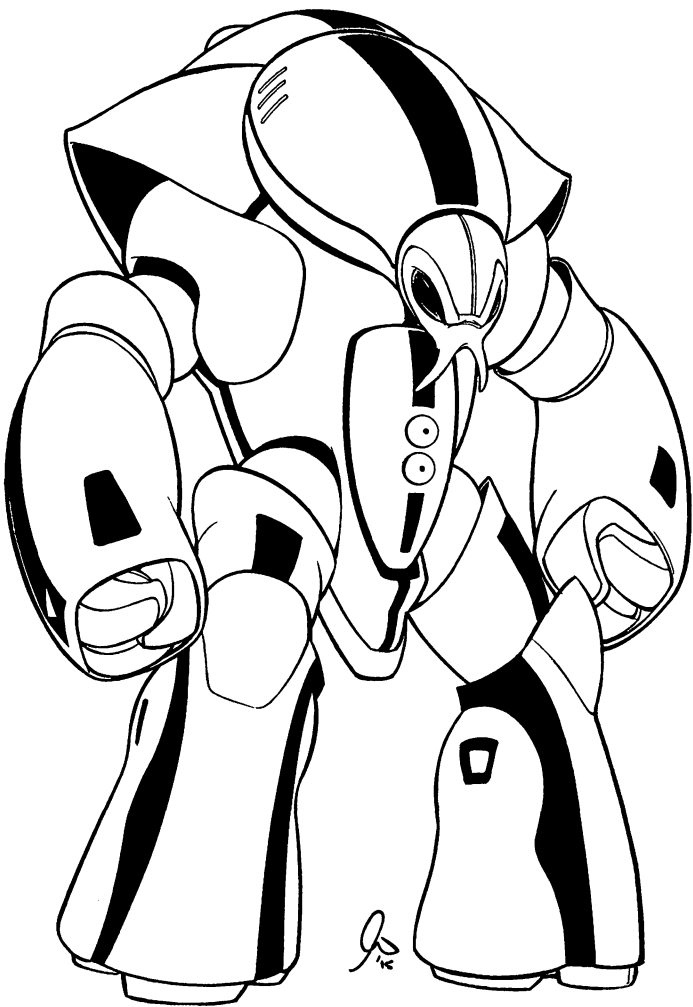
command ship is an *Invid Assault Carrier* designated for his personal use.

Despite his cruel demeanor, the Regent has a large collection of works of art as well as weapons and artifacts of war gathered from subjugated species. In some cases, they are just things that caught his fancy. Others are items he's taken even though he has little clue as to their meaning or importance, he just knows that his enemies valued them, so he took them away.

He had assigned his Invid to construct a private zoo on Op-tera that would be filled with both non-sentient wildlife and sentient beings captured from across the galaxy. It was nearly finished when the Expeditionary Force arrived and the war with them began.

It is important to note that as the Supreme Leader of the Invid species, any Invid except the Regess and some of the more evolved and ambitious Invid Scientists, are quick to sacrifice their own lives to protect the Regent.

The Regent commands a vast army of millions of Invid and their mecha, as well as millions of Inorganics and possibly the mightiest fleet in known space since the fall of the Zentraedi armada.



Regent's Powered Armor

The Regent constructed for himself a suit of powered armor milar to that worn by Invid Soldiers, only larger and more powerful. Rarely used, he only wears it when he wants to im-

press someone as a warrior or if he personally wants to crush a particularly annoying enemy with his bare hands. The armor enhances his speed, provides a bit of extra M.D.C. protection, built-in weapons and gives him flight capabilities he would not have without it.

The powered armor is fast, maneuverable and space-worthy. It does not inhibit the Regent's psychic powers in any way. Should the armor be severely damaged or completely destroyed, the Regent can create a new one through his transmutation power in under a minute if he has access to Protoculture and be right back in battle at full strength.

The Regent's Powered Armor

Sometimes known as the Royal Armor. The Marines call it the "Tin Can."

Vehicle Type: Combat Powered Armor.

Crew: One; the Invid Regent.

M.D.C. by Location:

- * Hands (2) – 40 each
- Forearms (2; lasers concealed within) – 200 each
- Upper Arms (2) – 110 each
- Legs (2) – 200 each
- * Jet Thruster (rear) – 100
- * Leg Thrusters (4) – 75 each
- ** Head – 200
- *** Main Body – 350

* Locations marked by a single asterisk are small and difficult targets to hit. An attacker must make a successful "Called Shot" with the following penalties: Shooting at a stationary target -4, moving target -6, and fast moving target -11 to strike.

** Destroying the head of the power armor exposes the Regent's head to further attack. While it destroys his Protoculture sensors, it does not destroy his communications, as the Regent uses psionic abilities to communicate with his troops. He is also usually psychically communicating with an Invid brain that relays him all relevant tactical information about the battlefield through data collected from every Invid participating in the same battle. The Regent's mental abilities allow him to both coordinate and process this flood of information and engage in personal combat without penalties.

*** Depleting the M.D.C. of the main body shuts the armor down and exposes the Invid Regent to personal harm. However, he can use his powers to recreate the armor in one melee round if he is able to get back to an Invid Hive or ship and access its Protoculture energy supplies.

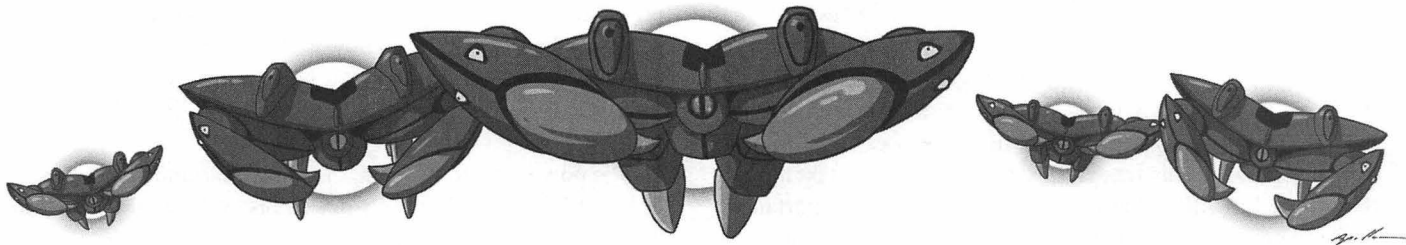
Speed:

Running: 50 mph (80 km).

Leaping: 60 feet (18 m) high or across without booster assistance, or 120 feet (36.5 m) up or across augmented by jet thrusters without actually taking flight.

Flight: The Regent's power armor has significantly upgraded flight characteristics when compared to Invid Soldier armor. Able to hover stationary and perform VTOL (Vertical Take-Offs and Landings). Maximum flying speed is 453 mph (725 km) in atmosphere, double in space (906 mph/1,449 km).

Underwater: 20 mph (32 km) walking on sea floor, 90 mph (144 km or 78 knots) propelled by thrusters.



Statistical Data:

Height: 11 feet (3.3 m).

Width/Breadth: 5 feet (1.5 m).

Length/Depth: 4 feet, 7 inches (1.3 m, mainly due to the Regent's snout).

Weight: 650 pounds (293 kg).

Physical Strength: A Supernatural P.S. of 40.

Weapon Systems:

- 1. Concealed Forearm Lasers (2):** Much more powerful versions of the forearm laser in a normal Invid soldier's armor, the Regent's weapons can carve up an enemy mecha in seconds. Both are fixed in one position, able to shoot in whatever direction the arm is pointed. Destruction of the forearm destroys the laser in that arm.

Primary Purpose: Assault.

Range: 1,200 feet (366 m).

Mega-Damage: 5D6 M.D. for a single blast, 1D6x10 M.D. for a dual blast from both arms at the same target.

Rate of Fire: Each blast or dual blast counts as one melee attack.

Payload: Unlimited.

- 2. Mecha Hand to Hand Combat:** The Regent can choose to engage in hand to hand combat.

Attacks per Melee: Eight.

Hand to Hand Damage: Punches and kicks as per the Regent's Supernatural Physical Strength. Restrained punches do 1D4 M.D., full strength punch or kick does 5D6 M.D., and his power punch or kick does 1D6x10 M.D. (counts as two melee attacks).

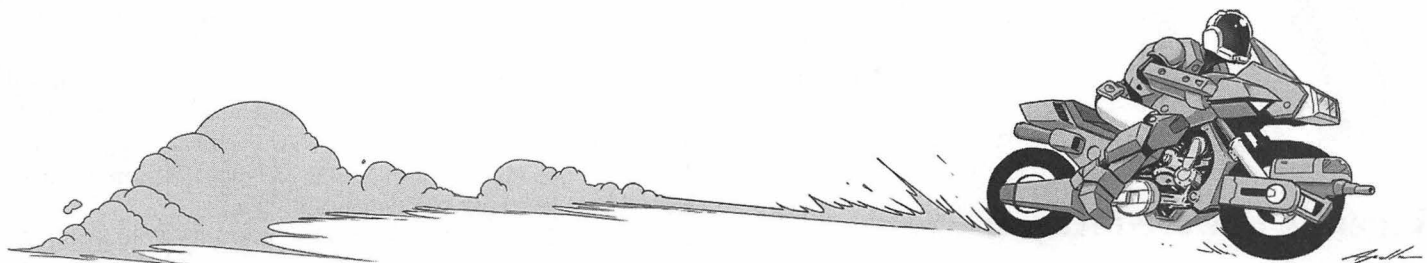
Flying Leap Kick: 1D6x10 +20, but counts as three attacks.

Flying Body Block/Ram: 1D4x10 M.D., plus there is a 70% chance of knocking an opponent of equal size or up to 30% larger off its feet, or an airborne enemy 2D6x10 yards/meters off course. In either case, the victim loses initiative and one melee attack. This attack counts as two of the Regent's melee attacks.

Hand to Hand Bonuses: +1 on Perception Rolls, +2 on initiative, +2 to strike with lasers, +2 to parry, +2 to dodge on the ground, +4 to dodge in flight, +2 to pull punch and +2 to roll with impact. These are in addition to all of the Regent's other bonuses.

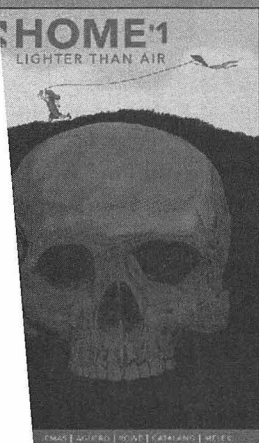
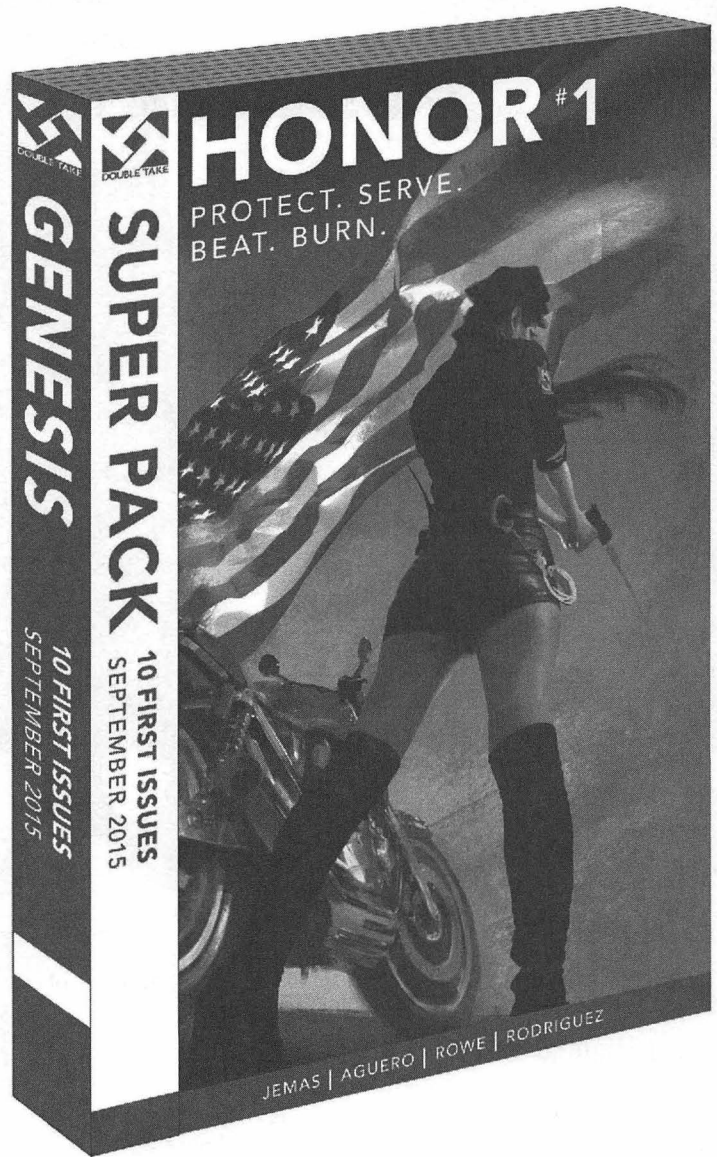
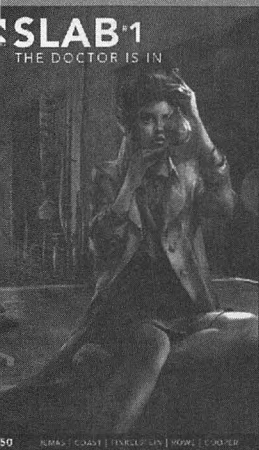
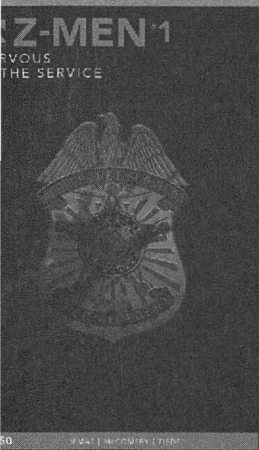
- 3. Optional Weapon:** Heavy Plasma Beam Rifle (same as Invid Soldier).

- 4. Optional Weapon:** M.D.C. Shield (same as Invid Soldier).



10 FIRST ISSUES

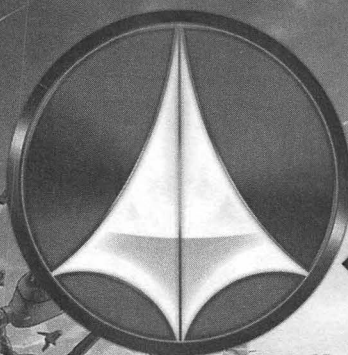
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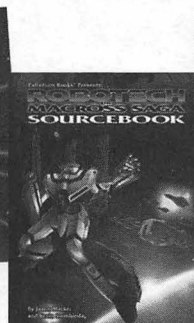
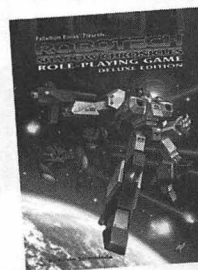


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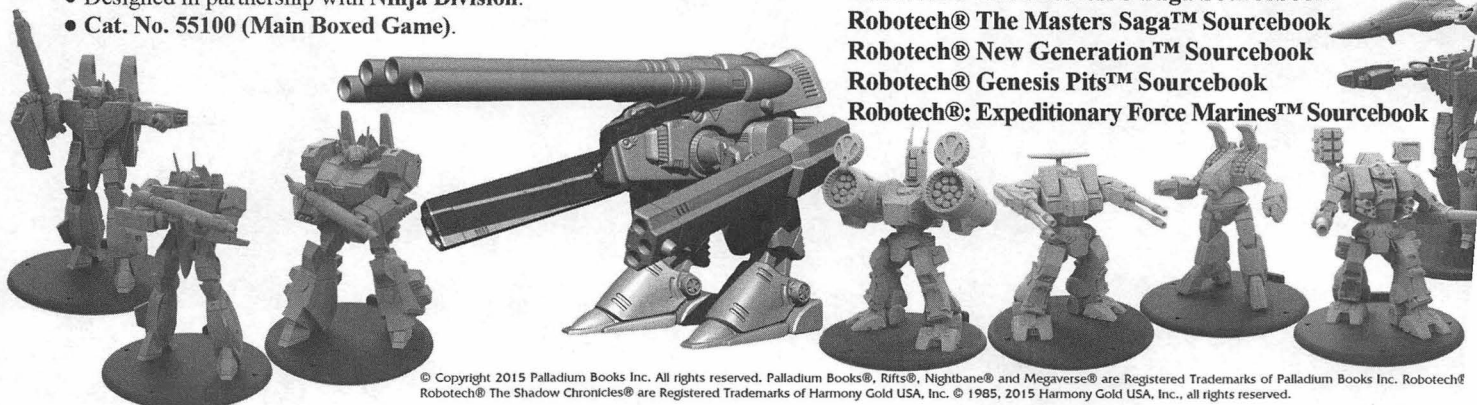
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