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Palladium Books® Presents ...
THE ROBOTECH™ RPG BOOK SIX:

The Return of the Masters

**Palladium Books® Presents . . .
THE ROBOTECH® RPG BOOK SIX:**

The Return of the Masters™

Written By: Jonathan Frater
& Wayne Breaux Jr.

Additional Text: Kevin Siembieda

Mecha Su-Dai: Erick Wujcik

Editors: Alex Marcinizyn

Jim Osten

Wayne Smith

Cover Painting: Kevin Fales

Interior Artwork: Tom Miller

Wayne Breaux Jr.

Kevin Long

Mark Dudley

Brandon C. Clark

Ka Xiong

Drunken Style Studio

Floor Plans: Jonathan Frater

Typography: Maryann Siembieda

RPG Rules By: Kevin Siembieda

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More Heroics, Mystery & Adventure

By Wayne Breaux Jr.

More Complications, Twists & Dangers

The possibility of expanding the adventures given in this supplement into a complete campaign has already been mentioned, and I can't help but agree and reiterate on that. Certainly the characters can move through the major encounter areas given and head straight toward the final climax at the Robotech Factory, but when it's so easy to go far beyond that in depth and atmosphere, why cut corners?

Southeast Asia is a rich cultural setting, a dangerous and possibly alien topographical environment, a mysterious region of seclusion, and a mine field of politics and warfare, even in the Invid Invasion time line. Many of those traits are not only presented in this book, but also in the **Robotech® RPG Book Eight: Strike Force**. That supplement not only provides a series of linked adventures to stop a mad warlord from building a powerful army of hostile Zentraedi, it also contains loads of additional source material for the *Indochina Quadrant*. This information includes data on several organized Zentraedi units (some of which are expanded on below), tons of experimental Robotech mecha, three new human O.C.C.s, and a trio of Zentraedi specialist O.C.C.s. Any of the information, characters and mecha in **Strike Force** can be used by Game Masters to further complicate things, or to assist the players, as they seek to unravel the mysteries of the Indochina Quadrant and the increased activity of dangerous alien forces. The adventures in **Strike Force** were written for use in the Macross setting of the Robotech wars, but they are easily adapted to any era of the Robotech Saga, and **Strike Force** includes notes for such modification and integration. Of course, the mecha and source material easily slides into the *Invid Invasion* or any other Robotech setting. We mention this popular sourcebook only because it can serve as a handy way of adding flavor to and expanding the adventures within the Indochina Quadrant.

The **Buried Treasures** and **Cruel Legacy** adventures can be played in any order the Game Master sees fit, but it is likely the characters will stumble upon the Black Reign village simply because it is closer to the Overwatch camp and located along the travel route from that location to both the Thailand Hive and the Robotech Master's Base. If the characters are not associated with the Overwatch forces, however, the Game Master is cer-

tainly welcome to throw the adventures at them in any sequence he sees fit.

As a campaign note, each of the adventures contains some extensive historical data going back as far as the first Robotech war. Such information may have little or no bearing on the current adventures, and is included as source material should the Game Master choose to use these adventures in other time periods or settings of the Robotech Saga.



Rumors of Treasure & Trouble

The Game Master can handle how the characters are drawn into this adventure in a manner best suited to the individual campaign, but it is likely that the group will hear rumors of a large nest of mutant ants, especially if they have had encounters with the giant insects before. Whether or not the characters hear of the rumors about the *buried storage container* beforehand is up to the Game Master. The tales that reach them can be varied and vague, or brief and accurate, including the following:

1. The black market operatives, known as **The Black Reign**, have lost something big and the villagers have it;
2. Villagers digging a well found giant ants *and* a cache of giant robots;
3. "Demons" have chased the black market out of their hidden complex and the village is under siege by monsters;
4. If the characters need prodding, drop in a rumor that the **Black Reign** found "new" RDF mecha that they want badly.

The promise of new mecha should at least make the characters willing to investigate further.

... or any number of other hooks from the concise and true to the fantastic and untrue.

Of course, the group can also simply wander across the village of Ho Na Naing one afternoon and pick up the information from the source.

Part 1: The Village of Ho Na Naing

No matter what gets the characters to the **village of Ho Na Naing**, when they arrive, they will find a large and obviously successful farming village (almost a small town) settled into the hills at the base of a mountain. The village is on the Invid Hive side of the mountains located west of the Overwatch base. Terracing of the hills and lower mountain provide rice fields, while livestock grazes on the level grassy fields below. A low stone wall of about five feet (1.5 m) in height defines the borders of the village by linking two of the large hills that flank the settlement.

It is also the site of a secret, underground base and safe-house of the Black Reign Black Marketeers. The black market operatives control the tunnel complex beneath the village, and have been patrons of a sort for some time (though they do have their opponents among the farmers). The black marketeers were expanding their tunnels when they discovered a buried storage bay of some kind. Excavations revealed that an RDF Tunny VTOL crashed here years ago. The markings on it are definitely RDF, specifically the *Robotech Research Center*. Presumably, the transport aircraft had crashed en route from the Japan Quadrant of the Far East Sector to one of the western bases. The aircraft itself offers potentially valuable salvage, but it also appears that its cargo remains intact in the belly of the vehicle. Unfortunately, before the cargo bay could be found and opened, they were attacked by giant, mutant ants.

The insects were released from the Genesis Pit at the nearby Invid Hive. One of their scouts discovered the Black Reign tunnel complex and the ants promptly moved into the extensive, pre-fab (to them, anyway) tunnel system. Two dozen unsuspecting black market operatives were slain in a battle to hold the tunnels, the 14 survivors fled and regrouped. They have set up a temporary camp to the south, about four miles (6.4 km) away.

The high-tech bandits are waiting for reinforcements to come and help them clear out the ants and claim the cargo from the buried RDF aircraft. This means the player characters have three or four days to destroy or get past the ants and into the storage bay before The Black Reign arrive with enough firepower to do the job themselves. **Note:** Any or all of this information can be passed on to the characters by the right villager.

Enter the Player Characters. That's the situation in a nutshell. When they arrive, the villagers are scurrying around in chaos. Some are gathering their belongings and running into the rain forest, while others try to fight or at least hold off the giant mutant ants. One of the male defenders will tell the player group

that a colony of mutant ants suddenly appeared in the center of their village (see #9 of Village Layout) and threatens to force them from their homes.

If the player group seems capable of killing the ants, the villagers will beg them for help. Without it, they fear they will soon have to abandon their village, their home for generations. **G.M. Note:** To spice things up, you can have 3-6 children missing and presumed captured by the ants and taken into their tunnels. This may be true, or the kids may have simply fled into the surrounding rain forest.

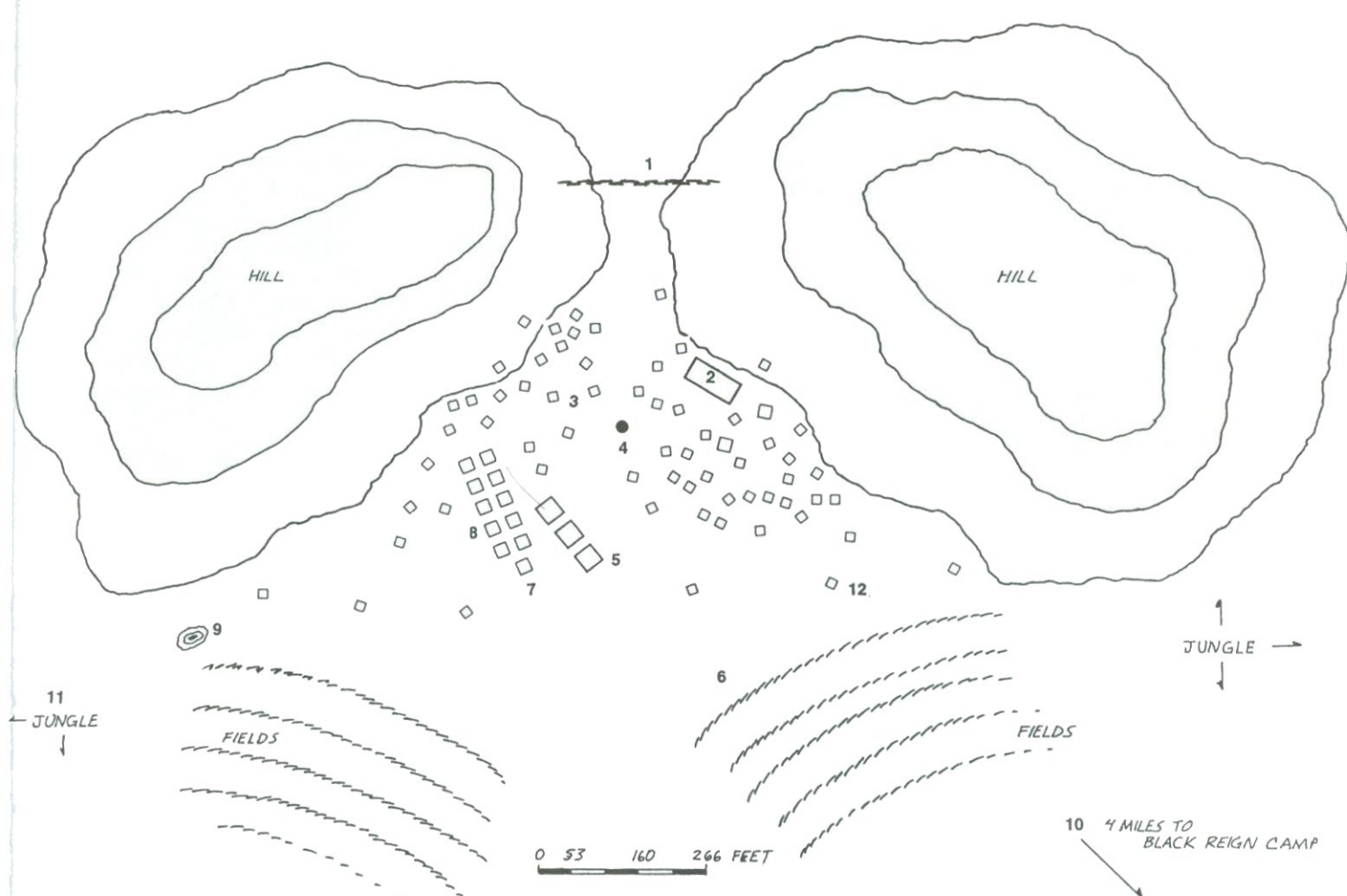
Characters of good alignment will at least consider the plea for help and may feel compelled to engage the ants in search of any lost children. Since the ant tunnel is new, the creatures are comparatively few (no more than one hundred; probably half that), so there is a chance for a successful extermination. The men of the village are certainly willing to take that chance and will fight at their side. As a reward for the player characters, the villagers will offer food, clothing, shelter, the salvaged junk in the storage huts, as well as their eternal gratitude. They will not tell our heroes about the *Black Reign's* presence unless somebody in the group asks about it or they find the crash site. They are hesitant to talk about or condemn the Black Reign or reveal the existence of the RDF cargo vehicle, because of the villagers' forced association with the bandits. The villagers are friendly with them, trade with them, and allow the bandits to use their village as a base of operations and safe-house, mainly because they don't have the resources to oppose them (and will not ask the player group to intercede because sooner or later, the heroes will leave and the Black Market agents will return). While they won't volunteer this information for fear of repercussion from the Black Reign, they will not lie about it either, and will even warn the group that the Black Reign bandits have claimed the lost cargo for themselves and to tamper with it is to invoke their vengeance. Likewise, the villagers will not help the group to excavate the crash site in any way, and will warn them that they will have to tell the Black Reign everything they know about them. **Note:** If the player group wants this lost RDF cache they will have to destroy the ants before they can excavate and retrieve the lost cargo. Once this has been accomplished, it will take at least 24 hours to excavate the site.

Ho Na Naing —Village Layout

Note: See the Game Master Info section for additional details. **Population:** 324 total.

1. The defensive wall: This five foot (1.5 m) high wall is constructed of flat pieces of slate rock and appears to be more of a fence to keep the livestock out of the town than any genuine defensive measure.

In actuality, it has an inner framework of M.D.C. materials braced to stop even a multi-ton, armored M.D.C. ground vehicle traveling at moderate speeds (30-40 mph/48-64 km). Any Mega-Damage ground vehicles going 50 mph (80 km) or faster will be slowed down to about 5 mph (8 km) on impact and suffer 1D6 M.D. from the impact per each 10 mph (16 km) of speed they were going at the moment of impact. This will breach the wall, but the pilot will lose 1D4 melee actions from the jolt and surprise of the hard impact. After these few seconds,



he recovers completely and can rev up to full speed. Of course, most mecha can step or fly/hover over the wall, but if trying to stomp or kick a hole in it, they will be surprised at its strength and resistance, and suffer only one point of damage from the impact. In the case of Cyclones and hovercycles who drive through the wall — thinking they can just plow through it for dramatic effect or for surprise — they too will suffer 1D6 M.D. per 10 miles of speed they were traveling at the moment of impact. **Note:** S.D.C. vehicles are stopped no matter what their speed and suffer 1D6x10 damage per every 10 mph (16 km) they were traveling. The impact may damage the stone (perhaps revealing bits of the M.D.C. metal braces concealed beneath the stone), but does little substantive damage to the wall.

The Mega-Damage portions of the wall are not solid, but the defenders know where the vertical and horizontal supports are located and will use them for cover. Anyone using this tactic receives 50 M.D.C. of protection from the M.D.C. metal support beams and crossbars.

2. Large, centralized meeting hall: This long, rectangular shaped hut is made of wood with a shingled roof. It is the area where the entire village comes to hold meetings, celebrations, and other civic and social events.

3. Huts of the villagers: These simple huts are made of sticks and scraps of wood with thatch or reed roofs. They have wooden planks or reed mats lining the floor. Each is a single room and large enough for one small family. Larger families live in a linked semicircle of huts with a central roof extending from them to form a large covered area within the half loop of houses.

4. The well: This is a simple hand-pumped well near the center of town. The drinking water from it supplements other water collected from a small stream in the nearby hills.

5. Harvesting huts: The courtyard between this trio of large huts is used to process and dry rice and other crops during harvest. Once the produce is properly handled, it is stored within the three large huts for future use.

6. The fields: These are the terraced fields where the villagers grow their rice and other crops.

7. Storage huts: These medium-sized huts are used to store equipment and other items that are nonperishable. They contain a number of items collected over the years, most of which do not work, though a lucky player character might stumble on a working handgun, walkie-talkie, protoculture cell, carburetor, or piece of mecha or small machine part that could be used as a spare part for repairs (G.M. discretion as to exactly what might be found).

Typically, one of these storage huts will be guarded by one male villager armed with an M.D. rifle and an S.D.C. sub-machine gun. This is the hut where the farmers store their defensive weaponry. The hardware kept in the hut is minimal and limited to 80 S.D.C. assault rifles and 40 other S.D.C. weapons, two suits of Cyclone CVR-3 riding armor (with half their usual M.D.C.) and 11 Mega-Damage rifles (E.B.S.I.S. and RDF), each with three E-Clips. **Note:** Such equipment is not entirely out of the ordinary for a village like this and is unlikely to raise much, if any, suspicion among player characters.

8. Hidden entrances to "the tunnels": There is an extensive network of tunnels beneath Ho Na Naing. The tunnels were dug by the black market organization known as The Black Reign (see Game Master Info section for full details). Hidden entrances to the tunnels are located in one of the unguarded storage huts described in number seven, above, out in the jungle (#11), and in the corner of one of the regular huts (#12). **Note:** The tunnels are swarming with the monstrous, mutant ants, which means the crash site of the RDF transport vehicle cannot be accessed until the ants are destroyed.

9. Strange mound of dirt: In the far corner of one of the fields, there is a large mound of dirt (approximately 6 feet/1.8 m high) near a gaping, nine foot (2.7 m) wide hole in the ground.

If the player characters are familiar with the tunnels of the giant ants, they will recognize this as the entrance to one of the ants' complexes. However, this one is somewhat larger than they might have seen before (there are a number of ants already at work in this area).

Entering the hole will put the characters in area #2 of the tunnel complex (see below for details). Ants come and go from the opening, carrying loads of dirt and generally watching for in-

truders. Because of this, the farmers can not work the fields and are angry because of it.

10. The Black Reign camp: Approximately four miles (6.4 km) from the village is a temporary camp of displaced members of the Black Reign. Six of the fourteen men are high-tech bandits (use the O.C.C. from the Strike Force supplement, or make them a mix of Field Scientists and Electrical, Mechanical, and/or Communications Engineers. Each has 2+1D4 levels of experience, and is anarchist or aberrant in alignment). The other eight are E.B.S.I.S. Military Operatives (Use the O.C.C. from Strike Force or make them Freedom Fighters, Mercenaries or Military Specialists. Each has 3+1D4 levels of experience and they are anarchist to miscreant in alignment).

The technical personnel have Southern Cross body armor and weapons, including ID-4 Ion Disrupters and rapid-fire pulse-lasers. Each of the E.B.S.I.S. soldiers has *CVR-3 armor* and two of them have *Battler Cyclones* with half their missile payloads. Their sidearms include *Sal-9s* and *Gallant H-90 pistols* (only three have rifle stocks and clips). They look battered and tired.

Game Master Info

The Black Reign

The origin of The Black Reign organization goes back quite a ways and originates with the Eastern Block of Soviet Independent States (E.B.S.I.S.). The E.B.S.I.S. has had influence and ongoing operations in the Indochina Quadrant since before the landing of the SDF-1. In the past, the operations they fostered were mainly political, but with the end of the First Robotech War and the proliferation of Zentraedi technology, either lost or hidden in the jungles of Laos, Cambodia and Vietnam, the E.B.S.I.S. began to gear up more militaristic endeavors with the specific goal of acquiring that technology. Their activities were low key, but aggressive, and included the funding of mercenary and high-tech bandit squads as well as the virtual creation of a massive black market to collect and transport any captured or salvaged hardware to northern and western airfields. Though the E.B.S.I.S. itself was recovering from the Zentraedi global bombardment during the years of reconstruction (the time frame of the Robotech RPG), after the destruction of the SDF-1 and 2, its operations in Indochina thrived almost independently.

The lack of organized governments in the Quadrant allowed the regional operatives to not only carry out their established operations unchallenged, but to also seize control of a number of key towns and villages. During the next decade and a half, the E.B.S.I.S. would rebuild itself and strengthen its military to once more take an active role in running things in Indochina. Largely untouched by the second war, they would continue to increase their power, gaining a tighter and tighter hold on both the South America Quadrant and the Indochina Quadrant.

Then, the Invid came.

The E.B.S.I.S. was completely devastated by the Invid during their initial invasion of the Earth. Nothing remains of the former Soviet States except for scattered villages and towns — reawakened wilderness taking back the leveled cities and military installations. Many E.B.S.I.S. operatives in Indochina were spared such obliteration, but they suddenly had no government to lead them and a devastated homeland not worth returning to. Their power structure was so strong in the Indochina Quadrant that it was easy for them to become an autonomous and self-governing entity themselves. In fact, the local governments and the black market they already controlled, along with the high-tech bandits they had supported and groomed, thrived as part of their organization and evolved into a secretive underground society, not unlike the organized crime institutions of pre-war Earth. Along the way, they expanded from mecha and combat hardware to broker in anything one could imagine, including cigarettes, cars, drugs, literature, protection services, prostitution, assassinations, political and governmental subversion, and self-imposed military rule over entire regions.

As one might anticipate, without the E.B.S.I.S., the organization began to splinter into independent operations and forces who claimed autonomy as well as claiming geographic regions as their exclusive territories. Each fell into or adopted specific traits and characteristics that marked them and their operatives. One of the largest and strongest of these now self-powered criminal monsters adopted the name that villagers in the region had called them for years, **The Black Reign**. It combines the soldiers and agents of the former E.B.S.I.S., RDF soldiers who have turned to a life of crime, and indigenous people — mostly ex-soldiers, corrupt political figures, criminals, thieves and smugglers.



The strong and organized Black Reign turned its attentions to entrenching itself, solidifying its foundation and keeping out of the attention of the occupying Invid. Just as the jungles would hide the giant Zentraedi, so too would it conceal the efforts of these micronians. They relied on the old ways bolstered with modern technologies to perform their work and protect their successes. The Invid of the Indochina Quadrant rarely attacked civilians without provocation, and the Black Reign soldiers used that to their advantage. Operatives dressed, acted, and worked among the local villages and farms. They hid weaponry and equipment on farms and in small towns, especially those where they actually ruled or dominated the community. In more populated areas, where towns actually started to resemble small cities, they established trading and dealing outposts and offered services that catered to mercenaries and rebels of all kinds (except those rebels opposing the Black Reign, of course). These locations trafficked in guns, drugs and all sorts of contraband and criminal activities, while the Robotechnology and other heavy hardware were reserved for specific clients or the Black Reign's personal use. All in all, the Black Reign operated behind the scenes like some kind of secretive shadow government or extended crime family. Outsiders generally have trouble getting information or help from the villagers under their control, and mishaps, threats, or strange occurrences are not uncommon ways of discovering that one has stumbled into their territory and is not wanted.

In addition to their more obvious public presence and criminal operations, The Black Reign made the brilliant decision to

literally go underground for the inner workings of their operation. To this end, the tunnel systems used by the Vietnamese almost a century before were once again put to use, forming networks to link villages and creating more centralized complexes to act as fully active bases. The tunnels not only hide them from the Invid and rivals, but also conceal them from all types of detection. Radar, thermal imaging, motion detectors, and other sensors can sweep the surface directly above the underground tunnels without detecting what lies underneath. Only *seismic detectors* have any chance of detecting underground activity, but their range is very limited and availability extremely scarce. Taking advantage of this, The Black Reign often build their bases under or near the most heavily patrolled avenues of the Invid, within 500 miles (804.5 km) of a hive (sometimes closer). This proximity to the Invid keeps the authorities, rivals and armed enemies from poking about, while the vast and extensive tunnels allow them to bring their contraband in from remote distances without the Invid being the wiser.

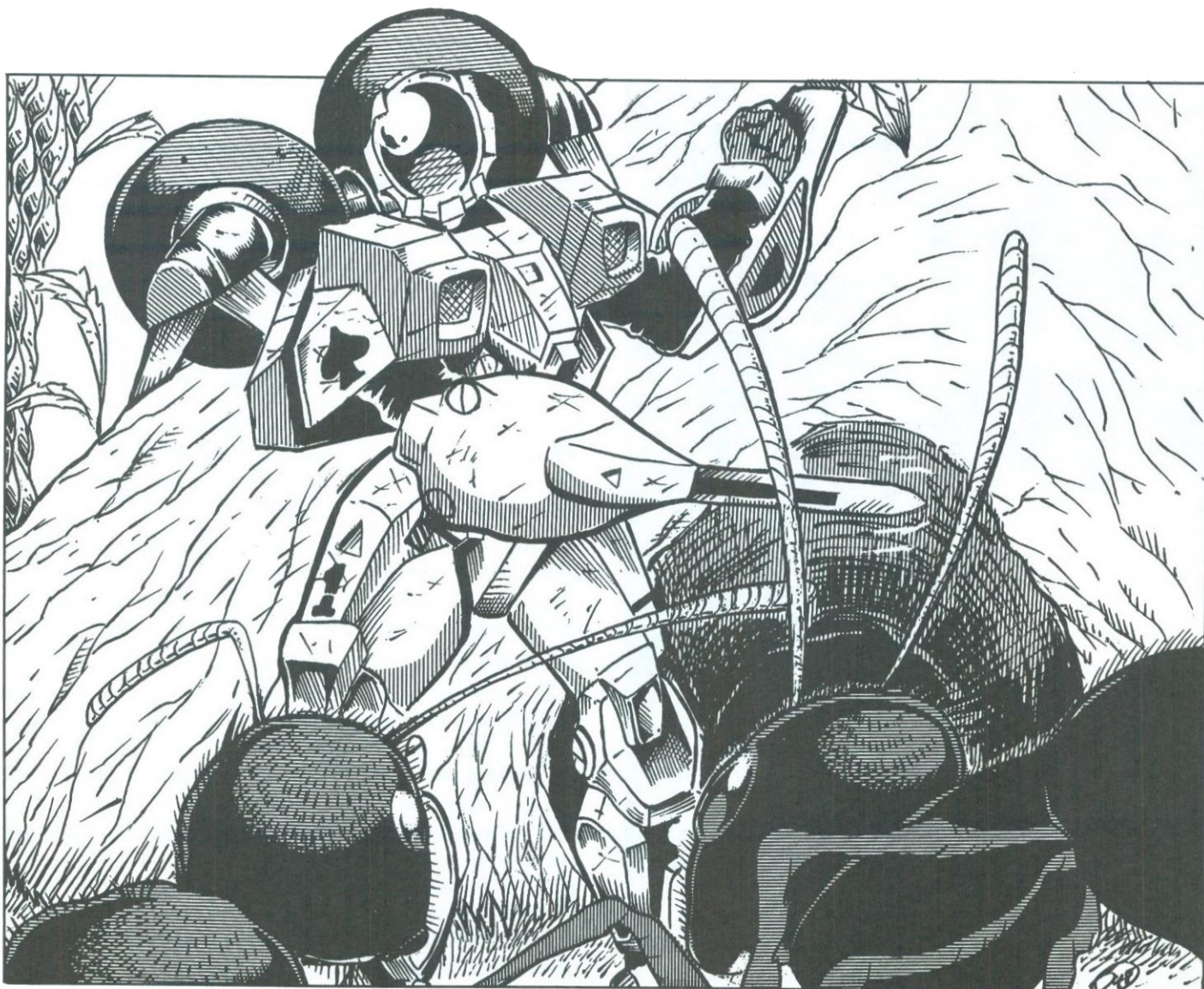
Most tunnels are constructed of dirt, with only occasional reinforcement, although the biggest and most modern tunnel complexes use steel and concrete. Tunnels located in hostile or strategic areas will have some parts of the tunnels and important chambers made of M.D.C. material.

The centralized base complexes are largely self-sustaining. Food and other supplies still need to be brought in from the surface, but everything else needed to keep a quasi-military operation moving can be found below the surface, including repair facilities, occasional construction equipment, weapons stores, food and equipment storage, meeting rooms, generators, wells, and barracks-style living quarters, among others. The most elaborate and largest of these underground networks of tunnels and chambers will have electrical lighting throughout, computers and even a handful of vehicles (small ones like hovercycles and motorcycles are ideal, but some will actually contain a large chamber with mecha or heavy vehicles).

Vehicles and weapon caches are also buried at strategic locations, and safe-houses with a hovercycle and M.D. weapons are scattered throughout the Quadrant.

The Black Reign has its central operations located along the old border between *Laos* and *North Vietnam*, approximately 200 miles (321.8 km) north of the REF Overwatch base. The core villages, small towns and a trio of actual cities controlled by the organization conform roughly to the old border and stretch over almost 75 miles (121 km), but other outposts and allied towns stretch out in all directions. One of the farthest major outposts sits on the old Cambodian border and performs searches into the jungles and wastelands of old South Vietnam and Cambodia.





The Ho Na Naing Tunnels A Hidden Black Reign Base

The tunnel complex beneath Ho Na Naing is little more than a series of braced and lined hollows linked by a tunnel system. Rooms range from five foot (1.5 m) entryways or intersections, to ten foot square quarters, to the occasional larger chamber. Room ceilings average only about seven feet (2.1 m) in height. The tunnels themselves are rarely larger than five feet (1.5 m) tall and five wide, but all of them have plastic mats or panels lining the floors and braces to keep the walls and ceiling from collapsing. The mutant ants can only pass through these tunnels single file (at least until they make modifications), and each of them takes up the whole passageway. A single dead ant can be crawled over or hauled away. More than one body will make slipping by impractical and necessitate the removal of the bodies before easy passage can be assured. This means in order to get down into the tunnels (and to the buried RDF transport), player characters will literally have to fight their way through the ants. Cyclones in battloid mode are the only mecha that can fit in the tunnels, and they are extremely cramped (no bonuses and can *not* dodge unless in a room larger than 10 feet/3 m); bonuses apply only in the repair and construction facilities and the vehicle towing tunnel (see below for details).

Game Masters can place ants wherever they see fit, but should keep in mind that the players will likely have only their CVR-3 armor and hand-held weapons at their disposal. Consequently, each G.M. should adjust the number of these nasty critters as suitable to his player group. Game Masters can also extend the ant tunnels as much or as little as may be desired. The ants will also tend to be more plentiful near their own, more spacious tunnels (the fewest are actually found on the surface). The insects will regard anybody in the tunnel network to be an invader and fight to the death to protect their new domain.

The Black Reign Tunnel Network

Note: Fortified areas in the complex with M.D.C. walls have 10 M.D.C. per 10 foot (3 m) section — only the Repair Facility is more heavily fortified.

1. Repair Facilities: This is the garage area where vehicles and small mecha are repaired. It has higher ceilings than the rest of the tunnel areas at ten feet (3 m) high. The room is roughly 60 feet (18.3 m) long and 40 feet (12 m) wide. It has reinforced walls with 30 M.D.C. per 10 foot (3 m) section of wall (the ceiling is only 15 M.D.C. per 10 ft/3 meters). This is a fully stocked mecha and mechanics garage with computers, lifts, cranes, tow lines, and other equipment and tools necessary for repairing mecha, vehicles, weapons and machines.

Instead of lugging entire vehicles down here, only small ones like hovercycles, jeeps, small trucks, Cyclones, etc., or stripped down portions of larger vehicles are brought down a sloping ramp for repairs. In addition to the cable towing system in the access tunnel (see #2), three High-Low type haulers are parked in a corner.

After repairs are made, the part or section is hauled back to the surface and put back together. This means large mecha and large vehicles *can* be worked on below ground, but this system of dismantling and towing components (a Destroid's leg or arm, etc.) up and down is loud and causes slight ground vibrations which could alert the Invid and other enemies in the immediate area above the Repair Facility. It also adds 20% to the time required to make repairs.

2. Vehicle Towing System: Though it has significantly more clearance than the other tunnels of the complex, this long, sloping tunnel is wide and low; ceilings are roughly 8 feet (2.4 m) high and the tunnel is 15 feet (4.6 m) wide.

The tunnel entrance is located in the jungles about a mile (1.6 km) away from the garage facility (#1) and has a large winch and cable at each end. The entrance/exit in the rain forest is concealed and large enough to allow most small vehicles entry. The other end opens adjacent to both the repair (#1) and construction (#3) facilities of the tunnel complex.

The limited space prohibits large vehicles, Destroids and other giant mecha from moving comfortably down the tunnel (some could try to crawl down the tunnel on their belly, or stick their head or arm down a short way). The winch and cable system is used to pull large and heavy components into the repair facility.

3. Construction Facilities: Similar to the repair facilities, except the machinery here is for casting and machining parts. It is the largest room (60x60 ft/18.3x18.3 m), next to the Command Center, yet it is the least used. Much of the machinery here is rather loud and thus used only when absolutely necessary. Entire machine systems can be dismantled, repaired and rebuilt here, even something as large and complex as a battloid arm (though only E.B.S.I.S. and Zentraedi mecha parts can actually be built here). The need for secrecy and general conditions makes such large jobs extended operations, requiring regular periods of down time for security. This means rebuilding and construction jobs normally take about ten times the normal repair time necessary (thus requiring 120 hours to build a mecha limb under the best of conditions; at least 42 days of work to build a giant robot arm). This area has standard M.D.C. walls.

4. Weapons Stores: This area actually consists of two rooms. The smaller one (6x6 ft/1.8x1.8 m) is used to store the weapons and armor of the Black Reign operatives. The larger one (10x10 ft/3x3 m) stores weapons, armor, machine parts, salvage, and other goods sold through the black market. This particular outpost is an acquisition and distribution point, so the items aren't actually sold from here, only temporarily stored here before being shipped to the selling agents. Forced to momentarily abandon the base to the mutant ants, the smaller area will have some or all of the following items:

- 6 P-20 Pulse Laser Pistols (Southern Cross, page 89)
- 4 LR-30 Laser Assault Rifles (Southern Cross, page 90)
- 12 Cobalt Grenades (Southern Cross, page 90)

5 Sal-9 Laser Pistols

13 RDF 9mm "Wolf" Auto Pistols

1 Gallant H-90 without rifle extension (any others are with the surviving Black Reign members)

200 rounds of 9mm ammunition

6 energy clips for the Southern Cross weapons

2 extra clips for the Gallant H-90

24 mini-missiles

8 short-range missiles

10 suits of Southern Cross Body armor (various types, mostly jungle squad and mixed suits. Southern Cross, page 85).

4 suits of CVR-3 armor

1 Battler Cyclone with no missiles in it (in storage mode at the bottom of the room).

The larger room has more weapons, but many of them are S.D.C. because a large number of the Black Reign's clients are fighting their fellow humans over land and political control. The M.D.C. weapons and armor that are found here tend to be on the low end of the scale or used and repaired. Only a small portion of the S.D.C. weapon stock is listed below. Game Masters can consult the Compendium of Contemporary Weapons for a wide variety of such weapons if they wish to expand on those detailed.

22 AK-47 Assault Rifles

30 9mm handguns (of various makes and models)

16 S.D.C. land mines (2D6x10 damage or 1 M.D.C.)

6 RDF Sub-Machine Pistols (Robotech RPG, page 77)

9 RDF Light Laser Rifles (Robotech RPG, page 79)

25 RDF 9mm "Wolf" Auto Pistols

10 M-35 "Wolverine" Assault Rifles

4 Cobalt Limpet Mines

9 Lancer Laser Pistols (Southern Cross, page 89)

Miscellaneous spare parts

5. Tactical Conference Rooms: These chambers are used for discussing operations, planning tactics and giving briefings for Black Reign operations. The large room (20x30 ft/6x9 m) is a gathering area and conference room, while the smaller rooms (8x8 ft/2.4x2.4 m) are used to brief and debrief individuals or small teams (2-10 agents). The meeting rooms are linked to both the Computer Room and the Command Center. Dividing these rooms from the Command Center is deliberate decentralization done to prevent the neutralization of the entire command structure in the event of an attack.

6. Generators: The tunnels and their high-tech equipment are powered by a number of alternating systems, including a modified fusion turbine, gas generators and electric generators. The gas generators are used mostly to charge up the others and for emergencies. Excess heat from the systems is piped to the nearby mountains and vented through a cave. Most sensors cannot detect the heat or sound from underground and heat and steam piped out is intended to appear as some kind of low level geothermic activity.

Since the ants' attack, the electric generators have lost their charge and the complex is without power. Everything is completely *black*, and the player group will have to supply their own

lights until the generators can be restored. The power is easily restored using the generators; an electronic or mechanical skill is necessary, but even the basic skills will be enough. Unfortunately, a pair of ants are working in this room, converting it into a storage chamber. The ants were attracted to the room because of the warmth while the generators were running, and since the generators have stopped, this is simply as good a room as any for storage, so they have continued to work. They will attack anyone who enters or passes by the room, seeing them as dangerous invaders. Furthermore, the noise and warmth of the reactivated generators will attract 1D4 other ants every 4D4 minutes. The smell of dead comrades (ants have an excellent sense of smell, plus most ants secrete a warning/danger chemical at the moment of their death) will alert the rest of the ants to danger inside the tunnels and they'll search for invaders.

This room has standard M.D.C. walls.

7. Buried Vehicles: Used as additional stores and auxiliary communications are a number of buried military vehicles. All of the vehicles are in top repair and fully armed. The Raidar X can pull itself out of the ground in one melee round (it basically just stands up slowly), but the other vehicles need to be dug out the old fashioned way (the village has a battered looking bulldozer concealed in one of the ordinary looking huts; it has 75 M.D.C.). Digging out vehicles by hand will take 45 minutes to an hour. Using other mecha can reduce this time by half.

The vehicles (identified by letters corresponding to those on the map) include:

- A. A fully functioning Raidar X (Robotech® RPG, page 63);
- B. APT Tank Carrier (Southern Cross™, page 80);
- C. LCT-73 "Tornado" Combat Tank; and
- D. UF-14 Supersonic Interceptor (RDF Manual™, page 14).

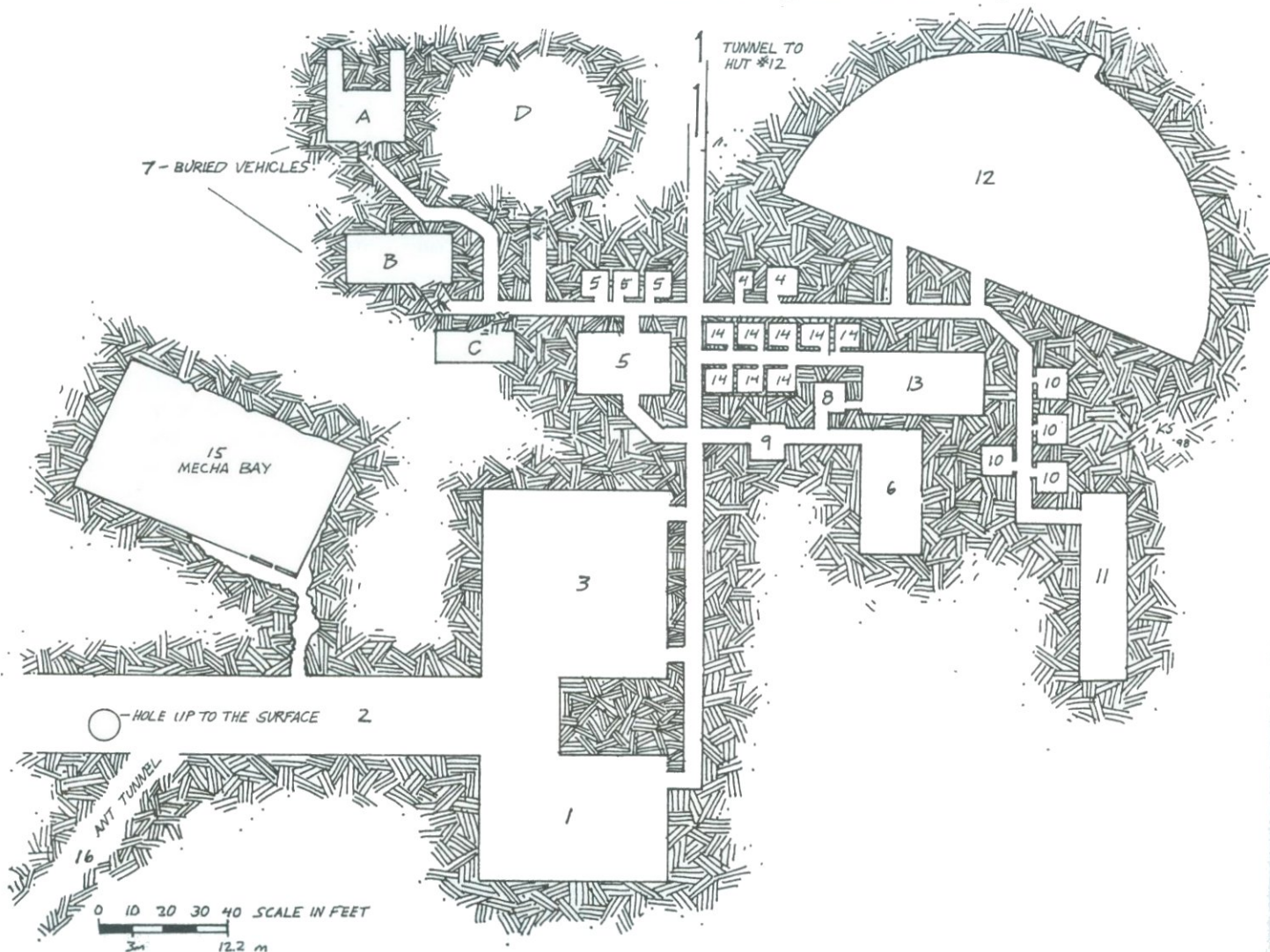
If so desired, G.M.s can change one or two of these to something else, but nothing too fantastic.

8. Well: Water purification and pumping equipment in this ten foot (3m) square room draws drinking water from deep wells for the inhabitants of the underground complex.

9. Computer Room: A 12x12 foot (3.6x3.6 m) room with standard M.D.C. walls protects the computer systems of this Black Reign base. Three computers, plus communications and sensor equipment, mostly were salvaged from downed REF spacecraft and include long-range communications and radar (there is a small dish in the mountains, 10 mile/16 km radius).

10. Workout Areas: These areas, each a 10x10 foot (3mx3m) room offer body building and exercise equipment or recreation (darts, cards, etc.) for the soldiers of the Black Reign.

11. Barracks/Living Quarters: This 60 foot by 15 foot wide (18.3x4.6 m) room is a barracks style living area that can accommodate 60 men comfortably. It can also be cannibalized for use as a storage room or other facility.



12. Command Center: Made from the salvaged command bubble of a Zentraedi spacecraft, this area is a large dome filled with tactical displays and computers. All of the operations conducted by the regional branch of the Black Reign are directed from this area, as are the everyday activities of this particular base complex. Normally, the higher ranking members of the organization are found in or around this area, however, with the invasion of the ants, they are camped outside in the jungles. Fortunately, the room was sealed and locked before any ants could get in and damage any of the equipment (nine members of the base are also hiding inside; armed only with an S.D.C. revolver, one Wolverine Assault rifle and six hand grenades; they will not respond to any outside contact other than other members of the Black Reign, identified by code words). The doors cannot be opened until the power is restored or the doors blasted open (150 M.D.C. each) — power is out, and unless restored, the room is as dark as the rest of the complex.

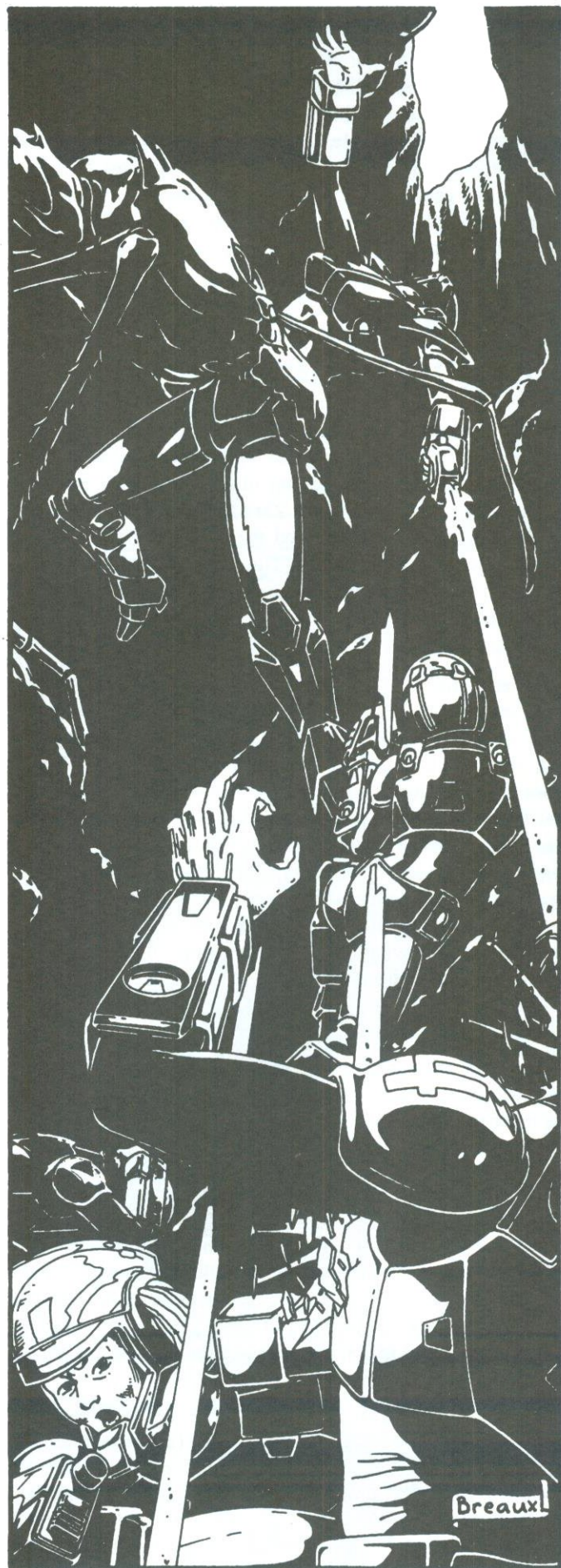
As a salvaged portion of a Zentraedi spaceship, the walls in the Command Center have 50 M.D.C. per 10 foot (3 m) section.

13. Kitchen and Mess area: The ants have turned this area (20x40 ft/5x12 m) into a larder, and are already collecting and placing fungus to be cultivated for food on piles of spilled grains and the collected bodies of twelve slain Black Reign operatives and a half dozen villagers. There are four ants here at any given time, tending to and guarding the fungus and (human) fertilizer.

14. Personnel Quarters: These small rooms (each 8x8 ft/2.4 m) serve as the bunks and personnel areas for the Black Reign operatives. However, most of those stationed here spend much of their time on the surface with the villagers, and a number of them actually have wives among the farmers. Normally there are 32 operatives living in this section; most are officers and skilled personnel. The occasional weapon and valuable can also be found in these quarters. When the ants moved into the tunnels, most fled to the relative safety of the surface.

15. The Crash Site and Unopened Storage Bay: This is a new excavation area where The Black Reign accidentally discovered the downed RDF cargo transport and began to dig it out. They got as far as translating the markings and salvaging a partial manifest from the door's panel computer, but had yet to open the thing when the ants moved in. Because this area is midway between the original ant tunnels and the Black Reign complex, there is a constant stream of ants moving through the area. Characters will have to block off one or both of the connecting tunnels to have any peace in digging out and exploring the wreckage of the aircraft. Full stats on the *new mecha* are given below, while stats for the standard mecha can be found in the appropriate game supplements. **Cargo Note:** Inside the belly of the Tunny aircraft are a number of prototype mecha, described in the pages that follow. See that section for details.

16. Ant Tunnels: This is where the ants' tunnels intersect with those of the humans. Beyond this point, the passage is relatively straight for about 300 yards/meters where it opens into the ants' new tunnel network. This tunnel and most of the mutant ants' tunnels are twice the diameter of the humans' tunnel network of allowing both humans and ants greater mobility. Unfortunately, it also means two ants can move forward and/or attack simultaneously. The greatest number of ants are working diligently on creating the "Queen's Chamber and Nursery" (most



other tunnel branches only have one or two ants). The queen has not yet moved in and no eggs have been laid in this unfinished chamber.

The players' best option is likely to seal the ant section off by collapsing or otherwise blocking the ants' main passage. However, the ants will be able to reopen or dig around most blockages within 4D6 hours, so this tactic only buys time. Still, dividing the ants into two groups should give the player group time to deal with the ants in the Black Reign complex before reinforcements arrive.

The Lost Cargo of Mecha

Sure enough, the old Tunny was transporting experimental mecha when it went down years ago. It was on its way to a western base where final testing of the prototypes inside was scheduled to commence, but a Zentraedi ambush overwhelmed its Veritech escorts and downed the aircraft before their exact coordinates could be sent out. The downed aircraft was never found and the development of the prototypes halted due to redevelopment costs and the subsequent collapse of the world governments.

Note: If the Game Master wants to let the characters use these mecha as their regular machines, he can put several of them in the storage container of the downed cargo transport. Likewise, it is possible that some of these variants and prototypes *were* developed and used by the spacefaring REF as Special Tactical Units (STU), if not as full use infantry troops. This also means similar prototypes may exist at other lost, secret bases or storage units. Ultimately, these (cool) variant mecha are designed for a fun time of gaming, so introduce them any way you deem appropriate. If truly rare, player characters should make a point of having their mecha repaired and carefully maintained on a regular basis.

If the group has a Bio-Maintenance Engineer (B.M.E.) in it, the Game Master may wish to provide each of the players with one fully working mecha and one working spare or a number of damaged ones for spare parts. This should enable them to keep the mecha in operation for some time.

More good stuff: The storage bay will also hold a large supply of the ammunition carried by the *new mecha* (the exact amount is left to the Game Master's discretion and campaign needs — let's not go too hog-wild). Also at the discretion of the G.M., the cargo bay *may* contain a handful of "standard" mecha (from Destroids or Hover Tanks, to Veritechs of any kind, but no more than four), six mint condition Cyclones (any combination of types), an AJACS, and a Legios unit (Alpha and Beta) or an old RDF Super Veritech.

The G.M. can also toss in a crate of additional RDF Mega-Damage guns, some extra E-Clips (no more than 144), M.D.C. body armor (probably light stuff, nothing better than Cyclone armor), 6D6 protoculture cells, and other odds and ends like medical kits, uniforms, etc. — or to drive the players wild, there could be eight crates of bed sheets or cans of baked beans (of little value to adventurers).

Important Note! Remember that if the characters start turning mecha on left and right, even just to check things out, the Invid are *likely* to detect the activation of protoculture. If they aren't careful (and possibly even if they are), they may have to deal with one or two squads of Invid, as well as the ants and Black Reign.

Prototypes

The familiar mecha of the Robotech armies represent the tried and tested models which survived the rigorous design stages to enter into large scale production. However, variations, modifications and experimental mecha were designed, tested, and, in some cases, put into limited or specialized use throughout each and every one of the Robotech Wars. As humans learned new things about Robotechnology, they were able to make changes and improvements on their original works, inspired by the robots and technology of the alien spacecraft that would later become the SDF-1. Eventually, completely new designs and approaches for the Southern Cross and REF mecha armies would come into being — the most obvious design element being a reduction of mecha size without losing firepower. Of course, those new designs didn't happen all in one magnificent leap. Dozens of new models came and went, with differences as minor as a new weapon system or as radical as a new transformation system for Veritechs. There were starts, stops, and dead ends many times along the way. Some designs were good and usable, but not significant enough to replace an existing design, so they would be mothballed. Some designs either possessed bugs which could not be ironed out, proved to be impractical or redundant, or simply proved to be too expensive to build, at least in large quantity. This meant some "successful variants" were put into limited production and used for special operations or by one particular branch of the mechanized Army or Air Force. Of course, others were dismal failures and scrapped.

Hybridization was also a common design direction that was a bit more cost effective because it combined two or more existing design features or systems into one. The "new" mecha located in the buried storage compartment are examples of *hybridization*. Most combine traits and ideas from one or more existing mecha into a single, largely unique machine. **Note:** An extensive selection of additional prototype and hybrid Robotech mecha can be found in the pages of **Robotech RPG Book Eight: Strike Force**.

The mecha detailed in the following pages were part of an upgrade program undertaken in the *Japan Sector* at the *Robotech Research Center*. As such, they represent some of the most innovative and successful variations. The goal with this batch of designs was to add significant armor and firepower to existing REF and Southern Cross mecha without significantly increasing the cost of those machines. The results were quite promising, and many went into limited production (typically 24-96 field units, sometime more, but most disappeared with the REF space mission).

Always at the bottom of the budgetary pile (resources and finances of the war ravaged Earth being constantly strained to the max), the mecha design program was often slashed and production of promising, new war machines "temporarily suspended." To launch the REF mission, most efforts and funds were funneled into that program, with an emphasis on select mecha de-

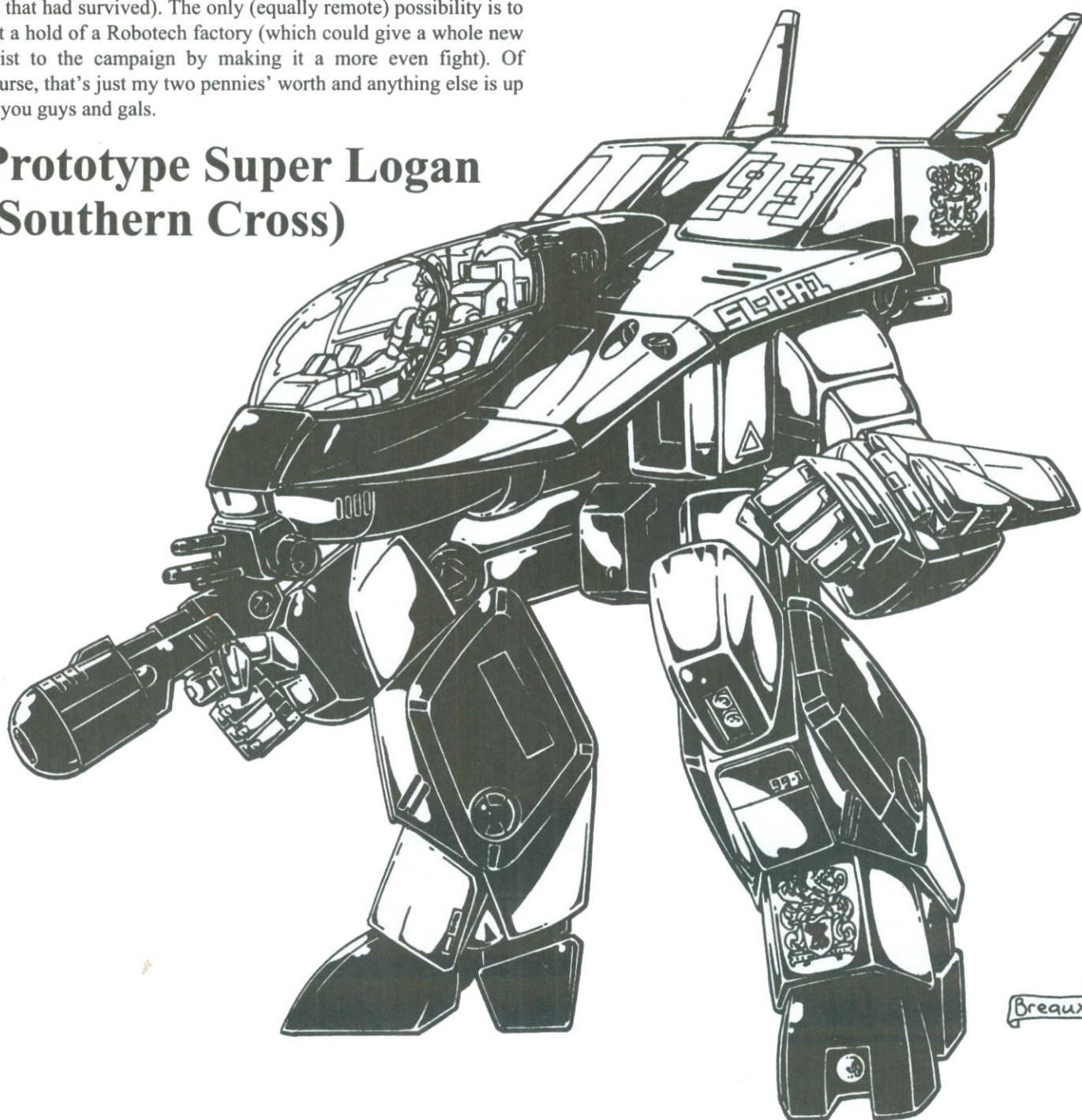
signs considered to be the “best of the best.” Prototypes and old mecha were also taken into space by the REF. It is likely that the mecha programs would have been advanced, but before any significant progress could be made, the Robotech Masters arrived and the second war began, again shelving the program. The collapse of the world government and subsequent arrival of the Invid spelled the obvious death knell for the continued development of Earth based mecha designs. In fact, the Invid Invasion plunged most of the planet into a technological and cultural dark age, with pockets of civilization and technology scattered throughout the shattered Earth.

Time line Note: These prototypes are likely to be the last ones to ever be produced, unless the group can find an old RDF or Southern Cross mecha manufacturing facility (none are known to remain, because the Invid searched out and destroyed all that had survived). The only (equally remote) possibility is to get a hold of a Robotech factory (which could give a whole new twist to the campaign by making it a more even fight). Of course, that’s just my two pennies’ worth and anything else is up to you guys and gals.

Prototype Super Logan (Southern Cross)

The Logan is everything a Veritech should be. It is nimble, swift, maneuverable, and versatile. However, some argued that it was a bit too light, and vulnerable to heavy or sustained attacks by the enemy. This led to design variants of a more heavily armored version of the Logan.

Just as variants of the original VF series, like the Armored Veritech and Super Veritech (and the Alpha and Beta that came later), were built for “heavy combat” applications, a heavy combat variant of the Logan was designed and put into limited production (at least 200). Like the original Veritech, the Super Logan is made with ceramic armor that is laser resistant. Its structural arrangement and transformation procedure are identical to that of the original design, including the reinforced wing



structures that the Veritech can use as forearm shields. The small size has been largely retained to allow it to function in the same environments of its progenitor mecha.

The main differences between the standard Logan and this Super variant are size (it's slightly bigger), heavier armor and weaponry (most notably a larger missile payload). The thrusters are also more powerful for increased speed, and it has a much greater range for extended operations. Unlike the super version of the VF series Veritech, however, the Super Logan can *not* breach the atmosphere to reach outer space under its own power and still only has two modes of transformation (jet and Guardian). Although a space booster system was designed, no prototypes of that system are known to exist.

The Super Logan

Vehicle Type: Veritech Fighter (transformable)

Crew: One. A passenger can also fit in the cockpit, but must sit in the pilot's lap.

M.D.C. by location:

- * Forward Lasers (shoulders) — 20 each
- * Nose Tri-Cannon — 40
- Upper Arms — 85 each
- Forearms/Shields (wings) — 350 each
- * Hands — 50 each
- Legs — 150 each
- Main Engine Thrusters (2) — 140 each
- Wings (2) — 350 each
- * Tail Fins (2) — 40 each
- * Retractable Utility Arm — 5
- * E-20 Gun Pod — 80
- Reinforced Pilot's Compartment — 200
- ** Main Body — 250

* A single asterisk indicates small targets or places that are difficult to hit. Attackers must make a Called Shot to hit them and are -4 to strike.

** Depleting the M.D.C. of the main body shuts the unit completely down.

Speed: Hover (stationary) 3 to 300 feet (.9 to 91.5 m) above the ground, 3216 mph (Mach 4.8) with a 60 mile service ceiling in *Jet Fighter Mode*.

1680 mph/Mach 2.5 (2688 km) and as slow as a complete hover in *Guardian Mode*.

Running in Guardian Mode is a maximum of 50 mph (90 km). **Note:** Unlike the normal Logan fighter, the Super Logan is not hindered by space flight or underwater operations.

Height: 8 feet (2.4 m) in jet mode; 13 feet (3.9 m) in Guardian Mode.

Width: 21 feet (6.3 m) from wing tip to wing tip.

Length: 21 feet, 2 inches (6.3 m).

Weight: 7.3 tons fully loaded.

Main Engine: FH-3001 Fusion Turbine

Range: Effectively unlimited. The reactor styled power source provides enough energy to operate for about four years of constant use. The average life span of the power system is eight years before requiring replenishment of protoculture.

Weapon Systems

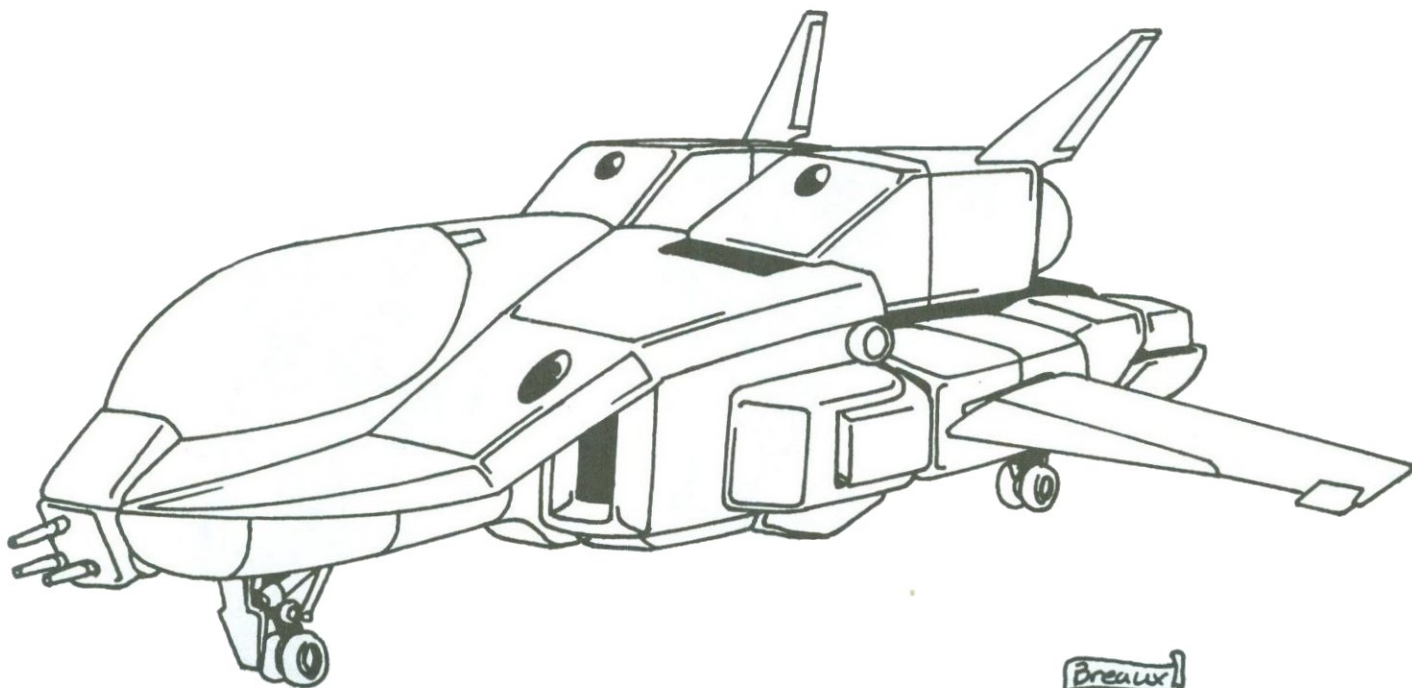
1. Forward High-Powered Lasers: Identical to those found on the standard Logan, except on the Super Logan, they are mostly concealed by the side decking.

Primary Purpose: Assault

Secondary Purpose: Anti-Missile

Effective Range: 4000 feet (1200 m)

Mega-Damage: 6D6 per twin blast. If one is destroyed, reduce the damage by half.



Rate of Fire: Equal to the pilot's combined number of hand to hand attacks per melee.

Payload: Unlimited

2. Rapid-Fire Tri-Cannon: Identical to the weapon on the standard Logan.

Primary Purpose: Assault

Secondary Purpose: Anti-Vehicle

Effective Range: 8000 feet (2400 m)

Mega-Damage: 1D6x10 for each triple blast.

Rate of Fire: Equal to the pilot's combined number of hand to hand attacks per melee.

Payload: Unlimited

3. E-20 Energy Gun Pod: Identical to the weapon used by the standard Logan fighter.

Primary Purpose: Assault

Secondary Purpose: Defense

Effective Range: 4000 feet (1200 m)

Mega-Damage: 1D4x10 per blast.

Rate of Fire: Equal to the pilot's combined number of hand to hand attacks per melee.

Payload: Unlimited

4. Short-Range Missiles: The Super Logan can also use the optional wing missiles available to the standard Logan fighter, however, it also has an additional payload of missiles built into concealed launchers much like those of the Alpha fighter.

Primary Purpose: Assault

Secondary Purpose: Anti-Armor

Damage: Varies by specific missile type. Only short-range missiles can be used in the built-in launchers.

Rate of Fire: Missiles can be fired individually or in volleys of 2, 4, 6, 8, 12, or the entire payload.

Effective Range: Varies by specific missile type, but usually from 2 to 5 miles (3.2 to 8 km).

Payload: Total Missile Payload is 28 short-range missiles plus optional wing missiles for a possible 32 short-range missiles. The payloads for the specific missile launchers are as follows:

Optional Wing Missiles: Four short-range or 2 medium-range missiles.

Upper Thruster Launchers: 4 missiles each (total 8)

Leg Launchers: 6 missiles each (total 12)

Arm Launchers: 4 missiles each (total 8)

Note: The war torn conditions found on the Invid occupied Earth make large numbers of missiles rare and hard to come by. Characters should be careful how they dish out their payload, for it might be quite some time before they are able to replenish it.

5. Hand to Hand Combat: Rather than use a particular weapon, the veritech can engage in hand to hand combat. All bonuses are identical to the standard Logan hand to hand combat training.

Punch: 1D4 M.D.

Body Block: 1D6 M.D.

Kick: 1D4 M.D.

Prototype Assault Battloid (Southern Cross)

The Assault Battloid was an attempt to dramatically increase the firepower of existing mecha with minimal design changes or cost increases. The Assault Battloid could perhaps be considered an old design that was unshelved in order to re-evaluate its possible effectiveness as a mainline unit. It is one of the older designs from a time when the appearance, roles, and capabilities of the new Southern Cross and REF *nontransformable* mecha, the Battloids and Destroids, were being considered for the application of civil defense, riot control and infantry. It is similar to the Southern Cross' Battloids that would come later, but harkens back to the main assault role and heavy firepower of the RDF Destroids and E.B.S.I.S. mecha. Many of these traits would be carried on to the REF Destroids, but with styling more reminiscent of the original Destroids, while the general appearance and basic design style of this prototype would go on to shape those mecha units built for the *Armies of the Southern Cross*.

One of the unique features of this Battloid is its limited flight capability. Although nowhere near comparable to that of any jet fighter, let alone the explosively fast and sleek Veritech, the flight performance of the Assault Battloid is an advantage nonetheless. In this case, the flying ability of the Battloid is more on par with those of a helicopter or jet pack. The thrusters mounted on the back allow for thruster assisted leaps, hovering and low level flight for short periods. As an experimental "urban" civil defense unit, the flight capabilities enable the Battloid to leap over barriers or onto rooftops, fly over congested streets and debris, and to rise high enough to get an aerial view of a situation, as well as the obvious benefits of mobility in combat. The hover and flight capabilities also mean the Battloids could be "air-dropped" from transport aircraft like giant mechanized paratroopers. The thrusters can also be used to propel the giant mecha underwater or on the water's surface, making it a truly "all" terrain vehicle!

The Assault Battloid prototypes uncovered by the player characters have been armed with the EU-11 gun pod.

Assault Battloid

Vehicle Type: Non-Transformable Combat Battloid

Crew: One and can accommodate one additional passenger.

M.D.C. by location:

* Head — 75

* Head Lasers (2) — 30 each

* Head Spotlight — 15

* Hands — 50 each

Upper Arms — 100 each

Forearm Shields (2) — 300 each

* Forearm Missile Launchers (2) — 60 each

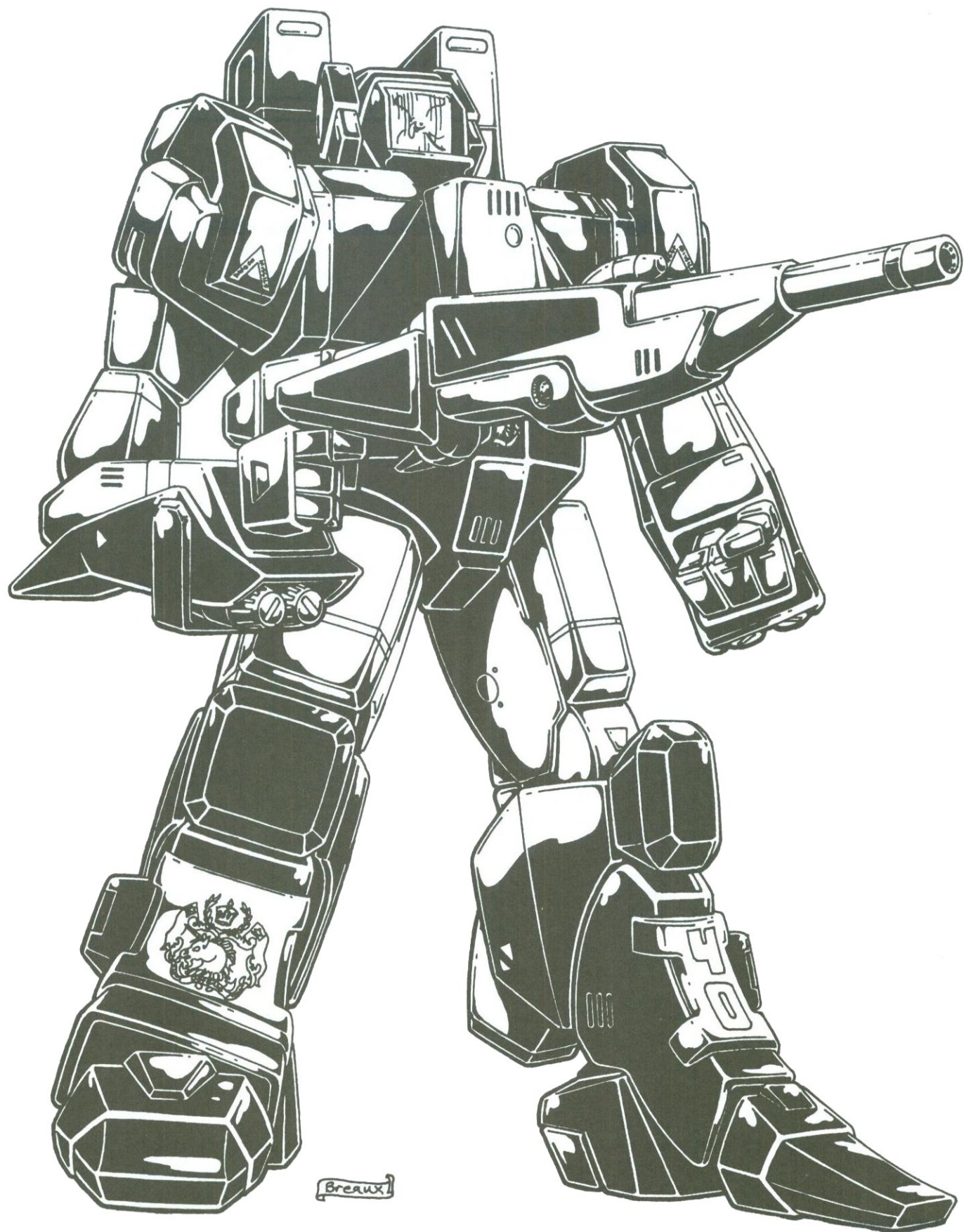
Shoulder Missile Launchers (2) — 100 each

Legs (2) — 240 each

Leg Missile Pods (2) — 75 each

Booster Jet & Vertical Missile Launchers (2) — 150 each

* Rear Thruster — 50



Directional (grill) Thruster — 25

Reinforced Pilot's Compartment — 150

** Main Body — 275

EU-11 Gun Pod — 100

* A single asterisk indicates small targets or places that are difficult to hit. Attackers must make a Called Shot to hit them and are -3 to strike.

** If the M.D.C. of the main body is depleted, the mecha shuts completely down.

Speed: Running: 40 mph (72 kph).

Thruster enhanced leaps up to 150 feet (45.7 m) high or 200 feet (70 m) lengthwise.

The battloid can hover stationary or fly at speeds up to 100 mph (160 km) with a 1000 foot (304.8 m) maximum service ceiling/altitude.

Underwater travel with the 2 thrusters is a maximum of 35 mph (56 km or 30 knots).

Height: 22 feet (6.6 m)

Width: 10 feet, 2 inches (3 m)

Length: 9 feet, 1 inch (2.8 m)

Weight: 14.5 tons fully loaded.

Main Engine: MT 845 Fusion Reactor

Weapon Systems

1. Head Lasers: The head lasers on the assault battloid are actually hybrids of the nose lasers found in the VF series Veritech Fighters and, thus, are slightly more powerful than the head lasers of standard Southern Cross battloids.

Primary Purpose: Anti-Vehicle

Secondary Purpose: Defense

Effective Range: 4000 feet (1200 m)

Mega-Damage: 3D6 per laser, 6D6 for a simultaneous twin blast (counts as one attack).

Rate of Fire: Equal to the pilot's combined number of hand to hand attacks per melee.

Payload: Unlimited.

2. Mini-Missile Assault System: The shoulder pods and leg boxes of the battloid house a number of mini-missiles designed for use in ground based assaults to engage enemy buildings, heavy armor units, or battloids. They can also be employed as anti-aircraft weapons, but their unguided nature makes them less effective in this capacity than the self-guided, short-range payloads also built into the battloid (see #3).

Primary Purpose: Assault

Secondary Purpose: Defense/Anti-Personnel

Effective Range: Varies with specific missile type, but usually one mile (1.6 km).

Mega-Damage: Varies with specific missile type, but usually 5D6 per missile for high explosive or fragmentation warheads. Armor piercing missiles (1D4x10) are the next most common type.

Rate of Fire: Singly or in volleys of 2, 4, 6, or the entire payload of the launcher. Remember that multiple launchers can be fired simultaneously, thus increasing the potential size of missile volleys.

Payload: The Battloid has two small pods on its lower legs and larger launchers on its shoulders. The payload of each is as follows:

Leg Pods — 4 each (8 total)

Shoulder Launchers — 8 each (16 total)

Total Payload — 24 mini-missiles. The war torn conditions found on the Invid occupied Earth make large numbers of missiles rare and hard to come by. Characters should be careful how they dish out their payload, for it might be quite some time before they are able to replenish it.

3. Short-Range Missile System: Each forearm of the Assault Battloid has a pair of short-range missiles mounted inside. However, the real punch of this mecha unit is the payload hidden in the large vertical launchers mounted on the back above the main thrusters. Each of those launchers was copied from the delivery system of the Super-Veritech and carries 20 short-range missiles, for a total payload of 40; this is in addition to the mini-missile payload. While the mini-missiles are usually used against slow moving ground targets, the self-guided short-range missiles are used against flying or fast moving targets, giving the Battloid a wide diversity of weaponry to call upon. Another aspect of this diversity is the fact that much like the Gladiator Destroid of the RDF, the Assault Battloid can also double as a crowd control unit by outfitting it with smoke and other special missile types.

Primary Purpose: Assault

Secondary Purpose: Anti-Aircraft

Effective Range: Varies with the specific missile type. Usually from 2-5 miles (3.2 to 8 km).

Mega-Damage: Varies with the specific missile type, but armor piercing (1D6x10 per missile) are usually the most common.

Rate of Fire: Singly or in volleys of 2, 4, 6, 10 or 20.

Payload: The war torn conditions found on the Invid occupied Earth make large numbers of missiles rare and hard to come by. Characters should be careful how they dish out their payload, for it might be quite some time before they are able to replenish it.

Forearm Launchers — 2 each (4 total).

Large Vertical Launchers — 20 each (40 total).

Total Payload — 44 short-range missiles.

4. EU-11 Gun Pod: Identical to the weapon used by the Southern Cross Veritech Hover Tank. In the alternative, the giant robot can use a GU-11 Gun Pod or any giant weapon.

Primary Purpose: Assault

Secondary Purpose: Defense

Effective Range: 4000 feet (1200 m)

Mega-Damage: 1D4x10 per blast.

Rate of Fire: Equal to the pilot's combined number of hand to hand attacks per melee.

Payload: Effectively unlimited.

5. Optional Hand to Hand Combat: Rather than use a particular weapon, the battloid can engage in hand to hand combat. All bonuses are identical to the standard Battloid hand to hand combat training.

Restrained Punch — 1D4 M.D.

Full Strength Punch — 2D4 M.D.

Body Block — 1D4 M.D.

Kick — 2D4 M.D.

Leap Kick — 3D6 M.D., but counts as two melee attacks.

Stomp 1D6 M.D.

Hand to Hand Bonuses: Characters trained in Mecha Combat:

Battloid (any) or Destroid: Gladiator get the usual extra attacks and bonuses from that skill plus ...

+1 on initiative

+1 to parry

+1 to dodge when flying or leaping at levels 1, 4, 8 and 12.

+1 to roll with punch, fall or impact.

6. Special Features & Equipment:

1. **Infrared and visible light spotlight** located in the head.

Range: 400 ft (122 m).

2. **Maneuvering jets** for space and underwater operations.

3. **Thrusters** for boosting leaps and for increased maneuverability.

4. **Main jets** for flight and overall maneuvering.

Prototype Super Alpha (REF)

In the early design stages of the Alpha Fighter, it went through many design considerations. Already outfitted with a staggering supply of missiles and a suitably impressive gun pod, the Veritech Fighter packed quite a punch for such a nimble vehicle. When coupled with the massive, powerful Beta Fighter, the two were devastating and highly versatile. Still, the RDF/REF wondered if a smaller, Alpha-type fighter with greater armor, might not be a better way to go in some situations.

The idea behind the Super Alpha was to create a heavily armored yet tiny Veritech without sacrificing speed or firepower. The end result met with mixed reactions. The Super Alpha is only a few feet larger than the standard Alpha, but it *cannot* connect and merge with the Beta, so it has become a stand alone mecha fighter similar to the larger VF series Veritech. The additional armor and missile payload makes this Veritech heavier and slower than the standard Alpha. A back mounted combination of jet thrusters and missile launcher would provide sufficient propulsion for escape velocity (as needed) and to compensate for drag on the oversized missile launchers, but normal flight speed was significantly compromised/slowed, a bit difficult to control (-15% on piloting skill in jet or guardian modes) and the rockets could only be used in jet mode.

Just as the Super Veritech packed numerous extra missiles onto the old VF-series mecha, so too does the Super Alpha veritech carry significantly more missiles than a normal Alpha fighter, almost double the payload. It also comes with a scaled down GU-XX built into each forearm alongside the thrusters located there. This additional firepower was designed to compensate for the lost weaponry of the Beta half of a Legios unit and the reduced speed and maneuverability. Though it lacks any long-range missiles, compensation comes in the form of a score of medium-range missiles.

In addition to the other little extras, Super Alphas were all supposed to be "Shadow Fighters" outfitted with the shadow cloaking device that makes them invisible to the Invid. Note that the manifests, mecha paint jobs (black and grey), and markings in and on the mecha themselves will all indicate that these are indeed Super Alpha "Shadow Fighters." Unfortunately for the characters, none of the prototypes in the storage bay have this famous cloaking device. Each is fully equipped to have one installed, but these units are missing them (they were supposed to be installed at their original destination. A skilled mecha mechanic or B.M.E. could pop one in less than an hour, if only he had one available). **Note:** Unless the player character does a thorough mechanical inspection of the mecha, this critical, *missing* cloaking device will go unnoticed. Furthermore, there is nothing in the crashed transport or the operational manual that notes the cloaking devices were never actually installed. Thus, a character is likely to presume it is in place and act accordingly — the pilot learning the hard way that the vehicle is far from invisible to the nasty Invid.

REF Super Alpha Fighter

Model Type: VAF-7B — Often designated as a "Delta Fighter" with the model number VDF-1A. Over 1000 of these were produced and put into service (presumably, all or most were taken into space by the REF, but nobody knows for certain. They are super-rare.)

Class: VAF series Veritech Fighter.

Crew: One

M.D.C. by location:

* Head — 90

* Shoulder Sensor Unit (1) — 30

* Hands (2) — 35 each

Forearms/Gun Pods/Missile Pods (2) — 80 each

Shoulders/Missile Pods (2) — 75 each

Legs, Upper (2) — 140 each

Lower Legs/Thrusters/Missile Pods (2) — 150 each

Missile Pod Launchers/Thruster Packs (2) — 150 each

Wings (2) — 150 each

* Tail (2 fins) — 65 each

Reinforced Pilot's Compartment — 150

** Main Body — 360

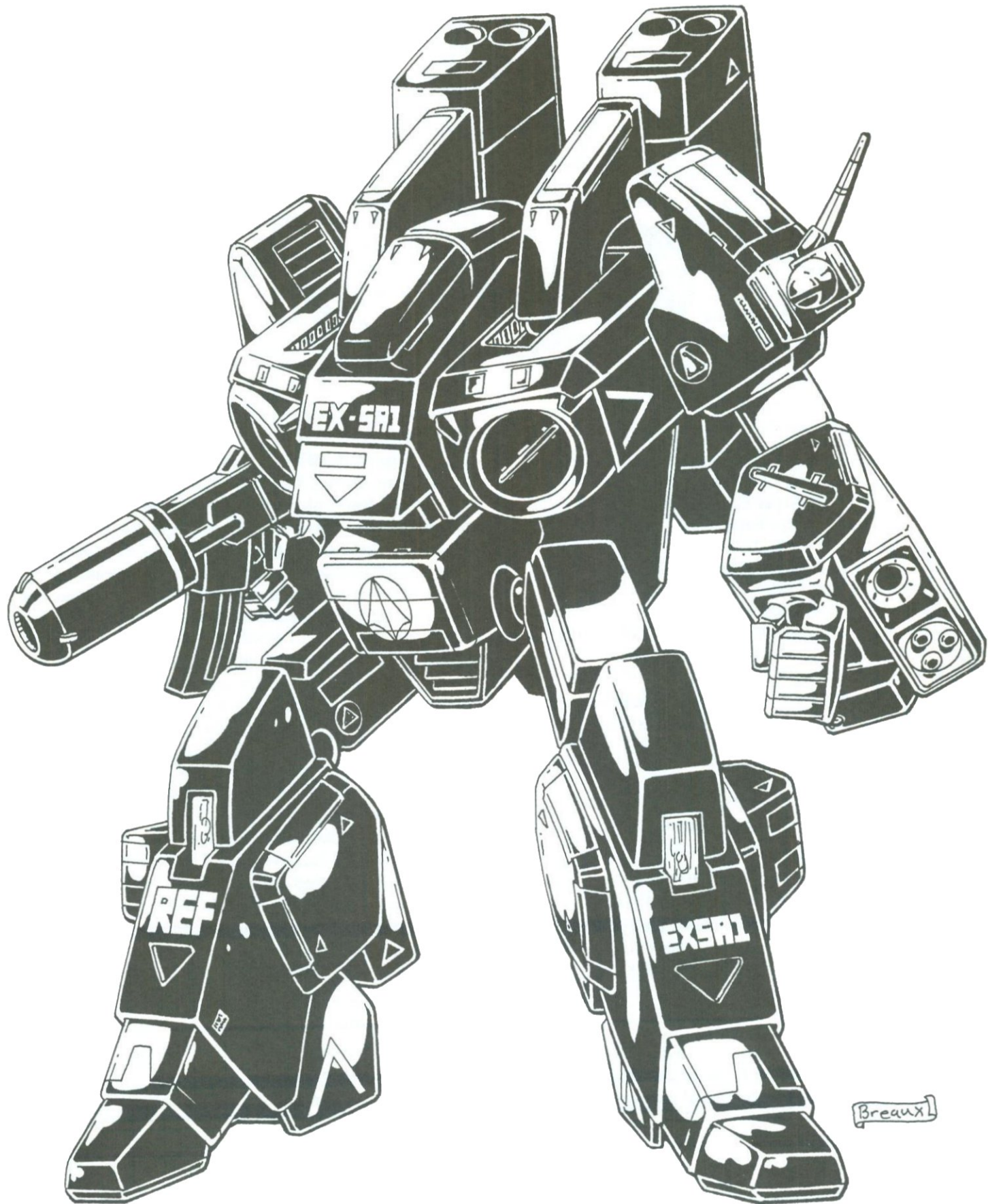
GU-XX Gun Pod — 75

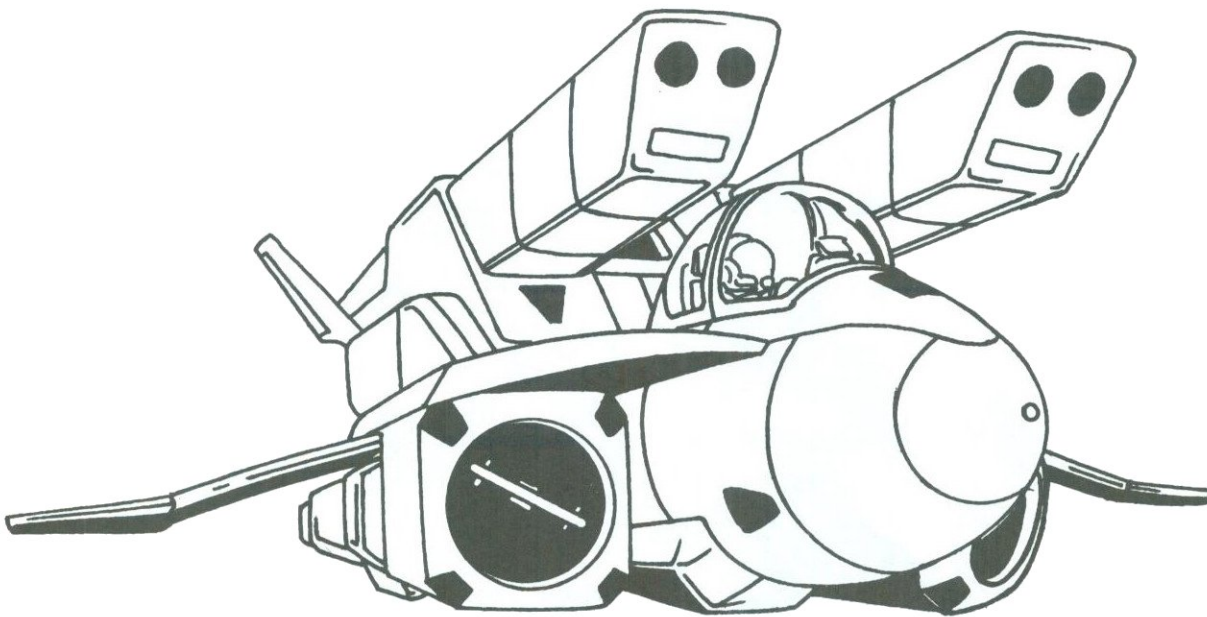
* A single asterisk indicates small targets or places that are difficult to hit. Attackers must make a Called Shot to hit them and are -4 to strike.

Depleting the M.D.C. of the shoulder mounted sensor will impair the pilot's sensory and targeting equipment.

Long-range radar is severely diminished, leaving a range of one mile (1.6 km). Radio and laser communication systems are lost. The short-range radio back-up system provides a 60 mile (96 km) range. Laser targeting is destroyed, -1 to strike. Note that the small size of the sensor makes it a difficult target to strike (-3 to strike on a called shot, requiring a 15 or higher to hit).

** Depleting the M.D.C. of the main body will shut the mecha down completely, rendering it useless.





Bneaux

Speed: Jet mode: Mach 1.9 (1273 mph/2036 km) maximum, with a ceiling of 60 miles (96 km). Engaging the booster thrusters will rocket the Super Alpha up to Mach 4.8, escape velocity to exit Earth's gravitational field and go into space or full orbit.

Guardian Mode: Hover stationary to speeds up around Mach 1 (670 mph/1072 kph).

Battloid Mode: Flying: Hover stationary to about 150 mph (240 km), with a maximum altitude of about 8,000 feet (2438 m).

Running: 100 mph (160 km) maximum.

Leaping: 80 feet (24.4 m) up or across without booster assistance. 300 feet (91.5 m) with booster jets' assistance.

Height: 30 feet, 3 inches (9.15 m) in Battloid mode.

19 feet (5.8 m) in Guardian mode

16 feet, 6 inches (5 m) in Jet mode, including thruster pack.

Width: 13 ft, 7 inches (4.4 m) in battloid mode.

22 ft (6.7 m) in Jet and Guardian modes.

Length: 36 feet (11 m) in Jet and Guardian modes.

Weight: 15.2 tons without missiles; 20.5 tons fully loaded.

Cargo: No available space for cargo unless the cyclone is removed from its storage compartment; the Cyclone storage compartment can hold about 500 lbs (226.8 kg), but a VR-052 Battler Cyclone comes standard.

Weapon Systems

1. MM-60A Multi-Missile System: This multi-missile weapon system is identical to the one found in the standard Alpha fighter, with the addition of a few small missile pods for increased payload.

Primary Purpose: Assault

Secondary Purpose: Anti-Aircraft

Effective Range: Varies with missile type, but normally from 2 to 5 miles (3.2 to 8 km).

Mega-Damage: Varies with short-range missile type, but the most damaging missiles, such as plasma, are common for assault, while other operations might call for a mix of warheads similar to that used in the standard Alpha fighter.

Rate of Fire: Singly or in volleys of 2, 4, 8, 16, 20, 40, or the entire payload in one massive volley. The number of volleys a character can fire is equal to the number of hand to hand attacks per melee, regardless of the number of missiles fired in each volley.

Payload: The mecha is loaded with a total of 72 short-range missiles, located as follows:

Shoulders — 8 each (16 total)

Forearms — 10 each (20 total)

Lower leg internal launchers — 12 each (24 total)

Shoulder Braces — 4 each (8 total)

Leg box launchers — 2 each (4 total)

The war torn conditions found on the Invid occupied Earth make large numbers of missiles rare and hard to come by. Characters should be careful how they dish out their payload, for it might be quite some time before they are able to replenish it.

2. GU-XX 35mm Tri-Barrel Gun Pod: Identical to the weapon used by the standard Alpha fighter.

Primary Purpose: Assault

Secondary Purpose: Defense

Effective Range: 4000 feet (1200 m)

Mega-Damage: Does 4D6 short burst, 1D4x10 medium burst, and 2D4x10 full melee burst.

Rate of Fire: Short and medium bursts use only one attack each and can be used a number of times equal to the pilot's combined number of hand to hand attacks per melee. A full melee burst uses up two attacks and ties the weapon up for one whole melee round.

Payload: Each clip has enough ammo for 40 short bursts, 20 medium bursts, or 10 full melee bursts, or any combination of the

three (i.e. a medium burst uses the same ammo as two short bursts and a full melee burst the same ammo as four short bursts).

3. GU-X2 Tri-Barrel Gun Pods (2): Built into each forearm of the Super Alpha, right alongside the auxiliary jet thrusters, is a scaled down version of the GU-XX gun pod. The weapon is designed for (relatively) close-range combat and uses slightly smaller ammunition (30 mm). This weapon system was originally designed as an urban combat option, but its true merit and versatility come to light on the devastated Earth of the Invid. First, the 30 mm ammunition is more common than that used by the GU-XX, having been employed by military vehicles even before the Robotech Wars. Secondly, the pilot can often alternate between the GU-XX and GU-X2 based on range. This tactic will help conserve low ammunition in one or the other system or help to spread out the expenditure of ammo overall, thus preserving the versatility of the Super Alpha's multiple weapon systems.

Primary Purpose: Assault

Secondary Purpose: Defense

Effective Range: 2400 feet (731.5 m)

Mega-Damage: Does 3D6 short burst, 6D6 medium burst, and 1D6x10 full melee burst. Firing both weapons at the same target does 6D6 short burst, 1D6x10 medium burst, and 2D4x10+10 full melee burst.

Rate of Fire: Equal to the pilot's combined number of hand to hand attacks per melee. A full melee burst uses up two attacks and ties up the weapon for an entire melee round. Shooting the two weapons at different targets during a single attack is possible, but the targets must both be visible on visuals (not radar), the pilot receives absolutely no bonuses for the attack, and each attack roll must be made separately. Damage is figured normally.

Payload: Each arm has a clip with enough ammo for 80 short bursts, 40 medium bursts, or 20 full melee bursts, or any combination of the three (i.e. a medium burst uses the same ammo as two short bursts and a full melee burst the same ammo as four short bursts). Extra clips for the GU-X2 weapons can not be carried, unless the cyclone is removed, in which case two clips could be stored, but each prototype in the storage bay has only two clips. Extras will have to be taken from any additional Super Alpha's GU-X2s.

4. Multi-Missile Pod Launcher System: Copied from the launch pods of the original Super Veritech, this missile launching system is a slightly modified and scaled down version of those impressive pieces of hardware. Just as with the original, this system also uses medium-range missiles.

Primary Purpose: Assault

Secondary Purpose: Anti-Aircraft/Anti-Spaceship

Effective Range: Varies with medium-range missile type, but commonly 40 to 60 miles.

Mega-Damage: Varies with medium-range missile type, but is usually 2D4x10 or 2D6x10 per missile.

Rate of Fire: Singly, or in volleys of 2 or 4. Each volley counts as a single attack.

Payload: 10 medium range-missiles per launcher for a total of 20 medium-range missiles.

5. Hand to Hand Combat: Rather than use a particular weapon, the Veritech can engage in hand to hand combat. All bonuses are identical to the standard Alpha Fighter hand to hand combat training, except as follows: +2 to all hand to hand damage, but -1 to parry and dodge.

6. Special Systems and Bonuses: As noted previously, same as the Alpha Fighter.

Prototype Zentraedi Striker Battloid

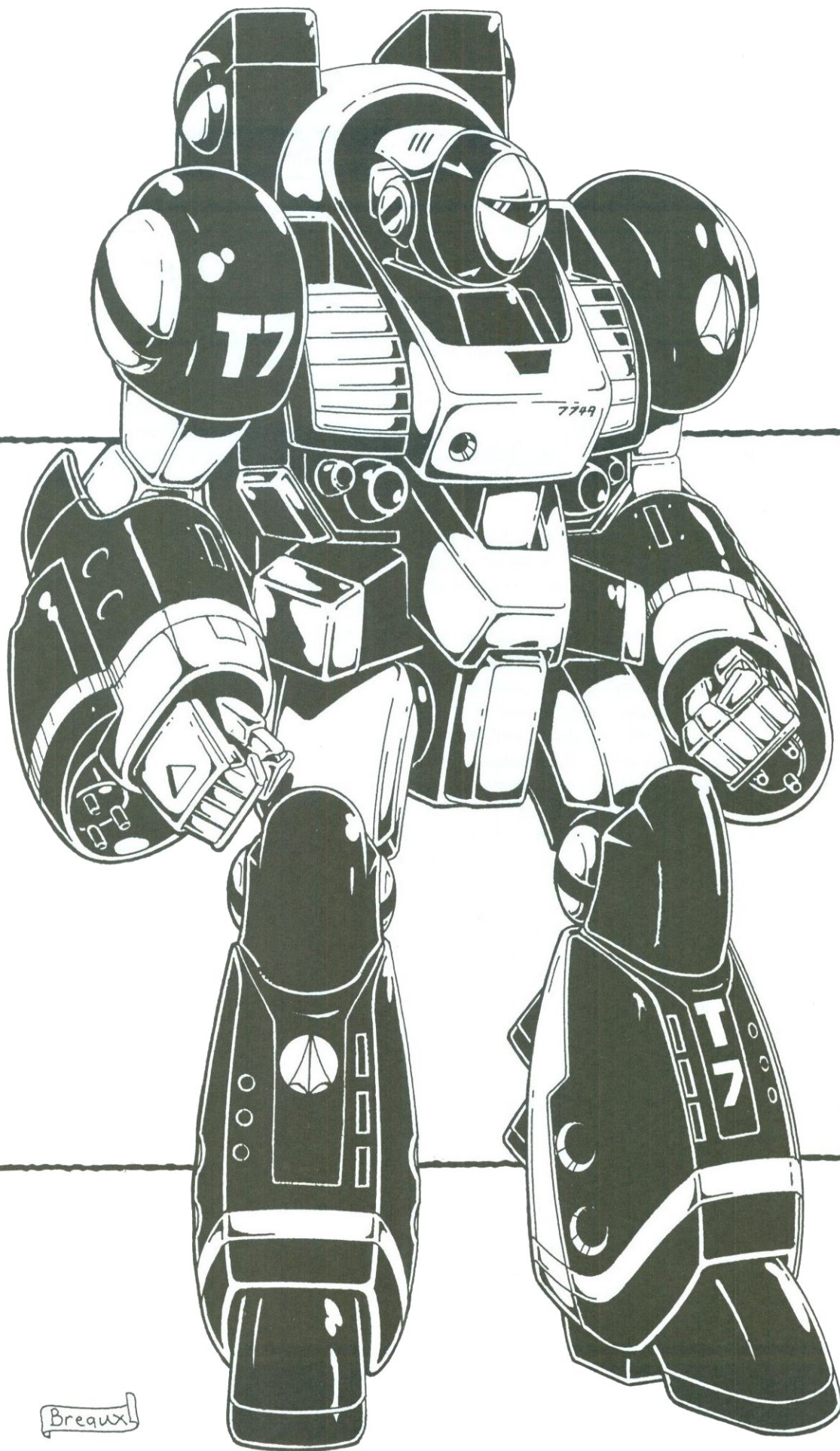
This prototype is unique even among the many experimental Robotech mecha. The ZSB-20 was developed at a time when there was a need to integrate the thousands of now *loyal*, micronized Zentraedi into the ranks of the Robotech defenders. Having been genetically bred to be warriors, most were capable fighters and desired military life, structure and action. Consequently, it seemed foolish not to utilize this anxious "army" of trained soldiers. Since most Zentraedi were trained mecha pilots, one of the tasks involved was to outfit them with suitable mecha. Training Zentraedi in the use of Earth mecha was not only a security risk, but also costly and time consuming.

Consequently, it was decided that the military would outfit the loyal micronized Zentraedi with mecha that had controls reminiscent to their old Robotech Masters mecha. These new Zentraedi mecha would use the same simple controls, even though the actual mecha would have a distinctly different appearance. The Earth military decided it best to build something far removed from the old, alien designs still used by rebel Zentraedi and the E.B.S.I.S., and which most humans recognized as the hated enemy. There would also be no separate and distinct male and female mecha. This would help better facilitate sexual integration of the armies. The Zentraedi Striker Battloid (ZSB, also fondly referred to as "Zeb") would be something less than one of the Destroids, and the war machines would have no long-range or heavy missiles for security reasons. Ironically, the RDF/REF military, under the direct command of Admiral Hunter, would reverse these decisions and later have Doctor R. Burke and his team create small (improved) versions of the old Battle Pod designs (see **Robotech® II: The Sentinels™ RPG** for details on these and other REF mecha).

As design work was begun on "Zeb," the REF requested a battloid with flight capabilities. The design work done on Zeb would be instrumental in developing and testing systems later used in the Alpha and Beta Fighters.

By the time the ZSB project had produced a handful of prototypes for testing, the final rulings on Zentraedi mecha had come down and the ZSB was shot down and scrapped before it was tested in its own right. The only remaining prototypes now rest in the hands of the player characters! No one but the player characters may ever get to pilot anything like it.

It is one of the fastest, most maneuverable, and deadliest war machines ever produced by the Robotech scientists on Earth. It is outfitted with a copy of the inertia-vector control system found in the original Female Zentraedi Power Armor units. It has almost as many missiles as the original, and is every bit as maneuverable. Deliberately built as a flying Battloid, much like



Breaux

the original Zentraedi power armor, it is a surprisingly fast, maneuverable suit. In fact, it could well have become a mainline REF assault unit, except for socio-political issues, changing military parameters, and the fact that it would have been far too expensive to produce on a large scale. The discovery of the ZSB means the characters have stumbled onto a truly unique (historical as well as military) find in their exploration of the Invid occupied Earth.

Zentraedi Striker Battloid

Model Type: ZSB-20

Class: Destroid/Battloid — Zentraedi Battloid Type One

Crew: One or two. Only one pilot is needed to fully pilot the mecha; however, trends in the Robotech command structure forced the developers to make the unit a potential trainer, thus the mecha has two seats and two sets of controls, allowing for a co-pilot/gunner to help the pilot out if he should wish it.

M.D.C. by location:

* Head — 90

* Chest Guns (2) — 75 each

GU-X2 Pods (2) — 100 each

Missile Launchers (2; back) — 150 each

Shoulders/Missile Pods (2) — 60 each

Main Thrusters (2) — 100 each

* Hands (2) — 45 each

Forearms (2) — 125 each

Upper Arms (2) — 90 each

Legs (2) — 175 each

** Main Body — 300

Reinforced Pilot's Compartment — 150

* The very small size or location of these items makes them difficult targets to strike. Attackers are -3 to strike on a called shot (requires a 15 or higher to hit).

** Depleting the M.D.C. of the main body will shut down the unit completely, rendering it useless. Note that the high M.D.C. of the main body when compared to similar Zentraedi mecha in the REF is directly related to the desire for a heavy, flight capable Battloid of the same class as an Alpha fighter in that particular mode.

Speed: Running: 115 mph (184 kph) maximum.

Leaping: 100 feet (30.5 m) up or across without booster assistance; 300 feet (91.5 m) with booster jets' assistance.

Flying: Mach 3 (2010 mph/2360 kph) maximum, but at -10% to piloting skill for non-Zentraedi pilots. Normal cruising speed is about Mach 1 (670 mph). 60,000 foot (18,288 m) altitude ceiling.

Height: 27 feet, 4 inches (8.35 m)

Width: 13 feet, 9 inches (4.2 m)

Length: 11 feet, 4 inches (3.5 m)

Weight: 19 tons without missiles; 24.2 tons fully loaded.

Cargo: Small area for two suits of light M.D.C. body armor, a pair of rifles, pair of pistols, first-aid kit, and basic gear (canteen, backpack, etc.). The ZSB is a flying mecha unit that was completely designed before the final rulings on the Zentraedi and mecha restrictions in the REF. Consequently, it is outfitted with a Cyclone storage bay; however, none of the prototypes in the storage bay actually have a Cyclone in them.

Weapon Systems

1. Chest Mounted Weapon Clusters: On each side of the mecha's chest is a pair of weapon barrels. The smaller of the two is a rapid-fire laser designed as a multi-use weapon with the capabilities of both a tool and anti-personnel weapon. The larger one is a particle beam gun. The laser has two settings: a low-powered, fully automatic weapon and a high-powered cutting tool. The particle beam is a slightly scaled down copy of the cannons mounted on the old Zentraedi battle pods.

Primary Purpose: Defense

Secondary Purpose: Anti-personnel (Laser) and Anti-armor (P-Beam).

Mega-Damage: A single blast from one of the lasers does 1D6 M.D., while a rapid-fire pulse does 3D6 M.D. (twin blasts do 6D6 M.D.).

When used as a tool, the laser can be used to cut and weld, doing 3D6 S.D.C., 6D6 S.D.C., 1 M.D., or 1D4 M.D.

A single blast from the particle beam does 1D4x10 M.D. (twin blasts do 2D4x10 M.D.).

While one laser and one particle beam blast, or two laser, or two particle beam blasts can be fired simultaneously at the same target, all four chest weapons can *not* be fired at the same time.

Effective Range: 3000 feet (914 m) for the laser in assault mode, 30 feet (9 m) for the laser in tool mode.

2000 feet (610 m) for the particle beam.

Rate of Fire: A rapid-pulse counts as one melee action, as does a twin blast from two weapons fired simultaneously at the same target. Each single pulse or twin blast counts as one melee attack. The total number of blasts possible per round is equal to the pilot's combined number of hand to hand attacks per melee.

Payload: Effectively unlimited.

2. Triple Barreled Gun Pods: Built into the forearms of the mecha, much like the pulse lasers of the old Zentraedi female power armor, are a pair of triple barreled GU-XX styled gun pods. Each of these weapon systems is slightly smaller than the GU-XX, but when used simultaneously on the same target, they can quite literally chew things to pieces. These weapons are almost identical to the GU-X2s built into the Super Alpha prototype.

Primary Purpose: Assault

Secondary Purpose: Defense

Effective Range: 4000 feet (1200 m).

Mega-Damage: Does 3D6 M.D. from a short burst, 6D6 M.D. medium burst, and 1D6x10 M.D. per full melee burst. Firing both weapons at the same target does 6D6 M.D. short burst, 1D6x10 medium burst, and 2D6x10 full melee burst.

Rate of Fire: A short burst is equal to the pilot's combined number of hand to hand attacks per melee. A medium burst counts as two melee attacks/actions. A full melee burst uses up all but one other attack that round.

Shooting the two weapons at different targets during a single attack is possible, but the targets must both be visible to the pilot's eyes (not radar or instruments), the pilot receives absolutely no bonuses for the attack (unmodified die roll), and each attack roll must be made separately. Damage is figured as usual.

Payload: Each arm has enough ammo for 60 short bursts, 30 medium bursts, or 15 full melee bursts, or any combination of the

three (i.e. a medium burst uses the same ammo as two short bursts and a full melee burst uses the same ammo as four short bursts). The weapons do not use clips, and in order to reload the ammunition, an access panel has to be opened, the ammunition carriage lowered, and additional rounds must be fed into it. The whole process can take as little as 10 minutes on a successful skill roll (heavy weapons, armorer, or mechanical engineer) or as much as four times that on a failed roll or for unskilled workers. Enough ammo to refill one weapon will fit in the cyclone storage compartment, and a Bio-Maintenance Engineer (BME) could remove the hip missile launchers and make those compartments into storage for two more full loads, but other than that, carrying additional ammo for these weapons is not really possible without being vulnerable to attack and imbalancing the mecha.

3. Short-Range Missile Launchers: The shoulders, hips, groin and twin back-mounted pillars are short-range missile launchers.

Primary Purpose: Assault

Secondary Purpose: Anti-Armor

Effective Range: Varies with each missile type, but usually 2 to 5 miles (3.2 to 8 km).

Mega-Damage: Varies with each individual short-range missile type.

Rate of Fire: Singly or in volleys of 2, 4, 10, 20 or all 80. Each volley counts as one melee attack, regardless of the number of missiles fired in the volley.

Payload: Just like the old female power armor, the ZSB is bristling with missiles, but unlike the original armor, this mecha has its payload spread over a number of separate launchers. Total short-range missile payload is 80.

Shoulders — 10 (20 total)

Lower legs — 4 (8 total)

Hips — 4 (8 total)

Groin — 4 (total)

Missile pillars — 20 (40 total)

Missiles are rare and hard to come by, so characters should be careful how they dish out their payload, for it might be quite some time before they are able to replenish their missile payload.

4. Hand to Hand Combat: Unless one of the characters happens to be a micronized Zentraedi, it will take some time to learn to properly pilot the ZSB. First, a character will have to pick up the skill to pilot Zentraedi styled Battle Pods (The REF version of the skill is most likely, and possibly restricted by O.C.C.), and then, Mecha Combat: Basic for the ZSB. Without this specialized training, pilots are -25% to make special maneuvers and all normal bonuses are reduced by half.

Only female Zentraedi Power Armor Pilots take to Zebs without restriction or penalty, after all, the Battloid was inspired and largely based on their old mecha. A female Zentraedi who possesses the original Zentraedi skills (or REF skill) is immediately able to pilot the Battloid at full mecha combat level.

Hand to Hand Bonuses from Female Zentraedi Power Armor: Identical to the bonuses from Veritech/Alpha mecha combat training.

Hand to Hand Bonuses from ZSB Battloid Training:

+3 hand to hand attacks per melee (plus those of the pilot).

+4 to roll with punch, fall, or impact, reducing damage by half.

Body flip/throw: 1D4 M.D. plus victim loses initiative and one attack that melee.

Kick attack

+1 on initiative.

+1 to strike at levels 1, 3, 7, and 12.

+1 to parry at 1, 3, 6, and 10.

+2 to automatic dodge (can dodge without using up a melee action).

Critical strike same as the pilot's hand to hand.

+1 additional attack at levels 3, 6, 9 and 12.

Damage:

Punch — 2D4 M.D.

Kick — 1D6 M.D.

Stomp — 1D4 M.D.

Body flip/Throw — 1D4 M.D.

Flying Leap Kick — 2D6 M.D., but counts as two melee actions.

Flying Body Ram/Tackle — 2D6 M.D., plus a 01-75% likelihood of knocking mecha of its size or smaller, off its feet and to the ground.

Remember, all bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. They do not apply to the pilot's physical abilities outside the mecha. Also note that dodge and auto dodge bonuses are separate and are not added together, though they are independently combined with the character's other dodge bonuses (if there are any).



Cruel Legacy (Adventure)

By Wayne Breaux Jr.

Part 1: The Runaway

Depending on how your particular group of characters operate, they can be drawn into this adventure by one of two scenarios. The first relies on the group using intelligence procedures, to gather information on the area by building relations with the locals. Anyone with the *intelligence skill* should use this tactic as a matter of habit and training, while characters with high Mental Affinity scores tend to do it as part of their nature — people simply like to talk to them (unless the character uses his M.A. bonus only to intimidate, which indicates a bad attitude or an anti-social aura). In any case, this can be a fun opportunity for some role-playing as the player characters schmooze with the locals.

One way or another, the locals will tell our heroes about a “white foreigner” found by nearby villagers. They tell of a disoriented man wandering in the jungles (or rice paddies, mountains, crater, or whatever terrain dominates the area). As the stories go, the man is Caucasian, speaks only Russian, and rambles on incoherently about making monsters for the demons, or some such nonsense. The locals befriended by the player group will gladly give them directions to the village where the man is now.

Whether the trip there is eventful or not is left entirely up to the individual Game Master. The characters will be greeted warmly if they mention the other village. When they ask about the rambling foreigner, they’ll be escorted to his hut. There, they’ll find a well tanned man of middle age and rugged features. He is badly in need of a shave, but the most outstanding trait about his appearance is his attire. He is wearing the Romanesque clothing of a Tirollian citizen, yet seems to speak only Russian (whether or not the player characters can accurately identify his manner of dress will depend on their individual skills and knowledge of history, or whether they have encountered Tirollians in the past — the Robotech Masters also come from the planet Tirol). Most soldiers of the Southern Cross, RDF and REF are likely to recognize the traditional garments, as will those versed in the Intelligence skill, but Nomad Scouts, mercenaries and others may not. **Note:** Information on the man is given in the Game Master Info section.

Characters who do not make use of the locals for intelligence will have a more difficult time in the wilderness, but may stumble upon this strange individual. In this case, the player characters will be making their way through the jungle (or whatever terrain is dominant in their locale), when they notice a human figure staggering toward them. The man is apparently human and dressed in the clothing of a Tirollian citizen. Our heroes have a brief moment to react before a Zentraedi Battle Pod barrels through some nearby cover and fires what is obviously a warning shot at the fleeing human. It doesn’t seem to have noticed the player characters yet, but the Zentraedi foot soldier

who follows it will (The group has no time to hide before the Zentraedi arrive). The Battle Pod and the armor of the giant foot soldier are undamaged and in pristine condition, as if brand new (which should seem at least a little surprising to the characters, given the setting, time line and their location). The battle with these two Zentraedi should be a brief one. The Battle Pod is a standard model, while the giant Zentraedi foot soldier is wearing body armor and armed with a fully loaded Zentraedi assault rifle (200 rounds) and has two extra clips. Neither of them will flee without the human unless hopelessly outmatched, at which point they retreat in the direction from which they came. Only if they are pursued will the two fight to the death (they will not lead the humans to their Masters). Once the two Zentraedi are dispatched, the player group can turn their attention to the extremely frightened human who has continued to flee into the wilderness (the distraught man does not run to them for help, but keeps on going). Once captured, surrounded by fellow humans, the stranger will suddenly rejoice and hug each human in a brawny bear hug, gibbering on in Russian. One thing is certain, he is glad to be around fellow humans. **Note:** The two Zentraedi can also make an appearance in the first scenario setting too, if so desired. In this case they will have come searching for the “white stranger,” and won’t appreciate interference from our heroes. If threatened or attacked they will retaliate, but won’t reveal why they want the man, even under torture.

Game Master Info for Part One

Regardless of which scenario brings the player characters into the presence of the strange human, his reactions and state of mind will be the same. Something has terrified him. He speaks in broken sentences, phrases and incoherent gibberish. At first he talks only in Russian (if nobody in the player group can speak Russian, one of the native villagers can and will offer to translate). However, he can speak some broken English, but that doesn’t help make communication any clearer. Furthermore, the local translators tend to either be literal or rely on their own understanding when translating. This confusing situation can be frustrating for the characters, but fun to role-play. Information is likely to come in little bursts of understanding. Game Masters playing the stranger should realize that while the character is disoriented and confused, not to mention battling with the language barrier, he is *not* insane. He has endured a traumatic experience and has trouble clearly relating that experience, as well as having trouble remembering specific details and sequences of events. Eventually the player characters manage to unravel the following:

1. The man was originally from the E.B.S.I.S.
2. His name is Gregov Netyaba.

3. He is a mecha mechanic or technician and he has been working with the Zentraedi for nearly a generation (actually more like 16 years, but it’s hard for Gregov to be that specific and he isn’t sure exactly how many years it has been).

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4. He was captured by the giants long ago, enslaved, and forced to work, repairing their mecha. Other E.B.S.I.S. mechanics are also slaves of the Zentraedi.

5. Strange humans arrived sometime before the Invid did. Humans whom the Zentraedi obey without question, but humans who keep the Russians like slaves, and work them like dogs.

6. These humans are building mecha unlike any Gregov has ever seen before. Although he calls them "Battloids," they are different than the E.B.S.I.S. variety. **Note:** Gregov won't recognize REF mecha either, and finds them very unique and interesting.

7. He claims there is a secret factory that is making these strange "Battloids," but he can not say where it is (doesn't remember at this time).

8. He is dressed like "the others." The "others" are humans who came with the strangers who command the Zentraedi. He can not, at this time, describe the humans except to indicate they dress in a similar way that he does and give orders to the Zentraedi.

9. He escaped when they let him go to a rare celebration with the other humans.

Note: The information above is presented in roughly chronological order, but Gregov would be hard pressed to present it as such, and will ramble from point to point, skipping along the list and sometimes running bits of information into each other.

Not much more that is of use can be gotten from Gregov at this time. He will need to rest and gather his wits about him. The player characters can act on his information and begin a search of the area in the general direction Gregov (or his giant attackers) might have wandered from, however, a character with the tracking skill can only follow the trail for a short while before losing it. Or they can wait around to see if he remembers any additional information (which he will, but other events should occur before then. *See Part 2: The Competition for details*). For a full history of how Gregov and the other technicians came to serve the Zentraedi and later the Robotech Masters, see the *Behind the Scenes* section.

Part 2: The Competition

Whether the group actively searches for the factory and Zentraedi compound Gregov spoke about, or just wait to see if he remembers any more, they will inevitably encounter the other forces that are searching for the runaway technician. This encounter should take place before Gregov has had time to rest and recover his wits. While the player characters make their way through the jungle, they will be attacked by a quartet of aggressive, strange looking and formidable (Micronian) Bioroids! The four Robotech Master mecha simply jump from the foliage and open fire. During the battle, they will jump about and move around the battle area. Before our heroes begin to take serious damage, a group of four rogue Zentraedi arrive. Three of the giants are clad in Battle Pods, the fourth pilots an Officer's Pod; all are painted in camouflage colors and bear the same inscription or signal in the Zentraedi language.

Instead of attacking our human heroes, they savagely tear into the strange Bioroids. As the battle winds down, only the Zentraedi in the Officer's Pod will have survived the battle. The moment the last Bioroid falls, the Officer's Pod turns on the player characters (even if they were fighting at his side a moment before) and attacks them. Initially, he fights only to manage an escape, but if pressed by our Robotech Defenders, he will fight to the death, screaming about death to all micronians and something about their oppressive rule and the long life of the *Armies of Cyran* (speaks only broken English and rants in Zentraedi). If, by some miracle, he is captured, he will spit in their faces and tell them nothing, even under torture (he has 10 M.D.C.).

In the aftermath, the characters should notice that each of the Zentraedi mecha was painted with a distinctive pattern of green and black, and all bore a matching signal. Perhaps more important, a quick survey of the strange Bioroids will reveal that they were piloted by what appear to be local human mercenaries!

Careful observers (successful detect concealment, intelligence or criminal science and forensics skill rolls) will note that the pilots had some personal belongings in their cockpits and were dressed in local combat attire. This suggests they had free wills, unlike most Bioroid pilots, and were indeed local humans rather than the usual minions of the Robotech Masters.

The extent of our heroes' investigation is cut short as they are reminded of the ever present Invid occupiers in the form of a sizable Invid patrol coming to investigate the disturbance. The Invid descend without much haste, for now that the battle is past, they must pinpoint the site visually. Unless the player group is foolish or spoiling for a fight, they should have enough time and easy opportunity to slip away or hide. When the Invid find the battle scene, they look around, gather up the dead bodies of the giants and the scraps of the Bioroid mecha, and fly back to their hive.

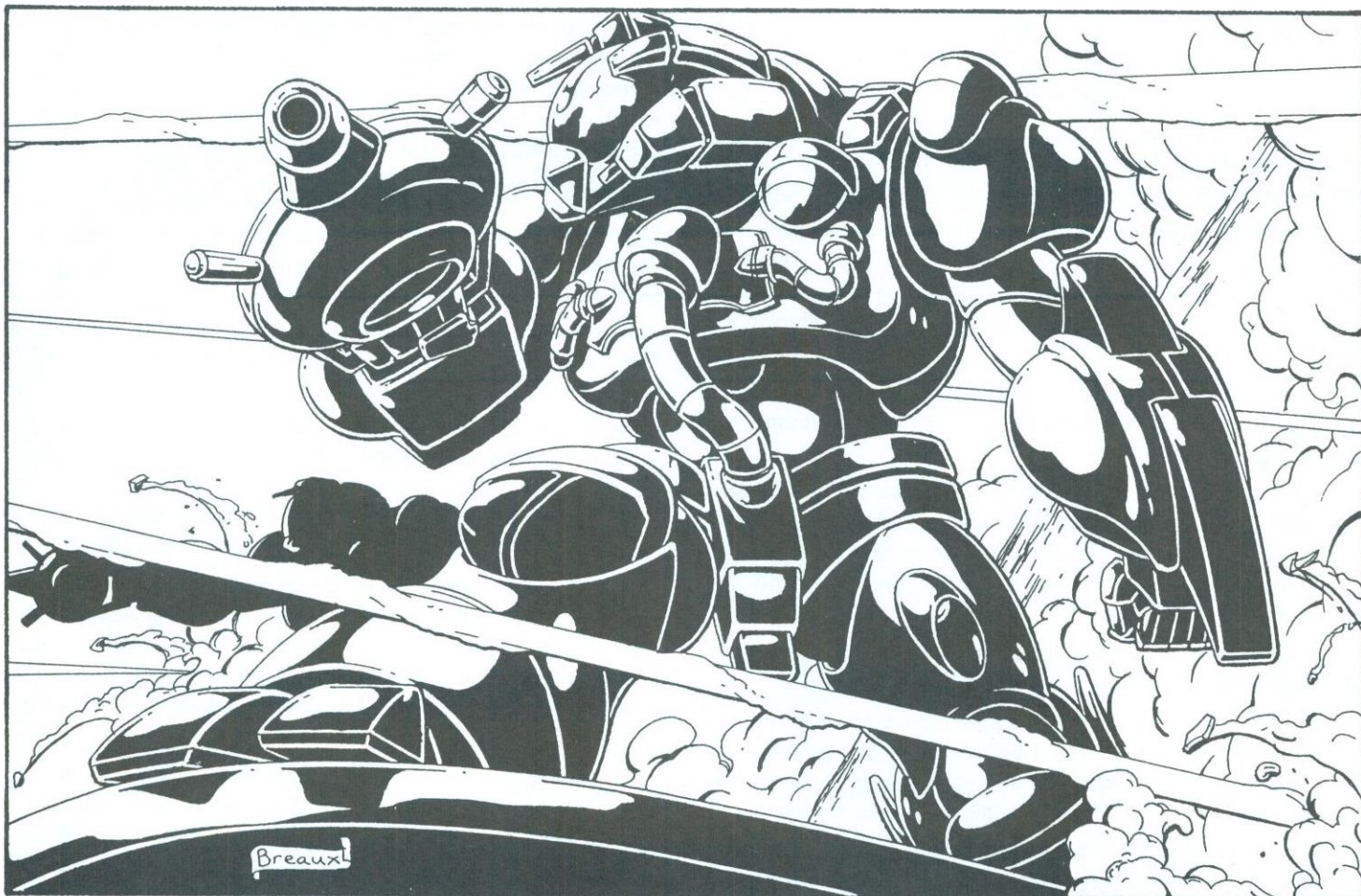
Game Master Info for Part Two

This encounter is not meant to eliminate the player characters, but simply to shake things up, provide some information and introduce some of the other participants in the very complicated war going on in the region.

The Bioroids may have put some hurt on the player characters, but should still leave them capable of dealing with any surviving Zentraedi and things to come. Neither the Zentraedi nor the Bioroids will flee, fighting to the death, but the player characters surely have the option of retreating. In the event that the characters do opt to flee, they will *not* be pursued by either party as the Bioroids and Zentraedi battle it out. If the fleeing heroes return (or hang back undercover, watching the battle) they will be left with the impression that these two forces knew each other and that the Zentraedi were the ones pursuing the Bioroids. They should return to get the important clues, namely the signal on the battle pods and the appearance of the Bioroid pilots.

Analyzing the Clues

The Signal. Anyone who reads Zentraedi (which might mean a side adventure as the group seeks out a friendly group of Zentraedi refugees) will recognize the signal from the slain Zentraedi as a symbol for "little death," a term invented after



their defeat here on Earth. It refers to the killing of micronians, but this signal also has the marks of superiority usually attributed to the Robotech Masters. Most people would interpret this to mean the bearers of this signal seek the death of all micronians, regardless of their rank, role or importance. This is an accurate translation, for the Zentraedi are part of the **Armies of Cyran**, who have learned about the return of the Robotech Masters (micronians themselves) and are hunting for them.

The Bioroid Pilots. The appearance of the Bioroid pilots should raise several questions. If the mecha actually are some kind of *new* Bioroids produced by the Robotech Masters, why do the pilots seem to be free-willed soldiers (as evident by the personal belongings and their attire)? The Robotech Masters are known to mind wipe captured humans and control them as puppets. They do not *train* them to pilot on their own. This suggests that these Bioroids may not be working for or, possibly, are not even built by the Masters!

This only raise more questions. If the Masters are not making the war machines, who is? And how did they get the technology and the means to do so? There are no factories in the region with the sophistication and machinery to build Bioroids. At least, none that are known. In fact, no one on the Invid occupied Earth has the capabilities to construct mecha, let alone turn out completely new models and designs. This is potentially huge! And also hints of something extremely important. Anybody with the capability of making Bioroids or any type of mecha is an important power who could be a valuable friend or deadly enemy to the freedom fighters of Earth. On the other hand, it could be another one of the damned Invid's elaborate traps to lure freedom

fighters into the open for capture or destruction. Whatever the speculation and fears, our heroes should feel compelled to investigate further.

Adventure Note: Game Masters should arrange several additional encounters with the new mecha and further evidence of clashes between the Bioroids and the Armies of Cyran. This is important not only to demonstrate their numbers, but to also show the characters that the Zentraedi band with the little death signal is actively hunting and fighting whoever is making the new mecha. Whether they are rivals or blood enemies, the animosity is hot. These additional encounters do not necessarily have to be battles involving our heroes. Instead, the player group may find the remnants of recent battles or get the opportunity to observe members of the Armies of Cyran battling not only the new bioroids, but other micronians as well as their fellow Zentraedi!? Likewise, the player group might be able to observe the new Bioroids as they sweep the jungles on patrol or while the pilots break for camp.

Whatever is going on, it is intense and violent, with the Armies of Cyran in the thick of things. Note that these Zentraedi will attack any humans or Zentraedi traitors (any Zentraedi who is not a member of their cause) on sight. They are fanatical warmongers and killers.

The History of the Armies of Cyran

The founders of the Armies of Cyran were originally members of the Zentraedi space fleet and part of the Cyran battle

group. They participated in the Zentraedi Global Assault and were stranded on Earth after that battle, along with many of their brethren. Extremely bitter and resentful about the outcome of the First Robotech War, and the fact that they are trapped on the home planet of their micronian enemies, these violent and unforgiving warriors nurtured their racial resentment for the Robotech micronians. Their resentment grew rapidly into utter hatred for not only the Robotech Defense Force (RDF), but all micronians, regardless of any guilt or innocence. These feelings have grown to become such an all-consuming rage that it extends to include their former rulers, the *Robotech Masters*.

The survivors of the Cyran group organized and began referring to themselves as the Armies of Cyran. They originally gathered, planned, and recruited with the intentions of one day leaving Earth to raise an army of their fellow Zentraedi and return to extract vengeance on both the micronians of Earth and those on Tirol.

During reconstruction after the first war, the Armies of Cyran were careful to avoid the female soldiers of the powerful Intara Group (see the *Behind the Scenes* section for full info on Intara), although they did clash on a number of occasions. Intara was the far stronger of the two, and the Armies of Cyran were perfectly happy to leave the sickening loyalists to their half of the jungle, for there were many micronian targets the Cyrans could vent their rage upon.

Unlike Intara, the Armies of Cyran had no organized policy for accumulating mecha stores and recruiting members. They spent much of their time operating in scattered squads or clans, raiding and attacking micronians. They only had the vaguest idea that the Masters finally arrived for the Second Robotech War, and they never expected the Invid to arrive with the vast numbers and ferocity that they did. When the Invid arrived, the smaller size and lack of a centralized base of operations saved the Armies of Cyran from the devastation visited upon the females of Intara. As a result of that small fortune, the Armies of Cyran are currently almost as large as those of Intara. However, Intara still has a number of advantages, including an entrenched position and the alliance with the stranded Robotech Masters who can provide Bioroids and other mecha for support.

The Armies of Cyran have discovered that the Robotech Masters are being protected by Intara, and it has compelled the males to strike against the Intara forces. Members of the Cyran have been not only gathering intelligence on the Intara base, but they are also *trying* to locate the exact position of the Robotech Masters and the hidden factory building the new Bioroids.

The females of Intara are no longer at the height of their power and the mixed armies from Cyran are ready to wage war with them, but the Invid complicate things. Meanwhile, the Armies of Cyran are biding their time, attacking the enemy in small groups using guerilla tactics, while amassing their main force. They want to hit their prime target(s) with everything they've got because they realize they are not likely to get a second chance. They are also considering the tactic of luring the Invid to the Intara/Robotech Masters' stronghold(s) and tricking the Invid into doing their dirty work for them. However, they'd prefer to extract revenge themselves, if possible. The final decision will be made after they find the stronghold(s) of their enemies.

As for our heroes, they may find themselves drawn into the Zentraedi feud, and used as pawns by either side (particularly the Masters). Another wrinkle is that our heroes may hope to capture and use the factory to help humankind, admittedly an incredible long shot. Ultimately, however, their best action is probably to see the factory destroyed so that it does not fall into the wrong hands, Invid, Zentraedi or evil humans (the G.M. can, if so desired, involve the *Black Reign* or other bandits in this free-for-all). With so many dangerous enemies around them, the group had better be on their toes.

Part 3: War Machines for the Masters

The group should have a variety of minor skirmishes and encounters along the way to actually finding the factory producing the new Bioroid mecha. The Game Master can run that search any way he or she feels most comfortable with. Certainly, Gregov can gather his wits and point them directly to the location of the factory, but it can be just as likely that the group will need to search diligently for extended periods of time and quite possibly never actually find it. In fact, leaving the place *undiscovered* until after the adventures with the Robotech Factory are resolved could provide the characters with some consolation for losing the factory (if that is the outcome) and/or can be used as a long, fun series of adventures — a sort of mini-campaign. Certainly, the Bioroid factory complex is nothing compared to the Robotech Factory, but with the equipment there the Robotech Defenders, especially if they are allied with the Overwatch camp, would gain a tremendous asset in their war against the Invid.

Of course, if they locate the facility before the Robotech Masters leave to rendezvous with the factory in space, it will be populated and ferociously defended. In this instance, the group will be faced with at least a few dilemmas. Do they destroy the facility in order to weaken the Masters? If all hell breaks loose, do they fight alongside the Bioroids against the enraged Cyran Zentraedi or the Invid, or both? Can they salvage any of the facility in order to strengthen their own battle against the oppression of the Invid?

Regardless of the questions they'll have to address sooner or later, the situation will certainly be a difficult one, as will surviving it.

Game Master Info for Part Three

The Bioroid factory is located underground. It is built into a large, hollow cavity formed by the crashed hulk of a Zentraedi Scout Ship. Intara converted it into a hidden bunker shortly after they were stranded on Earth, because one of the ship's auxiliary generators had survived and was still producing power. The female Zentraedi converted it to a repair garage upon acquiring the human technicians, and it was eventually converted, once more, into a full production facility when the Robotech Masters arrived. It took almost four years to outfit the factory and another two years to finalize the designs and begin production of the Bioroids. The factory can produce two complete Bioroids



per month without attracting attention from the Invid. The rate could be doubled, but would have a 33% chance of drawing the attention of the Invid for each day of the stepped up activity. In addition to the production rates, the facility can also repair 300 M.D.C. worth of damage to existing mecha per day without interfering with the production schedule. Mecha production at a safe rate requires 50 M.D.C. of the total (350 M.D.C.) per day. At maximum production, a full bioroid could be made every three days, but because such a rate would have a 75% chance of attracting the Invid, it's not worth the risk.

The factory requires at least ten technicians skilled in mechanical engineering to keep it operational; everything else is completely automated. If less than ten, reduce the daily capabilities by about 10% or 35 M.D.C. per day. This means a single BME with a mechanical engineer helper could repair an Alpha Fighter at the rate of 70 M.D.C. per day. Yes, the factory can be reprogrammed to repair and/or produce RDF, REF, or Southern Cross mecha! This could do a hell of a lot to keep existing mecha operating in the field at full capacity, and add greatly to the resistance against the Invid. Note: Only the maximum output of the facility to produce new mecha will risk Invid detection. Repair work, even at maximum rates, would have little chance of drawing their attention, especially if proper precautions are taken.

Note: The listed defenders of the factory are those present *before* the Robotech Masters leave to rendezvous with the Robotech Factory. If the characters do not discover this area until after their departure, it will be mostly abandoned and protected only by the Zentraedi units listed. Once the Masters leave, the technicians will not be in the facility. The Masters will take the most promising of them along to the factory, while the others will be traded to loyal Zentraedi in southern jungles. Reclaiming those technicians can be a whole other series of adventures for the player characters, especially if they manage to secure the Bioroid factory.

The Bioroid Factory

A. Outside the Factory: The entrance to the factory is located in the side of a hill on the edge of an overgrown clearing. Hidden around the perimeter of the clearing are four Zentraedi Tactical Battle Pods, a pair of mercenaries in Micronian Bioroids, and a Mobile Gun Bioroid on a rise half a mile (0.8 km) away. The mecha of each of these defenders has full M.D.C. and weapon payloads. The *Mobile Gun Bioroid* has a full view of the clearing and its perimeter and will provide support to his fellows from long-range. He may also call for reinforcements.

There are a number of large metal shards jutting from the ground all around the area. These are M.D.C. fragments of the spacecraft buried below, and can be used as cover by any mecha smaller than 30 feet (9 m) tall. When the factory is under attack, the guards also use the M.D.C. debris for cover, requiring attackers to make called shots or maneuver for clear lines of fire. The guards will also radio the internal security to close up the factory and to alert other defenders. It takes two melee rounds (30 seconds) for the heavy blast shield to slide into place over a lightly armored inner door at the entrance. The normal door has 150 M.D.C. and the heavy blast shield has 400 M.D.C. On the

last attack of the first melee round, the heavy shield begins to slowly close and is completely shut by the end of the second melee round. Once sealed tight, they will have to blast their way in.

If the characters rush into the factory before finishing the outer guards, they will be followed inside and sandwiched between the inner and outer defenders of the factory. The Mobile Gun Bioroid will leave its post and move to the factory once the characters enter.

B. Inside the Factory: The factory is one large, open area. Different sections are marked off with stripes painted on the floor. It is very loud in side, and anyone without a helmet will be unable to hear spoken words even if shouted. Radios within a closed environment are the only way to communicate in here (and, of course, by pointing and using sign language).

The main room is accessed from the surface by a large elevator. Up to seven Alpha-sized mecha can fit on the lift without severe crowding. The ceiling in the main room vaults nearly 100 feet (30.5 m) overhead, but the factory only takes up about half that space, with the tallest crane towering about 45 feet (13.7 m). The rest of the equipment at this location is only about half that height. Metal frameworks and support structures for heavy industrial equipment clutter the view of the room. Note that much of the work is done with the help of robot systems, and those will continue their work even after the technicians have fled for cover.

Patrolling and protecting the factory proper are four Hunter-Killer Bioroids, two Micronian Bioroids, a pair of Tactical Battle Pods, and a Red Leader Bioroid. All are fully armed and have full M.D.C. The Game Master may want to beef up the defenses if his group is particularly strong. The Bioroids and Battle Pod defenders will use the machinery for cover and send the technicians to hide inside their living quarters. The G.M. can determine what damages are done to the equipment (and what repairs will be needed if the place is salvaged) by keeping track of characters missing their called shots at enemy mecha and how long the firefight lasts.

If the group slips in through the entrance, they have the element of surprise and automatically get initiative and first attack. The defenders will lose one or two melee actions responding and diving to take cover; the technicians will run for their lives, taking refuge in the housing structure. It will take the micronian techs 1D4 melees to reach the safety of their armored "building." Don't forget that diving in through the closing blast doors will sandwich our heroes between the inner factory defenders and those pursuing from outside. However, their pursuers are likely to have gotten momentarily cut off by the closing door. It will take two melee rounds to get the armored doors to slide back open longer if the player characters blast the control panel and freeze the door in place (e.g., only open enough for a mecha to stick its arm in, or a human-sized character to squeeze through). Of course, this means our heroes are temporarily trapped inside, and enemies outside will be able to blast their way in within two or three minutes.

In the event that the player characters have defeated the outside defenders, the blast doors will be closed, they will have to blast their way in, and the inner defenders will be in position behind cover and the technicians will be safely hidden in their

homes. As the characters enter, they should anticipate an **ambush situation**. In this case, the Bioroids and Zentraedi units automatically have initiative for the first melee round, and the characters cannot dodge/parry the first attack of each ambusher. The rest of the round proceeds normally with the characters retaliating, taking cover, and generally parrying and dodging as normal.

Factory locations of note:

1. Smelting and Bonding Equipment: Very heavy machinery dominates this area of the factory, and the heat is intense. No one can survive in this section for long (more than five minutes) without some kind of protection from the heat. The technicians use thermal suits, but mecha and CVR-3 or Souther Cross armors will do just fine. Salvaged materials are refined and processed here. Falling or being pushed into the smelting vat does 1D6x10 M.D. per melee round. These massive pieces of equipment can provide cover for even the largest of mecha.

2. Molding and Casting Equipment: Refined metals are cast or formed into components using molds and robotic forging machines in this area. The machinery is large enough to provide cover for any size mecha.

3. Finishing and Electronics: This area has less bulky, massive equipment than the other areas and resembles more of an automotive garage and computer repair lab. Metal parts are cleaned up and finished here alongside the assembly of the electronic components. Basically, all of the components of say, a mecha's arm, would be finalized here, then sent on to be assembled. There is nothing in this area for a mecha to hide behind unless it is less than ten feet (3 m) tall.

4. Component Assembly Area: All of the parts for each limb, torso, weapon system, or other mecha system are assembled here and prepared for final integration into a complete mecha unit. The cranes and lifts are only of moderate size and can be used for cover by any mecha shorter than 15 feet (4.6 m). A recently finished Micronian Bioroid and a Hunter-Killer Bioroid stand against one wall (the HK-Bioroid is actually piloted, he's just pretending to be inanimate until the right opportunity arises for him to attack).

5. Final Assembly: Heavy support frames and multi-ton cranes dominate this area. At any given time, a partially constructed bioroid of any type can be found. The massive equipment can provide cover for mecha of any size.

6. Technician Housing: Attached to the wall opposite the entryway, is a four story box with small windows that resembles a micronian building. It is the housing complex for the technicians. The walls are M.D.C. (the whole building has 250 M.D.C.) and sound insulated. Each technician has the equivalent of a large apartment consisting of a living area and kitchen, separate bedroom, extra room (commonly used as an office), and bathroom. There is a small garden/atrium on the bottom floor (put there by the technicians) and a makeshift gym with a swimming pool on the roof. The remainder of the first floor holds the housing units of the mercenaries piloting the Mercenary or Micronian Bioroids as well as the third stage clones that pilot the other bioroids.

7. Factory Garrison: The only other rooms in the factory that are separate from the main factory area are the quarters of

the full-sized Zentraedi who pilot the *Tactical Battle Pods*. They are located through a 50 foot (15 m) portal in the south wall. A short corridor links the six huge residences to the factory. Each room is almost 100 feet (30 m) square, with a pair of bunk beds taking up almost half of that, a storage locker for gear (Zentraedi battle armor and hand weapons), and a radio/commlink system. The bathroom for the giants is communal, just as it was on the old warships. They loyally serve the Robotech Masters and will fight to the death.

Behind the Scenes

A brief history of the Intara

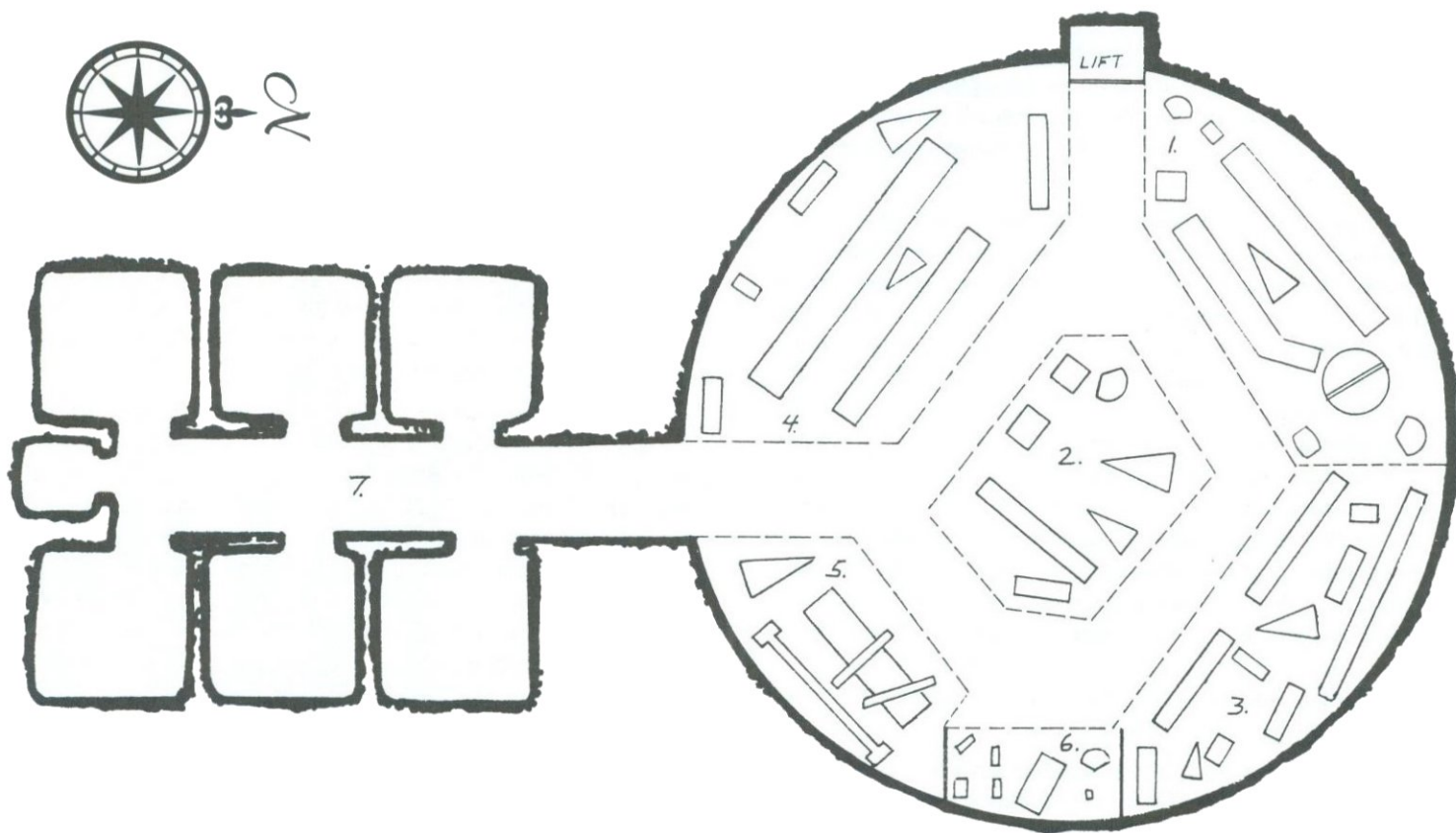
When the Zentraedi global assault was over and their space fleet destroyed, thousands of the crippled spacecraft found their way to Earth in various states of damage. Three of those craft were part of the Intara Battle Group, a segment of the female Zentraedi armies. As fate would have it, the three ships settled rather close together in the jungles of Thailand. The females gathered their forces under the command of *Illisia* and fortified the position of the downed spacecraft and settled in to wait for rescue by the Robotech Masters or sympathetic Zentraedi. Waiting did not mean sitting idle, however, and the Intara (as they called themselves) actively and aggressively captured mecha from male Zentraedi and those females who refused to ally themselves with their powerful force.

During the reconstruction period following the First Robotech War, Illisia and the Intara were contacted by the E.B.S.I.S. with overtures of a trade alliance. The Eastern Block

knew the Zentraedi needed technicians capable of repairing their damaged war machines, and the Soviets wanted Robotech mecha for research, even if they were only Battle Pods. Illisia agreed to trade mecha, including any captured RDF units, for the extended services of a large group of E.B.S.I.S. technicians. However, when the time came to make the exchange, she seized the techs and nearly obliterated the military escort the Soviets had sent them with. She never upheld her end of the deal and there was nothing her shafted partners could really do about it. The techs were put to work repairing mecha.

When the Robotech Masters arrived on Earth, Intara had gathered enough troops to fill two Zentraedi destroyer craft (approximately 40,000 soldiers) and the mecha complement of a single such craft (See the *Robotech RPG Book Three: Zentraedi*, for exact numbers and ship details). It was not until the end of the war that the Robotech Masters were able to arrange transport for that many giant Zentraedi. Unfortunately, before the Masters could retrieve the loyal giants, their mother ship fell to Earth as its exhausted protoculture stores failed to provide enough power to maintain orbit. The massive craft was completely destroyed after a barely controlled re-entry and crash landing. Members of Intara rescued the Robotech Masters and some of their important personnel before the ship impacted with the Earth. The female warriors were still stranded, but at least they were reunited with their Masters.

The coming of the Invid was not so kind to the members of Intara. Despite camouflage measures, forewarning and preparations, it was almost impossible to hide an army of that size from



the fervent eradication enacted by the Invid invaders. Intara lost more than 70% of its mecha and 80% of its soldiers against the Invid. Subsequent battles and the struggle to survive in the suddenly Invid hostile environment would whittle their numbers down even more over the years, until they finally rebuilt their hidden community and could escape the Invid's ire. They only narrowly avoided complete annihilation.

With time, the remaining forces recovered from their losses and established a new base of operation in Thailand near the Burma border. It is a *Thuverl Salan Destroyer* concealed by camouflage and ready for take off (as described on page 11 of this book). Also see page 43 of Robotech Book 3: Zentraedi for the complete floorplans of this spacecraft. For years it was hidden, partially buried underground, but under the leadership of the Masters, it has been unearthed and will soon be used to rendezvous with the Robotech Factory in space.

Important Note: The player characters (and Cyran Zentraedi for that matter) *may* only encounter this massive force of Zentraedi if this adventure occurs before they blast off. Furthermore, even if this adventure happens before or very near the scheduled time for the rendezvous, the group may have no reason to locate and attack the giant, functioning Zentraedi Destroyer. By the time the player characters find the Bioroid Factory, it has served its purpose and the Masters will cut their losses and abandon it. They won't care if it falls into human, rogue Zentraedi or even Invid hands. They are now focused on getting to the Robotech Factory above the Earth. They are simply biding their time, waiting for the moment that will take them from Earth and allow them to rebuild the Empire of the Robotech Masters.

The forces on the Destroyer are as follows:

- 600 Military Support Personnel & Technicians
- 1900 Zentraedi Foot Soldiers with body armor (30% male)
- 910 Tactical Battle Pods (40% male pilots)
- 244 Officer's Pods (20% male pilots)
- 1200 Female Power Armor Troops (all female pilots)
- 400 other Battle Pods (all female)
- 400 Standard Bioroids of various types (all male).
- 600 New Bioroids

6254 total soldiers, plus Masters and a few dozen Tirolians and human slaves (including the technicians). Note: The Intara force was predominately (90%) female before the Masters arrived and decided to recruit males to the force. Illisia was not particularly happy with this turn of events, but her loyalty to the Masters forced her compliance. The males are segregated from the female forces and Illisia remains the Commander in Chief of all combat forces, male and female.

Soviet Technicians & Their Creations

As the years passed, some of the micronian technicians serving Intara passed away (though not always from natural causes), but new "recruits" are acquired as needed and there are enough to get the job done. Over time, the Masters showed some interest in the creativity of the Earth scientists. It had been centuries since the Masters had any urge or need to change their mecha designs, but the current desperate situation called for a certain

amount of compromise and normally distasteful reconsideration. The humans were allowed to develop some of their designs in exchange for some extra freedoms, like mingling with the limited clone population and access to computers for their work.

The micronian technicians in conjunction with the surviving Science Masters, have been busily repairing, improving, and modifying Zentraedi and bioroid armors and mecha. The modifications to Zentraedi mecha are minimal and mainly consist of repairs that bring the mecha up to full M.D.C., but a **number of Battle Pods and a select few female power armors have had their armor increased slightly (adding about 10% to the total of the main body)**. The Masters still find it difficult to trust their warrior servants with powerful war machines, especially in the current situation. Fortunately, the Intara are completely loyal and do not mind the return to the old way of doing things.

The Robotech Masters have a small number of traditional Bioroids as well as the new types under their command to make certain the Zentraedi and humans are kept under their thumb (the exact number of these minions, including the Intara Zentraedi, are left to the discretion of the G.M.). Only a precious few of these deadly mecha and their pilots made it out of the doomed Masters' mother ship. There are certainly enough of them to keep the Zentraedi in line as well as defend the Masters' temporary base of operations. However, with the impending time frame for rendezvous with the Robotech Factory, the Masters must ensure that they have a fighting force capable of handling any obstacles. This means obstacles like the Armies of Cyran and the player characters will not be tolerated. In such an event, Bioroids (any and all types) and other mecha units will be dispatched to hunt them down and either exterminate them or lure them away from the factory base. Because of these vital needs, the Robotech Masters have not only authorized improvements to the existing Bioroids, but are allowing the human technicians to present designs for new Bioroids to augment their forces. **Note:** In the event that these new designs (which can be tested in the safety of the micronian jungles and using micronian subjects) should prove viable, the Masters can take them back to Tirol and use them as part of their new armies when they retake and rebuild their Empire.

The combined knowledge of the Masters and the Earth Micronians has resulted in the creation of completely new Bioroid designs. Currently, there are only about two dozen of each *new model* in active use, but the player characters will definitely get to tangle with them once they start poking their noses too close to the activities of the Robotech Masters or their Zentraedi allies.

A small handful of the new mecha designs will be guarding the facilities that produce them, and a small grouping might be sent to hunt the runaway scientist, but the rest of them will be in the direct service of the Masters back at the *Intara base*. Third Stage Clones pilot most of the new machines, though a number of Clone Masters did survive and can remote pilot the machines using First and Second Stage Clones. All of the *Micronian Bioroids* will be in the field beefing up the mercenary operatives employed by the Masters, but the mercenaries using those mecha will hold them in reserve for dire situations or station them to protect their camps and bases. Employing the still rare mecha in routine patrols and other maneuvers is a foolish risk, and is not done.

The new Bioroid designs are all black or red in color and half of them have a camouflage system that helps them to hide in the jungles. The camouflage system masks heat and sonic readings as well as providing a visual shape diffusion pattern. When sitting motionless in cluttered surroundings, like jungle foliage, the system provides an equivalent 55% prowling rating for the mecha, and during combat in the jungles it provides the Bioroid with an additional +1 on initiative and +1 to dodge.

Quick Stats on Gregov

I.Q. 18, P.P. 15, all others are average. He is of unprincipled alignment, and is a 9th level Bio-Maintenance Engineer (BME) with electrical and mechanical engineering skills. Hit Points: 41, S.D.C. 11.

He managed to escape from the Bioroid Factory but has been pursued by Bioroids and Zentraedi who want to capture him and bring him back. Gregov is suffering from emotional/mental trauma and fatigue, but is slowly recovering. He will not want to go back to the Bioroid Factory or to the Masters base, or any other Zentraedi or Masters stronghold. He will attempt to slip away and hide if it is suggested (or insisted) that he come along. He is very cooperative if allowed to stay at the village. Gregov has no loyalty to the Masters but is disoriented and terrified.



New Bioroids

In addition to the completely new Bioroid units presented below, the technicians and Science Masters have also beefed up a number of the surviving standard Bioroids (all colors). Worker Bioroids have been outfitted with weapons in order to bolster the fighting force available, armor has been marginally improved, and performance has been adjusted. The results are that approximately 10% of the standard Bioroids will have 10% additional M.D.C., and the following bonuses: +1 on initiative, +1 to strike and dodge, and 5% increases in overall speeds and leaping abilities. Their famous hover platforms are also available.

Hunter-Killer Bioroid

Faced not only with limited resources and materials, the Robotech Masters grounded on Earth also had to deal with the topography of their temporary home. With their mother ship destroyed, they are out of their element, something they have not had to deal with for centuries. These conditions forced them to compromise their usual procedures on a number of levels, including relying on the free will of human micronians and the need to redesign or replace their reliable, ages old mecha designs. To take advantage of the heavy foliage and restricted terrain, the Masters undertook the design and construction of smaller, more agile mecha that could exploit the handicaps of their enemies and function better in a jungle environment. The Hunter-Killer Bioroid was their best creation.

Using the general styling of the existing *Bioroid Terminator*, and drawing inspiration from the compact but powerful Cyclone mecha of the REF, the technicians and scientists came up with a heavy, but agile suit of powered armor capable of moving easily through the jungles or crowded urban environments. Much like the Cyclone, the Hunter-Killer is extremely maneuverable, yet armored enough to adequately engage larger mecha with some guarantee of inflicting significant damage. In squads of four to six, these units can be deadly. The Hunter-Killers are the most numerous of the new mecha and many are controlled by Clone Masters, some of which operate in trios similar to the *Bioroid Invid Fighter*. The role of the Hunter-Killer is currently similar to that of the Bioroid Terminator, guarding the hallways and sensitive areas of the Robotech Masters' factory and base, as well as hunting renegade micronian allies and serving as a scout and jungle combat unit. Mercenary and high-tech bandit allies of the Masters are sometimes sent out to raid spacecraft hulks, city rubble, and ruined bases outfitted with Hunter-Killer Bioroids and/or Micronian Bioroids.

Hunter-Killer Bioroid

Model Type: HKB-01

Class: Micronian Augmenting Powered Bioroid Armor.

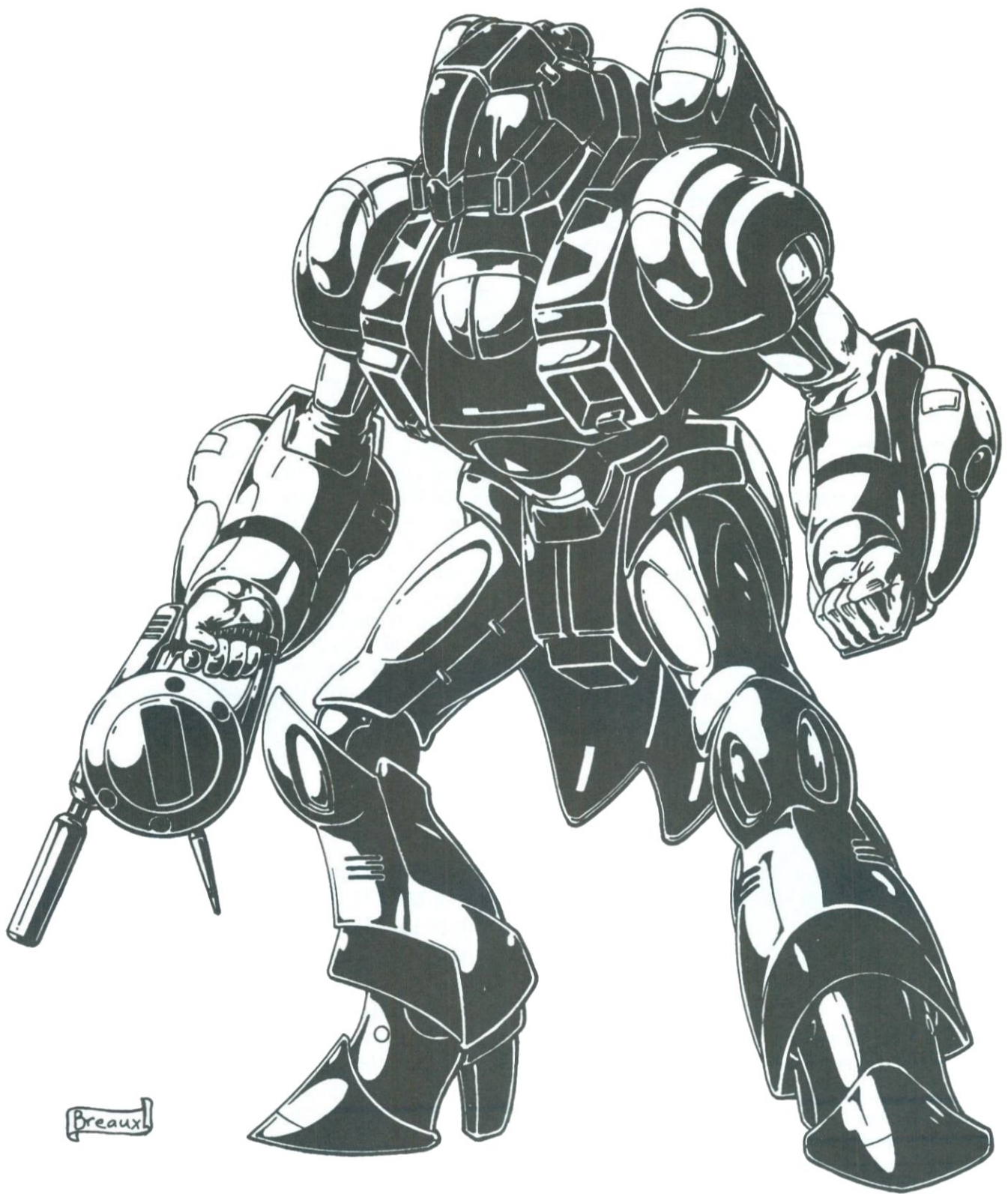
Crew: One

M.D.C. by Location:

** Head — 50

Legs (2) — 80 each

Arms (2) — 50 each



** Rocket Thrusters (2, rear) — 40 each

* Main Body — 160

* Reinforced Pilot's Compartment — 50

** HK-Drum Gun — 50

** Missile Launchers (2) — 40 each

* Depleting the M.D.C. of the main body will shut the mecha down completely, rendering it useless. The reinforced pilot's compartment is actually a suit of body armor worn under the

Hunter-Killer powered armor. A quick release system allows the wearer to shed the useless outer armor in a single melee action.

** The small size or location of these targets makes them difficult to hit, requiring a called shot at -3.

Speed: Running — 60 mph (96 kph) maximum.

Leaping — The powerful legs of the mecha can leap up to 30 ft (9.1 m) high or across unassisted. With thruster assis-

tance, the mecha can reach distances of 140 ft (42 m) high or lengthwise.

Flying — Hover stationary up to 30 ft (9.1 m) above the ground and fly at up to 175 mph (280 kph).

Height: 8 feet, 9 inches (2.6 m)

Width: 4 feet, 4 in (1.3 m)

Weight: 1365 lbs (614.5 kg)

Weapon Systems

1. Forearm Machineguns: Built into each forearm are a pair of fully automatic machineguns. These weapons fire high explosive ammunition similar to that used in the Weasel and Badger infantry weapons of the REF, allowing them to do mega-damage despite their small size. The pair of guns on an individual arm always fire together at the same target, but both arms cannot fire simultaneously at the same target unless the attacker is standing absolutely still or the target cannot move.

Primary Purpose: Anti-personnel/Defense

Secondary Purpose: Assault

Effective Range: 1000 feet (305 m)

Mega-Damage: 2D6 short burst (counts as one melee attack), 4D6 long burst (counts as two melee attacks), and 1D4x10 full melee burst (uses up all but one melee attack/action). **Damage is doubled if both weapon systems are fired simultaneously at the same target, but only if the attacker is standing still and pointing with both arms (defenders/victims of the attack are +3 to dodge).**

Rate of Fire: Burst only.

Payload: Each arm has enough ammo for 40 short bursts, 20 long bursts, 10 full melee bursts or any combination of the three (a long burst uses twice the ammo as a short burst, a full melee burst, four times a short burst, etc.).

2. Mini-Missile Launchers: Mounted above each shoulder is a mini-missile launcher. Plasma mini-missiles are the only kind used in the launchers, although others could be substituted in an emergency. The sting of the mini-missiles gives the Hunter-Killer a sizable punch despite its small size.

Primary Purpose: Assault

Secondary Purpose: Anti-Aircraft

Effective Range: 1 mile (1.6 km)

Mega-Damage: 1D6x10

Rate of Fire: One at a time or in volleys of 2 or 4.

Payload: Eight total; four in each launcher.

3. HK-Drum Gun: This is a small-scale version of the reliable Bioroid weapon drum. Like the full-sized version, it fires explosive, armor piercing rounds.

Primary Purpose: Assault

Secondary Purpose: Anti-Personnel

Effective Range: 2000 feet (610 m)

Mega-Damage: 2D6 per round.

Rate of Fire: Aimed, burst, or wild. *See machineguns under Modern Weapon Proficiencies.*

Payload: The HK-Drum Gun has a large ammo drum with six internal clips, each holding 75 rounds of ammunition (for a total of 450 rounds). When one clip is emptied, the weapon automati-

cally switches over to another clip. An extra drum of ammunition can also be carried. The ammo drums can be exchanged in two melee actions/attacks.

4. Hand to Hand Combat: The Hunter-Killer Bioroid uses the Cyclone hand to hand bonuses, but only gets +1 to leap dodge instead of +3.

Punch — 1D4+2 M.D.

Kick — 1D4+3 M.D.

Leap Kick — 2D4+2 M.D.

Body Flip/Throw — 1D4+2 M.D.

Body Block/Tackle — 1D4+2 M.D.

Mobile Gun Bioroid

Fast, maneuverable, and able to chew a hover tank a new ... well, you get the idea. The Mobile Gun Bioroid was designed solely as a support and assault weapon with the speed and movement necessary to have the advantage in the jungles of Indochina and the firepower to put holes in even the heaviest of armored opponents. It is little more than a large gun on a pair of legs, the Robotech Masters' equivalent of a tank or Tactical Battle Pod, with the agility of a Logan Veritech Fighter. Its locomotion is based on the agile, stable, two-legged design of the Zentraedi battle pods, but its Bioroid origins allows only for a micronian or clone pilot. This leaves space to make it much more heavily armored than the old, giant Battle Pods. Mobile Gun Bioroids are commonly deployed with Hunter-Killer Bioroids as heavy support. In this role, they often remain a significant distance behind the smaller units and act as snipers when needed.

Mobile Gun Bioroid

Model Type: MG-01

Class: Specialized Combat Bioroid

Crew: One

M.D.C. by location:

Legs (2) — 125 each

Pulse Lasers (2) — 50 each

Main Gun — 100

Reinforced Pilot's Compartment — 50

* Main Body — 220

* Depleting the M.D.C. of the main body will shut the mecha down completely, rendering it useless.

Speed: Running: 75 mph (120 kph) maximum. Leaping: It can leap up to 120 feet (36 m) up and across!

Height: 18 feet, 2 inches (5.4 m)

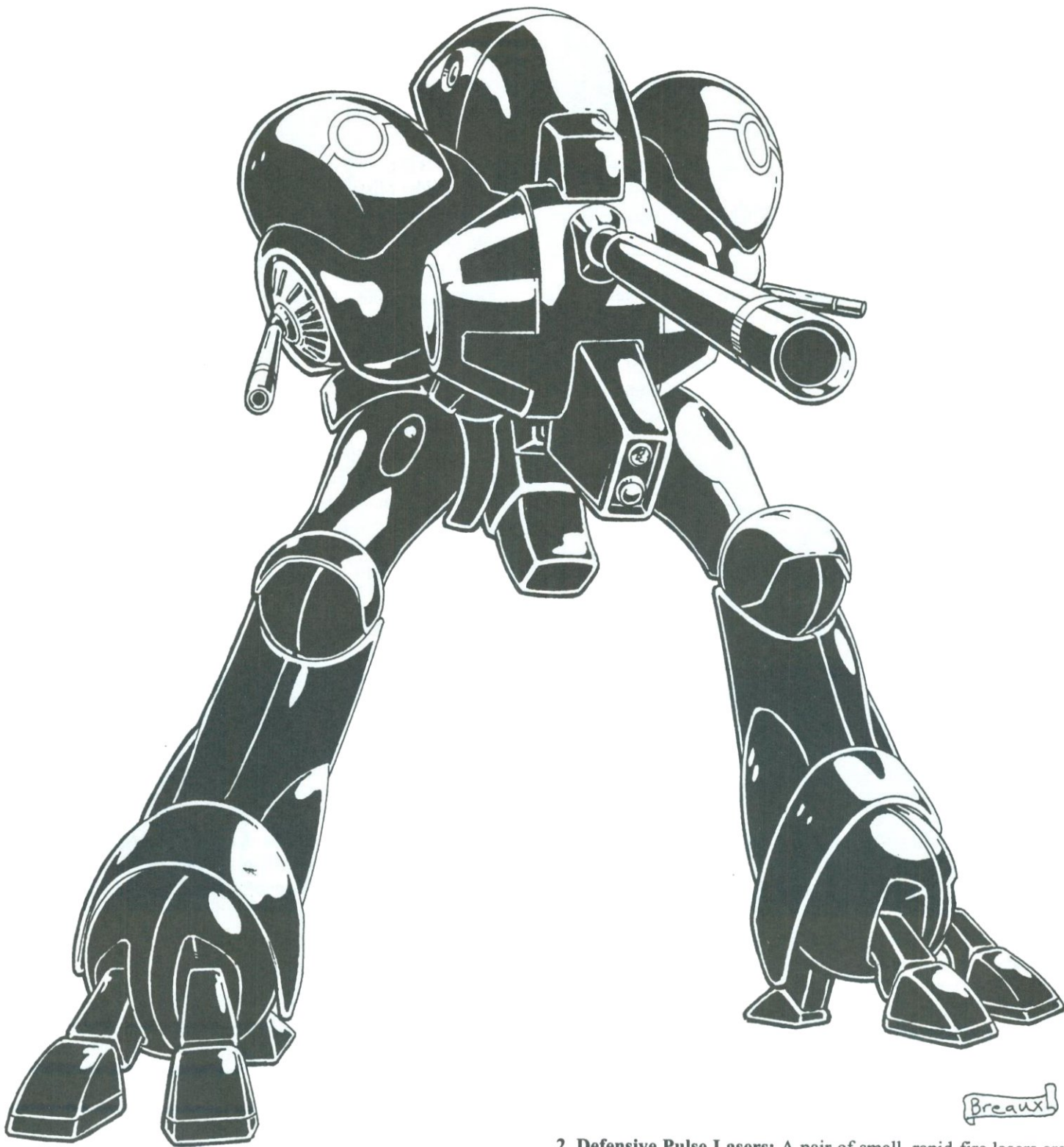
Width: 8 feet (2.4 m)

Length: 10 feet, 6 inches (3.15 m)

Weight: 9.4 tons

Weapon Systems

1. Main Particle Beam Cannon: The main armament of the Mobile Gun Bioroid is a powerful particle beam cannon. Though this weapon is impressive, the mecha has little in the way of other defensive weaponry and is thus somewhat vulnerable without support mecha of some kind.



Primary Purpose: Anti-Armor

Secondary Purpose: Assault

Effective Range: 8,000 feet (2400 m)

Mega-Damage: 2D6x10 M.D.!

Rate of Fire: Equal to the combined hand to hand attacks per melee of the pilot; each blast counts as one melee attack.

Payload: Unlimited

2. Defensive Pulse Lasers: A pair of small, rapid-fire lasers are the only defensive weapons of the bioroid.

Primary Purpose: Defense

Secondary Purpose: Anti-Personnel

Effective Range: 2000 ft (600 m)

Mega-Damage: 1D6 per blast or 4D6 for a quadruple pulse. The two weapons fire independently and due to their positioning, can not hit the same target unless it is 12 ft (3.6 m) wide or larger.

Rate of Fire: Single shot or in pulses of four.

Payload: Unlimited

3. Hand to Hand Combat: Use the Red Leader Bioroid Hand to Hand Combat; plus gets an additional +1 to dodge.

Stomp — 1D4 M.D.

Butt/Bump with Body — 1D4 M.D.

Kick — 1D6+2 M.D.

Leap Kick — 3D6 M.D., but counts as two melee attacks.

Micronian Bioroid

The stranded Robotech Masters realized that their resources were finite, and planned carefully to compensate. Hiding and careful rationing worked at first, but once the Invid arrived, they had to make plans for the eventuality of some form of engagement in order to free themselves. One step they took was to make use of the mercenaries in the area. Such auxiliary troops were quite useful, but their general lack of mecha made them of limited use and effectiveness against the Invid and rival Zentraedi factions. In addition to this failing of the mercenaries, the Masters only had so many clones and Clone Masters with which to animate their Bioroid protectors. With the inspiration of the micronian technicians, the Masters solved one problem by relieving several smaller ones. They decided to modify Bioroids with cockpits more familiar to humans and train some of the mercenaries to pilot them.

The *Micronian Bioroids*, as they are called, have a seat styled cockpit much like that of other Earth mecha, but for controls, it uses the standard clone visor and some minor neural web interfaces. The human pilots are not controlled by the Clone Masters, nor are they mindless zombies, as happens when humans are subjected to the Zylonic Mental Probe (a typical Robotech Masters' tactic). They are mercenary and bandit pilots allowed by the Masters, as allies, to use these mecha as payment for services rendered (and for retainer fees). With the quality and capabilities of these units, the loyalty and eagerness to work for the Masters is easy to understand. Once the Masters leave Earth for the Robotech Factory (as detailed elsewhere in this book), a number of these Micronian Bioroids will be left behind with the mercenaries who are using them (as many as 1000). This can result in future conflicts with player characters, as well as the possibility of one or two of our heroes getting their hands on one (if the G.M. allows it).

This Bioroid is more heavily armed than Standard Bioroids for two main reasons. First, their numbers are limited — the Masters do not have the luxury of fielding massive numbers of Bioroid machines in this particular war with the Invid. Secondly, the micronians seem to prefer heavily armed war machines and the Masters are more than happy to feed such combative tendencies while shaping them for their own ends. All of this is not to say that these Masters, though desperate, have forgotten the rules that built their Empire. Yes, they are giving significant firepower to their servants and might risk a revolt or other similar troubles. However, they have only allowed a certain number of loyal humans to have access to these custom Bioroids and most of those are staying behind on Invid infested Earth. Only about 10-20 percent will be taken into space with them.

Micronian Bioroid

Model Type: MCB-02

Class: Micronian Piloted Bioroid

Crew: One

M.D.C. by location:

Head — 75

* Hands (2) — 40 each

* Shoulder Missile Bulbs (2) — 40 each

* Forearm Machine gun Bulbs (2) — 20 each

Arms (2) — 75 each

Legs (2) — 100 each

Reinforced Pilot's Compartment — 50

** Main Body — 200

* A single asterisk indicates small targets or places that are difficult to hit. Attackers must make a Called Shot to hit them and is -4 to strike.

** Depleting the M.D.C. of the main body will shut the mecha down completely, rendering it useless.

Speed: Running: 60 mph (96 kph) maximum. Leaping: 90 feet (27 m) high and 60 feet (18.3 m) lengthwise.

Height: 22 feet (7 m)

Width: 10 feet (3 m)

Weight: 12.5 tons

Weapon Systems

1. Rapid-Fire Machineguns (4): Built into the two bulbous protrusions on each of the mecha's forearms are a set of automatic machineguns. These weapons are very much like the top mounted weapons of the old RDF Excalibur Destroid, but they are newer versions and a bit more compact than their predecessors. The pilot aims by pointing the arm, and the two weapons on that arm fire simultaneously at the same target. Aiming is computer assisted and both arms can be used on the same target at once for double the listed damages, but only if the attacker is standing still and the target is moving slowly or is stationary (opponents are +3 to dodge).

Primary Purpose: Anti-Personnel

Secondary Purpose: Defense

Effective Range: 2000 feet (610 m)

Mega-Damage: Each twin burst does 2D4 M.D. for a short burst (counts as one melee attack), 4D4 for a long burst (counts as two melee attacks), and 1D4x10 for a full melee burst (uses all but one melee attack/action). Paired attacks using both arms inflicts double the damage.

Rate of Fire: Burst only.

Payload: Each arm has enough ammo for 100 short bursts, 50 long bursts, or 25 full melee bursts.

2. Shoulder Missile Launchers: Each large bulb on the top of the shoulder plate is a short-range missile launcher.

Primary Purpose: Anti-Aircraft

Secondary Purpose: Assault

Effective Range: Varies with missile type, but usually from 2 to 5 miles (3.2 to 8 km)

Mega-Damage: Varies with short-range missile type, but usually 1D6x10 for plasma, armor piercing, or high explosive warheads.



Breaux

Rate of Fire: Singly or in volleys of 2, 4, 8, or all 10 per launcher.

Payload: 10 missiles in each shoulder launcher for a total payload of 20 short-range missiles.

3. Bioroid Weapon Drum: Identical to the weapon used by the Masters' other Bioroid mecha.

Primary Purpose: Assault

Secondary Purpose: Defense

Effective Range: 4000 feet (1200 m)

Mega-Damage: 5D6 per projectile. Short bursts do double damage, long bursts do x5 damage, and full melee bursts do an impressive x10 damage.

Rate of Fire: Aimed shots equal to the pilot's combined number of hand to hand attacks per melee, or burst firing using the modern weapon proficiencies rules for automatic weapons (not machineguns).

Payload: The drum has 2000 rounds of ammunition, which pro-

vides enough ammo for 2000 aimed shots, 200 short bursts, 80 long bursts, or 40 full melee bursts.

4. Hand to Hand Combat: Unlike the clone-piloted Bioroids, these units have human pilots and use the mecha combat skills and rules. Bonuses are equal to the Gladiator Destroid combat training and Basic Destroid training. See the respective skills for bonuses and any special abilities. Remember that these are supposed to be fast, agile mecha much like the Bioroid units they are based on, which give them additional bonuses as follows; +1 on initiative, and +1 to strike, parry and dodge.

Restrained Punch — 1D4 M.D.

Full Strength Punch — 1D6 M.D.

Power Punch — 2D6 M.D. but counts as two melee attacks.

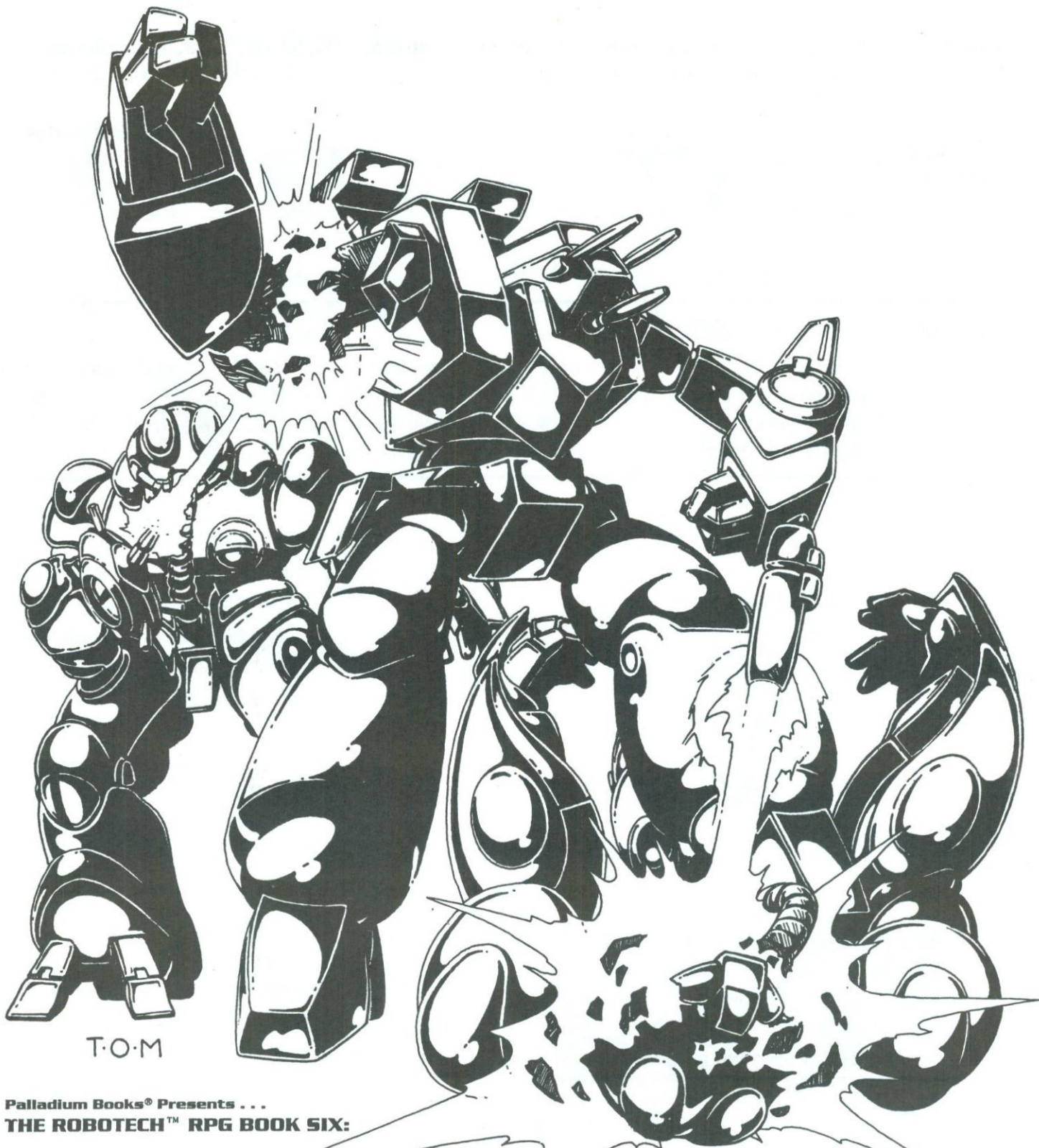
Body Flip — 1D4 M.D.

Kick — 1D6 M.D.

Leap Kick — 2D6+2 M.D., but counts as two melee actions.

Stomp — 1D4 M.D.

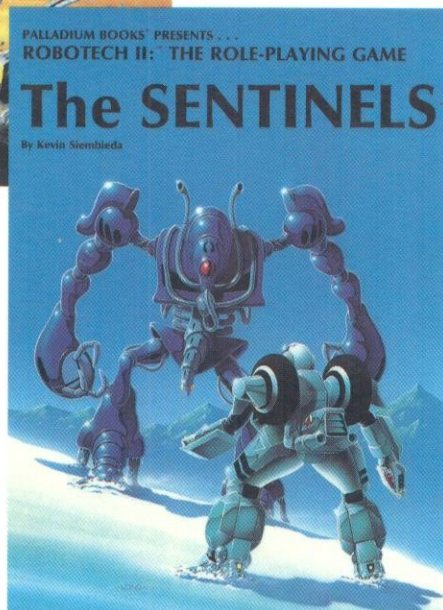
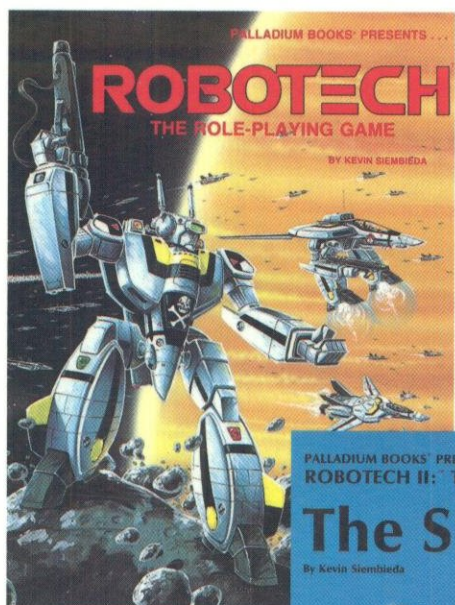




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