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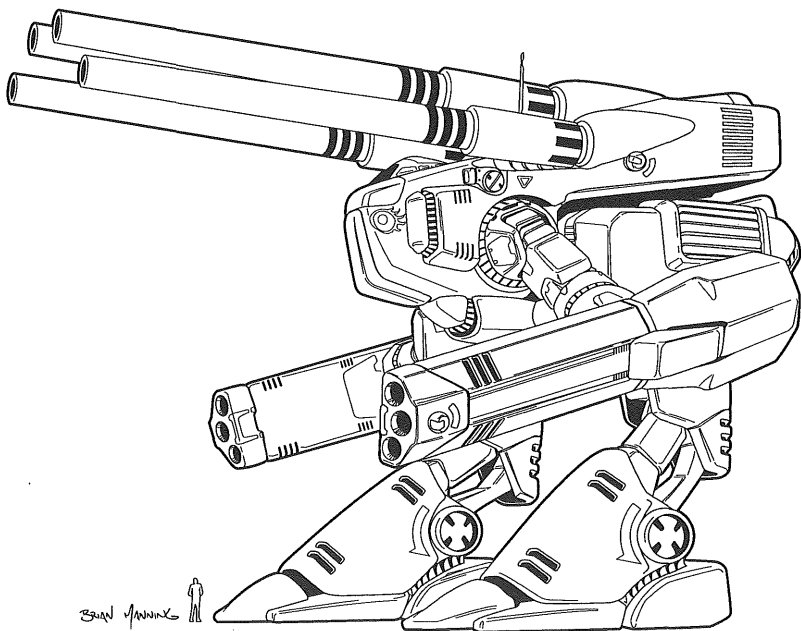
Violence and the Otherworldly

The **fictional world of Robotech®** deals with war, alien invasion, betrayal and violence. It is an exotic realm of the future where alien invaders, robotic war machines, alien technology, space travel and alien worlds are commonplace.

Some parents may find the war, violence, aliens, and science fiction elements of the game inappropriate for young readers/players.

We suggest parental discretion.

Please note that none of us at Palladium Books® condone violence and war, nor encourage the belief in aliens or the fear of alien invasion. This is a fictional game, not real life.



Robotech® The Macross® Saga – an epic sourcebook for the Robotech® The Shadow Chronicles® Role-Playing Game.

Dedication

For my baby.

– Jason Marker, 2008

Special Thanks

I'd like to thank my Naval Technology and Warfare Advisor, *Lloyd Ritchey*, for all his help in nailing down aspects of life aboard a big ship and for helping me get my mind around naval technology and tactics. I'd like to thank my Aerospace Technology Advisor, *Justin Kugler*, for explaining to me the ins and outs of aerospace technology in terms simple enough for me to understand. I would also like to thank *Kevin* for giving me the opportunity to stretch my legs with this manuscript, *Wayne* for moral support, and the guys at Robotechreferenceguide.com for their painstaking research.

– Jason Marker, 2008

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Written by: **Jason Marker**

Additional Writing, Stats, Tables, and Ideas: **Kevin Siembieda**

Game Rules by: **Kevin Siembieda**

Editors: **Alex Marciniszyn**

Wayne Smith

Kevin Siembieda

Proofreader: **Julius Rosenstein**

Harmony Gold Consultants:

Steve Yun

Tommy Yune

Interior Artists:

Allen Manning

Brian Manning

Michael Majestic

Katrina Matravers

Kevin Long

Cover by: **Apollo Okamura**

Robotech® Logo Design: **Tommy Yune**

Layout and Typography: **Wayne Smith**

Original Illustrations: **Shoji Kawamori, Haruhiko Mikimoto, Kazutaka Miyatake**

RPG rules, game design and system of play created by **Kevin Siembieda**.

Palladium Books Online: www.palladiumbooks.com

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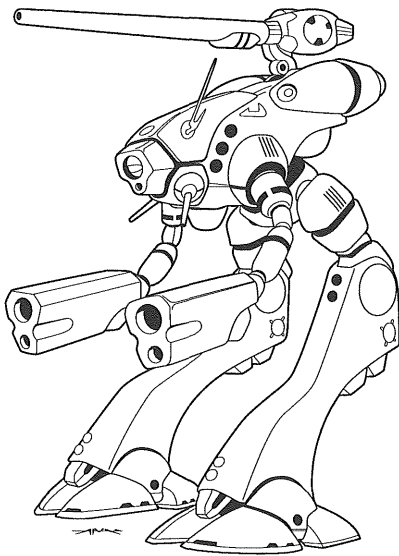
– *Kevin Siembieda, October 2008*

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Robotech® for a New Generation

Robotech®, which began with *The Macross Saga* segment, was one of the first anime series to have a major impact on television audiences across North America. We had never seen a show quite like **Robotech®**. A serious science fiction war story with powerful, giant war machines called *mecha* and transformable aircraft called *Veritech Fighters*. The alien enemy? spacefaring giants with their own fearsome weapons and an armada of spaceships that numbered into the millions and wielded the power to decimate a planet.

As impressive and exciting as the giant mecha, spacecraft, and adventures were, the *characters and story* were the compelling elements that carried the show. Watching the **Robotech®** series

today (and even back then), some of the dialogue and characters' actions seemed a little childish or goofy, but I'll tell you what, it had a wide audience appeal that kept my 7 year old son, 9 year old daughter, dad (me!) and his adult pals glued to the TV for every episode, anxious to see what happened next. Even today there are fewer "cartoons" that appeal to boys, girls and adults, making **Robotech®** unique on a number of levels. Palladium Books® would soon discover just how unique when it released its smash hit **Robotech® Role-Playing Game** in 1986, followed by many successful sourcebooks as well as the *first* VHS videotape releases of **Southern Cross**, **New Generation** and **Robotech® II: The Sentinels®** in North America. What an exciting ride it was for Palladium to play such an important role in the history and legacy of **Robotech®**.

New Robotech® RPG & Sourcebooks

Palladium's legacy with **Robotech®** continues as we now release new **Robotech®** role-playing games and sourcebooks.

Even though we have done **Robotech®** in the past, we have approached the license as if we were seeing it for the *very first time*. That means watching and re-watching EVERY episode of the original **Robotech®** series as well as the new **Robotech®: The Shadow Chronicles®** movie on DVD, conducting research online, scouring books and text on the subject, reviewing model sheet art, talking to helpful fans, debating aspects and game elements among ourselves, and picking the creative minds at Harmony Gold who are behind the cur-

rent **Robotech®** resurgence. That means new interpretations, all new writing, new artwork, new RPG presentation, new adventures and lots of fun. We hope you like what we're doing.

Robotech®: The Macross Saga is a *sourcebook*. For those of you new to role-playing games, that means you *need* the **Robotech®: The Shadow Chronicles® Role-Playing Game** to *play* the heroes and storyline of Macross. The **Robotech®: The Shadow Chronicles® RPG** is available as a convenient 336-page manga-size book, a deluxe 8½ x 11 inch hardcover edition with some additional material, and even as a limited edition signed hardcover that any longtime fan would be proud to show off. The cool thing about *role-playing games* is that you generally only need the core rule book (in this case that's **Robotech®: The Shadow Chronicles® RPG**), and whichever sourcebooks you desire, to play.

Palladium Books® plans to have *sourcebooks* for all FOUR of the Robotech® eras – **The Macross Saga**, **The Masters Saga**, **New Generation**, and **Robotech®: The Shadow Chronicles®** by 2009. In fact, **The Masters Saga** should be in stores for *Christmas 2008*, so watch for it. That means **Robotech®** fans can role-play through all four generations of heroes and adventures, or pick and play their favorite era in the **Robotech®** time-line and go wild.

Additional sourcebooks featuring more mecha, spacecraft, weapons, equipment, characters, settings and adventures will follow. One of them is what we are “unofficially” calling *The Big Book of Robotech® Spaceships* (the real name will be something cooler sounding), because we want to gather

every spacecraft throughout the history of **Robotech®** and present it in one, big, handy sourcebook.

The Macross Saga™ Sourcebook

The Macross Saga is where it all began. This is the setting that launched the original TV series and captured the hearts and imaginations of generations of fans.

You can think of this **Robotech®: The Macross Saga Sourcebook** that you are holding in your hands as a *treasure chest* filled with page after page of amazing giant mecha, aircraft, vehicles, spacecraft, Battle Pods, Zentraedi aliens, weapons and equipment.

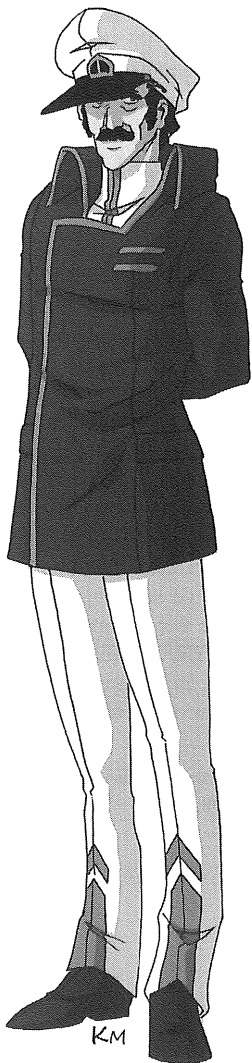
As a role-playing game sourcebook, players can create their own *United Earth Defense Force (UEDF)* heroes and rub shoulders with Rick, Roy, Max, Miriya, Minmei, Lisa, Captain Gloval, Breetai and other legendary characters as they embark on their *own* adventures in the defense of Earth and the preservation of the human race. The people and adventures we've seen on TV is are only some of the heroes and stories of this epic saga. YOU are about to create your own chapter in the saga of **Robotech®** through your own role-playing adventures.

Enjoy the read, embark on adventure and game on.

– Kevin Siembieda, Game Designer &
Publisher, 2008

Character Creation

Welcome to the United Earth Defense Force (UEDF)



Your character is one of the bold men and women who have joined the ranks of the **United Earth Defense Force (UEDF)**, a military force established after years of global war. In fact, some may have fought on behalf of one nation or another during the period of worldwide unrest.

The global war ended when a giant, *alien spacecraft* tore through hyperspace, fell through Earth's atmosphere and crash landed on **Macross Island** in the South Pacific. The discoveries made during the excavation of the alien spacecraft were alarming. When that information was shared with the leaders of the world's nations, it sent shock waves throughout every government, ended petty international squabbles, and united the nations of Earth.

What could have been so revealing and frightening that it could have united a planet at war? First, the alien vessel confirmed we were not alone. It revealed that intelligent alien beings did, indeed, exist. Second, these aliens possessed advanced technology and the means to travel across space. Third, the wreckage revealed these aliens were giants estimated to be 30 to 60 feet (9.1 to 18.3 m) tall. Fourth, that they were a warrior race dedicated to combat and conquest. Fifth, the giant aliens used advanced robotics and war machines. Sixth, the crashed spacecraft was in fact a massive warship. And last, but most compelling, the data files recovered from the warship indicated that the aliens would want the ves-

sel and its contents back. However, there was no indication whether the aliens were aware of the massive starship's final destination.

Earth's greatest scientific minds speculated that it was only a matter of time before the aliens traced their lost warship back to Earth and found human civilization easy pickings for conquest. Unless the people of Earth began to prepare now, the giants would take the planet for themselves, enslaving or destroying the human population. It was almost as if the crash of the alien ship was the universe's way of sending the people of Earth a wake up call, saying, "What are you doing fighting each other? Look at what's out there."

Shocked into reason, the world governments united and hatched a plan to defend against alien invasion. They would study the alien technology, reverse engineer as much as they possibly could, build their own space fleet, weapons and war machines to repel such an alien attack. With luck, the giants might never even find the Earth, but in the event they did, Earth's defenders would be ready to throw the alien's own technology right back at them.

Step one was to deconstruct the alien spacecraft and learn as much as they could about the alien technology.

Step two was rebuilding the alien ship. It was envisioned as an aerospace carrier, battlefortress and command ship rolled into one. A new ship type was designated for the vessel, *Super Dimensional Fortress*. The alien ship was commissioned *SDF-01 UES Macross*, and was considered to be the new flagship of Earth's fledgling space fleet.

Step three was to use the knowledge gleaned from the alien vessel – a new

science dubbed *Robotechnology* – to create new weapons and mechanized war machines the likes of which the world had never seen before. Two secret projects were born from this new technology, Project Excalibur and Project Valkyrie. Project Excalibur was put into place and brought about the Destroids, walking tanks bristling with more firepower than a pre-war armored battalion. Project Valkyrie gave birth to the legendary VF-1 Valkyrie, an aerospace fighter that used new Variable Engineering and Robotic Integration Technology (VERITECH) to change from a fighter craft to a robot and back again. Along with other scientific and technological advances, this was all deemed perfect for a war against invading giants.

Step four, and this is where your player characters come into the story, the creation of a *new military force* to combat the potential alien invaders. To that end, the elite soldiers and military leaders of the global war were recruited to become members of the *United Earth Defense Force (UEDF)*. So were the brightest and best pilots, soldiers, engineers, scientists and minds around the world.

When the aliens arrived, nobody was prepared for what would happen next. To be honest, nobody knew when or even if the giant aliens would come to Earth. Everyone had hoped the people of Earth would have many more years to prepare, but this was not meant to be. The aliens appeared on the very day of the SDF-1's christening and maiden voyage. They called themselves the *Zentraedi* and they wanted their space-ship back.

Nobody, not the United Earth Defense Force (UEDF) nor the Zentraedi

aliens under the command of Lord Breetai, foresaw how their first confrontation would unfold. Some sort of unknown automated defense system hidden within the SDF-1 survived the crash and escaped human renovations. It detected the Zentraedi fleet the moment it came out of space fold to gather near the moon. The SDF-1's secret program responded by firing its devastating main cannons at the approaching fleet and drawing first blood, Zentraedi blood. From that point forward, the **First Robotech War** was on.

Your UEDF character is one of Earth's dedicated defenders. Whether the character pilots a Destroid or a Veritech, or crews the SDF-1 or one of Earth's other space platforms or military bases, the character knows that he fights for the survival of humankind against impossible odds.

Eventually, the soldiers of Lord Breetai's own fleet sympathized with and joined the heroes of the SDF-1 to turn the battle against the rest of the Zentraedi Armada. Despite this last ditch effort to protect the Earth, the planet-wide conflagration was horrendous. Over 90% of Earth's population was wiped out in a hard-fought victory for the humans, but the struggle was not over.

Since that fateful day, the UEDF has had to struggle to rebuild its military force, re-establish the United Earth Government (UEG), and help ensure the long-term survival of the human race. The heroes of the UEDF have had to face discontented and rebellious Zentraedi insurrection, civil unrest, and savage attacks against it and the UEG as it worked to help keep the United Earth

Government cohesive and maintain order around a world under reconstruction.

Realizing the Zentraedi's creators, the **Robotech Masters**, might send more combat troops at the Earth to recover the secrets locked within the SDF-1, the UEDF and United Earth Government (UEG) resolved to take the fight directly to the Robotech Masters and try to broker a lasting peace with them. To that end, the *United Earth Expeditionary Force (UEEF)* was conceived and put into motion. However, it would take some time to prepare, build the SDF-2 (and then SDF-3), and blast into the outer reaches of deep space.

Playing the Macross Saga. Exactly when you choose to start your *Robotech® role-playing game campaign* is up to *you* and your Game Master. It can start with the *arrival of the Zentraedi* or the SDF-1's long trek from the edge of Pluto back to Earth as it battles Zentraedi every step of the way. Or you could start with the *SDF-1's return* to Earth to be part of the epic battle against the Zentraedi armada. Or you can role-play the *days after the Zentraedi armada* is defeated and the UEDF struggles to keep all the pieces of their shattered world from falling apart. Of course, all of this assumes that you know something about **Robotech® The Macross® Saga**; that you've seen at least some of the anime series on television or DVD (and if you haven't we recommend it for the sheer viewing pleasure), or read some of the novels or comic books. *Future sourcebooks* from Palladium will offer more world and timeline information, but for now we suggest starting at the beginning: The Earth is threatened by alien invaders and *YOU* are one of its elite defenders.

This **Macross Saga Sourcebook** presents the characters, mecha, equipment, setting and information you need to create a Robotech character and start creating your own **Macross Saga** adventures.

A Simple Time-Line of Key Events in the First Robotech War

1999: Signs of Alien Life

A giant alien ship appears in orbit over Earth and subsequently crash lands on a small island in the South Pacific called *Macross Island*. The nations of the world, embroiled in a global war, call an uneasy cease-fire when it is revealed that the vessel was actually a warship sent to Earth for reasons unknown.

A simple, fearful question unites the nations of the world: "What happens when the aliens come looking for this ship and track it to Earth?"

An international scientific team studies the remnants of the warship and concludes that the aliens will be hostile and that the Earth is in serious danger of an invasion. The fear of a common, alien and unknown enemy galvanizes the global community. Unfortunately, the Anti-Unification League opposes reconciliation and drags on the Global War for several more years.

2000: January

Evidence confirms that not only does the alien spaceship contain super-advanced technology, but the aliens are 30-40 foot (9.1-12.2 m) giants! In an un-

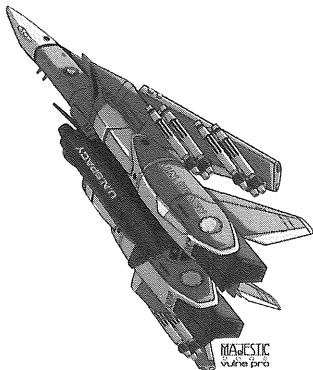
precedented effort of cooperation, the world governments unite and work together to reverse engineer the alien technology and rebuild the alien warship for their own protection. The new alien science is quickly dubbed "Robotechnology" and the unique power source centered around the tech becomes known as "Protoculture."

Development of new weapon systems against the giant alien threat begins.

2005:

The last major factions of Anti-Unification League are defeated and the nations of Earth ratify a single global governing body known as the **United Earth Government**.

Meanwhile, Robotechnology has been successfully combined with Earth technology and science to create a vast number of advancements and all manner of new technological marvels. Arguably, one of the most impressive of these marvels is the advent of a new class of *transformable combat vehicles* called **Veritech Fighters**: jet fighter planes that can change from a jet (Fighter mode) to a jet with legs and arms (Guardian mode) to a humanoid shaped robot configuration (Battloid mode).



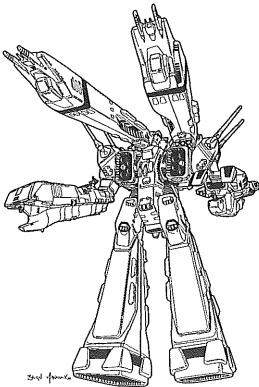
2009:

The First Robotech War

The rebuilt alien spaceship is christened the **SDF-1** and commissioned into the United Earth Defense Force (UEDF; nicknamed by some as the RDF or Robotech Defense Force). The launch ceremony christening the SDF-1 as the new flagship of the UEDF is interrupted when a massive alien armada materializes in lunar orbit. This fleet, manned by giant aliens called **Zentraedi**, has come to reclaim the massive space battle fortress. They do so in the name of the mighty **Robotech Masters**, and the First Robotech War begins.

2011:

After being accidentally transported to Pluto in a space fold mishap, the United Earth Defense Force (UEDF) fights its way back to Earth, taking on the massive Zentraedi invasion force bent on destroying humanity. The Zentraedi are eventually defeated, but not before their devastating bombardment of Earth from orbit destroys billions of people and flattens nearly every major population center around the globe. The



SDF-1 is badly damaged. Rick Hunter and other heroes emerge. The United Earth Government struggles to restore peace and rebuild a civilization devastated by war.

2014:

The SDF-1 and her newly completed sister ship, the SDF-2, are destroyed by Zentraedi rebels in a brazen suicide attack. The last major battle of First Robotech War comes to a close.

2015:

The United Earth Expeditionary Force (UEEF) is officially formed and a buildup of starships gather in orbit with the help of a captured Zentraedi factory satellite. Many surviving Zentraedi giants agree to undergo a process called “micronization” that makes them human-sized, and many of them join the UEEF. The keel of the SDF-3 is laid down in orbit; she is to be the flagship of the Expeditionary Force and the spearhead of their mission to find the Robotech Masters. The UEEF represents the greatest hope of Earth’s boldest heroes.

2022:

The SDF-3 Pioneer is launched under the command of Admiral Lisa Hayes-Hunter and Rear Admiral Rick Hunter. The UEEF begins the long journey to **Tirol**, homeworld of the Robotech Masters. Earth is left under the protection of the **Army of the Southern Cross** and what is left of the **United Earth Defense Force (UEDF)**. **Note:** The Army of the Southern Cross, the Robotech Masters and the Second Robotech War will soon be covered in the upcoming sourcebook, **Robotech® The Masters Saga**.

Character Creation is Fun and Easy

The nitty-gritty of character creation is all explained in the rules section of the **Robotech® The Shadow Chronicles® Role-Playing Game** book. But here are the basics.

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

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

3. Your character will also have **Hit Points** (life points) and **S.D.C.** (additional physical punishment he can endure). These are important, but as mechanized warriors of the Expeditionary Force the physical endurance (M.D.C.) of your mecha and body armor are even more important. It's all explained later. The bottom line is smart choices and the mecha your character pilots are crucial to your survival as a soldier.

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

Picking an O.C.C. Each player must select an Occupational Character Class (O.C.C.) for his or her character. The O.C.C. represents the occupation, background, training and skill range of the character. This is who you are and what you do for the *United Earth Defense Force (UEDF)*. All are military based, though some are better suited for combat, while others serve in support roles (communications, engineering, medical, etc.).

The UEDF is the predecessor and founding organization of the UEEF (United Earth Expeditionary Force), and both military groups are organized in a nearly identical manner when it comes to troop designations, training, skills, rank and mecha.

Use the *Occupational Character Classes (O.C.C.s)* found in the core rule book, **Robotech® The Shadow Chronicles® RPG**, as follows:

- **Destroid Pilot** is the *Battloid Ace* O.C.C. The Battloid Ace is an elite combatant who specializes in piloting *non-transformable mecha* such as the **Destroids**. The Battloid Ace uses Destroids to repel Zentraedi attackers, board enemy spacecraft, engage in surgical strikes, punch holes in enemy defenses, front-line infantry assaults, troop support, riot control and close melee combat. **Note:** Substitute the Bioroid Interceptor and Condor with ANY "Destroid." If you are looking for a Destroid that is somewhat similar to the Bioroid Interceptor or Condor, it would be the Spartan or the Excalibur.

- **Military Combatant/Soldier/Sailor** is the *Enlisted Crewman/Infantry O.C.C.* These valiant men and women are the front-line troops and backbone of the UEDF. Their special training may include Damage Control, Infantry, Heavy Infantry, Mechanic, Radio Corpsman, and Security.
- **Commando/Special Forces** is the *Military Specialist O.C.C.* The Military Specialist is a highly skilled military officer. Their special training may include Command Officer, Demolitions, Gunner, Marine, Ranger, Special Forces and others.
- **Ship's Crewman/Navigation/Communications/Mechanics, etc.** is the *Technical Officer O.C.C.* The Technical Officers are the brains behind operations and logistics. Their special training may include Combat Engineer, Communications, Engineering, Flight Crew, Navigator, Medical Officer and others.
- **Valkyrie/Macross Veritech Pilot** is the *Veritech Pilot O.C.C.* They are the cream of the crop among elite fighter pilots. Although they are first to operate the new transforming Veritech Fighters, they are also skilled at piloting other combat aircraft. **Note:** Substitute a Valkyrie wherever it refers to the *Alpha Fighter*, and substitute the "Armored Veritech" with disposable Valkyrie Orbital Booster and/or "Super Veritech" whenever it refers to the *Beta Fighter*.
- **Playing Zentraedi Characters is Optional**, check with your Game Master (G.M.) to make sure he will allow such characters in the game *before* you spend time creating a

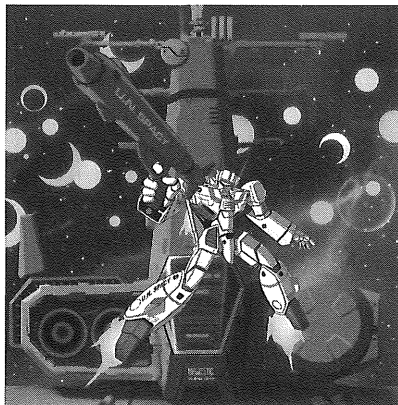
Zentraedi player character. Please respect the choice of those G.M.s who do *not* allow giant (or micronized) Zentraedi as player characters. See the section on *Zentraedi* elsewhere in this book for details. You will still need to refer to the core rule book for skills and other character creation information.

The **Optional, Quick Roll Character Creation Tables** that follow can help you create your character quickly and provide data and personality to help breathe life into your Macross character. You should stop and take a quick look at these tables in the pages that follow as most gamers find them fun and helpful. The traditional, full-blown creation rules are presented in the core rule book, **Robotech® The Shadow Chronicles® RPG**.

5. Skills help define the character and determine his or her range of abilities. Combat, piloting, weapons and all the rest will depend on skills. Skill selection is made easy with the selection of a *Military Operational Specialty* or *M.O.S. skill bundles*.

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

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



Optional: Quick Character Creation

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

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

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

The Five O.C.C.s: Battloid Ace (Destroid) O.C.C., Enlisted Crewman (Soldier) O.C.C., Military Specialist (Special Forces) O.C.C., Technical Officer O.C.C. and Veritech (Valkyrie) Pilot O.C.C.

Optional Table to Quick Roll Your Character

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

In short, it eliminates a great deal of decision making!

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

Attributes and Suggested O.C.C. and M.O.S.

Make a random roll or pick one of the eight categories presented in the table below. Each gives the character at

least one mental or physical advantage and suggests the best O.C.C. (Occupational Character Class) and M.O.S. (a set of skills that are the character's Military Operational Specialty) based on that strength.

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

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

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

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

Your character is best suited to an M.O.S. that involves mental challenges, assessing data, research, creating/building, learning, engineering, electronics, science, medicine, and strategies and tactics.

Your best O.C.C. is *Technical Officer*.

13-26% Strong-willed: I.Q. 1D6+11, M.E. 1D6+19, M.A. 1D6+9, P.S. 1D6+9, P.P. 1D4+13, P.E. 1D6+10, P.B. 1D6+9, Spd 1D6+8.

Your character is best suited to an M.O.S. that involves focus, self-discipline, and challenges.

Your best O.C.C. is *Military Specialist* or *Battloid Ace (Destroid Pilot)*.

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

Your character is best suited to an M.O.S. that involves leadership, officer training, teaching, communications, performing, espionage, and subterfuge.

Your best O.C.C.s are probably *Technical Officer* and *Military Specialist*.

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

Your character is best suited to an M.O.S. that involves physicality, mechanics, athletics, combat, and strength.

Your best O.C.C.s are probably *Enlisted Crewman* (soldier/grunt) or *Military Specialist* (think Marine Commando or Ranger).

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

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

Your best O.C.C.s are probably *Veritech Pilot (Valkyrie Pilot)*, *Battloid Ace (Destroid Pilot)*, or a *Technical Offi-*

cer specializing in Electronics, Mechanical Engineering or Medicine/surgery.

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

Your character is best suited to an M.O.S. that requires physical durability and mental toughness.

Your best O.C.C.s are probably *Battloid Ace (Destroid Pilot)*, *Veritech Pilot (Valkyrie Pilot)*, or *Enlisted Crewman (Soldier)*.

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

Your character is best suited to an M.O.S. that involves teaching, communications, performing, trickery or subterfuge. Your best O.C.C.s are probably *Technical Officer* and *Military Specialist*.

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

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

Your best O.C.C.s are probably *Veritech Pilot (Valkyrie Pilot)*, *Battloid Ace (Destroid Pilot)* and *Military Specialist*.

Ways to Round Out Your Character

Our decades of experience designing games has shown us that players and Game Masters enjoy having as much

background and details about their characters as possible.

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

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

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

Alignment

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

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

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

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

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

Race

01-75% Human.

76-95% Micronized Zentraedi (looks human).

96-00% A full-sized Zentraedi (looks like a giant human).

Sex

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

01-60% Male.

61-00% Female.

Age

01-05% 15 years old; lied about real age and pretends to be 16 or 17.

06-15% 16 years old.

16-25% 17 years old.

26-35% 18 years old.

36-45% 19 years old.

46-55% 20 years old.

56-65% 21 years old.

66-80% 22-25 years old.

81-91% 26-30 years old.

92-97% 31-39 years old.

98-99% 40-49 years old.

100% 50 years or older.

Physical Build

01-15% Skinny.

16-40% Lean and athletic.

41-50% Built; muscular and chiseled.

51-80% Average.

81-90% A bit overweight.

91-00% Overweight.

Height for Humans & Micronized Zentraedi

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

26-75% Average: 5 feet, 8 inches to 6 feet (1.73 to 1.8 m).

76-95% Tall: 6 feet, one inch to 6 feet, 6 inches (1.85 to 1.98 m).

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

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

Birth Order for Humans

Note: Zentraedi are clones.

01-25% First Born.

26-50% Second.

51-75% Middle.

76-00% Last.

Place of Birth for Humans

01-10% Born in England, Australia or New Zealand.

11-20% Born in Europe.

21-40% Born in North America (USA, Canada or Mexico).

41-50% Born in Russia.

51-60% Born in India.

61-70% Born in South or Central America.

71-80% Born in China or Asia.

81-90% Born in Africa or the Middle East.

91-95% Born in Indonesia.

96-00% Born in space.

Family Ties for Humans

Note: Zentraedi are genetically engineered and cloned. They don't have fam-

ilies and kin, and do not understand the human dynamic of family relationships.

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

21-40% Both parents and a sibling died in combat.

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

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

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

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

Human to Human Relationship to Teammates

Roll for each *human* character in the player group.

01-10% Sibling.

11-20% Cousin or other relative.

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

41-50% Friend.

51-60% Old classmate and casual associate.

61-65% Old teammate and casual pals.

66-70% Old teammate and good friends.

71-80% Old rival.

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

91-00% Dislikes the other character.

How a Human Character Feels about a Zentraedi Teammate

Roll for each *human* character in the player group.

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

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

21-40% Has never met a Zentraedi, but is willing to give any on his team the same respect and trust he'd give a fellow human.

41-50% Finds Zentraedi fascinating and is looking forward to getting to know some. Will try to befriend any on his team.

51-60% Believes Zentraedi are among the greatest warriors in the universe and is honored to serve at their side.

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

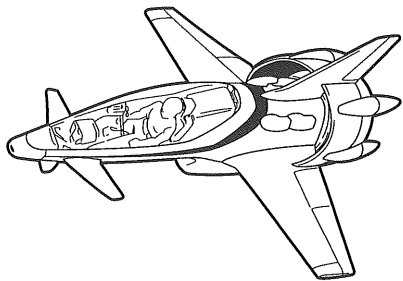
66-70% Old teammate and good friends.

71-80% The Zentraedi is an old rival the character has faced in combat in the past as an enemy ace. Doesn't trust or like the alien.

81-90% Has never met a Zentraedi before and is ambivalent toward them.

91-00% Dislikes any Zentraedi and fears they will turn against humans at some point, especially if their Robotech Masters ever command them to do so.

Note: Zentraedi understand the humans' apprehension and fear of them, and those who have joined the UEDF generally try to tolerate snide remarks, disapproving looks and prejudice. They hope their own heroic actions in combat on behalf of the UEDF will win over their human comrades in time.



Special Aptitude Bonuses

Applicable to Human and Zentraedi Characters

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

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

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

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

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

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

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

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

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

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

Outlook on Earth's Future

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

01-30% Pragmatic Hero. The power level and vast numbers of the alien enemy are terrifying. The Robotech Masters are an, as of yet, unknown quantity, and the future of the Earth is uncertain. Still, you can't give up. You must fight against all odds and pray for victory. This character feels he and the people of Earth have no choice but to fight. He or she just hopes their valiant efforts will be enough to prevent total obliteration of human life at the hands of relentless aliens.

31-70% Dedicated Hero. Earth must be defended and saved at all cost. Earth is home and no stinking alien invaders are going to capture it and enslave its people, or destroy all life on the planet.

The character is fiercely loyal to his fellow humans, the United Earth Government (UEG), and the United Earth Defense Force (UEDF). He or she is ready and willing to fight to the death.

71-80% Idealistic Hero. “We will win,” is the motto of this positive and unrelenting Earth defender and nothing changes his mind. To this eternal optimist, losing is not an option, and he is convinced the human race will be triumphant, and the Earth and its people will be saved.

81-90% Nihilistic Hero. Yeah, the odds are impossible and the Earth is probably doomed, but this grim hero isn’t about to give up. He or she intends to fight to the bitter end, despite the odds, and die defiant and free. Though the Nihilist would be loath to admit it, the character hopes his inevitable sacrifice will, indeed, help defeat or repel the enemy invaders and save at least some fraction of the human race from oblivion or enslavement.

91-00% Starbound Hero. Saving the Earth and human civilization seems like a lost cause to this character. Although he remains a loyal and obedient soldier, he believes humankind’s only hope for survival is to take their new technology and head for the stars to make a new life on alien worlds. The character will be among the first to volunteer for the United Earth Expeditionary Force (UEEF).

Human Prejudices & Feelings Toward Zentraedi

The character doesn’t trust or like (may even hate) one of the following, roll percentile dice. **Note:** This category

should be completely optional. Players should not be forced to roll on this table.

01-10% Dislikes and distrusts all Zentraedi, be they giant or micronized.

11-20% Dislikes or hates all Zentraedi malcontents/rebels who cling to their warlike ways and threaten and attack innocent people.

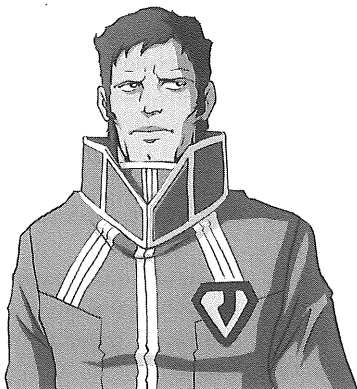
21-30% Fears and distrusts all full-sized Zentraedi, even if they seem to be on the side of humans.

31-40% Distrusts all Zentraedi and wonders if those who have submitted to micronization are actually clever spies and infiltrators waiting to backstab the human race the first chance they get.

41-60% Indifferent toward Zentraedi. Doesn’t know what to make of the efforts to integrate Zentraedi into human society, but is willing to judge each Zentraedi by his actions and hope for the best.

61-80% Values and respects the Zentraedi and supports their integration into human society and military service to defend the Earth.

81-00% Hates the mysterious *Robotech Masters* who are said to be the ones who created the Zentraedi and sent them to attack the Earth. This character sees



the Zentraedi as pawns and victims of the Masters, and would like to embrace them into human society. However, he wonders if their Masters may still hold sway over some dangerous percentage of the Zentraedi on Earth. As a result, this character questions the loyalty of all Zentraedi and fears some may turn against them if the Masters should attack the planet Earth.

Disposition

Note: This category should be completely optional. Players should not be forced to roll on this table. Applies to humans and Zentraedi.

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

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

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

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

24-29% Worrywart, nervous and cautious.

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

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

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

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

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

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

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

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

84-90% Complainer, constantly aggravated about something.

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

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

Zentraedi Loyalty Table

Note: This category should be completely optional. Players should not be forced to roll on this table and it only applies to Zentraedi characters.

01-25% Reluctant Loyalty. This character finds human society strange and confusing. He doesn’t feel like he fits in, but likes it better than life as a Zentraedi soldier. Mostly loyal to Earth and its people, this character is quick to fight to save himself, other Zentraedi in human society, and human friends. He

will even fight in the defense of the planet, but doesn't go out of his way to endanger his own life unless the situation calls for it.

26-60% Dedicated Loyalty. Loves human society, works hard to fit in and is completely loyal. Is willing to fight and die in Earth's defense.

61-80% Disgruntled, but Loyal. The character was infatuated with human society at first, but has since become somewhat disenchanted with it. Humans seem weak, fickle and strange. The Zentraedi doesn't feel like he fits in well, but doesn't see any other viable option and figures things could be much worse, so he stays among them. This character is grudgingly loyal to humans and Earth, and will fight to defend it, but only if a respected Zentraedi leader calls for it, or the situation demands it. Under the right circumstances the character *might* be convinced to turn against humans (10% chance).

81-90% Disguised Loyalty, Malcontent. The character was infatuated by human society at first, but has since become completely disenchanted. He dislikes humans and sees them as weak, frail and pampered fools. He has nothing good to say about humans or human society, but keeps his contempt to himself and other Zentraedi who feel the same way. This character is likely to take up criminal activity, never lifts a finger to help humans or even Zentraedi who are loyal to humans, and will not fight to defend the planet even if ordered to do so. Under the right circumstances, the character is likely to turn against humans and would happily serve the Masters again (70% chance).

91-00% No Loyalty, Malcontent. The character has never liked humans or

human society, openly speaks against them, and hates his life on Earth. He sees the Zentraedi's defeat at the hands of humans and "Zentraedi traitors," like Breetai, as a painful embarrassment.

If this character is a member of the UEDF or human society, he is an opportunist, crook, mole or spy using the system to help himself and other Zentraedi Malcontents. He hates humans, treats them with undisguised contempt, tends to stick with other Zentraedi Malcontents, and is happy to do things that undermine or embarrass humans or benefits himself. This character should be quick to support (secretly perhaps) or participate in a Zentraedi uprising or rebellion, as well as promote discontent and take action against human beings whenever he can, though it may be done secretly. He would be thrilled to serve the Masters or join a new Zentraedi invasion force if it meant destroying or enslaving humans.

UEDF & UEEF Ranks & Chain of Command

Enlisted Ranks:

- E-1: Technical Recruit
- E-2: Technical Apprentice
- E-3: Technical Specialist
- E-4: Petty Officer 3rd Class
- E-5: Petty Officer 2nd Class
- E-6: Petty Officer 1st Class
- E-7: Chief Petty Officer
- E-8: Senior Chief Petty Officer
- E-9: Master Chief Petty Officer

Junior Enlisted, E-1 through E-3 are the lowest link in the chain of command. They are raw recruits, fresh out of basic

and tech school, and everything is new and shiny to them. They tend to be excitable, and are occasionally confused at their place aboard ship/on base.

Non-Commissioned Officers, E-4 to E-7, are experienced and seasoned leaders and are found in positions of authority over the Junior Enlisteds, as well as training and drill instruction.

Senior Non-Commissioned Officers (NCOs), E-8 and E-9, are the highest of the enlisted ranks and are found mostly in purely administrative and leadership positions, and they answer only to commissioned officers. While there are any number of lower ranks active, there are only usually a handful of Master Chief Petty Officers on active duty in the UEDF at any given time.

Commissioned Officers:

- O-1: 3rd Lieutenant
- O-2: 2nd Lieutenant
- O-3: 1st Lieutenant
- O-4: Lieutenant Commander
- O-5: Commander
- O-6: Captain
- O-7: Rear Admiral
- O-8: Vice Admiral
- O-9: Admiral

Junior Officers, O-1 and O-2, carry the ranks of 3rd Lieutenant and 2nd Lieutenant respectively. They are either fresh-faced kids right out of Officer Candidate School or Flight School, or are grizzled NCOs, E-6 through E-9, who have risen through the ranks and have received a commission through skill or political maneuvering.

Officer ranks O-3 through O-6 are where the majority of the workaday officers of the fleet are. These officers are the ship commanders, executive officers,

pilots, squad leaders, CAGs (Commander of Air Group), medical and technical personnel, and form the bulk of the officer corps.

Flag Officers, O-7 through O-9, are the highest ranked of the officers. These men and women are very experienced and highly decorated, and are usually veterans of the Global Civil War.

UEDF Marine Ranks and Chain of Command

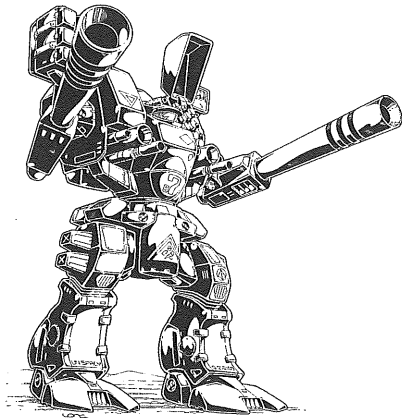
Note: While part of the UEDF Space Fleet (or “Spacy”), the UEDF Marines have their own rank structure and officer corps. The highest ranking Marine officer is the Commandant.

UEDF Marine Enlisted:

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

UEDF Marine Officers:

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



Destroids

Project Excalibur

The first of two top-secret defense projects utilizing the newly discovered Robotechnology, **Project Excalibur** was born of desperate necessity. Initial findings aboard the crashed alien warship that would be rebuilt as the SDF-1 showed evidence of an advanced, space-faring people with technology far and above that of Earth. Further investigation discovered the remains of the ship's crew, massive humanoids averaging thirty to forty feet (9.1-12.2 m) tall, along with the large-scale weapons and war machines that they used. Analysis of the alien remains, mecha, and data from the ship's computers caused great concern among the civilian and military leaders of the newly formed United Earth Government (UEG). Somewhere out in the galaxy was an advanced race of space-faring giants with massive fleets of unimaginably powerful starships, and they were sure to come looking for their lost ship. Faced with the

very real threat of an alien invasion they couldn't possibly hope to repel, the United Earth Government took what they thought was the most responsible and logical course of action and ordered a massive cover-up to avoid widespread panic. Once all evidence of the nature of the crashed starship and her giant crew was classified, UEG military researchers set to designing weapons that could hold off the new alien threat.

Project Excalibur began research and development in mid 2001. The stated goal was to produce a humanoid armored modular vehicle that could not only perform in the roles usually filled by traditional tanks and IFVs (Infantry Fighting Vehicles), but could also defend against the fighting vehicles and infantry of the alien invaders. Numerous advances in robotics and weapon systems, combined with the technological secrets learned from the reverse engineering of the crashed warship and her complement of mecha allowed the R&D phase to proceed quickly. Soon the UEDF had a number of testbeds and prototypes to choose from. By 2005, three designs had entered final testing and had begun field trials. These finalists, the *Modular Battlefield Robot Weapon System*, the *Self-Propelled Armored Robot Tactical Neutralizer*, and the *Heavy Weapons Robotic Platform*, would evolve into the iconic **Destroids** fielded by the UEDF Army and Marine Corps.

Standard Destroid

Sensors & Features:

1. **Radar:** All Destroids utilize a miniaturized, X-band, Phased Array, three dimensional battlefield radar. This radar system tracks airborne targets to a range of 50 miles (80 km) and land tar-

gets up to 15 miles (24 km) depending on terrain. The radar allows the pilot to track up to 25 targets, and has limited IFF capabilities with a database of up to 50 known UEDF enemies. **Note:** The *ADR-04 Defender* has a much more sophisticated anti-aircraft radar that is detailed in that mecha's description.

2. Combat Computer: The combat computer utilizes the IFF data from the radar as well as a laser targeting system to improve the combat performance of the mecha. The computer grants bonuses of +2 to strike with all built-in weapon systems, and +1 to any handheld weapons.

3. Communications Suite: Destroids have a comm suite consisting of a powerful, military band radio. This radio is encrypted and broadcasts both wide band and directional. Range is 200 miles (320 m).

4. Passive Nightvision: A passive light amplification system uses ambient light to form a visible image. Range is 1,200 feet (366 m).

5. Thermal Imaging: Converts the heat signatures of objects and living beings into a visible image. Allows the pilot to see through smoke, inclement weather and even through buildings. Range is 800 feet (244 m).

6. Infrared Sensor: On-board infrared sensor that allows it to see in the IR spectrum. The IR image is easily obscured by smoke and inclement weather. Range is 1,200 feet (366 m).

7. Audio Pickup: An external audio pickup that can pick out a sound as quiet as a whisper at 300 feet (91.5 m). This system is easily foiled by white noise and sound over 80 decibels.

8. Spotlights: Each mecha will have one or two tiny, high-intensity xenon spotlights with a 1,000 foot (305 m) range.

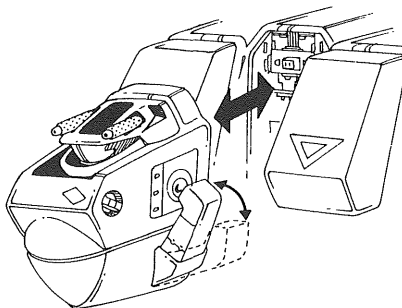
9. Infrared Spotlight: Emits an infrared beam that is invisible to the naked eye, but can be seen with the right sensors and infrared optics. Range is 2,000 feet (609.6 m) but is reduced by half in smoke and/or inclement weather.

10. Tactical Camera: This camera, called the "gun camera" by pilots, can record up to 90 minutes of footage into memory that can then be downloaded and watched. This footage is usually used for training and combat analysis.

11. Ejection System: UEDF Destroids have a zero-zero ejection system that ejects the pilot up and out through the back of the mecha. Powered suits are not equipped with an ejection system.

12. Chaff/Flare Dispensers: All Project Excalibur Destroids carry both smoke and chaff/flare dispensers to confound radar and confuse enemies. The smoke dispensers have four charges and can make a cloud of thick, white smoke about 60 feet (18.3 m) in diameter. The chaff/flare dispensers have four charges each of chaff canisters and flares and have a 75% chance to confuse both radar guided (chaff) and heat seeking (flare) missiles, and a 45% chance of fooling smart missiles and bombs.

13. Tactical Life Support: All Destroids have an airtight and positively pressurized pilot's compartment that can be sealed to protect against biological and chemical agents or hard vacuum. The mecha has an onboard oxygen supply of 48 hours, but that can be extended to a week with the use of external intakes and the onboard recirculation and



Modular Battlefield Robot Weapon System

The MBRWS platform was designed around a modular, bipedal robotic chassis that could mount a variety of bolt-on weapon systems. Proposed as a cost saving alternative to expensive, specialized fighting vehicles, the modular chassis consisted of a pair of fully articulated legs mated to a rudimentary torso unit that held an armored pilot's compartment and the connections to mount the different armor and weapon systems that had been designed for the project. The three types of the MBRWS chosen for mass military application are the **MBR-04 Tomahawk**, the **ADR-04 Defender** and the **SDR-04 Phalanx**. While these vehicles performed well as AFVs (Armored Field Vehicles) and artillery support units, their long-range weapon loadouts and lack of arms and hands limited their effectiveness in hand to hand combat. In mid 2006, the first operational MBRWS robots rolled off the assembly line at the UEDF mecha production facility. While these new vehicles entered active service in heavy support and armored cavalry roles, the search for a capable hand to hand combat mecha continued (see *Spartan*).

MBR-04-Mk.VI Tomahawk

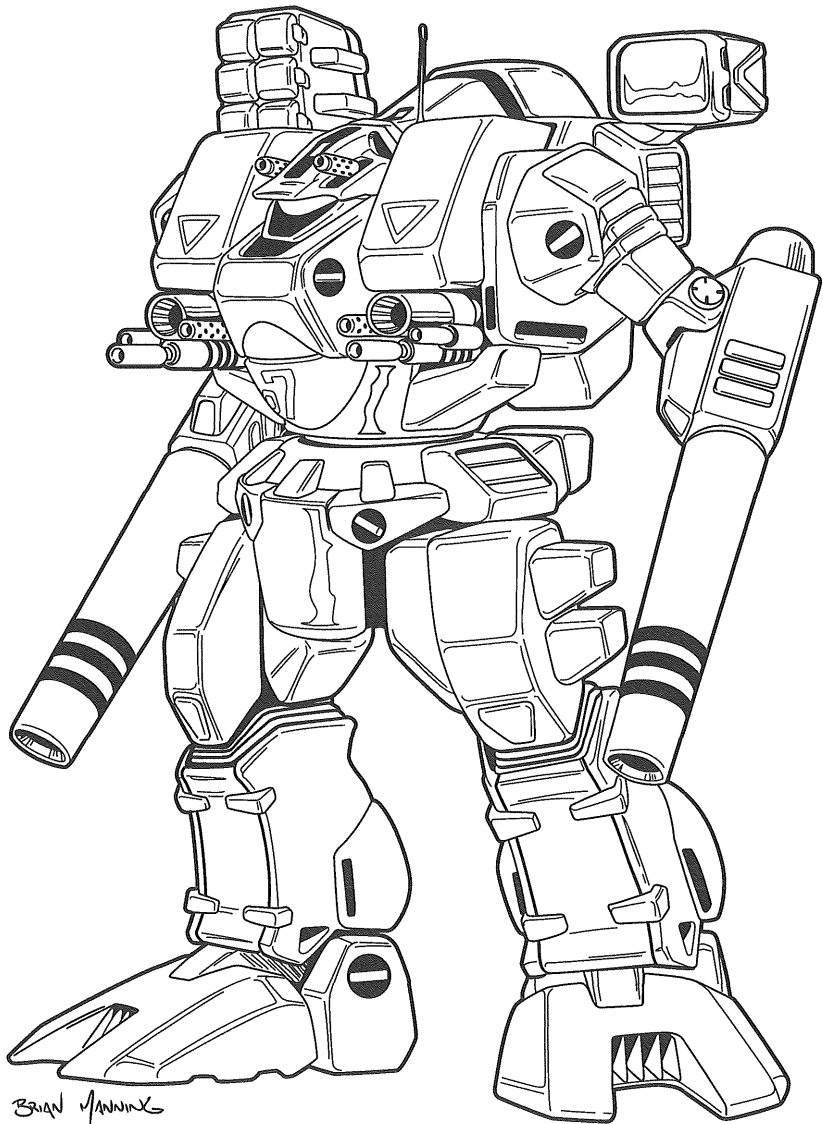
First deployed in June of 2006, the **MBR-04 Tomahawk** was the first of the Modular Destroids to be activated. A massive and imposing mecha, the Toma-

air filtering system. The mecha is shielded against radiation and insulated against temperatures up to 400 degrees centigrade (752 F). Normal fires do no damage, but napalm, plasma and nuclear fires do full damage.

14. Articulation: Each Destroid, save the Monster, has a full range of articulation at the shoulders, elbows, hips, knees and feet. In addition, all humanoid Destroids can rotate 180 degrees at the waist.

15. Electromagnetic Stability Plates: Mounted in the feet of every Destroid are a set of powerful electromagnets that allow the mecha to adhere to decks and hulls of starships and battleships. Dislodging a planted Destroid is a tall order, and requires either a combined Robotic Strength of 50, a single attack of over 1/3 of the Destroid's main body M.D.C., or a full speed ram from a shuttle-sized or larger spacecraft. Destroying a Destroid's legs or feet will immediately free them from the deck.

16. Distress Beacon: Broadcasts a distress beacon on an encrypted UEDF frequency. Range is 250 miles (400 km).



hawk was designed to fill the role of a *Main Battle Robot* on the modern battlefield. The first Tomahawk prototypes entered testing in mid-2002 alongside their Phalanx and Defender cousins. While its

siblings were designed for artillery and air defense respectively, the Tomahawk was designed with an eye to brute force and front-line combat. To this end, the Tomahawk was built to carry the first

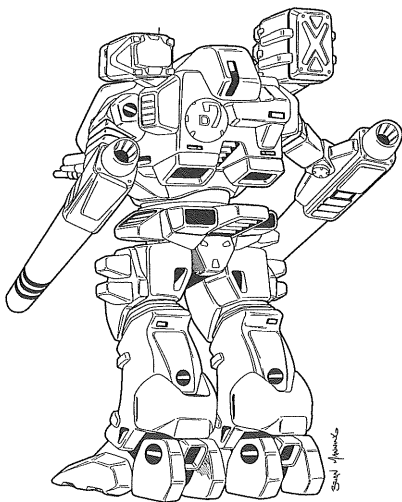
generation of advanced, heavy focused energy weapons, and was covered in the latest generation of ceramic and alloy matrix *Chobham armor*.

The weapons loadout of the Tomahawk is incredibly diverse. The main cannons are the newly designed HPC-155 particle acceleration cannons. These 155mm particle cannons deliver a massive amount of heat and kinetic energy and are deadlier and more accurate than the previous generation smoothbore projectile cannons. While the Tomahawk shines in long-range engagements, it also carries an array of medium- and short-range weapon systems such as missiles, rockets and modular gun clusters that allow it to engage land and airborne threats to a range of 20 miles (32 km). The particle cannons and GAU-20A1 machine-guns are operated by the pilot, while the missile systems and gun clusters are operated by the gunner.

Tomahawks operate in armored cavalry squadrons similar to tank squadrons in the old United States Army. Deployed in groups of four and supported by mechanized infantry and air support from attack helicopters or Valkyrie squadrons, the Tomahawk is a force to be reckoned with. Its weapon systems can hammer enemy troops, take out mecha/tanks, engage fighters and light spacecraft, and pound fortified positions. The Tomahawk can take a beating and remain a reliable armored troop support unit providing artillery fire for advancing troops or cover fire for retreating troops. The Tomahawk may also serve as a mobile guard tower and artillery unit in defense of a military outpost or gunnery positions on warships, space platforms, and the SDF-1 against enemy ground, air or space attacks.

If the Tomahawk has a weakness it is its lack of mobility. While its heavy armor provides exceptional protection and the big guns excellent firepower, they also severely limit the Destroid's speed and agility. The mecha's slow speed, combined with a rather large silhouette and close-in weaponry geared more toward anti-infantry than anti-mecha/anti-armor, requires the mecha to rely heavily on its infantry and air support in close combat. Caught alone, a Tomahawk makes an easy target for *Regult Battle Pod* squadrons, who can close quickly and fight effectively at ranges that limit the effectiveness of the Tomahawk's particle cannons and long- and medium-range weapons.

In all, the Tomahawk is a very successful and respected Destroid. Along with its other MBRWS siblings, the Tomahawk has proven the viability of the non-variable battloid on the modern battlefield, and cemented the role of *battloids* in mechanized infantry and armored cavalry roles for the foreseeable future.



Type: MBR-04-Mk.VI Tomahawk.

Class: Main Battle Robot Destroid.

Crew: Two, one pilot and one gunner.

M.D.C. by Location:

Upper Arms (2) – 150 each

Particle Cannons (2; arms) – 150 each

Legs (2) – 250 each

Feet (2) – 125 each

MDS-L-12 Missile Launchers (2; shoulders) – 125 each

MDS-M-6 Missile Launcher (1; over right shoulder) – 75

RDS-2 Rocket Launcher Boxes (4) – 40 each

* Floodlight – 35

* TZ-IV Gun Cluster (2) – 100 each

* GAU-20A1 Machine-Guns (2) – 35 each

Reinforced Pilot's Compartment – 200

** Main Body – 475

* A single asterisk indicates a small or difficult target to hit. The attacker must make a "Called Shot" and even then he suffers a penalty of -3 to strike.

** Depleting the M.D.C. of the main body destroys the mecha, rendering it totally useless. However, the reinforced pilot's compartment should protect the crew and enable them to evacuate the Destroid on foot.

Speed:

Running: 55 mph (88 km).

Leaping: Tomahawks can execute thruster assisted leaps of 20 feet (6.1 m) high or 50 feet (15.2 m) across.

Flight: The Tomahawk's thrusters are used solely for jumps and balance in atmosphere. In space, the Tomahawk is limited to righting itself and returning to

position when knocked or blasted from the deck.

Underwater: Airtight, a Destroid can walk along the bottom of a lake or sea floor up to a depth of 2,000 feet (609.6 m), but cannot swim or propel itself through water. Speed underwater is half.

Statistical Data:

Height: 41.6 feet (12.7 m).

Width: 26 feet (7.9 m).

Length: 16.7 feet (5.1 m).

Weight: 28 tons dry.

Physical Strength: Robotic Strength of 40.

Cargo: Just enough space for a carbine, an RL-1 and a survival pack for each crew member.

Power System: MT828 fusion reactor developing 2800 s/hp. Auxiliary EM10T hydrogen fueled gas turbine rated at 510 kW.

Weapon Systems:

1. HPC-155 Heavy Particle Acceleration Cannons (2): Mounted in the forearms of the Tomahawk are a pair of long-range, 155mm, liquid cooled heavy particle cannons. These weapons draw their power from the Tomahawk's reactor and give the Destroid the ability to direct fire at incredible distances.

Primary Purpose: Anti-Mecha/Anti-Armor.

Secondary Purpose: Anti-Aircraft/Anti-Ship.

Weight: Each cannon weighs 550 pounds (247.5 kg).

Range: 20 miles (32 km).

Mega-Damage: 1D6x10+10 M.D. for one blast. 2D6x10+20 M.D. when both can-

nons are fired simultaneously at the same target.

Rate of Fire: The 155s use a massive amount of energy, and can only be fired twice per melee.

Payload: Effectively unlimited.

2. TZ-IV Gun Cluster (2): The TZ-IV is a multi-weapon gun pod mounted in a modular, articulated weapons rack. The rack is self-contained and houses ammunition and fire control/power sources for the following weapons: one 25mm recoil operated auto-cannon firing 25mm Light Explosive Armor Piercing (LEAP) rounds, one rapid-fire 14.5mm anti-vehicle laser, one 180mm direct-fire mortar and one high-intensity flamethrower.

Designed to be easily removed for service, the whole cluster can be removed from the Destroid's chassis by a pair of technicians. While installed in the Tomahawk, the TZ-IV has a limited range of movement. All barrels move together and can be elevated plus or minus 20 degrees, allowing the gunner a decent fire arc without turning the mecha's torso.

Primary Purpose: Anti-Personnel and Riot Control.

Secondary Purpose: Anti-Armor/Anti-Mecha.

Weight: Not applicable, the TZ-IVs are mounted directly to the Tomahawk's chassis.

Range: Auto-Cannon: 2,000 feet (609.6 m), Laser: 4,200 feet (1,280 m), Flamethrower: 600 feet (182.8 m), Mortar Launcher 1,500 feet (457.2 m).

Mega-Damage by Weapon Type:

25mm Auto-Cannon: 4D8 M.D. for a single round, 1D8x10 M.D. for a five

round burst. Multiply damage by two for a fire-linked attack with both gun clusters firing on the same target simultaneously.

14.5mm Laser: 2D4 M.D. for a single blast, 4D6 for a five pulse burst. Multiply damage by two for a fire-linked attack with both gun clusters firing at the same target simultaneously.

Flamethrower: 3D6 M.D. per blast to a 15 foot (4.5 m) area. Multiply damage by two for a fire-linked attack with both gun clusters firing on the same target simultaneously.

180mm Mortar: Varies by warhead. Treat as *mini-missiles* for damage purposes. Multiply damage by two for a fire-linked attack with both gun clusters firing on the same target simultaneously.

Rate of Fire: One single weapon in the cluster can be fired individually or fire-linked with its twin in the other cluster per melee attack.

Payload: Auto-cannon: 100 rounds of 25mm LEAP each cluster. Laser: Unlimited. Flamethrower: 10 blasts each cluster. Mortar Launcher: 15 mortars in each gun cluster.

3. MDS-L-12 Multiple Launch Missile Pod (2): Each shoulder carries a twelve-shot missile launcher loaded with 190mm short-range anti-mecha missiles. Typical loadout is High Explosive Armor Piercing (HEAP), but any warhead can be used depending on particular mission parameters.

Primary Purpose: Anti-Mecha/Anti-Armor.

Secondary Purpose: Defense.

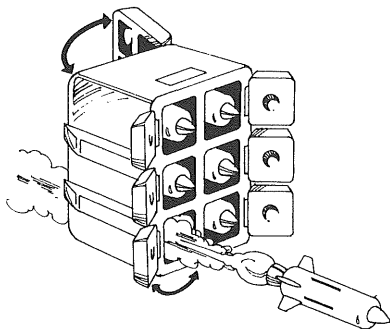
Weight: Not applicable, each missile weighs about 33 pounds (15 kg).

Range: By short-range missile, usually around five miles (8 km).

Mega-Damage: Varies by type of short-range missile, but HEAP (High Explosive Armor Piercing) missiles that inflict 2D6x10 M.D. per missile are typical.

Rate of Fire: Singly or in volleys of 2, 4, 8, 12 or all. One volley, no matter how many missiles are in it, counts as one melee attack.

Payload: Twelve 190mm short-range anti-mecha missiles in each launcher for a total of 24.



- 4. MDS-M-6 “Six Pack” Air Defense Missile Launcher:** Mounted on the Tomahawk’s right shoulder is a six shot, 178mm surface-to-air missile launcher. The “six-pack” gives the Destroid limited stand-off air defense capabilities and allows it to engage airborne targets at ranges up to five miles (8 km).

Primary Purpose: Anti-Aircraft.

Secondary Purpose: Anti-Mecha/Anti-Armor.

Weight: Not applicable, each missile weighs about 33 pounds (15 kg).

Range: By short-range missile, usually around five miles (8 km).

Mega-Damage: Varies by type of short-range missile.

Rate of Fire: Singly or in volleys of 2, 4 or 6. One volley, no matter how many missiles are in it, counts as one melee attack.

Payload: Six 178mm short-range SAMs.

Note: These missiles are +3 to strike *airborne targets*. These bonuses stack with any and all other bonuses applied to this weapon from skills and guidance systems.

5. RDS-2 Rocket Launcher Boxes (4):

Mounted on the Tomahawk’s hips are four box style rocket launchers carrying two folding fin, free fire 70mm rockets each.

Primary Purpose: Defense and Anti-Missile.

Secondary Purpose: Anti-Armor/Anti-Mecha.

Weight: Not applicable, each missile weighs about five pounds (2.26 kg).

Range: One mile (1.6 km).

Mega-Damage: Per mini-missile, but usually loaded with HEAP (High Explosive Armor Piercing) missiles which inflict 1D4x10 M.D. each.

Rate of Fire: Singly or in volleys of two or four.

Payload: Eight mini-missiles total.

6. GAU-20A1 .50 Caliber Machine-Guns (2):

These fire-linked, belt fed, recoil operated machine-guns are mounted above the Tomahawk’s armored canopy and are operated by the pilot. They give the Tomahawk anti-personnel capabilities and allow the pilot to keep close-in anti-mecha squads away.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Light Anti-Armor/Anti-Mecha.

Weight: 75 pounds (34 kg) with feed mechanism.

Range: 3,200 feet (975.4 m).

Mega-Damage: 1D4x10 M.D. for a 10 round, fire-linked burst, double when both machine-guns are fired at the same target simultaneously.

Rate of Fire: Each single or dual burst uses one of the pilot's melee attacks.

Payload: 800 rounds of .50BMG SLAP.

7. Hand to Hand Combat: While incredibly strong, the lack of conventional forearms and hands makes the Tomahawk ill-suited to melee combat. A determined pilot can, however, cause damage with the Destroid's gun barrels, shoulders, knees and feet.

Hand to Hand Damage: Robotic P.S. of 40.

Punch/Swat with Particle Cannon Barrel: 2D6 M.D.

Clothesline with Particle Cannon Barrel: 1D6 M.D.

Kick: 3D8 M.D.

Stomp: 3D6 M.D. against targets under 15 feet (4.6 m) tall.

Jump Kick: 5D8 M.D. Counts as two attacks.

Body Block/Ram: 2D8 M.D. per 20 mph (32 km) of running speed. Uses two attacks and has a 60% chance of knockdown against targets up to 50% bigger. Victims of a successful knockdown lose initiative and two melee attacks.

Bonuses with Elite Combat Training Only: +1 attack per melee round at levels 1, 5, 10, and 15. +1 on initiative, +2 to strike (applies to punches, stomps and kicks), +2 to parry and disarm, +1 to pull punch, +1 to dodge, and +2 to roll with impact. **Note:** These bonuses ONLY ap-

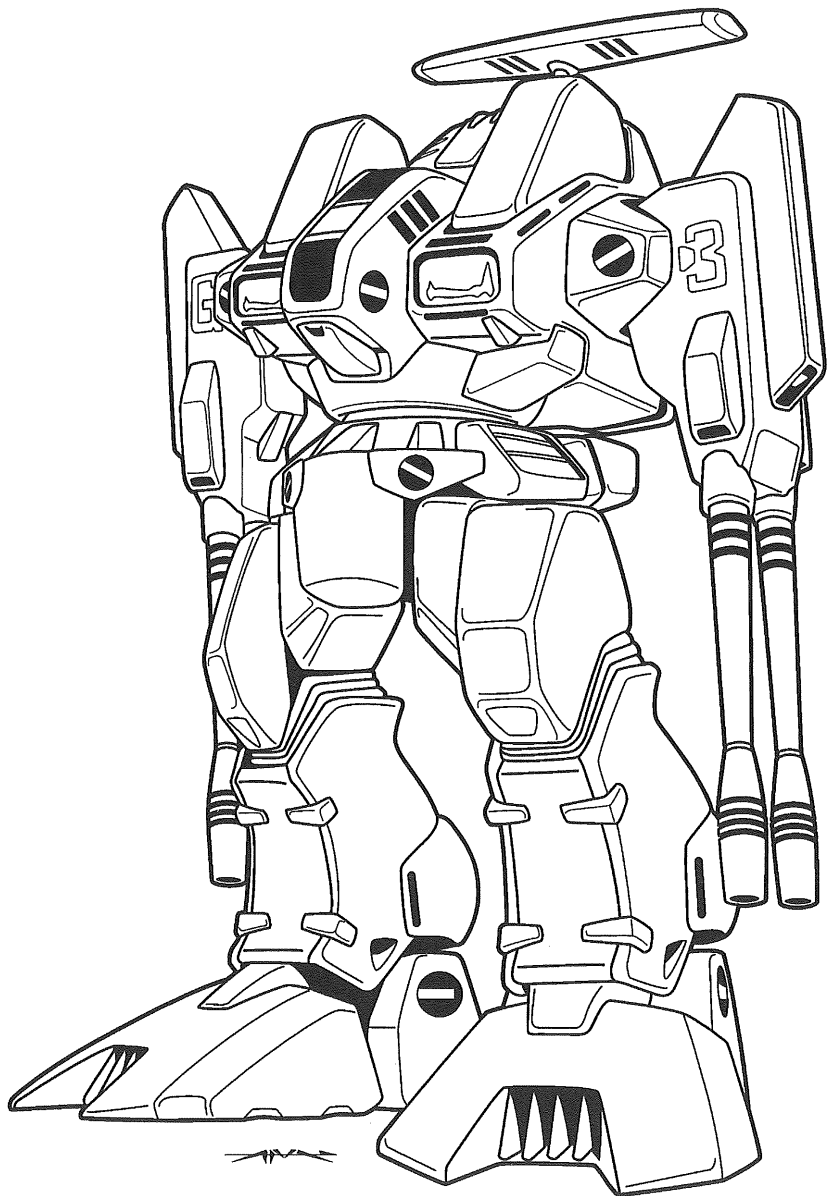
ply when the pilot has the *Mecha Elite Combat Training skill* in Destroids/Battloids. The pilot's own number of hand to hand attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is *outside* the mecha. *Outside of his mecha*, the pilot possesses only human fighting abilities.

ADR-04-Mk.X

Defender

The Defender is a self-propelled *Air Defense Robot* based on the MBRWS Modular Destroid chassis. The second of the MBRWS chassis to enter active service, the Defender was designed for the sole purpose of shooting down fast moving enemy aircraft. It entered testing in 2004 as an air defense version of the Tomahawk, and was a test bed for the powerful *M-996 Air Defense Auto-Cannon*. Initial trials of the gun were very promising, but the standard Tomahawk lacked sufficient speed, sensors and ammunition space to make it a viable air defense platform. The mecha was subsequently stripped of armor and secondary weapon systems and went through numerous variants until the final version of the Defender was deployed in early 2007.

Lighter and quicker on its feet than its Tomahawk predecessor, the Defender is able to get into position quickly and deliver defensive fire from its big anti-aircraft auto-cannons. The massive M-996 cannons are some of the largest anti-aircraft guns ever developed. Highly accurate and able to fire a variety of ammunition from APDS to special airburst flak shells, the M-996 allows a Defender



squadron to deny huge amounts of air-space to enemy fighter craft. While primarily designed for air-defense, the

M-996 is also a lethal anti-armor and anti-personnel weapon. It can make quick work of massed Zentraedi infan-

try, and its big 78mm shells can punch through *Battle Pods* and *Re-Entry Pods* alike.

The Defender also has the “Sentinel” air-defense radar, a powerful but short-ranged radar system that lets the pilot track dozens of targets and share that information with other units.

Due to its specialized nature, the Defender is woefully inadequate in front-line combat. Its light armor and single long-range weapon system make it an easy target for *Regult Battle Pods* and *Nousjadeul-Ger* powered suits. Due to these limitations, Defenders are usually deployed with mixed armor teams of *Spartans* and *Tomahawks*, or with heavy infantry, *Phalanx* and *Spartan* support in forward air-defense squads. During the SDF-1’s return to Earth from Pluto, a number of Defenders were disassembled and their torsos used as retractable anti-aircraft turrets to fight off Zentraedi Fighter Pods. This was an impromptu solution to resolve the lack of proper point defense turrets on the massive space fortress.

Defenders have proven very capable in their role as a primary air defense platform. While they suffer from a perceived lack of usefulness among some politicians and military leaders, Defenders are an important part of the UEDF’s order of battle. Used wisely, these Battloids can keep an enemy from gaining air superiority, cut down enemy infantry and armor or clear a sky of hostiles in minutes. These attributes will keep the Defender operating in UEDF Army and Marine Corps armor squadrons for the foreseeable future.

Type: ADR-04-Mk.X Defender.

Class: Air Defense Robot Destroid.

Crew: One.

M.D.C. by Location:

* Radome – 120

M-996 78mm Anti-Aircraft Cannon
(2) – 135 each

Legs (2) – 250 each

Feet (2) – 125 each

Floodlights (2) – 25 each

Sensor Window – 35

Reinforced Pilot’s Compartment – 200

** Main Body – 275

* Destroying the radome destroys the Sentinel SHORAD system, leaving the Defender with a backup radar system with a range of five miles (8 km).

** Depleting the M.D.C. of the main body destroys the mecha, rendering it totally useless. However, the reinforced pilot’s compartment should protect the pilot and enable him to evacuate the Destroid on foot.

Speed:

Running: 61.2 mph (98 km).

Leaping: Defenders can execute thruster assisted leaps of 20 feet (6.1 m) high or 50 feet (15.2 m) across.

Flight: The Defender’s thrusters are used solely for jumps and balance in atmosphere. In space, the Defender is limited to righting itself and returning to position when knocked or blasted from the deck.

Underwater: Airtight, a Destroid can walk along the bottom of a lake or sea floor up to a depth of 2,000 feet (609.6 m), but cannot swim or propel itself through water. Speed underwater is half.

Statistical Data:

Height: 35.4 feet (10.8 m).

Width: 28.2 feet (8.6 m).

Length: 14.1 feet (4.3 m).

Weight: 21.7 tons dry.

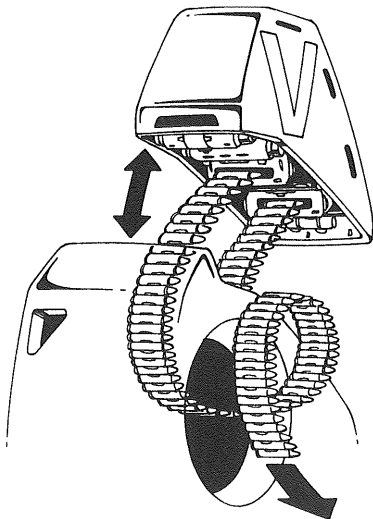
Physical Strength: Robotic Strength of 40.

Cargo: Just enough space for an RL-1 and survival pack.

Power System: MT828 fusion reactor developing 2800 s/hp. Auxiliary EM10T hydrogen fueled gas turbine rated at 510 kW.

Weapon Systems:

- 1. M-996 78mm Anti-Aircraft Auto-Cannons (2):** Mounted in place of arms, the Defender carries a pair of double barreled, liquid-cooled, recoil operated 78mm anti-aircraft cannons. These massive auto-cannons operate on the Gast principle, where the recoil from one barrel loads and charges the other, and fire 400 rounds per minute. Each cannon arm is independent of the other, and they can be fired at separate targets, or the two arms can be fire-linked to concentrate fire from both on large targets.



The standard ammunition loadout is a 78mm tungsten penetrator in a discarding sabot (APDS), although special air-burst rounds (ABM) can be substituted. While the M-996 cannons are officially anti-aircraft, they have proven to be lethal against ground armor and infantry, leading Defender crews to call it the “anti-everything” cannon. Indeed, the M-996 has become one of the most feared cannons on the modern battlefield, and has gained the respect of enemies and allies alike.

Primary Purpose: Anti-Aircraft.

Secondary Purpose: Anti-Mecha/Anti-Personnel.

Weight: Not applicable, part of the Defender's chassis.

Range: APDS 10 miles (16 km). Air-Burst 4 miles (6.4 km).

Mega-Damage: APDS Rounds: 2D8x10 M.D. for a twenty round burst, 4D8x10 M.D. for a fire-linked burst from both gun batteries/arms (40 rounds) fired simultaneously at the same target.

Air-Burst Rounds: 2D4x10 M.D. to a 40 foot (12.2 m) area for a twenty round burst, 4D4x10 M.D. for a fire-linked burst of APDS fired from both arms (40 rounds) simultaneously at the same target. Also increase the damage radius by 20 feet (6 m) for a fire-linked burst of ABM.

Rate of Fire: Each burst counts as one attack.

Payload: 1,500 rounds of either 78mm APDS or 78mm ABM per arm.

- 2. Hand to Hand Combat:** The Defender is ill-suited to hand to hand combat. However, a determined pilot can cause damage with the Destroid's

gun barrels, shoulders, knees and feet.

Hand to Hand Damage:

Bash/Clothesline with Auto-Cannon Barrels: 2D6 M.D.

Kick: 3D8 M.D.

Stomp: 3D6 M.D. against targets under 15 feet (4.6 m) tall.

Jump Kick: 5D8 M.D. Counts as two melee attacks.

Body Block/Ram: 2D8 M.D. per 20 mph (32 km) of running speed. Uses two attacks and has a 60% chance of knockdown against targets up to 50% bigger. Victims of a successful knockdown lose initiative and two melee attacks.

Bonuses with Elite Combat Training

Only: +1 attack per melee round at levels 2, 6, and 12. +1 on initiative, +1 to strike (applies to punches, stomps and kicks), +2 to parry, +1 to disarm, +3 to dodge, and +1 to roll with impact. **Note:** These bonuses ONLY apply when the pilot has the *Mecha Elite Combat Training skill* in Destroids/Battloids. The pilot's own number of hand to hand attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is *outside* the mecha. *Outside of his mecha*, the pilot possesses only human fighting abilities.

3. Sensors of Note: Mk.IV "Sentinel" Short-Range Air Defense (SHORAD)

Radar: The Sentinel SHORAD system is a three dimensional, pulse-doppler X-band radar designed specifically for the ADR-04 Defender. The radar uses phase-frequency electronic scanning technology to automatically acquire, track, identify and report targets, and can track up to 50

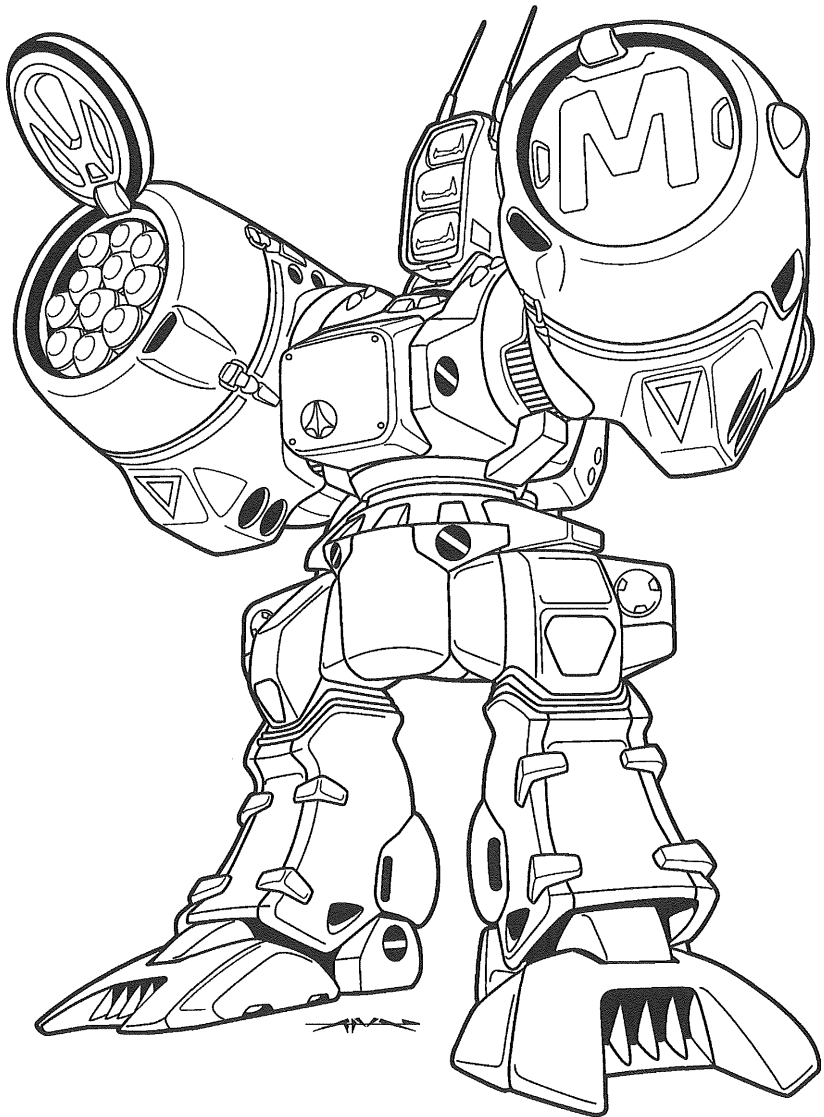
airborne targets at a range of 150 miles (240 km) and an altitude of 8 miles (12.8 km). The Sentinel system grants a +3 strike bonus to the Defender's M-996 Air Defense Cannons.

SDR-04-Mk.XII Phalanx

The final MBRWS unit to be accepted into the UEDF, the Phalanx, was deployed late in 2008, just in time for the SDF-1's launch. Designed to supplement the Defender as a *Strategic Defense Robot*, the Phalanx fills the role of long-range air defense once handled by weapon systems like the MIM-104 Patriot or MIM-72A Chaparral. Thus when deployed with the Defender, the Phalanx engages long-range targets while the Defender deals with more immediate tactical threats.

The heart of the Phalanx weapon system are two, massive, "Derringer" missile drums, and computers designed to take advantage of targeting information and telemetry fed to it by the Defender's Sentinel system. *The MDS-H-22 Derringer* is a versatile missile deployment system that can launch a variety of long-range surface-to-air missiles. This system enables the Phalanx to intercept incoming spaceships, aircraft and ballistic missiles at long ranges at nearly any altitude.

When paired with a *Defender*, the Phalanx has an operational range up to 150 miles (240 km) using shared telemetry from the Sentinel system. When directed by a *Tiger's Eye Theater AWACS aircraft*, the Phalanx can strike out to 500 miles (800 km), allowing a well coordinated squad of Phalanxes and De-



fenders to deny a massive amount of airspace. The Derringer system can also deploy long-range artillery rockets, allowing the Phalanx to operate in a heavy artillery support role. With the proper

targeting data from either AWACS or a fire support specialist, the Phalanx can bombard a target with tons of ordnance at ranges approaching 100 miles (160 km).

Like its Defender sibling, the Phalanx is lightly armored and not well suited to front-line combat. The Phalanx's light armor and dedicated long-range armaments make it especially susceptible to fast, close-range enemies like *Zentraedi powered suits* and *Regult Battle Pods*. Despite these shortcomings, the Phalanx remains an important part of the UEDF's order of battle, and is responsible, with the help of the Defender, for keeping the skies of Earth friendly.

Type: SDR-04-Mk.XII Phalanx.

Class: Strategic Defense Robot Destroid.

Crew: One.

M.D.C. by Location:

MDS-H-22 "Derringer" Missile Launchers (2) – 300 each

Legs (2) – 250 each

Feet (2) – 125 each

* Floodlights (3) – 25 each

* Sensor Window – 35

Reinforced Pilot's Compartment – 200

** Main Body – 275

* A single asterisk indicates a small or difficult target to hit. The attacker must make a "Called Shot" and even then he suffers a penalty of -3 to strike.

** Depleting the M.D.C. of the main body destroys the mecha, rendering it totally useless. However, the reinforced pilot's compartment should protect the pilot and enable him to evacuate the Destroid on foot.

Speed:

Running: 45 mph (72 km).

Leaping: Phalanxes can execute thruster assisted leaps of 20 feet (6.1 m) high or 50 feet (15.2 m) across.

Flight: The Phalanx's thrusters are used solely for jumps and balance in atmo-

sphere. In space, the Phalanx is limited to righting itself and returning to position when knocked or blasted from the deck.

Underwater: Airtight, a Destroid can walk along the bottom of a lake or sea floor up to a depth of 2,000 feet (609.6 m), but cannot swim or propel itself through water. Speed underwater is half.

Statistical Data:

Height: 41.6 feet (12.7 m).

Width: 24.6 feet (7.5 m).

Length: 16.4 feet (5 m).

Weight: 22.2 tons dry.

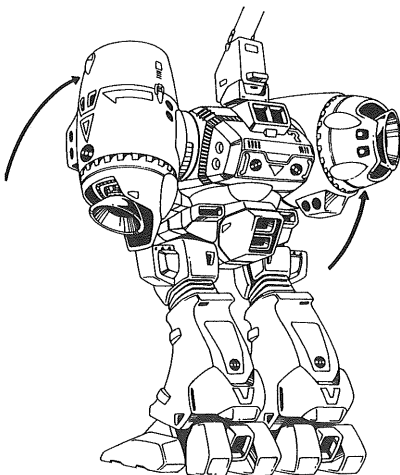
Physical Strength: Robotic Strength of 40.

Cargo: Just enough space for an RL-1 and survival pack.

Power System: MT828 fusion reactor developing 2800 s/hp. Auxiliary EM10T hydrogen fueled gas turbine rated at 510 kW.

Weapon Systems:

1. **MDS-H-22 "Derringer" Long-Range Missile Launchers (2):** These long-range missile delivery systems



comprise the sole armament of the Phalanx. They each carry eleven long-range missiles or artillery rockets at the ready, and eleven in the auto-loading magazine. The launchers and their magazines are heavily armored to prevent detonation of the armed missiles by enemy fire.

Primary Purpose: Anti-Aircraft and Anti-Mecha/Armor.

Secondary Purpose: Anti-Installation and Light Spacecraft.

Weight: Not applicable, each missile or artillery rocket weighs about 1,000 pounds (450 kg).

Range: By long-range missile or artillery rocket, usually around 500 miles (800 km).

Mega-Damage: Varies by type of missile or artillery rocket.

Rate of Fire: Singly or in volleys of 2, 4, 8, 12, 16 or all. One volley, no matter how many missiles are in it, counts as one melee attack.

Payload: Twenty-two 430mm long-range missiles or artillery rockets in each launcher for a total of 44.

Note: The missiles used by the Derringer system are radar-guided *smart missiles* that enjoy a +4 bonus to strike. If the Phalanx is using targeting information from a Defender or Theater AWACS, the pilot enjoys an additional +3 to strike in addition to the bonus from the missiles, for a total of +7 to strike.

2. Hand to Hand Combat: The Phalanx is the worst suited to melee combat. However, a determined pilot can cause damage with the Destroid's shoulders, knees and feet.

Hand to Hand Damage: Robotic P.S. of 40.

Kick: 3D8 M.D.

Stomp: 3D6 M.D. against targets under 15 feet (4.6 m) tall.

Jump Kick: 5D8 M.D.; counts as two melee attacks.

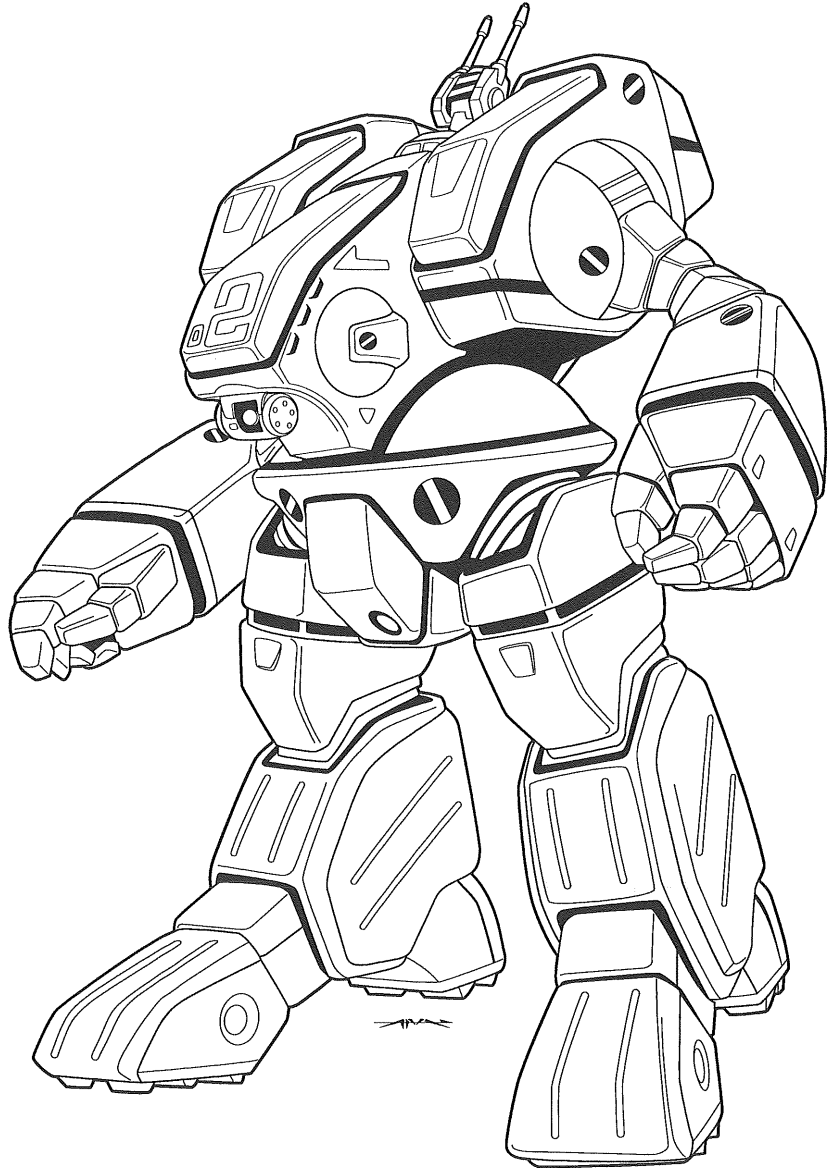
Body Block/Ram: 2D8 M.D. per 20 mph (32 km) of running speed. Uses two attacks and has a 60% chance of knockdown against targets up to 50% bigger. Victims of a successful knockdown lose initiative and two melee attacks.

Bonuses with Elite Combat Training Only: +1 attack per melee round at levels 2, 6, and 12. +1 to dodge and roll with impact. **Note:** These bonuses ONLY apply when the pilot has the *Mecha Elite Combat Training skill* in Destroids/Battloids. The pilot's own number of hand to hand attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is *outside* the mecha. *Outside of his mecha*, the pilot possesses only human fighting abilities.

MBR-07-Mk.II Spartan

The SPARTAN (Self-Propelled Armored Robot TActical Neutralizer) was initially a competing platform to the MBRWS Modular Destroid during the first days of Project Excalibur. While the MBRWS project attempted to fill many roles with variants of one chassis, the SPARTAN took a different tack and submitted a more versatile *Main Battle Robot* in a single dedicated design.

Designed from the ground up for close quarters battle (CQB), the SPARTAN is especially suited for hand-to-hand scrapping along with an ample weapons loadout for stand-off



fighting. As Project Excalibur evolved and the focus of the project switched to even longer range weapon systems, the MBRWS Destroids were chosen for pro-

duction and the SPARTAN was shelved. The SPARTAN project languished for two years, until the Tomahawk entered production and the need for a mecha-

nized infantry unit was revisited. Reactivated in late 2003, the SPARTAN project was fast tracked for development and the first prototypes entered testing in mid-2007.

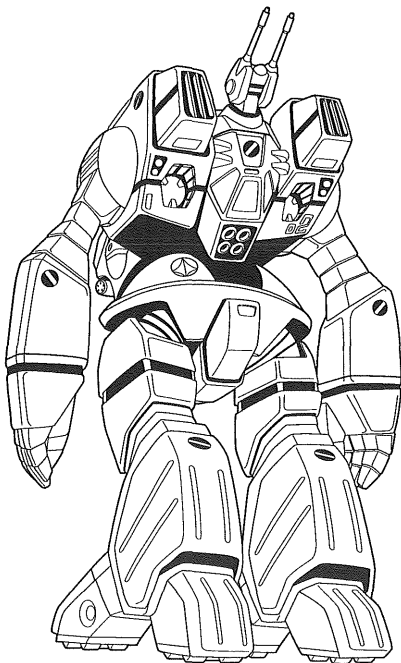
First and foremost an infantry robot, the SPARTAN's focus is on hand-to-hand and close quarters combat. Robotics technology gleaned from the crashed SDF-1, along with advanced myomer fibers actuated by a number of high-output electric motors, form the power train of this mecha. The myomer fibers form artificial "muscles" that react much like flesh and blood muscles, giving the Battloid strength and agility rivaled only by the Valkyrie. To augment its abilities, the SPARTAN's mechanical hands are constructed of heavily-reinforced alloys, allowing it to easily *punch through* what it can't tear apart. The Battloid's fore-

arms are heavily armored to aid in blocking blows and delivering damage, and the rest of the chassis is armored in such a way as to deflect blows and incoming ordnance.

The SPARTAN also carries a number of short and medium-range weapons to better increase its survivability on the battlefield. The Battloid mounts a pair of MDS-L missile launchers adapted from the Tomahawk, as well as its Destroid cousin's TZ-IV modular weapon cluster for close and medium-range anti-personnel work. A pair of LWS-20 lasers are mounted in a point defense turret on the SPARTAN's hull between the missile launchers. The turret has an extensive range of movement and gives the pilot a chance to keep incoming missiles and light aircraft at bay. In situations where SPARTAN squads are expecting heavy resistance, they can also be issued *GU-11 gun pods*.

During the reconstruction and subsequent Zentraedi uprising, many SPARTAN units were assigned to civil defense and riot control. Units serving in this capacity were issued special Shock Batons, mecha-sized clubs designed to subdue full-sized Zentraedi with little damage to people and property.

While quite successful and capable, the SPARTAN does suffer from a few drawbacks. The biggest problem is a reputation for being finicky and high-maintenance. Due to the advanced systems used in its power train, the SPARTAN requires a higher number of man hours of maintenance than any other mecha except the Valkyrie. It is highly susceptible to structural damage due to its role as a CQB mecha, and earlier models were notorious for needing frequent replacement of actuators and



control systems due to the constant shocks and impacts. Also, while it can hold its own against Zentraedi infantry, *Nousjaduel-Ger* powered suits and even small squads of *Regult Battle Pods*, it is less effective against large mecha squads, *Quadrono* powered suits and aerial attacks. These flaws have colored an otherwise stellar operational life span, and as such the SPARTAN platform has never gained as wide an acceptance in the military as its MBRWS cousins. Despite this, the UEDF Army and Marine Corps love the SPARTAN, and continue to use it to lethal effect in CQB, frontal assault and peacekeeping roles.

Type: MBR-07-Mk.II Spartan

Class: Main Battle Robot Destroid.

Crew: One.

M.D.C. by Location:

Upper Arms (2) – 100 each

Forearms (2) – 175 each

Hands (2) – 125 each

Legs (2) – 200 each

Feet (2) – 125 each

* Floodlights (2) – 25 each

* Sensor Barrel – 55

MDS-L-12 Missile Launchers (2) –
175 each

* TZ-IV Gun Cluster – 100

TZ-IV Hatch Cover – 150

LWS-20 Point Defense Laser Turret
– 55

* Shock Baton – 150

GU-11 Gun Pod (optional) – 150

Reinforced Pilot's Compartment – 200

** Main Body – 400

* A single asterisk indicates a small or difficult target to hit. The attacker must make a "Called Shot" and even then he suffers a penalty of -3 to strike.

** Depleting the M.D.C. of the main body destroys the mecha, rendering it totally useless. However, the reinforced pilot's compartment should protect the pilot and enable him to evacuate the Destroid on foot.

Speed:

Running: 65 mph (104 km).

Leaping: Spartans can execute thruster assisted leaps of 35 feet (10.6 m) high or 50 feet (15.24 m) across.

Flight: The Spartan's thrusters are used solely for jumps and balance in atmosphere. In space, the Spartan is limited to righting itself and returning to position when knocked or blasted from the deck.

Underwater: Airtight, a Destroid can walk along the bottom of a lake or sea floor up to a depth of 2,000 feet (609.6 m), but cannot swim or propel itself through water. Speed underwater is half.

Statistical Data:

Height: 37 feet (11.3 m).

Width: 26 feet (7.9 m).

Length: 20 feet (6.1 m).

Weight: 29.4 tons dry.

Physical Strength: Robotic Strength of 45.

Cargo: Just enough space for an RL-1 and survival pack.

Power System: MT828 fusion reactor developing 2800 s/hp. Auxiliary EM10T hydrogen fueled gas turbine rated at 510 kW.

Weapon Systems:

1. MDS-L-12 Multiple Launch Missile

Pod (2): Each shoulder carries a twelve shot missile launcher loaded with 190mm short-range anti-mecha missiles. Typical loadout is High Explosive Armor Piercing (HEAP) or

fragmentation, but any warhead can be used depending on particular mission parameters.

Primary Purpose: Anti-Zentraedi Infantry.

Secondary Purpose: Anti-Mecha/Anti-Armor.

Weight: N/A, each missile weighs about 33 pounds (15 kg).

Range: By short-range missile, usually around five miles (8 km).

Mega-Damage: Varies by short-range missile. Usually loaded with HEAP (High Explosive Armor Piercing) missiles which inflict 2D6x10 per missile.

Rate of Fire: Singly or in volleys of 2, 4, 8, 12 or all. One volley, no matter how many missiles are in it, counts as one melee attack.

Payload: Twelve 190mm short-range anti-mecha missiles in each launcher for a total of 24.

rack. The rack is self-contained and houses ammunition and fire control/power sources for the following weapons: one 25mm recoil operated auto-cannon firing 25mm Light Explosive Armor Piercing (LEAP) rounds, one rapid-fire 14.5mm anti-vehicle laser, one 180mm direct-fire mortar and one high-intensity flame-thrower.

Designed to be easily removed for service, the whole cluster can be removed from the Destroid's chassis by a pair of technicians. While installed in the Spartan, the TZ-IV has a limited range of movement. All barrels move together and can be elevated plus or minus 20 degrees, allowing the pilot a decent fire arc without turning the mecha's torso.

Primary Purpose: Anti-Personnel and Riot Control.

Secondary Purpose: Anti-Armor/Anti-Mecha.

Weight: Not applicable, the TZ-IV is mounted directly to the Tomahawk's chassis.

Range: Auto-Cannon: 2000 feet (609.6 m), Laser: 4,200 feet (1,280 m), Flame-thrower: 600 feet (182.8 m), Mortar Launcher 1,500 feet (457.2 m).

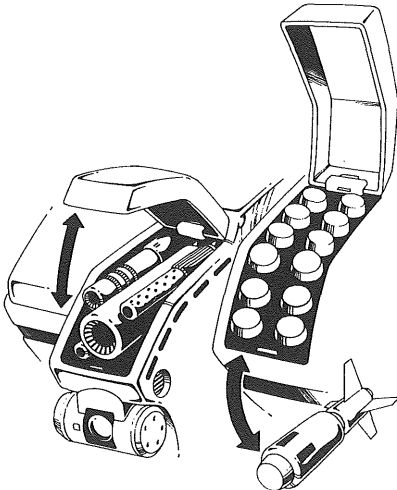
Mega-Damage by Weapon Type:

25mm Auto-Cannon: 4D8 M.D. for a single round, 1D8x10 M.D. for a five round burst.

14.5mm Laser: 2D4 M.D. for a single blast, 4D6 for a five pulse burst.

Flamethrower: 3D6 M.D. per blast to a 15 foot (4.6 m) area.

180mm Mortar: Varies by warhead. Treat as *mini-missiles* for damage purposes.



2. TZ-IV Gun Cluster (2): The TZ-IV is a multi-weapon gun pod mounted in a modular, articulated weapons

Rate of Fire: The Spartan has only one gun cluster located at the center of its body. A single weapon in the cluster can be fired per melee attack.

Payload: Auto-Cannon: 100 rounds of 25mm LEAP. Laser: Unlimited. Flame-thrower: 10 blasts. Mortar Launcher: 15 mortars.

3. LWS-20 Point Defense Laser Turret: This turret houses a double-barreled 20mm rapid-fire laser. Mounted behind the pilot's hatch, the turret has a 360 degree rotation and an overhead firing arc of 180 degrees.

Primary Purpose: Point Defense.

Secondary Purpose: Anti-Missile.

Weight: Not applicable, mounted to the Spartan's chassis.

Range: 2,000 feet (609.6 m).

Mega-Damage: 2D4 for a single laser blast, 4D4 when fired as a pair.

Rate of Fire: Each single or dual blast counts as one of the pilot's melee attacks.

Payload: Effectively unlimited.

4. Shock Baton: These heavy, mechanized batons were issued to Spartan *civil defense units* during the reconstruction. Designed to maintain order among rebellious, full-sized Zentraedi, a well placed blow with a baton can easily incapacitate the aliens by delivering a non-lethal electrical charge that will scramble the nervous system of even the toughest Zentraedi rebel. The Baton can also be used as a blunt weapon, like a club or mace, to parry attacks and deliver hammering physical attacks against Zentraedi and their mecha.

Primary Purpose: Riot Control.

Secondary Purpose: Anti-Personnel.

Weight: 250 pounds (112.5 kg).

Range: Hand to hand combat.

Mega-Damage: 2D6 M.D. plus stun. A victim who is stunned is -8 to strike, parry, and dodge plus reduce the character's speed and number of attacks per melee round by half. The accumulative effect on the nervous system of the body being repeatedly struck and stunned may knock the victim unconscious, even if he has previously saved. After being struck more than four times, the unprotected character may be stunned into unconsciousness for 2D4 melee rounds. When he recovers, he suffers the stun penalties for 1D4 minutes. Roll to save, a failed roll means there is a 01-42% chance of being rendered unconscious. Note that in this case, even if the individual remains conscious, the charge will impair his movement as per the penalties previously described.

Duration of Stun Effects: 2D4 melee rounds. The duration of the impairment is increased 2D4 melee rounds for every hit by the Shock Baton for which the character does not save.

Save vs Shock Baton: 16 or higher; the same as saving against non-lethal poison. The character must save each time he or she is struck. A successful save means the character loses initiative and one melee attack/action that round but is otherwise okay.

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

Bonus: +1 to parry and +2 to disarm when using the Shock Baton.

Payload: Internal, rechargeable battery good for 20 shocks. Requires six hours to reach a full charge and can hold a charge for up to a week.

Note: The baton is ineffective against Zentraedi environmental and powered armor, Battle Pods and vehicles.

5. GU-11 55mm Triple Barreled Rotary Cannon (optional): The GU-11 can be issued to Spartan squadrons expecting heavy resistance.

Primary Purpose: Anti-Mecha and Assault.

Secondary Purpose: Anti-Personnel and Defense.

Weight: 350 pounds (157.5 kg) loaded.

Range: 4,000 feet (1,219 m).

Mega-Damage: Ten round burst that inflicts 2D6x10 M.D. Rotary cannons can only fire bursts.

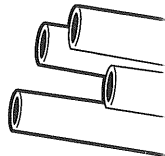
Rate of Fire: Each burst counts as one melee attack.

Payload: 250 rounds of 55mm HEAP in the internal magazine. The 55mm HEAP is the second largest auto-cannon round used by the UEDF, the largest being the 78mm Defender round. It was designed specifically to punch through the kinds of armor that UEDF brass assumed they might face based on findings and technical information gleaned from the wreck of the SDF-1. The magazine is built into the weapon, and must be reloaded aboard ship or at an airbase by a certified weapons technician. It can be loaded in the field by someone with the *Armorer* or *Weapons Engineer* skill, but the reloader will find himself at a penalty of -15% without proper tools.

Note: The GU-11 has a built-in laser targeting system, and is +1 to strike even in burst firing. This bonus stacks with other bonuses granted from W.P. skills or IFF computers.

6. Hand to Hand Combat: Built with an eye toward hand to hand combat,

the Spartan excels at close-in scrapping. Its great strength and crushing hands allow it to dish out massive damage to Zentraedi troops and mecha alike.



Hand to Hand Damage: Robotic P.S. of 45.

Restrained Punch/Forearm: 1D6 M.D.

Full-Strength Punch: 3D6 M.D.

Power Punch: 1D6x10 M.D.

Tear/Pry/Crush With Hands: 6D6 M.D.

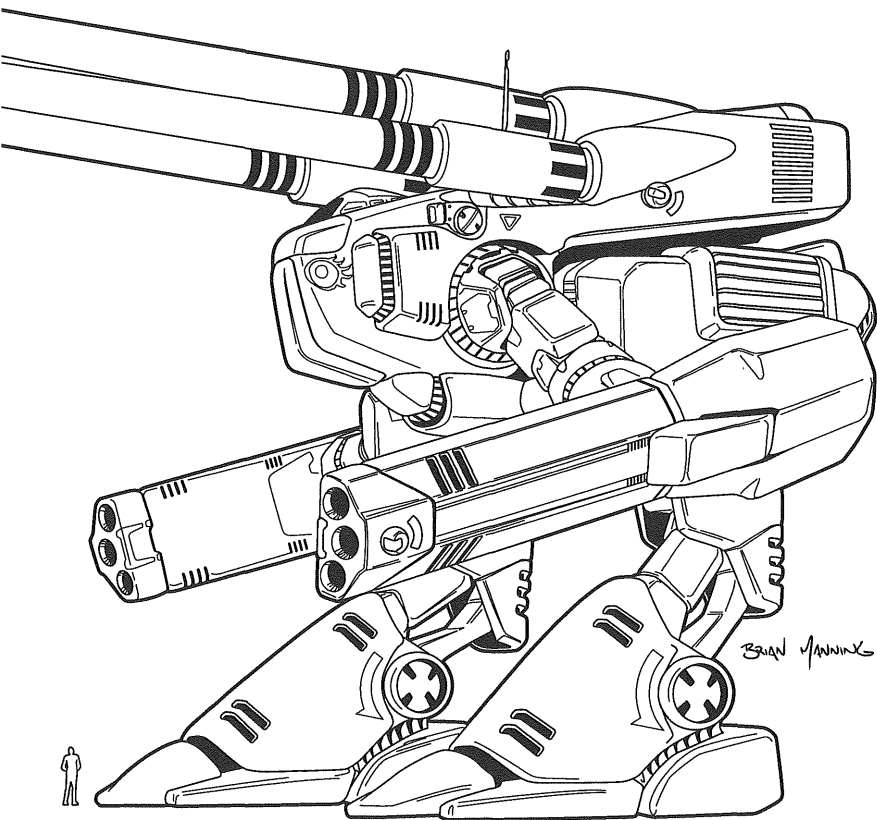
Kick: 3D8 M.D.

Stomp: 3D6 M.D. against targets under 15 feet (4.6 m) tall.

Jump Kick: 5D8 M.D. Counts as two attacks.

Body Block/Ram: 2D8 M.D. per 20 mph (32 km) of running speed. Uses two attacks and has a 60% chance of knockdown against targets up to 50% bigger. Victims of a successful knockdown lose initiative and two melee attacks.

Bonuses with Elite Combat Training Only: +1 attack per melee round at levels 1, 3, 6, 10, and 14. +2 on initiative, +3 to strike (applies to punches, stomps and kicks), +3 to parry, +2 to disarm, +3 to pull punch, +2 to dodge, and +2 to roll with impact. **Note:** These bonuses ONLY apply when the pilot has the *Mecha Elite Combat Training* skill in Destroids/Battloids. The pilot's own number of hand to hand attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is *outside* the mecha. *Outside of his mecha*, the pilot possesses only human fighting abilities.



HWR-00-Mk.II Monster

The first Project Excalibur Battloid to be proposed and the last to be deployed, the massive and powerful **Monster** is truly a sight to behold. Towering head and shoulders, so to speak, above the other Destroids, the Monster is essentially a battleship with feet in its role as a *Heavy Weapons Robot*. This mecha initially saw life as an engineering exercise studying the viability of self-propelled artillery platforms on the modern battle-

field. Advances in materials science and robotics discovered in the alien ship allowed the Monster's engineering team the freedom to experiment with weapons and armor systems that would have been technologically unfeasible a generation before. The Monster went through numerous redesigns before the engineers settled on a configuration and power train that was robust enough to carry the massive guns that had been designed for it. By 2005, the Monster platform had proven its viability and was accepted into Project Excalibur. Only one test bed was built, and this vehicle was pushed to

its limits in test after test. Finally, the first production prototype stepped off the assembly line in 2008, and by the time the SDF-1 was launched, a dozen had been delivered to UEDF Marine Corps artillery battalions with additional units in production.

Envisioned as a mobile siege cannon for the modern battlefield, the Monster was designed with an eye toward bombardment of fortification and starships. To this end, it mounts four massive, 40cm smoothbore cannons. These weapons are the result of advanced research in materials science and ballistics that allowed the barrels to be both light and incredibly strong. Despite their strength, the cannon barrels wear out quickly and must be replaced after firing an average of 90 rounds. To help offset the wear and tear on the barrels, and to increase the Monster's rate of fire, two three-tube missile launchers were mounted in arm-like appendages. These weapons can fire any common, medium-range missile or artillery rocket, and are considered a back-up weapon.

The Monster is armored in the same next generation Chobham composite as its Destroid siblings, but is remarkably lightly armored for a mecha of its size. While the crew compartment and ammunition magazine are heavily armored, the rest of the mecha is covered in thin, anti-splinter armor designed mainly to protect the Monster from shrapnel and small arms fire. The reasons for this are two-fold. First, the Monster was not designed to serve on the front-lines, and as such, a heavy armor was seen as unnecessary for the mecha. Second, weight considerations dictated the use of light armor if the designers wanted the mecha

to be mobile at all due to the weight of the guns and ammunition.

While certainly impressive, the Monster was at best, initially seen as a novelty among the UEDF military brass, and at worst as a colossal waste of money and materials. Slow, complicated and maintenance intensive, the Monster was never produced in large numbers. The few Monsters that were embarked aboard the Daedalus Amphibious Assault Ship served with distinction during the SDF-1's trip back to Earth. Their cannons and missiles proved lethal and effective against Zentraedi, and their weight and bulk were mitigated by operating in microgravity.

Type: HWR-00-Mk.II Monster.

Class: Heavy Weapons Robot Destroid.

Crew: 3, one commander, one driver and one gunner.

M.D.C. by Location:

Upper Arms (2) – 175 each

Forearms/Missile Launchers (2) – 300 each

Legs (2) – 250 each

Feet (2) – 200 each

Cannon Magazine/Turret – 350

Cannon Barrels (4) – 130 each

Reinforced Crew Compartment – 350

* Main Body – 450 (light for its massive size)

* Destroying the main body renders the mecha inoperable.

Speed:

Running: 25 mph (40 km).

Leaping: The monster is too heavy and awkward to jump.

Underwater: Airtight, a Destroid can walk along the bottom of a lake or sea floor up to a depth of 2,000 feet (609.6

m), but cannot swim or propel itself through water. Speed underwater is half.

Statistical Data:

Height: 74 feet (22.5 m).

Width: 78.7 feet (24 m).

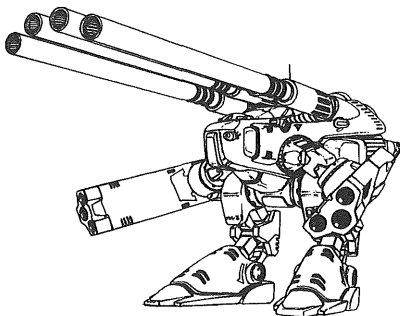
Length: 72.5 feet (22.1 m). The cannon barrels add an additional 62 feet (19 m).

Weight: 370 tons dry.

Physical Strength: Robotic Strength of 63.

Cargo: Enough for two carbines, an RL-1 and a survival pack for each crew member.

Power System: WT-1001 fusion reactor developing 11,500 b/hp. Auxiliary Nakajima Aerospace CT-8P fusion reactor developing 890 b/hp.



Weapon Systems:

1. M-400 40cm Artillery Cannons (4):

These massive, air-cooled cannons fire 40cm precision-guided artillery rounds at a rate of four per minute. The rounds are auto-loaded from an armored magazine, and the cannons can be raised up to 20 degrees without moving the Monster's hull and have a total elevation of 45 degrees. They can fire singly or in volleys, and allow the Monster to apply massive amounts of firepower at long ranges.

Primary Purpose: Anti-Ship/Anti-Installation.

Secondary Purpose: Anti-Armor/Anti-Mecha.

Weight: Not applicable, the cannons, their magazine and turret are part of the Monster's hull.

Range: 100 miles (160 km).

Mega-Damage: Varies according to load. The cannons can fire the following kinds of rounds. Damage is listed for a single round. Multiply by four if all four cannons fire the same ordnance at the same target simultaneously:

Armor-Piercing Fin-Stabilized Discarding Sabot (APFSDS): A round that uses a dart made of tungsten to pierce enemy armor using kinetic energy. Damage: 4D6x10 M.D.

High-Explosive Anti-Tank (HEAT): A shell with a shaped charge warhead. Used against medium-armored vehicles and fortifications. Mega-Damage: 3D6x10 M.D.

Multi-Purpose Anti-Tank (MPAT): A HEAT round with an added proximity fuse to allow it to engage slow, low-flying aircraft such as helicopters and for air bursts over targets. Mega-Damage: 2D6x10 M.D. to a 100 foot (30.5 m) radius.

High Yield Incendiary (Plasma): An extremely lethal anti-personnel round filled with super heated plasma. This round has all the characteristics of a napalm shell but is magnitudes of power more destructive. Area of Effect: 3D8x10 M.D. to everything in a 100 foot (30.5 m) diameter and sets nearly any substance ablaze. Will continue to burn and inflict 1D6x10 M.D. for an additional 2D6 melee rounds!

Smoke: These shells emit billowing clouds of thick smoke and are used primarily for *cover* or to *mark* target zones. They come in black, white, red, green and yellow and make a cloud big enough to obscure an area 500 feet (152 m) in diameter. Damage: None.

Rate of Fire: The cannons can be fired singly or in volleys of two or four. One single shot or volley counts as one melee attack. Each cannon can only fire once every 15 seconds (once per melee round).

Payload: The magazine holds a total of 32 rounds.

Note: The M-400's 40cm rounds are guided through the use of global positioning systems, inertial sensors and adjustable control surfaces. They are highly accurate, have a Circular Error Probability of thirty feet (9.1 m), and are +4 to hit ground based targets.

2. MMDS-12 Missile Launchers (2):

Along with its 40cm cannons, the Monster also has 2 three-tube medium-range missile launchers. Typically loaded with surface to surface anti-armor missiles, the MMDS-12 can load any missile as mission requirements dictate, and in a pinch can substitute short-range missiles for medium.

Primary Purpose: Anti-Armor/Anti-Mecha.

Secondary Purpose: Anti-Installation.

Weight: Not applicable, each launcher is part of the Monster's hull.

Range: By medium-range missile, typically around 50 miles (80 km).

Mega-Damage: By medium-range missile type.

Rate of Fire: Singly or in volleys of three or six. One volley, no matter how many missiles are in it, counts as one melee attack.

Payload: Twelve 530mm medium-range missiles, six in each arm.

3. Hand to Hand Combat: The Monster is completely unsuited for melee combat, and very rarely has the opportunity to engage in it. Its massive strength and bulk do allow it to cause a fair amount of damage, however, when it does.

Hand to Hand Damage: Robotic P.S. of 63.

Restrained Punch/Swat with Missile Arms: 2D6 M.D.

Full Strength Punch with Missile Arms: 6D6 M.D.

Power Punch: Not possible.

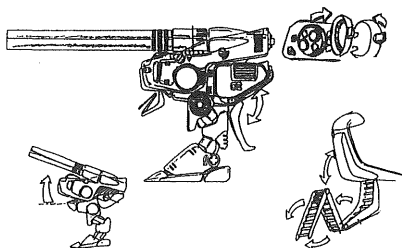
Kick: 6D8 M.D.

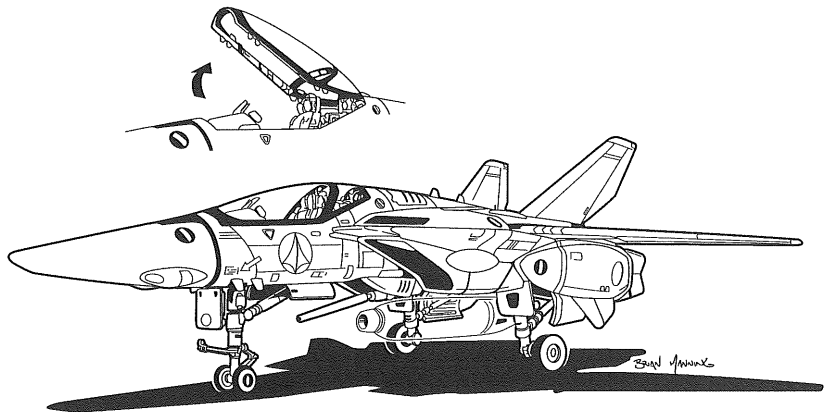
Stomp: 1D8x10+20 M.D., effective against targets under 24 feet (7.3 m) tall.

Body Block/Ram: 1D8x10 M.D.

Bonuses with Elite Combat Training

Only: +1 attack per melee round at levels 2, 6 and 12. +1 to strike (applies to punches, stomps and kicks), +1 to parry, and +2 to pull punch. **Note:** These bonuses **ONLY** apply when the pilot has the *Mecha Elite Combat Training* skill in Destroids/Battloids. The pilot's own number of hand to hand attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is *outside* the mecha. *Outside of his mecha*, the pilot possesses only human fighting abilities.





Veritech Fighters

VF-1 Valkyrie

Variable Aerospace Multi-Role Fighter

An icon of the *First Robotech War*, and the epitome of the multi-role fighter, the *Valkyrie* was the second of the secret military projects that sprung up from the crash landing of the **SDF-1**. While *Project Excalibur* focused on armored warfare and the *Destroids* of the mechanized infantry, there was also a need for a versatile fast-attack mecha that could be deployed quickly and fight possible alien invaders on their own terms – on the ground, in the air, and in outer space. With the organization of the *United Earth Defense Force (UEDF) Space Fleet (Spacy)* and *Marine Corps*, the UEDF brass saw a way to kill two birds with one stone, logistically speaking. The UEDF naval forces were in dire need of a new force projection fighter to

face this new threat, as the last generation conventional fighters were unprepared for combat with giant humanoid aliens. Combining the need for a new carrier based fighter and the need for a powerful *alien fighting* mecha, the UEDF decided to design a vehicle to fill both roles. **Project Valkyrie** was born.

The UEDF had more than a few obstacles to clear with its ideas for the new fighter mecha. The most daunting was the question of whether to let the general populace know what kind of alien threat they faced. It was already bad enough that the public knew we were not alone in the universe, but world leaders were concerned that unbridled panic would break out if the public learned that these aliens were warlike, 30-40 foot tall giants battling across the galaxies. It was agreed behind closed doors that Project Valkyrie would be announced to the general public, but that the true nature of the project, a transforming robot fighter, would remain a secret for as long as possible.

Near the end of the *Global War*, the F-14 Tomcat was already being phased out as the dominant carrier based air superiority fighter in the U.S. mili-

tary. Iconic and charismatic, the Tomcat had captured the hearts and imaginations of a generation of young men and women like no other aircraft since the Second World War. Due to a multitude of movies, video games and popular novels written about F-14 pilots and crews, the Tomcat had become a symbol of freedom through military prowess. The UEDF hoped to use this public affection for the old Tomcat as a way to operate Project Valkyrie in plain sight.

A long and complicated process of melding human and newly discovered alien technology was started. By reverse engineering the military apparatus in the crashed spaceship, science research produced stronger and lighter alloys, and robotics and computer technologies that leapfrogged generations. Furthermore, human/machine interfaces became faster, simpler and more intuitive. Advancement of human technologies continued apace as well, and advances in avionics, aerodynamics and flight control systems were all integrated into the new variable fighter.

It was reported that the Tomcats would serve out their service lives in their old roles, and the new fighter, **the Valkyrie**, would replace them in 2009, just in time for the projected launch of the SDF-1. In 2006, **Project Valkyrie** produced its first operational airframe, the **VF-X-1**.

The VF-X-1 was unveiled in a public ceremony in late 2006. It retained the lines of the Tomcat, and the UEDF felt that the resemblance to the old war bird would fool the public into thinking it was just a technological successor to the F-14, thus helping the new fighter maintain the secrecy of its full capabilities. The familiar silhouette combined

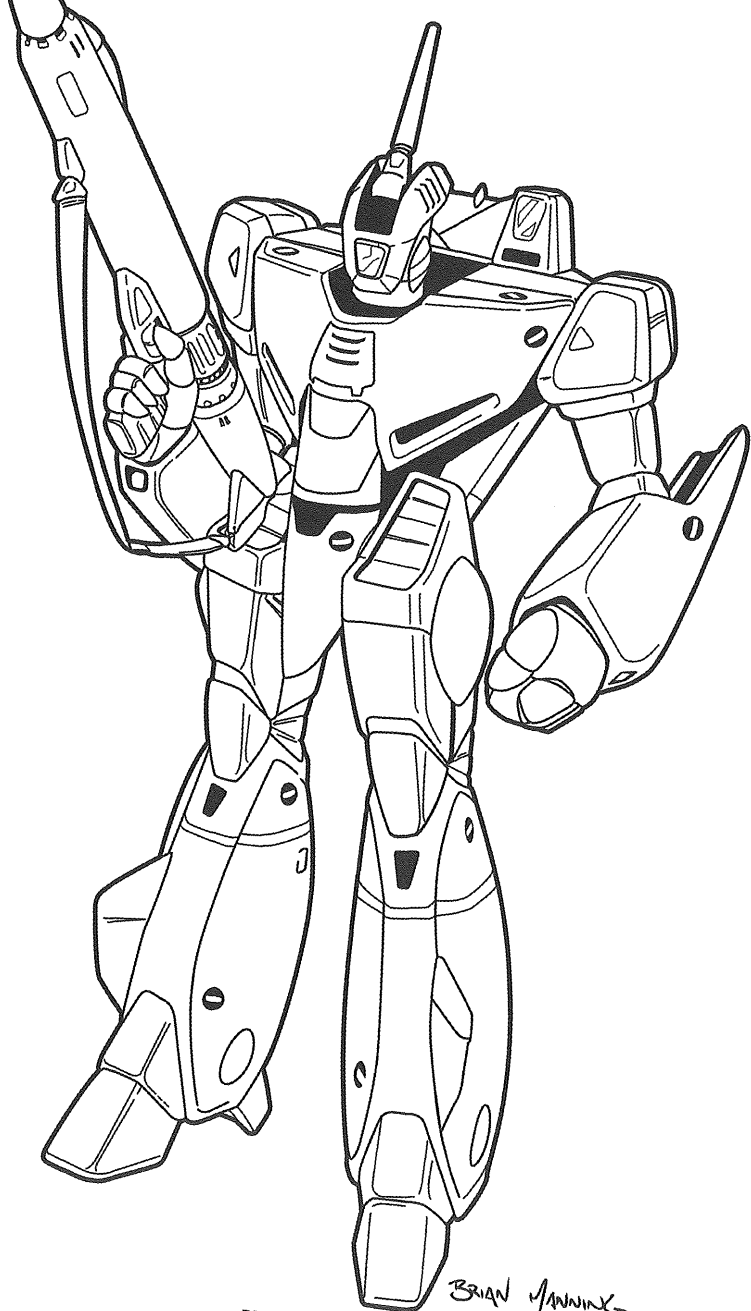
with a massive public relations campaign and heavy lobbying in the halls of the United Earth Government (UEG) sealed the deal, and the VF-X-1 was fast-tracked for final testing.

In a public relations move, the UEDF placed *Lieutenant Commander Roy Fokker* in charge of the VF-X testing program. Charming, dashing and well spoken, this bonafide war hero quickly became the face of Project Valkyrie. He and his team of daring test pilots achieved the same kind of mass media exposure as the first generation of astronauts in the mid-twentieth century, and captured the hearts and minds of the public. Lt. Fokker and his team pushed the new experimental fighters to their absolute limits, breaking speed and endurance levels with ease. Their every success and devastating loss was painstakingly documented by the press, and lost pilots were publicly mourned as heroes and pioneers of a “new age.”

Finally, in 2007 the Valkyrie was accepted as ready for production, and work on the first mass produced variable airframes was begun. By the end of 2008, squadron reassignment and retraining was in full swing, and the first fully operational Valkyrie squadrons were activated in January of 2009. More so than even the flagship SDF-1, the **Valkyrie** represents humankind’s ingenuity and technical acumen.

The Valkyrie – Veritech Fighter

A **three-mode Veritech** (Variable Engineering and Robotic Integration TECHNOlogy) multi-role combat mecha, the **Valkyrie** is the UEDF’s primary carrier based, force projection fighter. Ex-

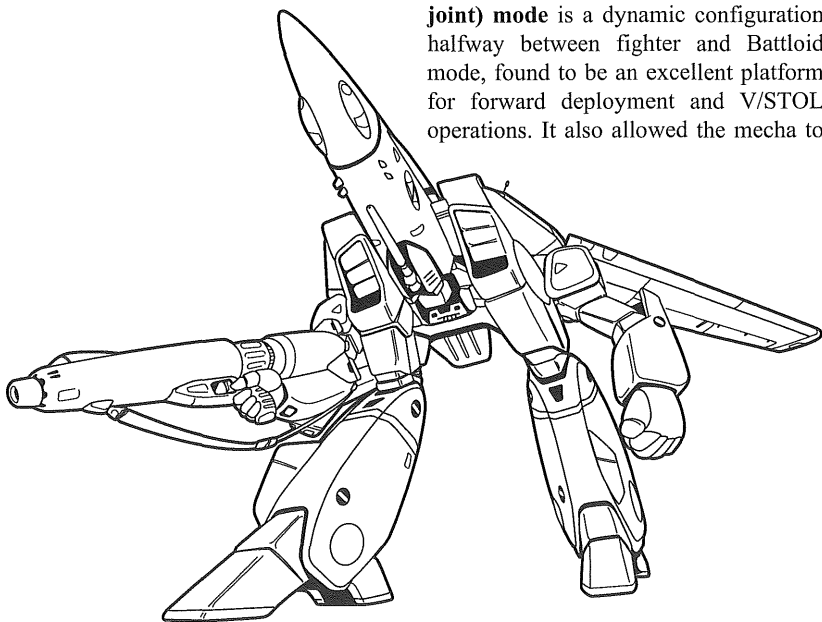


tremely capable in both space and atmosphere, Valkyries were designed to fill not only the air groups of sea going aircraft carriers, but of the **SDF-1** and **ARMD "Armor" Orbital Carriers** as well. Built from the ground up to hunt and kill the sorts of mecha and ships projected by the findings aboard the crashed alien spacecraft, the Valkyrie was designed to be a complete and self-contained combat system. The three modes, *Fighter*, *Guardian* and *Battloid*, provide amazing versatility and enable the Valkyrie to tackle missions that were unthinkable for any conventional fighters a generation before.

In fighter mode the Valkyrie shines as both an air-superiority and attack fighter craft. With its articulated hard-points, heavy auto-cannon and energy weapons, the mecha can be loaded with missiles, armaments, and/or sensors to fill a wide array of missions.

In Battloid mode, the Valkyrie makes a powerful infantry weapons platform. Built with an eye toward hand to hand combat with the *giant aliens* revealed by clues gathered from the wreckage of the **SDF-1**, the *Valkyrie's Battloid mode* towers nearly 42 feet (12.8 m) tall and has a humanoid body shape with head, arms and legs. This "giant robot" is a fully articulated fighting machine that can jump, run, punch, and fight as if it were the physical extension of its human pilot. Valkyrie Battloids were also seen as perfect for boarding the aliens' spacecraft: the Veritech Fighter's size and humanoid shape would enable the mecha to operate hatch controls and use air locks and other giant-sized ship systems of the aliens (Zentraedi).

Guardian or GERWALK (Ground Effective Reinforcement of Winged Armament with Locomotive Knee-joint) mode is a dynamic configuration halfway between fighter and Battloid mode, found to be an excellent platform for forward deployment and V/STOL operations. It also allowed the mecha to



maneuver easily at low altitudes and fast speeds through city streets and the belly of alien spaceships, an ability that would become extremely handy in the First Robotech War. This configuration was discovered by accident during the VF-X project, when a test pilot crashed his VF-X-1 while in the middle of transformation, and survived the landing because the legs were extended and cushioned the landing. The sight of a fighter jet with legs and arms extended was an instant revelation to the engineers working on the program, and they immediately adapted this new intermediate mode into the final design.

Valkyries are produced in three major variants, the VF-1A, J and S models, plus dual cockpit fighter/trainer and electronic warfare variants. Each variant shares the same *basic VF-1 airframe*, and differs mainly in avionics, and cosmetic differences. These cosmetic differences, most obviously the shape of the sensor head and the number of CIWS lasers it mounts, are used by the UEDF to differentiate between general aviators, squad leaders and ship CAGs. This tradition of cosmetic variation of sensor heads to identify different roles within a squadron would be continued through successive generations of Veritech Fighters. A later variant, the **VF-1R**, was designed as a Service Life Extension Program for the *VF-1A*, and introduced weapon systems and avionics that would be seen on the next generation *VF/A-6 Alpha*.

The Valkyrie has proven to be tough, capable and versatile. Throughout its service life it has met or broken every performance goal set by the UEDF. Valkyrie squadrons have a very favorable kill/loss ratio against the Zentraedi,

and the mecha has shown it can stand up to nearly anything the giant aliens can throw at it. With its SLEP and constant technological upgrades, the Valkyrie should serve the UEDF for at least the next ten years.

Standard Avionics and Equipment for Variable Aerospace Mecha

(VF-1A, J, R, S, D and VEF-1)

1. Radar: Unless stated otherwise, all Valkyries are equipped with a powerful *Active Electronically Scanned Array (AESA)* radar with a 140 degree field of view for targeting and 360 degree warning coverage. This radar is designed for aerospace superiority and strike (ground attack) operations. It features a low-observable, electronically-scanned array that can track multiple targets in all kinds of weather as well as outer space. The radar array can also focus its emissions to overload enemy sensors. This gives the Valkyrie a limited *electronic attack* capability and requires an *Electronic Countermeasures* skill roll to succeed. If the character doesn't have the Electronic Countermeasures skill, the *Sensory Equipment* skill can be used, but at a -20% penalty. This array has a range of 150 miles (240 km) and can track up to 50 targets. **Note:** VF-1S models have an upgraded radar array that has a range of 250 miles (400 km) and can track 144 targets at a time.

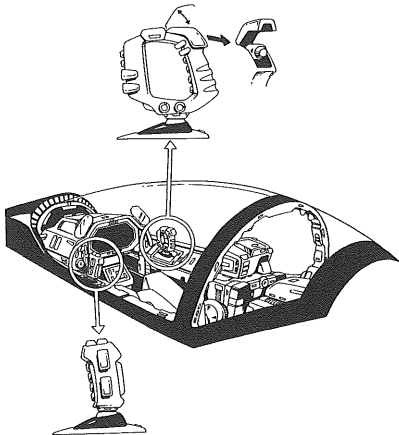
2. Communications: Wide band and directional radio communication system with built-in scrambler that transmits both voice and cockpit video. Range is 600 miles (960 km), but can be boosted indefinitely via satellite relay. Secure la-

ser communication with a range of 250,000 miles (400,000 km).

3. Tactical Computer System: All Valkyries have a powerful on-board computer system that handles all target-ing and combat data collection. The combat computer collects data from all sensors, stores it and then displays the information on the pilot's HUD (Head's Up Display). The targeting computer takes in information from the radar array and can track up to 50 enemies at once to a range of 150 miles (240 km).

The VF-1S Command Valkyrie also has an integrated *Identify Friend or Foe* system for increased command and control, with a database of up to 200 known enemies of the UEDF. This system can identify a target, assign it priority based on known abilities and threat level, and even anticipate known behaviors and tactics. The on-board computers can then connect to the computers of all other Valkyries in the squadron (up to 18), and transmit the data to them. This grants all Valkyries linked to the command VF-1S the following bonuses: +2 to initiative, +1 on Perception Rolls, +1 to strike and +3 to parry and dodge to all fighters. This requires a roll on the Sensory Equipment skill at -10% due to the chaos of combat. See the description of the VF-1S for more details. The IFF system can "learn" new enemies by analyzing data from the targeting and combat computers, as well as gun camera footage.

4. Flight Control/Fly-By-Wire Computers: Due to the modular and somewhat unstable design of the Valkyrie, a bank of powerful digital fly-by-wire systems are needed to help the pilot keep the fighter in the air. If a Valkyrie takes more than 75% damage to the main body, or more than 50% in



one attack, there is a 60% chance that the fly by wire computers *fail*. When that happens, the Valkyrie becomes extremely difficult to fly: -50% to all piloting rolls, stunts and evasive maneuvers. This penalty remains in place until the Veritech Fighter can be repaired.

5. Motion Detector and Collision Warning System: Detects objects within 5000 feet (1524 m) and alerts the pilot with an alarm and flashing red light.

6. Sensor Head: The sensor head has the following optical sensors and enhancements:

Telescopic Optical Enhancement: 2,000 foot (610 m) range and a 120 degree field of view.

Audio Pickup and Filtration: This system works both multi-directionally and as a shotgun mic. It can pick up sounds as quiet as a whisper at 500 feet (152.4 m) and can sift through ambient sound for specific noises.

Loudspeaker: Can amplify the pilot's voice up to 100 decibels.

Spotlights: Two tiny, high intensity xenon spotlights are mounted in the

shoulders in Battloid mode. They have a 1,000 foot (305 m) range.

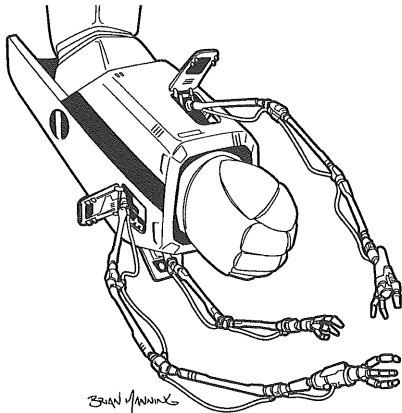
Infrared Spotlight: Emits an infrared beam that is invisible to the naked eye but can be seen with the right sensors. Range is 2,000 feet (610 m) but is reduced by half in smoke and/or inclement weather.

Tactical Camera: This camera, called the “gun camera” by pilots, can record up to 180 minutes of footage into memory that can then be downloaded and watched. This footage is usually used for training and combat analysis. It sees directly ahead beneath the fuselage in fighter and Guardian mode, and sees whatever the sensor head sees in Battloid mode.

Thermal Imager: Converts the heat signatures of warm objects into visible images. 2,000 foot (610 m) range and allows the pilot to see through darkness, shadows, smoke, inclement weather and even through walls.

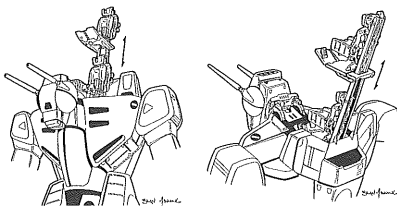
Nightvision: Passive light amplification that allows the pilot to see in the dark as long as there is at least some ambient light. 2,000 foot (610 m) range, but is completely useless in total darkness.

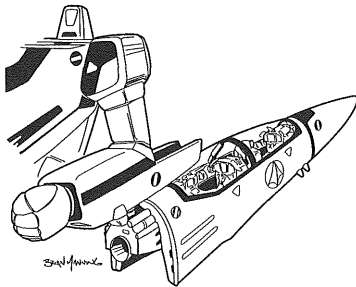
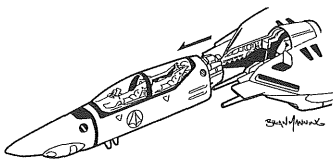
7. “Magic Hands” Retractable Utility Arms: The Valkyrie is equipped with three utility arms which are retractable, fine motor manipulators. The utility arms are mounted inside the Battloid’s right forearm near the wrist and are used for delicate work like repairs and sample collection. Each of these “Magic Hands” consists of three opposed fingers mounted to a ball joint with a 360 degree range of movement. Each of the nine fingers contains a retractable tool (wire cutters, screwdrivers, hex drivers, circuit testers, soldering gun, etc.), the palm of each hand contains a small laser welder



and each wrist mounts a small, high-intensity xenon work light. The utility arms are essentially worthless in combat and are easily damaged. They have 10 M.D. each and Robotic Physical Strength of 12.

8. Ejection Seat: There are two separate ejection systems in the Valkyrie. The first is the *Atmospheric Ejection System* that is a traditional zero/zero ejection seat that exits through the canopy (Fighter and Guardian) or up through the neck shaft (Battloid). The seat, or seats in the case of the VF-1D and VEF-1, can also raise out of the neck of the Battloid on hydraulic lifts to allow the pilot(s) to exit (the Battloid’s head tilts forward to allow entry and exit through the neck shaft).



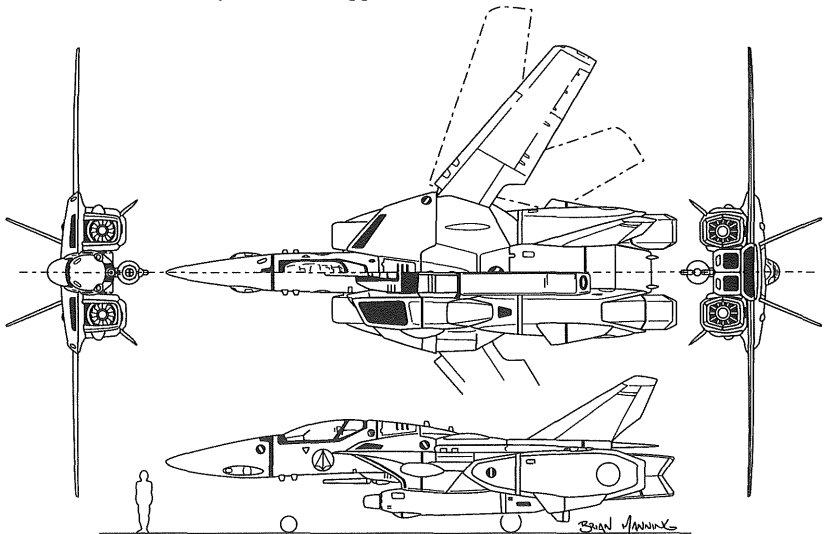


The second system is for use *in space*, where the entire fuselage from behind the pilot's compartment forward is jettisoned or removed by another Valkyrie, functioning as an *escape capsule*. The escape capsule can be carried by another Valkyrie, and even mounted to the mecha's forearm/ventral hardpoint that carries the GU-11. This escape capsule retains the Valkyrie's life support

system and protects the pilot from both vacuum and enemy fire while waiting to be recovered. Life support can be maintained for 48 hours before oxygen begins to fail (4D6 minutes left at that point). The escape capsule is also water tight and buoyant to float on the surface of water, and has a distress beacon, see #12 below.

9. Self-Destruct: A last ditch system to prevent the capture of a mecha. The blast is largely contained, destroys all inner workings of the Veritech and does 2D6x10 M.D. to a 40 foot (12.2 m) radius.

10. Chaff/Flare Dispensers: All Valkyries carry both smoke and chaff/flare dispensers to confound radar and confuse enemies. The smoke dispensers have twenty-four charges and can make a cloud of thick, white smoke about 60 feet (18.3 m) across. The chaff/flare dispensers have twelve charges each of chaff canisters and flares and have a 75% chance to confuse both radar



guided (chaff) and heat seeking (flare) missiles, and a 45% chance of fooling smart missiles and bombs.

11. Tactical Life Support: The Valkyries have a pressurized pilot's compartment with an On Board Oxygen Generation System (OBOGS) which siphons air from the engine and processes it into an unlimited supply of air for the pilot for as long as the engines are operational. In case of electrical failure or space operation, the life support system automatically switches to a 48 hour Backup Oxygen System. The pilot can hook the life support from his flight suit to the on board system to extend his personal oxygen supply. They also have heat and radiological shielding to protect the pilot from damaging radiation.

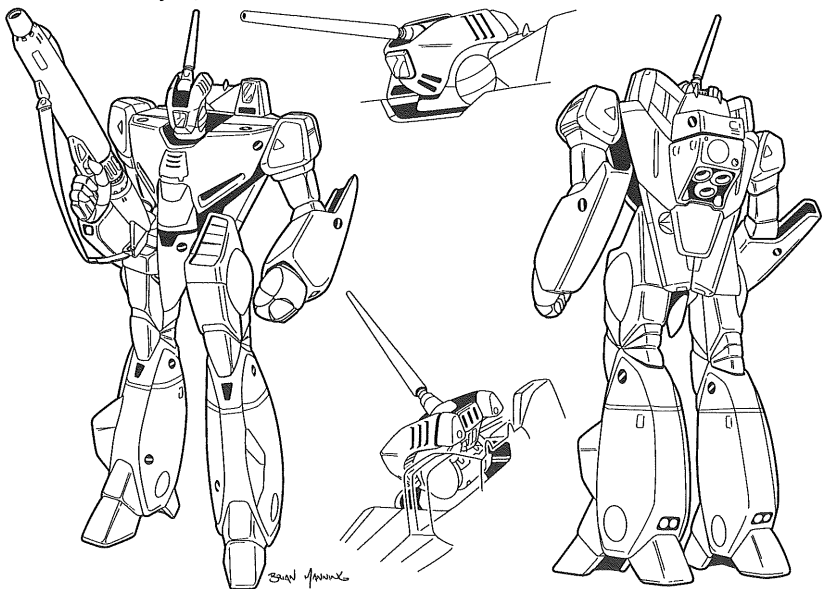
12. Reinforced Pilot's Compartment: The pilot's compartment is reinforced to protect the pilot from severe damage to the main body. Even if the mecha is destroyed, the reinforced com-

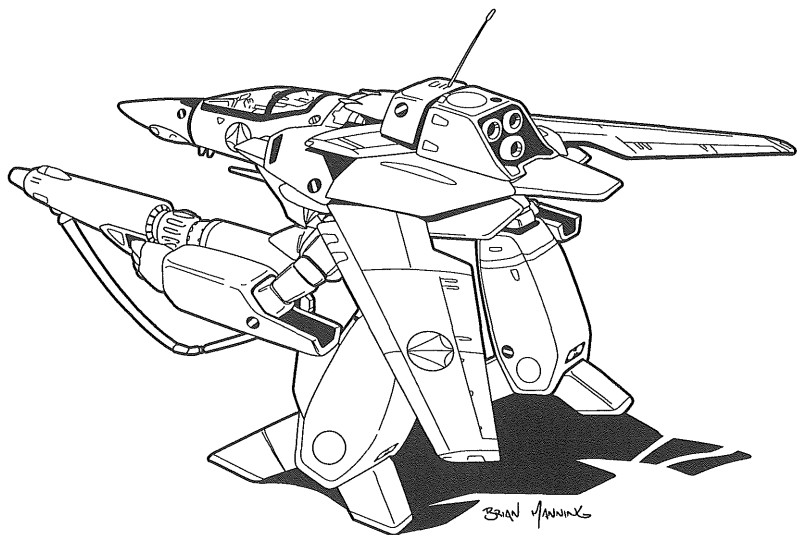
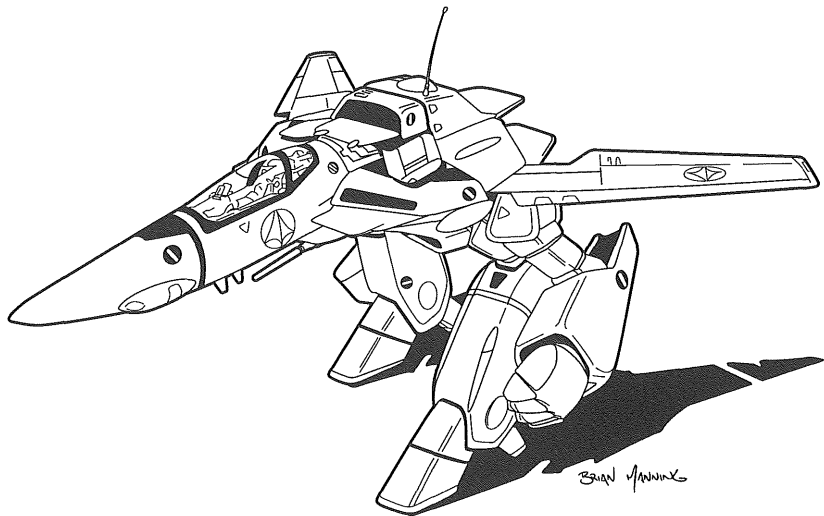
partment should survive long enough for the pilot to eject or other vacate the cockpit. Part of this system includes a *retractable heat shield* that protects the canopy during re-entry, and while the mecha is in Battloid mode.

13. Distress Beacon: Broadcasts a distress beacon on an encrypted UEDF frequency. Range is 250 miles (400 km); x10 in space.

VF Series Valkyries

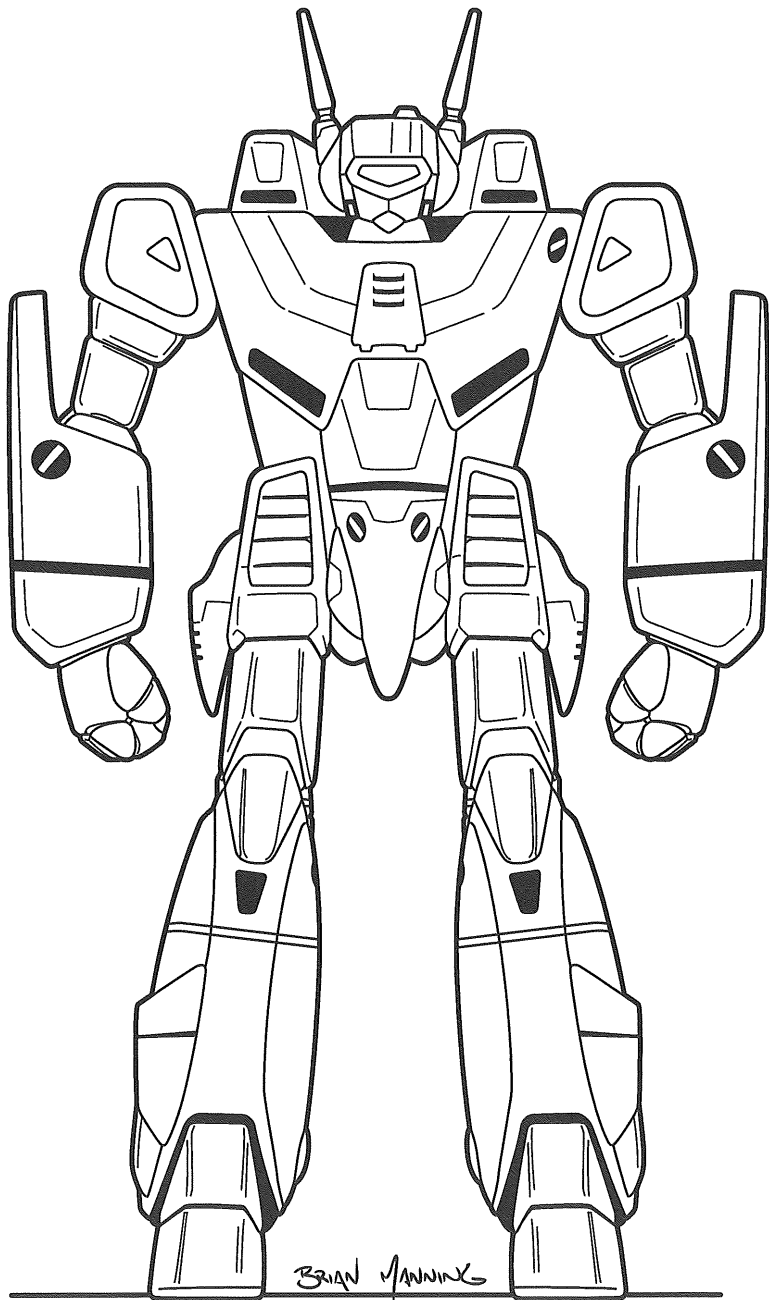
VF-1A: Nicknamed the "Brownie" by UEDF pilots and crews due to its basic brown and white colors, the -1A variant is the workhorse of the UEDF and the one fighter that people think of when they think about Valkyries. The Brownie forms the bulk of the air wings of the UEDF Air Force, Blue Water and Black Water Navies and the UEDF Marine Corps, and is the only Valkyrie most pilots will ever fly. VF-1As are produced

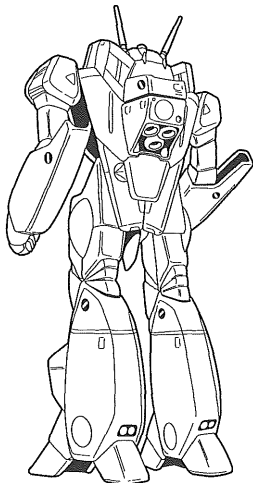




in a flat brown and off-white color scheme with a brick-shaped sensor head that mounts one LLW-20 laser. The fact that the -1As are flown by new and often inexperienced pilots has given it a rather less flattering nickname among Zen-trædi pilots, "Cannon Fodder."

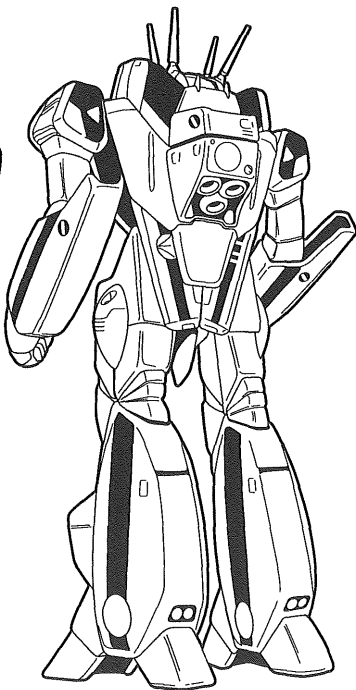
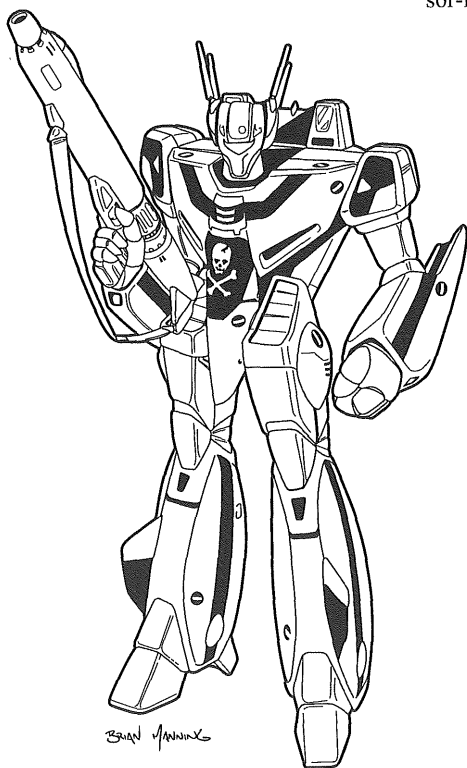
VF-1J: The VF-1J Valkyrie is a mainly cosmetic variation of the -1A assigned to flight leaders, working on the theory that the different sensor head would help identify flight leaders more easily in combat. These Valkyries are usually issued with a flat white paint job

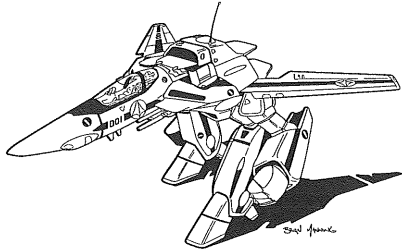




with colored trim, and have a gladiator helmet-shaped sensor head with a diamond shaped sensor window and two LLW-20 lasers. One out of every three Valkyries are -1Js, making them relatively uncommon.

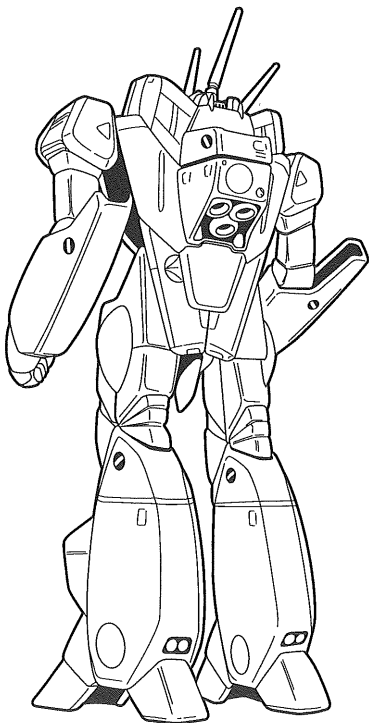
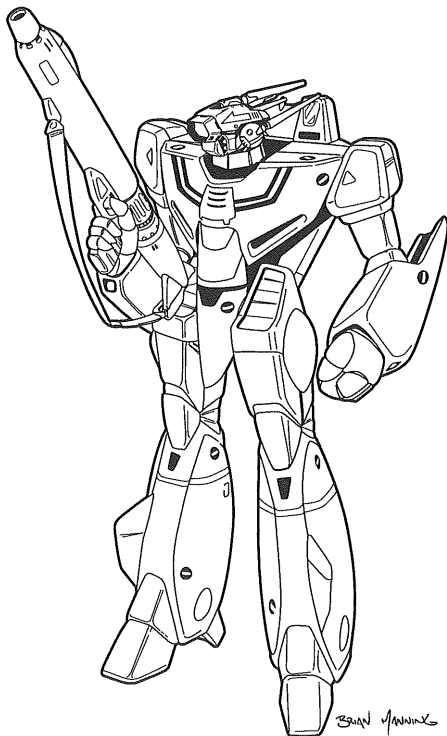
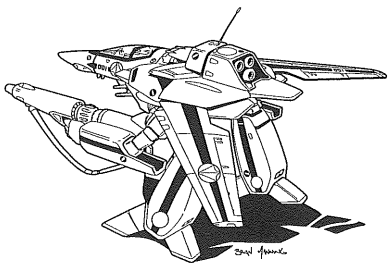
VF-1S: The rare VF-1S is a command version of the Valkyrie assigned to the CAGs of the Carrier Air Wings of the UEDF. The Command Valkyrie is not only cosmetically different from its brothers, it has a more advanced avionics suite that allows it to have communication/command/control (C³) within its squadron. Cosmetically the -1S has a vaguely skull-shaped sensor head that mounts four LLW-20 lasers and has a visor-like horizontal sensor window. Very

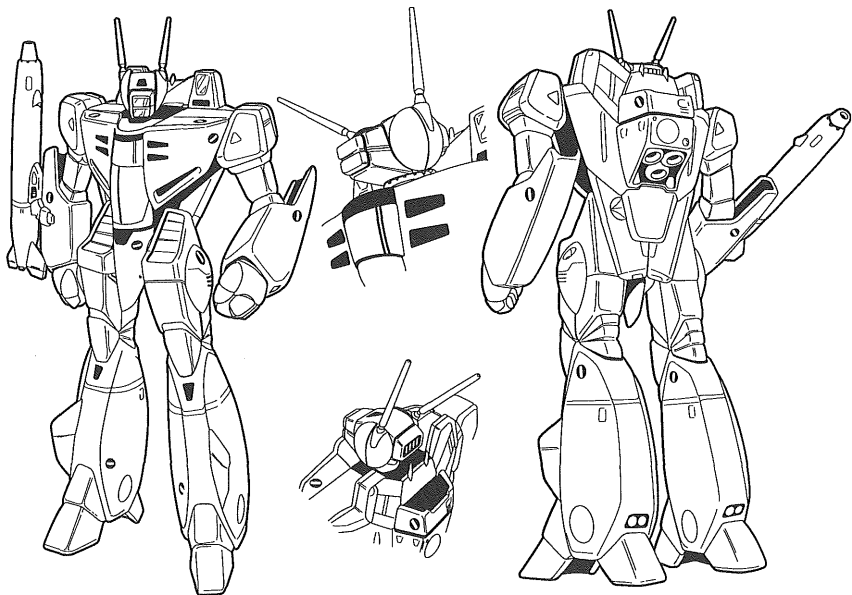




ble Skull One, tail number 001 of the SDF-1's Carrier Air Wing.

VF-1R: The VF-1R project was an upgrade to the VF-1A and -1J Valkyries that included better armor, stronger engines and improved weapons. The upgrade program was begun in 2014, and was designed to improve survivability of Valkyries and act as a stopgap as the next generation of Variable Fighter was designed. VF-1Rs have 20% more M.D.C. than their first generation counterparts and flying speed is increased by 25%. The most obvious cosmetic difference is the mecha's sensor head, which resembles a combination of the -1A and -1J's heads, with the -1J's dual LLW-20 lasers and a 20mm auto-cannon mounted in the center of the head.



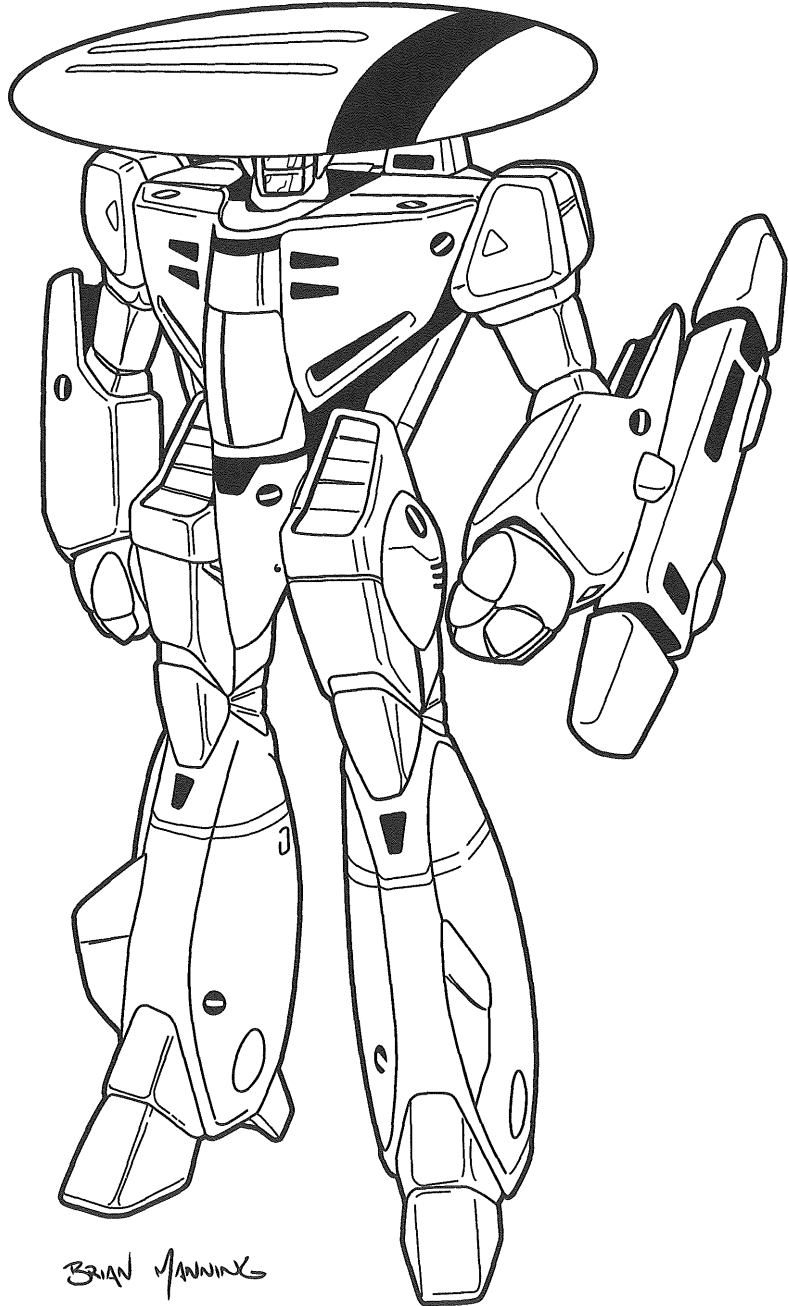


Veritech Valkyrie Variants

VF-1D Fighter/Trainer: The VF-1D is a dual-seat fighter operated by sea and space command squadrons. They are cosmetically similar to the -1J with a different, two part sensor window. Although completely functional in combat, many VF-1Ds were used as trainers and are painted in a high-visibility paint scheme of bright orange over tan. Experienced pilots call this color scheme “Caution Orange” and steer well clear of -1Ds in the pattern. The -1D has a full set of flight controls in both positions, and can be flown from either the trainer or trainee’s seat.

VEF-1 Electronic Attacker: The VEF-1 Valkyrie is a dual-seat Early Warning and Electronic Warfare version of the VF-1D. Loaded down with powerful radar jammers and sensor dampers,

the VEF-1 is flown by Electronic Attack Squadrons and is responsible for Signals Intelligence (SIGINT) missions. The VEF-1 is flown from the front seat, and all flight controls have been removed from the rear position, replaced with controls for the EWAR and SIGINT systems. The weapon load-out of the VEF-1 is drastically reduced, and consists of two articulated hard points each loaded with three medium-range, anti-radiation missiles (ARM) used to destroy enemy radar and sensor emplacements. Cosmetically, the VEF-1 resembles a VF-1D, with the dual LLW-20 lasers mounted in the sensor head, but with a radar dish that was dorsally mounted in fighter mode and covered its head in battloid mode like a giant bamboo hat, leading to its nickname “Funny Chinese” among flight crews. These Valkyries are rare, and only a handful were ever made.



VF-1 Valkyrie

Model Type: VF-1 Valkyrie

Class: Single Seat, All-Weather, Variable Aerospace Multi-Role Fighter.

Crew: One (two for VF-1D and VEF-1).

M.D.C. by Location:

* Sensor Head – 100

Arms (2) – 125 each

Hands (2) – 50 each

Utility Arms (3 in right forearm) – 10 each

Legs (2) – 150 each

Feet/Vectored Thrust Nozzles (2) – 100

** Wings (2) – 150 each

*** Ruddervators (2) – 75 each

Head Weapons (1A has 1, 1J has 2, 1R has 3, 1S has 4) – 50 each

GU-11 Gun Pod – 150

Wing Hardpoints (2 each) – 20 each

Reinforced Pilot's Compartment – 175

**** Main Body – 350

* Destroying the sensor head will knock out most of the Valkyrie's sensors. Radar range is reduced to ten miles (16 km), long-range radio and laser communications are lost and the laser targeting system is destroyed. All of this leaves the Valkyrie at -3 to strike, parry and dodge. Destroying the sensor head will also destroy all point defense lasers.

** Destroying even one wing will send the Valkyrie immediately out of control and it will be unable to fly in fighter or Guardian mode until the wing is repaired/replaced.

*** Destroying one ruddervator will reduce all bonuses and speed by half and the Valkyrie is very unstable in fighter mode, but still flyable. Destroying both

ruddervators will send the Valkyrie out of control, much like losing a wing. The Valkyrie will be unable to fly in fighter mode until the stabilizers are repaired/replaced.

**** Depleting the M.D.C. of the main body will destroy the mecha, rendering it totally useless.

Speed:

Flying:

Fighter Mode:

Sea Level: 1,072 mph (1,715 km) or Mach 1.4.

32,808 feet (10,000 m): 2,074.8 mph (3,319.8 km) or Mach 2.71.

98,425 feet (30,000 m): 2,963 mph (4,740.9 km) or Mach 3.87.

Guardian Mode:

312 mph (500 km).

Battloid Mode:

121 mph (194 km).

Running (Battloid Mode): 100 mph (160 km).

Leaping (Battloid Mode): 50 feet (15.2 m) up or across with no assist. 150 feet (45.7 m) up or across with thruster assist.

Statistical Data:

Fighter Mode:

Height: 12.4 feet (3.8 m).

Length: 46.5 feet (14.2 m).

Wingspan: 27.2 feet (8.3 m) full sweep, 48.5 feet (14.8 m) full extension.

Guardian Mode:

Height: 28.5 feet (8.7 m).

Length: 36 feet (11 m).

Wingspan: 27.2 feet (8.3 m) full sweep, 48.5 feet (14.8 m) full extension.

Battloid Mode:

Height: 41.6 feet (12.7 m).

Length: 13 feet (4 m).

Width: 24 feet (7.3 m).

Weight: 15 tons.

Physical Strength: Robotic P.S. of 38.

Cargo: There is a small space big enough for a survival pack and a side-arm.

Power System: Two FF-2001 Fusion Turbines, one in each leg, producing thrust through vectored thrust nozzles. Each turbine is fed by a miniaturized Nakajima Aerospace fusion reactor burning stabilized liquid metallic hydrogen (SLMH-V) as a fuel. A third NA fusion reactor burning SLMH-V powers the numerous vernier thrusters mounted to the airframe.

Range: The Valkyrie carries enough fuel for 48 hours of constant deployment, although it is usually refueled after each sortie.

Weapon Systems:

1. LLW-20 CIWS Lasers (1, 2 or 4):

Each Valkyrie carries a number of 20mm lasers mounted on the sensor head. These short-range, low yield lasers are designed to give the Valkyrie point defense and anti-personnel capabilities. Number of lasers mounted varies by model; VF-1A variants mount one laser, VF-1J, VF-1R, VEF-1 and VF-1D variants mount two lasers, and the VF-1S variant mounts four lasers. The LLW-20 lasers can be fired in any mecha configuration/mode of operation.

Primary Purpose: Air-to-Air/Air-to-Ground Combat and Dog Fighting.

Secondary Purpose: Anti-Missile and Self-Defense.

Weight: Not applicable, part of the airframe.

Range: 2,000 feet (609.6 m).

Mega-Damage: 2D4 M.D. per laser per blast. Models with multiple lasers can fire them singly or simultaneously at the same target. Increase damage accordingly (two lasers do 4D4 M.D., three 6D4 M.D., four 8D4 M.D.). The lasers can also be used as a cutting beam to burn through bulkheads and slice through hulls. Damage for cutting beam is 2D4 M.D.C. per melee attack spent burning or cutting.

Rate of Fire: Each blast uses one of the pilot's melee attacks. The cutting beam uses as many attacks as the pilot is willing to dedicate.

Payload: Effectively Unlimited.

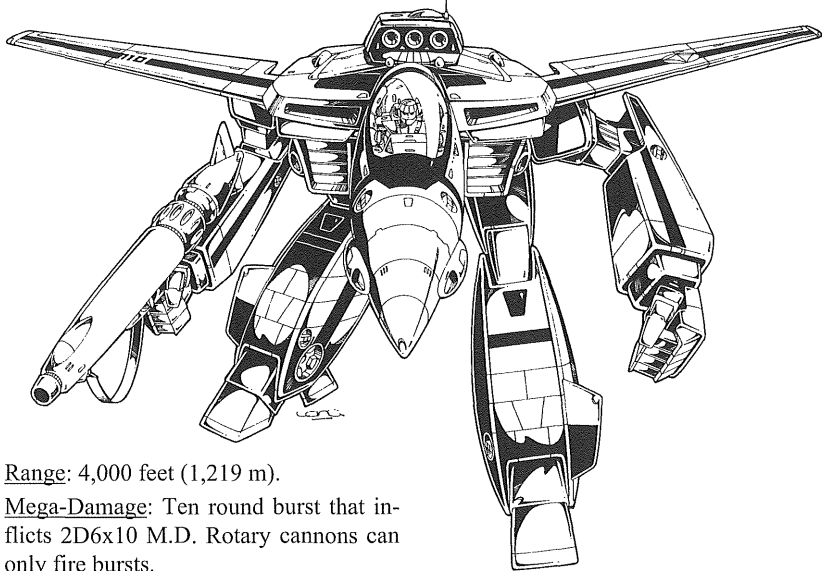
2. GU-11 55mm Triple Barreled Ro-

tary Cannon: The GU-11 is a hydraulically driven, triple barreled rotary cannon configured as a rifle. It fires 55mm High Explosive Armor Piercing (HEAP) rounds from an internal, stock mounted helical magazine at a rate of 750 rounds per minute. This weapon is durable, performs well in both atmosphere and vacuum, and has excellent range and penetration. The GU-11 is carried by hand in both Guardian and Battloid mode, and is ventrally mounted along the centerline of the craft in fighter mode. When carried as a rifle, the weapon features a telescoping butt stock and a retractable sling for ease of carrying.

Primary Purpose: Anti-Mecha and Assault.

Secondary Purpose: Anti-Personnel and Defense.

Weight: 350 pounds (157.5 kg) loaded.



Range: 4,000 feet (1,219 m).

Mega-Damage: Ten round burst that inflicts 2D6x10 M.D. Rotary cannons can only fire bursts.

Rate of Fire: Each burst counts as one melee attack.

Payload: 250 rounds of 55mm HEAP in the internal magazine. The 55mm HEAP is the second largest auto-cannon round used by the UEDF, the largest being the 78mm Defender round. It was designed specifically to punch through the kinds of armor that UEDF brass assumed they might face based on findings and technical information gleaned from the wreck of the SDF-1. The magazine is built into the weapon, and must be reloaded aboard ship or at an airbase by a certified weapons technician. It can be loaded in the field by someone with the *Armorer* or *Weapons Engineer* skill, but the reloader will find himself at a penalty of -15% without proper tools.

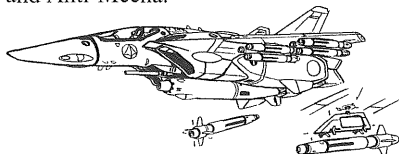
Note: The GU-11 has a built-in laser targeting system, and is +1 to strike even in burst firing. This bonus stacks with other

bonuses granted from W.P. skills or IFF computers.

3. Wing Mounted Articulated Hardpoints (4): Each wing carries two articulated hardpoints for the mounting of external ordnance (e.g. missiles). These hardpoints pivot with the wing, and can be used at any degree of sweep. Each hardpoint can carry 2,500 pounds (1,125 kg) of ordnance, and can carry bombs, missiles or Multiple Launch Ordnance Pods (MLOP).

Primary Purpose: Anti-Aircraft and Space Fighter.

Secondary Purpose: Anti-Installation and Anti-Mecha.



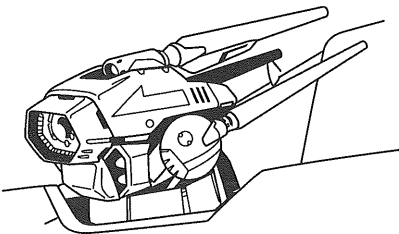
Weight: Not applicable.

Range: As per missile type; typically medium- or long-range.

Mega-Damage: By missile type; typically heavy.

Rate of Fire: In volleys by loadout.

Payload: Each hardpoint can carry three medium-range missiles, two long-range missiles, one MLOP loaded with 15 mini-missiles, or 2,500 pounds (1,125 kg) of gravity bombs.



- 4. LAC-20 Automated 20mm CIWS Auto-Cannon (VF-1R Only):** The LAC-20 is a single barreled 20mm auto-cannon mounted in the center of the VF-1R's sensor head. This weapon is computer operated, and is designed to supplement the standard LLW-20 lasers in their CIWS role.

Primary Purpose: Anti-Missile and Dog Fights.

Secondary Purpose: Anti-Mecha and Defense.

Weight: Not applicable, part of the airframe.

Range: 2,000 feet (609.6 m).

Mega-Damage: 1D4x10+2 M.D. for a five round burst. Cannot fire single shots.

Rate of Fire: Each burst uses one of the pilot's melee attacks.

Payload: 100 rounds of 20mm LEAP, providing 20 bursts.

Note: This weapon is autonomous and operates independently of the pilot. It has three attacks per melee and is +1 to strike incoming missiles. The pilot can take manual control of the weapon with a roll on the *Weapon Systems* skill.

- 5. MDS-M-4 Missile Delivery System (VF-1R Only):** On each side of the head are two launch tubes that hold two 78mm mini-missiles each, for a total of eight missiles. These missiles are also part of the VF-1R's Close-In Weapon System and are especially useful against missile barrages.

Primary Purpose: Anti-Missile.

Secondary Purpose: Anti-Armor.

Weight: Not applicable, each missile weighs about five pounds (2.26 kg).

Range: One mile (1.6 km).

Mega-Damage: Varies with mini-missile type, but the usual payload is HEAP (High Explosive Armor Piercing) missiles that inflict 1D4x10 M.D. per missile.

Rate of Fire: Singly or in volleys of two or four.

Payload: Eight mini-missiles total.

- 6. HARM-80 High Speed Anti-Radiation Missiles (VEF-1 Only):** These radar guided fragmentation missiles are designed specifically to seek out and destroy enemy land-based, sea-borne and space-borne radar-directed air defense artillery systems and surface-to-air and ship-to-ship missile systems. They enjoy significant bonuses to strike these targets, but are treated as unguided missiles when used in an offensive situation like air-to-air or fighter-to-fighter combat.

Primary Purpose: Anti-Radar.

Secondary Purpose: Anti-Installation.

Weight: Each missile weighs 800 pounds (360 kg).

Range: 40 miles (64 km).

Mega-Damage: 2D6x10 M.D. to a 20 foot (6.1 m) radius.

Rate of Fire: Singly or in volleys of two, four or six.

Payload: VEF-1s carry a total of six HARM-80s.

Note: HARM-80s are +5 to strike their dedicated targets, but enjoy no bonuses when used against other targets and have a 50% chance of veering off target and seeking out a radar installation.

7. LPWS-12 Nose Lasers (2): Two LPWS pulse lasers were mounted in the nose of all VF-1s belonging to the *SDF-1's air wing*, only. They replaced two banks of sensors and were deemed necessary due to ammunition rationing on the return trip from Pluto. They are fixed forward and can be fired singly or fire-linked as a pair at the same target simultaneously.

Primary Purpose: Air-to-Air Combat.

Secondary Purpose: Anti-Missile and Defense.

Weight: Not applicable, part of the air-frame.

Range: 2,000 feet (609.6 m).

Mega-Damage: 2D4 M.D. for a single laser blast, 4D4 M.D. when fired as a pair.

Rate of Fire: Each single or dual blast uses one of the pilot's melee attacks.

Payload: Tied to the Valkyrie's fusion reactors and effectively unlimited.

Note: Only Valkyries assigned to the *SDF-1's air wing* are equipped with these weapons. Earthbound Valkyrie squadrons have the original equipment sensors.

8. Hand to Hand Combat: Designed to be able to go toe to toe with the giant Zentraedi, the Valkyrie is tough and agile, making it a very competent scrapper.

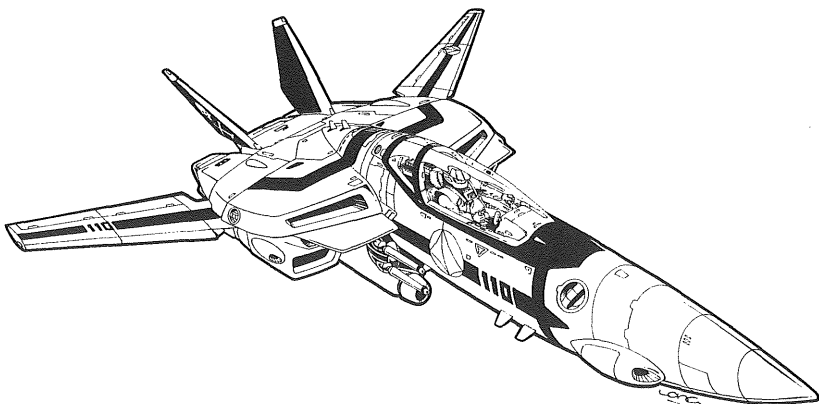
Hand to Hand Damage: Robotic P.S. of 38.

Restrained Punch/Forearm: 1D4 M.D.

Full Strength Punch: 2D6 M.D.

Power Punch: 4D6 M.D.; counts as two attacks.

Kick: 3D8 M.D.



Stomp: 3D6 M.D. against targets under 20 feet (6.1 m) tall.

Jump Kick: 5D8 M.D.; counts as two attacks.

Body Block/Ram: 2D8 M.D. per 20 mph (32 km) of running speed. Uses two attacks and has a 60% chance of knock-down against targets up to 50% bigger. Victims knocked down lose initiative and two melee attacks.

Special Bonuses: Due to the powerful computers used to keep the Valkyrie flying, and the integration of the newly discovered Robotechnology, the Veritech Fighters are faster and more agile than any aircraft built to date. Valkyries enjoy the following bonuses: +1 on initiative, +2 to strike (hand to hand and with ranged weapons), +3 to parry and dodge, +4 to auto-dodge while flying in fighter mode (the act of dodging does not use up a melee attack), +3 to roll with punch/impact. These bonuses are in addition to any bonuses from the *Mecha Elite Combat Training* skill.

Bonuses with Elite Combat Training

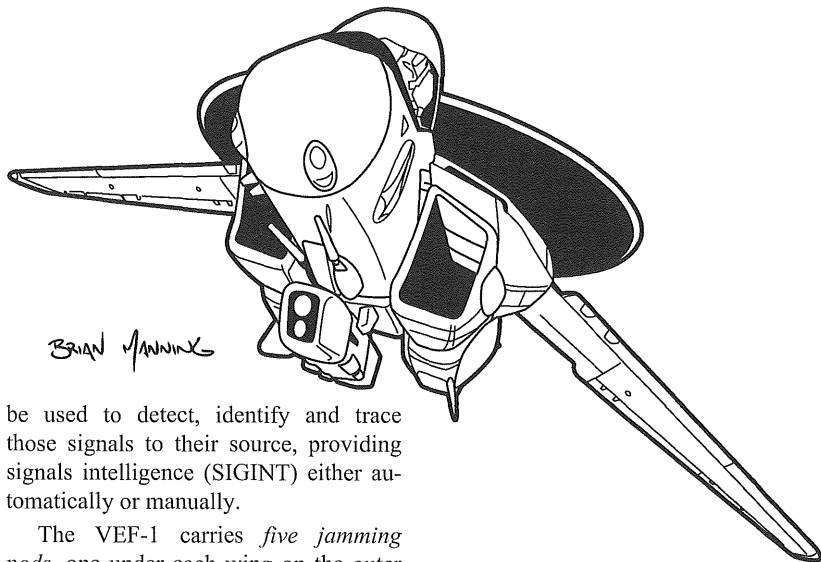
Only: +1 attack per melee round at levels 1, 3, 6, 9, 12 and 15. +2 on initiative, +2 to strike (applies to punches, stomps and kicks), +1 to parry, +2 to dodge, +1 to disarm, +2 to pull punch, and +1 to roll with impact. **Note:** These bonuses **ONLY** apply when the pilot has the *Mecha Elite Combat Training* skill in Veritech Fighters/Valkyries. The pilot's own number of hand to hand attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is *outside* the mecha. *Outside of his mecha*, the pilot possesses only human fighting abilities.

Special Valkyrie Sensors

VF-1S Sensor Package: The C3 package of the VF-1S includes an extensive Identify Friend and Foe database and a powerful radar and targeting system capable of identifying and tracking up to 144 targets. This system can identify a target, assign it priority based on known abilities and threat level, and even anticipate known behaviors and tactics. The IFF system can "learn" new enemies by analyzing data from the targeting and combat computers, as well as gun camera footage. The -1S can then broadcast this information directly to the other mecha in the squadron, enhancing their fighting abilities. The IFF and C³ computers on the VF-1S can link to other Valkyries (up to 24) and grant +2 to initiative, +1 on Perception Rolls, +1 to strike and +3 to parry and dodge to all fighters. This requires a roll on the Sensory Equipment skill at -10% due to the chaos of combat.

VEF-1 Sensor Package: The VEF-1 has a very extensive and powerful electronic attack suite. This suite provides protection for strike aircraft, ships and ground troops by jamming enemy radar, data links and communications. Receiver equipment and antennas are mounted in a large, dorsally mounted *radome* similar to the one mounted to the *ES-11 Cat's Eye*, granting a 360 degree field of coverage.

Jamming transmitters and exciter equipment are located in pods mounted on the Valkyrie's articulated hardpoints and ventral cannon mount. The system is capable of intercepting, automatically processing and jamming received radio frequency signals. The receivers can also



be used to detect, identify and trace those signals to their source, providing signals intelligence (SIGINT) either automatically or manually.

The VEF-1 carries *five jamming pods*, one under each wing on the outer hardpoints replacing the standard missiles, one on each fuselage mounted hardpoint just aft of the intakes, and one under the fuselage replacing the GU-11. Each pod houses two powerful *Continuous Wave (CW) transmitters* which can be focused on one target, allowing the ECO to jam up to five enemies at once. An exciter in the pod adjusts the composition of the jamming signal depending on what sort of sensor is being targeted. Each pod has a control computer linked to the central processing unit on the aircraft, allowing direct control over each sensor pod.

The VEF-1 also carries *sensor spoofers* that disrupt the input from advanced optical sensors like passive nightvision and thermal imaging. These spoofers reduce the range of sensors by 50%, and operators suffer a penalty of -25% on their Sensory Equipment skill to interpret any data provided by the sensor targeted by spoofers.

Making full use of the VEF-1's electronic attack capabilities requires the *Advanced Electronic Combat* skill. Players can operate these systems without the AEC skill, but are at a disadvantage. Players with only the *Electronic Countermeasures* skill are -15% to operate the EWAR systems, and those with only the Sensory Equipment skill are at -40%. VEF-1s are usually crewed by dedicated Electronic Countermeasures Officers with all the necessary and specialized skills needed to operate their equipment.

In game terms, electronic warfare is debilitating to enemies and players alike. To disrupt radar, communications and targeting systems, the player first declares what he's jamming, then rolls his *Advanced Electronic Combat* skill. A successful roll jams one system (comms, radar, targeting, etc.) for 2D6 melees, and a player can jam as many systems as he has jamming pods up to his number of attacks to a range of 150 miles (240 km). A mecha or ship that is the victim

of an EWAR attack sees its combat bonuses reduced more and more with each system jammed. One system jammed reduces all combat bonuses by 25% and the target of jamming loses one melee attack as they scramble to compensate for the jamming. Two systems jammed reduces combat bonuses by 50% and the target loses two attacks. Three or more systems jammed eliminates *all* combat bonuses, reduces the target's attacks by half and the pilot is reduced to visual aiming of all weapons and can only fight what he can see with his eyes; no combat bonuses.

Optional Special Equipment for all Valkyries

“Armored Veritech” or “Armored Valkyrie”

GBP-1S Modular Valkyrie Armor/Missile Pack: The GBP-1S consists of numerous “bolt-on” armor plates combined with a MDS-L-70 “Barrage” Missile Deployment System. While it does provide additional protection and increased attack capabilities, the armor severely limits the speed and maneuverability of the Valkyrie, making it less mobile than even the MBR-07 Spartan. To offset the weight of the armor and its ordnance, the GBP-1S also comes with a pair of rocket boosters and a number of vernier thrusters. It is important to note that the boosters are not a FASTPack and do not grant the Valkyrie transatmospheric capabilities. The armor can only be applied while the Valkyrie is in *Battloid* mode, and all armor must be jet-

tisoned to transform into any of the other mecha configurations.

Additional M.D.C. By Location:

Forearms (2) – 100 each
Shoulders (2) – 175 each
Upper Legs (2) – 125 each
Lower Legs (2) – 150 each
Main Body – 200

Note: These numbers are *in addition* to the regular M.D.C. values of an unarmored Valkyrie. Can only be worn in Battloid mode.

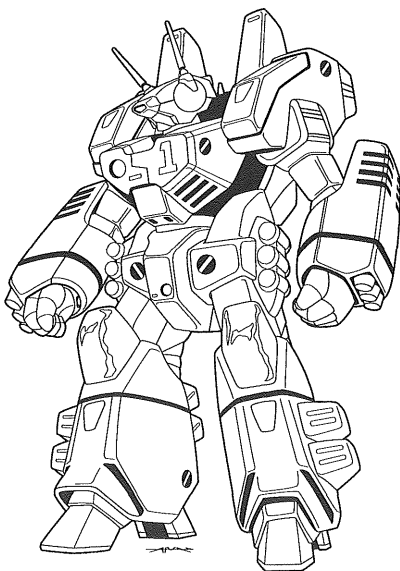
Weight: 16.2 tons without missiles.

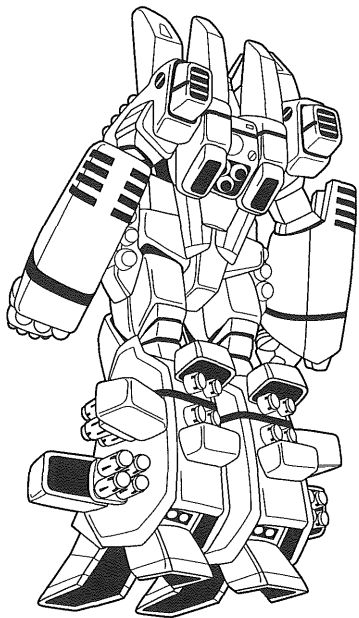
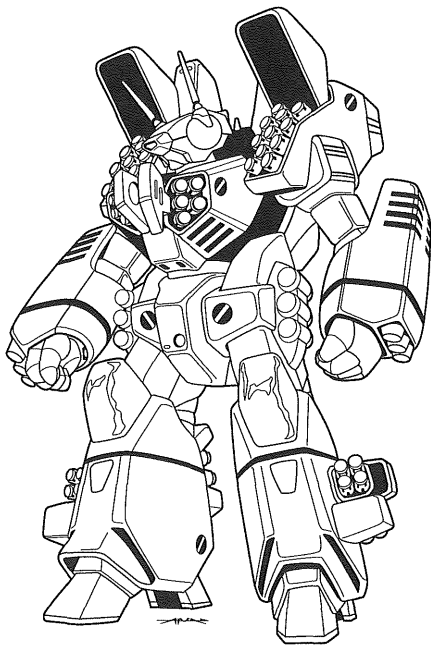
Speed: Reduce all Battloid mode speeds by 30%. Cannot transform unless all armor is jettisoned. Best suited for space or underwater combat.

Weapon Systems:

1. MDS-L-70 “Barrage” Missile Pack:

The Barrage Missile Pack adds an additional 70 short-range missiles to the Valkyrie's already prodigious load-out.





Primary Purpose: Anti-Mecha and Anti-Armor.

Secondary Purpose: Anti-Spacecraft and Fortifications.

Weight: Not applicable, each missile weighs about 33 pounds (15 kg).

Range: Usually around five miles (8 km).

Mega-Damage: Varies by short-range missile, but standard load is HEAP (High Explosive Armor Piercing) missiles that do 2D6x10 M.D. per missile.

Rate of Fire: Singly or in volleys of 2, 4, 8, 16, 32, or all. One volley, no matter how many missiles are in it, counts as one melee attack.

Payload: 70 missiles in single shot launch tubes. Twelve in each shoulder, ten in the chest, three in each forearm, three on each hip and 12 in each leg.

“Super Veritech” or “Super Valkyrie”

MVAS-1 FASTPack and Modular

Armor System: The Super Valkyrie upgrade is a “bolt-on,” modular armor and FASTPack system designed to increase the Valkyrie’s effectiveness and survivability in space.

The Super Valkyrie’s FASTPack sacrifices some of the Armored Valkyrie’s protection in exchange for greater speed and the ability to transform while armored. To increase the Valkyrie’s speed and maneuverability in space, the FAST-Pack mounts two large rockets in special housings on the mecha’s back. These turbines are powered by their own small fusion reactor and grant the Valkyrie *increased speed in space*. Also mounted in the FASTPack, leg plates and forearm plates are numerous articulated vernier

thrusters that increase the Valkyrie's agility in space. The FASTPack system also increases the Valkyrie's killing power with the addition of extra missiles mounted in the FASTPack and forearm plates. While the Super Valkyries carry considerably fewer missiles than Valkyries fitted with the GBP-1S Armored Valkyrie system, they are no less lethal and are an excellent ordnance delivery platform.

M.D.C. By Location:

Forearms (2) – 100 each

Lower Legs (2) – 125 each

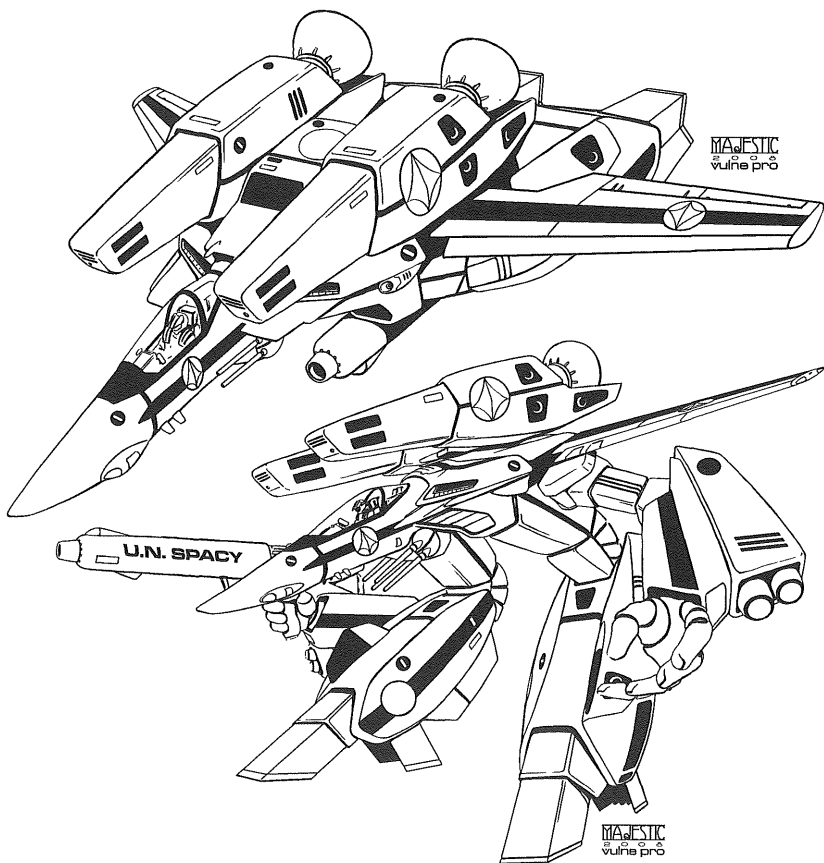
FASTPack Thrusters and Missile Packs (2) – 150 each

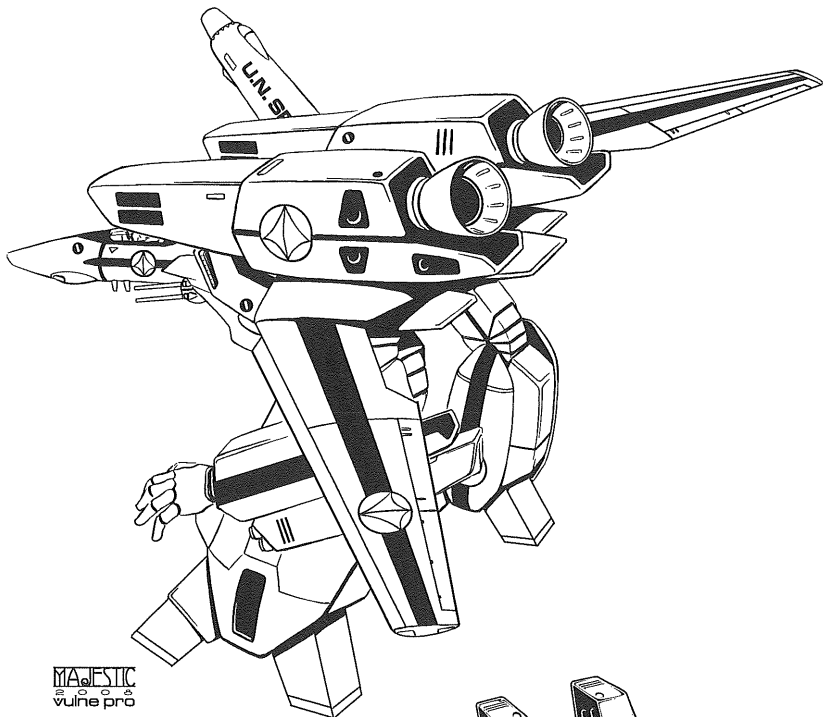
Note: These numbers are *in addition* to the regular M.D.C. values of an unarmored Valkyrie.

Weight: 8 tons.

Speed: The FASTPack increases all flying speeds by 50%, and can reach speeds capable of entering orbit.

Bonuses: +1 to parry and +4 to dodge in all modes while in space. This bonus is in addition to any skill bonuses.





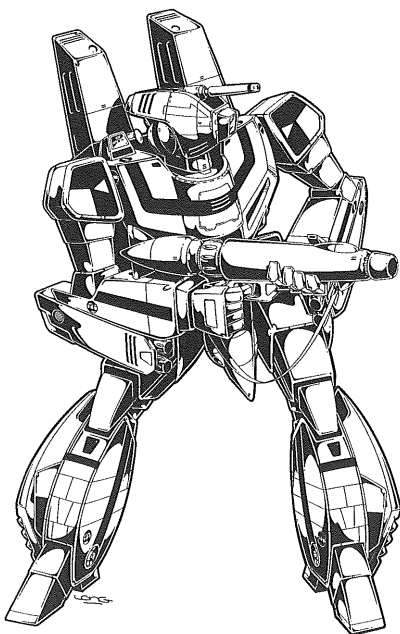
Penalties: FASTPacks were designed for space, and while they can be kept on while in atmosphere, the Super Valkyrie is awkward, and due to the increased weight of the FASTPack and drag from the armor, it sees *all* combat bonuses reduced by 25%.

Weapon Systems:

- 1. MDS-L-46 “Hailstorm” Missile Pack:** The Hailstorm Missile Pack adds an additional 46 short-range missiles to the Valkyrie’s already prodigious loadout.

Primary Purpose: Anti-Mecha and Anti-Armor.

Secondary Purpose: Anti-Fighter and Small Spacecraft.



Weight: Not applicable, each missile weighs about 33 pounds (15 kg).

Range: Usually around five miles (8 km).

Mega-Damage: Varies by short-range missile. Usually loaded with HEAP (High Explosive Armor Piercing) missiles that inflict 2D6x10 M.D. per missile.

Rate of Fire: Singly or in volleys of 2, 4, 8, 16, 32 or all. One volley, no matter how many missiles are in it, takes one attack.

Payload: 46 missiles. Twenty in each thruster pack and three in each forearm plate.

Disposable Single Orbital Booster Stage Rocket

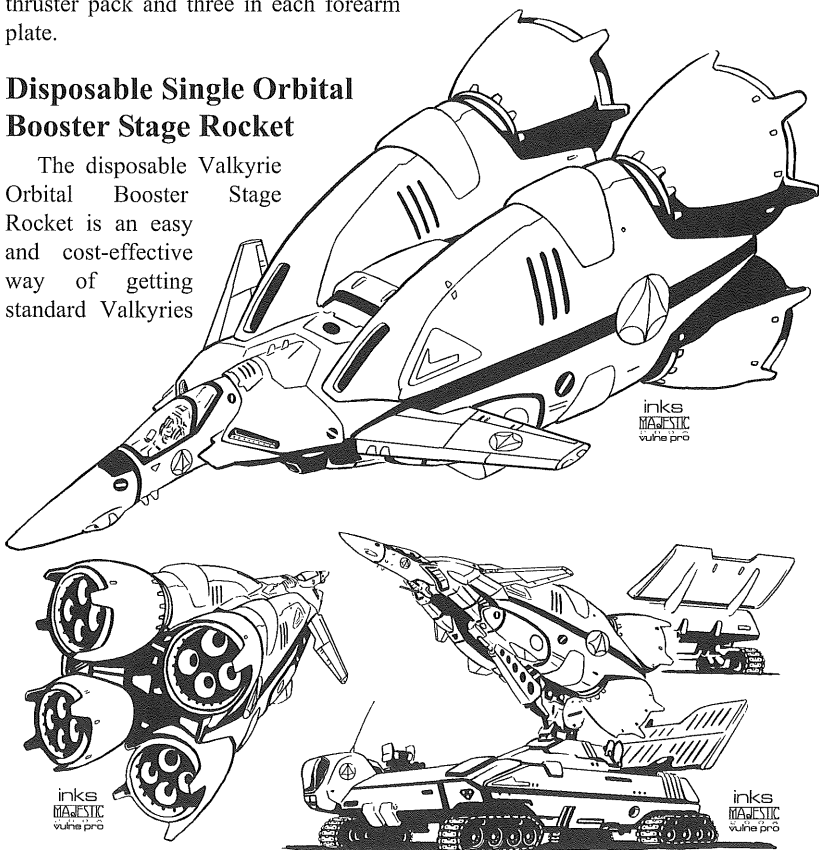
The disposable Valkyrie Orbital Booster Stage Rocket is an easy and cost-effective way of getting standard Valkyries

into orbit. The booster itself houses four massive rockets and enough fuel and catalyst to get the mecha into orbit. The Valkyrie is bolted into the booster and once it reaches orbit, the booster is jettisoned and allowed to fall back into the atmosphere where it burns up. Valkyries mated to a booster unit can be launched from fixed launch facilities or from the back of a mobile launch vehicle.

M.D.C. by Location:

Main Body – 60

Thrusters (4) – 35 each



UEDF Aircraft

Standard Avionics and Other Equipment for all non-variable atmospheric fighters and rotary aircraft of the United Earth Defense Force:

1. Radar: UEDF non-variable atmospheric fighters and aircraft are equipped with a powerful Active Electronically Scanned Array (AESA) radar with a 140 degree field of view for targeting and 360 degree warning coverage. This radar is designed for aerospace superiority and strike operations (air to ground attack) and features a low-observable, active-aperture, electronically-scanned array that can track multiple targets in all kinds of weather as well as outer space. The AESA radar changes frequencies more than 1,000 times per second to reduce the chance of being intercepted, and can also focus its emissions to *overload* enemy sensors. This gives the fighters a limited electronic attack capability and requires an Electronic Countermeasures roll. If the character doesn't have the Electronic Countermeasures skill, the *Sensory Equipment* skill can be used, but at a -20% penalty. This array has a range of 100 miles (160 km) and can track up to 50 targets.

2. Communications: Wide band and directional radio communication system with built-in scrambler that transmits both voice and cockpit video. Range is 600 miles (960 km) but can be boosted indefinitely via satellite relay.

3. Onboard Computer System: All non-variable aircraft have a powerful onboard computer system that handles all targeting and combat data collection. The combat computer collects data from all sensors, stores it and then displays the information on the pilot's HUD.

4. Motion Detector and Collision Warning System: Detects objects within 5000 feet (1524 m) and alerts the pilot with an alarm and flashing red light.

5. Other Sensors: The avionics suite also includes the following sensors and enhancements:

Infrared Spotlight: Emits an infrared beam that is invisible to the naked eye but can be seen with the right sensors. Range is 2,000 feet (609 m) but is reduced by half in smoke or inclement weather.

Tactical Camera: This camera, called the gun camera by pilots, can record up to 180 minutes of footage into memory that can then be downloaded and watched. This footage is usually used for training and combat analysis. It sees directly ahead along the axis of the aircraft's main cannon.

Thermal Imager: Converts the heat signatures of warm objects into visible images. 2,000 foot (607 m) range and allows the pilot to see through darkness, shadows, smoke, inclement weather and even through walls.

Nightvision: Passive light amplification that allows the pilot to see in the dark as long as there is at least some ambient light. 4,000 foot (1219 m) range, but is completely useless in total darkness.

6. Ejection System: The F-203 Dragon, MiM-31 Karyovin and S-12

Avenger II/ES-12A Stalker atmospheric fighters have a traditional zero/zero ejection seat that exits the aircraft through the canopy. The AH-98 Comanchero and SH-62 Sea Sergeant eject their rotor blades before ejecting the pilots.

7. Self-Destruct: A last ditch system to prevent the capture of the aircraft. The blast is largely contained and does 3D6x10 M.D. to a 25 foot (7.6 m) radius for a fighter with no or few missiles, and 1D6x100 M.D. to a 50 foot (15.2 m) radius for a fighter with most or all of its missiles.

8. Smoke and Chaff/Flare Dispensers: All aircraft carry both smoke and chaff dispensers to confound radar and confuse enemies. The smoke dispensers have four charges and can make a cloud of thick, white smoke about 60 feet (18.3 m) across. The chaff/flare dispensers have four charges each of chaff canisters and flares and have a 75% chance to confuse both radar guided (chaff) and heat seeking (flare) missiles, and a 45% chance of fooling smart missiles.

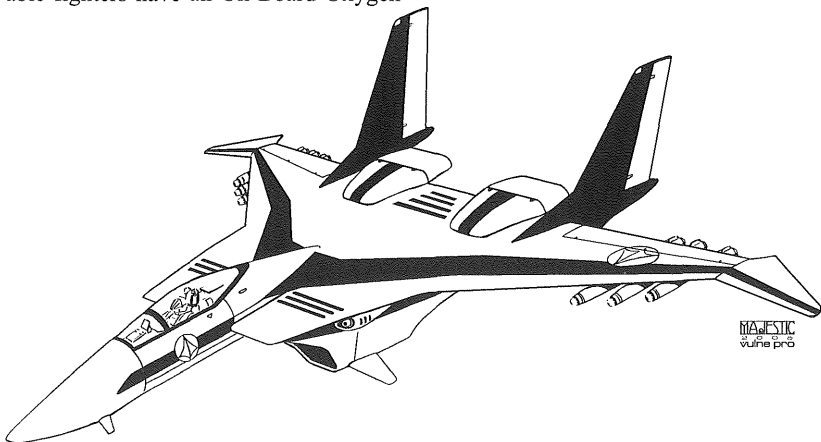
9. Tactical Life Support: Non-variable fighters have an On Board Oxygen

Generation System (OBOGS) which siphons air from the engine and processes it into an unlimited supply of air for the pilot for as long as the engines are operational. In case of electrical failure or space operation, the life support system automatically switches to a 48 hour Backup Oxygen System. The pilot can hook the life support from his body armor to the on-board system to extend his personal oxygen supply. They also have heat and radiological shielding to protect the pilot from damaging radiation.

10. Distress Beacon: Broadcasts a distress beacon on an encrypted UEDF frequency. Range is 250 miles (400 km).

F-203 Dragon II

The F-203 is a non-variable air superiority fighter widely used by various national air forces during the *Global War*. A joint Swedish and American project, the distinctive fighter can trace its lineage to both the venerable J35 Draken of the Swedish Air Force, and the F-16XL test bed of the United States Air Force. Designed as a supersonic air superiority fighter, the Dragon excelled at air-to-air



combat and carried a formidable loadout of missiles and cannons. The Dragon II was widely exported during the war, and its unique double-delta wing design was a common sight over battlefields all over the world.

The Dragon was nearing the end of its operational life when the crash landing of a giant alien space ship in 1999 brought an end to the Global War. Ratified by the United Nations in 2005, the newly formed United Earth Defense Force (UEDF) needed a fighter to fill the gap between the current generation of combat aircraft and the new transformable fighter that was being designed under *Project Valkyrie*. It concluded that upgrading the Dragon was the most expedient option, and approved a total overhaul of all existing Dragon airframes. This overhaul included greatly improved engines and avionics that were developed from studying the advanced alien technology of the crashed space ship, now christened the SDF-1, and gave the aging fighter a new lease on life.

When the Valkyrie was unveiled, Naval, Marine and Air Force Veritech Fighter wings were organized around the new fighters and the Dragon II was scheduled for slow phase out as a front-line combat jet. When the Zentraedi struck, Dragon II squadrons served with the UEDF and many national air forces until the Zentraedi Holocaust of 2012 wiped out the majority of Earth-based forces. Despite being technologically outclassed by Zentraedi Fighter Pods, the remaining pilots of the Dragon II proved the fighter still had its value and continued to serve in the defense of Earth. Some of the Dragons that survived the First Robotech War were used

as reserve fighters by the UEDF, while the rest were salvaged for parts or repurposed as test beds for newer fighters under development by the *Army of the Southern Cross*.

Model Type: F-203 Air Superiority Fighter.

Class: All-Weather, Non-Variable Air Superiority Fighter.

Crew: One.

M.D.C. by Location:

* Wings (2) – 75 each

** Engines (2) – 75 each

*** Tail/Rudders (2) – 45

Wing Hardpoints (6) – 35 each

Reinforced Pilot's Compartment – 60

**** Main Body – 175

* Destroying a wing will cause the aircraft to crash. To hit the wing requires an attacker to make a "Called Shot" and even then it is -4 to strike in dog fights and -10 for ground attackers to strike the wing of the aircraft when it is traveling at speeds of 350 mph (560 km) or faster.

** Destroying one engine will reduce flight speed and maximum ceiling by half. Destroying both will cause the aircraft to crash.

*** Destroying the tail will cause the aircraft to lose control and crash.

**** Destroying the main body will destroy the aircraft and send the wreckage plunging to earth.

Speed:

Flying: Sea Level: 918.7 mph (1,470 km) or Mach 1.2.

65,000 feet (19,812 m): 2,131 mph (3,430 km) or Mach 2.8.

Two ventral nozzles also provide the aircraft with V/STOL (Vertical and Short Take-Off and Landing) capa-

bilities, adding to its already impressive versatility.

Statistical Data:

Height: 18.4 feet (5.6 m).

Length: 56.8 feet (17.3 m).

Wingspan: 45.3 feet (13.8 m).

Weight: 18.8 tons (dry).

Cargo: There is a small space big enough for a survival pack and a side arm.

Power System: Two high-output, after-burning turbofan engines. As a non-variable aircraft, the Dragon II runs on traditional unleaded/kerosene-based jet fuel.

Combat Radius/Range: 1,222 miles (1,955.2 km).

Combat Bonuses: +2 on initiative, +2 to strike with all weapons, +3 to dodge while flying, and +2 to auto-dodge (the act of dodging does not use up a melee attack).

Ferry Range: 3,450 miles (5,520 km) with external fuel tanks.

Weapon Systems:

1. M-65 Rotary Auto-Cannon: The M-65 is a six-barrel, hydraulically driven rotary auto-cannon that is a mainstay among the non-variable fighters of the UEDF. A descendant of the ubiquitous M-61 Vulcan, it fires 20mm Light Explosive Armor Piercing (LEAP) rounds at a blistering 6,500 rounds per minute from a linkless feed system. This weapon is mounted in the port wing root and gives the Dragon excellent firepower at long range as well as in close combat (dogfights) with other aircraft.

Primary Purpose: Anti-Aircraft/Fighters.

Secondary Purpose: Anti-Mecha and Light Spaceships.

Weight: 250 pounds (112.5 kg) with feed mechanism.

Range: 4,000 feet (1,219 m).

Mega-Damage: 1D8x10 M.D. for a 75 round burst. Rotary cannons only fire bursts.

Rate of Fire: Each burst uses one of the pilot's melee attacks.

Payload: 1500 rounds of 20mm LEAP.

2. Wing Mounted Articulated Hard-points (6): Each wing carries three hardpoints for the mounting of external ordnance. Each hardpoint can carry 2,500 pounds (1,125.9 kg) of ordnance, mainly air-to-air missiles.

Primary Purpose: Anti-Aircraft and Anti-Mecha.

Secondary Purpose: Anti-Installation and Anti-Spaceship.

Weight: Not applicable.

Range: By missile type (see payload).

Mega-Damage: By missile type (see payload).

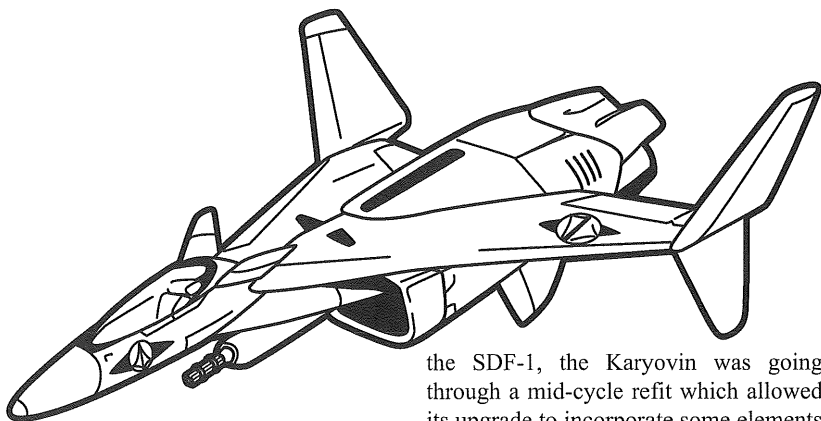
Rate of Fire: In volleys by loadout.

Payload: Each hardpoint can carry three short-range missiles, two medium-range missiles or one long-range missile.

MiM-31 Karyovin

Non-Variable Attack Fighter

The Karyovin is a Russian-designed and built strike fighter that was used to great effect by many Eastern nations in the Global War. Designed for close air support and armor busting (anti-tank) in addition to air superiority, the Karyovin is a highly successful multi-role successor to the MiG-29.



The Karyovin features a high-lift fuselage that gives it better control at low speeds and allows for a lower stall speed, enabling it to fire ordnance with unprecedented accuracy at ground targets. STOL (Short Take-Off and Landing) capabilities come from a twin engine system with two afterburning turbofans mounted aft, providing thrust through vectored thrust nozzles. Small vernier thrusters provide additional flight maneuverability while ventral thrusters aid in very short take-offs. This allows the Karyovin to operate from smaller airfields and rough forward bases that would otherwise be incapable of supporting high-performance fighter aircraft.

For armament, the rugged fighter is essentially built around its main cannon, a 30mm gatling gun. However, it can also carry a wide array of air-to-ground ordnance, making it a terror to armor squadrons and fortified emplacements alike.

Due to its ruggedness and simplicity, the Karyovin was in better operational shape than most of its contemporaries at the end of the Global War. Shortly after the crash of the alien vessel that became

the SDF-1, the Karyovin was going through a mid-cycle refit which allowed its upgrade to incorporate some elements of Robotechnology that were initially smuggled out of Macross Island. The updated fighter was met with great acclaim among its pilots and maintenance crews, which saw its service life extended as a good and affordable anti-armor attack fighter that was badly needed by the United Earth Defense Force. Unfortunately, due to the unscrupulous arms black market, some units found their way into the hands of mercenaries from the remnants of the Anti-Unification League, which remained a thorn in the UEDF's side well after the Global War was over.

Numerous squadrons were formed to function as close air support wings in both the UEDF Air Force and UEDF Marine Corps. During the First Robotech War, the versatile, low altitude, air to ground fighters excelled against Zentraedi Battlepods and armored Zentraedi foot soldiers, as well as insurrection forces during the Zentraedi uprisings.

Model Type: MiM-31 Karyovin

Class: Single Seat, All-Weather Non-Variable Multi-role Strike Fighter.

Crew: One.

M.D.C. by Location:

* Wings (2) – 130 each

** Engines (2) – 85 each

*** Tail/Rudder – 75

Wing/Fuselage Ordnance Hardpoints
(6) – 35 each

Gsh-30-4A Cannon – 55

Reinforced Pilot's Compartment – 125

**** Main Body – 220

* Destroying a wing will cause the aircraft to crash. To hit the wing requires an attacker to make a “Called Shot” and even then it is -3 to strike in dog fights and -10 for ground attackers to strike the wing of the aircraft when it is traveling at speeds of 350 mph (560 km) or faster.

** Destroying one engine will reduce flight speed and maximum ceiling by half. Destroying both will cause the aircraft to crash.

*** Destroying the tail will cause the aircraft to lose control and crash.

**** Destroying the main body will destroy the aircraft and send the wreckage plunging to earth.

Speed:

Flying: Sea Level: Maximum speed is 1,149 mph (1,838.4 km) or Mach 1.5.

59,000 feet (17,983 m): 1,674.6 mph (2,678 km) or Mach 2.2.

Statistical Data:

Height: 21.7 feet (6.6 m).

Length: 54.1 feet (16.5 m).

Wingspan: 33.5 feet (10.2 m).

Weight: 17 tons (dry).

Cargo: There is a small space big enough for a survival pack and a side arm.

Power System: Two high-output, after-burning turbofan engines. As a non-variable aircraft, the Karyovin runs on traditional unleaded/kerosene-based jet fuel.

Combat Radius: 925 miles (1,480 km).

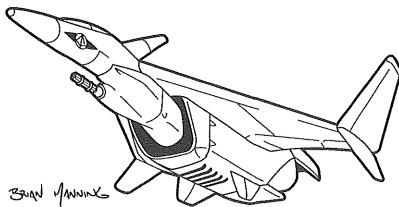
Combat Bonuses: Karyovin pilots enjoy the following bonuses while engaged in air-to-ground attacks: +2 on initiative, +4 to strike, +4 to dodge and +2 to roll with impact. **Note:** These bonuses are halved when engaged in air-to-air combat.

Ferry Range: 3,000 miles (4,800 km) with external tanks.

Weapon Systems:

1. Gsh-30-4A1 30mm Auto-Cannon:

This highly accurate, quad-barreled, recoil operated auto-cannon is the main weapon of the Karyovin. Descended from a long line of Russian built vehicle and aircraft mounted auto-cannons, this weapon fires 30mm HEAP rounds at 3,000 rounds per minute and operates on the Gast principle, where the recoil from one barrel loads and charges the other. The Gsh-30 is simple and rugged and performs admirably under all manner of hostile environments. Built mainly for air-to-ground operations, the Gsh-30 gives the Karyovin a vicious punch against conventional armored vehicles (tanks, armored personnel carriers), and allows it to perform well against Zentraedi Battle Pods, giant Zentraedi infantry troops and even (if it were necessary) against UEDF armored vehicles and mecha.



Primary Purpose: Anti-Armor/Anti-Mecha.

Secondary Purpose: Anti-Installation/ Fortifications.

Weight: 125 pounds (56.3 kg) with feed mechanism.

Range: 4,000 feet (1,219 m).

Mega-Damage: 1D8 M.D. for a single round, 1D6x10 M.D for a 10 round burst.

Rate of Fire: The firing of a single round or a 10 round burst counts as one of the pilot's melee attacks.

Payload: 800 rounds of 30mm HEAP.

2. Ordnance Hardpoints (6): Six ordnance hardpoints, two under each wing and one fuselage mount on each side of the engine intake, allow the Karyovin to mount a variety of air-to-ground and air-to-air ordnance. Each hardpoint can carry 3,000 pounds (1,350 kg) and enables the Karyovin to deliver a punch well above its weight against armor and fortified positions.

Primary Purpose: Anti-Aircraft and Anti-Mecha.

Secondary Purpose: Anti-Installation/ Fortifications.

Weight: Not applicable.

Range: By missile type (see Payload).

Mega-Damage: By type of missile or bomb.

Rate of Fire: In volleys by loadout.

Payload: Each hardpoint can carry ONE short-, medium- or long-range missile. In the alternative, the Karyovin can also mount Multiple Launch Ordnance Pods (MLOP) of five bombs each (treat as short-range missiles that are be dropped on ground targets) or pods carrying fifteen 70mm rockets (treat as unguided

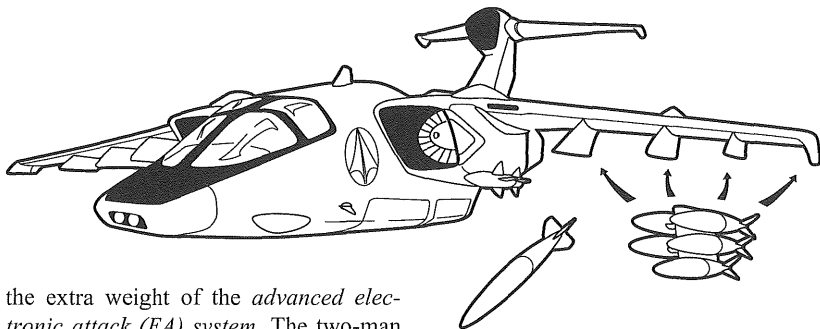
mini-missiles). Note: *Unguided "gravity" bombs* are not precision weapons and have a tendency to fall wherever they are dropped. Pilots are -4 to hit stationary targets, -6 to hit moving targets and -10 to hit small moving targets like enemy mecha.

S-12 Avenger II/ ES-12A Stalker

Anti-Submarine Warfare Fighter/ Electronic Attack Fighter

The versatile S-12 airframe started life as the carrier based **A-12 Avenger ASW fighter**. Avengers were the main *Anti-Submarine Warfare (ASW)* assault craft in numerous navies during the Global War and were loaded with heavy, anti-ship and anti-submarine ordnance and equipped with state of the art marine sensors. Concerned mainly with maritime patrol and interdiction, Avenger crews were very adept at seeking out and destroying submarines as well as enemy fleets and naval installations. The Avenger carried no guns, but more than made up for it with the ability to carry nearly sixteen tons of ordnance in the form of missiles, torpedoes, bombs and depth charges on both internal and external hardpoints. All of this added up to an extremely lethal assault package that came to be widely feared and respected amongst members of the *Silent Service*.

Late in the Global War, a replacement for the aging EA-6B Prowler Electronic Attack Fighter was needed, and the S-12 Avenger II was chosen to step into its shoes. The aircraft was considered perfect for the job due to its size, lifting power and favorable thrust to weight ratio that would allow it to carry



the extra weight of the *advanced electronic attack (EA) system*. The two-man cockpit was completely reconfigured to seat four, two abreast facing front, and two abreast facing rear, and all standard avionics were upgraded to interface smoothly with the new electronic attack systems. The new crew would consist of a pilot, an *electronic warfare officer (EWO)* in the starboard front seat, and two *electronic countermeasure officers (ECO)* in the back. The bomb bay was stripped of its modular racks and was filled with advanced EWAR and cooling systems. The plane's generators were upgraded as well to better cope with the increased demands of the EWAR system. Various antennas were installed in the fuselage and a fin-top sensor pod was installed on the tip of the rudder. All of these electronic upgrades made for a very efficient *EWAR/SIGINT platform* designated the **ES-12A Stalker**, and Stalker crews quickly gained a reputation as being as good at killing radar and sensors as their Avenger cousins were at killing subs.

After the crash of the alien vessel that became the SDF-1, the technology recovered from the wreckage of the huge spaceship was both a blessing and a curse to the S-12 Avenger II and ES-12E Stalker squadrons in the UEDF. The ASW capabilities of the **S-12 Avenger II** were not easily replaced, so the fighter

stayed in active service until after the First Robotech War. However, the **ES-12A Stalker** was almost immediately made obsolete by the Veritech VEF-1. Stalker squadrons were slowly switched over to the new variable airframe, and the venerable ES-12As were sold off in bulk to member nations of the UEDF. Only a few ES-12A Stalker squadrons were kept in reserve, operating mainly from land based Naval Aviation Stations like Pacifica and Macross Island.

Model Type: S-12 Avenger II/ES-12A Stalker

Class: Two Seat, All-Weather, Carrier Based Non-Variable Anti-Submarine Warfare Fighter/Four Seat, All-Weather, Carrier Based Non-Variable Electronic Attack Fighter.

Crew: Two for the S-12, four-man crew for the ES-12A.

M.D.C. by Location:

- * Wings (2) – 80 each
- ** Engines (2) – 50 each
- *** Tail/Rudders – 75

Wing/Fuselage Ordnance Hardpoints
(8) – 35 each

Bomb/Electronics Bay – 50

Reinforced Pilot's Compartment – 75

**** Main Body – 180

* Destroying a wing will cause the aircraft to crash.

** Destroying one engine will reduce flight speed and maximum ceiling by half. Destroying two or more will cause the aircraft to crash.

*** Destroying the tail will cause the aircraft to lose control and crash.

**** Destroying the main body will destroy the aircraft, rendering it useless.

Speed:

Flying: Sea Level: 500 mph (800 km). 37,600 feet (11,460 m): 720 mph (1,152 km).

Statistical Data:

Height: 21 feet (6.4 m).

Length: 60 feet (18.3 m).

Wingspan: 53 feet (16.2 m).

Weight: 15 tons dry.

Cargo: There is a small space big enough for a two or four man survival pack and four side arms.

Power System: Two high-output, after-burning turbofan engines. As a non-variable aircraft, the Avenger/Stalker runs on traditional unleaded/kerosene-based jet fuel.

Combat Bonuses: Avenger/Stalker pilots enjoy the following bonuses: +2 to strike, +1 to dodge in flight and +1 to roll with impact.

Combat Radius: 1,330 miles (2,128 km).

Ferry Range: 3,220 miles (5,152 km).

Weapon Systems:

1. Ordnance Hardpoints (8-10): There are eight ordnance hardpoints on the wings (four under each wing), plus one short-, medium- or long-range missile or torpedo may be mounted on each engine intake, providing the Avenger with a wide range of air-to-

ground, air-to-water, and air-to-air ordnance. Each wing hardpoint (8 total) can carry 3,500 pounds (1,575 kg) of guided or unguided ordnance. The wing hardpoints may mount a single missile or torpedo, cluster of five missiles or a multi-missile pod with 12 mini-missiles each. The two hardpoints on the *engine intakes* (one intake on each wing) can only accommodate one missile each, no clusters or multi-missile pods.

Note: Torpedoes fired from the Avenger are effectively the equivalent of missiles that drop from the aircraft, enter the water, and travel through water to hit a target on the surface of the water or underwater not more than 600 feet (183 m) below the surface. Torpedoes may also be dropped like bombs on ground targets, exploding upon impact, but when used as a bomb, the torpedo has no bonuses to strike and functions as an unguided gravity bomb. Likewise, torpedoes can NOT be used against other aircraft in air-to-air combat. This means the ordnance of the Avenger is either a combination of air-to-air missiles, air-to-ground missiles and torpedoes (air-to-water), or mission specific (i.e., if hunting enemy submarines or submerged Zen-traedi shuttle craft, all the ordnance is likely to be torpedoes or 75% torpedoes and 25% air-to-air missiles).

The ES-12A mounts ECM (Electronic Counter-Measure) pods on the two outer wing and fuselage hardpoints, and a rack of HARM-80 Anti-Radiation Missiles (described under #2, below) on each inner wing hardpoint.

Primary Purpose: Anti-Submarine.

Secondary Purpose: Anti-Installation and Anti-Ship.

Weight: Not applicable.

Range: By missile or torpedo type.

Mega-Damage: By missile (air) or torpedo (water). Treat *torpedoes* as medium-range guided missiles for weight, range, speed and Mega-Damage purposes. Torpedoes can be set to travel just below the surface of water (visible from the air or a high position) against targets on the water's surface (e.g. ships, floating platforms, docks, etc.), or set to submerge to hit a target at a specific depth up to 600 feet (183 m) below the surface to strike submarines and other underwater targets.

Rate of Fire: Singly or in volleys of 2, 4, 6, 8 or all. A volley, regardless of the number of missiles, counts as one melee attack.

Payload: 12 hardpoints total, two per engine intake (four total) and four per each wing (eight total). Each wing hardpoint of the Avenger can carry one medium- or long-range missile/torpedo or a mounted Multiple Launch Ordnance Pod carrying 12 mini-missiles (or mini-torpedoes), or a cluster of five short-range missiles/torpedoes. In the latter case that could be as many as 20 short-range missiles or torpedoes per wing (40 total), giving this feisty aircraft quite the punch!

Torpedo Note: *Unguided torpedoes* fired by pilots are +2 to hit large stationary targets like an anchored ship or coastline base or dock, +1 to hit large, slow moving targets like a ship, -1 to hit small targets like enemy mecha, and -5 to hit small, fast moving targets like enemy mecha, patrol boats, and similar.

Precision Guided Torpedoes or "Smart Bombs" can adjust their trajectory and depth, making them +5 to strike large stationary targets, +3 to strike large and medium moving targets and +1 to strike small moving targets like enemy mecha, whether below the waves or on the surface of the water.

2. HARM-80 High Speed Anti-Radiation Missiles (ES-12A Only): These radar guided fragmentation missiles are designed specifically to seek out and destroy enemy land-based and seaborne radar-directed air defense artillery systems and surface-to-air and ship-to-ship missile systems. They enjoy significant bonuses to strike these targets, but are treated as unguided missiles when used in an offensive situation like air-to-air or fighter-to-fighter combat.

Primary Purpose: Anti-Radar.

Secondary Purpose: Anti-Installation.

Weight: Each missile weighs 800 pounds (360 kg).

Mega-Damage: 2D6x10 M.D. to a 20 foot (6.1 m) radius.

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

Range: 40 miles (64 km).

Payload: ES-12As carry a total of six HARM-80s.

Note: HARM-80s are +5 to strike their dedicated targets, but enjoy no bonuses when used against other targets and have a 50% chance of veering off target and seeking out a radar installation.

3. Bomb Bay: The bomb bay can carry up to six metric tons (13,333 lbs or 6,000 kg) of ordnance on modular bomb racks. This ordnance can be unguided gravity bombs, precision guided munitions or depth charges.

Primary Purpose: Anti-Submarine.

Secondary Purpose: Anti-Installation and Anti-Ship.

Weight: Light bombs or depth charges weigh about 500 pounds (225 kg) a piece, medium weigh 1000 pounds (450 kg) apiece and heavy weigh 2000 pounds (900 kg).

Range: Not Applicable.

Mega-Damage from Bombs: Light, medium and heavy *gravity bombs* (explosive ordnance dropped from the aircraft and explode on impact) do the equivalent Mega-Damage as short-, medium- and long-range missiles of various types.

Mega-Damage from Depth Charges: Light does 1D6x10 M.D., Medium 2D6x10 M.D., and Heavy does 4D6x10 M.D. Depth charges are similar to gravity bombs in that they are dropped from the aircraft (or a water vessel) into the water where they sink into the depths below. A depth charge can be set to explode upon impact with an underwater object and/or at a particular depth up to 6,000 feet (1829 m) underwater.

Blast Radius: A direct hit does full damage. One third damage if the bomb falls within 60 feet (18.3 m) of the target, and everything within the 60 foot (18.3 m) blast area takes damage.

Rate of Fire: In volleys/clusters of 4-6 bombs dropped at a specific target (ship, building, airfield, etc.) or as a “full dump” bombing run. A bombing run is a special attack and takes a full melee round (15 seconds/all melee attacks for that round) to drop the entire payload in a short line about 400 feet (122 m) long.

Payload: 24 light bombs or depth charges, 12 medium bombs or depth charges or eight heavy bombs or depth charges.

Strike Penalties and Bonuses: *Unguided “gravity” bombs* (and depth charges) are not precision weapons and have a tendency to fall wherever they are dropped. Pilots are -4 to hit stationary targets, -6 to hit moving targets and -10 to hit small moving targets like enemy mecha. *Precision Guided Munitions* or “*Smart Bombs*” can adjust their trajectory and are +2 to strike large stationary targets, -2 to strike large moving targets and -6 to strike small moving targets.

Sensors of Note:

S-12 Avenger II: In its role as an anti-submarine fighter, the Avenger carries a number of specialized sensors to help it find its prey:

Inverse Synthetic Aperture Radar (ISAR): Replaces the standard Synthetic Aperture Radar found in all other non-variable fighters. ISAR systems are optimized for maritime patrol and used to identify and classify ships and other seafaring targets. The ISAR can identify features on a ship or object, such as a mast or gun emplacement, and perform ranging and speed calculations.

Forward Looking Infrared Camera (FLIC): Replaces the tactical camera as found on all other non-variable fighters. The FLIC has a range of 4,500 feet (1,371.6 m) and can store up to six hours of video or thousands of still images.

Deployable Sonobuoys: The Avenger carries 50 124x910mm sonobuoys in single-shot launch tubes in the ventral surface of the aircraft. When a sonobuoy is deployed, it leaves a flotation platform and transmitting antenna on the surface and hydro-phones and stabilizing equipment descends into the water. Sonobuoys relay acoustic information from their hydro-phones to the ECOs on the

aircraft. Avengers carry both active (transmit and receive sound) and passive (listen only) sonobuoys, as well as special units like search and rescue (SAR – floating radio frequency beacon) and down-link communication buoys (DLC) to allow communications between submarines and surface ships or aircraft. Active sonobuoys have a sonar range of 2,000 feet (609 m), a radio range of 10 miles (16 km) and an active life of five hours. Passive sonobuoys have the same range, but an active life of ten hours. On a successful Sensory Equipment skill roll, the ECO finds his target, on a failed roll he gets a false reading (whale, wreckage, etc.) or nothing at all. Rough seas and inclement weather can penalize the ECO -5% to -25% to his skill at the G.M.'s discretion.

ES-12A Stalker: The Stalker has a very extensive and powerful electronic attack suite similar to the one found on the VE-1E Loki. This suite provides protection for strike aircraft, ships and ground troops by jamming enemy radar, data links and communications. Radar receiver equipment and antennas are mounted in the bomb bay and along with an array of fuselage mounted blade antennas, give the Stalker a 360 degree field of vision.

Jamming transmitters and exciter equipment are located in *Pods* mounted on the Stalker's wing hardpoints and in the bomb bay with the radar equipment. The system is capable of intercepting, automatically processing and jamming received radio frequency signals. The receivers can also be used to detect, identify and *trace* those signals to their source, providing signals intelligence (SIGINT) either automatically or manually.

The ES-12A carries six jamming pods, two under each wing on the outer hardpoints replacing the standard missiles, one on each fuselage mounted hardpoint just aft of the intakes. Each pod houses two powerful *Continuous Wave (CW) transmitters* which can be focused on one target, allowing the ECO to jam up to six enemies at once. An exciter in the pod adjusts the composition of the jamming signal depending on what sort of sensor is being targeted. Each pod has a control computer linked to the central processing unit on the aircraft, allowing direct control over each sensor pod.

The Stalker also carries *sensor spoofers* that disrupt the input from advanced optical sensors like passive nightvision and thermal imaging. These spoofers reduce the range of sensors by 50%, and the victim of the electronic spoofing is -25% on their sensory equipment skill to interpret any data provided by the targeted sensor.

Making full use of the Stalker's electronic attack capabilities requires the *Advanced Electronic Warfare (AEW)* skill. Players can operate these systems without the AEW skill, but are at a disadvantage. Players with only the *Electronic Countermeasures* skill will be at -15% to operate the EWAR systems, and those with only the *Sensory Equipment* skill will be at -40%. ES-12As are usually crewed by dedicated Electronic Countermeasures Officers with all the necessary and specialized skills needed to operate their equipment.

In game terms, electronic warfare is debilitating to enemies and players alike. To disrupt radar, communications and targeting systems, the player first declares what he's jamming, then rolls his

Advanced Electronic Warfare skill. A successful roll jams one system (comms, radar, targeting, etc.) for 2D6 melees, and a player can jam as many systems as he has jamming pods up to his number of attacks with a range of 100 miles (160 km). A mecha or ship that is the victim of an EWAR attack sees its combat bonuses reduced more and more with each system jammed. One system jammed reduces all combat bonuses by 25% and the target loses one attack and they scramble to compensate for the jamming. Two systems jammed reduces combat bonuses by 50% and the target loses two attacks. Three or more systems jammed eliminates all combat bonuses, reduces the target's attacks by half and the pilot is reduced to visual aiming of all weapons and can only fight what he can see with his eyes.

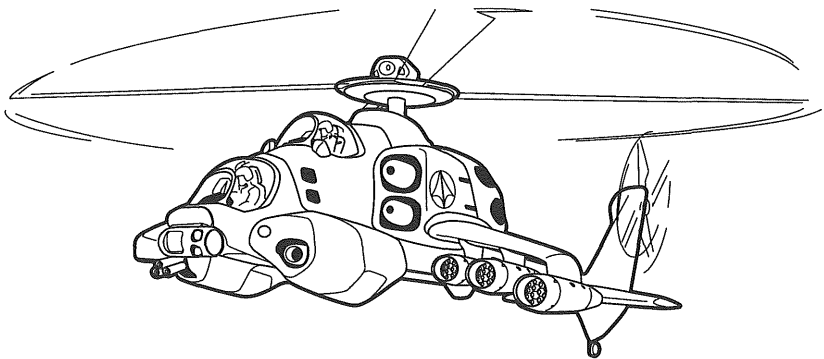
AH-68 Comanchero

The AH-68 project was one of the first joint development projects between Russia and the United States after the collapse of the Soviet regime. Based heavily on both the Russian Mi-24 Hind and the AH-64 Apache helicopters, the new helicopter would be a lethal combination of advanced American technology and Russian toughness. Using lessons learned during the long and grueling Global War, the new airframe was modular and its avionics simple. This made the helicopter easy to work on and easy to fly, a great boon to harried ground crews and pilots alike. Due to the need for *attack helicopter squadrons* to fight from forward bases in hostile environments, the airframe was built sturdy, featuring reinforced rotor blades and landing gear, as well as extra protection

for the engines from flying shrapnel particles and foreign objects.

Three prototypes were built, but soon after the new helicopter entered field testing, the SDF-1 crashed to Earth in the Pacific. Development stalled as the war ground to a halt and budgets were funneled into the study of the giant alien spaceship. The project was stuck in development limbo for years, the prototypes gathering dust in a hangar in Gdansk, Poland while the world's scientists and military leaders tried to make sense of the advanced technology aboard the alien ship. Once the UEDF was formed and the first Robotechnology experiments were running, the **AH-68 project** was revisited. Project Excalibur had just gotten underway, and the UEDF military brass saw the need for a close air support platform to augment their new non-transformable battloids, or *Destroids*. The **Comanchero project** was seen as the best place to start due to its already advanced state of development. The prototypes were recovered and updated with new weapons, armor and avionics. Field tests were expedited and the new *gunships* entered service with the UEDF Army and Marine Corps just ahead of the first batch of Destroids. A Naval version, the *AH-68N Privateer*, was also developed and deployed to United States, Russian and UEDF Marine Corps squadrons for use from amphibious assault carriers.

With their thick armored hide, versatile heavy weapons loadout and near bullet-proof reliability, Comancheros have proven very capable as airborne support against Zentraedi Battle Pods, armored Zentraedi foot soldiers and Anti-Unification League terrorists alike. The *30mm auto-cannon* carried by these gunships



has been known to punch through Regult Tactical Battle Pods, and the gunship's body armor can withstand a volley from even the massive 55mm Valkyrie HEAP round. The addition of the 7.62mm *rotary cannon* grants anti-personnel capabilities on par with crew served .50 caliber and 14.5mm machine-guns and the *versatile ordnance hardpoints* allow the helicopter to carry ordnance custom tailored to each specific mission profile. This gunship is ideal in air-to-ground assaults against Zentraedi mecha, infantry troops, tanks and other armored vehicles, riot control, and troop support.

In all, the Comanchero has proved to be a wildly popular and well respected helicopter gunship, and the UEDF predicts a service life extending well into the 2020s.

Model Type: AH-68 Comanchero/AH-68N Privateer.

Class: Two-Seat, All Weather Non-Variable Attack Helicopter.

Crew: Two.

M.D.C. by Location:

* Engines (4) – 50 each

Wings (2) – 75 each

** Rotor Hub – 65

*** Rotor Blades (5) – 75 each

Mast Mounted Sensor Pod – 35

Nose Mounted Target Acquisition Designation System (TADS) Pod – 35

Wing Ordnance Hardpoints (6) – 30 each

GshG-762D Rotary Cannon/Starboard Weapon Sponson – 100

Gsh-30-4A Cannon/Port Weapon Sponson – 100

Reinforced Pilot's Compartments (2) – 50 each

**** Main Body – 250

* Destroying two or more engines cuts the gunship's speed and combat bonuses by half. Destroying all engines will cause the helicopter to crash.

** Destroying the rotor hub will send the gunship crashing immediately to the ground.

*** Destroying one or two blades will reduce speed by half, eliminates all combat bonuses and the pilot is -25% to keep control of the aircraft. Destroying three or more blades will cause the helicopter to crash.

**** Destroying the main body will cause the helicopter to crash.

Speed:

Flying: Sea Level: 182 mph (291 km).
20,000 feet (6,096 m): 227 mph (363

km). VTOL (Vertical Take-Off and Landing) capable, can hover in place, and is highly maneuverable at low altitudes and all environments from forest to urban settings.

Statistical Data:

Height: 18 feet (5.5 m).

Length: 55.8 feet (17 m).

Wingspan: 49.2 feet (15 m).

Weight: 6 tons (dry).

Cargo: There is a small space big enough for a survival pack, assault rifle and a side arm for each crew member.

Power System: Four high-output turbo-shaft engines powered by standard unleaded/kerosene-based jet fuel.

Combat Bonuses: +2 on initiative, +4 to strike, +4 to dodge and +2 to roll with impact. These bonuses are halved when engaged in air-to-air combat.

Combat Radius: 640 miles (1,024 km).

Ferry Range: 1,725 miles (2,760 km) with external fuel tanks.

Weapon Systems:

1. Gsh-30-4A1 30mm Auto-Cannon:

This highly accurate, triple-barreled, recoil operated auto-cannon is mounted in the Comanchero/Privateer's port weapon sponson. Descended from a long line of Russian built aircraft mounted auto-cannons, this weapon fires 30mm HEAP rounds at 3,000 rounds per minute and operates on the Gast principle, where the recoil from one barrel loads and charges the next. The Gsh-30 is simple and rugged and performs admirably under all manner of hostile environments. Built mainly for air-to-ground operations, the Gsh-30 gives the helicopter a vicious punch against conventional armored

vehicles, and allows it to perform well against Zentraedi mecha and giant, armor clad, Zentraedi foot soldiers.

Primary Purpose: Anti-Armor/Anti-Mecha.

Secondary Purpose: Anti-Ship and Anti-Installation.

Weight: 125 pounds (56.3 kg) with feed mechanism.

Range: 4,000 feet (1,219 m).

Mega-Damage: 1D8 M.D. for a single round, 1D6x10 M.D. for a 10 round burst.

Rate of Fire: The firing of a single round or a 10 round burst counts as one of the pilot's melee attacks.

Payload: 600 rounds of 30mm HEAP.

2. GshG-762D Rotary Cannon: The 762D is a gas operated, four barreled rotary cannon that fires 7.62 SLAP rounds at 6,000 rounds per minute. Mounted in the starboard weapon sponson along with its ammunition, this simple and rugged rotary cannon gives the Comanchero exceptional anti-personnel and anti-light armor capabilities.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Anti-Mecha and Light Anti-Armor

Weight: 75 pounds (34 kg) with feed mechanism.

Range: 3,000 feet (914 m).

Mega-Damage: 1D4x10 M.D. to everything in a 6 foot (1.8 m) radius for a 20 round burst. Rotary cannons can only fire bursts.

Rate of Fire: Each burst uses one of the pilot's melee attacks.

Payload: 600 rounds of 7.62 SLAP.

3. Ordnance Hardpoints (6): Six ordnance hardpoints, three under each wing, allow the helicopter to mount a variety of air-to-ground and air-to-air ordnance. Each hardpoint can carry 3,000 pounds (1,350 kg) and allows the Comanchero to punch well above its weight against mecha, armored vehicles and fortified positions.

Primary Purpose: Anti-Armor/Anti-Mecha.

Secondary Purpose: Anti-Installation.

Weight: Not applicable.

Range: By missile type (see payload).

Mega-Damage: By missile type (see payload).

Rate of Fire: In volleys by loadout.

Payload: Each hardpoint can carry two short-range missiles (12 total) or one medium- or long-range missile (6 total), or a Multiple Launch Ordnance Pod (MLOP) with each pod containing fifteen 70mm mini-missiles (90 total mini-missiles if all hardpoints are MLOPs).

Sensors of Note:

Ground Following Radar: The Comanchero uses a different RADAR system than its fixed wing counterparts. The gunship is equipped with an *X-band pulse-doppler radar* with a 360-degree field of view optimized for ground attack and support missions. This radar can look down without being confused by ground clutter and can pick out specific targets such as buildings and installations. This radar also allows nap of the earth navigation (NotENAV), giving the gunship the ability to fly and fight at extremely low altitudes and to even maneuver through city streets and hide behind trees and buildings. While being optimized for ground attack, this radar is

also well suited for air-to-air combat and has a range of 125 miles (200 km); can track up to 50 targets.

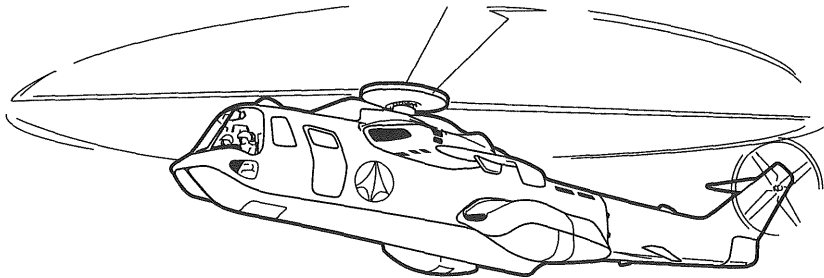
Target Acquisition Designation System (TADS)/Pilot Night Vision System (PNVS): The barrel shaped sensor pod slung beneath the nose of the helicopter houses the Target Acquisition Designation System and the Pilot Night Vision System. The TADS pod contains a laser range finder and target designator along with the thermal imaging system and tactical camera. It can rotate 240 degrees horizontally and 90 degrees vertically and is slaved to the pilot or gunner's head movement. The PNVS system is part of the TADS pod but can move independently and contains an infrared and passive nightvision camera slaved to the pilot's head movement. TADS is used by the helicopter itself and for spotting and painting targets for other assault craft and incoming missile attacks.

Helmet Mounted Display (HMD): The HMD consists of a reticle that drops over the pilot or gunner's eye and displays information from the TADS/PNVS and combat computers. This system also allows the TADS and weapons to be slaved to the crew's head movement.

SH-62 Sea Sergeant

Non-Variable Anti-Submarine Warfare Helicopter/HH-62 Supply Sergeant Non-Variable Heavy Lift Helicopter

The H-62 family of helicopters have been the go-to utility helicopter for nearly twenty years. Called the Sergeant or "Sarge" by its pilots and crews, this airframe has proven time and again to be reliable, tough and capable. Designed initially as a replacement for the HH-3



Heavy Lift Helicopter, this ubiquitous helicopter was not only used by the US Military, but was widely exported and used by allies and enemies alike during the Global War. While it did everything from search and rescue to ferrying troops, V.I.P.s and cargo, it is best known in its roles as a submarine hunter and a heavy lifter.

The **SH-62 Sea Sargeant** is the Anti-Submarine Warfare (ASW) version used by the UEDF Navy and Marine Corps as well as national navies of UEDF member states. Based from aircraft carriers and amphibious assault ships, the Sea Sargeant performs anti-submarine warfare, mine sweeping and marine search and rescue. Sturdy and powerful, the Sea Sargeant is more than able to put up with the grueling conditions at sea. While lightly armed, it carries a number of sophisticated marine sensors matched only by the *S-12 Avenger II*, the UEDF Navy's carrier based anti-submarine (ASW) fighter. These sensors and the ability to carry torpedoes and rockets make it a valuable asset to the UEDF Navy and Marine Corps ASW squadrons. Its long-range, powerful engines and ability to make water landings enable it to excel on marine search and rescue (SAR) missions, retrieving downed pilots and ship-

wrecked sailors in even the roughest weather.

The Sea Sargeant's cousin, the **HH-62 Supply Sargeant**, is used by all forces of the UEDF Military as a *heavy lift cargo helicopter* and *troop carrier*. The backbone of UEDF Military logistics, the HH-62 carries everything from supplies to armed troops. The same powerful engines that allow its cousin the Sea Sargeant to churn through capricious marine weather with ease allow the Supply Sargeant to lift massive amounts of cargo. With a cargo capacity near 20 tons, the "Sarge" can even carry light armored vehicles or Destroids, the latter suspended by heavy cables underneath the helicopter.

Since the crash of the SDF-1 and subsequent discovery of Robotechnology, all currently active H-62 airframes got an overhaul as part of the massive military build-up and reorganization by the UEDF. Improved engines, armor and avionics have served to extend the operational life of the "Sarge" for the foreseeable future, and will allow it to serve long after lesser airframes have been retired.

Model Type: SH-62 Sea Sargeant/HH-62 Supply Sargeant.

Class: Four Seat, All-Weather, Non-Variable ASW/Heavy Lift Helicopter.

Crew: 4; two pilots, one crew chief/starboard gunner, one port gunner.

M.D.C. by Location:

* Engines (2) – 60 each

Wings (2) – 75 each

** Rotor Hub – 55

*** Rotor Blades (6) – 50 each

Tail Rotor – 30

Wing Ordnance Hardpoints (4) – 30 each

Rear Cargo Ramp – 110

Port Crew Hatch – 50

GAU-20A1 Machine Guns (2) – 20 each

Reinforced Pilot's Compartment – 75

**** Main Body – 175

* Destroying one of the engines cuts the Sarge's speed and combat bonuses by half. Destroying both engines will cause the helicopter to crash.

** Destroying the rotor hub will send the helicopter crashing immediately to the ground.

*** Destroying one or two blades will reduce speed by half, eliminates all combat bonuses and the pilot is -25% to keep control of the aircraft. Destroying three or more blades will cause the helicopter to crash.

**** Destroying the main body will cause the helicopter to crash.

Speed:

Flying: Sea Level: 173 mph (277 km). 18,500 feet (5,639 m): 196 mph (313.6 km). VTOL (Vertical Take-Off and Landing) capable, can hover in place, and is highly maneuverable at low altitudes and all environments from sea to industrial settings.

Statistical Data:

Height: 14.8 feet (4.5 m).

Length: 83 feet (25.3 m).

Wingspan: 20.7 feet (6.3 m).

Rotorspan: 69.6 feet (21.2 m).

Weight: 13.2 tons (dry).

Cargo: The Sarge can carry 50 fully equipped troops or up to 32,000 pounds (14,400 kg) of cargo and equipment.

Power System: Two high-output turbo-shaft engines powered by standard unleaded/kerosene-based jet fuel.

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

Combat Radius: 621 miles (993.6 km).

Ferry Range: 1,139 miles (1,822.4 km).

Weapon Systems:

1. GAU-20A1 Machine-Guns (2):

These belt fed, recoil operated machine-guns fire .50BMG SLAP rounds at 600 rounds per minute. They are pintle mounted in the port and starboard side forward windows and give the Sarge enough anti-personnel capabilities to defend itself during landings and cargo drops.

Primary Purpose: Anti-Personnel and Light Armor.

Secondary Purpose: Defense.

Weight: 75 pounds (34 kg) with feed mechanism.

Range: 3,000 feet (914 m).

Mega-Damage: 1D6 M.D. for a single round. 1D4x10 M.D. for a 10 round burst, or 2D4x10 M.D. for a 20 round burst.

Rate of Fire: Each burst counts as one melee attack.

Payload: 2,000 rounds of .50BMG SLAP.

2. Ordnance Hardpoints (4, SH-62 Sea Sergeant Only): Four ordnance

hardpoints, two under each wing, allow the Sarge to carry torpedoes, missiles and instrument pods for anti-ship and anti-submarine work.

Primary Purpose: Anti-Submarine.

Secondary Purpose: Anti-Installation/
Anti-Ship.

Weight: Not applicable.

Mega-Damage: By missile or torpedo. Treat torpedoes as medium-range guided missiles for weight, range, speed and Mega-Damage purposes. In the alternative, the Sarge can mount Multiple Launch Ordnance Pods (MLOP) carrying 15 mini-missiles per each MLOP; one MLOP per hardpoint (four total possible). See the S-12 Avenger II for description of torpedoes.

Rate of Fire: Singly or in volleys of 2, 4 or entire payload.

Range: By missile or torpedo.

Payload: Each hardpoint can carry two short-range missiles or torpedoes (8 total), or one medium- or long-range missile (4 total), or a Multiple Launch Ordnance Pod (MLOP) with each pod containing fifteen 70mm mini-missiles if all hardpoints are MLOPs). Additional instrument pods may be attached to hardpoints in place of ordnance.

Sensors of Note:

SH-62: In its role as an anti-submarine fighter, the Sea Sergeant carries a number of specialized sensors to help it find its prey:

Inverse Synthetic Aperture Radar (ISAR): Same as described under the S-12 Avenger II.

Forward Looking Infrared Camera: Same as described under the S-12 Avenger II.

Deployable Sonobuoys: Same as the described under the S-12 Avenger II.

LH-2000 Snoop

Light Observation and Armed Reconnaissance Helicopter

The LH-2000 Snoop is a light, two-man observation and armed reconnaissance helicopter used by all branches of the UEDF military, as well as militaries and police forces of UEDF member states. Much in the same vein as the OH-6 Cayuse, the Snoop is used mainly for observation, reconnaissance and search and rescue. It packs a small but powerful reconnaissance sensor suite, and can be fitted with Multiple Launch Ordnance Pods for self-defense or in the role of a light support aircraft.

Model Type: LH-2000 Snoop.

Class: Two Seat, All-Weather, Non-Variable Light Observation/Armed Reconnaissance Helicopter.

Crew: Two.

M.D.C. by Location:

* Rotor Hub – 15

** Rotor Blades (2) – 15 each

Tail Rotor – 20

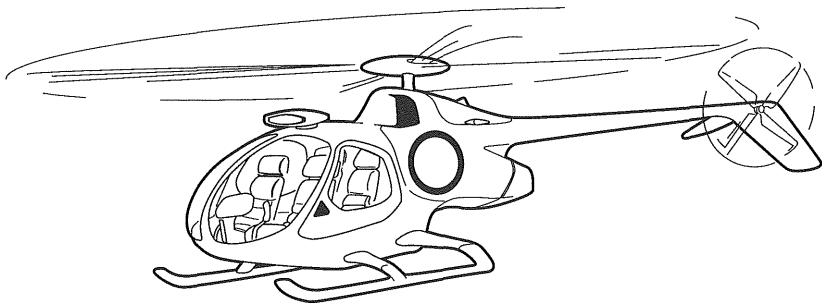
Sensor Pod – 10

Landing Skids (2) – 20 each

*** Main Body – 65

* Destroying the rotor hub will send the helicopter crashing immediately to the ground; -50% to piloting skill roll to make an immediate, but not deadly, crash landing.

** Destroying the blades will cause the helicopter to crash.



*** Destroying the main body will cause the helicopter to crash.

Speed:

Flying: Sea Level: 156 mph (250 km).
15,994 feet (4,875 m): 175 mph (280 km).

Statistical Data:

Height: 11.1 feet (3.4 m).

Length: 32.1 feet (9.8 m).

Rotor Diameter: 27.3 feet (8.3 m).

Weight: 0.9 tons (dry).

Cargo: There is a small space big enough for a survival pack and a side arm.

Combat Radius: 267 miles (427 km).

Combat Bonuses: +1 to dodge.

Power System: One high-output turbo-shaft engine powered by standard unleaded/kerosene-based jet fuel.

Weapon Systems:

- 1. 70mm Multiple Launch Ordnance Pods (2, ARH-34):** One MLOP loaded with 70mm unguided rockets can be mounted on each landing skid, giving the Snoop added firepower for armed reconnaissance missions. MLOPs can be loaded with any type of 70mm unguided rocket (treat as mini-missiles) based on the assigned mission.

Primary Purpose: Anti-Armor/Anti-Mecha.

Secondary Purpose: Anti-Installation/Anti-Personnel.

Weight: 80 lbs (36.2 kg) for an empty MLOP. Each rocket weighs about fifteen pounds (6.8 kg) for a total weight of 380 pounds (171 kg).

Range: One mile (1.6 km).

Mega-Damage: By mini-missile type.

Rate of Fire: Singly or in volleys of 2, 4, 6, 8 or 10.

Payload: Each MLOP carries fifteen 70mm, folding fin, free-flight rockets/mini-missiles.

Sensors & Features of Note:

1. Advanced Reconnaissance Suite:
The ARH-34 Armed Reconnaissance variant is loaded with numerous digital video and still cameras as well as devices for intercepting and decrypting radio transmissions. The camera suite has both passive nightvision and infrared, and can read a street sign or license plate from 20,000 feet (6,096 m). The suite can store up to 18 hours of video footage and/or thousands of high-resolution still images.

The Electronic Intelligence Suite (EIS) consists of a high-powered radio and satellite receiver mated to a power-

ful computer loaded with decryption software. *Electronic Signals Officers (ESO)* operating the Reconnaissance Suite should have the Photography, Cryptography, T.V./Video and Surveillance skills.

2. Radar: A standard phased array radar for navigation use.

3. Communications: Wide band and directional radio communication system with built-in scrambler that transmits both voice and cockpit video. Range is 600 miles (960 km), but can be boosted indefinitely via satellite relay.

4. Onboard Computer System: Logistics and Support aircraft are equipped with a Traffic Alert and Collision Avoidance System (TCAS) and an Enhanced Ground Proximity Warning System to help prevent mid-air and ground collisions. The range for both systems is 1,500 feet (457.2 m).

5. Smoke and Chaff/Flare Dispensers: All military aircraft carry both smoke and chaff dispensers to confound radar and confuse enemies. The smoke dispensers have four charges and can make a cloud of thick, white smoke about 60 feet (18.3 m) across. The chaff/flare dispensers have four charges each of chaff canisters and flares and have a 75% chance to confuse both radar guided (chaff) and heat seeking (flare) missiles.

6. Tactical Life Support: A pressurized flight deck with an internal oxygen supply good for 48 hours, as well as heat and radiological shielding to protect the pilot and crew from damaging radiation.

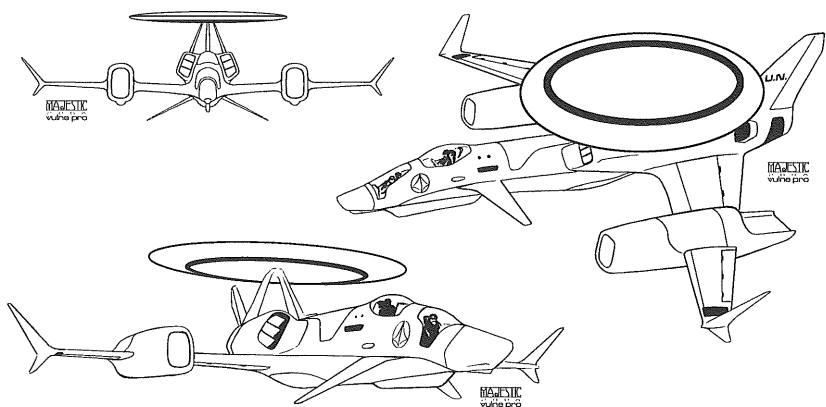
7. Distress Beacon: Broadcasts a distress beacon on an encrypted UEDF frequency. Range is 250 miles (400 m).

ES-11 Cat's Eye

Advanced Warning & Control System (AWACS) Aircraft

The ES-11 debuted near the end of the Global War as a replacement for the aging E-2 Hawkeye carrier based AWACS platform. Configured around a totally new, turbofan powered airframe, the **ES-11 Cat's Eye** is packed full of over 12,000 pounds (5,400 kg) of advanced radar, sensor and communications equipment. Cat's Eye squadrons serve as the eyes and ears of *Carrier Strike Groups*, monitoring millions of cubic miles of airspace and hundreds of thousands of square miles of ocean surface with their powerful, long-range *Active Electronically Scanned Array Radars (AESAR)*. The Cat's Eye's radar can detect and track hundreds of surface ships and aircraft and send this data directly to the combat computers of ships, aircraft and mecha in its Combat Strike Groups (CSGs), allowing for greater combat efficiency and accuracy. Along with Early Warning and Control, Cat's Eyes also perform various missions such as air traffic control, strike and intercept control, search and rescue guidance and even comms relay.

When the Global War ended and the UEDF was formed, the UEDF military brass chose the ES-11 Cat's Eye as the primary, carrier based AWACS platform for the UEDF Navy and Marine Corps. The technological and scientific advancements brought about by the crash of the SDF-1 have improved the ES-11's loadout, and it has received major upgrades to its avionics and AWACS systems. These aircraft are pivotal pieces of UEDF Carrier Strike Groups, and ES-11 Cat's Eye squadrons are part of every



UEDF carrier's air wing. They now form the backbone of carrier based Early Warning and Control, and seem set to serve in that capacity well into the future.

Model Type: ES-11 Cat's Eye.

Class: Five Seat, All-Weather Non-Variable AWACS and Communicate/Command/Control aircraft.

Crew: Five: One pilot, one comms officer, one combat information center officer, one air control officer and one radar operator.

M.D.C. by Location:

* Wings (2) – 85 each

** Engine Nacelles (2) – 65 each

*** Tail – 75

Radome – 100

Electronics Pods (2) – 35 each

Reinforced Pilot Compartments (2) – 50 each

**** Main Body – 132

* Destroying a wing will cause the aircraft to crash.

** Destroying one engine will reduce flight speed and maximum ceiling by half. Destroying both will cause the aircraft to crash.

*** Destroying the tail will cause the aircraft to lose control and crash.

**** Destroying the main body will destroy the aircraft, rendering it useless.

Speed:

Flying: Sea Level: 220 mph (352 km). 30,800 feet (9,388 m): 375 mph (600 km).

Statistical Data:

Height: 20.7 feet (6.3 m).

Length: 70.5 feet (21.5 m).

Wingspan: 67.2 feet (20.5 m).

Weight: 20.2 tons (dry).

Cargo: There is a small space big enough for an assault rifle, side arm and survival pack for each crew member.

Combat Bonuses: +1 to dodge, +10% to all *Sensory Equipment*, *Electronic Countermeasures* and *Advanced Electronic Warfare* skill rolls.

Combat Radius: 1,605 miles (2,568 km) for the ES-11, unlimited for the ES-11S.

Power System: Two high-output turbofan engines. As a non-variable aircraft, the Cat's Eye operates on conventional unleaded/kerosene-based jet fuel. One of the squadrons embarked on the SDF-1 had their turbfans pulled and replaced

by the Nakajima Aerospace fusion turbines from the Valkyrie powered by an NA fusion reactor. This upgrade, designated ES-11S, allowed the Cat's Eyes so equipped to operate in vacuum during the long trip back to Earth from Pluto.

Weapon Systems: None.

Sensors of Note:

1. Airborne Early Warning and Control System: The Cat's Eye is packed with powerful radar and command and control equipment. The main component is the high-output *Active Electronically Scanned Array radar* mounted in the radome. The AESA has a 360 degree field of coverage and can track up to 500 targets at a maximum of 500 miles (800 km) through dense, hostile EWAR environments, heavy radar clutter and even at low altitudes. The computers and operators onboard can transmit this data to all ships and fighters in a Carrier Strike Group (CSG) – up to 12 squadrons of fighters and twenty surface vessels – via a direct data link, up to 500 miles (800 km), and can provide realtime information on the movements of enemy aircraft, mecha, vehicles and ships.

ES-11 squadrons also fill an *airborne command and control* role within their fleets. Using their sensors, radar and data links, ES-11 Cat's Eyes can transmit targeting information and sensor telemetry to the Carrier Strike Group (CSG) up to a range of 500 miles (800 km). This grants combat bonuses to *all combat ships and aircraft* within the group, much like the C3 and IFF computers in the Command Valkyries, but much more efficiently and at greater range.

Bonuses Provided to CSGs: ALL surface ships and aircraft within the Combat

Strike Group are +1 attack per melee, +2 on initiative, and +2 to strike and dodge when linked to the Cat's Eye's C3 computers.

EC-33B Tiger's Eye

Heavy Advanced Warning & Control System (AWACS) Aircraft

The EC-33B Theater AWACS is the “big brother” to the ES-11 Cat's Eye. While the Cat's Eye is carrier based and flies in support of assigned Carrier Strike Groups, the EC-33B is flown from UEDF Air Force air bases and provides early warning and command and control for all allied forces in theater (the large region of combat). Based on a commercial airliner airframe, the EC-33B is styled as a smaller Antonov E-225 and functions as the spiritual successor to the E-3 Sentry, the aircraft that it replaced near the end of the Global War.

The Tiger's Eye carries approximately 50 tons of radar, sensor and electronic superiority gear, and engages in the same missions as its little brother, albeit on a greater scale. Like its carrier based sibling, the EC-33B Tiger's Eye received a major technological overhaul after the crash of the SDF-1, which has allowed the EC-33B to integrate seamlessly into the UEDF's new order of battle.

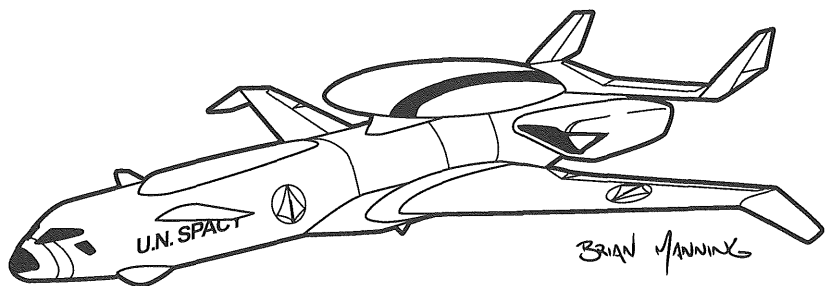
Model Type: EC-33B Tiger's Eye.

Class: Twenty-Man, All Weather, Non-Variable Theater AWACS Aircraft.

Crew: Twenty: Two pilots and eighteen mission crew (comms specialists, radar operators, ECOs, etc.).

M.D.C. by Location:

* Wings (2) – 120 each



** Engine Nacelles (2) – 85 each

*** Tail – 110

Radome – 100

**** Main Body – 190

* Destroying a wing will cause the aircraft to crash.

** Destroying one engine will reduce flight speed and maximum ceiling by half. Destroying both will cause the aircraft to crash.

*** Destroying the tail will cause the aircraft to lose control and crash.

**** Destroying the main body will destroy the aircraft, rendering it useless.

Speed:

Flying: Sea Level: 530 mph (848 km).
40,100 feet (12,222 m): 568 mph (909 km).

Statistical Data:

Height: 31 feet (9.4 m).

Length: 153 feet (46.5 m).

Wingspan: 118 feet (36 m).

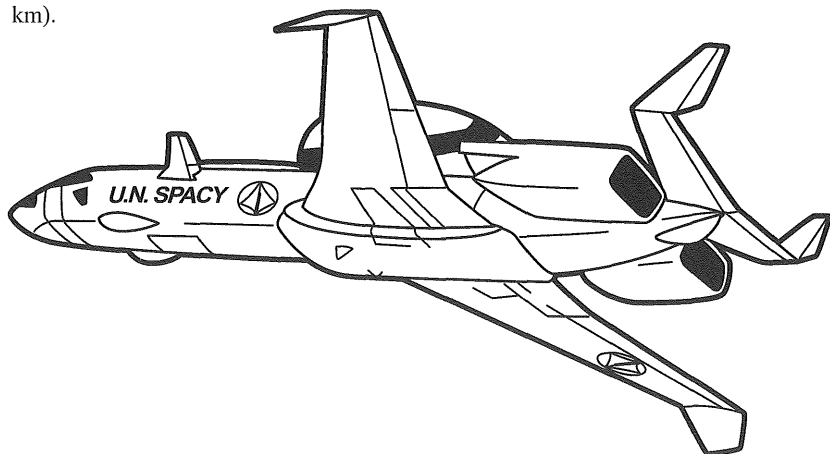
Weight: 51 tons (dry).

Cargo: The Tiger's Eye has about 3,000 cubic feet (278.7 cubic m) of cargo space for stores and emergency equipment.

Combat Radius: 6,481.25 miles (10,370 km) and can be refueled in the air.

Combat Bonuses: +1 to dodge, +15% to all *Sensory Equipment*, *Electronic Countermeasures* and *Advanced Electronic Warfare* skill rolls.

Power System: Two heavy-duty, high-output turbofan engines. As a non-vari-



able aircraft, the Tiger's Eye operates on conventional unleaded/kerosene-based jet fuel.

Weapon Systems: None.

Sensors of Note:

Theater Advanced Warning and Control System (TAWACS): The Tiger's Eye is packed with powerful radar and command and control equipment. The main component is the high-output *Active Electronically Scanned Array (AESA)* radar mounted in the radome. The AESA has a 360 degree field of coverage and can track up to 700 targets at a maximum of 650 miles (1,040 km) through dense, hostile EWAR environments, heavy radar clutter and even at low altitudes. The computers and operators on board can transmit this data to all friendly military forces operating in theater via a direct data link, up to 800 miles (1,280 km), and can provide real time information on the movements of enemy aircraft, vehicles and ships.

EC-33Bs also fill an airborne command and control role within theater. Using their sensors, radar and data links, EC-33Bs can transmit targeting information and sensor telemetry to friendly forces in theater up to a range of 800 miles (1,280 km). This grants combat bonuses to all ships, combat vehicles and aircraft within the group, much like the C3 and IFF computers in the ES-11 Cat's Eye, but more efficiently and at greater range.

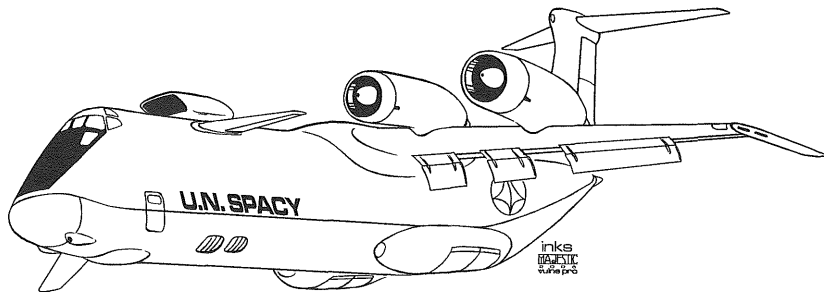
Bonuses Provided: All friendly military forces in theater are +1 attack per melee round, +2 on initiative, +2 to strike and +3 to dodge when linked to the Tiger's Eye's C3 computers.

VC-27 Tunny

Heavy Strategic Airlift Transport Aircraft

The massive and hardy VC-27 Tunny is the primary heavy strategic airlift aircraft of the UEDF. Based on past heavy airlift aircraft like the C-5 Galaxy and An-124 Condor, the Tunny is flown by the UEDF Air Force and provides transportation of troops and cargo for all branches of the UEDF military. The Tunny was designed for efficiency and ease of use, and has many of the design elements of its predecessors. It has two cargo ramps, one fore and one aft, that open the full height and width of the cargo floor. The forward ramp is accessed by the entire front fuselage section swinging up on visor hinges, and the rear ramp swings up and into the rear fuselage and is covered by two doors. This allows for drive-through loading of large, bulky vehicles, and fast loading and unloading from both sides at once. The cargo floor itself is 121 feet (36.8 m) long by 15 feet (4.6 m) high by 19 feet (5.8 m) wide with an integrated system of rollers, rails and tie-downs to make cargo loading and unloading quick and easy. It even has the capability to transport Destroids lying on their backs on special mecha transit skids. The Tunny also has capabilities to deploy airborne troops or airdropped cargo via airborne delivery systems fitted to the aft doors.

As a heavy airlift aircraft, the Tunny was designed to operate from all manner of airbases, from well maintained UEDFAF air bases to rough forward airbases deep in enemy territory. To this end, the Tunny features heavily reinforced landing gear that can "kneel" to



bring the cargo floor to the height of a truck bed for easy loading under poor conditions. The 28 tires on the undercarriage are heavily reinforced with Kevlar and advanced composites and can be inflated or deflated in flight depending on conditions at the landing field. The aircraft also has Vertical/Short Take-Off and Landing (V/STOL) capabilities thanks to an experimental thrust vectoring system for heavy aircraft. The HTVS allows the Tunny to operate from short or incomplete runways and increases its versatility.

By the time the Global War ended, the Tunny had been providing logistics to many militaries for nearly 15 years. The UEDF military chose it as its primary strategic airlift aircraft based on its

reputation and cost effectiveness. The advanced technology upgrades that have been applied to other non-variable aircraft have benefited the Tunny as well, and it continues hauling men and materiel to the far corners of the Earth.

Model Type: VC-27 Tunny.

Class: All Weather, Non-Variable Heavy Strategic Airlift Transport Aircraft.

Crew: Six: Two pilots, two flight engineers and two load masters.

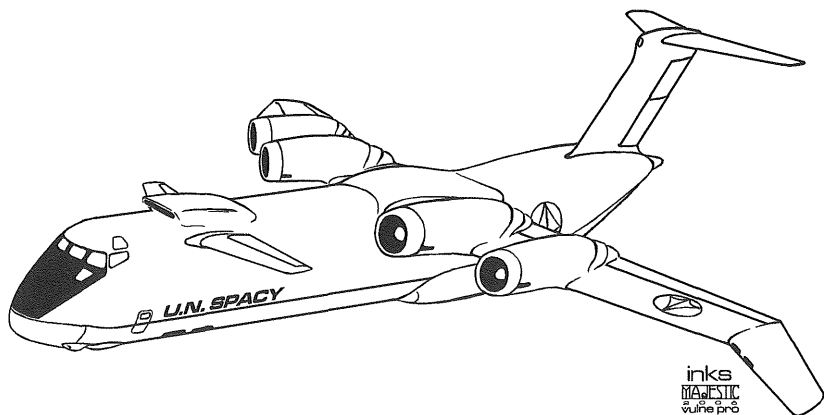
M.D.C. by Location:

* Wings (2) – 150 each

** Engines (4) – 85 each

*** Tail – 120

Cargo Ramp (2; one front and one rear) – 100 each



Hinged Nose Section – 145

**** Main Body – 280

* Destroying a wing will cause the aircraft to crash.

** Destroying one or two engines will reduce flight speed and maximum ceiling by half. Destroying three or more will cause the aircraft to crash.

*** Destroying the tail will cause the aircraft to lose control and crash.

**** Destroying the main body will destroy the aircraft, rendering it useless.

Speed:

Flying: Sea Level: 480 mph (768 km). 34,000 feet (10,363 km): 530 mph (848 km).

Statistical Data:

Height: 65 feet (19.8 m).

Length: 213 feet (65 m).

Wingspan: 222.75 feet (67.89 m).

Weight: 140 tons dry.

Cargo: The Tunny can carry 90 people in the pressurized and air-conditioned upper flight deck. This includes the relief crew, any V.I.P.s and up to 80 fully armed troops. The lower cargo deck can be configured to carry up to 300 troops and their gear, or up to 140 tons of cargo consisting of palletized supplies/gear/equipment, vehicles and even mecha.

Range: 2,761 miles (4,417.6 km) with a 263,000 pound (118,350 kg) payload.

Power System: The Tunny is powered by four heavy-duty, high-output turbofan engines providing thrust through vectored thrust nozzles. Due to its thrust vectoring and heavily reinforced undercarriage and airframe, the Tunny can operate from forward airfields in a Short Take Off and Landing (STOL) capacity. As a non-variable aircraft, the Tunny operates on

conventional unleaded/kerosene-based jet fuel.

Weapon Systems: None.

VC-33

Mom's Kitchen

Light Strategic Airlift Transport Aircraft

Another popular logistics aircraft, the VC-33 Mom's Kitchen is a common sight on air bases and aircraft carriers ferrying men and materiel. Based on the airframe of an experimental light V/STOL commercial passenger plane, the VC-33 is used to move people and cargoes in situations where using a VC-22 Tunny or HH-62 Supply Sergeant would be unfeasible or inappropriate. Like its larger siblings, the Kitchen's interior is modular and can be configured to carry troops, V.I.P.s or palletized cargo depending on the mission. The aircraft can also deploy airborne troops or airdropped cargo via its rear cargo ramp. Its V/STOL (Vertical/Short Take-Off & Landing) capabilities and reinforced landing gear allow the VC-33 to operate from bases and airfields of varying condition and length, and due to their small size and relative agility, they can get in to places larger airlift transport aircraft can't.

Model Type: VC-33 Mom's Kitchen.

Class: All-Weather, Non-Variable Light Strategic Airlift Transport Aircraft.

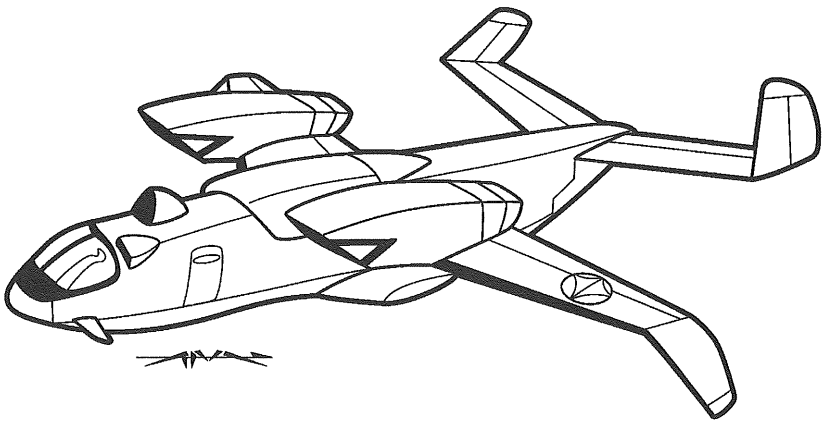
Crew: Four: Two pilots, one flight engineer and one load master.

M.D.C. by Location:

* Wings (2) – 60 each

** Engine Nacelles (2) – 25 each

*** Tail – 55



Cargo Ramp – 45

**** Main Body – 100

* Destroying a wing will cause the aircraft to crash.

** Destroying one engine will reduce flight speed and maximum ceiling by half. Destroying both will cause the aircraft to crash.

*** Destroying the tail will cause the aircraft to lose control and crash.

**** Destroying the main body will destroy the aircraft, rendering it useless.

Speed:

Flying: Sea Level: 331 mph (530 km).
42,000 feet (12,802 m): 506 mph (810 km).

Statistical Data:

Height: 17.7 feet (5.4 m).

Length: 63 feet (19.2 m).

Wingspan: 64 feet (19.5 m).

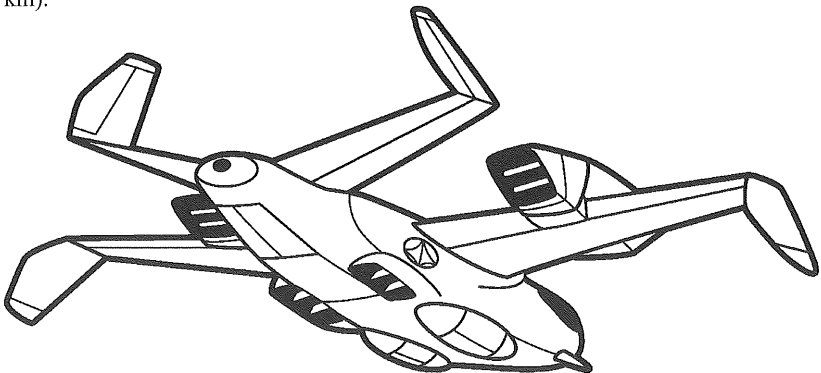
Weight: 17.2 tons (dry).

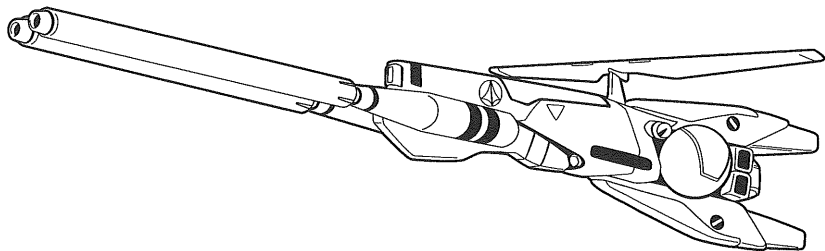
Cargo: 30 passengers or up to 15,000 pounds (6,750 kg) of cargo.

Combat Radius: 2,306 miles (3,690 km).

Power System: Four high-output turbofan engines producing thrust through vectored thrust nozzles and special V/STOL ducts. As a non-variable aircraft, the VC-33 operates on conventional unleaded/kerosene-based jet fuel.

Weapon Systems: None.





SF-3A Lancer II

Space Attack Fighter

The *SF-3A Lancer* was built around its deadly guns. Following a tradition started by the venerable A-10 Thunderbolt, UEDF Aerospace engineers designed the biggest weapon they could, slapped on some engines and wrapped a fuselage around it. The Lancer was designed to carry the a double-barreled pulse beam cannon, built to kill Zentraedi sub-capital ships and heavy aerospace mecha. Lancers served well as part of the ARMD "Armor" class carrier groups. While deadly at long ranges against larger, sub-capital ships, the Lancer is ill-equipped to handle smaller, faster vessels like the Zentraedi Gnerl Fighter Pods. **Note:** Further information about the Lancer, the rest of the UEDF's spacecraft, and Zentraedi fleet will be covered in a future supplement presenting all the spacecraft of the Robotech® series.

Model Type: SF-3A Lancer II.

Class: Single Seat, Non-Variable Space Attack Fighter.

Crew: One.

M.D.C. by Location:

* Thrusters (2) – 50 each

Sensor Mast – 55

Cannon Barrels (2) – 120 each

Missile Launchers (2) – 55 each

Reinforced Pilot's Compartment – 175

**Main Body – 275

* Destroying one thruster will reduce the ship's speed by half. Destroying both destroy all forward thrust, but the ship can still maneuver with vernier thrusters.

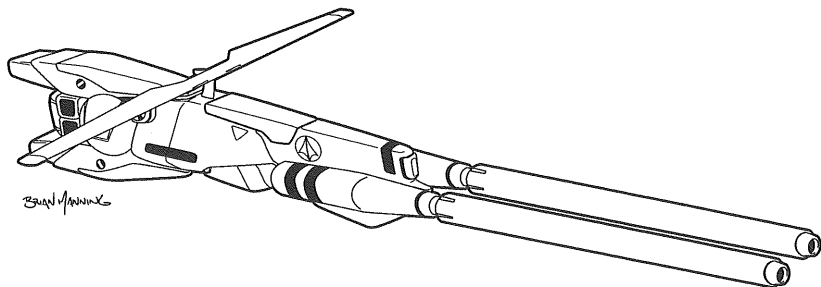
** Destroying the main body renders the ship useless.

Speed:

Space: 5,920 mph (9,472 km) or Mach 8 in space/orbit.

Statistical Data:

Height: 16.5 feet (5 m).



Length: 66.3 feet (20.2 m).

Width: 28 feet (8.5 m).

Weight: 14 tons dry.

Cargo: There is a small space big enough for a survival pack and a side-arm.

Power System: One miniature fusion reactor powering two main boosters and numerous low-thrust vernier thrusters.

Weapon Systems:

1. Double-Barreled Plasma Beam Cannon:

The big guns of the Lancer II are versatile and powerful weapons suitable for combat against fast, mobile space fighters and mecha to Zen-traedi sub-capital ships. It fires a single or dual blast plasma beam capable of punching through the hulls and armor of large spacecraft and decimating smaller space vessels. Incredibly lethal against sub-capital ships, fighters and aerospace mecha, squadrons of Lancers can thin an enemy fleet in minutes with this weapon.

Primary Purpose: Anti-Ship.

Secondary Purpose: Anti-Fighters and Anti-Mecha.

Weight: Not applicable, part of the ship's fuselage.

Range: 25 miles (40 km).

Mega-Damage: 4D6x10 M.D. for a single blast from one cannon or 1D4x100

M.D. for a dual, simultaneous blast from both cannons.

Rate of Fire: Each single or dual blast fired simultaneously at the same target counts as one melee attack.

Payload: Effectively unlimited.

Note: This weapon is +3 to strike ships and mecha Quel Quallie size and larger.

2. MDS-L-12 Short-Range Missile Launcher:

The Lancer carries six short-range, 190mm anti-mecha missiles in an internal magazine. The missiles are launched from the slots in the port and starboard fuselage.

Primary Purpose: Anti-Mecha and Anti-Fighter.

Secondary Purpose: Anti-Installation and Anti-Ship.

Weight: Not applicable.

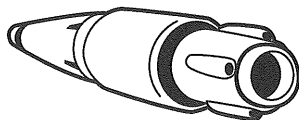
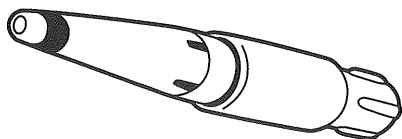
Range: By short-range missile, typically around five miles (8 km).

Mega-Damage: As per equivalent short-range missile; any type.

Rate of Fire: Singly or in volleys of three.

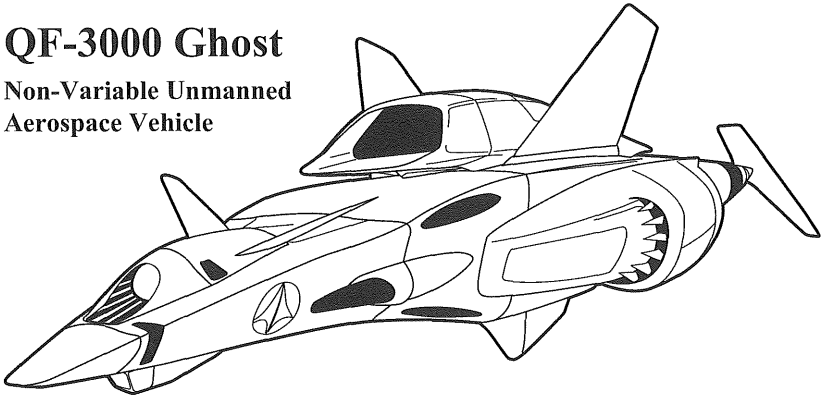
Payload: Six 190mm anti-mecha missiles.

3. Systems of Note: The Lancer has the same avionics and equipment package as the atmospheric non-variable fighters. It also has tactical life support and ejection systems designed specifically for use in space.



QF-3000 Ghost

Non-Variable Unmanned Aerospace Vehicle



The QF-3000 Ghost is unique in that it is an “unmanned” combat vehicle. It is a non-variable, UAV designed to operate from air bases, carrier decks and spaceborne ARMD carriers. It is a fast and efficient killer loaded with the latest generation of directed energy weapons and anti-mecha missiles. It is a match for even seasoned enemy pilots. The Ghost’s *AI* (Artificial Intelligence) allows it to fly and fight autonomously if and when it is not directly led by a control team. **Note:** Further information about the Ghost, the rest of the UEDF’s spacecraft, and Zentraedi fleet will be covered in a future supplement presenting all the spacecraft of the Robotech® series.

Model Type: QF-3000 Ghost.

Class: Non-Variable Unmanned Aerospace Vehicle.

Crew: None, unmanned attack drone.

M.D.C. by Location:

* Main Sensor Cluster – 35

Canard Wings (4) – 30 each

Missile Pods (2) – 120 each

** Maneuvering Thrusters (4) – 40 each

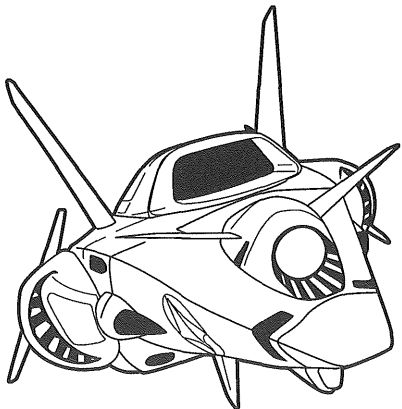
*** Primary Thruster (1) – 75

Missile Bay Doors (2) – 35 each

Main Body – 220

* Destroying the main sensor cluster effectively blinds the Ghost, eliminating all bonuses and reducing its piloting skill by half. A short-range back-up radar will come online in such an event and the fighter will immediately attempt to return to its base.

** The loss of each maneuvering thruster reduces the ship’s speed by 5% and inflicts a penalty of -1 to dodge, as well as a piloting penalty of -5%. All penalties are cumulative and destroying all four reduces speed by 20% and



makes the vessel -4 to dodge and -20% to piloting skill.

*** In space, losing the primary thruster cripples the Ghost: No bonus to dodge, -40% piloting skill penalty, and reduce speed by 80%! That leaves only the maneuvering jets available to move the crippled vessel at a snail's pace. If all of the maneuvering thrusters and primary thruster are lost, the vessel is set adrift. In atmosphere, loss of the primary thruster forces the Ghost to attempt a crash landing, at half the normal skill penalty as long as at least three of the maneuvering thrusters are still intact.

Speed:

Flying: Sea Level: 750 mph (1,200 km) or Mach .98.

30,000 feet (9,144 m): 3,295 mph (5,272 km) or Mach 4.3.

Space: 5,920 mph (9,472 km) or Mach 8 in orbit.

Statistical Data:

Height: 20.6 feet (6.3 m).

Length: 52.4 feet (16 m).

Wingspan: 23.6 feet (7.2 m).

Weight: 12 tons dry.

Cargo: None.

Power System: One fusion turbine reactor powering a primary thruster, four maneuvering thrusters and numerous low-output vernier thrusters.

Weapon Systems:

1. ARLEN Mk.7 30mm Rapid-Fire Auto-Cannons (6): The Ghost mounts six auto-cannons in recessed gun ports, three to a side. The auto-cannons can fire individually, in pairs, three at a time or all six auto-cannons. They allow the Ghost to engage enemy fighters and mecha in

dog fights and take on shuttle craft and small to medium spaceships.

Primary Purpose: Anti-Mecha and Fighters.

Secondary Purpose: Anti-Ship.

Weight: Not applicable, part of the ship's fuselage.

Range: 10,000 feet (3048 m).

Mega-Damage: 1D4x10 M.D. per single cannon 10 round burst, 2D4x10 M.D. per dual cannon burst, 3D4x10 M.D. per triple cannon blast, or 6D4x10 M.D. per six auto-cannons (60 round bursts) fired simultaneously at the same target.

Rate of Fire: Each single, double, triple or six cannon burst counts as one melee attack when they are fired at the same target simultaneously.

Payload: Each auto-cannon has a self-loading magazine with 1,200 rounds each, making 120 six cannon bursts possible.

Bonus: +1 to strike.

2. MDS-RF-5 Missile Launcher (2):

There is a missile pod on each side of the Ghost that is often mistaken for a jet thruster. Each holds a small battery of short-range and medium-range missiles, giving the Ghost good anti-armor and anti-ship capabilities and long-range punch.

Primary Purpose: Anti-Mecha and Anti-Fighter.

Secondary Purpose: Anti-Installation and Anti-Ship.

Weight: 4,800 pounds (2160 kg) fully loaded.

Range: Short-range is typically five miles (8 km) and medium-range missiles are typically 40 miles (64 km).

Mega-Damage: As per missile type, but usually HEAP missiles.

Rate of Fire: Singly or in volleys of two or four.

Payload: 20 short-range missiles and 10 medium-range missiles in each self-loading missile launcher, for a total of 40 short- and 20 medium-range missiles.

3. Ship Systems of Note: Remote Control and Flight Computer: The Ghost can be flown by an operator located on a remote air/spacecraft, or it may rely on its savant AI to fly. Controllers work in teams of four and control a full squadron of twelve Ghost fighters. Each controller is responsible for three fighters. When piloted by a “controller team,” the attacks per melee and combat bonuses are equal to half the number of melee attacks of its operator, plus two. Bonuses are equal to the controller’s usual hand to hand combat bonuses plus the following: +1 on initiative, +1 to strike, +2 to dodge, and +1 to auto-dodge.

When relying on its AI, the Ghost enjoys the following level of combat:

Six attacks per melee.

+2 on initiative.

+4 to strike.

+7 to dodge.

+3 to auto-dodge (the act of dodging does not use up one melee attack).

All penalties for stunts and maneuvers are half.

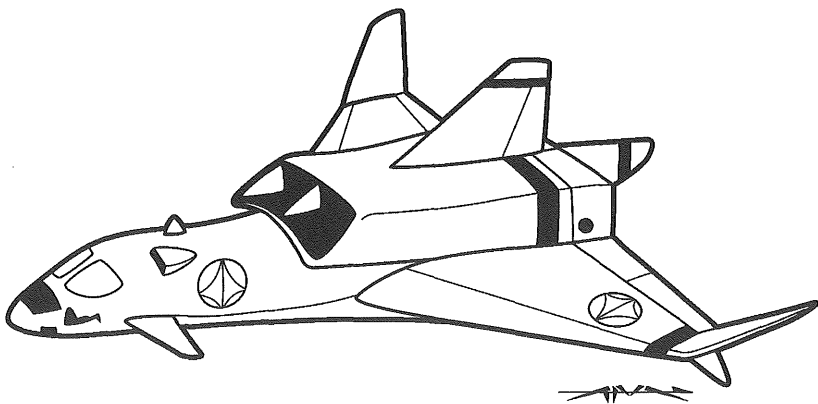
The AI is also considered to have the following skills: Pilot Jet 90%, Pilot Jet Fighter 90%, and Combat Flying.

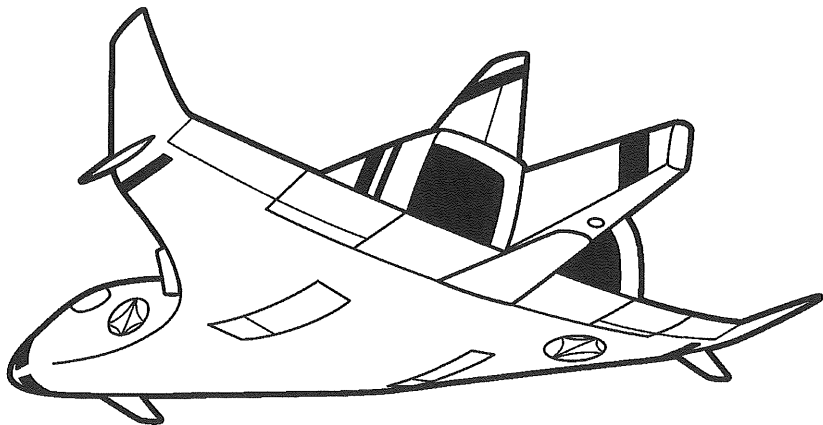
The Ghost has the same avionics and equipment package as the atmospheric non-variable fighters, save for tactical life support and ejection systems.

SHC-08 Star Goose

Transatmospheric Light Airlift Shuttle Craft

Star Goose shuttles form the backbone of UEDF Fleet’s transatmospheric and orbital logistics. They are used mainly to ferry personnel and cargo from Earth to orbiting ships and back. These ships are reliable and have good lifting capacity, and every orbital carrier has at least one or two shuttles as part of its complement. **Note:** Further information about the Star Goose, the rest of the





UEDF's spacecraft, and Zentraedi fleet will be covered in a future supplement presenting all the spacecraft of the Robotech® series.

Model Type: SHC-08 Star Goose.

Class: Transatmospheric Light Airlift Shuttle Craft.

Crew: Six.

M.D.C. by Location:

* Wings (2) – 75 each

Rudder – 60

Ventral Intakes – 75

** Thruster Banks (2) – 85 each

Reinforced Crew Compartment – 100

Transatmospheric Booster – 90

*** Main Body – 130

* Destroying a wing in atmosphere renders the ship unflyable and it will crash. In space, destroying a wing has little effect on the ship's performance.

** Destroying one thruster bank will reduce the ship's speed by half. Destroying both will either set the ship adrift or cause it to crash.

*** Destroying the main body renders the ship useless.

Speed:

Flying: Can engage in Vertical Take-Offs and Landings (VTOL), hover stationary and fly in an atmosphere and in space.

Sea Level: 630 mph (1,008 km).

30,000 feet (9,144 m): 950 mph (1,520 km).

Space: 5,920 mph (9,472 km) or Mach 8 in orbit.

Statistical Data:

Height: 44.3 feet (13.5 m).

Length: 81.4 feet (24.8 m).

Wingspan: 83 feet (25.3 m).

Weight: 50 tons.

Cargo: The ship can carry 25 passengers or up to 30 tons of cargo.

Power System: One miniature fusion reactor powering two banks of five NA high-output fusion rocket engines, two banks of four VTOL thrusters and numerous low-thrust vernier thrusters. An additional disposable, solid fuel rocket booster is used for transatmospheric operations.

Equipment of Note:

1. Modular Internal Bay: The interior of the Goose can be configured to carry passengers, vehicles or palletized cargo.

2. Passenger Escape Pods: Every passenger seat is part of a passenger ejection system reminiscent of those used on high-altitude, supersonic bombers in the mid-twentieth century. When activated, in the case of hull breach or combat, the seat is encased in an armored, environmental cocoon. This cocoon is shielded from heat and dangerous radiation, has an oxygen supply good for 12 hours, a distress beacon good for 100 miles (160 km) and can deploy a parachute for atmospheric ejections.

3. Disposable Solid Fuel Rocket Booster: This massive booster is a fuel tank and rocket engine all in one. It is a one use booster used to lift the Star Goose into orbit. Once orbit is achieved, the booster is jettisoned and left to burn up in the atmosphere.

4. Other Equipment: Tactical life support, integral cargo handling system, avionics and equipment similar to UEDF auxiliary and logistics aircraft.

EVRP-1 Spiderbug

EVA Maintenance/Recovery Pod

The Spiderbug is a one-man EVA (extra-vehicular activity) craft used in many different fields of the aerospace industry. It can perform jobs as varied as salvage and recovery, construction and even demolition. Every major ship in the UEDF Orbital Aerospace Fleet has at least one, if not dozens of these handy machines aboard as part of the engineering department.

Model Type: EVRP-1

Class: Single seat EVA and recovery spacecraft.

Crew: One.

M.D.C. by Location:

Retractable Arms (4) – 8 each

Heavy Grasping Manipulator (1) – 15

* Canopy – 22

* Floodlights (4) – 2 each

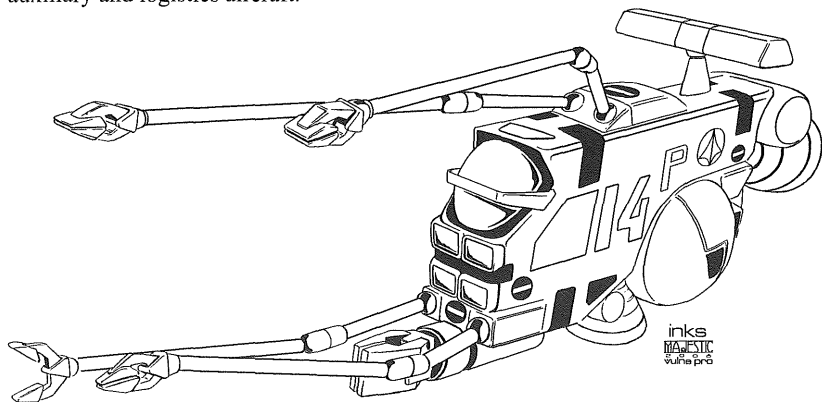
* Sensor Mast – 6

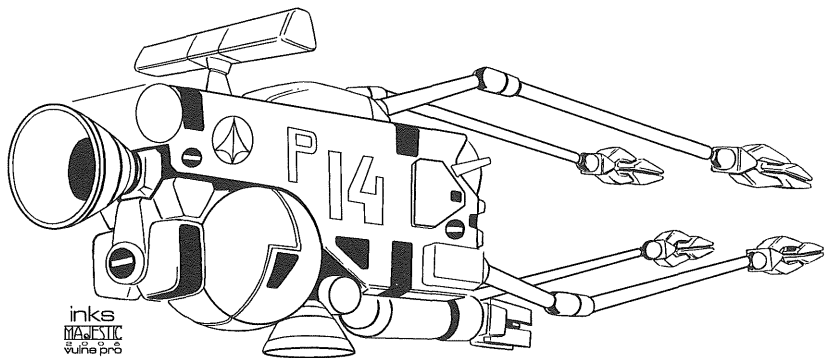
* Bottom Thruster – 10

Aft Thruster – 15

** Main Body – 55

* A single asterisk indicates a small or difficult target to hit. The attacker





must make a “Called Shot” and even then he suffers a penalty of -4 to strike.

** Depleting the M.D.C. of the main body destroys the vehicle, rendering it totally useless and leaving the pilot inside helpless.

Speed: The Spiderbug can jet along at nearly 100 mph (160 km), but usually moves inches at a time during delicate operations.

Statistical Data:

Height: 7.8 feet (2.4 m).

Length: 12.7 feet (3.9 m). The arms add an additional 14 feet (4.3 m).

Width: 3.7 feet (1.1 m).

Weight: 2.5 tons.

Robotic Strength: Robotic P.S. of 20 for the four main arms and 28 for the one, large, heavy arm.

Cargo: There is a small space big enough for a survival pack.

Power System: Two high-thrust ion thrusters fueled by xenon gas and numerous low-thrust vernier thrusters. Electrical power is provided by a bank of rechargeable batteries. The batteries can hold a 12 hour charge.

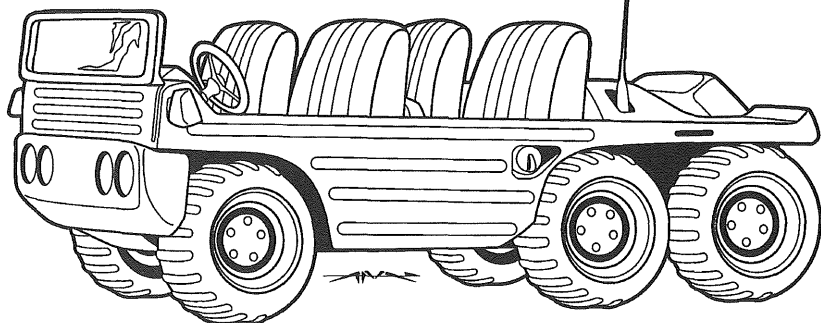
Special Equipment:

1. Manipulator Arms: Mounted to the top and bottom of the pod are four, 14 foot (4.3 m), articulated manipulator arms. The arms end in rudimentary hands with two thick, flat fingers with embedded electromagnets. A fifth retractable, heavy arm is right below the canopy, and is used for grasping and hauling heavier and awkward cargo.

The arms have low Robotic Strength, compared to most mecha, and are unsuitable for combat. Rather they are used for external repair work on ships and satellites, loading cargo onto spacecraft, reloading space fighters and spacecraft with ammo and supplies, retrieving jettisoned pilots, collecting lost cargo and space debris/salvage, and similar tasks.

2. Other Equipment: Life support, radiation and heat shielding, polarized canopy, two xenon floodlights, two infrared floodlights, thermal and infrared imaging, passive nightvision, modular tool packs of retractable tools for construction, salvage, demolition and recovery.

UEDF Ground Vehicles



M299A/B MMUV

Mobile Multi-Purpose Utility Vehicle

The M299 is a quarter-ton military utility vehicle much in the same vein as the old M151 MUTT (Military Unit Tactical Truck). It is a rugged, semi-amphibious vehicle that can be configured as a troop carrier, staff car, ambulance, reconnaissance vehicle and even a light anti-armor platform. It comes standard with a removable canvas top with plastic windows, but a Kevlar laced fiberglass hardtop with bulletproof windows can be mounted for field use. These trucks are a common sight on military bases, aboard ships, and even spacecraft. They are dearly loved by the UEDF military for their reliability and ease of upkeep.

Vehicle Type: M299A/B.

Class: All-Wheel Drive, Mobile Multi-Purpose Utility Vehicle.

Crew: One driver and up to four passengers.

M.D.C. by Location:

Bulletproof Windshield – 10

* Wheels (6) – 5 each

Hardtop (optional) – 20

** Main Body – 60

* The M299 can lose up to two wheels before speed and handling become affected. Losing three or more wheels reduces speed by half and the driver is -15% to all pilot rolls. An attacker must make a “Called Shot” and even then he suffers a penalty of -3 to strike to target and shoot out a wheel.

** Destroying the main body renders the vehicle useless.

Speed: Maximum speed of 60 mph (96 km).

Statistical Data:

Height: 3.8 feet (1.1 m). 5.6 feet (1.7 m) with the top.

Length: 16.3 feet (5 m).

Width: 7 feet (2.1 m).

Weight: 2.3 tons dry.

Cargo: 500 lbs (225 kg). The M299A variant can pull a five ton trailer.

Power System: Inline six cylinder turbo diesel powering all six wheels through a six speed manumatic transmission and heavy-duty transfer case. The M299B variant that was deployed on the SDF-1

and at the Moon has a hydrogen-oxygen fuel cell powering powerful electric motors at all six wheels. On both models each wheel is equipped with regenerative braking systems powering a back-up battery holding a 12 hour charge.

Weapon System: The M299 can be configured to mount light, medium and heavy machine-guns (up to .50 BMG) as well as mini-missile pods and short-range missile systems. See Heavy Weapons in the Weapons & Equipment section for options.

Equipment of Note: Winch, survival pack, long-range military radio (100 miles/160 km), soft-top, hardtop (optional), floor drains, ten gallon air compressor, tire changing equipment, and tool kit.

M399 Low-Gravity Roving Vehicle

The M399 was designed for use at Moon Base and Mars Base Sera. It's an electrically powered all-terrain vehicle with all-wheel drive and an electromagnetic active suspension. With its hard rubber tires and high-tech suspension, the 399 is incredibly sure footed on the low gravity surfaces of the Moon and Mars. Used primarily for scouting and

research, the M399 comes with two high-pressure tanks for storing spare oxygen, and a pressurized cargo compartment behind the rear seats. These vehicles are hardy enough, but have a poor reputation around the motor pool due to their finicky electronic motors and suspension system.

Vehicle Type: M399

Class: Low-Gravity Roving Vehicle.

Crew: One driver and up to three passengers.

M.D.C. by Location:

Oxygen Tanks (2) – 2 each

* Wheels (6) – 5 each

Pressurized Cargo Compartment – 10

** Main Body – 50

* The vehicle can lose up to two wheels before speed and handling become affected. Losing three or more wheels reduces speed by half and the driver is –15% to all pilot rolls.

** Destroying the main body renders the vehicle useless.

Speed: 30 mph (48 km).

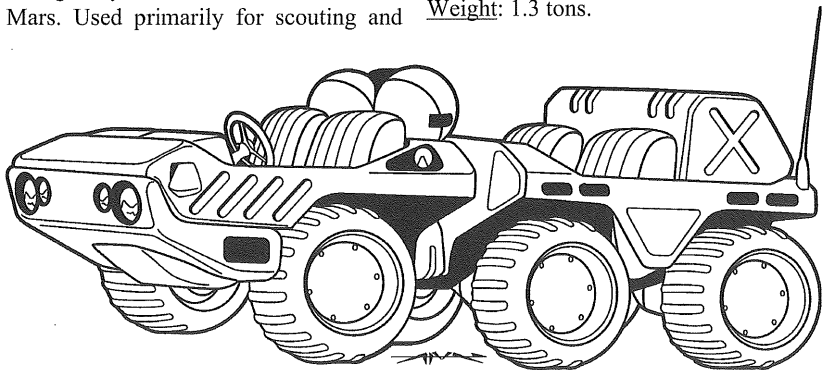
Statistical Data:

Height: 3.2 feet (.97 m).

Length: 12.5 feet (3.81 m).

Width: 5.3 feet (1.6 m).

Weight: 1.3 tons.



M499 GPV

General Purpose Vehicle

The M499 is a fast, tough, all-wheel drive vehicle built in the tradition of the noble Jeep. It is used by all branches of the UEDF Armed Forces as a reliable, all-purpose transport vehicle. It is light, rugged, and has a reputation for ironclad reliability and for being hard to kill. All of the drive train and power train components are simple and sturdy, and due to the use of a lot of "off the shelf," aftermarket parts, spares are relatively cheap and plentiful.

Vehicle Type: M499

Class: Troop Transport Vehicle.

Crew: One driver and 1-3 passengers.

M.D.C. by Location:

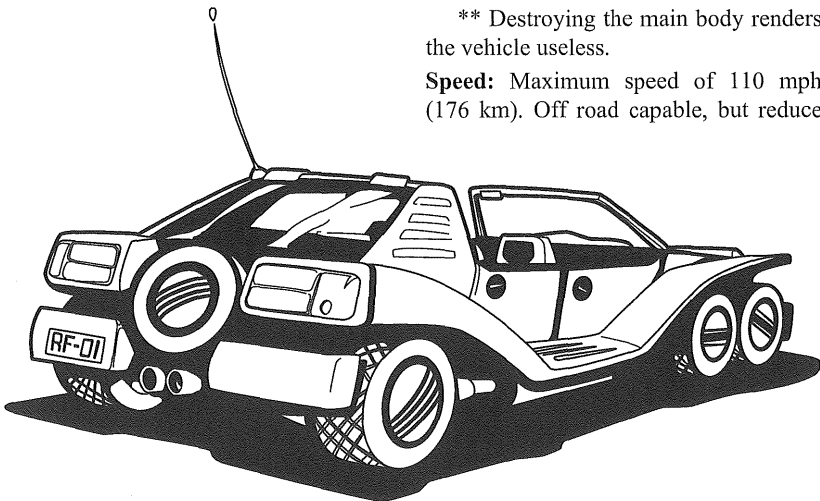
* Wheels (6) – 5 each

** Main Body – 55

* The vehicle can lose up to two wheels before speed and handling become affected. Losing three or more wheels reduces speed by half and the driver is -15% to all pilot rolls.

** Destroying the main body renders the vehicle useless.

Speed: Maximum speed of 110 mph (176 km). Off road capable, but reduce



Cargo: The M399 can carry 350 pounds (157.5 kg) and can pull a four ton trailer.

Power System: Rechargeable battery pack driving six high output, high torque electric motors, one on each wheel. Each wheel is also equipped with a regenerative braking system that keeps the battery topped off.

Weapon System: None.

Equipment of Note: Winch, survival pack, long-range military radio (100 miles/160 km), tire changing equipment, tool kit, pressurized cargo area.

maximum speed by 30% when navigating muddy, sandy, or rugged, uneven terrain.

Statistical Data:

Height: 4.3 feet (1.3 m).

Length: 9.8 feet (3 m).

Width: 4.7 feet (1.4 m).

Weight: 1,600 lbs (720 kg).

Cargo: 250 lbs (112.5 kg).

Range: 300 miles (480 km) on a tank of gasoline.

Power System: 1400cc air cooled, flat four “Boxer” gasoline engine mated to a five speed manual transmission and heavy-duty transfer case.

Weapon Systems: None.

Equipment of Note: Winch, survival pack, long-range military radio (100 miles/160 km), one spare tire, tire changing equipment, and tool kit are standard.

LACV-60

Light Armored Cavalry Vehicle

The ubiquitous LACV-60 is a common sight among the UEDF Armed Forces as well as militaries and police forces of UEDF member states. Fast and lightly armed, the LACV platform can be modified for a number of uses, including troop transport, command post, ambulance, riot control and engineering. It has a crew/passenger compartment big enough to carry a fully equipped infantry squad in relative comfort, and can be buttoned up to protect against heat, chemicals and radiation. The LACV is not meant as a front-line combat unit, and as such its armor is only good against small arms, light M.D. weapons and shrapnel. The LACV is also amphibious, capable of *swimming* in non-tidal bodies of water (lakes and rivers), and

with its all-wheel drive and powerful engine it makes an excellent all-terrain vehicle.

Vehicle Type: LACV-60

Class: Amphibious Light Armored Cavalry Vehicle.

Crew: One driver and one co-driver/navigator. Can carry as many as 12 passengers/troops.

M.D.C. by Location:

* Top Hatch – 20

* Top Observation Port – 20

* Rear Hatch – 65

* Weapon Mount – 10

* M-227 Machine-Gun (optional) – 30

* Headlights (2) – 2 each

** Wheels (6) – 20 each

*** Main Body – 195

* A single asterisk indicates a small or difficult target to hit. The attacker must make a “Called Shot” and even then he suffers a penalty of -3 to strike.

** The vehicle can lose up to two wheels before speed and handling become affected. Losing three or more wheels reduces speed by half and the driver is -15% to all pilot rolls.

*** Destroying the main body renders the vehicle useless.

Speed:

Land: 70 mph (112 km).

Water/Swimming: 7 mph (11.2 km).

Statistical Data:

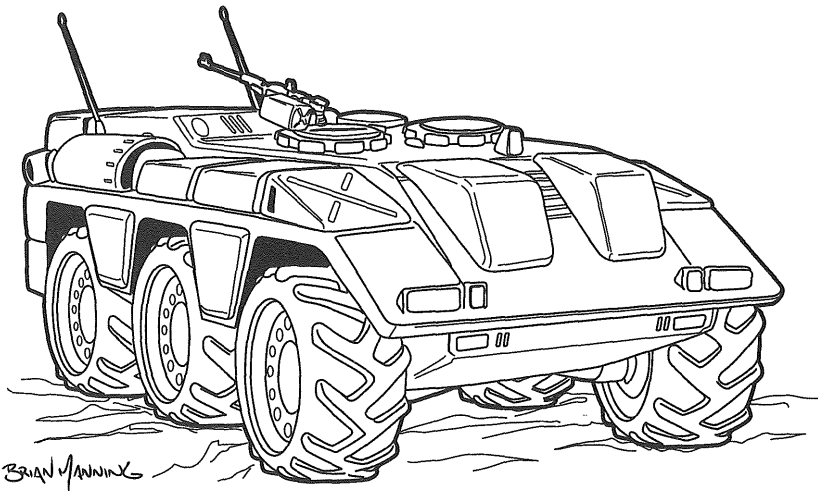
Height: 10.2 feet (3.1 m).

Length: 25.9 feet (7.8 m).

Width: 9.8 feet (2.9 m).

Weight: 24 tons dry.

Cargo: As many as a dozen troops with all of their equipment.



Range: 700 miles (1,120 km) on a full tank of diesel fuel.

Power System: Inline, six cylinder, 9.2 liter turbodiesel engine driving all six wheels through a heavy-duty six speed automatic transmission and heavy-duty transfer case. The vehicle also has four small water pump-jets for amphibious operations.

Weapon Systems:

1. M-227 14.5mm Machine-Gun: This recoil operated, belt-fed machine-gun is pintle mounted on the top hatch of the LACV. It fires 14.5mm Light Explosive Armor Piercing (LEAP) rounds and gives the vehicle respectable light anti-armor capabilities suitable against Zentraedi foot soldiers, Battle Pods and other light armored vehicles.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Anti-Armor/Anti-Mecha.

Weight: Not applicable, mounted to the vehicle's hull.

Range: 4,000 feet (1,219 m).

Mega-Damage: 1D8 M.D. for a single round. 1D6x10 M.D. for a ten round burst.

Rate of Fire: Each single shot or burst uses one melee attack.

Payload: 250 rounds of 14.5mm LEAP in a disintegrating link belt.

2. Mk. 25 Automatic 40mm Grenade Launcher (Optional): Instead of the M227 machine-gun, the LACV can mount the powerful Mk. 25 automatic grenade launcher. The blow-back powered Mk. 25 fires 40mm grenades from a disintegrating belt and is lethal at long ranges. The Mk. 25 gives the LACV excellent anti-armor and anti-personnel capabilities, as well as the ability to deploy smoke, stun and gas grenades for anti-riot operations.

Primary Purpose: Anti-Armor.

Secondary Purpose: Anti-Personnel/Riot Control.

Weight: Not applicable, mounted to the vehicle's hull.

Range: 1,700 feet (518 m).

Mega-Damage: By grenade, common loadouts are:

AP/F (Anti-Personnel Fragmentation): 4D6 M.D. to 12 foot (3.6 m) area for a single shot, 2D6x10 M.D. to a 24 foot (7.3 m) radius with a six grenade burst.

HEAP (High Explosive Armor Piercing): 6D6 M.D. to a three foot (0.9 m) area for a single shot, 3D6x10 to an 8 foot (2.4 m) radius with a six round burst.

Tear Gas (Special): Victims roll to make a save vs non-lethal poison (16 or higher). A failed roll to save means the victims' eyes water and burn, they lose half their melee attacks and are -3 on initiative, and -10 to strike, parry, dodge and all other combat bonuses for 3D6 rounds (half that time outdoors with a steady wind). Creates a cloud of tear gas with a 25 foot (7.6 m) radius.

Smoke: Creates a thick cloud of smoke, 40 feet (12.2 m) in radius. Smoke grenades come in the colors blue, red, yellow, white and black. Smoke may be used to mark a target or extraction area, or for cover. Enemies shooting into a cloud of smoke where specific targets cannot be seen is the same as shooting wild and has all the same penalties. Those inside the smoke cloud not protected by environmental body armor, gas masks, or other breathing apparatus suffer a penalty of -5 to strike, parry and dodge, and -1 on initiative. **Note:** Infrared and thermal optics cannot penetrate smoke, but passive nightvision scopes and optics do.

Rate of Fire: Each single shot or burst uses one attack.

Payload: Forty-eight or ninety-six rounds, 40mm grenades in a disintegrating link belt.

3. Equipment of Note: Long-range military radio (100 miles/160 km), heat, chemical and radiation shielding.

M100 Atlas

Heavy Mecha Transport Vehicle

The Atlas is used by the UEDF Armed Forces to transport Destroids, Valkyries and other armored vehicles, usually when they are damaged or destroyed. Slow, but powerful, the Atlas has two cranes and a tilting flat bed to speed recovery of downed Mecha. It is operated by a crew of four engineers in engineering hard armor and armed with M-21 assault rifles. While not a fighting vehicle by any means, it is lightly armored to survive small arms fire, shrapnel and light explosives.

Vehicle Type: M100 Atlas.

Class: Heavy Mecha Transport Vehicle.

Crew: One driver and three technicians.

M.D.C. by Location:

Cabin – 35

Mecha Platform – 150

* Wheels (32) – 20 each

Cranes (2) – 75 each

** Main Body – 150

* The vehicle can lose up to 12 wheels before speed and handling become affected. Losing 13 or more wheels reduces speed by half and the driver is -15% to all pilot rolls.

** Destroying the main body renders the vehicle useless.

Speed: 45 mph (72 km).

Statistical Data:

Height: 13.7 feet (4.2 m).

Length: 52.1 feet (15.9 m).

Width: 27.8 feet (8.5 m).

Weight: 25 tons dry.

Cargo: The Atlas can carry up to 100 tons.

Power System: 14.5 liter V12 turbodiesel engine driving all wheels through a heavy duty 15 speed automatic transmission and numerous transfer cases.

Range: 240 miles (384 km).

Weapon System: None.

Equipment of Note: Heavy-duty winch, two heavy lifting cranes, heavy-duty tie-downs, environmentally sealed cabin, four full tool kits, long-range military radio (100 miles/160 km).

M101 Sagittarius

Mobile Launch Platform

Based on the same chassis as the M100 Atlas, the M101 Sagittarius is used at space ports as a mobile launch platform. Able to carry either a Valkyrie with an orbital booster pack or a Star Goose shuttle and booster, M101s can multiply the launch capabilities of a space port in times of emergency or heavy traffic. They can also be deployed at mobile bases and small, makeshift airfields in the combat arena.

Vehicle Type: M101 Sagittarius

Class: Mobile Launch Platform.

Crew: One driver and one technician.

M.D.C. by Location:

Cabin – 35

Launch Platform – 150

Blast Shields (2) – 100 each

* Tracks (4) – 50 each

** Main Body – 150

* The vehicle can lose one track before speed and handling become affected. Losing two tracks reduces speed by half and the driver is –15% to all pilot rolls.

** Destroying the main body renders the vehicle useless.

Speed: 20 mph (32 km).

Statistical Data:

Height: 13.7 feet (4.2 m).

Length: 52.1 feet (15.9 m).

Width: 27.8 feet (8.5 m).

Weight: 25 tons dry.

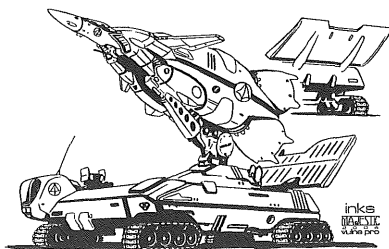
Cargo: The Apollo can carry up to 100 tons.

Power System: 14.5 liter V12 turbodiesel engine driving all tracks through a heavy-duty 15 speed automatic transmission and two transfer cases.

Range: 240 miles (384 km).

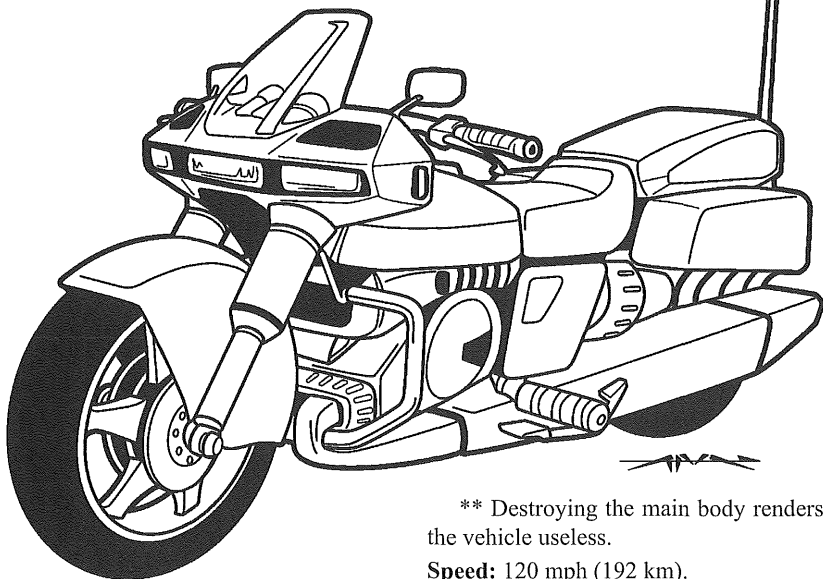
Weapon System: None.

Systems of Note: Long-range radio (100 miles/160 km), orbital launch computers.



KX1300P

Kanagawa Patrol Cycle



The Kanagawa is a fast and rugged motorcycle used by both civilian police forces and the UEDF Armed Forces. It can be equipped with special police or military packages and sees use in patrol, reconnaissance and courier missions.

Vehicle Type: KX1300P

Class: Motorcycle.

Crew: One driver and one passenger on the pillion.

M.D.C. by Location:

- * Wheels (2) – 10 each

- Windscreen – 15

- ** Main Body – 42

* Losing even one wheel renders the KX1300P unridable; if the wheel is lost in motion, the rider will crash.

** Destroying the main body renders the vehicle useless.

Speed: 120 mph (192 km).

Statistical Data:

Height: 3.8 feet (1.6 m).

Length: 8.4 feet (2.5 m).

Width: 2.3 feet (0.7 m).

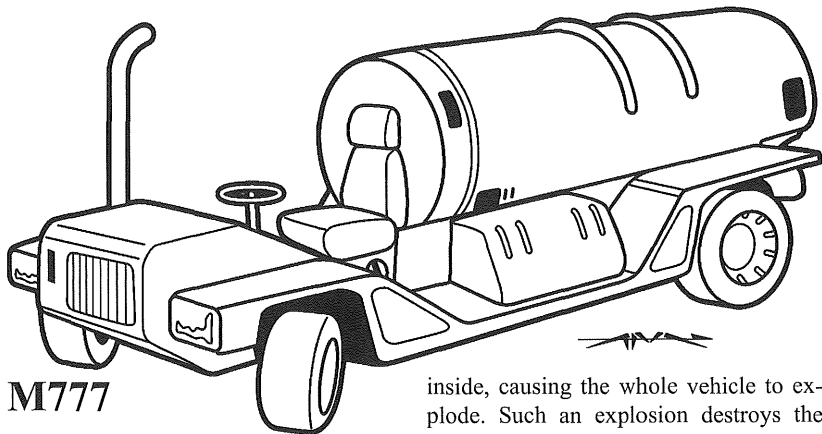
Weight: 700 pounds (317 kg).

Cargo: The KX1300P can carry up to 150 pounds (68 kg) in detachable hard-sided panniers.

Power System: 1,300cc, Gasoline powered, liquid cooled flat-four engine driving the shaft driven rear wheel through a six speed transmission.

Weapon System: None.

Equipment of Note: Long-range radio (100 miles/160 km), hard-sided panniers (75 S.D.C.), police package (optional), and black-out lights (optional) for night driving.



M777

Aircraft/Mecha Refueling Vehicle

A common sight at airfields, hangars and on flight lines, the M777 is a very basic vehicle used to transport aviation fuel, oils, and water. It's essentially a wheeled cradle for a 2,000 gallon (7,571 liter) tank driven by a sturdy straight-six cylinder engine. The M777 comes equipped with pumps and all the necessary couplings to deliver its cargo, and can be found anywhere there are aircraft.

Vehicle Type: M777

Class: Refueling Vehicle.

Crew: One.

M.D.C. by Location:

* Wheels (4) – 5 each

* Seat – 5

* Headlights (2) – 3 each

** Tank – 100

*** Main Body (Truck) – 60

* A single asterisk indicates a small or difficult target to hit. The attacker must make a "Called Shot" and even then he suffers a penalty of -4 to strike.

** Destroying the tank has a 50% chance of igniting the fuel or fuel gasses

inside, causing the whole vehicle to explode. Such an explosion destroys the truck and tank, and inflicts 4D4x10 M.D. to everything in a 60 foot (18.3 m) radius.

*** Destroying the main body renders the vehicle useless, but leaves the fuel tank intact!

Speed: Maximum speed of 55 mph (88 km).

Statistical Data:

Height: 8.5 feet (2.59 m).

Length: 14 feet (4.27 m).

Width: 5.4 feet (1.65 m).

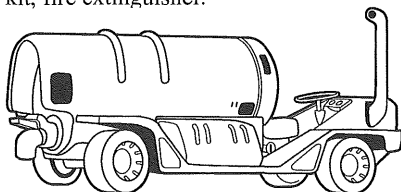
Weight: 5 tons empty.

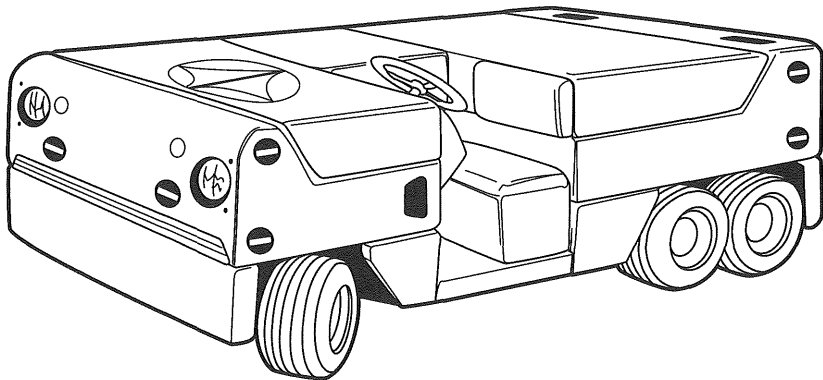
Cargo: Tank can hold 2,000 gallons (7,571 liters).

Power System: One three liter, inline six cylinder gasoline engine driving the rear wheels through a four speed automatic transmission.

Weapon System: None.

Equipment of Note: Hoses, pumps, tool kit, fire extinguisher.





MT-12 Heavy Aircraft Tug

The MT-12 HAT is another common vehicle used on carriers and air bases. Used to move very heavy aircraft like the EC-33 Tiger's Eye and VC-27 Tunny, this powerful little vehicle can pull up to 90 tons with ease. It has a hitch at the rear of the vehicle for connecting straps and tow bars, and numerous tie-downs for other equipment. MT-12s have a reputation for ruggedness and reliability, and the ability to operate in extremes of temperature and weather.

Vehicle Type: MT-12

Class: Aircraft Tug.

Crew: One.

M.D.C. by Location:

- * Wheels (6) – 10 each
- * Headlights (2) – 2 each
- * Hitch – 30
- ** Main Body – 90

* A single asterisk indicates a small or difficult target to hit. The attacker must make a "Called Shot" and even then he suffers a penalty of -4 to strike.

** Destroying the main body will render the vehicle useless.

Speed: Max speed of 20 mph (32 km).

Statistical Data:

Height: 4 feet (1.22 m).

Length: 14 feet (4.27 m).

Width: 6 feet (1.83 m).

Weight: 6 tons.

Cargo: The MT-12 can tow up to 90 tons.

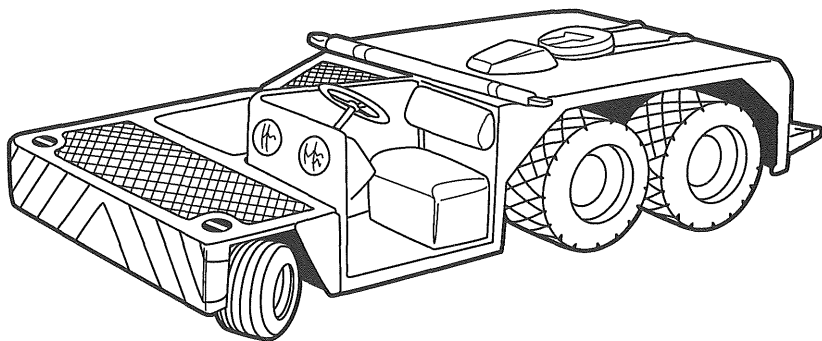
Power System: Inline six-cylinder diesel engine powering all six wheels through a constantly variable transmission.

Weapon System: None

Equipment of Note: Rear hitch, front hitch, tow bar, fire extinguisher.

MT-10 Medium Aircraft Tug

Like its big brother the MT-12, the MT-10 is a common sight hauling aircraft around air bases and carrier decks. Designed to pull lighter aircraft like the Cat's Eye and VF-1 Valkyrie, this mighty little vehicle can pull up to 45 tons. MT-10s have a reputation for ruggedness and reliability, and the ability to



operate in extremes of temperature and weather.

Vehicle Type: MT-10

Class: Aircraft Tug.

Crew: One.

M.D.C. by Location:

- * Wheels (6) – 5 each
- * Headlights (2) – 2 each
- * Hitch – 20
- ** Main Body – 70

* A single asterisk indicates a small or difficult target to hit. The attacker must make a “Called Shot” and even then he suffers a penalty of -4 to strike.

** Destroying the main body will render the vehicle useless.

Speed: Max speed of 15 mph (24 km).

Statistical Data:

Height: 3.6 feet (1.1 m).

Length: 10 feet (3 m).

Width: 4.6 feet (1.4 m).

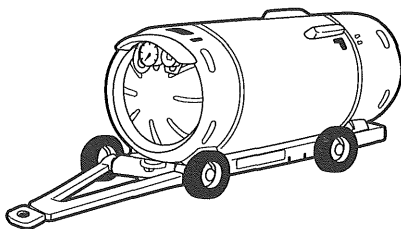
Weight: 4.2 tons.

Cargo: The MT-10 can tow up to 45 tons.

Power System: Inline four-cylinder diesel engine powering all six wheels through a constantly variable transmission.

Weapon System: None.

Equipment of Note: Rear hitch, front hitch, tow bar, fire extinguisher.



Volatile Materials Tank Trailer

This tanker trailer is used to haul volatile and extremely hazardous materials that require special equipment in their handling. It is very versatile, and is commonly used to carry Liquid Oxygen and Stabilized Liquid Metallic Hydrogen (SLMH-V) for transport and refueling duties.

Vehicle Type:

Class: Utility Trailer.

M.D.C. by Location:

- * Wheels (4) – 2 each
- * Tongue – 15
- ** Main Body – 50

* A single asterisk indicates a small or difficult target to hit. The attacker

must make a “Called Shot” and even then he suffers a penalty of -4 to strike.

****** Destroying the main body will render the vehicle useless.

Speed: Max towed speed of 45 mph (72 km).

Statistical Data:

Height: 8.2 feet (2.5 m).

Length: 17 feet (5.2 m).

Width: 6.9 feet (2.1 m).

Weight: 3 tons empty.

Cargo: The tank holds 2,200 gallons (8,328 liters).

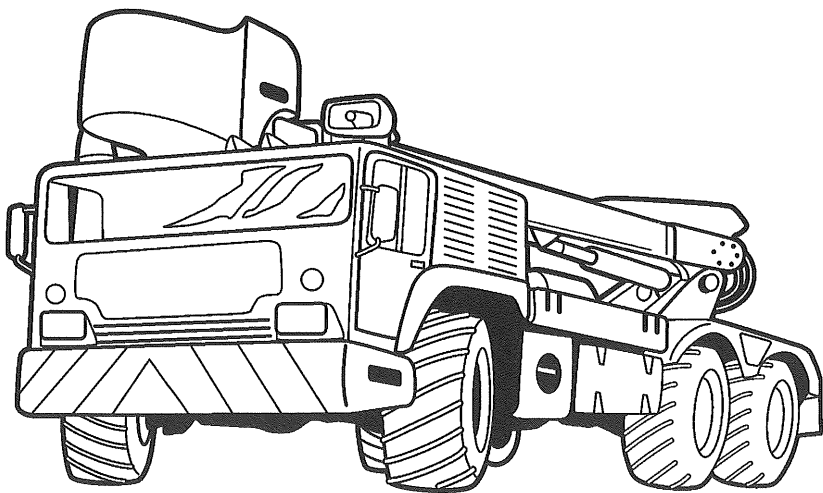
Power System: The trailer is equipped with a small, gasoline powered 6,500 watt generator used for powering the pressure and cooling systems. The generator holds five gallons of gasoline and can run for fifteen hours. The trailer also has a standard six-way round power plug that plugs into most military vehicles rated to pull it. The power from the towing vehicle operates the lights and electronic brakes.

Weapon System: None.

Equipment of Note: Pressure and heating systems, pump, hoses and couplings, fire extinguisher.

TP-500 Mobile Elevated Work Platform

This truck is used in all manner of commercial applications from forestry to utility work to building maintenance. The boom can extend to 62 feet (18.9 m), rotate 360 degrees at the base and is insulated and grounded to prevent shocks. The bucket itself is fiberglass with a steel inner cage, with controls for maneuvering the boom and bucket and the necessary safety connections for two men in safety harnesses to buckle in. The UEDF Armed Forces also use trucks of this type, mainly in utility service and mecha maintenance roles.



Vehicle Type: Mobile Elevated Work Platform

Class: Utility Truck.

Crew: Three.

M.D.C. by Location:

- * Cab – 50
- * Windshield – 10
- Wheels (6) – 15 each
- * Headlights – 3 each

Boom – 90

* Bucket – 35

** Main Body – 120

* A single asterisk indicates a small or difficult target to hit. The attacker must make a “Called Shot” and even then he suffers a penalty of -4 to strike.

** Destroying the main body renders the vehicle useless.

Speed: Maximum speed of 70 mph (112 km).

Statistical Data:

Height: Truck: 8.2 feet (2.5 m). Boom 62 feet (18.9 m).

Length: 30 feet (9.1).

Width: 10 feet (3 m).

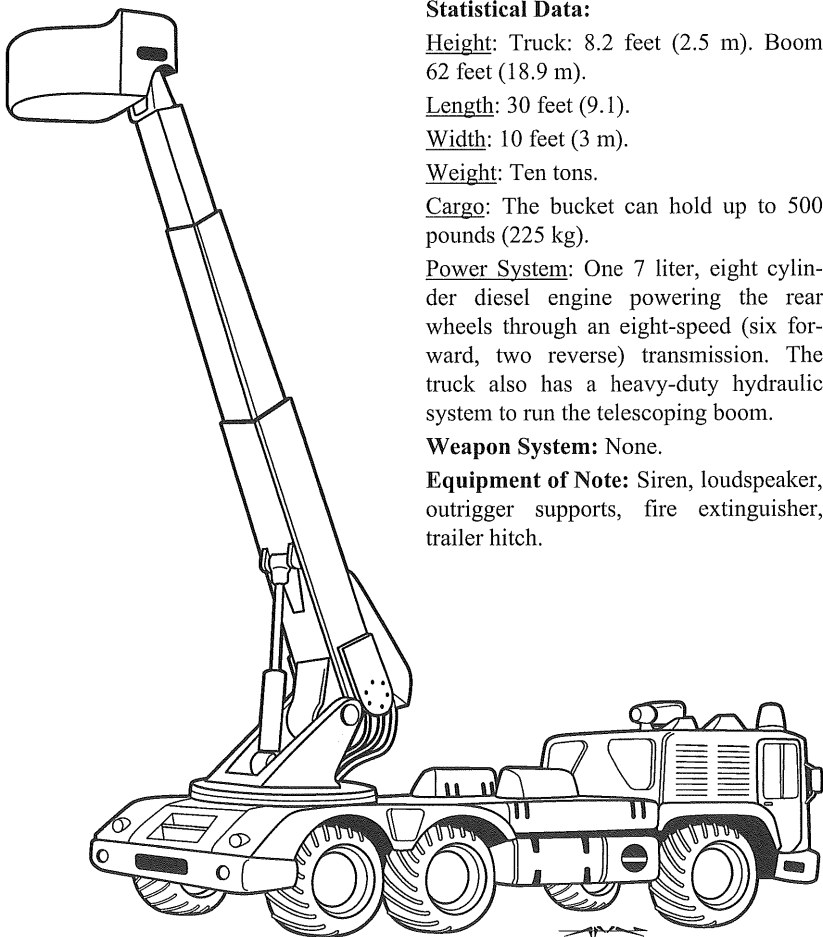
Weight: Ten tons.

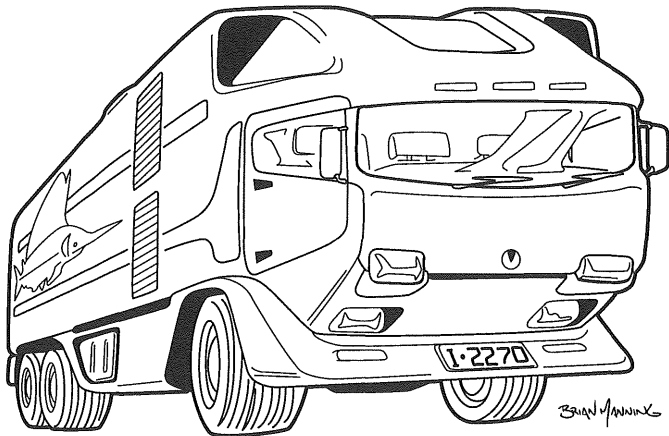
Cargo: The bucket can hold up to 500 pounds (225 kg).

Power System: One 7 liter, eight cylinder diesel engine powering the rear wheels through an eight-speed (six forward, two reverse) transmission. The truck also has a heavy-duty hydraulic system to run the telescoping boom.

Weapon System: None.

Equipment of Note: Siren, loudspeaker, outrigger supports, fire extinguisher, trailer hitch.





CT-20 Cargo Truck

This cargo hauler is a heavy-duty truck and trailer combined into one sleek unit. The CT-20 is used by the military and commercial industry as an all-purpose cargo hauler in the tradition of the semi-truck and trailer. It is used to haul goods and equipment and comes standard with a hydraulic lift gate ramp and large, fold-out back doors that open the full width of the trailer. Available as a standard cargo hauler and as a refrigerated trailer unit (holds 25% less cargo). The CT-20 has a reputation for reliability and handling.

Vehicle Type: CT-20

Class: Cargo hauler, truck and trailer.

Crew: One, plus room for two passengers, with a built-in sleeper area for two behind and over the cab of the truck.

M.D.C. by Location:

* Wheels (6) – 10 each

* Headlights (2) – 2 each

Windshield (Bulletproof) – 10

Trailer – 90

** Main Body/Cab – 80

* A single asterisk indicates a small or difficult target to hit. The attacker must make a “Called Shot” and even then he suffers a penalty of -4 to strike.

** Destroying the main body will render the vehicle immobile, however the trailer and its cargo remains intact.

Speed: Max speed of 20 mph (32 km).

Statistical Data:

Height: 12 feet (3.7 m).

Length: 48 feet (14.6 m).

Width: 8 feet (2.4 m).

Weight: 11 tons empty.

Cargo: Can carry up to 44 tons.

Power System: One 7 liter, eight cylinder diesel engine powering the rear wheels through a ten-speed (seven forward, three reverse) transmission. The truck also has a hydraulic system lift gate.

Weapon System: None.

Equipment of Note: Long-range radio (100 miles/160 km), first-aid kit, tool kit, fire extinguisher, mini-refrigerator or cooler, and bedding for the sleeper. There is also space behind the seats for a couple of rifles, a side arm, and an overnight bag/backpack.

Weapons & Equipment

UEG Money

The United Earth Government issues their own money, based roughly on both the Euro and the American dollar. The basic unit is the United Earth Dollar, and is issued in quarter, half and full dollar coins and single, ten, twenty, fifty and one-hundred dollar notes. Banks issue a debit card that is accepted as cash worldwide, and few people actually carry cash. Members of the UEDF Armed Forces have their pay deposited directly into military bank accounts and have immediate access to their pay via their debit card.

UEDF Pilot Suit

UEDF Veritech Pilots and Destroid Pilots wear a distinctive, one-piece suit that acts as both pressure and spacesuit. The suit is made of a strong, form fitting, ballistic elastic fabric woven with metal alloy foil fibers that exert mechanical counter pressure on the pilot. The mechanical counter pressure squeezes the pilot and keeps him or her safe in atmosphere as well as vacuum. The suit is armored at the elbows, forearms, knees, spine and small of the back with flexible, lightweight armor gel plates and has an integral oxygen and bio-monitoring unit attached to the back. The suit's helmet is armored, has a built-in retractable visor and comms gear that can connect to the mecha's radio. The helmet also has a removable faceplate for space operations that attaches to the lugs at the front of the helmet near the wearer's cheeks. The

faceplate is tinted, polarized and allows the suit to be "buttoned up," protecting the pilot against vacuum, chemicals and radiation.

A.R.: 10

S.D.C. by Location:

Helmet – 100

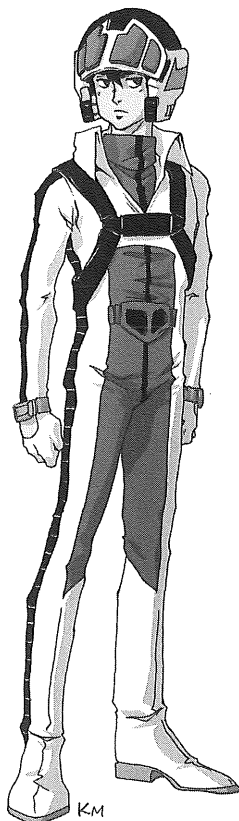
Arms (2) – 35 each

Legs (2) – 50 each

Life Support Harness – 30

Gel Reinforcement Plates (8) – 25 each

Main Body – 75



Standard Feature: 1. Life Support Harness: Worn like load-bearing gear, this harness consists of a back-mounted life support system that provides oxygen and power to the suit. When the suit is buttoned up, the harness has enough oxygen for forty-eight hours.

CHR-1 Hazardous Environment Armored Suit

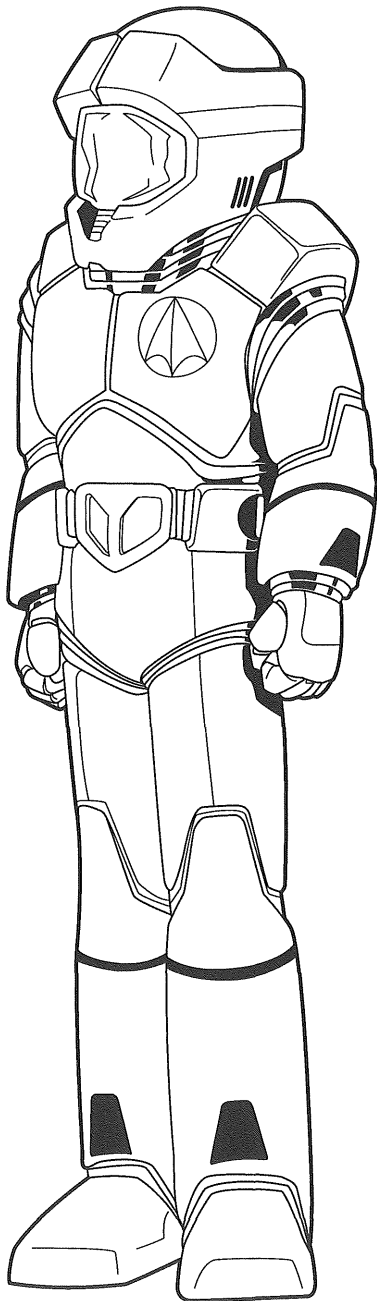
The CHR-1 hardsuit is a ballistic Kevlar and ceramic alloy armored suit designed to protect United Earth Defense Force (UEDF) personnel in all sorts of hazardous environments and combat conditions, whether in space or even underwater. Bulky and relatively cumbersome, CHR-1 is ill-suited for direct military engagement or other applications where mobility is needed. It is used mainly as an *emergency suit* by *spaceship engineers*, *damage control personnel*, and by *flight deck crews* on ARMD platforms and the SDF-1. The suit protects the wearer from fire, extreme temperatures, radiation, pressure extremes and vacuum, and has saved countless lives since its introduction.

M.D.C. by Location:

- Helmet – 15
- Arms (2) – 15 each
- Legs (2) – 22 each
- Main Body – 42

Standard Features:

1. Computer Controlled Life Support: A small computer woven into the unisuit monitors oxygen supply and consumption, internal and external temperature and environmental integrity. This system also re-circulates waste gases and automatically seals the suit in hostile en-



vironments. The computer runs on a power cell with a charge good for 48 hours.

2. High Temperature Resistant Shielding: Protects the wearer from heat and flames up to 450 degrees centigrade (842 Fahrenheit). Normal fires do no damage, nuclear and plasma fires do half damage.

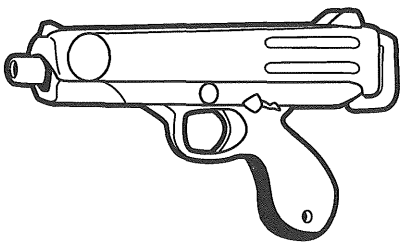
3. Hazardous Environment Shielding: Resistant to radiological, chemical and biological agents.

4. Internal Oxygen Supply: Good for six hours.

5. Impact Resistant Helmet, with removable tinted visor.

6. Radio: Directional, short-range radio with a 10 mile (16 km) range.

Small Arms



Machine Pistol

The MP-84 is a small frame, select fire machine pistol that chambers the 9mm Parabellum pistol round. Similar to the old Skorpion Machine Pistol, the MP-84 is a simple and rugged weapon that packs quite a punch. This weapon is the standard side arm of officers, pilots and vehicle crews in the UEDF.

Weight: 2.8 pounds (1.26 kg).

Range: 165 feet (50 m).

S.D.C. Damage: 3D6 S.D.C. per single round, or 1D6x10+5 S.D.C. damage per five round burst.

Rate of Fire: Single shot or five round burst. Each single shot or burst counts as one melee attack.

Payload: 20 round box magazine (standard) or 60 round drum magazine (special ordnance).

Note: The MP-84 comes standard with a folding stock, which when used grants the shooter +1 to strike when firing bursts as well as Aimed Shots.

M-21 Assault Rifle

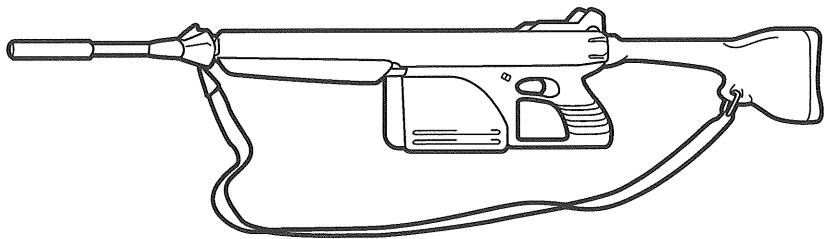
The M-21 is the standard issue assault rifle used by the UEDF Army and Marine Corps. It's a 5.56mm select fire weapon fed from an ingenious front-loading magazine that allows the infantryman to carry nearly twice the amount of ammunition as the old M-16/M-4 Carbine in a smaller package. The M-21 can chamber conventional 5.56 NATO rounds or 5.56 Saboted Light Armor Piercing (SLAP) for use against hard targets. A variety of accessories like optics, slings and flash suppressors are available, as well as an under-barrel 25mm grenade launcher used for cracking armor and boarding actions.

Weight: 6.9 pounds (3.1 kg).

Range: 1,312 feet (400 m) for the rifle, 800 feet (244 m) for grenades.

S.D.C. Damage: 4D6 S.D.C. for a single round of 5.56 NATO. 2D4x10 S.D.C. for a five round burst.

M.D.C. Damage: 1D6 M.D. for a single round of 5.56 SLAP. 3D6+6 M.D. for a five round burst. 25mm grenades inflict 5D6 M.D. to a 10 foot (3 m) diameter; fired one at a time.



Rate of Fire: Single shot or five round burst counts as one melee attack.

Payload: 50 round box magazine. The grenade launcher carries three grenades and can be reloaded by hand in 15 seconds (one melee round).

RL-1 Light Anti-Armor Weapon

The RL-1 is a small, man portable anti-armor weapon designed for Destroid and Veritech pilots when out of their mecha, and to use in emergency situations. Roughly the size and shape of an M-79 grenade launcher, it fires 60mm folding-fin rockets from a five round magazine, and can be considered a replacement for the venerable M-79. This weapon has proven itself very capable against unarmored and armored Zen-

traedi infantry, and even Battle Pods and other types of light armored vehicles. However, the weapon is marginal against Zentraedi in powered suits or heavily armored mecha, vehicles and spacecraft.

Weight: 10 pounds (4.5 kg).

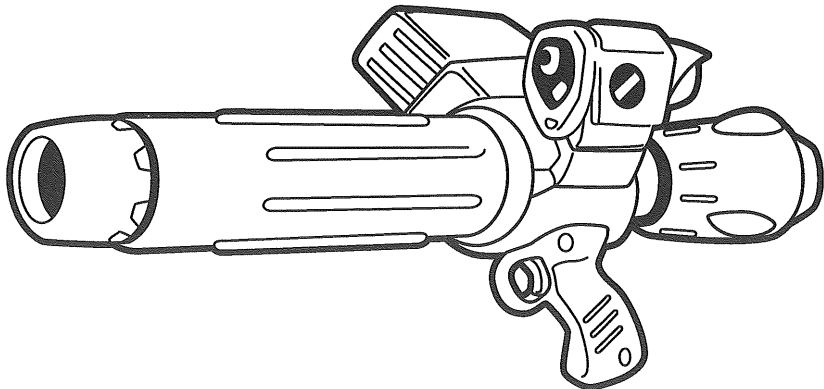
Range: 1,148 feet (350 m).

Mega-Damage: Any type of *mini-missile* can be fired. The most common mini-missiles are 5D6 M.D. by High Explosive and Fragmentation or 1Dx410 M.D. HEAP.

Rate of Fire: One at a time. Each rocket uses one melee attack.

Payload: 5 rockets in a spring-loaded box magazine.

Note: The RL-1 comes standard with laser target designator and a 4x magnification optic system with passive night-



vision. The optics grant the weapon a +2 to strike from an Aimed or Called Shot.

Heavy Weapons

Heavy Squad Support & Vehicle Mounted Weapons

M-223

5.56mm Light Machine-Gun/ Squad Automatic Weapon

Used by the UEDF Army and Marine Corps, as well as the militaries of the UEDF member states, the M-223 is a highly respected weapon among infantrymen. The 223 light machine-gun is a gas powered, fully automatic rifle and can fire either *standard 5.56mm ball (solid)* ammunition or *5.56mm SLAP (Saboted Light Armor Piercing)*. While it can be vehicle mounted, the M-223 is most commonly carried by a specially trained gunner or “SAW Man,” and can be fired from the hip or from a braced or prone position. The SAW man’s job is to lay down withering amounts of fire to cover his squad’s advance or retreat, and to keep an enemy’s heads down or deny them an area.

As a vehicle mounted weapon, the M-223 is usually mounted on jeeps and lightly armored vehicles as a secondary weapon. When loaded with 5.56mm ball, this weapon is great against infantry and unarmored vehicles. When using the powerful 5.56mm SLAP, the 223 has excellent performance against armored infantry and lightly armored vehicles.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Anti-Vehicle and Anti-Light Armor.

Weight: 16.5 pounds (7.4 kg) for the weapon unloaded with bipod. A 200 round belt of 5.56mm weighs 5.2 pounds (2.3 kg).

Range: 4,000 feet (1,219 m).

S.D.C. Damage: 1D6x10 S.D.C. for a 20 round burst of 5.56 ball. This weapon can only fire 20 round bursts.

Mega-Damage: 2D6 M.D. for a 20 round burst of 5.56 SLAP. This weapon can only fire 20 round bursts.

Rate of Fire: Each burst uses one of the gunner’s melee attacks.

Payload: 200 rounds of 5.56mm in a disintegrating link belt (triple the payload when mounted on a vehicle and connected to a larger ammo drum).

M-225

7.62mm Medium Machine-Gun

The M-225 is a modern update of an older Japanese weapon. This medium, gas operated, select fire machine-gun unleashes *7.62mm ammunition* at an incredible rate, and is very accurate over long distances. The M-225 can chamber either *standard 7.62mm ball (solid)* or the deadly *7.62mm SLAP (Saboted Light Armor Piercing)* round. When loaded with SLAP, the 225 is very effective against light to medium armored vehicles like the LCAV-60, Zentraedi Battle Pods and massed armored infantry. These weapons come in two variants, vehicle mounted and man portable. *Vehicle mounted M-225s* have special mounting brackets and vertical or spade grips for use from a vehicle’s gunner position. *Man portable M-225s* look like an oversized rifle and come with a bipod and a rail system for mounting enhanced optics and sights. The man portable weapon is heavy and kicks like a mule,

so it must be fired on the bipod from a braced or prone position.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Anti-Armor/Anti-Mecha.

Weight: 27.6 pounds (12.4 kg) for the weapon unloaded with bipod, a 500 round belt weighs 25 pounds (11.25 kg).

Range: 4,000 feet (1,219 m).

S.D.C. Damage: 6D6 S.D.C. for a single round of 7.62mm ball. 2D6x10 S.D.C. for a 20 round burst.

Mega-Damage: 1D6 M.D. for a single round of 7.62 SLAP. 1D4x10 M.D. for a 20 round burst.

Rate of Fire: Single shots or 20 round bursts. Either mode of fire counts as one melee attack.

Payload: 500 rounds of 7.62mm in a disintegrating link belt. The payload can be doubled when mounted on a vehicle with a larger ammo belt feed.

M3A2M .50 Caliber Heavy Machine-Gun

The current generation of the legendary Browning “Ma Deuce” .50 caliber heavy machine gun, the M3A2M is a very popular weapon with both the UEDF and its member nation militaries. It is a heavy, air-cooled, recoil operated machine-gun that can chamber a variety of .50 caliber ammunition and has incredible stopping power and range. Heavy, tough and reliable, the M3 performs very well against massed infantry, unarmored and lightly armored vehicles and fortifications, and even low-flying aircraft. When loaded with .50BMG (Browning Machine Gun) SLAP rounds, the weapon is incredibly deadly against armored Zentraedi infantry, and moder-

ately effective against Regult Battle Pods. The weapon can be configured as a crew operated, tripod mounted portable machine-gun or for vehicle mounting. When used as a crew served weapon, the gunner must fire from a braced or prone position or risk being seriously injured.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Anti-Materiel/Anti-Armor.

Weight: 84 pounds (37.8 kg) for an unloaded weapon, the tripod adds 44 pounds (19.8 kg). A 500 round belt is 125 pounds (56.25 kg).

Range: 5,000 feet (1524 m).

S.D.C. Damage: 1D6x10 S.D.C. for a single shot of .50BMG ball, 4D6x10 S.D.C. for a ten round burst.

Mega-Damage: 2D6 M.D. for a single round of .50BMG SLAP, 1D8x10 M.D. for a 20 round burst.

Rate of Fire: Single shot or twenty round burst; either mode of fire uses one melee attack.

Payload: 500 rounds of .50BMG ball or SLAP in a disintegrating link belt. The payload can be doubled when mounted on a vehicle with a larger ammo belt feed.

M-227

14.5mm Machine-Gun

Rugged and deadly, the recoil operated M-227 is the descendant of a venerable Russian heavy machine-gun. It fires 14.5mm ammunition from a disintegrating link belt and can dish out incredible damage against vehicles, buildings and mecha. The 227 can chamber either standard 14.5mm ball (solid) ammunition, or the lethal 14.5mm LEAP (Light Explosive Armor Piercing) anti-armor/anti-

materiel round. The 14.5mm LEAP is especially effective against Zentraedi infantry troops and Regult Battle Pods, easily chewing through the Zentraedi's notoriously light armor.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Anti-Armor/Anti-Mecha.

Weight: 110 pounds (49.5 kg) for the weapon unloaded, 86 pounds (39 kg) for the infantry tripod, and a 100 round belt of 14.5mm weighs 17 pounds (7.65 kg).

Range: 4,000 feet (1,219 m).

S.D.C. Damage: 1D8x10 S.D.C. for a single round of 14.5mm ball, 3D8x10 S.D.C. for a twenty round burst.

Mega-Damage: 2D8 M.D. for a single round of 14.5mm LEAP, 2D6x10 for a twenty round burst.

Rate of Fire: Each single shot or burst uses one melee attack.

Payload: 240 rounds of 14.5mm in a disintegrating link belt. The payload can be doubled when mounted on a vehicle with a larger ammo drum.

Mk.25

Automatic 40mm

Grenade Launcher

The Mk.25 automatic grenade launcher is a heavy weapon that can be mounted on combat jeeps and trucks as a gunner operated assault weapon. The blowback powered Mk.25 fires 40mm grenades from a disintegrating belt and is lethal at long ranges. The Mk.25 provides limited but excellent anti-mecha and anti-tank/armor and anti-personnel capabilities. It is also effective against giant, Zentraedi foot soldiers and lightly armored Zentraedi troops. In the alternative to explosive rounds, the Mk.25 can

fire smoke, stun and gas grenades for anti-riot operations.

Primary Purpose: Anti-Armor.

Secondary Purpose: Anti-Personnel/Riot Control.

Weight: 54 pounds (24.3 kg) for the weapon unloaded, 24.48 pounds (11 kg) for a 48 round belt, 50 pounds (22 kg) for a 96 round belt.

Range: 1,700 feet (518 m).

Mega-Damage: By grenade type. Common loadouts are:

AP/F (Anti-Personnel Fragmentation): 4D6 M.D. to 12 foot (3.6 m) radius for a single shot, 2D6x10 to a 24 foot (7.3 m) radius with a six grenade burst.

HEAP (High Explosive Armor Piercing): 6D6 M.D. to a three foot (0.9 m) radius for a single shot, 3D6x10 to an 8 foot (2.4 m) radius with a six round burst.

Tear Gas (Special): Victims roll to make a save vs non-lethal poison (16 or higher). A failed roll to save means the victims' eyes water and burn, they lose half their melee attacks and are -3 on initiative, and -10 to strike, parry, dodge and all other combat bonuses for 3D6 rounds (half that time outdoors with a steady wind). Creates a cloud of tear gas with a 25 foot (7.6 m) radius.

Smoke: Creates a thick cloud of smoke, 40 feet (12.2 m) in radius. Smoke grenades come in the colors blue, red, yellow, white and black. Smoke may be used to mark a target or extraction area, or for cover. Enemies shooting into a cloud of smoke where specific targets cannot be seen is the same as shooting wild and has all the same penalties. Those inside

the smoke cloud not protected by environmental body armor, gas masks, or other breathing apparatus suffer a penalty of -5 to strike, parry and dodge, and -1 on initiative. **Note:** Infrared and thermal optics cannot penetrate smoke, but passive nightvision scopes and optics do.

Rate of Fire: Each single shot or burst uses one attack.

Payload: Forty-eight or ninety-six round 40mm grenades in a disintegrating link belt.

Mk.17 Anti-Armor Missile Launcher

The Mk.17 is a vehicle mounted, box style missile launcher designed to fire 190mm short-range anti-tank/anti-mecha missiles. Mounting a Mk.17 to a vehicle gives it exceptional anti-armor capabilities, and allows the vehicle to act in a heavy support role. The 190mm missiles can carry a variety of warheads, but the most common are High Explosive Armor Piercing warheads. HEAP missiles are extremely effective against modern armor, and especially the paper thin armor on Regult Battle Pods and Zentraedi powered suits.

Primary Purpose: Anti-Mecha/Anti-Armor.

Secondary Purpose: Anti-Installation.

Weight: The launcher weighs 55 pounds (24.75 kg) and each missile weighs 46.6 pounds (21 kg).

Range: By short-range missile, average of 5 miles (8 km).

Mega-Damage: By warhead, standard load is High Explosive Armor Piercing 2D6x10 M.D.

Rate of Fire: Singly or in volleys of two, four or all.

Payload: Six short-range, surface-to-surface missiles.

Bonuses: The Mk.17 uses a laser guidance system and is +2 to strike ground based targets.

Mk.18 Anti-Aircraft Missile Launcher

The Mk.18 system consists of a pair of two tube surface to air missile launchers attached to a rudimentary guidance sensor suite. The missile launchers have an elevation of 90 degrees, and the whole turret can rotate 360 degrees. These missile systems are typically mounted on heavy trucks or Infantry Fighting Vehicles like the LCAV-60, and when used alongside ADR-04 Defender Destroids they can deny a large area of airspace to enemy aircraft.

Primary Purpose: Anti-Aircraft.

Secondary Purpose: Anti-Mecha.

Weight: The launcher and guidance suite weigh 480 pounds (216 kg) and each missile weighs 191 pounds (86 kg).

Range: By medium-range missile, average of 50 miles (80 km).

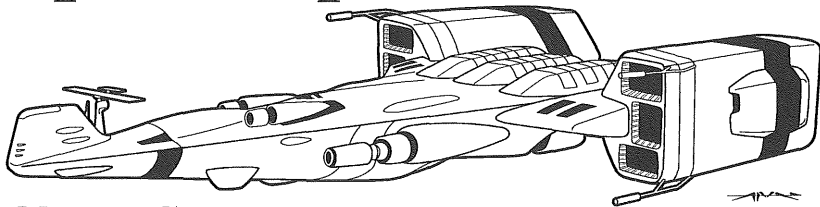
Mega-Damage: By warhead, standard load is High Explosive Armor Piercing 3D6x10 M.D.

Rate of Fire: Singly or in volleys of two or four.

Payload: Four 178mm surface-to-air medium-range missiles.

Bonuses: The Mk.18 uses both infrared and limited radar guidance systems, and is +4 to strike against flying targets.

UEDF Spaceships



Oberth Class Guided Missile Space Destroyer

The Oberth class Guided Missile Space Destroyer (DDSG) was one of the first warships designed with advancements from Robotechnology for the fledgling space fleet of the United Earth Defense Force. Very much in the vein of the old Arleigh Burke guided missile destroyers of the US Navy, these spacecraft were designed to act as *escorts* for the *ARMD* carriers and the *SDF-1*. They can also function independently across long distances as patrol and interdiction ships. The namesake *Oberth*, the first of its class to be built, was involved in the construction of Mars Base Sara until its abandonment in 2005. A sizeable number had been assigned to *Orbital Carrier Strike Groups* by the time the Zentraedi arrived in 2009, but proved to be woefully outnumbered and inadequate against attack by the massive alien fleet. Not many Oberths survived the initial Zentraedi assault, and most of the remaining ships were destroyed by the orbital bombardment of 2011. **Note:** Oberth class Destroyers, along with the

rest of the UEDF and Zentraedi fleets, will be discussed in greater detail in a future supplement dedicated to Robotech spacecraft.

Model Type: Guided Missile Space Destroyer (DDSG).

Class: Oberth class.

Ship's Complement:

Ship's Crew: 340

Bridge Crew: Ship's Captain (1), Ship's Executive Officer (1), Helm (3), Navigation (3), Comms/Sensors (3), Security (2 UEDFS Security Corpsmen armed with M-21 assault rifles).

Combat Information Center: Operations Commander (1), Commander's Aide (1), Military Advisors (4), Ship's Weapons (18), Security (4 UEDFS Security Corpsmen armed with M-21 assault rifles).

Ship's Operations: Engineering (35), Admin (10), Medical (15), Supply (10), General Enlisted (229).

M.D.C. by Location:

Interior Bulkheads per 10 foot (3 m) section – 30

Interior Hatches – 25 each

Exterior Hatches – 30 each

Particle Cannons (4) – 65 each

Missile Tubes (9) – 65 each

CIWS Lasers (32) – 25 each

Thruster Arrays (2) – 350 each

* Forward Hull Section (1/3) – 850

** Midships Hull Section (1/3) – 850

*** Aft Hull Section (1/3) – 1050

**** Hull per 40 foot (12.2 m) area – 35

* Destroying the forward section of the hull will destroy the bridge and main sensor mast. The ship can still be piloted and fought from the CIC.

** Destroying the midships hull section will destroy the command deck and eliminate all weapons controls, rendering the ship flyable but unable to fight.

*** Destroying the aft section of the hull will destroy the engines, setting the ship adrift.

**** Punching holes in the hull will cause the damage control system to automatically seal off whatever compartment has been exposed to vacuum. Ships are highly compartmentalized to prevent easy decompression of the whole ship.

Speed:

Atmosphere: Oberth class Destroyers are unsuited to atmospheric conditions, and are limited to operations in Earth orbit and nearby planetary bodies such as the Moon and Mars.

Space: Orbital cruising speed of 17,900 mph (28,800 km or Mach 23.5). Interplanetary speed of 170,500 mph (274,400 or Mach 224) can be attained within 24 hours of sustained acceleration.

Maximum Range: Limited only by supplies. The fusion reactors have enough fuel for 28 months of normal operation, although shipboard expendable stores are only good for three months of con-

stant deployment with a standard crew and troop complement.

Statistical Data:

Length: 1280 feet (390 m).

Beam: 567 feet (173 m).

Height: 210 feet (64 m).

Weight: 125,000 tons provisioned and armed.

Power Source: Two fusion reactors firing two light sub-capital 3-nozzle plasma thruster arrays, two auxiliary thrusters, and numerous low-thrust vernier thrusters.

Weapon Systems:

1. HPC-220 Heavy Particle Acceleration Cannons (4): These four massive, 220mm particle cannons make up the Oberth's main anti-ship energy weapon battery. They are mounted amidships on the dorsal and ventral hulls and fire in a fixed forward position. These weapons use an incredible amount of energy to fire, and due to their power requirements have a low rate of fire.

Primary Purpose: Anti-Ship.

Secondary Purpose: Anti-Installation.

Weight: Not applicable, part of the ship's hull.

Range: 30 miles (48 km) in atmosphere, 60 miles (96 km) in space.

Mega-Damage: 1D4x100 M.D. each. The cannons can be fire-linked to shoot in pairs, doubling damage (2D4x100 M.D.) per twin blast at the same target.

Rate of Fire: Each single or dual blast counts as one melee attack. The cannons can only fire twice per melee round (15 seconds).

Payload: Effectively unlimited.

Note: These weapons are -6 to hit small, fast targets like mecha and aerospace

fighter craft, and -4 to hit medium-sized targets up to the size of the Qell Quallie Tactical Reconnaissance Ships. No penalties for larger targets.

2. MDS-H-18 Guided Missile

Launchers (18): The Oberth's main anti-ship weapons are three clusters of 6 vertical launch tubes that fire long-range guided missiles. Mounted on the dorsal hull, aft between the thruster arrays, each six tube cluster holds six long-range missiles at the ready and six in the magazine. These missiles combined with the particle beam cannons give the Oberth Destroyer impressive firepower and fleet defense capabilities.

Primary Purpose: Anti-Ship.

Secondary Purpose: Anti-Installation.

Weight: Not applicable, part of the ship's hull.

Range: Per long-range missile.

Mega-Damage: As per the warhead of the long-range missile.

Rate of Fire: Singly or in volleys of 3, 6, 9 or 18.

Payload: 36 long-range missiles.

3. CIWS-L-20 Point Defense Lasers

(16): Arranged along the port, starboard, ventral and dorsal hulls, four to a section, are sixteen rapid-fire, double-barreled 20mm CIWS laser cannons in armored turrets. Each turret has 360 degree rotation and a traverse of 180 degrees, giving them a very comprehensive field of fire. These weapons are used primarily as anti-missile and anti-mecha weapons for protecting not only the ship itself, but any vessel it is escorting.

Primary Purpose: Anti-Missile and Anti-Mecha.

Secondary Purpose: Anti-Fighter.

Weight: Not applicable, part of the ship's hull.

Range: 4,500 feet (1,371 m).

Mega-Damage: 5D6 M.D. per single blast or 1D6x10 M.D. per simultaneous dual blast at the same target. No more than two of the Point Defense Lasers can be aimed and fired at the same target.

Rate of Fire: Each single or dual blast counts as one attack.

Payload: Effectively unlimited.

Note: A gunner usually has two lasers under his command.

4. CIWS-L-40 Point Defense Lasers

(16): These double-barreled, rapid-fire 40mm laser turrets operate in concert with the L-20 CIWS turrets, and are well suited to anti-mecha and anti-ship engagements. Like their lighter cousins, these weapons are mounted in armored turrets, four to each hull section, and have a 360 degree rotation and 180 degree traverse.

Primary Purpose: Anti-Mecha.

Secondary Purpose: Anti-Ship and Anti-Fighter.

Weight: Not applicable, part of the ship's hull.

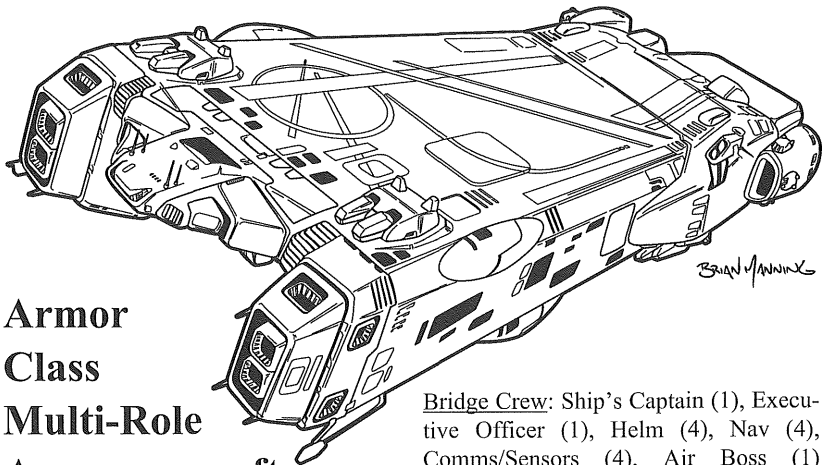
Range: 4,500 feet (1,371 m).

Mega-Damage: 2D6x10 M.D. per simultaneous dual blast at the same target. Each double-barreled turret always fires a twin blast per attack.

Rate of Fire: Each blast counts as one attack.

Payload: Effectively unlimited.

5. Ship's Systems of Note: Advanced avionics, targeting/IFF computers, damage control/fire suppression systems, tactical life support, escape pods for entire ship's complement.



Armor Class Multi-Role Aerospacecraft Carrier

The Armor class Multi-Role Aerospacecraft Carriers (ARMD) were designed to act as the centerpiece of *Orbital Carrier Strike Groups*. They field a Carrier Aerospace Group comprised of SF-3A aerospace fighters, VF-1 Valkyries and shuttlecraft. By the time of the Zentraedi arrival, there were ten ARMD Carriers with their respective strike groups in orbit around the Earth and Moon. Despite their heavy armaments and large aerospace complement, these ships fared poorly against the Zentraedi. Most were destroyed over the course of the First Robotech War. **Note:** Armor class carriers, along with the rest of the UEDF and Zentraedi fleets, will be discussed in greater detail in a future supplement dedicated to starships.

Model Type: Armored Multi-Role Aerospacecraft Carrier Platform (ARMD).

Class: Armor class.

Ship's Complement:

Ship's Crew: 1,500 Ship's Crew, 600 Ship's Air Group.

Bridge Crew: Ship's Captain (1), Executive Officer (1), Helm (4), Nav (4), Comms/Sensors (4), Air Boss (1) Air-Boss, Assistant/Mini-Boss (1), Security (4 UEDFS Security Corpsmen armed with M-21 Assault Rifles).

Combat Information Center: Operations Commander (1), Commander's Aides (2), CAG (1, Commander of the ship's air group), Comms Team (10), Ship's Weapons Crew (25), Command Security (10 UEDFS Security Corpsmen armed with M-21C Carbines).

Ship's Operations: Engineering (75), Admin (25), Medical (35), Supply (30), General Enlisted (1,266).

Air Group: UEDF Spacy/UEDF Marine Corps Aviators (120), UEDF Spacy UAV Operators (80), Other Air Group Personnel (400).

Mecha and Aerospacecraft Complement:

Veritech Fighters:

One Squadron (12 VF-1 Valkyries).

One Electronic Attack Squadron (12 VE-1E EWAR Valkyries).

Non-Variable Fighters:

Eight SF-3A Lancer Aerospace Attack Squadrons (96 fighters).

Logistical and Auxilliary Aerospace Craft:

One ST-3A Lancer Aerospace Training Squadron (12 trainers).

One Logistical Squadron (8 shuttles).

M.D.C. by Location:

Interior Bulkheads per 10 foot (3 m) section – 150

Interior Hatches – 65 each

Exterior Hatches – 150 each

Particle Cannons (5) – 250 each

Aft Beam Cannons (3) – 200 each

CIWS Missile Launchers (6) – 125 each

Torpedo Arrays (2) – 150 each

CIWS Lasers (48) – 100 each

Outboard Thruster Arrays (2) – 350 each

Main Thruster Bank – 500

* Forward Hull Section (1/3) – 2500

** Midships Hull Section (1/3) – 2500

*** Aft Hull Section (1/3) – 2500

**** Hull per 40 foot (12.2 m) section – 150

* Destroying the forward section of the hull will destroy the bridge and main catapults and any weapons mounted there. The ship can still be piloted and fought from the CIC, but will be unable to launch fighter craft from the forward flight decks.

** Destroying the midships hull section will destroy the command deck, dorsal catapults and any weapons mounted there. The ship can still be flown from the bridge, but the ship will be unable to launch fighters from the dorsal catapults.

*** Destroying the aft section of the hull will destroy the engines and any

weapons mounted there, setting the ship adrift.

**** Punching holes in the hull will cause the damage control system to automatically seal off whatever compartment has been exposed to vacuum. Ships are highly compartmentalized to prevent easy decompression of the whole ship.

Speed:

Atmosphere: ARMD Carriers are unable to enter atmosphere, and are restricted to operations in Earth orbit and nearby planetary bodies such as the Moon and Mars.

Space: Orbital cruising speed of 17,800 mph (28,650 km or Mach 23.4). Interplanetary speed of 155,300 mph (249,900 km or Mach 204) can be attained within 24 hours of sustained acceleration.

Maximum Range: Limited only by supplies. The fusion reactors have enough fuel for 36 months of normal operation, although shipboard expendable stores are only good for six months of constant deployment with a standard crew and troop complement.

Statistical Data:

Length: 1411 feet (430 m).

Beam: 722 feet (220 m).

Height: 361 feet (110 m).

Weight: 174,000 tons provisioned and armed.

Power Source: Two fusion reactors firing two light 3-nozzle capital thruster arrays, four heavy sub-capital plasma thrusters, and numerous low-thrust vernier thrusters.

Weapon Systems:

1. HPC-SC220 Double-Barreled Particle Cannons (5): These nitrogen

cooled 220mm particle cannons are the ARMD carrier's main ship-to-ship energy weapons. Mounted in armored turrets on the foredeck, aft sponsons and aft keel, they give the ARMD an excellent field of fire and the ability to deliver damage at very long ranges. The turrets have a rotation of 180 degrees and a traverse of 90 degrees.

Primary Purpose: Anti-Ship.

Secondary Purpose: Anti-Installation.

Weight: Not applicable, part of the ship's hull.

Range: 30 miles (48 km) in atmosphere, 60 miles (96 km) in space.

Mega-Damage: 2D4x100 M.D. each. The cannons can be fire-linked and fired in pairs, doubling damage.

Rate of Fire: Twice per melee.

Payload: Effectively unlimited.

Note: These weapons are -6 to hit small, fast targets like mecha and aerospace fighter craft, and -4 to hit medium-sized targets up to the size of the Qell Quallie Tactical Reconnaissance Ships. No penalties for larger targets.

2. HLC-SC125 Triple-Barreled Laser Cannon (6): Mounted on each out-

board thruster array are three, triple-barreled heavy laser turrets. Each turret has a rotation of 180 degrees and a traverse of 90 degrees. Used mainly for anti-ship and anti-mecha work, these weapons fill a need between the main particle cannons and the CIWS weapons. This gives the ARMD carriers good diversity and allows the carrier to adapt to many different combat situations.

Primary Purpose: Anti-Ship.

Secondary Purpose: Anti-Mecha.

Weight: Not applicable, part of the ship's hull.

Range: 50 miles (80 km) in atmosphere, 120 miles (192 km) in space.

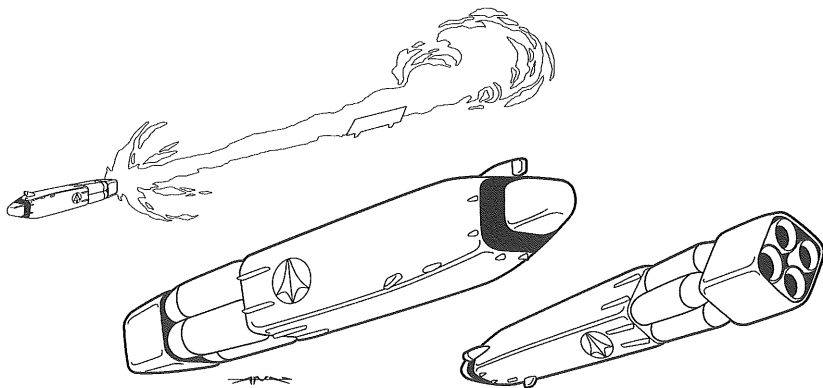
Mega-Damage: 1D4x50 M.D. each.

Payload: Effectively unlimited.

Note: These weapons are -6 to hit small, fast targets like mecha and aerospace fighter craft, and -4 to hit medium-sized targets up to the size of the Qell Quallie Tactical Reconnaissance Ships. No penalties for larger targets.

3. TDS-H-9 Heavy Torpedo Array (2):

Mounted forward in both the port and starboard sponsons are triple tube torpedo arrays firing radar guided



36-inch anti-ship torpedoes. Armed with proton or Reflex warheads, torpedoes are relatively short-ranged but are extremely deadly and designed specifically to breach hulls and break keels. Each array holds three torpedoes at the ready, and nine in the magazine.

Primary Purpose: Anti-Ship.

Secondary Purpose: Anti-Installation.

Weight: Not applicable, part of the ship's hull.

Range: Per long-range missile.

Mega-Damage: Anti-ship torpedoes can carry either of the following warheads: Proton: 6D6x10 M.D. and/or Reflex: 6D8x10 M.D.

Rate of Fire: Singly or in volleys of 3 or 6.

Payload: Six in the tubes and 18 in the armored magazines. 240 additional torpedoes are held in the ship's hold. It takes four melee rounds (60 seconds) to reload the launchers with 24 fresh missiles.

4. MDS-L-10 Retractable CIWS Missiles Launchers (6): Spread around the hull are six retractable, box style, ten tube missile launchers firing 190mm stand-off air-defense missiles. These weapons are used primarily in an anti-mecha role, and are part of the ship's Close-In Weapon System. Each launcher holds ten missiles at the ready, and ten in an armored, auto-loading magazine.

Primary Purpose: Anti-Mecha.

Secondary Purpose: Anti-Ship.

Weight: Not applicable, part of the ship's hull.

Range: Per short-range missile.

Mega-Damage: Typically HE/F (High Explosive Fragmentation) short-range stand-off missiles dealing 2D6x10 M.D. to a 30 foot (9.1 m) radius.

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

Payload: 20 short-range, stand-off missiles in each launcher.

5. CIWS-L-20 Point Defense Lasers (48): Spread around the ARMD Carrier's hull are 48 rapid-fire, double-barreled 20mm lasers in armored turrets. Each turret has 360 degree rotation and a traverse of 180 degrees, giving them a very comprehensive field of fire. These weapons are used primarily as anti-missile and anti-mecha weapons, and are the main component of the ship's Close-In Weapon System.

Primary Purpose: Anti-Mecha and Anti-Fighter.

Secondary Purpose: Anti-Missile.

Weight: Not applicable, part of the ship's hull.

Range: 4,000 feet (1,219 m).

Mega-Damage: 1D6x10 M.D. per dual blast.

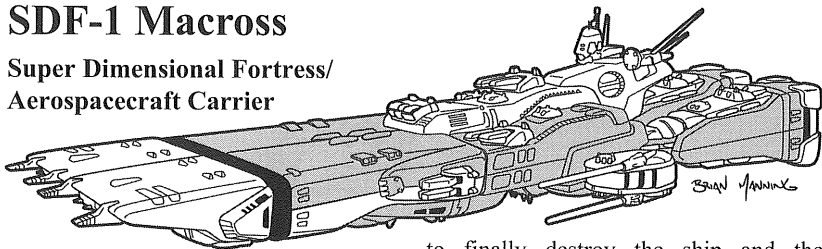
Rate of Fire: Each dual blast counts as one melee attack. These guns can only fire dual blasts.

Payload: Effectively unlimited.

6. Ship's Systems of Note: Launch and recovery system for fighter craft, IFF/Command and Control Computers, Aerospace Traffic Control systems, tactical life support, damage control/fire suppression systems, escape pods for entire ship's complement.

SDF-1 Macross

Super Dimensional Fortress/ Aerospacecraft Carrier



More than any single event in human history, the crash landing of the SDF-1 changed the world forever. A combination of the Rosetta Stone and Pandora's Box, the massive alien spacecraft wrought massive destruction, united a world torn apart by decades of war, introduced amazingly advanced technology to Earth, and eventually facilitated the obliteration of nearly the entire planet. After its landing, the SDF-1 was painstakingly overhauled, every piece of technology reverse engineered, the remains of the dead crew dissected and studied. After ten years of work, the ship was to be launched as the flagship of a proposed interstellar fleet that would finally take mankind to the stars. Unfortunately, her former owners came looking for her, and after a pitched battle over Macross Island, the ship disappeared in a hyperspace fold that accidentally took it all the way to Pluto.

The SDF-1 began a running battle with the pursuing Zentraedi fleet, racing for the safety of Earth. Through luck and skill, and with the added resources of the Prometheus and Daedalus carriers along with the civilian population of Macross Island, the SDF-1 and her crew made it safely home. Sadly, the welcome they had expected wasn't forthcoming, and the Zentraedi fleet was fast on their heels. Soon the entirety of the Zentraedi fleet turned their guns to Earth, deciding

to finally destroy the ship and the Micronian people that had been such a thorn in their side. A climactic battle was fought in orbit with mankind edging out as victors, but at a heavy cost. Most of the Zentraedi fleet was annihilated, but the Earth had been turned into a barren wasteland after an orbital bombardment. The SDF-1 survived, triumphant but crippled, and eventually settled in a crater that would become the site of New Macross City.

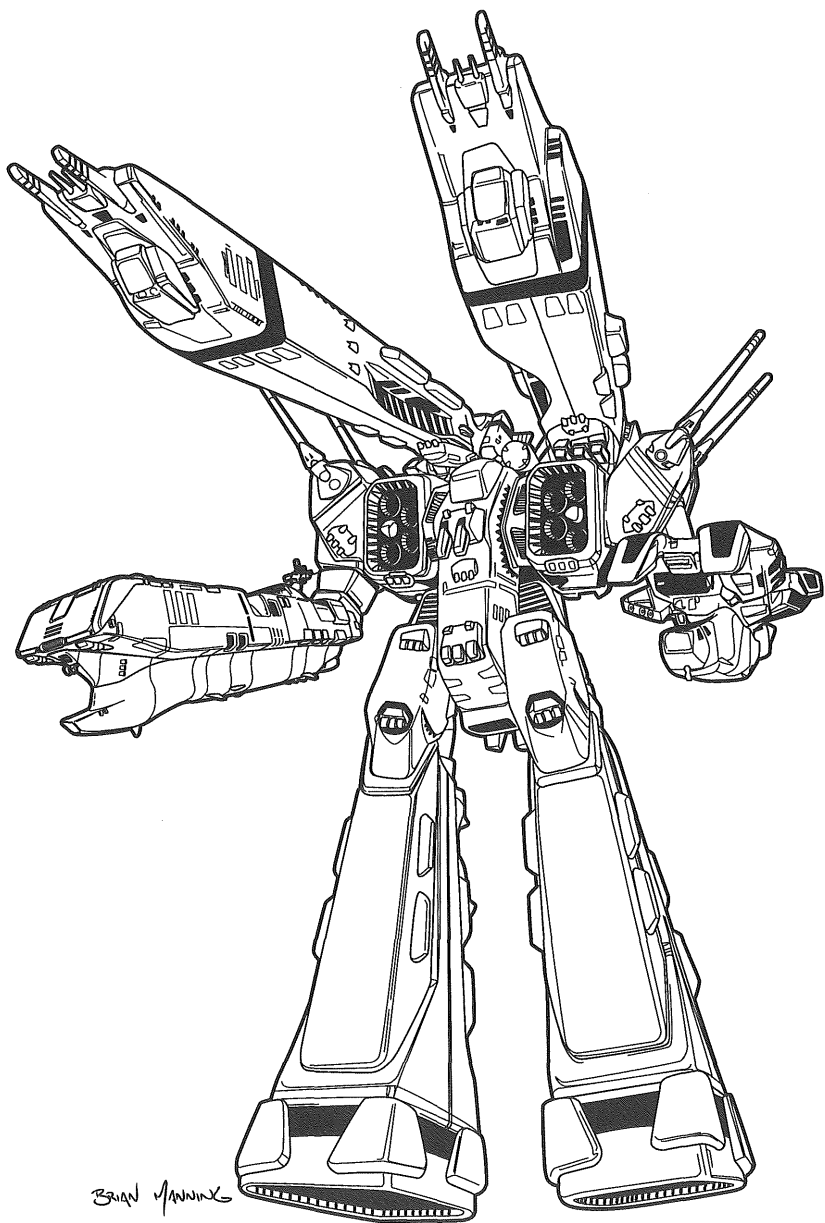
A long rebuilding was undertaken, and wounds began to heal. The SDF-1 stood to its waist in the huge crater that had filled to become a lake, and was slowly being cannibalized to provide key components in the construction of her new sister ship, the *SDF-2 Odyssey*. Despite attempts at peace between the human and Zentraedi survivors, the SDF-1 and the SDF-2 were both destroyed in 2014 during a suicide attack by the rogue Zentraedi Warlord Khyron and his lover Azonia. **Note:** The SDF-1, along with the rest of the UEDF and Zentraedi fleets, will be discussed in greater detail in a future supplement dedicated to starships.

Model Type: Super Dimensional Fortress/Aerospacecraft Carrier (SDF).

Class: Macross class.

SDF-1 Ship's Complement:

Ship's Crew: 3,500 Ship's Crew, 1,500 Ship's Air Group, 1,000 UEDF Marine Corps Detachment.



Bridge Crew: Ship's Captain (1), Executive Officer/Air Boss (1), Helm (1), Nav (1), Comms/Sensors (1), Security (4 UEDFS Security Corpsmen armed with M-21C Carbines).

Combat Information Center: Operations Commander (1), Commander's Aides (2), Military Advisory Team (10), CAG (1, Commander of the ship's air group), UEDFMC Mechanized Infantry Commander (1, Commander of the ship's Destroid squadrons), Comms Team (10), Ship's Weapons Crew (25), Command Security (10 UEDFS Security Corpsmen armed with M-21C Carbines).

Ship's Operations: Engineering (150), Admin (75), Medical (75), Supply (70), General Personnel (3,061).

Air Group: UEDF Spacy/UEDF Marine Corps Aviators (450), UEDF Spacy UAV Operators (40), Other Air Group Personnel (1,010).

UEDF Marine Corps Detachment: UEDF Marine Corps Destroid Pilots (376), and UEDFMC Armor Battalion Support Personnel (624).

Mecha Complement:

Veritech Fighters:

Twelve UEDF Spacy VF-1 Valkyrie Squadrons (144 fighters).

Four UEDF Marine Corps Valkyrie Squadrons (48 Fighters).

Four UEDF Spacy Electronic Attack Squadrons (48 VEF-1 EWAR Valkyries).

Non-Variable Fighters:

Ten QF-3000 Ghost UAV Squadrons (120 Unmanned Aerial Vehicles).

Five UEDF Spacy SF-3A Lancer Squadrons (60 fightercraft).

Logistics Aerospacecraft:

One Fleet Aerospace Logistics Command Squadron of SHC-08 Star Goose Shuttlecraft (12 shuttles).

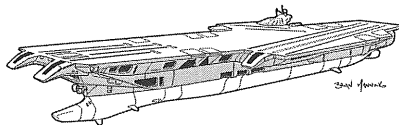
Destroids:

Nine UEDFMC Heavy Armor Platoons (36 MBR-04 Tomahawks).

Nine UEDFMC Mechanized Infantry Platoons (36 MBR-07 Spartans).

Eighteen UEDFMC Air Defense Platoons (36 ADR-04 Defenders, 36 SDR-04 Phalanxes).

Two UEDFMC Heavy Artillery Platoons (8 HWR-00 Monsters).



CVS-101 UES Prometheus

Ship's Complement:

Ship's Crew: 3,500

Air Group: 2,800

UEDF Marine Corps Detachment: 1,500

Mecha Complement:

Veritech Fighters:

Four UEDFN Strike Fighter Squadrons of VF-1 Valkyries (48 fighters).

Two UEDFMC Strike Fighter Squadrons of VF-1 Valkyries (24 fighters).

One Electronic Attack Squadron of VEF-1 EWAR Valkyries (12 fighters).

One Sea Replacement Squadron of VF-1D Training Valkyries (12 fighters).

Non-Variable Fighters:

One Electronic Attack Squadron of ES-12A Stalkers (12 fighters).

One Anti-Submarine Warfare Squadron of S-12 Avengers (6 fighters).

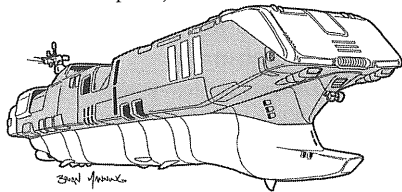
Rotary Craft:

One Anti-Submarine Squadron of SH-62 Sea Sergeants (6 helicopters).

Auxiliary and Logistical Aircraft:

One Carrier Early Warning Squadron of ES-11 Cat's Eyes (6 aircraft).

One Fleet Logistics Support Detachment of VC-33 Mom's Kitchens and UH-62 Supply Sergeants (6 aircraft, 6 helicopters).



SLV-111 UES Daedalus

Ship's Complement:

Ship's Crew: 1,200 officers and enlisted.

Air Group: 225 UEDFMC aviators and support crew.

UEDF Marine Corps Detachment: 2,500 UEDF Marines.

Mecha Complement:

Rotary Craft:

Four UEDFMC Attack Squadrons of AH-68N Privateers (48 helicopters).

Two UEDFMC Anti-Submarine Warfare Squadron of SH-62 Sea Sergeants (24 helicopters).

One UEDFMC Fleet Support Logistics Command Detachment of HH-62 Supply Sergeants (12 helicopters).

One UEDFMC Fleet Reconnaissance/Observation Squadron of ARH-34 Snoops (12 helicopters).

Destroids:

Seven UEDFMC Heavy Armor Platoons (30 MBR-04 Tomahawks).

Seven UEDFMC Mechanized Infantry Platoons (30 MBR-07 Spartans).

Twelve UEDFMC Air Defense Platoons (24 ADR-04 Defenders, 24 SDR-04 Phalanxes).

One UEDFMC Heavy Artillery Platoon (4 HWR-00 Monsters).

M.D.C. by Location:

Interior Bulkheads per 10 foot (3 m) section – 100

Interior Hatches – 150 each

Exterior Hatches – 150 each

Command Tower – 6000

Modular Docks (2) – 6000 each

Daedalus – 6500

Prometheus – 6500

Heavy Particle Cannons (8) – 750 each

Rail Cannons (4) – 550 each

Heavy Laser Cannons (16) – 600 each

Torpedo Arrays (4) – 600 each

CIWS Missile Launchers (48) – 400 each

CIWS Lasers (96) – 225 each

* Forward Hull Section/Main Reflex Cannon (1/3) – 12,000

** Midships Hull Section (1/3) – 14,000

*** Aft Hull Section (1/3) – 12,000

**** Hull per 40 foot (12.2 m) section – 150

* Destroying the forward section of the hull will destroy the Reflex Cannon and any other weapons mounted there.

** Destroying the midships hull section will destroy the command deck, bridge, catapults and any weapons mounted there.

*** Destroying the aft section of the hull will destroy the engines and any weapons mounted there, setting the ship adrift.

**** Punching holes in the hull will cause the damage control system to auto-

matically seal off whatever compartment has been exposed to vacuum. Ships are highly compartmentalized to prevent easy decompression of the whole ship.

Speed:

Atmosphere: Though the SDF-1 was designed to hover with surface operations in mind, it is relatively slow and awkward with a cruising speed of 450 mph (720 km) in atmosphere. However, it can easily enter and leave gravity wells at will.

Space: Orbital cruising speed of 17,800 mph (28,650 km or Mach 23.5). Maximum interplanetary speed of approximately 1,863,000 mph (2,998,000 km or 1/360th the speed of light) can be attained within 10 days of sustained acceleration (without the use of Hyperspace Fold Drives).

Maximum Range: Limited only by supplies. The Reflex Furnaces can carry enough Protoculture for up to fifty years of standard operation, although ship-board expendable stores are only good for eighteen months of constant deployment with a standard crew and troop complement. Though never tested to full capacity by humans, the original Hyperspace Fold Drives are estimated to have been capable of single jumps of up to 750 parsecs. Trips longer than that would have required multiple folds. The ship could also generate a fold bubble 3.6 miles (5.8 km) across, allowing it to carry non-fold capable ships with it through the fold. Note: The SDF-1's fold system disappeared after its first usage by the human crew.

Statistical Data:

Length: 3,970 feet (1,210 m).

Beam: 1,112 feet (339 m), 1,627 feet (496 m) with carriers.

Height: 1,023.6 feet (312 m).

Weight: 18,000,000 tons armed and provisioned.

Power Source: Six Reflex Furnaces powering six triple-nozzle capital plasma thruster arrays, eight heavy capital thrusters and sixteen auxiliary thrusters for V/STOL, and one Mk.I capital space fold generator. The SDF-1 was also equipped with eight anti-gravity generators for V/STOL. However, the space fold and anti-gravity generators suffered disabling malfunctions upon their first use.

Weapon Systems:

1. Super Heavy Reflex Cannon: Also called the *Main Gun*, this massive and powerful cannon is the primary weapon of the SDF-1. It has been rebuilt from the remains of the original alien ship for Terran use, but is only vaguely understood by the scientists who reverse engineered it. The Main Gun fires a broad, white-hot energy beam that can annihilate virtually *anything* in its path. However, it is very energy intensive and requires a substantial amount of charging time to fire. After an accidental hyperspace fold disrupted the internal systems of the SDF-1, the cannon could only be fired after the ship performed a modular transformation to reroute its power grid. This Rube Goldberg solution has rendered the cannon finicky and unreliable. It can be a gamble whether the weapon will fire at all at any given time.

Primary Purpose: Anti-Capital Ship.

Secondary Purpose: Planetary Bombardment.

Weight: Not applicable, part of the ship's hull.

Range: 60,000 miles (96,000 km).

Mega-Damage: The beam annihilates *everything* in its path.

Rate of Fire: Every two minutes (8 melee attacks/30 seconds). The cannon is extremely unreliable, and after the first shot, roll on the table below:

01-25%: Ready to fire.

26-50%: Needs ten more minutes to ready (40 melee attacks).

51-75%: Needs twenty more minutes to ready (80 melee attacks).

76-100%: Systems shorted, needs 24 hours to repair.

Payload: Unlimited.

2. HPC-SC440 Double-Barreled Heavy Particle Cannons (8): These nitrogen cooled, 440mm particle cannons give the SDF-1 its main anti-ship capabilities. The turrets have a rotation of 180 degrees and a traverse of 90 degrees.

Primary Purpose: Anti-Ship.

Secondary Purpose: Anti-Installation.

Weight: Not applicable, part of the ship's hull.

Range: 30 miles (48 km) in atmosphere, 60 miles (96 km) in space.

Mega-Damage: 2D4x1000 M.D. per single blast. Cannot be fired in unison at the same target.

Rate of Fire: Once per melee.

Payload: Effectively unlimited.

Note: These weapons are -8 to hit small, fast targets like mecha and aerospace fighter craft, and -5 to hit medium-sized targets up to the size of the Qell Quallie Tactical Reconnaissance Ships. No penalties for larger targets.

3. HLC-SC125 Triple-Barreled Laser Cannon (16): Mounted on each outboard thruster array are three, triple-

barreled heavy laser turrets. Each turret has a rotation of 180 degrees and a traverse of 90 degrees. Used mainly for anti-ship and anti-mecha work, these weapons fill a need between the main particle cannons and the CIWS weapons.

Primary Purpose: Anti-Ship.

Secondary Purpose: Anti-Mecha and Fighters.

Weight: Not applicable, part of the ship's hull.

Range: 50 miles (80 km) in atmosphere, 120 miles (192 km) in space.

Mega-Damage: 1D4x50 M.D. each.

Rate of Fire: Each blast uses one melee attack.

Payload: Effectively Unlimited.

Note: These weapons are -4 to hit small, fast targets like mecha and aerospace fighter craft, and -2 to hit anything up to the size of the Qell Quallie Tactical Reconnaissance Ships. No penalties for larger targets.

4. HRC-420 Rail Cannons (4): Mounted on the dorsal and ventral hulls of the port and starboard modular dock sponsons, these cannons are a marvel of modern technology. They use an electromagnetic mass driver to throw a 420mm tungsten sabot over incredible distances. The HRC-420s have excellent armor piercing characteristics, and are devastating against Zentraedi capital ships. Rail cannons are still considered experimental weapons, and as such are uncommon among the UEDF fleet.

Primary Purpose: Anti-Ship and Anti-Installation.

Secondary Purpose: Defense.

Weight: Not applicable, part of the ship's hull.

Range: 50 miles (80 km).

Mega-Damage: 2D8x100 M.D.

Rate of Fire: Twice per melee.

Payload: Each cannon carries 50 rounds in an armored, self-loading magazine.

Note: These weapons are -6 to hit small, fast targets like mecha and aerospace fighter craft, and -4 to hit medium-sized targets up to the size of the Qell Quallie Tactical Reconnaissance Ships. No penalties for larger targets.

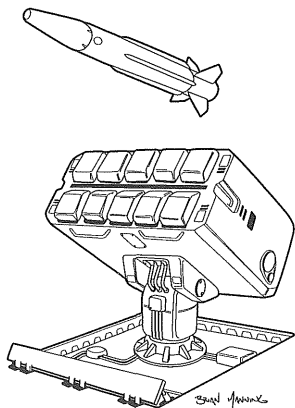
5. MDS-L-10 Retractable CIWS Missile Launchers (48): Spread around the hull are forty eight retractable, box style, ten tube missile launchers firing 190mm stand-off air-defense missiles. These weapons are used primarily in an anti-mecha role, and are part of the ship's Close-In Weapon System. Each launcher holds ten missiles at the ready, and ten in an armored, auto-loading magazine.

Primary Purpose: Anti-Mecha and Anti-Missile.

Secondary Purpose: Anti-Ship.

Weight: Not applicable, part of the ship's hull.

Range: Per short-range missile.



Mega-Damage: Typically HE/F (High Explosive Fragmentation) short-range stand-off missiles dealing 2D6x10 M.D. to a 30 foot (9.1 m) radius.

Rate of Fire: Singly or in volleys of four six or ten.

Payload: Twenty short-range, stand-off missiles in each launcher.

6. CIWS-L-20 Point Defense Lasers (96): Spread around the SDF-1's hull are 96 rapid-fire, double-barreled 20mm lasers in armored turrets. Each turret has 360 degree rotation and a traverse of 180 degrees, giving them a very comprehensive field of fire. These weapons are used primarily as anti-missile and anti-mecha weapons, and are the main component of the ship's Close-In Weapon System.

Primary Purpose: Anti-Mecha and Anti-Fighters.

Secondary Purpose: Anti-Missile.

Weight: Not applicable, part of the ship's hull.

Range: 4,500 feet (1,371 m).

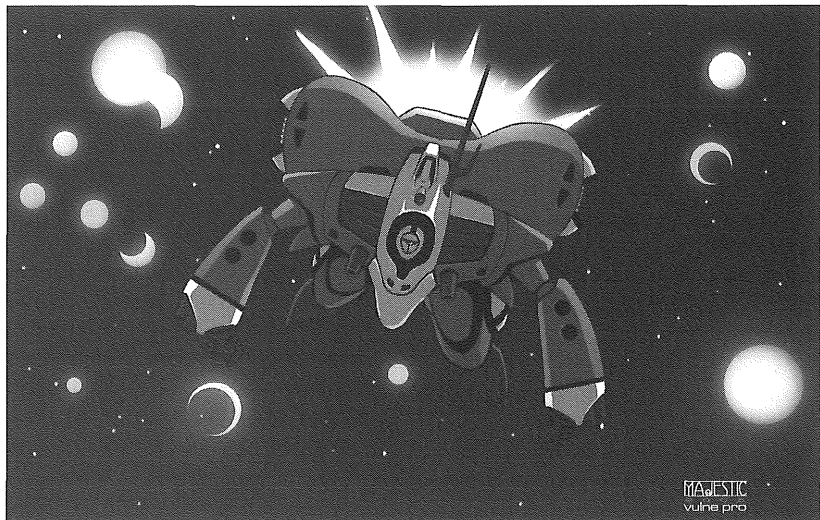
Mega-Damage: 1D6x10 M.D. per dual blast.

Rate of Fire: Each dual blast counts as one melee attack.

Payload: Effectively unlimited.

Note: Each gunner usually has two turrets under his command.

7. Ship's Systems of Note: Launch and recovery system for fighter craft, IFF/Command and Control Computers, Aerospace Traffic Control systems, tactical life support, damage control/fire suppression systems, mecha and ordnance production facilities, port and starboard modular dock sponsons/mecha recovery hangars, housing for 70,000 civilians, escape pods for entire ship's complement.



Zentraedi Mecha & Fighting Vehicles

Zentraedi mecha design is the very essence of the “glass cannon” theory. Their war machines are lightning fast, hit like a freight train, and are essentially made of paper. The Zentraedi favor a *blitzkrieg* fighting style using fast, very lightly armored mecha carrying firepower that is greatly out of proportion to their size. With their near endless supply of mecha provided by *automated factory satellites* and the *billions of cloned pilots and infantrymen* stashed away in stasis, life is cheap and winning means everything. Furthermore, the Zentraedi have developed a highly mobile, *swarming style of warfare*, a strategy learned from their Invid adversaries. The willingness and ability to field hundreds of thousands of ships and millions of mecha and soldiers in combat has served them well for millennia, especially against the

Invid, who also use swarms of Fighter Scouts and Shock Troopers. While this strategy often results in horrendous losses of both men and materiel, Zentraedi leaders see no reason to change, not when the swarming combat style has won them countless victories and they have access to all the clones and mecha they could ever need.

Zentraedi tend to favor *energy weapons* over slug-throwers, and long ago mastered particle acceleration technology. **Particle beam cannons** are mounted on nearly every ship, mecha and aerospace fighter in their arsenal. Particle cannons, while very resource intensive, pack enormous firepower in a relatively compact weapon, a trait the Zentraedi enjoy and use to great advantage. **Laser weapons** are less common among the Zentraedi, as they are used

mainly as Close-In Weapon Systems (CIWS) on ships and mecha in anti-missile and anti-aircraft roles. *Plasma weapons* are relatively unheard of, the only example of a mass produced plasma weapon is the machine pistol used by *Nousjadeul-Ger pilots*, and *ion weapons* are completely unknown. **Missile technology** is relatively advanced among the Zentraedi, although their guidance systems are primitive compared to modern UEDF missiles. Despite this shortcoming, they are used with lethal effectiveness by dedicated missile carrying mecha like the *Gluuhaug-Regult Battlepod* and special forces units like *Queadluun-Rau powered suits*.

Standard Sensor and Equipment Loadout for All Zentraedi Mecha

1. Radar: All Battlepods and powered suits utilize a miniaturized, X-band three dimensional battlefield radar. This radar system tracks airborne targets to a range of 50 miles (80 km) and land targets up to 15 miles (24 km) depending on terrain. The radar allows the pilot to track up to 25 targets, and has limited IFF capabilities with a database of up to 125 known Zentraedi enemies.

2. Combat Computer & Combat Bonuses: The combat computer utilizes the IFF data from the radar as well as a laser targeting system to improve the combat performance of the mecha. The computer provides a bonus of +2 to strike with all integral weapon systems, and +1 to strike with any handheld weapons.

3. Communications Suite: Zentraedi mechanized infantry mecha have a comm suite consisting of a powerful,

military band radio. This radio is encrypted and broadcasts both wide band and directional. Range is 350 miles (560 km).

4. Passive Nightvision: Passive amplification nightvision that uses ambient light to form a visible image. Range is 1,500 feet (457 m).

5. Infrared (IR) Sensor: Onboard infrared sensor enables the pilot to see in the IR spectrum. The infrared image is easily obscured by smoke and inclement weather. Range is 1,500 feet (457 m).

6. Audio Pickup: An external audio pickup that can pick out a sound as quiet as a whisper at 300 feet (91.5 m). This system is easily foiled by white noise and sound over 80 decibels.

7. Spotlights: Each mecha will have one or two tiny, high intensity xenon spotlights with a 1,000 foot (305 m) range.

8. Infrared Spotlight: Emits an infrared beam that is invisible to the naked eye but can be seen with the right sensors. Range is 2,000 feet (609.6 m), but is reduced by half in smoke and or inclement weather.

9. Tactical Camera: This camera can record up to 90 minutes of footage into memory that can then be downloaded and watched. This footage is usually used for training and combat analysis.

10. Chaff/Flare Dispensers: All Zentraedi mecha carry both smoke and chaff/flare dispensers to confound radar and confuse enemies. The smoke dispensers have four charges and can make a cloud of thick, white smoke about 60 feet (18.3 m) across. The chaff/flare dispensers have four charges each of chaff canisters and flares and have a 75%

chance to confuse both radar guided (chaff) and heat seeking (flare) missiles and a 45% chance of confounding smart missiles.

11. Tactical Life Support: Zentraedi mecha have an airtight and positively pressurized pilot's compartment that can be buttoned up to protect against biological and chemical agents. The mecha has an onboard oxygen supply of 48 hours, but that can be extended to a week with the use of external intakes and the onboard recirculation and filtering system. The mecha is shielded against radiation and insulated against temperatures up to 400 degrees centigrade (752 F). Normal fires do no damage, but napalm, plasma and nuclear fires do full damage.

12. Electromagnetic Stability Plates: Mounted in the feet of every Regult, Glaug and Zentraedi powered suit are a set of powerful electromagnets that enable the mecha to adhere to the decks and hulls of starships. Dislodging a planted mecha is a tall order, and requires either a combined Robotic Strength of 60, a single attack of over half the mecha's main body M.D.C., or a full speed ram from a shuttle-sized or larger spacecraft. Destroying a mecha's legs or feet will immediately knock them from the deck.

Regult

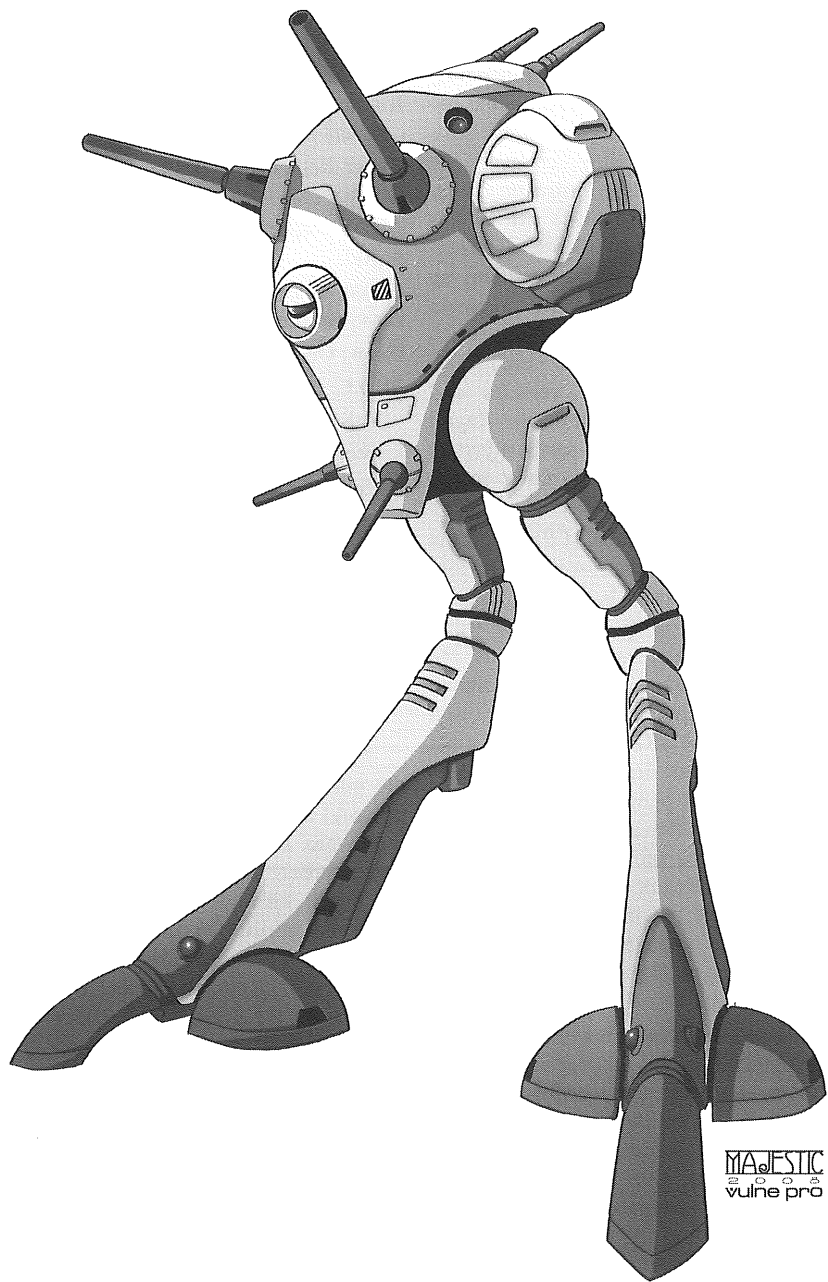
Tactical Battlepod

The ubiquitous Regult or *Tactical Battlepod* has been the primary Zentraedi armored cavalry mecha for centuries. The standard Regult is a one-man fighting vehicle that gives a mechanized infantryman the mobility and firepower of a whole human Mechanized Infantry platoon from the twentieth century. Sim-

ple, reliable and built by the hundred of millions, the Regult mecha is the trademark of the Zentraedi Army, and all other Battlepods are variations patterned after it.

Regults are, by design, intuitive and very easy to pilot. The low intelligence and virtually nil technical acumen of the standard Zentraedi mechanized infantryman require their war machines to be simple and straightforward in their operation. The pilot perches inside the pod, nearly filling the cramped and uncomfortable pilot's compartment. He sits hunched over, operating the vehicle with simple foot and hand controls. The instruments are all clearly labeled in high-visibility icons, and the interior LCD panels display all necessary combat information in an easy to read and non-distracting manner. The controls and displays are designed and arrayed in such a way as to reduce battlefield confusion, and allow the pilot to concentrate on fighting.

With a weapons loadout that includes auto-cannons, medium lasers and heavy particle cannons, the Regult is a force to be reckoned with. They fight in mixed platoons with missile and Electronic Warfare and Reconnaissance (EWAR) variant Battlepods, as well as *Glaug command vehicles* (the Officer's Pod) and *Nousjadeul-Ger* mechanized infantry powered suits. A Regult platoon with a good commander can cut a conventional platoon of tanks and other armored vehicles to ribbons with little effort. Likewise, a Regult platoon will give even a Destroid platoon or Valkyrie squadron a run for their money. One of the reasons, above and beyond the Regult's impressive firepower, is the Battlepod's speed and agility. The



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Regult running speed approaches 200 mph (320 km) and the mecha can bob, weave, duck and leap to avoid incoming fire as well as bound over battlefield obstacles, barriers, fences and walls. This mobility and leaping enables the Zentraedi Battlepods to *swarm* an enemy and keep them off balance. All of this makes the Regult Battlepod frighteningly effective at taking or denying ground, using their speed and firepower to outrun, outmaneuver and out-punch the slower, more heavily armored Earth mecha, tanks, armored vehicles and ground troops. Furthermore, the Regult and its swarming tactics perform just as well in space combat, swarming enemy ships and fighters.

The major weakness of the Regult is its armor. Regults are notoriously thin skinned, their armor brittle and suitable mainly for stopping shrapnel or small arms fire. This has worked to the UEDF's advantage, as tests have shown that the standard 55mm HEAP-V used by the *Valkyrie's GU-11* as well as most of the weapons deployed by Destroids have excellent penetration against Zentraedi armor, often passing clean through both the mecha and the pilot inside. The weakness of Regult armor against UEDF mecha levels the playing field for the Earth forces, and a mecha that can catch a Regult can usually bring it down in one to three hits.

In all, the Regult has performed exceedingly well for the Zentraedi armed forces. It has served with all branches of the Zentraedi military for millennia, and despite what some might consider its fragile armor, the Tactical Battlepod continues to be hugely popular among its pilots and crews for its simplicity, firepower and maneuverability. The Regult

has long been a symbol of Zentraedi imperialism and military might, and their familiar egg-shaped silhouette strikes fear into the hearts of anyone who encounters them.

Type: Regult, Fast-Attack Infantry Battlepod.

UEDF Reporting Name: Tactical Battlepod.

Class: One man, all-terrain and aerospace armored cavalry mecha.

Crew: One.

M.D.C. by Location:

* Sensor Eye – 35

Rear Hatch – 45

Side Thruster Pods (2) – 100 each

** Waist Connection – 50

Upper Legs (2) – 65 each

Lower Legs (2) – 100 each

Upper Particle Cannons (2) – 60 each

Lower Auto-Cannons (2) – 25 each

Rear Laser Turret – 45

*** Main Body – 125

* Destroying the sensor eye breaches the pilot's compartment, filling it with shrapnel and venting the atmosphere if the mecha is in space. When this happens in space, there is a 25% chance that the attack kills the pilot and sets the Battlepod adrift. On the ground in a breathable atmosphere, the loss of the sensor eye reduces all combat bonuses by half and the Zentraedi pilot loses radar, the combat computer, all special optics and all bonuses associated with them. **Note:** The sensor eye is small and difficult to hit, and attackers must make a Called Shot with a penalty of -4 to strike.

** The connection between the legs and body is easily destroyed, and UEDF pilots have discovered that destroying it

is an easy way to put a Battlepod out of a fight quickly. Destroy the connection and both legs fall away from the body, and the “Pod” drops to the ground (in space, it and its dismembered legs are set adrift). HOWEVER, this connection can only be targeted from *behind* the Battlepod or *underneath* it, between the giant mecha’s legs. As a result, the Waist Connection is a difficult target to hit and attackers must have the right vantage point (inaccessible facing the mecha head on) and even then attackers are -4 to strike the connection in the heat of combat.

*** Destroying the main body renders the Battlepod inoperable and has an 70% chance of killing the pilot within. If the pilot survives, he can continue to fight, though on foot with his bare hands or with whatever he can find to use as a weapon.

Speed:

Running: 176.2 mph (282 km).

Leaping: 393.7 feet (120 m) up or across with thruster assistance, half that without thruster assistance.

Flight: 7,000 mph (11,200 km) or Mach 9 in space. The Regult can not fly in atmosphere (see Leaping).

Underwater: 12 mph (19.2 km) walking underwater or 30 mph (48 km) under thruster power.

Statistical Data:

Height: 57 feet (17.4 m).

Width: 26.2 feet (8 m).

Length: 26.6 feet (8.1 m).

Weight: 37 tons dry.

Physical Strength: Robotic P.S. of 34.

Cargo: None.

Power System: One miniaturized Reflex furnace powering two fusion pulse-deto-

nation thrusters with vectored thrust nozzles on the Regult’s hull, and numerous vernier thrusters in the legs and feet.

Weapon Systems:

1. Heavy Particle Cannons (2):

Mounted on the front of the Regult above the sensor eye are two high-output, four-barrel particle cannons. These massive cannons produce immense amounts of heat and kinetic energy, and allow the Regult to punch well above its weight.

Primary Purpose: Anti-Mecha/Armor.

Secondary Purpose: Anti-Aircraft/Anti-Space Fighter.

Weight: Not applicable, part of the Regult’s hull.

Range: 5,000 feet (1524 m).

Mega-Damage: 4D10 M.D. (or 1D4x10 M.D.) for one cannon blast, or both cannons can fire simultaneously at the same target inflicting 2D4x10 M.D.

Rate of Fire: Each single or double burst counts as one melee attack.

Payload: Effectively unlimited.

Note: The Regult’s particle cannons deliver a stream of charged particles moving at the speed of light. The guns hit like a wrecking ball, and any mecha under 100 tons hit by a double blast has a chance of being knocked down. When hit, the pilot must make a roll on the appropriate mecha piloting skill to keep his footing. Mecha that are knocked down lose initiative and one attack while they return to their feet.

2. 22.3mm Auto-Cannons (2): Mounted below the sensor eye on the Regult’s face are two 22.3mm auto-cannons in ball turrets. They fire Zentraedi HEAP rounds, and are excellent at

clearing straight-leg infantry and IFVs away from the mecha's feet.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Anti-Mecha/Armor.

Weight: Not applicable, part of the Regult's hull.

Range: 2,000 feet (609.6 m).

Mega-Damage: 3D8 M.D. for a twenty round burst from a single cannon. Both cannons can fire simultaneously at the same target inflicting 1D4x10 M.D. from what is effectively a 40 round burst.

Rate of Fire: Each single or double burst counts as one melee attack.

Payload: Each cannon has 500 rounds of 22.3mm HEAP-Z in an armored magazine for 25 bursts each.

3. Light Air Defense Laser Turret:

Mounted on the top rear of the Regult

above the entrance hatch is a rapid-fire, double-barreled laser turret. This weapon gives the mecha limited anti-aircraft capabilities, as well as the ability to shoot down incoming missiles.

Primary Purpose: Anti-Aircraft.

Secondary Purpose: Anti-Missile.

Weight: Not applicable, part of the Regult's hull.

Range: 2,000 feet (609.6 m).

Mega-Damage: 3D8 M.D. per single blast or 1D4x10 M.D per simultaneous double-barrel blast.

Rate of Fire: Each single or double blast counts as one melee attack.

Payload: Effectively unlimited.

4 Hand to Hand Combat: Having no arms or hands, the Regult is at a disadvantage in melee combat. A determined pilot can, however, cause a lot of damage with the mecha's feet, leap attacks and ramming.

Hand to Hand Damage:

Kick: 3D8 M.D.

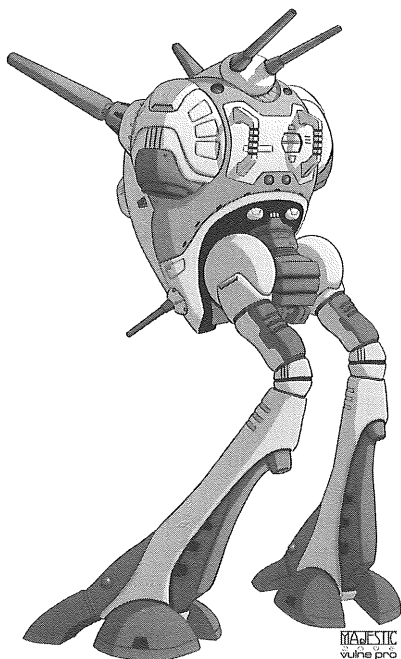
Stomp: 3D6 M.D. against targets under 15 feet (4.6 m) tall.

Jump Kick: 5D8 M.D., but counts as two melee attacks.

Body Block/Ram: 1D8 M.D. per 20 mph (32 km) of running speed. Uses two attacks and has a 60% chance of knock-down against targets up to 50% bigger. Target loses initiative and two melee attacks.

Bonuses with Mecha Elite Combat

Training Only: +1 attack per melee round at levels 1, 4, 8, and 12. +2 on initiative, +2 to strike with all weapon systems, +3 to strike with Stomp, Kick, or Jump Kick attacks, +4 to auto-dodge (the act of dodging does not use up a



melee attack), and +2 to roll with impact. **Note:** These bonuses ONLY apply when the pilot has the *Mecha Elite Combat Training skill* in Battlepods. The pilot's own number of hand to hand attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is *outside* the mecha. *Outside of his mecha*, the pilot possesses only his normal fighting abilities.

Gluuhaug-Regult

Light Artillery Battlepod

The Gluuhaug variant of the standard Regult Battlepod, also known as the *Light Artillery Battlepod*, was designed to give Zentraedi armored cavalry platoons greater survivability against light and medium armored enemy mecha. To this end, the Gluuhaug-Regult mounts two high capacity, medium-range missile launchers loaded with 313mm anti-mecha missiles. Operating in mixed anti-armor platoons with *Serauhaug Heavy Artillery Battlepods* and *Quel-Regult Reconnaissance Pods*, these missile carriers can cause complete havoc among enemy armor and mecha platoons at quite long ranges. These mecha are comparatively uncommon, and only one out of ten Regults will be a Gluuhaug.

Type: Regult Support Pod.

UEDF Reporting Name: Light Artillery Battlepod.

Class: One man, all-terrain and aerospace armored cavalry vehicle.

Crew: One.

M.D.C. by Location:

* Sensor Eye – 35

Rear Hatch – 45

Side Thruster Pods (2) – 100 each

** Waist Connection – 50

Upper Legs (2) – 65 each

Lower Legs (2) – 100 each

Upper Particle Cannons (2) – 60 each

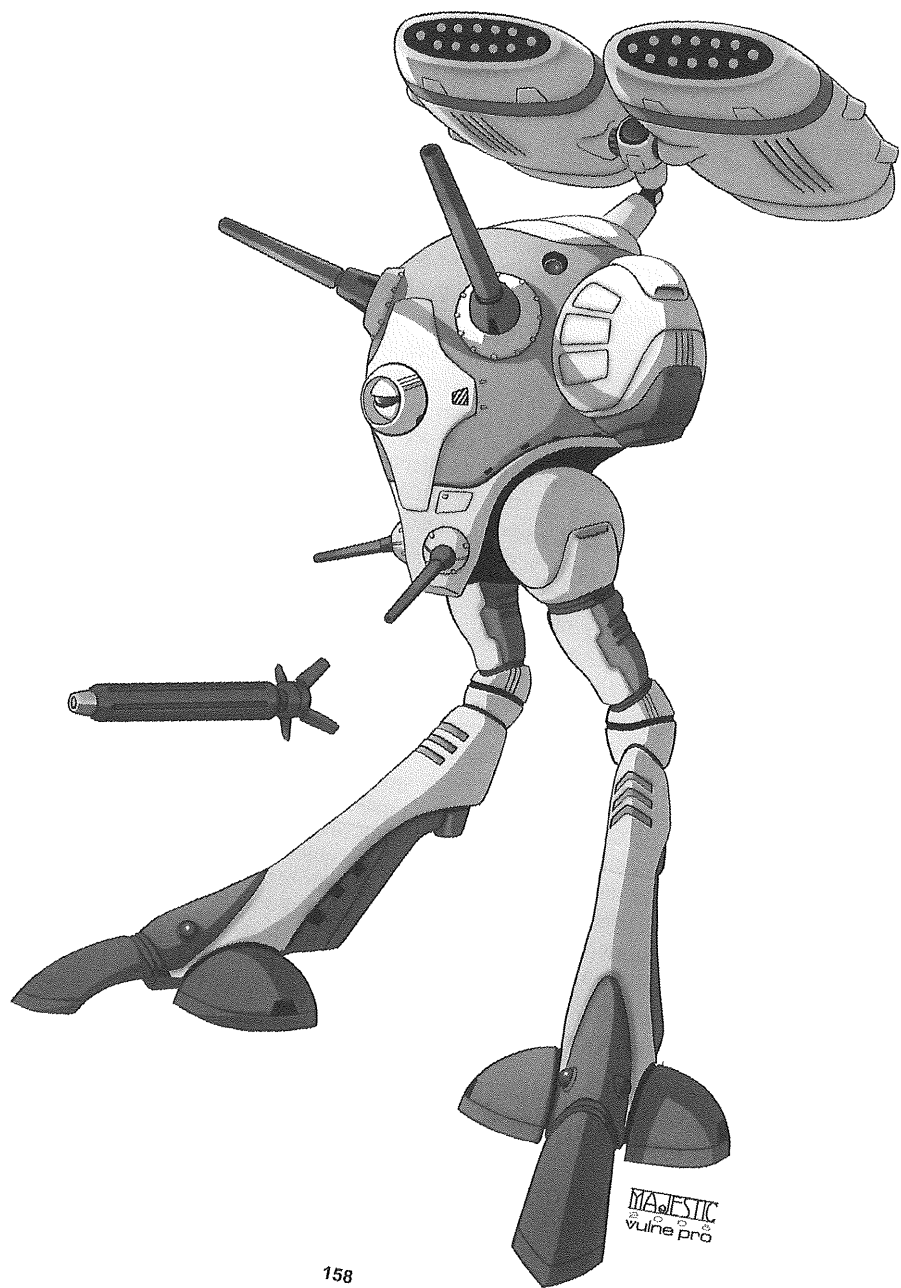
Lower Auto-Cannons (2) – 25 each

Medium Missile Launchers (2) – 85 each

*** Main Body – 125

* Destroying the sensor eye breaches the pilot's compartment, filling it with shrapnel and venting the atmosphere if the mecha is in space. When this happens in space, there is a 25% chance that the attack kills the pilot and sets the Battlepod adrift. On the ground in a breathable atmosphere, the loss of the sensor eye reduces all combat bonuses by half and the Zentraedi pilot loses radar, the combat computer, all special optics and all bonuses associated with them. **Note:** The sensor eye is small and difficult to hit, and attackers must make a Called Shot with a penalty of -4 to strike.

** The connection between the legs and body is easily destroyed, and UEDF pilots have discovered that destroying it is an easy way to put a Battlepod out of a fight quickly. Destroy the connection and both legs fall away from the body, and the "Pod" drops to the ground (in space, it and its dismembered legs are set adrift). HOWEVER, this connection can only be targeted from *behind* the Battlepod or *underneath* it, between the giant mecha's legs. As a result, the Waist Connection is a difficult target to hit and attackers must have the right vantage point (inaccessible facing the mecha head on) and even then attackers are -4 to strike the connection in the heat of combat.



*** Destroying the main body renders the Battlepod inoperable and has an 70% chance of killing the pilot within. If the pilot survives, he can continue to fight, though on foot with his bare hands or with whatever he can find to use as a weapon.

Speed:

Running: 90 mph (144 km).

Leaping: 261 feet (79.5 m) up or across with thruster assistance, half that without it.

Flight: 7,000 mph (11,200 km) or Mach 9 in space. The Gluuhaug-Regult can not fly in atmosphere.

Underwater: 12 mph (19.2 km) walking underwater or 30 mph (48 km) under thruster power.

Statistical Data:

Height: 61.3 feet (18.7 m) to the top of the missile launchers.

Width: 32.5 feet (9.9 m).

Length: 26.9 feet (8.2 m).

Weight: 39.6 tons dry.

Physical Strength: Robotic P.S. of 34.

Cargo: None.

Power System: One miniaturized Reflex furnace powering two fusion pulse-detonation thrusters with vectored thrust nozzles on the Regult's hull, and numerous vernier thrusters in the legs and feet.

Weapon Systems:

1. Heavy Particle Cannons (2):

Mounted on the front of the Regult above the sensor eye are two high-output, four-barrel particle cannons. These massive cannons produce immense amounts of heat and kinetic energy, and allow the Regult to punch well above its weight.

Primary Purpose: Anti-Mecha/Armor.

Secondary Purpose: Anti-Aircraft/Anti-Space Fighter.

Weight: Not applicable, part of the Regult's hull.

Range: 5,000 feet (1524 m).

Mega-Damage: 4D10 M.D. (or 1D4x10 M.D.) for one cannon blast, or both cannons can fire simultaneously at the same target inflicting 2D4x10 M.D.

Rate of Fire: Each single or double burst counts as one melee attack.

Payload: Effectively unlimited.

Note: The Regult's particle cannons deliver a stream of charged particles moving at the speed of light. The guns hit like a wrecking ball, and any mecha under 100 tons hit by a double blast has a chance of being knocked down. When hit, the pilot must make a roll on the appropriate mecha piloting skill to keep his footing. Mecha that are knocked down lose initiative and one attack while they return to their feet.

2. 22.3mm Auto-Cannons (2): Mounted below the sensor eye on the Regult's face are two 22.3mm auto-cannons in ball turrets. They fire Zentraedi HEAP rounds, and are excellent at clearing straight-leg infantry and IFVs away from the mecha's feet.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Anti-Mecha/Armor.

Weight: Not applicable, part of the Regult's hull.

Range: 2,000 feet (609.6 m).

Mega-Damage: 3D8 M.D. for a twenty round burst from a single cannon. Both cannons can fire simultaneously at the same target inflicting 1D4x10 M.D. from what is effectively a 40 round burst.

Rate of Fire: Each single or double burst counts as one melee attack.

Payload: Each cannon has 500 rounds of 22.3mm HEAP-Z in an armored magazine for 25 bursts each.

3. Medium Range Missile Launchers

(2): Mounted in place of the rear anti-aircraft lasers, these 313mm medium-range missile launchers give the Gluuhaug-Regult incredible anti-armor and anti-mecha capabilities and allow a Battlepod platoon great flexibility in killing power.

Primary Purpose: Anti-Aircraft and Space Fighters.

Secondary Purpose: Anti-Mecha/Armor.

Weight: Each launcher weighs 450 pounds (202.5 kg) empty, and each missile weighs 400 pounds (180 kg).

Range: Per short-range missile, typically 5 miles (8 km) in an atmosphere.

Mega-Damage: Per short-range missile.

Rate of Fire: Singly or in volleys of 4, 8 or 12. Each volley regardless of the number of missiles counts as one melee attack.

Payload: Each launcher carries 12 missiles for a total of 24.

4 Hand to Hand Combat: Having no arms or hands, the Regult is at a disadvantage in melee combat. A determined pilot can, however, cause a lot of damage with the mecha's feet, leap attacks and ramming.

Hand to Hand Damage:

Kick: 3D8 M.D.

Stomp: 3D6 M.D. against targets under 15 feet (4.6 m) tall.

Jump Kick: 5D8 M.D., but counts as two melee attacks.

Body Block/Ram: 1D8 M.D. per 20 mph (32 km) of running speed. Uses two attacks and has a 60% chance of knock-down against targets up to 50% bigger.

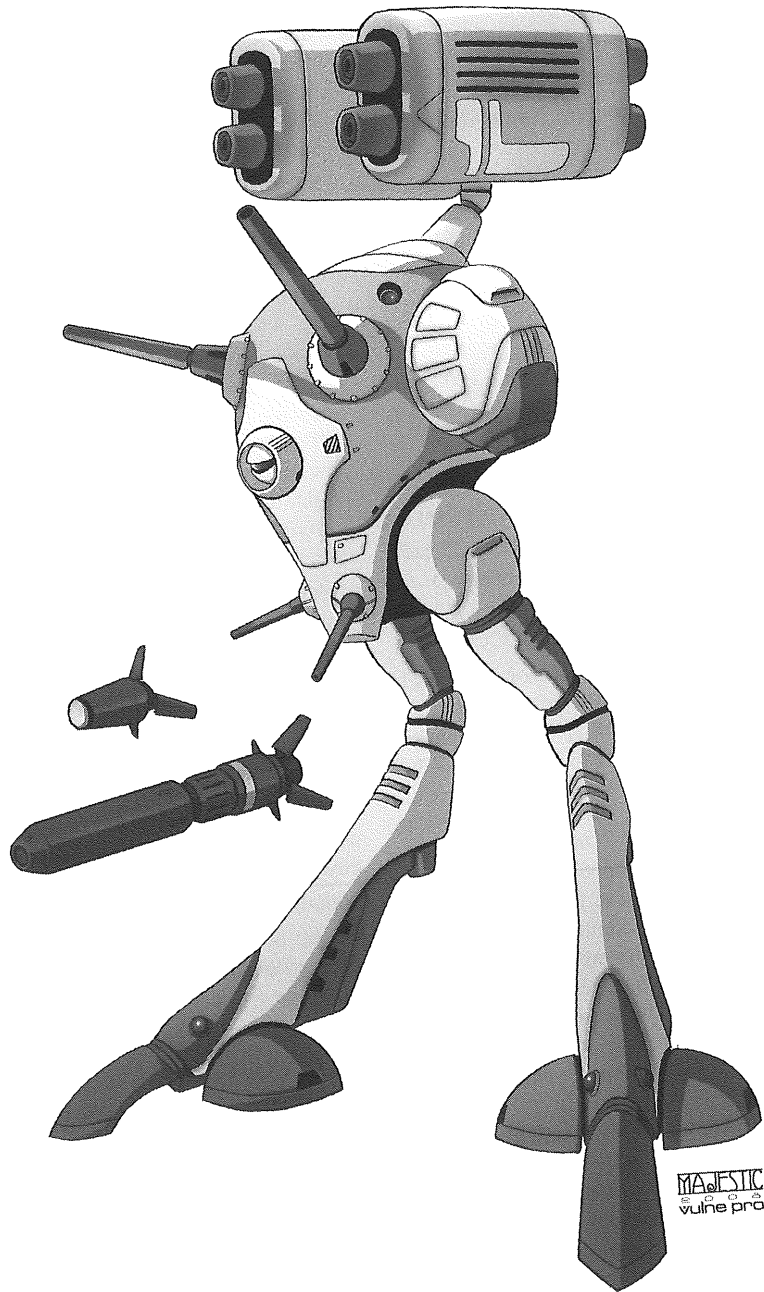
Target loses initiative and two melee attacks.

Bonuses with Mecha Elite Combat Training Only: +1 attack per melee round at levels 2, 5, 10, and 15. +1 on initiative, +2 to strike with all weapon systems, +1 to strike with Stomp, Kick, or Jump Kick attacks, +2 to auto-dodge (the act of dodging does not use up a melee attack), and +1 to roll with impact. **Note:** These bonuses ONLY apply when the pilot has the *Mecha Elite Combat Training skill* in Battlepods. The pilot's own number of hand to hand attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is *outside* the mecha. *Outside of his mecha*, the pilot possesses only his normal fighting abilities.

Serauhaug-Regult

Heavy Artillery Battlepod

Like its Gluuhaug sibling, the *Serauhaug-Regult*, also known as *Heavy Artillery Battlepod*, was designed as a missile carrier to assist Regult platoons in anti-mecha, tank and fighter missions. While the Gluuhaug mounts dozens of small missiles and is considered a front-line unit, the Serauhaug was designed to carry the massive 791mm tactical anti-mecha ballistic missile. These missiles have incredible range and punch, but their guidance systems are primitive and often inaccurate. Their inaccuracy has gained them the unflattering nickname "Zentraedi SCUD" by the UEDF armed forces, in reference to the 20th century missile of the same name. Serauhaug-Regults are even fewer than



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Gluuhaugs, and about one in twenty Battlepods will be a Serauhaug.

Type: Serauhaug-Regult.

UEDF Reporting Name: Heavy Artillery Battlepod.

Class: One man, all-terrain and aerospace armored cavalry vehicle.

Crew: One.

M.D.C. by Location:

* Sensor Eye – 35

Rear Hatch – 45

Side Thruster Pods (2) – 100 each

** Waist Connection – 50

Upper Legs – 65 each

Lower Legs – 100 each

Upper Particle Cannons (2) – 60 each

Lower Auto-Cannons (2) – 25 each

Heavy Missile Launchers (2) – 90 each

*** Main Body – 125

* Destroying the sensor eye breaches the pilot's compartment, filling it with shrapnel and venting the atmosphere if the mecha is in space. When this happens in space, there is a 25% chance that the attack kills the pilot and sets the Battlepod adrift. On the ground in a breathable atmosphere, the loss of the sensor eye reduces all combat bonuses by half and the Zentraedi pilot loses radar, the combat computer, all special optics and all bonuses associated with them. **Note:** The sensor eye is small and difficult to hit, and attackers must make a Called Shot with a penalty of -4 to strike.

** The connection between the legs and body is easily destroyed, and UEDF pilots have discovered that destroying it is an easy way to put a Battlepod out of a fight quickly. Destroy the connection and both legs fall away from the body,

and the "Pod" drops to the ground (in space, it and its dismembered legs are set adrift). **HOWEVER**, this connection can only be targeted from *behind* the Battlepod or *underneath* it, between the giant mecha's legs. As a result, the Waist Connection is a difficult target to hit and attackers must have the right vantage point (inaccessible facing the mecha head on) and even then attackers are -4 to strike the connection in the heat of combat.

*** Destroying the main body renders the Battlepod inoperable and has an 70% chance of killing the pilot within. If the pilot survives, he can continue to fight, though on foot with his bare hands or with whatever he can find to use as a weapon.

Speed:

Running: 80 mph (128 km).

Leaping: 240 feet (73 m) up or across with thruster assistance, half without it.

Flight: 7,000 mph (11,200 km) or Mach 9 in space. The Serauhaug-Regult can not fly in atmosphere.

Underwater: 12 mph (19.2 km) walking underwater or 30 mph (48 km) under thruster power.

Statistical Data:

Height: 66.6 feet (20.3 m) to the top of the missile launchers.

Width: 26.2 feet (8 m).

Length: 27.2 feet (8.3 m).

Weight: 41 tons dry.

Physical Strength: Robotic P.S. of 34.

Cargo: None.

Power System: One miniaturized Reflex furnace powering two fusion pulse-detonation thrusters with vectored thrust nozzles on the Regult's hull, and numerous vernier thrusters in the legs and feet.

Weapon Systems:

1. Heavy Particle Cannons (2):

Mounted on the front of the Regult above the sensor eye are two high-output, four barrel particle cannons. These massive cannons produce immense amounts of heat and kinetic energy, and allow the Regult to punch well above its weight.

Primary Purpose: Anti-Mecha/Armor.

Secondary Purpose: Anti-Aircraft/Anti-Space Fighter.

Weight: Not applicable, part of the Regult's hull.

Range: 5,000 feet (1524 m).

Mega-Damage: 4D10 M.D. (or 1D4x10 M.D.) for one cannon blast or both cannons can fire simultaneously at the same target inflicting 2D4x10 M.D.

Rate of Fire: Each single or double burst counts as one melee attack.

Payload: Effectively unlimited.

Note: The Regult's particle cannons deliver a stream of charged particles moving at the speed of light. The guns hit like a wrecking ball, and any mecha under 100 tons hit by a double blast has a chance of being knocked down. When hit, the pilot must make a roll on the appropriate mecha piloting skill to keep his footing. Mecha that are knocked down lose initiative and one attack while they return to their feet.

2. 22.3mm Auto-Cannons (2): Mounted below the sensor eye on the Regult's face are two 22.3mm auto-cannons in ball turrets. They fire Zentraedi HEAP rounds, and are excellent at clearing straight-leg infantry and IFVs away from the mecha's feet.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Anti-Mecha/Armor.

Weight: Not applicable, part of the Regult's hull.

Range: 2,000 feet (609.6 m).

Mega-Damage: 3D8 M.D. for a twenty round burst from a single cannon. Both cannons can fire simultaneously at the same target inflicting 1D4x10 M.D. from what is effectively a 40 round burst.

Rate of Fire: Each single or double burst counts as one melee attack.

Payload: Each cannon has 500 rounds of 22.3mm HEAP-Z in an armored magazine for 25 bursts each.

3. Tactical Ballistic Missile Launchers

(2): Mounted in place of the rear anti-aircraft lasers, these 791mm, long-range TBM launchers give the Serauhg-Regult good stand-off, anti-armor, anti-mecha and anti-fighter capabilities and allow a Battlepod platoon great flexibility in killing power.

Primary Purpose: Anti-Aircraft.

Secondary Purpose: Anti-Mecha.

Weight: Each launcher weighs 1,000 pounds (450 kg) empty, and each missile weighs 3 tons.

Range: 1000 miles (1600 km).

Mega-Damage: HEAP (Heavy) 4D6x10 M.D. per missile.

Rate of Fire: Singly or in volleys of two or four. Each volley, regardless of the number of missiles, uses one melee attack.

Payload: Each launcher carries two missiles for a total of four long-range missiles.

4 Hand to Hand Combat: Having no arms or hands, the Regult is at a disadvantage in melee combat. A determined pilot can, however, cause a lot

of damage with the mecha's feet, leap attacks and ramming.

Hand to Hand Damage:

Kick: 3D8 M.D.

Stomp: 3D6 M.D. against targets under 15 feet (4.6 m) tall.

Jump Kick: 5D8 M.D., but counts as two melee attacks.

Body Block/Ram: 1D8 M.D. per 20 mph (32 km) of running speed. Uses two attacks and has a 60% chance of knock-down against targets up to 50% bigger. Target loses initiative and two melee attacks.

Bonuses with Mecha Elite Combat Training Only:

+1 attack per melee round at levels 2, 5, 10, and 15. +1 on initiative, +2 to strike with all weapon systems, +1 to strike with Stomp, Kick, or Jump Kick attacks, +1 to auto-dodge (the act of dodging does not use up a melee attack), and +1 to roll with impact. **Note:** These bonuses **ONLY** apply when the pilot has the *Mecha Elite Combat Training skill* in Battlepods. The pilot's own number of hand to hand attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is *outside* the mecha. *Outside of his mecha*, the pilot possesses only his normal fighting abilities.

Quel-Regult

Tactical Reconnaissance Pod

The Quel-Regult, *Tactical Reconnaissance Battlepod*, rounds out the Battlepod variants and is a rare and valuable battlefield asset, coveted by field commanders and armored cavalymen alike. Unarmed and lightly armored, the

Quel-Regult variant packs extremely sophisticated reconnaissance and electronic attack systems in a small and fast package. Quel variants are assigned to both standard and mixed anti-armor Regult platoons, and are capable of shutting down dozens of enemy mecha and allowing their comrades to work with near impunity. They also operate in dedicated electronic attack platoons, as well as in concert with Quel Quallie scout ships. Overall, there is only one Quel-Regult for every 144 Tactical Battlepods. Consequently, the other Regults always try to protect and escort the Quel-Regult on the field of battle.

Type: Regult Reconnaissance Pod.

UEDF Reporting Name: Tactical Reconnaissance Battlepod.

Class: One-man, all-terrain and aerospace reconnaissance and electronic attack vehicle.

Crew: One.

M.D.C. by Location:

* Sensor Eye – 65

Rear Hatch – 45

Side Thruster Pods (2) – 100 each

** Waist Connection – 50

Upper Legs (2) – 65 each

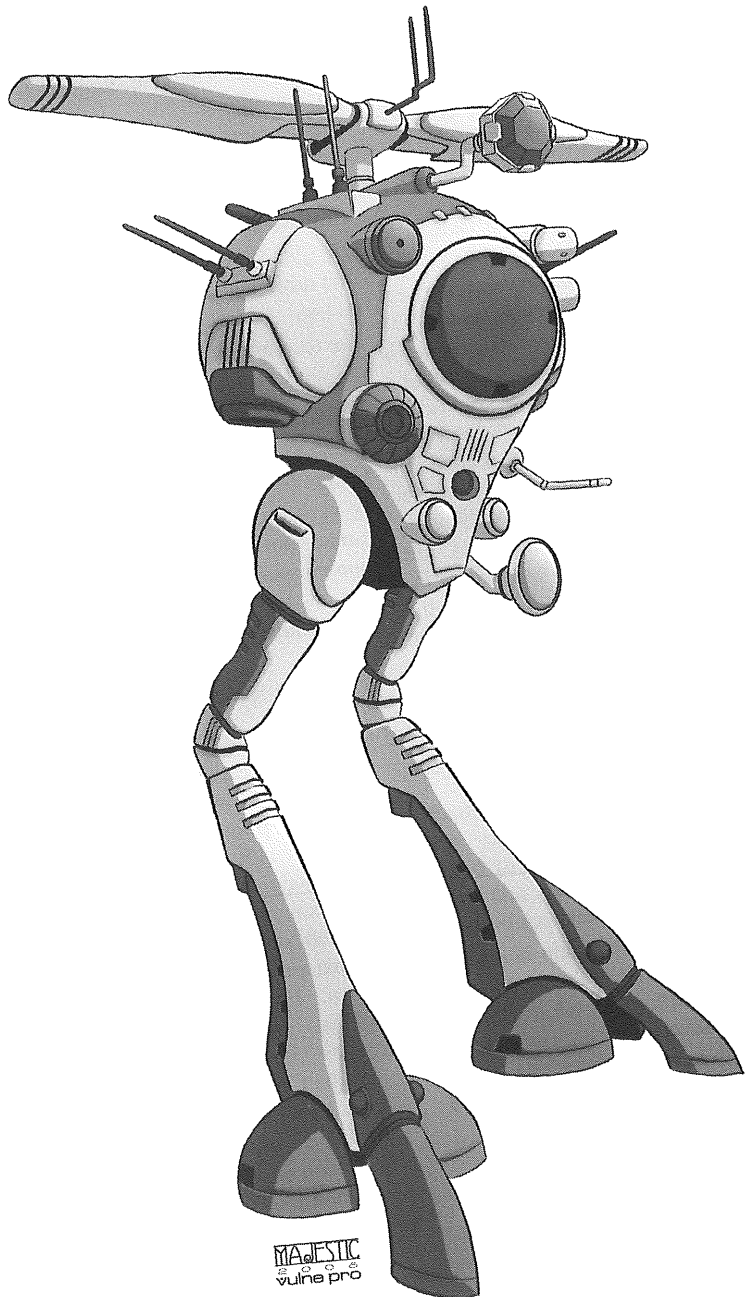
Lower Legs (2) – 100 each

Reconnaissance and Comms Array – 45

*** Electronic Attack Array – 45

**** Main Body – 125

* Destroying the sensor eye breaches the pilot's compartment, filling it with shrapnel and venting the atmosphere if the mecha is in space. When this happens in space, there is a 25% chance that the attack kills the pilot and sets the Battlepod adrift. On the ground in a breathable atmosphere, the loss of the sensor eye reduces all combat bonuses



by half and the Zentraedi pilot loses radar, the combat computer, all special optics and all bonuses associated with them. **Note:** The sensor eye is not an easy target to hit, and attackers must make a “Called Shot” with a penalty of -2 to strike. The same penalty applies to trying to hit the Electronic Attack Array mounted on the top of the mecha.

** The connection between the legs and body is easily destroyed, and UEDF pilots have discovered that destroying it is an easy way to put a Battlepod out of a fight quickly. Destroy the connection and both legs fall away from the body, and the “Pod” drops to the ground (in space, it and its dismembered legs are set adrift). HOWEVER, this connection can only be targeted from *behind* the Battlepod or *underneath* it, between the giant mecha’s legs. As a result, the Waist Connection is a difficult target to hit and attackers must have the right vantage point (inaccessible facing the mecha head on) and even then attackers are -4 to strike the connection in the heat of combat.

*** Destroying the Electronic Attack Array reduces all special sensory systems (as listed under Sensors of Note) and combat bonuses by half, and stops all electronic/EWAR attack capabilities.

**** Destroying the main body renders the Battlepod inoperable and has an 70% chance of killing the pilot within. If the pilot survives, he can continue to fight, though on foot with his bare hands or with whatever he can find to use as a weapon.

Speed:

Running: 140 mph (225 km).

Leaping: 361 feet (110 m) up or across with thruster assist.

Flight: 7,000 mph (11,200 km) or Mach 9 in space. The Quel-Regult can not fly in atmosphere.

Underwater: 12 mph (19.2 km) walking underwater or 30 mph (48 km) under thruster power.

Statistical Data:

Height: 59.7 feet (18.2 m) to the top of the reconnaissance array.

Width: 41.3 feet (12.6 m) at the tips of the reconnaissance array.

Length: 24.9 feet (7.6 m).

Weight: 39.8 tons dry.

Physical Strength: Robotic P.S. of 34.

Cargo: None.

Power System: One miniaturized Reflex furnace powering two fusion pulse-detonation thrusters with vectored thrust nozzles on the Regult’s hull, and numerous vernier thrusters in the legs and feet.

Weapon Systems:

1. Hand to Hand Combat: Having no arms or hands, the Quel-Regult is at a disadvantage in melee combat. A determined pilot can, however, cause damage with the mecha’s feet and main body. Melee combat is discouraged among Quel-Regult pilots, due the delicate nature of the mecha’s reconnaissance and electronic attack suites. Engaging in heavy melee combat (more than five melee rounds/75 seconds) or losing more than half of the main body M.D.C. has a 65% chance of knocking either the *Electronic Attack* or *Advanced Reconnaissance Suite* offline (G.M.’s discretion).

Hand to Hand Damage:

Kick: 3D8 M.D.

Stomp: 3D6 M.D. against targets under 15 feet (4.6 m) tall.

Jump Kick: 5D8 M.D. Counts as two attacks

Body Block/Ram: 2D8 M.D. per 20 mph (32 km) of running speed. Uses two attacks and has a 60% chance of knock-down against targets up to 50% bigger. Target loses initiative and two melee attacks.

Sensors of Note:

1. Advanced Reconnaissance Suite:

The Quel-Regult's massive, milky sensor eye is loaded with numerous digital video and still cameras as well as devices for intercepting and decrypting radio and television transmissions. The Reconnaissance Suite has the following features:

10x Optical Image Enhancement:

The optical enhancement magnifies the pilot's vision by ten, as well as digitally sharpening and stabilizing the image.

Passive Nightvision: Ambient night-vision uses trace amounts of light to make the pilot see as if it were daytime. Range 2,000 feet (609.6 m).

Thermal Imaging: Thermal imager that uses the heat signatures of people and objects to make a visible image. Allows the pilot to see in total darkness, through walls, inclement weather and smoke. Range is 1,500 feet (457 m).

Digital Video and Still Recorder: The camera suite has passive nightvision, thermal imaging and infrared and can read a street sign or license plate from 10,000 feet (3,048 m). The suite can store up to 96 hours of video and audio footage and/or thousands of high-resolution still images.

External Audio Pickup: This system works both multi-directionally and as a shotgun mic. It can pick up sounds as quiet as a whisper at 800 feet (244 m) and can sift through ambient sound for specific noises.

Laser Distancer and Range Finder:

Can estimate distance, altitude and rate of approach/travel as well as be used to paint a target for airborne and ground based ordnance delivery. Lasing a target grants any Serauhag or Gluuhaug artillery units +4 to strike. Range is two miles (3.2 km).

Electronic Intelligence Suite:

The Electronic Intelligence Suite (EIS) consists of a high-powered radio and satellite receiver mated to a powerful computer loaded with decryption software. The decryption software gives the pilot +15% to his Cryptography skill.

Enhanced Radar Suite:

More robust radar antennas are installed on the Quel-Regult that allow the pilot to identify and track up to 75 different airborne targets to 100 miles (160 km) and 40 land targets to 25 miles (40.2 km). The data from the radar can be broadcast to other mecha or installations up to 600 miles (960 km), many times that using satellite relays.

2. Electronic Attack Suite:

Along with its advanced sensor suite, the Quel-Regult also carries an extensive and powerful electronic attack suite. This suite provides protection for Zentraedi aerospace fighters, mecha and ground troops by jamming enemy radar and data links (forcing pilots to rely on line of sight and estimations) and communications (cutting the enemy off from their commanders and fellow troops and causing confusion).

Receivers, jamming transmitters and exciter equipment are contained in a large sensor cluster mounted in place of the anti-aircraft lasers on top of the Battlepod. There are also various optics, sensors and antennas mounted to the Battlepod's hull. The system is capable of intercepting, automatically processing and jamming received radio frequency signals in a 360 degree area. The receivers can also be used to detect, identify and trace those signals to their source, providing Signals intelligence (SIGINT) either automatically or manually. This enables the Quel-Regult to trace and pinpoint enemy EWAR and communications units/base camps/spacecraft operating in the combat theater. The Quel-Regult also carries *sensor spoofers* that disrupt the input from advanced optical sensors like passive nightvision and thermal imaging. These spoofers reduce the range of enemy sensors by 50%, and the victim of the disruption also suffers a penalty of -25% on their Sensory Equipment skill to interpret any data provided by the jammed sensor.

Making full use of these electronic attack capabilities requires the *Advanced Electronic Warfare skill*. Players can operate these systems without the AEW skill, but are at a disadvantage. Players with only the *Electronic Countermeasures skill* are at -15% to operate radar, other sensors and their own EWAR systems, and those with only the *Sensory Equipment skill* are -50%. Quel-Regults are usually piloted by specially trained reconnaissance officers with all the necessary and specialized skills needed to operate their equipment.

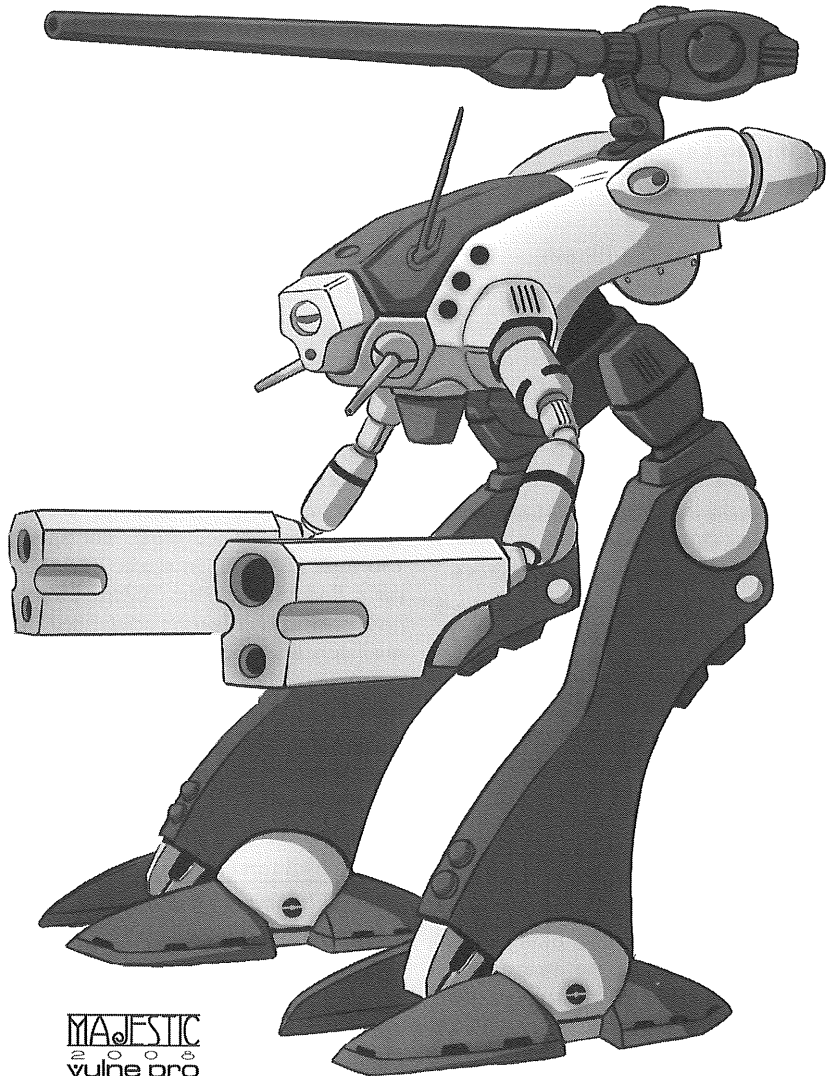
In game terms, electronic warfare is debilitating to the enemy. To disrupt radar, communications and targeting sys-

tems, the player causing the disruption must first declare what he's jamming, then roll his *Advanced Electronic Combat skill*. A successful roll jams one system (comms, radar, targeting, etc.) for 2D6 melees, and a player can jam eight systems or up to his number of attacks (whichever is greater) up to a range of 150 miles (240 km). A mecha or ship that is the victim of an EWAR attack sees its combat bonuses reduced more and more with each system jammed. One system jammed reduces all combat bonuses by 25% and the target loses one attack as they scramble to compensate for the jamming. Two systems jammed reduces combat bonuses by 50% and the target loses two attacks. Three or more systems jammed eliminates all combat bonuses, reduces the target's attacks by half and the pilot is reduced to visual aiming of all weapons and can only fight what he can see with his eyes.

Glaug

Officer's Battlepod

The rare Glaug, or *Officer's Battlepod*, is a field command unit that has served in Zentraedi mechanized infantry divisions for centuries. Designed initially as a competitor to the Regult, the Robotech Masters accepted it instead as a limited production command unit for use by male Zentraedi command officers. While slower than the Regult, the Glaug is still incredibly fast and can run circles around most UEDF mecha. It has increased survivability over the Regult due to thicker armor and a hull shape more suited to deflecting incoming fire. Its weapon loadout is more extensive than the Regult's as well, consisting of both kinetic and energy weapons as well



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as missiles. In its command role, the Glaug can link to all mecha in its platoon and share IFF and targeting information, allowing for a deadlier, better coordinated and more efficient fighting force. The Glaug can also be mated to a rocket booster called the *Eldare* which turns it

into an ersatz aerospace fighter and increases the versatility of this already formidable mecha.

Type: Glaug.

UEDF Reporting Name: Officer's Battlepod.

Class: One man, all weather and aerospace armored cavalry field command vehicle.

Crew: One.

M.D.C. by Location:

* Sensor Eye – 40

** Canopy – 120

Upper Arms (2) – 70 each

Forearm Weapon Clusters (2) – 125 each

Upper Legs (2) – 80 each

Lower Legs (2) – 130 each

Feet (2) – 85 each

Main Thrusters (2; top rear) – 75 each

Secondary Thrusters/Maneuvering Jets (8) – 25 each

Top Mounted Particle Cannon – 85

Forward Auto-Cannons (2) – 35 each

*** Main Body – 225

* Destroying the sensor eye reduces all combat bonuses by half and the Zentraedi pilot loses radar, the combat computer, all special optics and the bonuses associated with them. **Note:** The sensor eye is small and difficult to hit, and attackers must make a Called Shot with a penalty of -6 to strike.

** Destroying the canopy breaches the pilot's compartment, filling it with shrapnel and venting the atmosphere if the pod is in space. If this happens, there is a 25% chance that the attack will kill the pilot, setting the pod adrift. On the ground in an atmosphere, the Zentraedi Officer can continue to fight inside his pod, but the canopy is gone and he is vulnerable to enemies who make a Called Shot, though they do so with a penalty of -3 to strike.

*** Destroying the main body renders the Officer's Pod inoperable and there is a 50% chance of killing the pilot. If the pilot survives, he can continue to fight, though on foot armed with a Zentraedi pistol or with his bare hands or whatever he can find to use as a weapon. In space, the pilot and mecha are set adrift.

Speed:

Running: 175.6 mph (281 km).

Leaping: 606.9 feet (185 m) up or across with thruster assist; half that without them.

Flight: The Glaug has no flight capabilities. Its thrusters and maneuvering jets are for use in space, but they are for close combat maneuvering, not speed: 150 mph (240 km) in space. The Officer's Pod requires the "Glaug-Eldare" *aerospace rocket booster* (described immediately after the Glaug) to fly at great speed in space, or at all in an atmosphere.

Underwater: 15.6 mph (25 km) walking underwater or 45 mph (72 km) under thruster power.

Statistical Data:

Height: 59.3 feet (18.1 m).

Width: 37.4 feet (11.4 m).

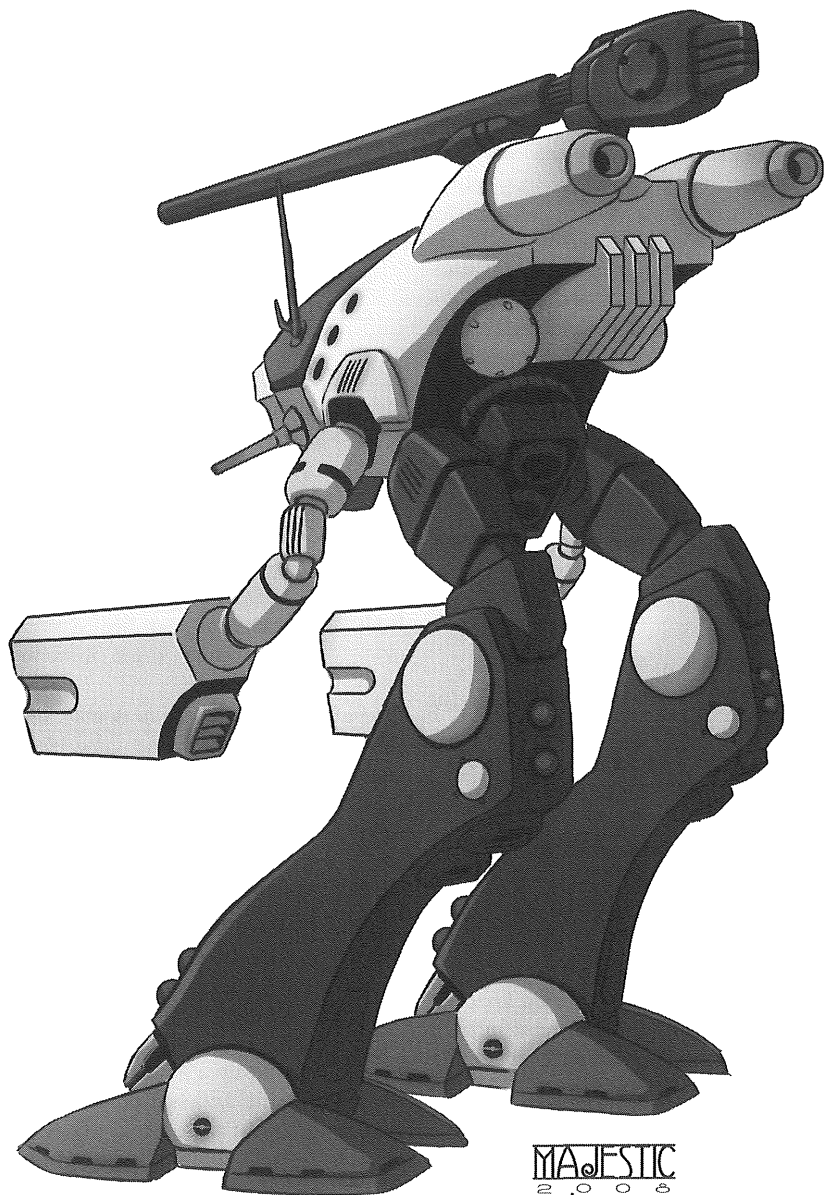
Length: 41.5 feet (12.66 m).

Weight: 41.2 tons dry.

Physical Strength: Robotic Strength of 46.

Cargo: None.

Power System: One miniaturized Reflex furnace powering four fusion pulse-detonation engines with vectored thrust nozzles on the Glaug's hull, secondary vectored thrusters in the arms and legs and numerous vernier thrusters.



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Weapon Systems:

1. 128mm Charged Particle Cannon:

Mounted on top of the Glaug's hull is a massive, nitrogen cooled 128mm particle cannon. This weapon is the Glaug's main anti-mecha and anti-armor weapon, and can deliver deadly amounts of charged particles with pinpoint accuracy at long ranges. It is mounted on an automated pintle mount, and has a 90 degree rotation and 45 degree elevation. This weapon is more than a match for UEDF armored units, and Destroid crews have come to respect and even fear its effectiveness.

Primary Purpose: Anti-Mecha/Anti-Armor.

Secondary Purpose: Anti-Aircraft/Space Figher.

Weight: Not applicable, part of the Glaug's hull.

Range: 4 miles (6.4 km).

Mega-Damage: 1D10x10+20 M.D. (or 2D6x10 M.D.).

Rate of Fire: The cannon uses a lot of power and can only be fired twice per melee round.

Payload: Effectively unlimited.

Note: The 128mm cannon delivers a stream of charged particles moving at the speed of light. The gun hits like a wrecking ball, and any mecha under 100 tons hit has a chance of being knocked down. When hit, the pilot must make a roll on the appropriate mecha piloting skill, with a skill penalty of -15%, to keep his footing. Mecha that are knocked down lose initiative and one attack while they return to their feet.

2. Forearm Heavy Particle Cannons

(2): A four-barrel particle cannon is

built inside each of the Glaug's weapon arms (the top barrel opening). The particle beam cannon has superior range and damage compared to those of the Battlepods it commands and is deadly in combat. One or both of the forearm weapon clusters can fire at the same target, or one may be directed at one target and the other arm directed at another. In the latter case, the blast from each arm counts as two separate and distinct attacks.

Primary Purpose: Anti-Mecha/Armor.

Secondary Purpose: Anti-Aircraft/Anti-Space Fighter.

Weight: Not applicable, part of the mecha's hull.

Range: 6,000 feet (1829 m).

Mega-Damage: 5D10 M.D. (or 1D4x10+5 M.D.) for one cannon blast. Both arms can aim and fire simultaneously at the same target inflicting 2D4x10+10 M.D.

Rate of Fire: Each single or double blast fired simultaneously at the same target counts as one melee attack. Firing at two separate targets counts as two melee attacks. **Note:** The 44mm rail cannons (#3, below) can *not* fire at the same time as the particle cannons.

Payload: Effectively unlimited.

Note: The Glaug's particle cannons deliver a stream of charged particles moving at the speed of light. The guns hit like a wrecking ball, and any mecha under 100 tons hit by a double blast has a chance of being knocked down. When hit, the pilot must make a roll on the appropriate mecha piloting skill, with a skill penalty of -5%, to keep his footing. Mecha that are knocked down lose ini-

tiative and one attack while they return to their feet.

3. Forearm 44mm Electromagnetic Rail Cannons (2): Built into each of the forearm weapon clusters underneath the rotary particle cannons is a 44mm rail cannon. It fires inert, armor-piercing flechettes in twenty round bursts at supersonic speeds. These cannons can be fired singly at separate targets or together at the same target.

Primary Purpose: Anti-Armor.

Secondary Purpose: Anti-Mecha.

Weight: Not applicable, part of the Glaug's hull.

Range: 6,000 feet (1829 m).

Mega-Damage: 1D8x10 M.D. for one 20 round burst, 2D8x10 M.D. if both arms fire simultaneously at the same target.

Rate of Fire: Each single or double burst counts as one attack.

Payload: 240 rounds in each arm, for a total of 24 bursts between them.

4. 22.3mm Auto-Cannons (2): Mounted forward beneath the Glaug's canopy are two 22.3mm auto-cannons in ball turrets. They fire Zentraedi HEAP rounds, and are excellent at clearing straight-leg infantry and IFVs away from the mecha's feet.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Anti-Mecha/Armor.

Weight: Not applicable, part of the mecha's hull.

Range: 2,000 feet (609.6 m).

Mega-Damage: 3D8 M.D. for a 20 round burst from a single cannon. Both cannons can fire simultaneously at the same target inflicting 1D4x10 M.D. from what is effectively a 40 round burst.

Rate of Fire: Each single or double burst counts fired simultaneously at the same target counts as one melee attack.

Payload: Each cannon has 1000 rounds of 22.3mm HEAP-Z in an armored magazine for 50 bursts each.

5. 150mm Short-Range Missile Tubes (6): Mounted three to each side of the Glaug's canopy, these single shot launchers fire standard Zentraedi anti-mecha missiles.

Primary Purpose: Anti-Mecha/Armor.

Secondary Purpose: Anti-Aircraft/Space Fighters.

Weight: Not applicable, part of the Glaug's hull.

Range: Per short-range missile.

Mega-Damage: Per short-range missile.

Rate of Fire: Singly or in volleys of 3 or 6. Each volley uses one melee attack.

Payload: Each launcher carries one missile for a total of six.

6. Hand to Hand Combat: The Glaug fares much better in melee combat than its Regult cousins. The mecha is able to dish out tremendous damage with its weapon arms as pounding blunt weapons as well as with its shoulders and feet.

Hand to Hand Damage:

Punch: 3D6 M.D.

Clothesline with Weapon Arm: 4D6 M.D.

Power Punch: 1D6x10 M.D.

Kick: 5D8 M.D.

Stomp: 4D6 M.D. against targets under 15 feet (4.6 m) tall.

Jump Kick: 1D8x10 M.D. Counts as two attacks.

Body Block/Ram: 2D8 M.D. per 20 mph (32 km) of running speed. Uses two attacks and has a 60% chance of knock-

down against targets up to 50% bigger. Target loses initiative and two melee attacks.

Bonuses with Mecha Elite Combat Training Only: +1 attack per melee round at levels 1, 3, 6, 9, and 12. +2 on initiative, +2 to strike with all weapon systems, +4 to strike and parry in hand to hand combat, +1 to disarm, +4 to auto-dodge (the act of dodging does not use up a melee attack), and +1 to roll with impact. **Note:** These bonuses ONLY apply when the pilot has the *Mecha Elite Combat Training* skill in Battlepods. The pilot's own number of hand to hand attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is *outside* the mecha. *Outside of his mecha*, the pilot possesses only his normal fighting abilities.

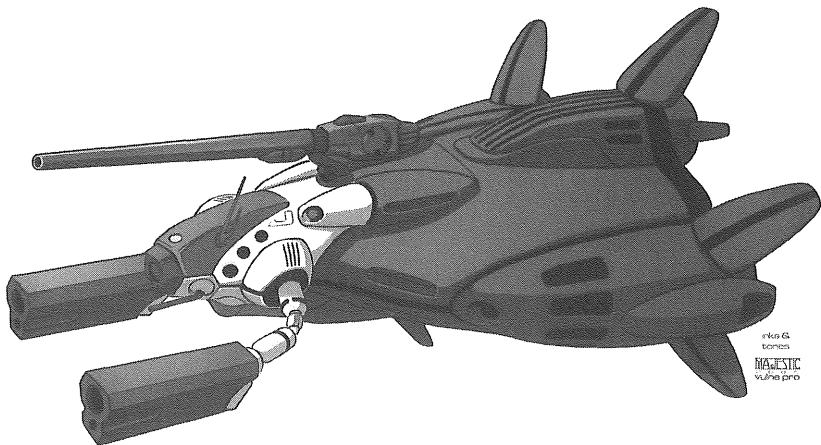
7. Systems of Note: Command and Control Computers: As a field command unit, the Glaug has a powerful IFF/Command and Control computer that allows the field commander the ability to regulate and control all units under his command. The IFF and C³

computers on the Glaug can link to all other Battlepods in the platoon (up to 24) and grants +2 to initiative, +3 to strike and +4 to parry/dodge to all mecha. This requires a roll on the Sensory Equipment skill at -10% due to the chaos of combat.

Glaug-Eldare

Officer's Battlepod Booster

Also known as the Glaug Booster, the Eldare armored vehicle is a bolt-on transatmospheric *aerospace booster* designed for the *Glaug*, turning the Officer's Pod into a very capable aerospace fighter. With its heavy armor, powerful engines and large missile load out, the Eldare greatly increases both offensive capabilities as well as survivability of the Glaug. The Eldare booster also grants the Glaug transatmospheric capabilities, and allows them to keep up with Gnerl squadrons and operate as command vehicles for the aerospace fighters. When operating in Gnerl fighter groups, a Glaug augmented by an Eldare booster can grant all command and control bonuses to its accompanying fighters.



Type: Glaug-Eldare.

UEDF Reporting Name: Officer's Pod Rocket Booster.

Class: Bolt-On Aerospace Booster for Glaug Armored Cavalry Vehicle.

Crew: One in Glaug Cavalry Vehicle.

M.D.C. by Location:

* Thrusters (4) – 65 each

Missile Launchers (2) – 100 each

** Main Body – 250

* Destroying one thruster reduces speed and all combat bonuses by 25%. Destroying two or three thrusters reduces speed and bonuses by half, and destroying all thrusters sets the vehicle adrift in space or causes it to crash if in an atmosphere.

** Destroying the main body destroys the Eldare and sets the vehicle adrift in space or causes it to crash in an atmosphere.

Speed:

Flight: Sea Level: 1,903.25 mph (3,045.2) or Mach 2.4.

75,000 feet (22,860 m): 2,843.75 mph (4,550 km) or Mach 3.6.

Space: 9,240 mph (14,784 km) or Mach 12.

Statistical Data:

Height: 34.1 feet (10.4 m).

Width: 53.1 feet (16.2 m).

Length: 47.2 feet (14.4 m).

Weight: 44.7 tons.

Cargo: None.

Combat Bonuses: +1 to strike with short-range missiles and adds a bonus of +2 to auto-dodge to the Glaug's usual auto-dodge bonus while flying.

Power System: One miniaturized Reflex furnace powering four fusion pulse-detonation thrusters with vectored thrust noz-

zles and numerous vernier thrusters.

Weapon Systems:

- 1. 178mm Short-Range Missile Launchers (2):** These four tube missile launchers are mounted in the port and starboard thruster sponsons. They fire standard Zentraedi 178mm anti-mecha missiles and give the Glaug extra punch against aerospace mecha and small ships.

Primary Purpose: Anti-Aircraft.

Secondary Purpose: Anti-Ship.

Weight: Not applicable, part of the Glaug's hull.

Range: Per short-range missile.

Mega-Damage: Per the type of short-range missile fired.

Rate of Fire: Singly or in volleys of 2 or 4 per launcher. Each volley counts at one melee attack.

Payload: Eight 178mm short-range missiles in each launcher.

2. 103mm Mini-Missile Launchers (2):

One rapid-fire missile launcher is located the dorsal thruster sponson, and another is in the ventral side behind the ventral thruster. These missiles are used in both offensive and defensive capabilities.

Primary Purpose: Anti-Mecha and Anti-Aircraft.

Secondary Purpose: Anti-Missile.

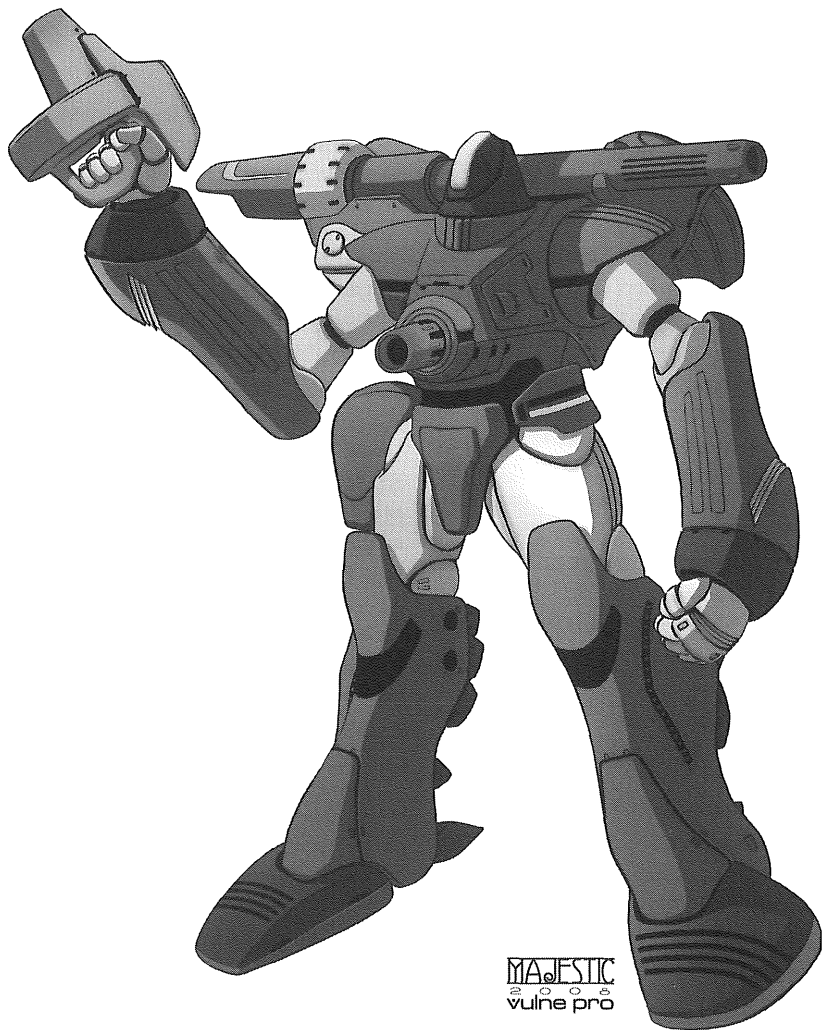
Weight: Not applicable, part of the booster sled.

Range: One mile (1.6 km).

Mega-Damage: Per mini-missile, but typically 5D6 M.D. or 1D4x10 M.D.

Rate of Fire: One at a time or in volleys of 2, 4, or 6. Each volley uses one attack.

Payload: 24 mini-missiles total; 12 in each launcher.



Nousjadeul-Ger

Male Powered Armor

The Nousjadeul-Ger *Male Powered Armor* suit is second only to the Regult (Tactical Battlepod) in ubiquity. Produced by the millions, this suit turns an infantryman into a one-Zentraedi mechanized squad. Heavily armored by Zentraedi standards, this powered suit allows

mechanized infantrymen to go toe to toe with enemy mecha and increases their survivability in standard military operations. The weapons loadout of the suit is versatile and powerful, plus the Zentraedi warrior can use additional hand-held weapons and equipment, enabling him to better adapt to the vagaries of the battlefield.

The pilot sits nestled in the torso of the suit, his legs extending down through the suit's thighs and his arms within the cockpit, controlling the suit's arms and weapon systems. Within the cockpit, the pilot sees through the suit's sensors and head's up display, with all information projected into the visor of his helmet. Nousjadeul-Ger pilots are organized in special mechanized infantry platoons, and are assigned not only to standard infantry missions, but special forces and commando units as well. While slow in comparison to most Earth mecha, as well as its Queadluun-Rau sibling, the Nousjadeul-Ger is a lethal mecha, and should not be underestimated by UEDF personnel.

Type: Nousjadeul-Ger.

UEDF Reporting Name: Male Powered Armor, because it is used exclusively by male Zentraedi warriors.

Class: One-man, All Environment, General Issue Mechanized Infantry Powered Suit.

Crew: One.

M.D.C. by Location:

* Helmet – 95

Upper Arms (2) – 80 each

Forearms (2) – 100 each

Hands (2) – 55 each

Upper Legs (2) – 80 each

Lower Legs (2) – 100 each

Feet (2) – 75 each

** Rear Thrusters (3) – 85 each

Shoulder Mounted Particle Cannon – 100

Automatic Grenade Launcher – 65

Plasma Machine Pistol – 65

*** Main Body – 250

* Destroying the helmet breaches the pilot's compartment, filling it with shrapnel and venting the atmosphere if the suit is in space. If this happens, there is a 25% chance that the attack will kill the pilot, setting the suit adrift. The helmet is small and attackers must make a "Called Shot" with a penalty of -4 to strike.

** Destroying one or two thrusters reduces speed and combat bonuses by half. Destroying all thrusters sets the suit adrift in space or causes it to crash when flying in an atmosphere.

*** Destroying the main body of the suit renders the mecha inoperable, and has a 60% chance of killing the pilot inside.

Speed:

Running: 87.5 mph (140 km).

Leaping: 300 feet (91.4 m) with thruster assist.

Flight: 418.75 mph (670 km) at a maximum of 15,000 feet (4,572 m).

Space: 7,000 mph (11,200 km) or Mach 9 in space.

Statistical Data:

Height: 53.8 feet (16.4 m).

Width: 38.7 feet (11.8 m).

Length: 27.6 feet (8.4 m).

Weight: 34.7 tons dry.

Physical Strength: Robotic Strength of 48.

Cargo: None.

Power System: One miniaturized Reflex furnace powering three main fusion pulse-detonation thrusters delivering thrust through vectored thrust nozzles, six secondary thrusters and numerous vernier thrusters.

Weapon Systems:

1. Charged Particle Cannon: This shoulder mounted cannon is a smaller version of the cannon mounted to the Glaug Command Vehicle. It too, is a powerful, nitrogen cooled particle weapon that allows the Nousjadeul-Ger to engage enemy fighters, mecha and troops in close combat and at a good distance. The weapon is mounted on the right shoulder on an automated pintle and has a rotation of 180 degrees and an elevation of 90 degrees. When the weapon is not in use, it is stored across the shoulders behind the suit's head.

Primary Purpose: Anti-Mecha/Anti-Armor.

Secondary Purpose: Anti-Aircraft/Space Fighter.

Weight: Not applicable, part of the suit.

Range: 8,000 feet (2,438.4 m).

Mega-Damage: 1D6x10+10 M.D. per blast.

Rate of Fire: The cannon uses a lot of power and can only be fired twice per melee round.

Payload: Effectively unlimited.

Note: The weapon delivers a stream of charged particles moving at the speed of light. The gun hits like a wrecking ball, and any mecha under 50 tons hit has a chance of being knocked down. When hit, the pilot must make a roll on the appropriate mecha piloting skill, with a skill penalty of -10%, to keep his footing. Mecha that are knocked down lose initiative and one attack while they return to their feet.

2. Three-Barreled 64mm Grenade Launcher: Mounted in the Nousjadeul-Ger's *chest* is a three-

barreled, recoil operated, rotary grenade launcher. The weapon fires 64mm, laser guided, standard Zentraedi HEAP rifle grenades at 300 rounds per minute. It gives the mechanized infantryman a powerful, short-ranged punch and performs very well against both armor and grouped infantry.

Primary Purpose: Anti-Mecha/Anti-Armor.

Secondary Purpose: Anti-Personnel.

Weight: Not applicable, part of the suit's hull.

Range: 4,000 feet (1,219 m).

Mega-Damage: 2D6x10 M.D. to a 15 foot (4.6 m) radius for a 10 round burst.

Rate of Fire: The grenade launcher fires 10 round bursts, and each burst counts as one melee attack.

Payload: 100 rounds of 64mm HEAP-Z rifle grenades.

Bonus: +1 to strike.

3. 32mm Plasma Machine Pistol: Each Nousjadeul-Ger powered suit is issued with this small (by Zentraedi standards), light plasma side arm. This weapon fires super-heated plasma bolts at 950 rounds per minute, and is fed from a vertically mounted, drum-style energy magazine. These weapons are short-ranged and low-yield by Zentraedi small-arms standards, and are mostly used as back-up weapons by the mechanized infantrymen who pilot these suits.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Anti-Mecha/Armor.

Weight: 350 pounds (157.5 kg) with its energy magazine.

Range: 2,000 feet (609.6 m).

Mega-Damage: 6D8 for a single round, 2D8x10 for a three round burst.

Rate of Fire: A single shot or three-round burst counts as one melee attack.

Payload: 30 blasts.

4. Hand to Hand Combat: A mechanized infantryman in a Nousjadeul-Ger suit is extremely capable in melee combat, and is easily the equal of any UEDF mecha.

Hand to Hand Damage:

Restrained Punch/Forearm: 1D6 M.D.

Full-Strength Punch: 3D6 M.D.

Power Punch: 1D6x10 M.D.

Tear/Pry/Crush With Hands: 6D6 M.D.

Kick: 3D8 M.D.

Stomp: 3D6 M.D. against targets under 15 feet (4.6 m) tall.

Jump Kick: 5D8 M.D. Counts as two attacks

Body Block/Ram: 2D8 M.D. per 20 mph (32 km) of running speed. Uses two attacks and has a 60% chance of knock-down against targets up to 50% bigger. Target loses initiative and two melee attacks.

Bonuses with Mecha Elite Combat

Training Only: +1 attack per melee round at levels 1, 3, 7, 10, and 13. +1 on initiative, +2 to strike with all weapon systems, +3 to strike and parry in hand to hand combat, +3 to auto-dodge on the ground (the act of dodging does not use up a melee attack), +5 to auto-dodge while flying, and +2 to roll with impact.

Note: These bonuses ONLY apply when the pilot has the *Mecha Elite Combat Training skill* in Male Powered Armor. The pilot's own number of hand to hand attacks and bonuses (if any) are com-

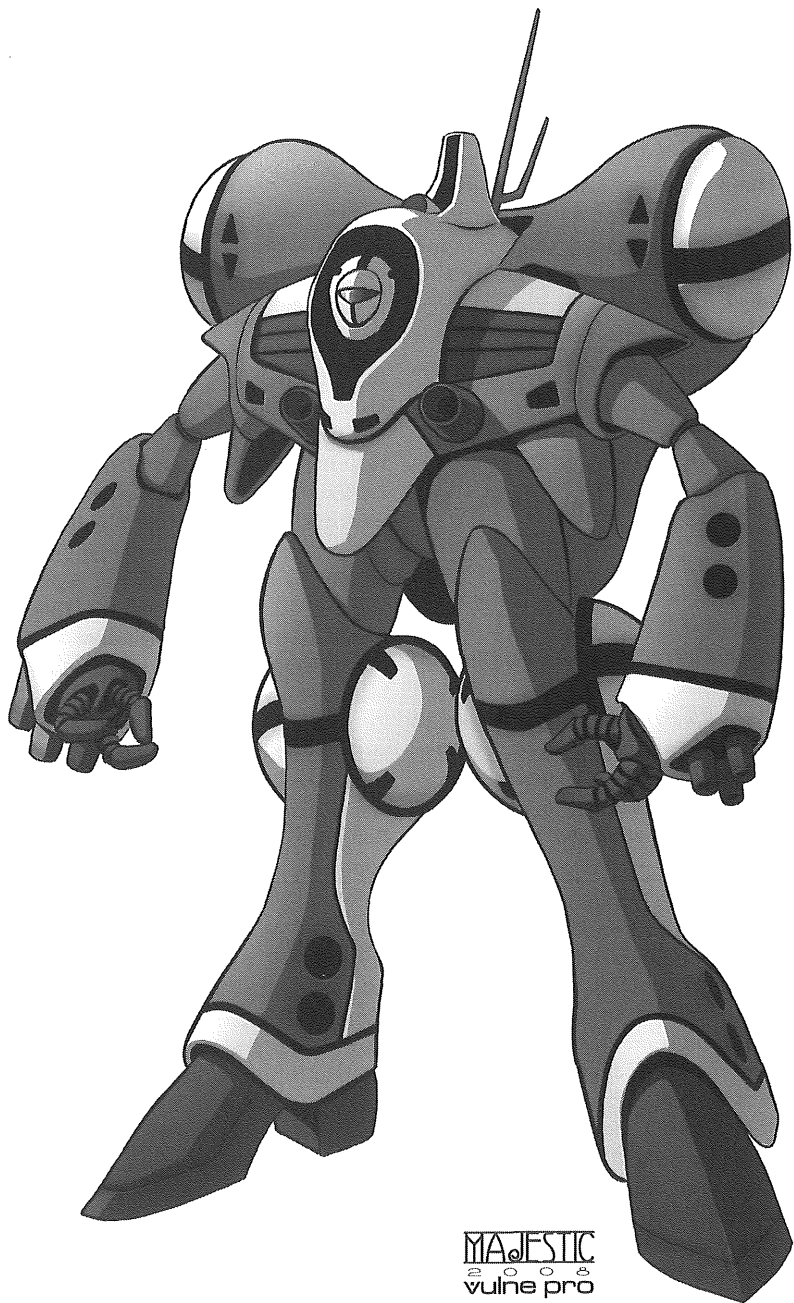
bined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is *outside* the mecha. *Outside of his mecha*, the pilot possesses only his normal fighting abilities.

Queadluun-Rau

Female Powered Armor

The Queadluun-Rau air cavalry powered suit, or *Female Powered Armor*, is the newest mecha fielded by the Zentraedi, although new is a relative term, as this mecha has been in service for centuries. Lethal and incredibly fast, this suit is designed for use by special air cav units comprised solely of highly skilled *female* Zentraedi pilots. Queadluun-Rau air cavalry units are deployed mainly in majority female fleets aboard Thuverl-Salan destroyers and Queadol-Magdomilla command ships, but can be attached to any air wing in the fleet. The Zentraedi women who pilot them are specially trained commandos who excel in ship-to-ship combat, boarding actions and asymmetrical warfare. Queadluun-Rau pilots are considered among the best pilots in the fleet, and they enjoy a higher standard of living than the average soldier or pilot.

The basic mechanicals and chassis of the Queadluun-Rau are based loosely on the older Nousjadeul-Ger powered suits. The seating position is the same, with the pilot's legs in the suit's thighs and her torso enclosed completely in the suit's torso. The controls are similar to the Nousjadeul-Ger's with the addition of a slightly upgraded avionics package and a special inertia compensation system to protect the pilot from harm during combat maneuvering. The Queadluun-



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Rau's engines are bigger and more powerful than its older male sibling's, with two massive pulse detonation thrusters mounted to the shoulders and a specially designed Inertia Vector Control System (IVCS) built into the suit's chassis. The IVCS is made up of numerous, high output thrusters spread across the suit's chassis delivering their thrust through vectored thrust nozzles. This system, combined with the inertia compensation system, is what makes the suit so agile and allows the pilot to hover, fly at great speed, and execute maneuvers that would be impossible by most other mecha.

The Queadluun-Rau's armor is thicker than any of the other Zentraedi mecha or powered suits to better protect the more specialized and less expendable pilot inside. Its shape is also more conducive to deflecting blows and rolling with impact, increasing the suit's overall survivability. As well as being more heavily armored, the Rau is heavily armed. It has two 64mm rotary grenade launchers, a pair of particle cannons in the forearms and a number of anti-mecha mini-missiles above the shoulder and in the legs. This varied loadout, along with the ability to engage in hand to hand combat, and the option of carrying any Zentraedi small arms or assault rifles, gives the suit exceptional battlefield versatility.

This mecha has gained a nasty and well deserved reputation among the enemies of the Zentraedi as a mecha and fighter killer. Hard to hit and hard to kill, the mere appearance of a squad of Queadluun-Rau on a battlefield can sow panic and chaos among adversaries. The suit has proven lethally effective against UEDF mecha, outrunning Valkyries and

outpunching Destroids. UEDF mecha pilots are advised to engage Queadluun-Rau with extreme caution.

Type: Queadluun-Rau.

UEDF Reporting Name: Female Powered Armor.

Class: One-man, All Environment Air Cavalry Powered Suit.

Crew: One.

M.D.C. by Location:

* Faceplate/Sensor Eye – 60

Upper Arms (2) – 70 each

Forearms (2) – 150 each

Hands (2) – 35 each

Legs (2) – 100 each

Feet (2) – 75 each

** Main Thrusters (2) – 120 each

Grenade Launchers (2; chest) – 65 each

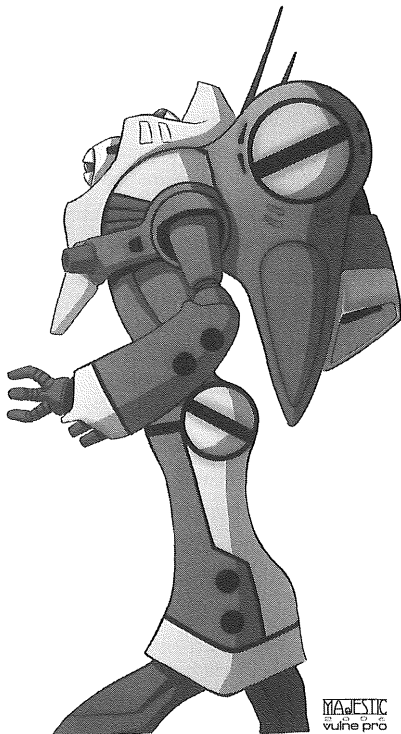
Rotary Particle Cannons (2; forearms) – 75 each

Missile Launchers (4) – 100 each

*** Main Body – 290

* Destroying the faceplate/sensor eye breaches the pilot's compartment, filling it with shrapnel. It also vents the atmosphere and sets the suit adrift in space, or inflicts a -25% piloting skill penalty and reduce combat bonuses by half when fighting on the ground or in the air. When the face plate is destroyed, there is a 25% chance that the attack may kill the pilot. The small faceplate and attackers must make a "Called Shot" with a penalty of -4 to strike.

** Destroying one thruster reduces speed and combat bonuses by half. Destroying both thrusters sets the suit adrift in space or causes it to crash when flying in an atmosphere.



*** Destroying the main body of the suit renders the mecha inoperable, and has a 50% chance of killing the pilot inside.

Speed:

Running: 110 mph (176 km).

Leaping: 360 feet (109.7 m) up or across with thruster assist, half that without assistance.

Flight: 725 mph (1,160 km) in an atmosphere.

Space: 11,550 mph (18,480 km) or Mach 15.

Statistical Data:

Height: 61.6 feet (18.8 m).

Width: 60.3 feet (18.4 m).

Length: 35.4 feet (10.8 m).

Weight: 35.8 tons dry.

Physical Strength: Robotic Strength of 48.

Cargo: None.

Power System: One miniaturized Reflex furnace powering two fusion pulse-detonation thrusters delivering thrust through vectored thrust nozzles and numerous vectored and vernier thrusters.

Weapon Systems:

1. Three-Barreled 64mm Grenade Launcher (2):

The Queadluun-Rau mounts two of these weapons in the mecha's chest on either side of the faceplate below the chest thrusters. Essentially two of the same weapon found on the Nousjadeul-Ger's chest, the weapons fire 64mm, laser guided, standard Zentraedi HEAP rifle grenades at 300 rounds per minute. They can be fired one at a time or simultaneously at the same target. These weapons give the suit a powerful, short-ranged punch and they perform very well against both armor and grouped infantry.

Primary Purpose: Anti-Mecha/Anti-Armor.

Secondary Purpose: Anti-Personnel.

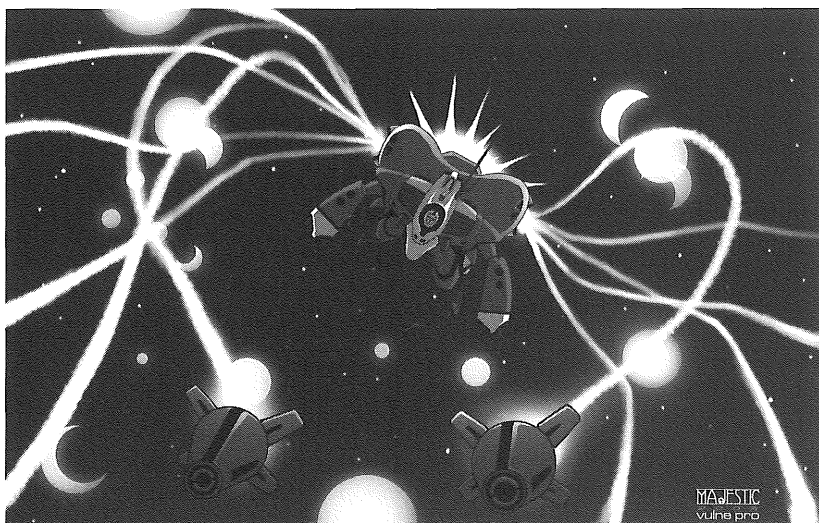
Weight: Not applicable, part of the suit's hull.

Range: 4,000 feet (1,219 m).

Mega-Damage: 2D8x10 M.D. to a 10 foot (3 m) radius for a 10 round burst. 4D8x10 M.D. when both launchers are fired simultaneously at the same target.

Rate of Fire: The grenade launcher fires 10 round bursts, and each burst uses one attack.

Payload: Two-hundred total; 100 rounds of 64mm HEAP-Z rifle grenades in *each* launcher.



Bonus: +2 to strike.

2. Medium Particle Cannons (2):

Mounted in each forearm is a three-barreled, medium particle cannon. Although lighter than those found on the Regult and Glaug, these weapons pack a deadly punch, and pose a serious threat to UEDF ships and mecha.

Primary Purpose: Anti-Mecha.

Secondary Purpose: Anti-Aircraft/Anti-Ship.

Weight: Not applicable, part of the suit's hull.

Range: 4,000 feet (1219 m).

Mega-Damage: 3D10 M.D. for one cannon burst or 1D6x10 M.D. when both arms are aimed and fired simultaneously at the same target.

Rate of Fire: Each single or double burst counts as one attack.

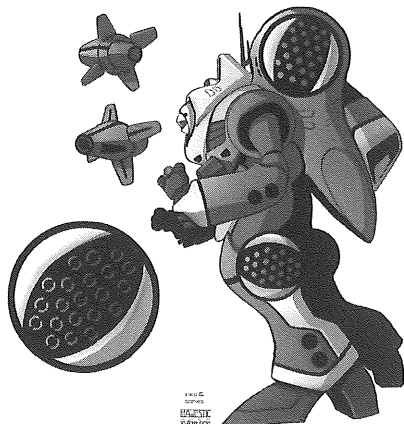
Payload: Effectively unlimited.

Note: The guns hit like a wrecking ball, and any mecha under 100 tons hit by a *double blast* has a chance of being

knocked down. When hit, the pilot must make a roll on the appropriate mecha piloting skill to keep his footing. Mecha that are knocked down lose initiative and one attack while they return to their feet.

3. 103mm Mini-Missile Launchers (4):

Mounted on the hips and engine mounts above the shoulder are four rapid-fire missile launchers firing Zentraedi 103mm anti-mecha mis-



siles. These missiles are used in both offensive and defensive capabilities, and allow the Qeadluun-Rau great versatility in damage and the ability to adapt quickly to shifting tactical considerations.

Primary Purpose: Anti-Mecha and Anti-Aircraft.

Secondary Purpose: Anti-Missile.

Weight: Not applicable, part of the suit's hull.

Range: One mile (1.6 km).

Mega-Damage: Per mini-missile, but typically 5D6 M.D. or 1D4x10 M.D.

Rate of Fire: One at a time or in volleys of 3, 6, or 12. Each volley uses one attack.

Payload: 126 missiles total; 21 mini-missiles in each hip mounted launcher, and 42 mini-missiles in *each* thruster mounted launcher (21 at the ready, 21 in an armored magazine).

4. Hand to Hand Combat: The Qeadluun-Rau is every bit as strong as its Nousjadeul-Ger cousin, and is an extremely capable melee fighter.

Hand to Hand Damage:

Restrained Punch/Forearm: 1D6 M.D.

Full-Strength Punch: 3D6 M.D.

Power Punch: 1D6x10 M.D.

Tear/Pry/Crush With Hands: 6D6 M.D.

Kick: 3D8 M.D.

Stomp: 3D6 M.D. against targets under 15 feet (4.6 m) tall.

Jump Kick: 5D8 M.D. Counts as two attacks.

Body Block/Ram: 2D8 M.D. per 20 mph (32 km) of running speed. Uses two attacks and has a 60% chance of knock-

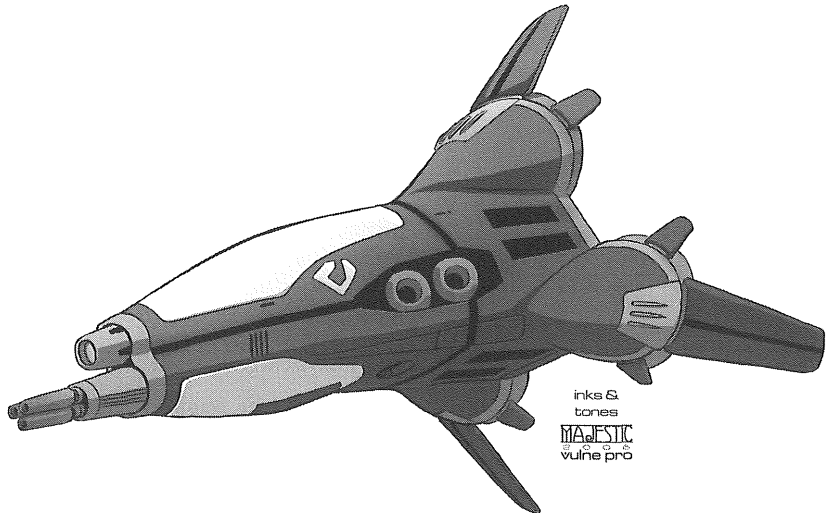
down against targets up to 50% bigger. Target loses initiative and two melee attacks.

Bonuses with Mecha Elite Combat Training Only: +1 attacks per melee round at levels 1, 3, 5, 7, 9, 12 and 15. +3 on initiative, +3 to strike with all weapon systems, +3 to strike in hand to hand combat, +4 to parry, +2 to disarm, +2 to pull punch, +5 to auto-dodge on the ground (the act of dodging does not use up a melee attack), +7 to auto-dodge while flying, and +3 to roll with impact. **Note:** These bonuses ONLY apply when the pilot has the *Mecha Elite Combat Training skill* in Female Powered Armor. The pilot's own number of hand to hand attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when she is *outside* the mecha. *Outside of her mecha*, the pilot possesses only her normal fighting abilities.

Gnerl

Aerospace Fighter Pod

The Gnerl, or *Fighter Pod* as UEDF pilots have named it, is the Zentraedi's main, ship based aerospace force projection fighter. Fast and rugged, the Gnerl was built by the tens of thousands and makes up the bulk of the Zentraedi fleet's air wings. The little fighter is extremely fast and agile, with three massive single stage to orbit Protoculture turbines mounted to a vaguely egg shaped lifting-body fuselage. It has three small winglets at each thruster, but these are mainly for stabilization, and the fighter's performance is only slightly affected by their loss. The powerful thrusters give the Gnerl transatmospheric



capabilities, and can push the fighter to incredible speeds.

The Gnerl's skin is a lightweight metal/ceramic alloy that gives the ship light armor protection and allows it to enter and leave atmospheres at will without the use of extra heat shields. Its armament consists of a powerful rotary particle cannon that can deliver devastating power at respectable ranges. This cannon performs well against both aircraft and armor, and allows the Gnerl to perform as both an aerospace superiority and attack fighter. The ship also carries eighteen standard Zentraedi air-to-air or air-to-ground missiles depending on the mission. The missiles allow for great flexibility and give the fighter a good punch against larger and more heavily armored targets. This fighter poses a great threat to UEDF Valkyries and ships, and as such should be approached cautiously and with extreme prejudice.

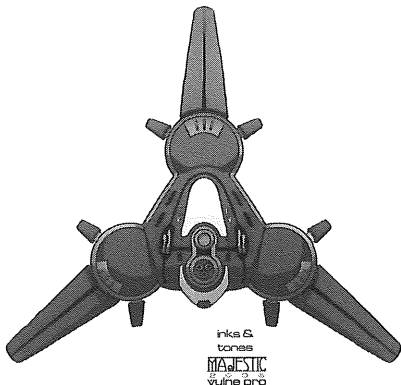
Gnerl Standard Avionics and Equipment Loadout:

Radar: Gnerls are equipped with a powerful Active Electronically Scanned Array radar with a 180 degree field of view. This array has a range of 100 miles (160 km) and can track up to 25 targets.

Communications: Wide band and directional radio communication system with built-in scrambler that transmits both voice and cockpit video. Range is 600 miles (960 km) but can be boosted indefinitely via satellite relay.

Onboard Computer System: All non-variable fighters have a powerful onboard computer system that handles all targeting and combat data collection. The combat computer collects data from all sensors, stores it and then displays the information on the pilot's HUD.

Motion Detector and Collision Warning System: Detects objects



within 500 feet (152 m) and alerts the pilot with an alarm and flashing red light.

Other Sensors: The avionics suite also includes the following sensors and enhancements:

Tactical Camera: This camera, called the gun camera by pilots, can record up to 180 minutes of footage into memory that can then be downloaded and watched. This footage is usually used for training and combat analysis. It sees directly ahead along the axis of the fighter's main cannon.

Infrared: An infrared imager with a range of 5,000 feet (1,524 m).

Nightvision: Passive light amplification that allows the pilot to see in the dark as long as there is at least some ambient light. 5,000 foot (1,524 m) range, but is completely useless in total darkness.

Self-Destruct: A last ditch system to prevent the capture of the fighter. The blast is largely contained and does 1D4x100 M.D. to a 20 foot (6.1 m) radius for a fighter with no or few missiles, and 2D4x100 M.D. to a 50 foot (15.2 m) radius for a fighter with most or all of its missiles.

Smoke and Chaff/Flare Dispensers: All fighters carry both smoke and chaff dispensers to confound radar and confuse enemies. The smoke dispensers have four charges and can make a cloud of thick, white smoke about 60 feet (18.3 m) across. The chaff/flare dispensers have four charges each of chaff canisters and flares and have a 75% chance to confuse both radar guided (chaff) and heat seeking (flare) missiles, and a 45% chance of fooling smart missiles.

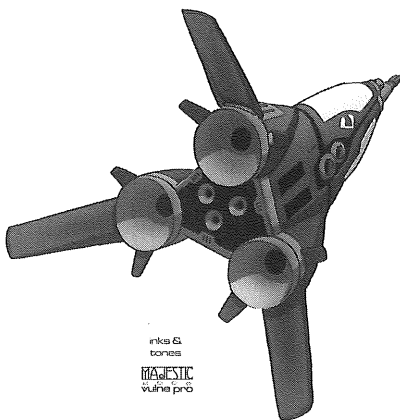
Tactical Life Support: Gnerl aerospace fighters have a pressurized pilot's compartment with an internal oxygen supply good for forty-eight hours. The pilot can hook the life support from his body armor to the onboard system to extend his personal oxygen supply. They also have heat and radiological shielding to protect the pilot from damaging radiation.

Model Type: Gnerl.

UEDF Reporting Name: Fighter Pod.

Class: One-man, all-weather, aerospace multi-role fighter.

Crew: One.



M.D.C. by Location:

* Canopy – 25

Winglets (3) – 25 each

** Main Engines (3) – 50 each

Rotary Particle Cannon – 30

*** Main Body – 150

* Destroying the canopy in space will vent the atmosphere and cause decompression. Destroying the canopy in either space or atmosphere has a 45% chance of killing the pilot.

** Destroying one engine will reduce speed by one third, two engines will reduce speed by 66% and destroying all three engines will set the fighter adrift in space or cause it to crash in an atmosphere.

*** Destroying the main body will render the fighter unflyable.

Speed:

Flying: Sea Level: 875 mph (1,400 km). 65,616 feet (20,000 m): 3,681.3 mph (5,890 km) or Mach 4.7.

Space: 13,860 mph (22,176 km) or Mach 18.

Statistical Data:

Height: 39.3 feet (12 m).

Length: 57 feet (17.4 m).

Wingspan: 39.3 feet (12 m).

Weight: 30 tons dry.

Cargo: None.

Power System: One miniaturized Reflex furnace powering three high-output, pulse-detonation thrusters and numerous vernier thrusters.

Combat Bonuses: +2 to initiative, +2 to strike, +3 to auto-dodge while flying, and +6 to dodge (standard, uses up one melee attack).

Weapon Systems:

1. PZ-32 32mm Rotary Particle Cannon: Mounted in the nose beneath the main sensor array, this 32mm rotary particle cannon fires blasts of charged particles at incredibly high speeds. This cannon makes the Gnerl very dangerous at close range, and performs well against both aerospace mecha and heavily armored ground units.

Primary Purpose: Anti-Aircraft.

Secondary Purpose: Anti-Armor.

Weight: Not applicable, part of the Gnerl's fuselage.

Range: 5,000 feet (1524 m).

Mega-Damage: 1D4x10 M.D. per single blast.

Rate of Fire: Each single blast counts as one melee attack.

Payload: Effectively unlimited.

2. MZ18 Air to Air Missile Launchers (6): Mounted in pairs aft of the cockpit on the port, starboard and ventral fuselage, these missile launchers can fire any standard 178mm Zentraedi short-range missile.

Primary Purpose: Anti-Aircraft.

Secondary Purpose: Anti-Mecha.

Weight: Not applicable, part of the Gnerl's hull.

Range: Per short-range missile; typically five miles (8 km).

Mega-Damage: Per short-range missile.

Rate of Fire: Singly or in volleys of 3 or 6. Each volley uses one melee attack.

Payload: Each launcher carries three missiles for a total of 18.

Zentraedi

Gear

Pilot's Flight Suit

This suit is worn by Gnerl aerospace fighter pilots and pilots of Nousjadeul-Ger and Queadluun-Rau powered suits. It consists of a skintight suit made of a mixture of an elastic-like fabric woven with anti-ballistic fibers. It is reinforced at the elbows, forearms, knees and spine with light armor gel plates that absorb impacts and help the pilot withstand rough combat. The suit acts as a mechanical pressure suit by applying pressure to the entire body at once, and seals to the gloves, boots and helmet. A wearable life support system supplies oxygen and cooling, and has connections for HUD data and sensor telemetry for the helmet viewplanes.

M.D.C. by Location:

Helmet – 5

Arms (2) – 2 each

Legs (2) – 2 each

Life Support/Sensor Interface Harness – 3

Gel Reinforcement Plates (7) – 5 each

Main Body – 7

Standard Features:

1. Life Support and Sensor Data

Link Harness: Worn like loadbearing gear, this harness consists of a back mounted life support system that provides oxygen and power to the suit, and a chest mounted data link that connects to the piloted mecha's comms suite and sensors. This link projects sensor teleme-



try and HUD information on the inside of the helmet's face shield.

2. Internal Oxygen Supply: Good for 10 hours.

4. Internal Oxygen Supply: Good for ten hours.

5. Radio: Directional, short-range radio with a 10 mile (16 km) range.

Light Combat Armor

This relatively light Zentraedi suit of body armor is issued to scouts, vehicle teams, pilots and other auxiliary and non front-line troops. It provides decent protection from small arms and light energy weapons, but is largely ineffective against mecha-sized weapons. The suit can be environmentally sealed, is insulated against heat and radiation and can even withstand vacuum for short periods.

M.D.C. by Location:

Helmet – 50

Arms (2) – 30 each

Legs (2) – 45 each

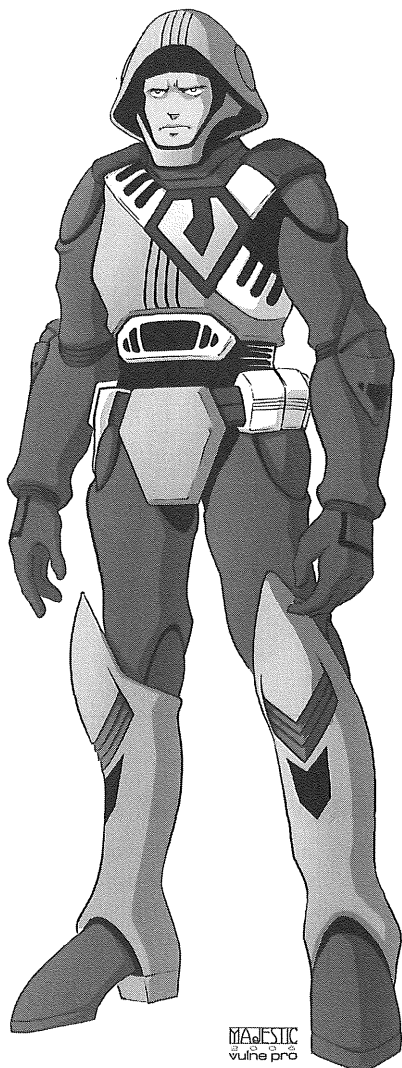
Main Body – 70

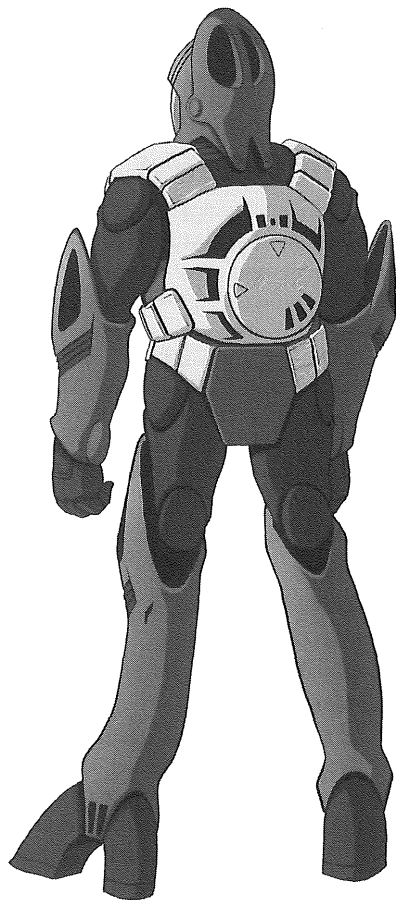
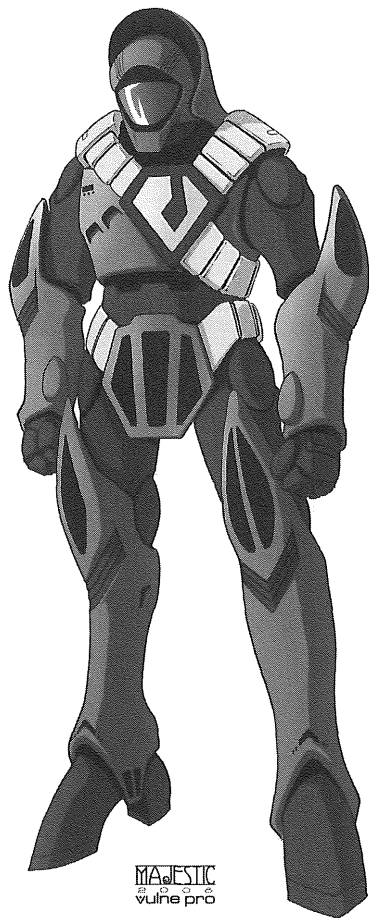
Standard Features:

1. Life Support: A small computer monitors oxygen supply and consumption, internal and external temperature and environmental integrity. This system also re-circulates waste gases and automatically seals the suit in hostile environments. The computer runs on a power cell with a charge good for 48 hours.

2. High Temperature Resistant Shielding: Protects the wearer from heat and flames up to 450 degrees centigrade (842 Fahrenheit). Normal fires deal no damage, nuclear and plasma fires do half damage.

3. Hazardous Environment Shielding: Resistant to radiological, chemical and biological agents.





Heavy Combat Armor

This heavy Zentraedi combat hard suit is the standard issue armor for all Zentraedi front-line combat troops. Worn by straight-leg and mechanized infantry, this heavy suit provides excellent protection against small arms and light energy weapons, and can even stand up to mecha-sized weapons for short periods. The Mk.II can be environmentally sealed, is insulated against fire and radi-

ation, and is sturdy enough to be used as an EVA suit.

M.D.C. by Location:

- Helmet – 75
- Armored Visor – 25
- Arms (2) – 50 each
- Legs (2) – 75 each
- Main Body – 118

Standard Features:

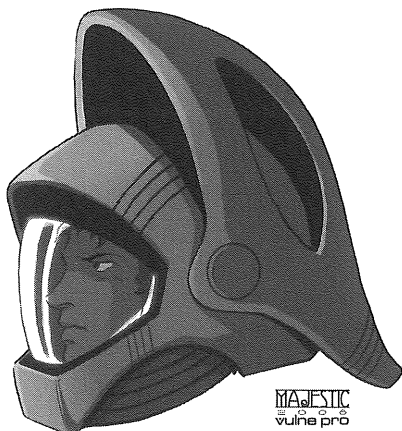
1. **Life Support:** A small computer monitors oxygen supply and consump-

tion, internal and external temperature and environmental integrity. This system also re-circulates waste gases and automatically seals the suit in hostile environments. The computer runs on a power cell with a charge good for 48 hours.

2. High Temperature Resistant Shielding: Protects the wearer from heat and flames up to 450 degrees centigrade (842 Fahrenheit). Normal fires deal no damage, nuclear and plasma fires do half damage.

3. Hazardous Environment Shielding: Resistant to radiological, chemical and biological agents.

4. Internal Oxygen Supply: Good for ten hours.



5. Amored Helmet Visor

6. Radio: Directional, short-range radio with a 10 mile (16 km) range.

Z-PR Mk.VIII

Zentraedi Particle Assault Rifle

Rugged and reliable, the Z-PR is the primary infantry assault rifle issued to all infantry troops serving with the Zentraedi military. This selective fire weapon fires 44mm blasts of charged particles either as a single blast or in five round bursts, and is fed from a removable, drum-style magazine mounted on the top of the weapon behind the carrying handle. A variety of optical enhancers and scopes can be fitted to the Z-PR, and the weapon has a built-in laser targeting system. The assault rifle has been in service for centuries, and is slated to continue, with planned upgrades, for the foreseeable future.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Anti-Materiel.

Weight: 320 pounds (144 kg) with magazine.

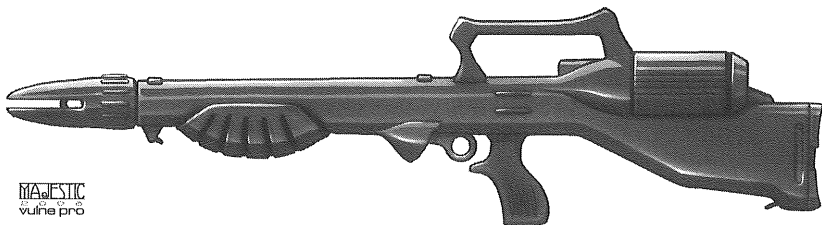
Range: 4,000 feet (1219 m).

Mega-Damage: 3D10 M.D. for a single blast, 1D10x10+20 M.D. (or 2D4x10+30) for a five round burst.

Rate of Fire: Single shot or five round burst.

Payload: One energy magazine holds enough energy for 100 single blasts or 20 bursts.

Bonuses: +1 to strike with laser targeting.



Z-TFG Mk.V

Zentraedi Tactical Flechette Cannon

The Z-TFG is essentially a giant, 105mm shotgun used by Zentraedi naval infantry for security, boarding and repelling actions and breaching. This semi-automatic, gas powered smoothbore cannon fires either 105mm canister rounds filled with hundreds of tiny flechettes or 105mm slugs and is fed from an eight round tubular magazine. It can mount any optical enhancement or scope usable by the Z-PR, and has a collapsible stock. While not as common as the Z-PR, the Z-TFG is still a popular weapon among Zentraedi naval infantry, and has the same reputation for ruggedness and reliability.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Anti-Materiel.

Weight: 488 pounds (220 kg) loaded.

Range: 2,500 feet (762 m).

Mega-Damage: 1D8x10 M.D. to everything in a 20 foot (6.1 m) area for flechettes, and 1D8x10+10 M.D. to the specified target with slugs.

Rate of Fire: Each shot counts as one attack.

Payload: Eight rounds in an integral tubular magazine.

Z-ML Mk.II

Zentraedi Shoulder-Fired Missile Launcher

The Z-ML fires short-range missiles from an external, five round magazine. The weapon has an integral laser sight and can be loaded with any standard Zentraedi anti-aircraft or anti-mecha missile.

Primary Purpose: Anti-Aircraft.

Secondary Purpose: Anti-Mecha.

Weight: 530 pounds (238.5 kg) loaded.

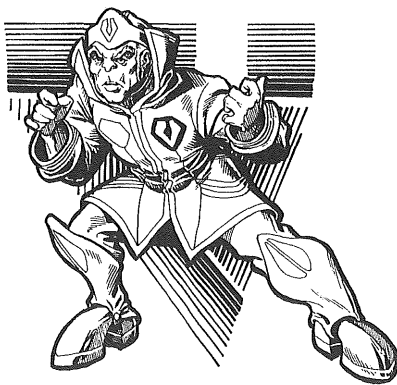
Range: Per short-range missile.

Mega-Damage: Per short-range missile.

Rate of Fire: One at a time. Each missile fired uses one attack.

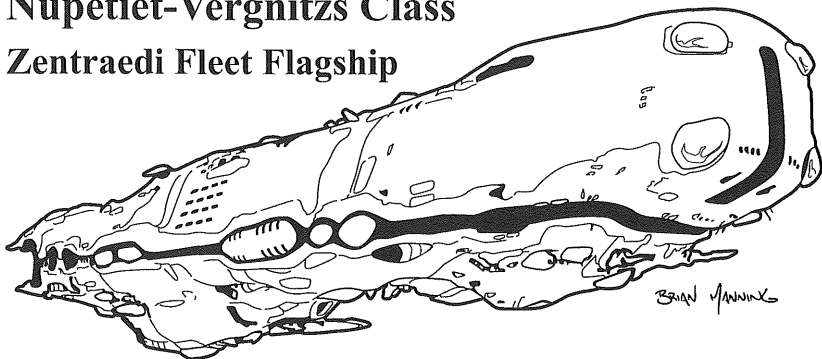
Payload: Five short-range missiles per magazine.

Bonuses: +1 to strike.



Nupetiet-Vergnitzs Class

Zentraedi Fleet Flagship



The massive and imposing Nupetiet-Vergnitzs class are the second largest ships in the Zentraedi fleet, eclipsed only by the unique, moon-sized Fulbtz-Barrentzs mobile star base. Only a relative handful were built, and they were only assigned to trusted and powerful generals like Breetai. They are usually seen in the midst of a collection of smaller fleets, operating as a command and control ship and mobile production facility. They carry thousands of ships and over ten thousand crew and embarked soldiers and air wings, and have been in operation with the Zentraedi fleet for millennia. **Note:** Nupetiet-Vergnitzs flagships, along with the rest of the Zentraedi fleet, will be discussed in greater detail in a future supplement dedicated to the starships of *Robotech*®.

Model Type: Nupetiet-Vergnitzs Class Flagship.

UEDF Reporting Name: Zentraedi Flagship.

Class: Fleet Command Carrier Battleship.

Ship's Complement:

Ship's Crew: 3,100

Aerospace Pilots: 4,000

Embarked Naval Infantry: 2,000

Embarked Mechanized Infantry: 6,000

Mecha Complement:

Gnerl Fighter Pods: 2,500

Regult Battlepods: 2,800

Glaug Battlepods: 120

Nousjadeul-Ger Powered Armor: 1,200

Queadluun-Rau Powered Armor: 0

Quel-Quallie Recon Pods: 10

Liewneuatzs Shuttles: 25

Frandler-Tiluvo Reentry Pods: 100

Quel-Gulnau Recovery Pods: 50

M.D.C. by Location:

Interior Bulkheads per 10 feet (3 m)
– 75

Interior Hatches – 100 each

Exterior Hatches – 250 each

Aerospace Fighter Launch Tube
Bays (10) – 800 each

Large Ship Hangar Bay Doors (6) –
1,500 each

Thruster Array – 25,000

Main Anti-Ship Particle Cannons (6)
– 500 each

Secondary Anti-Ship Particle Can-
nons (100) – 350 each

CIWS Laser Cannons (100) – 250
each

Torpedo Tubes (60) – 200 each

Retractable Missile Launchers (240)
– 350 each

* Forward Hull Section (1/3) –
65,000

** Midships Hull Section (1/3) –
65,000

*** Aft Hull Section (1/3) – 75,000

**** Hull per 40 feet (12.2 m) – 100

* Destroying the *forward hull section* obliterates the main particle cannons as well as a full third of the ship's offensive batteries. Such a loss severely limits the ship's fighting abilities.

** Destroying the *midships hull section* wipes out the command deck, the majority of mecha launch facilities (75%), and eliminates all weapons controls, rendering the ship flyable but its weapon systems unable to fire and its troops unable to scramble except in small batches.

*** Destroying the *aft section* of the hull destroys the engines, setting the massive ship adrift in space.

**** Punching holes in the hull causes the damage control system to automatically seal off whatever compartment has been exposed to vacuum. Ships are highly compartmentalized to prevent easy decompression of the whole ship.

Speed:

Atmosphere: Nupetiet-Vergnitzs Flagships are relatively slow and awkward in atmosphere due to their size and mass, and are restricted to a cruising speed of 400 mph (644 km).

Space: Orbital cruising speed of 17,900 mph (28,800 km or Mach 23.5). Maximum interplanetary speed of 2,395,000 mph (3,855,000 km) or 0.00357c (1/280th the speed of light) can be attained within 8 days of sustained acceleration (without the use of Hyperspace Fold Drives).

Maximum Range: Limited only by supplies. The ship's Reflex furnace has fuel enough for 100 years, although ship-board expendables are only good for 7-10 years of constant deployment with a standard crew and troop complement. The fold array is good for jumps of up to 180 parsecs, with longer trips requiring multiple folds.

Statistical Data:

Length: 13,202 feet (4,024 m) or 2.5 miles (4 km).

Beam: 1,972 feet (601 m).

Height: 2,142 feet (653 m).

Weight: 170,000,000 tons armed and provisioned.

Power Source: One capital Reflex furnace powering two, four nozzle capital thruster arrays, numerous vernier thrusters and a Zentraedi capital fold array.

Weapon Systems:

1. Anti-Ship Super Particle Cannon

(6): Mounted in the bow and on the forward dorsal hull surface, these massive particle cannons are the Nupetiet-Vergnitzs' main anti-ship armament. They can be fired singly, in pairs or all at once. Mounted fully within the hull of the ship, they are well protected and only the focusing arrays are visible, protected by an armored blister. The particle cannons give the ship incredible range and destructive power, capable of handling even the largest ships and planet-side military installations in a few blasts.

Primary Purpose: Anti-Ship.

Secondary Purpose: Anti-Installation/
Anti-Planet.

Weight: Not applicable, part of the ship's hull.

Range: 60,000 miles (96,000 km).

Mega-Damage: 1D10x1,000 M.D. per single blast.

Rate of Fire: Each of the six cannons can fire once per melee round (15 seconds).

Payload: Effectively unlimited.

- 2. Retractable Anti-Ship Converging Beam Cannon (100):** Scattered around the hull in focused offensive batteries, these retractable particle cannons are used primarily against capital and sub-capital class ships.

Primary Purpose: Anti-Ship.

Secondary Purpose: Anti-Installation.

Weight: Not applicable, part of the ship's hull.

Range: 11,000 miles (17,600 km).

Mega-Damage: 1D10x100 M.D. per single blast.

Rate of Fire: Each of the 100 cannons can fire twice per melee round (every 7 seconds).

Payload: Effectively unlimited.

- 3. Retractable Close In-Weapon System (CIWS) Lasers (100):** Arranged in defensive batteries along strategic parts of the ship's hull, these medium-caliber, rapid-fire lasers are the Nupetiet-Vergnitzs' chief anti-mecha weapons.

Primary Purpose: Anti-Mecha and Anti-Fighter.

Secondary Purpose: Anti-Ship.

Weight: Not applicable, part of the ship's hull.

Range: 50 miles (80 km).

Mega-Damage: 3D4x10 M.D. per single blast.

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited.

- 4. Rapid-Fire Torpedo Launchers (60):** Mounted forward along the ventral hull below the bow, these launch tubes fire fast and powerful anti-ship torpedoes. While the torpedoes are fast in a straight line, they are relatively clumsy and are mostly suitable only for anti-capital ship work and sieges on installations.

Primary Purpose: Anti-Ship.

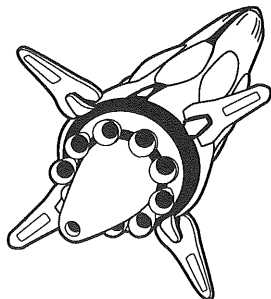
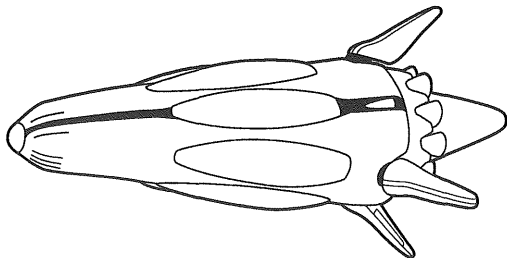
Secondary Purpose: Anti-Installation.

Weight: Not applicable, part of the ship's hull.

Range: Typically 1000 miles (1600 km); treat as long-range missiles.

Mega-Damage: Varies by warhead. Commonly loaded with Heavy Reflex warhead torpedoes inflicting 1D6x100 M.D.

Rate of Fire: Each of the 60 launch tubes can fire one missile per attack, but multiple tubes can fire simultaneously at the same target to create a volley of 2, 4, 8,



16 or 32. Each missile launched counts as one melee attack for that tube.

Payload: Each of the 60 launch tubes holds 10 torpedoes in an armored magazine. The ship carries 2D4x100 additional torpedoes in its cargo as reloads.

5. Anti-Ship Missile Launchers (240):

These retractable, single tube missile launchers round out the Nupetiet-Vergnitzs' armament. They fire short-range, anti-mecha missiles at an incredible rate and give the CIWS an extra anti-armor punch.

Primary Purpose: Anti-Mecha.

Secondary Purpose: Anti-Ship.

Weight: Not applicable, part of the ship's hull.

Range: As per short-range missile; typically 5 miles (8 km).

Mega-Damage: Varies by warhead, typically 2D6x10 M.D. (HEAP).

Rate of Fire: Each of the 240 missile tubes can fire one missile per attack, but multiple tubes can fire simultaneously at the same target to create a volley of 2, 4, 8, 16, 32 or 64 missiles. Each missile launched counts as one melee attack for that tube.

Payload: Each of the 240 launch tubes holds 30 short-range missiles in an armored magazine for a total of 7200 at the ready! The ship carries an additional 72,000 missiles in its cargo as reloads.

6. Ship's Systems of Note: Manual Recall Beam: As a flagship, the Nupetiet-Vergnitzs class vessels have sophisticated command and control capabilities to coordinate the massive fleets and armed forces they lead. Aside from the typical Command and

Control (CC) systems, the ship is also equipped with a *Manual Recall Beam*. When activated, this beam immediately takes over the navigation and helm systems of any ships, fighters and mecha assigned to the flagship's strike group. This gives the Fleet Commander the ability to recall deserters, overzealous ship commanders or mecha and fighter pilots at will. The Recall Beam cannot be overridden or bypassed, all troops being recalled must comply.

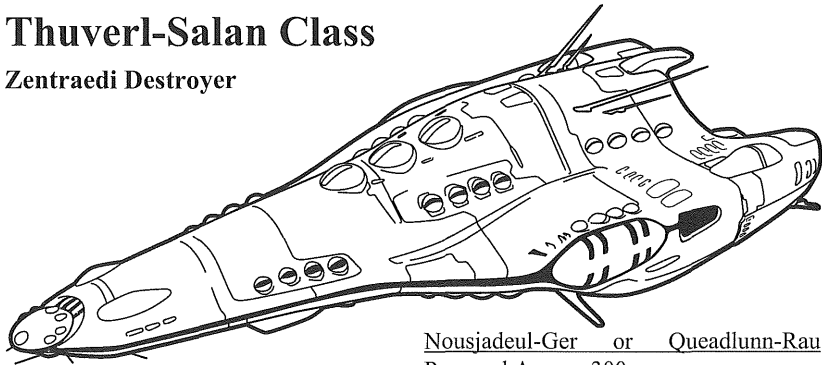
Command and Control Systems:

Nupetiet-Vergnitzs class flagships can broadcast targeting and sensor information collected from mecha and onboard systems to all other capital and sub-capital ships in its battle group, providing the following bonuses: +1 melee attack, +1 on initiative and +2 to strike any sub-capital ship, capital ship or starbase that is engaged by the Nupetiet-Vergnitzs. These bonuses stack with any intrinsic or crew related combat bonuses, but supersede any bonuses granted from outside sources like Queadol Magdomilla command ships. Mecha and aerospace craft can *not* take advantage of the bonuses granted by the Nupetiet-Vergnitzs.

Other Ship's Systems of Note: Tactical life support, salvage bay, repair dock (basic repairs and reloading of ordnance) and minimal automated production facilities for producing ammunition, ordnance and mecha, as well as aerospace fighter and mecha launch and recovery facilities.

Thuverl-Salan Class

Zentraedi Destroyer



The Thuverl-Salan destroyer is one of the most common ship classes in the Zentraedi fleet. Produced by the millions, these fast, versatile ships fill a number of roles in the fleet and have been in service nearly as long as the Nupetiet-Vergnitz class flagships. While classified as a destroyer, the Thuverl-Salan carries exceptionally heavy armament for a ship its size, and is an excellent attack ship as well as an able mecha carrier. **Note:** All the ships of the Zentraedi fleet, and other spacecraft, will be discussed in greater detail in a future supplement dedicated to the starships of *Robotech*®.

Model Type: Thuverl-Salan Class.

UEDF Reporting Name: Zentraedi Destroyer.

Class: Destroyer.

Ship's Complement:

Ship's Crew: 600

Aerospace Pilots: 400

Embarked Naval Infantry: 500

Embarked Mechanized Infantry: 1500

Mecha Complement:

Gnerl Fighter Pods: 250

Regult Battlepods: 1000

Glaug Battlepods: 50

Nousjadeul-Ger or Queadlunn-Rau
Powered Armor: 300

Quel-Quallie Recon Pods: 2

Liewneuatzs Shuttles: 10

Frandler-Tiluvo Reentry Pods: 10

Quel-Gulnau Recovery Pods: 10

M.D.C. by Location:

Interior Bulkheads per 10 feet (3 m)
– 75

Interior Hatches – 100 each

Exterior Hatches – 250 each

Aerospace Fighter Launch Tube
Bays (10) – 450 each

Large Ship Hangar Bay Doors (6) –
600 each

Thruster Array – 18,000

Main Anti-Ship Particle Cannons (3)
– 500 each

Secondary Anti-Ship Particle Can-
nons (24) – 350 each

CIWS Laser Cannons (24) – 250
each

Torpedo Tubes (24) – 200 each

Retractable Missile Launchers (70) –
350 each

* Forward Hull Section (1/3) –
25,000

** Midships Hull Section (1/3) –
25,000

*** Aft Hull Section (1/3) – 30,000

*** Hull per 40 feet (12.2 m) – 75

* Destroying the *forward hull section* takes out the main particle cannons, as well as a full third of the ship's offensive batteries. This severely limits the ship's fighting capabilities.

** Destroying the *midships hull section* wipes out the command deck, the majority of mecha launch facilities (80%), and eliminates all weapons controls, rendering the ship flyable but its weapon systems unable to fire and its troops unable to scramble except in small batches.

*** Destroying the *aft section* of the hull destroys the engines, setting the massive ship adrift in space.

**** Punching holes in the hull causes the damage control system to automatically seal off whatever compartment has been exposed to vacuum. Ships are highly compartmentalized to prevent easy decompression of the whole ship.

Speed:

Atmosphere: Thuverl-Salan destroyers have relatively aerodynamic hulls and can enter and leave gravity wells with little problem. They can hover at heights ranging from 500 feet (152.4 m) to 7,200 feet (2,194 m) and can reach a cruising speed of 600 mph (965 km).

Space: Orbital cruising speed of 18,150 mph (29,200 km or Mach 23.8). Maximum interplanetary speed of approximately 2,795,000 (4,498,000 km) or 0.00417c (1/240th the speed of light) can be attained within 7 days of sustained acceleration (without the use of Hyper-space Fold Drives).

Maximum Range: Limited only by supplies. The ship's Reflex furnace has fuel enough for 100 years, although ship-board expendables are only good for

7-10 years of constant deployment with a standard crew and troop complement. The fold array is good for jumps of up to 140 parsecs, with longer trips requiring multiple folds.

Statistical Data:

Length: 7,546 feet (2,300 m).

Beam: 2887 feet (880 m).

Height: 1,345 feet (410 m).

Weight: 39,500,000 tons armed and provisioned.

Power Source: One capital Reflex furnace powering two, four nozzle capital thruster arrays, numerous vernier thrusters and a Zentraedi capital fold array.

Weapon Systems:

1. Heavy Anti-Ship Particle Cannons

(3): These three massive particle cannons are mounted in retractable turrets on the dorsal hull, forward of the bridge. They give the Thuverl-Salan massive damage capabilities for a ship of its size, and are used mainly against other capital ships, planets and planet-side installations.

Primary Purpose: Anti-Ship.

Secondary Purpose: Anti-Installation/
Anti-Planet.

Weight: Not applicable, part of the ship's hull.

Range: 35,000 miles (56,000 km).

Mega-Damage: 2D10x100 M.D. per single blast.

Rate of Fire: Each of the three cannons can fire once per melee round (every 15 seconds).

Payload: Effectively unlimited.

2. Retractable Anti-Ship Converging

Beam Cannons (24): Lining the port and starboard ventral hull in banks of four cannons, these big guns are the

secondary weapon system of the Thuverl-Salan. They are commonly used against sub-capital ships and to knockout external systems on space stations.

Primary Purpose: Anti-Ship.

Secondary Purpose: Anti-Installation.

Weight: Not applicable, part of the ship's hull.

Range: 11,000 miles (17,600 km).

Mega-Damage: 1D10x100 M.D. per single blast.

Rate of Fire: Each of the 24 cannons can fire twice per melee round (every 7 seconds).

Payload: Effectively unlimited.

3. Retractable Close-In Weapon System (CIWS) Lasers (24): These medium-caliber, rapid-fire lasers are the destroyer's chief anti-mecha weapons.

Primary Purpose: Anti-Mecha and Anti-Fighter.

Secondary Purpose: Anti-Ship.

Weight: Not applicable, part of the ship's hull.

Range: 50 miles (80 km).

Mega-Damage: 3D4x10 M.D. per single blast.

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited.

4. Rapid-Fire Torpedo Launchers (22):

Mounted forward along the ventral hull below the bow, these launch tubes fire fast and powerful anti-ship torpedoes. While the torpedoes are fast in a straight line, they are relatively clumsy and are mostly suitable only for anti-capital ship work and sieges on installations.

Primary Purpose: Anti-Ship.

Secondary Purpose: Anti-Installation.

Weight: Not applicable, part of the ship's hull.

Range: Typically 1000 miles (1600 km); treat as long-range missiles.

Mega-Damage: Varies by warhead. Commonly loaded with Heavy Reflex torpedoes inflicting 1D6x100 M.D.

Rate of Fire: Each of the 22 launch tubes can fire one missile per attack, but multiple tubes can fire simultaneously at the same target to create a volley of 2, 4, 8, or 16. Each missile launched counts as one melee attack for that tube.

Payload: Each of the 22 launch tubes holds 10 torpedoes in an armored magazine for a total of 220. The ship carries 1D6x100+20 additional torpedoes in its cargo as reloads.

5. Anti-Ship Missile Launchers (70):

These retractable, single tube missile launchers round out the Thuverl-Salan's armament. They fire short-range, anti-mecha missiles at an incredible rate and give the CIWS an extra anti-armor punch.

Primary Purpose: Anti-Mecha and Anti-Fighter.

Secondary Purpose: Anti-Ship.

Weight: Not applicable, part of the ship's hull.

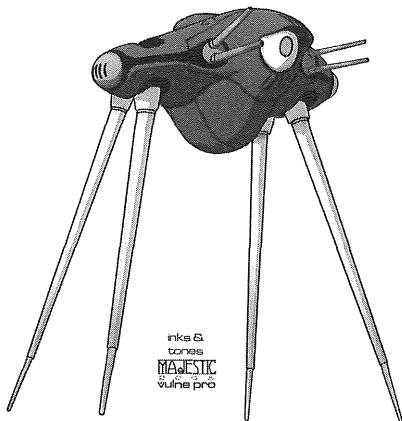
Range: As per short-range missile; typically 5 miles (8 km).

Mega-Damage: Varies by warhead, typically 2D6x10 M.D. (HEAP).

Rate of Fire: Each of the 70 missile tubes can fire one missile per attack, but multiple tubes can fire simultaneously at the same target to create a volley of 2, 4, 8, 16, or 32 missiles. Each missile launched counts as one melee attack for that tube.

Payload: Each of the 70 launch tubes holds 30 short-range missiles in an armored magazine for a total of 2,100 at the ready! The ship carries an additional 21,000 missiles in its cargo as reloads.

6. Ship's Systems of Note: Tactical life support and minimal automated production facilities for producing ammunition and ordnance, as well as aerospace fighter and mecha launch and recovery facilities.



Quel-Quallie “Cyclops” Class

Zentraedi Reconnaissance Pod

The Quel-Quallie, or “Cyclops,” as the UEDF calls it, is a powerful, multi-purpose combat support and control ship used by Zentraedi fleets. Operated by a specially trained three-man crew, this ship can fill theater AWACS, force reconnaissance and electronic attack roles. The Quel-Quallie can function in space, as a transatmospheric scout vehicle and even operate underwater, and it is one of the fastest non-combat ships operated by the Zentraedi. The highly regarded vessel can carry either a

long-range reconnaissance drone or an infantry reconnaissance squad for intelligence gathering and additional “eye-in-the-field” intelligence gathering/scouting. **Note:** All the ships of the Zentraedi fleet, and other spacecraft, will be discussed in greater detail in a future supplement dedicated to the starships of *Robotech®*.

Model Type: Quel-Quallie.

UEDF Reporting Name: Cyclops/Zentraedi Reconnaissance Pod.

Class: Advanced Early Warning and Medium-Range Reconnaissance Craft.

Crew: Three.

M.D.C. by Location:

* Dorsal Retractable Radome – 250

** Ventral Retractable Sensor Cluster – 200

Main Sensor Eye – 350

Landing Legs (4) – 200 each

Rear Thrusters (2) – 350 each

Ventral Hatch – 300

Particle Cannon Turrets (2) – 125 each

Missile Launchers (2) – 200 each

Reinforced Crew Compartment – 450

*** Main Body – 1,600

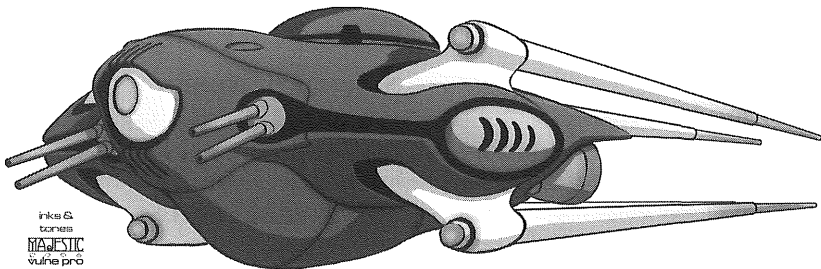
* Destroying the radome eliminates all AWACS capabilities.

** Destroying the ventral sensor cluster eliminates the advanced reconnaissance suite.

*** Destroying the main body renders the ship inoperable, setting it adrift in space or crashing to the ground in an atmosphere.

Speed:

Atmosphere: Through use of its gravity control pods, the Quel-Quallie can hover from ground level to 4,000 feet (1,220



m). It can cruise in Earth's atmosphere at 1,600 mph (2,575 km or Mach 2.1) and can reach necessary velocity to escape a planet's gravity well.

Space: The shuttle can muster a maximum speed of 26,870 mph (43,245 km or Mach 35.3).

Underwater: 30 mph (48 km) or 34.5 knots. Operating underwater is noisy and the ship can be heard via sonar for hundreds of nautical miles.

Walking: The Quel-Quallie can manage a wobbly 40 mph (65 km) walking on its landing legs. Pilots usually rely on the ship's gravity control generators for close ground missions.

Maximum Range: Limited only by supplies. The ship's small Reflex furnaces can carry fuel for up to 24 months of normal operation, although shipboard expendables are only good for 30 days of constant deployment with a standard crew and troop complement. Quel-Quallies have no fold generators and are not fold capable.

Statistical Data:

Length: 278.5 feet (84.9 m) hull only. 415.6 feet (126.7 m) with landing legs swept aft.

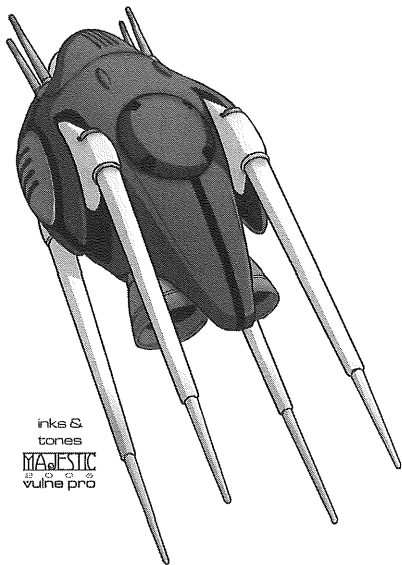
Beam: 190 feet (57.8 m).

Height: 110 feet (33.5 m) hull only. The landing legs add an additional 137 feet (41.7 m).

Weight: 2,288 tons armed and provisioned.

Cargo: The cargo hold can be configured to carry either a sensor drone (25 M.D.) or a squad of six Zentraedi Mechanized Infantrymen in Nousjadeul-Ger powered armor for advanced ground reconnaissance.

Power System: Two miniaturized Reflex furnaces powering two sub-capital fusion turbines, numerous vernier thrusters



and four miniaturized gravity control generators.

Weapon Systems:

1. Double-Barreled Particle Cannon Turrets (2): Mounted in ball turrets on either side of the main sensor eye, these heavy caliber particle cannons give the Quel-Quallie respectable offensive capabilities. The turrets can be fired singly or together at the same target, and each has a 90 degree horizontal and 180 degree vertical firing arc.

Primary Purpose: Anti-Ship.

Secondary Purpose: Anti-Mecha.

Weight: Not applicable, part of the ship's hull.

Range: 5 miles (8 km).

Mega-Damage: 1D10x10 M.D. (or 2D4x10+12 M.D.) per turret. Both turrets can be fired simultaneously at the same target for x2 damage.

Rate of Fire: Each single or fire-linked burst takes one melee attack.

Payload: Effectively unlimited.

2. Anti-Mecha Missile Launchers (12):

Twelve short-range missile launchers, six on each flank. They fire standard Zentraedi anti-mecha missiles and allow the Quel-Quallie to keep enemy mecha at bay.

Primary Purpose: Anti-Mecha.

Secondary Purpose: Anti-Ship.

Weight: Not applicable, part of the ship's hull.

Range: Typically 5 miles (8 km).

Mega-Damage: Varies by warhead, but is typically 2D4x10 M.D. (Fragmentation) or 2D6x10 M.D. (HEAP).

Rate of Fire: Singly or in volleys of 2, 4, 6, or 12.

Payload: Twelve missiles at the ready

Systems of Note:

1. Standard Ship's Sensors: Quel-Quallies have the same standard avionics loadout as the *Gnerl Fighter Pod*.

2. Standard Ship's Systems: Tactical life support, two escape pods for crew/embarked infantry, IFF and Command/Control computers.

3. Theater Advanced Warning and Control System (TAWACS): The Quel-Quallie is packed with powerful radar and command and control equipment. The main component is the high-output radar mounted in the dorsal retractable radome. The radar has a 360 degree field of coverage and can track up to 700 targets at a maximum of 650 miles (1,040 km) through dense, hostile EWAR environments, heavy radar clutter and even at low altitudes. The computers and operators on board can transmit this data to all friendly military forces operating in theater via a direct data link, up to 1,500 miles (2,400 km), and can provide real time information on the movements of enemy aircraft, vehicles and ships.

These ships also fill an *airborne command and control role* within the combat theater. Using their sensors, radar and data links, Theater Scouts can transmit targeting information and sensor telemetry to friendly mecha and aero-spacecraft in theater up to a range of 1,500 miles (2,400 km). Sub-capital and capital ships can not take advantage of the bonuses from the Quel-Quallie. All Zentraedi mecha and aero-spacecraft within range enjoy the following bonuses: +1 melee attack, +1 to initiative, +2 to strike and +3 to dodge when linked to the Quel-Quallie's C3 computers.

4. Advanced Reconnaissance Suite:

The ventral retractable sensor cluster is loaded with numerous digital video and still cameras as well as devices for intercepting and decrypting radio and television transmissions. The camera suite has passive nightvision, thermal imaging, infrared, telescopic and other optics, and can read a street sign or license plate from 80,000 feet (24,384 m). The suite can store up to 96 hours of video and audio footage and/or thousands of high-resolution still images. The Electronic Intelligence Suite (EIS) consists of a high-powered radio and satellite receiver mated to a powerful computer loaded with decryption software. The decryption software gives the pilot +10% to his Cryptography skill.

Bonuses: +1 to dodge, +15% to all *Sensory Equipment*, *Electronic Countermeasures* and *Advanced Electronic Warfare* skill rolls.



Liewneuatzs Class

Zentraedi Shuttle Pod

This is the standard Zentraedi shuttle found aboard all sub-capital and capital ships, as well as on military bases and space stations throughout the Zentraedi sphere of military influence. They are hardy, transatmospheric shuttles that can carry passengers or cargo depending on the configuration of their cargo hold. **Note:** All the ships of the Zentraedi

fleet, and other spacecraft, will be discussed in greater detail in a future supplement dedicated to the starships of *Robotech*®.

Model Type: Liewneuatzs.

UEDF Reporting Name: Zentraedi Shuttle Pod.

Class: Short-Range Personnel and Logistics Shuttle Craft.

Crew: One pilot, one co-pilot and two flight crew for a total of four.

M.D.C. by Location:

Canopy – 120

Boarding Hatch – 150

Engines (4) – 85 each

*Main Body – 250

*Destroying the main body renders the ship useless.

Speed:

Atmosphere: Through the use of its gravity control generators, the shuttle can hover from ground level up to an altitude of 2,800 feet (853 m). It can cruise in Earth's atmosphere at 2,285 mph (3,675 km or Mach 3.0) and can reach necessary velocity to enter orbit.

Space: The shuttle can muster a maximum speed of 9,285 mph (14,945 km or Mach 12.2).

Maximum Range: Liewneuatzs shuttles are poorly suited to roles beyond inter-system and transatmospheric transport and logistics. The shuttle carries enough expendables for thirty-six hours of deployment with a full crew and passengers. Liewneuatzs shuttles have no fold generators and are not fold capable.

Statistical Data:

Length: 335 feet (102.1 m).

Beam: 110.2 feet (33.6 m).

Height: 170 feet (51.8 m).

Weight: 380 tons.

Cargo: 20 full size Zentraedi passengers or 200 tons of cargo.

Power Source: One miniaturized Proctoculture reactor powering four pulse detonation thrusters, numerous vernier thrusters and two gravity control generators.

Weapon Systems: None.

Equipment of Note: Tactical life support, navigation computers.

Frandler-Tiluvo Class

Zentraedi Reentry Pod

The Frandler-Tiluvo, or *Reentry Pod*, is a saucer-shaped, heavy-duty, high-speed, transatmospheric landing craft used by the Zentraedi to deploy infantry, mechanized infantry and armored cavalry platoons to planet-side combat theaters. A very simple ship, the Reentry Pod is lightly armored and incredibly

fast, if not particularly agile. This massive troop carrier can haul soldiers, mecha or materiel depending on its internal configuration, and can be easily exited or unloaded through its huge cargo hatch. **Note:** All the ships of the Zentraedi fleet, and other spacecraft, will be discussed in greater detail in a future supplement dedicated to the starships of *Robotech®*.

Model Type: Frandler-Tiluvo.

UEDF Reporting Name: Zentraedi Reentry Pod.

Class: Heavy Landing Craft/Troop Insertion and Extraction Vehicle.

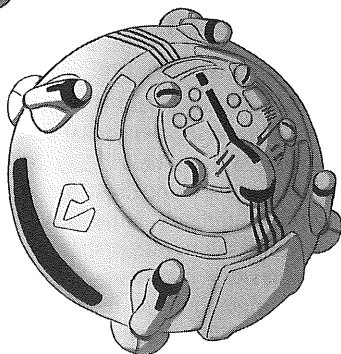
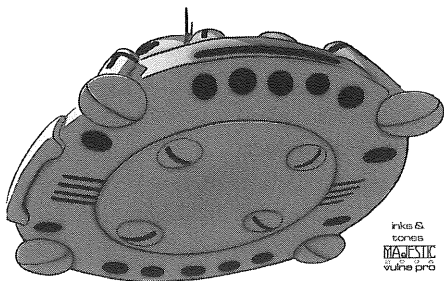
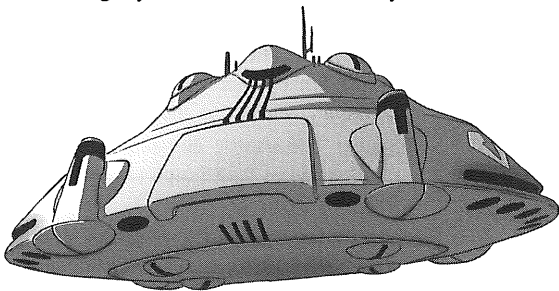
Crew: One pilot, one co-pilot and six flight crew for a total of eight.

M.D.C. by Location:

Flight Deck Bubble – 120

Retractable Landing Struts (4) – 100 each

Landing Feet (4) – 75 each



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Cargo Door/Ramp – 150

* Main Body – 350

* Destroying the main body renders the ship useless.

Speed:

Atmosphere: Through the use of its gravity control generators, the reentry pod can hover from ground level up to an altitude of 4,000 feet (1,220 m). It can reach necessary velocity to enter orbit.

Space: The Frandlar-Tiluvo can muster a maximum speed of 10,810 mph (17,395 km or Mach 14.2).

Maximum Range: Frandlar-Tiluvo landing craft are designed solely to transport mecha to and from planetary combat theaters, and as such carry very limited supplies. Onboard consumables are limited to 36 hours. Frandlar-Tiluvo craft have no fold generators and are not fold capable.

Statistical Data:

Diameter: 360.8 feet (110 m).

Height: 141.4 feet (43.1 m).

Weight: 2,800 tons fueled and provisioned.

Cargo: 20 fully armed Zentraedi Standard Infantry Squads (160 Zentraedi in light or heavy body armor; 8 soldiers per squad), 90 Mechanized troops (Male or Female Power Armor), or 80 mixed Armored Cavalry *mecha* (Regult and Glaug).

Power Source: One miniaturized Proctoculture reactor powering four pulse detonation thrusters, numerous vernier thrusters and two gravity control generators.

Weapon Systems: None.

Equipment of Note: Tactical life support, navigation computers, chaff and flare dispensers.

Quel-Gulnau Class

Zentraedi Recovery Pod

Resembling a smaller version of the Quel-Quallie reconnaissance craft, the Recovery Pod is a small, common *utility ship* carried aboard every Zentraedi capital, sub-capital ship and Robotech Factory in the fleet. It has powerful engines, four manipulator arms and two cargo spikes used for spearing mecha, ships, and salvage, and towing it back to its ship or base of operations. **Note:** The Recovery Pod, along with the rest of the Zentraedi fleet and other spacecraft, will be discussed in greater detail in a future supplement dedicated to all the starships of *Robotech*®.

Model Type: Quel-Gulnau.

UEDF Reporting Name: Zentraedi Recovery Pod.

Class: Salvage and recovery craft.

Crew: One.

M.D.C. by Location:

Sensor Eye – 35

Small Retractable Manipulator Arms
(2) – 25 each

Heavy Manipulator Upper Arms (2)
– 35 each

Heavy Manipulator Forearms (2) –
70 each

Heavy Manipulator Hands (2) – 25
each

Towing Spikes (2) – 75 each

* Main Thruster – 70

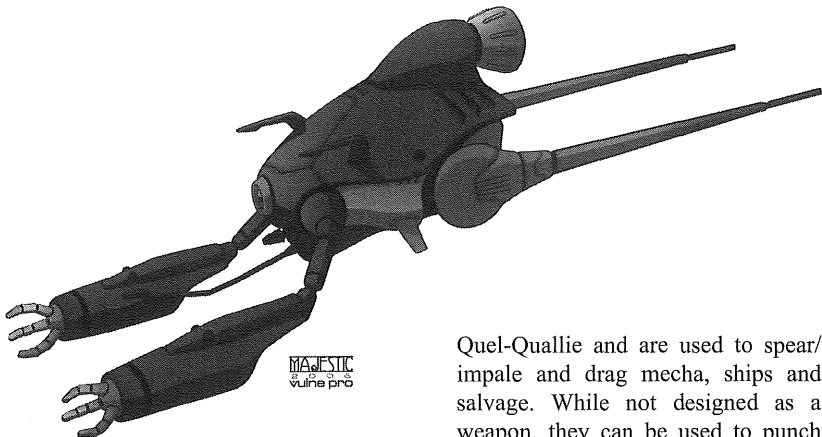
Secondary Thrusters (2) – 40 each

** Main Body – 212

* Destroying the main thruster reduces the ship's speed by 3/4.

** Destroying the main body renders the ship useless.

Speed:



Atmosphere: The Quel-Gulnau can cruise in Earth's atmosphere at 685 mph (1,100 km or Mach 0.9) but is unable to escape a gravity well or reach orbit on its own.

Space: 6,850 mph (11,025 km or Mach 9.0).

Maximum Range: The Recovery Pod is suitable only for intra-system salvage and retrieval, and its consumables are only good for 24 hours. The ship has no fold generators and is not fold capable.

Statistical Data:

Length: 121.3 feet (36.9 m) with arms forward and towing spikes swept back.

Beam: 57.6 feet (17.56 m).

Height: 34.4 feet (10.5 m).

Weight: 60 tons.

Cargo: The Recovery Pod can tow mecha up to 100 tons and ships up to 1,200 tons at reduced velocity.

Power System: One miniaturized Reflex furnace powering one sub-capital thruster, two pulse detonation thrusters and numerous vernier thrusters.

Weapon Systems:

- Retractable Towing Spikes (2):** These spikes resemble the legs of the

Quel-Quallie and are used to spear/impale and drag mecha, ships and salvage. While not designed as a weapon, they can be used to punch holes in the hulls of mecha and small ships to vent atmosphere or disable external systems.

Primary Purpose: Towing and Salvage.

Secondary Purpose: Sabotage and Close Combat.

Weight: Not applicable, part of the ship's hull.

Range: Close combat.

Mega-Damage: 5D6 M.D. for one spike. Double damage for both.

Rate of Fire: Spearing counts as one melee attack.

Payload: Not applicable.

- Hand to Hand Combat:** While not designed as a combat vessel, the heavy manipulator arms are strong and can easily tear mecha apart, pull ship hatches open and engage in hand to hand combat.

Restrained Punch/Forearm: 1D6 M.D.

Full-Strength Punch: 3D6 M.D.

Power Punch: 1D6x10 M.D.

Tear/Pry/Crush With Hands: 6D6 M.D.

Equipment of Note: Tactical life support, navigation computers, thermal imaging.

The Zentraedi

- *And you shall know us by the trail of the dead.*

The history of the Zentraedi is a long and bloody one. They are a people bred for one thing — waging war. As the Tirolian race began to expand their domain across the galaxy, an ideopolitical group known as the Robotech Masters rose to power. The Tirolians knew that they would need a powerful and frightening military force to conquer and keep other worlds under their control, and the Robotech Masters held the key to the technology that would make this possible. They took clone samples of their own race, the Tirolians, and reprogrammed their genetic code to make them stronger, faster, more aggressive and more malleable. These new clones were tested by the Masters through a set of field tests that included armed and unarmed combat, tactical movement on land and in space, and use of ships and mecha. The Masters were suitably impressed with the new clones, and ordered them into production while they set about designing the war machines that they would need.

Biologically, the Zentraedi reflect the Tirolians in whose image they were made. However, their genetic makeup was constantly meddled with over the centuries in order to hone the race for interplanetary warfare. First and foremost, they were grown to gigantic proportions. Strength, agility and speed were conditioned and improved upon through gen-

erations of cloning. Despite all of these radical changes, the Zentraedi race is still genetically compatible with Tirolians.

The Zentraedi do not reproduce biologically, as the sexes are strictly segregated and all forms of natural attraction are suppressed. Female and Male Zentraedi are conditioned to distrust and dislike one another.

Female Zentraedi, conditioned by the Masters to be smarter and quicker than the males, are strictly conditioned to be *officers* and *High Command* as their intelligence is considered wasted on the lower caste work. This generally makes females cold and arrogant, and gives them a tendency to look down on their male counterparts.

Male Zentraedi, consequently, dislike the females and prefer to stay away from them to revel in their brute force work. The only exception to this is within the female fleets and battle groups, where males are assigned to menial tasks aboard ships such as materials recycling and flight deck duties, as this kind of work is considered beneath the females. This segregation of the sexes is seen as another way of controlling the Zentraedi by prohibiting them from forming deep and complex relationships.

Being clones, and clones that were designed to be *programmable*, Zentraedi have a slightly unstable genetic makeup. This allows the Masters to program skills and knowledge directly into their warriors brains, and also has an added bonus of allowing them to be reduced or “micronized.”

Micronization reduces a Zentraedi to human size and reduces their strength and endurance to human levels, but allows them to blend in with smaller “micronian” races to perform observa-

tion and espionage. Micronization is a physically and psychologically disorienting process. For hours after the process is completed, the *micronized Zentraedi* are physically clumsy and their thought processes are a bit fuzzy as they adapt to their new bodies. This is a frightening and often traumatic process for a giant Zentraedi to go through, and as a result, only a few will ever submit to it.

The Masters knew they would need a way to control their new warrior race, and to that end they have manipulated them psychologically and culturally to be totally dependent on the Masters. Zentraedi have no culture to speak of, and live by military etiquette, law and rules. They are kept isolated from emotional attachment and discouraged from artistic expression via social programming. This conditioning creates an aversion for music, art and creative expression and propagates physical violence and aggression.

Zentraedi are arranged in two major castes, a *High Command caste* and a *Warrior caste*. Within these castes are six very rigidly enforced castes. **The Overlord**, a rare, supreme leader of the Zentraedi military machine; **High Lords**, who command massive fleets spread throughout the universe; and **Warlords**, who act as field generals and admirals commanding battle groups within the fleets, make up the High Command caste.

The Warrior Caste is made up of the **Warrior Elite** who pilot fighters and mecha and can also function as commandos and spies; **Auxiliary Specialists** who serve as the ship's crew and other technical roles; and the **Warrior Infantry**, the foot soldiers and grunts who are little more than organic automatons

primed for battle. The castes have only a working relationship, and a mildly competitive and antagonistic one at that, as they are unable to form deeper and more complex relationships with each other. This is part of their genetic coding and physical design where the "alpha males" are bigger, stronger and smarter than the caste beneath them, and the lesser castes are submissive to their superiors not unlike the pecking order of a wolf pack. This is reinforced by the military structure as well as indoctrination and constant brainwashing by the Masters as a safety mechanism to keep the Zentraedi warriors in line and obedient.

Most Zentraedi have few technical skills to speak of. All of their needs are provided to them by the Masters and a network of automated factories. Thus, the average Zentraedi is unable to perform even the simplest maintenance or repair tasks. Only those castes bred for this kind of work, with an M.O.S. such as the *Salvage Specialist*, have any kind of technical skills, and even then they are rudimentary at best. This has engendered a heavy dependence on the Masters, as well as a "disposable culture" among the Zentraedi themselves. When everything from ships to mecha to even your own squad-mates can be *mass produced* for nearly nothing (they are clones, after all, and life is cheap in the Zentraedi culture), *everything* loses its value. When a machine is too old or damaged to work correctly anymore, get a new one. A ship's life support or gravity goes bad in a certain compartment? Seal it up and ignore it or take it to an automated Robotech Factory for repairs. Lose a mechanized division? Decant another division – there are ten thousand more Warrior Infantrymen (clones) in

the hold. This has served to devalue even Zentraedi lives, and has created within the Zentraedi a short-sighted and wasteful society of warriors.

This sort of waste is most obvious among planet-bound Zentraedi forces and those stationed aboard factories and space stations. Strangely enough, while everything is disposable, ship-borne Zentraedi recognize the value of salvage to feed the production facilities aboard their capital ships. *Salvage* and *Recycling Specialists* recover everything from destroyed mecha to dead Zentraedi and process them into different recycling machines to be broken down into their base elements for the production of more ammunition, Battlepods and clones. This strange dichotomy is seen as natural to ship life, and is quickly discarded by a Zentraedi who is transferred to a more static assignment.

The Zentraedi High Command lives in constant fear of being contaminated by the cultures and emotions of lesser and weaker alien races. The effects of a sufficiently strong psychological and emotional attack can be seen in the events of the **First Robotech War**, where the Zentraedi fleet, operating under a High Lord such as General Breetai, was fractured and driven into rebellion after their exposure to *human culture*. Despite Overlord Dolza's opinion that the humans held the secret to Protocolure, it was this fear of contamination that led him to commit his entire fleet to the destruction of Earth and the human race over the objections of his trusted subordinate Breetai. Dolza's greatest fears were realized when Breetai turned against him by joining forces with the United Earth Defense Forces and used his own sizeable fleet to help defend the

humans from the rest of the Zentraedi. This treasonous act by a trusted and powerful High Lord shook the Zentraedi military structure to its root, and brought the Earth to the attention of the *Robotech Masters*.

The Zentraedi survivors of the cataclysmic battle for Earth have made gradual attempts to assimilate into human society. Both *micronized* and *full-sized Zentraedi* laid down their weapons to become civilians, with mixed results.

Without their rigidly enforced castes, military lifestyle and constant indoctrination and brainwashing, many Zentraedi find themselves confused and adrift on an alien world. Higher castes such as Specialists, Aerospace Pilots and even a few Warlords have found it easier to assimilate, learn new skills and turn their knowledge and skills to more productive and peaceful tasks. However, the Warrior Infantry, the lowest and least developed caste, have found the transition extremely difficult. Their genetic programming makes them highly aggressive and warlike, and their conditioning, skills and military orientation makes them suitable only for war and the most menial tasks. These warriors are easily frustrated and prone to violent outbursts. Many have become malcontent rebels, taking up with rebellious Warlords like Khyron to raid human settlements and military bases.

There is still much resentment and bigotry felt by the surviving humans toward the Zentraedi. Lingering distrust and hatred fuel hate crimes and riots, and drive even more Zentraedi to give up their assimilation and return to a life of war and violence. In the end, the Zentraedi on Earth have a difficult road ahead of them. The strongest will perse-

vere and find some measure of peace and co-existence on this strange planet of humans. The weak, the bitter and the violent will return to their warrior ways and become rebels, hunted by humans and assimilated Zentraedi alike. Ultimately, these rebels will meet the same end as generations of their race, to die and be forgotten on the vast fields of war.

Playing a Zentraedi Character

Zentraedi as player characters have the potential of being both very exciting and very compelling. The potential for adventure is unlimited, and the possibilities are endless. A player can play either a regular-sized Zentraedi or one who has gone through the micronization process. That character can be a Warlord who once commanded (and perhaps still commands) tens of thousands of ships and troops, or a lone soldier struggling to find his place in human society. Playing Zentraedi can be a great challenge, but the rewards are worth the cost.

Full-sized Zentraedi characters are created using the R.C.C.s listed below.

Each R.C.C. represents a different genetic caste, and comes with the necessary skills and M.O.S. packages (pick one) to make a character that is well rounded and ready to play.

Note Regarding Zentraedi Physical Strength: Due to their immense size and the density of their musculoskeletal system, Zentraedi are incredibly strong. All Zentraedi were bred for strength and the ability to work in gravity that's an equivalent to ten times that of Earth. In game terms, that means that a *full-sized Zentraedi* can lift, carry and throw *600x*

their P.S. attribute number in pounds and *deadlift 1000x their P.S. number* for thirty seconds per point of P.E. For Example: A Zentraedi that has a P.S. of 50 can pick up and throw 30,000 pounds (13,500 kg) or 15 tons, or the weight of a Valkyrie! The same Zentraedi, with a P.E. of 32, could deadlift 50,000 pounds (22,500 kg) as high as his waist for a total of 16 minutes.

Mega-Damage Hand to Hand:

Zentraedi also do incredible damage in unarmed hand to hand combat. Use the Robotic Strength Damage Table found on pages 204 and 205 of **Robotech®: The Shadow Chronicles® RPG** “manga” edition (page 141 in the “hardcover” edition) and *multiply all damages by two*. This is why Breetai is able to pick up Rick Hunter's Valkyrie, pitch it across a compartment, then pull it apart with his bare hands!

Note Regarding Zentraedi and

Physical Skills: At their giant size, Zentraedi are natural *Mega-Damage beings*. Physical skills grant attribute and combat bonuses as usual, but any bonus *S.D.C.* is converted to bonus *M.D.C.* *point per point*. This means that a skill that grants, say, an additional 3D6 *S.D.C.* would grant the full-sized Zentraedi 3D6 additional *M.D.C.* The bonuses are not applied again if and when the Zentraedi is micronized, as this is already accounted for in the micronization conversion described below.

Micronized Zentraedi

Playing a Micronized Zentraedi character is just as easy. Roll your character up as a full-sized Zentraedi R.C.C., then adjust accordingly for the micronization process as follows:

Micronized Zentraedi see their *P.S.* reduced by half, but that P.S. is considered *Augmented* instead of normal human strength.

P.E. attribute is reduced by half, and any abilities or saving throws related to the P.E. attribute are adjusted accordingly.

M.D.C. is changed to S.D.C. and Hit Points, with S.D.C. being equal to one third (33%) of the Zentraedi's M.D.C., and the remaining two-thirds (66%) becoming the Zentraedi's Hit Points.

Physical size when micronized for a High Lord is 6 feet (1.8 m) +4D6 inches (11 to 61 cm), and Warlord through Infantry Warrior is 5 feet (1.5 m) +3D6 inches (8 to 46 cm). An Overlord would NEVER submit to being micronized.

Zentraedi Common Skills

All Zentraedi have the following skills:

Barter

Computer Operation

Language: Zentraedi

Literacy: Zentraedi

Mathematics: Basic

Zentraedi R.C.C.s

Overlord (not available to players)

High Lord (not available to players)

Warlord

Warrior Elite

Auxiliary Specialist

Infantry Warrior

Note: "R.C.C." stands for *Racial Character Class*. Zentraedi are geneti-

cally designed, cloned and programmed like robots made of flesh and blood. As such, their range of attributes, skills and abilities are very consistent and limited to military applications.

Zentraedi Overlord R.C.C.

Non-Player

Character (NPC) Only

Lacking any gods of their own, the Robotech Masters have taken the position of "Creator" and "Benevolent Father" figure in the minds and hearts of the Zentraedi. To them, the Masters are omnipotent, all seeing, capricious givers and takers of life, and their agent or taskmaster among the Zentraedi is the powerful *Overlord*, a giant and godlike figure.

The Overlord is the highest Zentraedi caste, and the top of the chain of command. The Overlord is dangerously intelligent and is the ultimate military leader for the ultimate military force. The Overlord commands millions of ships and hundreds of millions of warriors from a planet-sized mobile command base. The Overlord sits on a council with several High Lords that weighs the strategic needs of the combined fleets as well as the wishes of the Masters. The Overlord reports directly to Tirol, and disseminates the Masters' orders to the Zentraedi fleets through the loyal High Lords.

The Overlord is the physically largest and most intelligent of the Zentraedi. Incredibly tall and strong with a stern face and furrowed brow, the Overlord's mere presence can cow even the boldest High Lord or Warlord, and send the lower castes into fits of panic. The Overlord is

the least inhibited, both psychologically and emotionally, and has the greatest depth of knowledge and self-awareness of any Zentraedi. The Overlord's mystery, power and close ties to the Masters elevate him to the status of *demigod* in the eyes of the lower Zentraedi castes, a role which he is all too happy to fill.

Note: The Overlord is extremely powerful and unique. His mere presence would be unbalancing in a game, therefore he is only to be used as a Non-Player Character (NPC).

Male: I.Q. 22+1D8, M.E. 18+1D4, M.A. 22+2D4, P.S. 48+2D6, P.P. 16+1D6, P.E. 48+1D6, P.B. 10+1D4, Spd 12+1D6.

Female: I.Q. 22+1D8, M.E. 18+1D4, M.A. 20+1D8, P.S. 40+1D4, P.P. 18+1D6, P.E. 40+1D4, P.B. 15+1D6, Spd 16+1D4.

M.D.C.: 2D6x100

Height: 55-62 feet (16.8 to 18.9 m) tall.

Weight: 18-26 tons.

Natural Abilities: *Vacuum resistance:*

The Overlord can withstand being exposed to the vacuum of space for a number of minutes equal to their P.E. with no lasting ill effects.

Horror/Awe Factor of 15: Tend to either invoke intense feelings of awe/inspiration (at least to Zentraedi troops) or fear/intimidation (to most other people and Zentraedi being reprimanded) whenever they speak or threaten.

R.C.C. Bonuses: +1 attack per melee round, +4 on Perception Rolls, +2 on initiative, +2 to strike (hand to hand), +4 to pull punch, and +1 to strike with any long-range weapon, including those built into mecha.

Common Skills: All (+20%).

R.C.C. Skills:

Communications: Pick four of choice, each is at 85%.

Espionage: Pick six of choice, each is at 85%.

Leadership

Lore: Invid 90%

Lore: Robotech Masters 40%

Lore: Zentraedi 75%

Military Etiquette 98%

Military History 95%

Military Tactics 95%

Military (other): Pick six of choice, each is at 90%.

Pilot: Pick four of choice, each is at 75%.

Radio: Basic 98%

Space Survival 98%

Technical: Pick five of choice, each is at 75%.

Theater Warfare: Two of choice, each is at 92%.

Zero Gravity Combat

W.P. Six of choice (equal to 10th level).

Hand to Hand: Expert

Note: All R.C.C. skills are fixed as the Overlord is created knowing everything he needs to know. They do not select an M.O.S.

R.C.C. Related Skills: None. The Zentraedi Overlord is created knowing all the skills he needs, and does not advance in experience.

Secondary Skills: None, as the Overlord has no time or inclination to develop any hobbies or secondary fields of interest.

Standard Equipment: Dress uniform, ceremonial robes of office, working

uniform, light or heavy ceremonial armor.

Equipment Available on Assignment:

The Overlord has access to any and all armor, weapons, ships and mecha used by the Zentraedi.

Monthly Wages: Zentraedi are not paid a wage other than food, commendations and uniforms.

Personal Savings: The Overlord is the wealthiest Zentraedi, and his collection of trophies, medals and commendations is astounding.

Zentraedi

High Lord R.C.C.

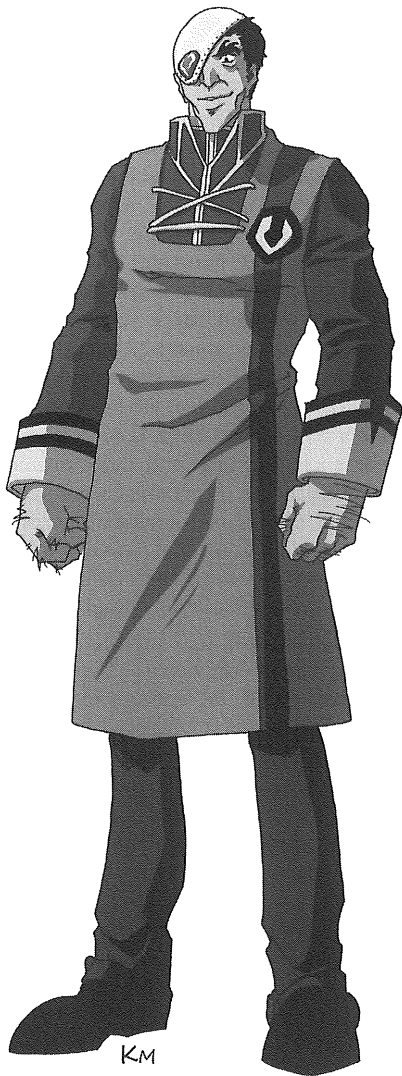
Non-Player

Character (NPC) Only

High Lords are the second highest of the Zentraedi castes, and the most visible of the High Command castes. Where the reclusive Overlord could be considered the Secretary of Defense for the Masters and their huge empire, *High Lords* are the ranking generals and admirals of the Zentraedi military forces.

Each High Lord commands a massive fleet of aerospace and ground forces from the bridge of a massive Nupetiet-Vergnitzs command ship. With the help of his Archivist, the High Lord controls hundreds of Warlords, tens of thousands of warships, and hundreds of thousands of troops. They operate the various battle groups within the Overlord's fleet, doling out orders and commendations to their Warlords and answering directly to the Overlord.

High Lords are every bit as intelligent and cunning as an adult human, but like the rest of their race they are emotionally stunted and unable to form emo-



tionally complex relationships. As a High Command caste, they enjoy a greater level of freedom than the lower castes, and as such are programmed for independent thought and initiative. This allows them to better assess the changes

in a theater of war and react to them more quickly than, say, a Warlord.

Physically, High Lords are bigger and harder than the lower castes. They average 43-52 feet (13.1 and 15.8 m) tall and are generally broad-shouldered and longer limbed than their subordinates. They are extremely strong, capable of picking up and throwing even giant-sized mecha, as well as withstanding exposure to vacuum for a limited time. There are usually around 27 High Lords operating in the fleet at all times. In the event one is ever killed, the Masters can have a replacement High Lord decanted from a cloning tank and indoctrinated within 48 hours. Programmed with the collected tactical and strategic memory of all the High Lords that have come before, a newly prepared High Lord is then ready to command a battle group.

Note: High Lords are extremely powerful and unique individuals. Their mere presence would be unbalancing in a game, therefore it is suggested that they only be used as NPCs.

Male: I.Q. 14+1D8, M.E. 16+1D4, M.A. 12+1D8, P.S. 45+1D8, P.P. 16+1D4, P.E. 40+1D6, P.B. 10+1D4, Spd 12+1D6.

Female: I.Q. 16+1D8, M.E. 18+1D4, M.A. 15+1D6, P.S. 40+1D6, P.P. 18+1D6, P.E. 45+1D6, P.B. 16+1D6, Spd 16+1D4.

M.D.C.: P.E. plus an additional 4D6 M.D.C. per level of experience.

Experience Level: 2D4+4 or as set by the Game Master for NPCs. If allowed as a Player Character (G.M.'s discretion), start at level 1D4. A High Lord uses the *Military Specialist O.C.C. (Command Officer)* experience table.

Height: 43-52 feet (13.1 to 15.8 m) tall.

Weight: 15-20 tons.

R.C.C. Bonuses: +2 attack per melee round, +2 on initiative, +1 on Perception Rolls, +3 to strike (hand to hand), +2 to parry, +1 to dodge, +3 to disarm and pull punch, +5 M.D. to all hand to hand melee damage, +2 to all saving throws, and +2 to strike with any long-range weapon, including those built into mecha.

Natural Abilities: *Vacuum resistance:* High Lords can withstand being exposed to the vacuum of space for a number of minutes equal to their P.E. divided by two with no lasting ill effects.

Common Skills: All (+15%).

R.C.C. Skills:

Leadership

Lore: Invid (+10%)

Military Etiquette (+25%)

Military History (+15%)

Military Tactics (+25%)

Military: Select two of choice (+10%).

Radio: Basic (+10%)

Space Survival (+15%)

Theater Warfare: Two of choice (+20%).

Zero Gravity Combat

W.P. Energy Rifle

W.P. Energy Pistol

Hand to Hand: Expert

Note: High Lords do not select an M.O.S.

R.C.C. Related Skills: Select four other skills at level one, plus one additional skill at levels 2, 4, 8, and 12.

Communication: Any (+5%), except Performance, Public Speaking and Sing.

Domestic: None.

Electrical: None.

Espionage: Any (+10%).

Mechanical: None.

Medical: None.

Military: Any (+15%)

Physical: Any except Acrobatics, Gymnastics and Fencing.

Pilot: Any (+10%).

Pilot Related: Any.

Science: None.

Technical: Lore and History only.

W.P.: Any.

Wilderness: None.

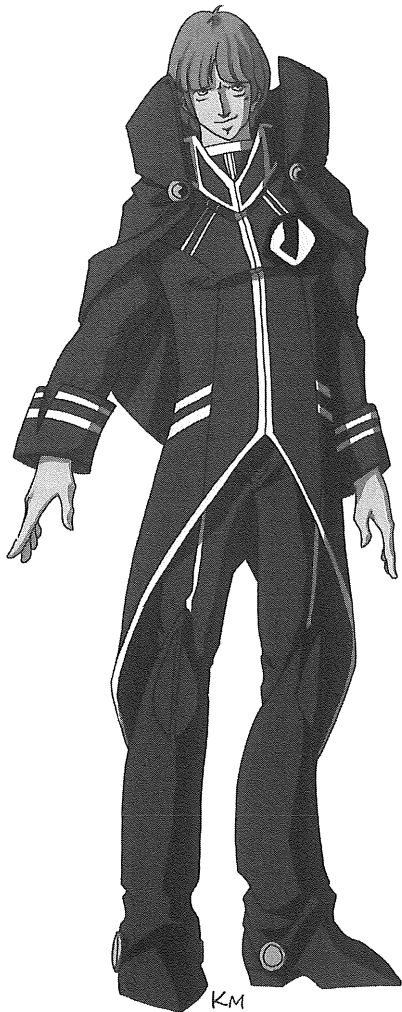
Secondary Skills: Select three skills from the Secondary Skill list in the **Robotech® The Shadow Chronicles® RPG**, plus one additional skill at levels 3, 9 and 12. These are additional areas of knowledge and do not get any bonuses other than possible bonuses for having a high I.Q. All Secondary Skills start at base level.

Standard Equipment: Dress uniform, working uniform, light or heavy combat armor depending on assignment, ZP-R Mk.VIII Particle Rifle.

Equipment Available on Assignment: High Lords have access to any and all armor, weapons, ships and mecha used by the Zentraedi.

Monthly Wages: Zentraedi are not paid a wage other than food, commendations and uniforms.

Personal Savings: High Lords are wealthy as far as Zentraedi go. They often have vast collections of weapons, mecha, armor and trophies from a thousand campaigns and numerous races.



Zentraedi Warlord R.C.C.

The Warlord is the lowest rank in the Zentraedi High Command caste, and the most common. Warlords are responsible for commanding battle groups of hundreds of ships within larger fleets, and

are considered field generals like *Khyron* or fleet admirals like *Azonia*, depending on their theater warfare specialty. Warlords, while very capable, are somewhat limited in their scope and are always under the control of the fleet's High Lord. Where High Lords have the ability to think both tactically and strategically, Warlords have a narrower, more focused tactical view and therefore need more guidance than your average High Lord.

Born for leadership and tactical prowess, Warlords are aggressive, spirited and intelligent, able to think on their feet and adapt quickly to changing combat environments. While more emotionally developed than their subordinates, Warlords are still emotionally stunted and can be considered the equivalent of a human in their young to middle teen years. This makes them unpredictable and often difficult to control, and can lead to discipline problems.

They are taller on average than the common Zentraedi soldier, and stronger as well. Within a Zentraedi fleet there could be hundreds of Warlords operating, both male and female. These Warlords will always be in constant competition with each other for both the praise and admiration of their High Lord, but also for trophies, commendations and military accolades.

Male: I.Q. 9+1D6, M.E. 7+1D4, M.A. 12+1D6, P.S. 32+1D8, P.P. 13+1D6, P.E. 30+1D6, P.B. 10+1D4, Spd 8+1D6.

Female: I.Q. 12+1D6, M.E. 9+1D4, M.A. 13+1D6, P.S. 28+1D6, P.P. 15+1D6, P.E. 33+1D6, P.B. 12+1D6, Spd 10+1D6.

M.D.C.: P.E. attribute number plus an additional 3D6 M.D.C. per level of experience.



Experience Level: 1D6+4 or as set by the Game Master for NPCs. Player Characters should start at level one. A Warlord uses the *Military Specialist O.C.C.* experience table.

Height: 30-40 feet (9.1 to 12.2 m) tall.

Weight: 10-15 tons.

R.C.C. Bonuses: +1 attack per melee round, +1 on initiative, +3 to strike (hand to hand), +3 to parry, +2 to auto-dodge (the act of dodging does not use up a melee attack), +3 to dodge and pull punch, +2 to disarm, and +3 to strike with any long-range weapon, including those built into mecha.

Common Skills: All (+10%).

R.C.C. Skills:

Leadership

Lore: Invid (+10%)

Military Etiquette (+15%)

Military History (+10%)

Military Tactics (+20%)

Radio: Basic (+10%)

Space Survival (+10%)

Theater Warfare: One of Choice (+20%)

Pilot Zentraedi Ground Mecha:
Glaug Officer's Pod (+15%)

Zero Gravity Combat

W.P. Energy Rifle

W.P. Energy Pistol

Hand to Hand: Expert

Note: Warlords do not select an M.O.S.

R.C.C. Related Skills: Select two other skills at level one, plus one additional skill at levels 2, 4, 8, 12.

Communications: Any (+5%), except Performance, Public Speaking and Sing.

Domestic: None.

Electrical: None.

Espionage: Any (+10%).

Mechanical: None.

Medical: None.

Military: Any (+15%).

Physical: Any except Acrobatics, Gymnastics and Fencing.

Pilot: Any (+10%).

Pilot Related: Any.

Science: None.

Technical: Lore and History only.

W.P.: Any.

Wilderness: None.

Secondary Skills: Select two skills from the Secondary Skill list found in **Robotech® The Shadow Chronicles® RPG**, plus one additional skill at levels 3, 9 and 12. These are additional areas of knowledge and do not get any bonuses other than possible bonuses for having a high I.Q. All Secondary Skills start at base level.

Standard Equipment: Dress uniform, working uniform, light or heavy com-

bat armor depending on rank and assignment, ZP-R Mk.VIII Particle Rifle.

Equipment Available on Assignment:

Heavy weapons, explosives, side arms, any vehicle, ship, mecha or armor as dictated by rank and mission.

Monthly Wages: Zentraedi are not paid a wage other than food, commendations and uniforms.

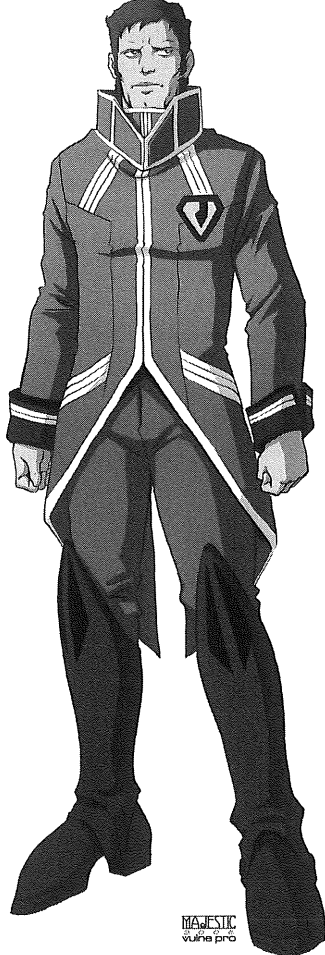
Personal Savings: Warlords are wealthy as far as Zentraedi go. They often have vast collections of weapons, mecha, armor and trophies from a thousand campaigns and numerous races.

Zentraedi Warrior Elite

The most martially disciplined of the Warrior castes, the Warrior Elite are the pilots and Special Forces of the Zentraedi fleet. These highly specialized Zentraedi are the low ranking officers of the Zentraedi, and as such, the majority of the burden falls on their shoulders. Caught between the capricious Warlords and the slow-witted Warrior Infantry, these professional soldiers and pilots have an unenviable position within the military hierarchy. While they have a higher than average intelligence, they are saddled with the emotional maturity of a human of twelve or thirteen years and can be prone to mood swings and violent outbursts.

Male: I.Q. 9+1D8, M.E. 10+1D6, M.A. 7+1D4, P.S. 28+1D6, P.P. 16+1D6, P.E. 22+1D6, P.B. 8+1D6, Spd 20+1D8.

Female: I.Q. 11+1D8, M.E. 14+1D4, M.A. 9+1D6, P.S. 22+1D4, P.P.



19+1D6, P.E. 20+1D6, P.B. 12+1D6,
Spd 24+1D6.

R.C.C. Bonuses: +1 attack per melee, +1 on initiative, +2 to strike (hand to hand), +2 to parry and dodge, +3 to disarm and pull punch, and +1 to roll with impact, and +2 to strike with any long-range weapon, including those built into mecha.

M.D.C.: P.E. attribute number, plus 2D6 M.D.C. per level of experience.

Experience Level: 1D6+3 or as set by the Game Master for NPCs. Player Characters should start at level one. Use the *Military Specialist O.C.C.* experience table.

Height: 30-36 feet (9.1 to 11 m) tall.

Weight: 10 to 13 tons.

Common Skills: All (+10%).

R.C.C. Skills:

- Climbing (+10%)
- First Aid (+10%)
- Military Etiquette (+15%)
- Military Tactics (+10%)
- NBC Warfare (+10%)
- Radio: Basic (+10%)
- Running
- Space Survival (+10%)
- Zero Gravity Combat (+10%)
- W.P. Energy Pistol
- W.P. Energy Rifle
- Hand to Hand: Commando

M.O.S. Speciality: Each M.O.S. represents the character's area of special training. Pick one of those available, but *Aerospace Combat Pilot* is one of the most common. A list of skills and bonuses appear under each M.O.S. description.

R.C.C. Related Skills: Select four other skills at level one, plus one additional skill at levels 3, 5, 8, and 12.

Communications: Any (5%), except Performance, Public Speaking and Sing.

Domestic: None.

Electrical: None.

Espionage: Any (+5%).

Mechanical: None.

Medical: None.

Military: Any (+10%).

Physical: Any.

Pilot: Any (+10%).

Pilot Related: Any (+10%).

Science: None.

Technical: General Repair and Maintenance only.

W.P.: Any.

Wilderness: Any.

Secondary Skills: Select three skills from the Secondary Skill list in the **Robotech®: The Shadow Chronicles® RPG**, plus one additional skill at levels 3, 9 and 12. These are additional areas of knowledge and do not get any bonuses other than possible bonuses for having a high I.Q. All Secondary Skills start at base level.

Standard Equipment: Dress uniform, working uniform, light or heavy combat armor depending on M.O.S., ZP-R Mk.VIII Particle Rifle. The Zentraedi Warrior Elite tend to collect trophies and mementos from campaigns and wars.

Equipment Available on Assignment: Heavy weapons, explosives, side arms, any vehicle, mecha or armor as dictated by M.O.S. and mission.

Monthly Wages: Zentraedi are not paid a wage other than food, commendations and uniforms.

Personal Savings: The Warrior Elite will not have personal savings as we understand them, but their collections of weapons, trophies and military commendations carry value among fellow comrades.

M.O.S. Packages Available to the Warrior Elite R.C.C.

Aerospace Combat Pilot M.O.S.:

Aerospace Combat Pilots make up the bulk of the air wings aboard Zentraedi

ships. Trained in flying the deadly Gnerl Fighter Pod, these men and women are intense and dedicated to both the defense of their fleets and the annihilation of their enemies. Along with the Gnerl, female pilots are trained in flying and fighting in the Queadluun-Rau Powered Armor.

Aerospace Fighter (+20%)

Boarding Spacecraft (+10%)

Combat Flying

Mecha Elite Combat Training:
Quaedluun-Rau Powered Armor (Females Only)

Mecha: Quaedluun-Rau Powered Armor (Females Only) (+20%)

Navigation (+15%)

Navigation: Space (+15%)

Sensory Equipment (+10%)

Weapon Systems (+10%)

Zero Gravity Combat (+10%)

Guerrilla Warfare Specialist M.O.S.:

War in the shadows is the Guerrilla Warfare Specialist's bread and butter. Trained in unconventional and asymmetric warfare, these masters of infiltration and sabotage can paralyze a conventional enemy force unaccustomed to their style of fighting. Small squad tactics, hit and run strikes and close quarter combat are all in a day's work for the GWS. These soldiers usually work in squads and are often given seemingly impossible missions.

Camouflage (+20%)

Detect Ambush (+15%)

Mecha: Nousjadeul-Ger Powered Armor (+10%)

Mecha Elite Combat Training:
Nousjadeul-Ger

Detect Concealment (+10%)

Land Navigation (+15%)

Prowl (+15%)
 Tracking (+10%)
 Trap Construction (+15%)
 Trap/Mine Detection (+10%)
 Wilderness Survival (+15%)
 W.P.: Choose any two.

Scout/Recon M.O.S.: Recon troopers are the eyes and ears of the Zentraedi ground and aerospace forces. Trained in the operation of Quel-Regult Reconnaissance Battlepods, Nousjadeul-Ger Powered Armor and Quel Quallie Theater Scouts, recon troopers operate alone, in dedicated squads or as part of larger conventional forces. Recognized all across the universe as the heralds of an impending full-on Zentraedi invasion, recon troopers are feared and loathed, and will usually be attacked on sight.

Advanced Electronic Warfare (+10%)
 Electronic Countermeasures (+15%)
 Intelligence (+20%)
 Land Navigation (+10%)
 Mecha: Nousjadeul-Ger Powered Armor (+10%)
 Mecha Elite Combat Training: Nousjadeul-Ger (+10%)
 Mecha: Regult Battlepod (Quel-Regult Reconnaissance Pod) (+10%)
 Prowl (+5%)
 Pilot Spacecraft: Light and Medium (+10%)
 Surveillance Systems (+20%)
 Wilderness Survival (+15%)

Zentraedi Auxiliary Specialist

The Auxiliary Specialists keep the Zentraedi war machine running. More academic, for lack of a better word, than

the rest of their Warrior colleagues, these Zentraedi act as ship's crew and military advisors to the High Command castes. An oddity among their peers, the Specialists are largely a non-combat caste and as such are looked down upon as weak by both their superiors and subordinates. They are, on average, smarter than the Warrior Elite, but share their same emotional volatility and immaturity, and can be prone to mood swings and violent outbursts.



Male: I.Q. 14+1D8, M.E. 16+1D4, M.A. 12+1D8, P.S. 16+1D6, P.P. 12+1D4, P.E. 18+1D6, P.B. 10+1D4, Spd 12+1D6.

Female: I.Q. 16+1D8, M.E. 18+1D4, M.A. 11+1D6, P.S. 14+1D4, P.P. 14+1D4, P.E. 16+1D6, P.B. 12+1D6, Spd 15+1D8.

R.C.C. Bonuses: +1 on Perception Rolls, +1 to roll with impact, +10% skill bonus to any two skills of choice, +5% to any Secondary Skills related to their M.O.S.

M.D.C.: P.E. attribute number, plus 1D6 M.D.C. per level of experience.

Experience Level: 1D6+3 or as set by the Game Master for NPCs. Player characters should start at level one. Use the *Technical Officer O.C.C.* experience table.

Height: 28-35 feet (8.5 to 10.6 m) tall.

Weight: 9-12 tons.

Common Skills: All (+8%).

R.C.C. Skills:

Climbing (+10%)

Military Etiquette(+20%)

NBC Warfare (+10%)

Radio: Basic (+15%)

Space Survival (+10%)

Zero Gravity Combat (+10%)

W.P. Energy Pistol

W.P. Energy Rifle

Hand to Hand: Basic

M.O.S. Speciality: Each M.O.S. represents the character's area of special training. Pick one of those available. A list of skills and bonuses appear under each M.O.S. description.

R.C.C. Related Skills: Select four other skills at level one, plus one additional skill at levels 3, 6, 9, 12 and 15.

Communications: Any (+10%), except Performance, Public Speaking and Sing.

Domestic: None.

Electrical: None.

Espionage: None.

Mechanical: None.

Medical: None.

Military: Any (+10%).

Physical: Any.

Pilot: Any (+5%).

Pilot Related: Any (+5%).

Science: None.

Technical: Lore skills only.

W.P.: Any.

Wilderness: None.

Secondary Skills: Select six skills from the Secondary Skill list in the **Robotech®: The Shadow Chronicles® RPG**, plus one additional skill at levels 3, 9 and 12. These are additional areas of knowledge and do not get any bonuses other than possible bonuses for having a high I.Q. (except for those related to the character's M.O.S.; see R.C.C. Bonuses). All Secondary Skills start at base level.

Standard Equipment: Dress uniform, working uniform, light or heavy combat armor depending on M.O.S., ZP-R Mk.VIII Particle Rifle. Zentraedi Auxiliary Specialists tend to collect trophies and mementos from campaigns and wars.

Equipment Available on Assignment: Heavy weapons, explosives, side

arms, any vehicle, mecha or armor as dictated by M.O.S. and mission.

Monthly Wages: Zentraedi are not paid a wage other than food, commendations and uniforms.

Personal Savings: Auxiliary Specialists will not have personal savings as we understand them, but their collections of weapons, trophies and military commendations carry value among fellow specialists.

M.O.S. Packages

Available to the Zentraedi

Auxiliary Specialist

Archivist M.O.S.: The Archivist is a living memory bank. They carry within their minds the entire history of the Zentraedi people, as well as their beliefs as they pertain to the Robotech Masters, the Invid and countless other races they've encountered over the millennia. They are usually assigned to a fleet under direct command of that fleet's High Lord, and act as Executive Officer, chronicler and military counsel all rolled into one. Aside from the few Zentraedi Overlords like Dolza, Archivists have the best knowledge of history, the Masters, the universe and the Zentraedi's place in it. Due to their intelligence and quizzical minds, Archivists are the most susceptible of the Zentraedi to be corrupted by the culture of other races.

Lore: Robotech Masters (+15%)

Lore: Invid (+15%)

History: Tirolian Empire (+20%)

History: Zentraedi (+20%)

Law (Zentraedi) (+15%)

Law (Tirolian) (+10%)

Language: Tirolian (+10%)

Literacy: Tirolian (+10%)

Military History (Zentraedi) (+15%)

Salvage/Recycling Specialist M.O.S.:

These Specialists operate the huge recycling and salvaging plants on Zentraedi capital and super-capital ships. While most of the ships' recycling is automated, materials must still be broken down and separated, and these duties are covered by the Salvage and Recycling Specialists, who are the only Zentraedi that could be described as "handy." They're not highly competent mechanics or engineers by any stretch of the imagination, but they know a thing or two about mechanics and can use simple tools (usually automated drivers/cutters, cutting torches and impact tools) in their work of scrapping and salvaging the materials that are brought to them and making simple repairs and modifications to equipment and machinery.

Bonus: An additional +5% to Barter and Computer Operation skills.

Basic Mechanics (+5%)

General Repair & Maintenance (+10%)

Recognize Weapon Quality (+15%)

Recycle (+20%)

Salvage (+20%)

Spacecraft: Light and Medium (+10%)

Jury-Rig (+15%)

Physical Labor

Ship's Operations Specialist M.O.S.

Ship's Operations Specialists are general bridge crewmen who handle flying and fighting every hull class of Zentraedi ship. While not as specialized as their human counterparts, due to the highly automated nature of Zentraedi technology, they are still very competent and are a great portion of the reason that

Zentraedi ships are so lethal and efficient.

Spacecraft: Heavy (+15%)

Spacecraft: Capital/Super-Capital (+15%)

Space Fold Operations (+10%)

Sensory Equipment (+10%)

Optic Systems (+5%)

Weapon Systems (+10%)

Navigation: Space (+15%)

W.P. Starship Energy Weapons

W.P. Starship Artillery



Zentraedi Warrior Infantry R.C.C.

The lowest of the genetic castes is the Zentraedi Warrior Infantryman. These are the ultimate foot soldier; unquestioning, unflagging and easily led. They are exceedingly aggressive and cunning, traits that are encoded directly into their genes and reinforced via mental stimulation and programming. While they have the intelligence and emotional maturity of a twelve year old human, they are ex-

remely proficient at their military specialties. They are able to build and set bombs, pilot *Battlepods* and follow complex orders due to the fact that their M.O.S. is essentially programmed into them. They know their training and orders on a genetic level, instinctively understanding how to wire a timer or mount a weapon. In this way they are much like an Autistic Savant, single-minded and focused in one field, but anything that falls outside of it is difficult to understand and almost impossible to learn.

Zentraedi Warrior Infantrymen are cloned by the millions and considered *disposable* by the upper castes and the Robotech Masters. The majority are embarked on ships in massive clone stasis tubes, and kept sedated by a combination of soporific drugs and cryogenic stasis until they are needed for battle. When needed, Warrior Infantrymen are thawed or “decanted” and equipped for combat. Their orders are piped directly into their brains before coming out of stasis, and their bloodstreams are pumped full of combat drugs. These drugs heighten their senses, counteract post-stasis lethargy and focus their aggression to make them gung-ho soldiers, but controllable by their superiors. When their mission, campaign or war is over, they are awarded their commendations, then placed back into stasis, where they sleep and wait for their next call to arms.

Attributes (Always Males): I.Q. 8+1D6 (I.Q. and skill percentages are halved when dealing with skills or concepts *outside* of their R.C.C. Skills and M.O.S.), M.E. 6+1D4, M.A. 4+1D8, P.S. 24+1D6, P.P. 15+1D6, P.E. 28+1D4, P.B. 6+1D6, Spd 20+1D6.

R.C.C. Bonuses: +1 on initiative, +2 to strike (hand to hand), +1 to parry and dodge, +1 to roll with impact and +1 to strike with any long-range weapon, including those built into mecha.

Penalties: Chemical Dependency: Zentraedi Warriors are dependent on the soporific and combat drugs used to control their sleep and activity cycles. The drugs are usually administered through their life support while in stasis, and as “supplements” in their rations while they’re on active duty. A Warrior Infantryman who is without his supplements is -25% to all skills and sees combat bonuses reduced by half for the first three weeks as his body goes through detoxification. During this time the Zentraedi Warrior has difficulty sleeping, can’t concentrate, and is especially irritable and paranoid, which makes the soldier easily provoked to fight. He is extremely dangerous during this time, as he will disobey orders and will swing from morose to aggressive to happy without a moment’s notice. After these three weeks, his system is clean and their bonuses return to normal.

M.D.C.: P.E. attribute number, plus 2D6 M.D.C. per level of experience.

Experience Level: 1D4+2 or as set by the Game Master for NPCs. Player Characters should start at level one. The Zentraedi Warrior should use the *Fleet Enlisted Crewman O.C.C.* experience table.

Height: 28-35 feet (8.5 and 10.6 m) tall.

Weight: 8-12 tons.

Common Skills: All (+5%).

R.C.C Skills:

Climbing (+10%)

Military Etiquette(+15%)

NBC Warfare (+10%)

Radio: Basic (+10%)

Running

Space Survival (+10%)

Zero Gravity Combat (+10%)

W.P. Energy Pistol

W.P. Energy Rifle

W.P.: Two of choice (any).

Hand to Hand: Expert

M.O.S. Speciality: Each M.O.S. represents the character’s area of special training. Pick one of those available. A list of skills and bonuses appear under each M.O.S. description.

R.C.C. Related Skills: Select two other skills at level one, plus one additional skill at levels 3, 5, 10, and 15.

Communications: Any (+5%), except Performance, Public Speaking and Sing.

Domestic: Recycle only (+5%).

Electrical: None.

Espionage: None.

Mechanical: None.

Medical: None.

Military: Any (+15%).

Physical: Any.

Pilot: Any Military.

Pilot Related: Any.

Science: None.

Technical: None.

W.P.: Any.

Wilderness: Land Navigation and Wilderness Survival only.

Secondary Skills: Select two skills from the Secondary Skill list in the **Robotech®: The Shadow Chronicles® RPG**, plus one additional skill at levels 3, 9 and 12. These are addi-

tional areas of knowledge and do not get any bonuses. All Secondary Skills start at base level.

Standard Equipment: Dress uniform, working uniform, light or heavy combat armor depending on M.O.S., ZP-R Mk.VIII Particle Rifle. Zentraedi Warriors are little more than automatons and live mostly for combat and glory. They have few needs and very little in the way of possessions.

Equipment Available on Assignment: Heavy weapons, explosives, sidearms, any vehicle or armor as dictated by M.O.S. and mission.

Monthly Wages: Zentraedi are not paid a wage other than food, commendations and uniforms.

Personal Savings: Soldiers will not have personal savings as we understand them, but their collections of weapons, trophies and military commendations carry value among the soldier corps.

M.O.S. Packages Available to the Warrior Infantry R.C.C.:

EOD/Demolitions: Zentraedi EOD troopers excel at wholesale destruction. With a well placed bomb, the EOD can open a door, knock down a building, breach a hull or just create general mayhem and terror. Zentraedi EODs are an integral part of their military doctrine, as they can facilitate movement for their own forces while hindering that of their enemies.

Basic Electronics (+10%)

Basic Mechanics (+10%)

Demolitions (+20%)

Demolitions Disposal (+20%)

Trap/Mine Detection (+10%)

W.P. Heavy Military Weapons

Heavy Weapons Specialist: Heavy Weapons Specialists are the heavy hitters in any Warrior Infantry squad. They carry Squad Automatic Weapons (SAWs), grenade launchers, shoulder fired rocket launchers and all manner of Zentraedi-sized weapons of mass destruction. They also operate vehicle mounted weapons and are generally good at spreading the pain around.

Field Armorer & Munitions Expert (+15%)

Optical Systems (+10%)

Vehicle Armorer (+15%)

Weapon Systems (+15%)

W.P. Heavy Military Weapons

W.P. Heavy Mega-Damage Weapons

W.P. Shotgun

Mechanized Infantry: Zentraedi Mechanized Infantry pilot both the Regult Battlepods and Nousjadeul-Ger Powered Armor. These pilots are the primary force projection troops of the Zentraedi military machine, and as such are the most common and most feared of their conventional forces.

Boarding Spaceships (+15%)

Land Navigation (+10%)

Mecha Elite Combat Training:
Powered Armor or Regult Battlepod.

Navigation: Space (+10%)

Mecha: Powered Armor or Regult Battlepods (any, +20%)

Sensory Equipment (+10%)

Weapon Systems (+15%)

W.P. Heavy Mega-Damage Weapons

New O.C.C.

and Skills

Civilian O.C.C. (New)

Civilians play a large role in the Macross Saga, and the following O.C.C. is for those players and Game Masters (G.M.s) who would like to add civilians to their campaigns. Civilians are rolled up much the same as any other O.C.C. *Attributes* are 3D6, and the bonus rolls for numbers 16 or higher still apply. *Hit Points* are the usual P.E.+1D6 per level, and *S.D.C.* is dictated by the character's occupation.

Skill selection for the Civilian O.C.C. works a little differently from most O.C.C.s. Every civilian has a set of common skills, like language, math and driving, that everyone can be expected to know. The player then *chooses an occupation* from the civilian occupation list. This occupation grants the character all the skills they'll need in their job, as well as a number of related skills. The player then chooses a number of *Secondary Skills* that represent other areas of knowledge, hobbies and just things the character may have picked up.

For game purposes, characters with the Civilian O.C.C. will usually be *affiliated* with the UEDF military in some way. They could be anything from civilian contractors to the UEDF military to business owners who have set up shop around a UEDF base.

Common Skills:

Computer Operation (+4%)

Language: Native (+2%)

Literacy: Native (+4%)

Mathematics: Basic (+2%)

Pilot: Automobile (+10%)

Occupational Skills: All Occupational, Elective and Secondary Skills are dictated by the *choice of occupation*. See the following list for a selection of common civilian occupations.

S.D.C.: 4D6 for physically challenging occupations like Police Officer or Construction Worker/Skilled Trades. 3D6 for average occupations like Entertainer or Journalist. 2D6 for non-physical occupations like Business Owner or Computer Programmer.

Standard Equipment: Civilian characters get basic equipment to start. 1D6 year old vehicle, cellular phone, computer (desktop or laptop), a wardrobe consisting of leisure, work and formal clothes, an apartment or small house in a decent neighborhood with basic, good quality furnishings and electronics, and the tools required to do their job.

Personal Savings: Highly skilled occupations: 2D6x\$1000, moderately skilled occupations: 1D8x\$1000, unskilled occupations: 1D4x\$100.

Civilian Occupations

The following is a short list of common occupations that would be appropriate for civilians in the Macross setting. Due to the myriad of occupations available, this list is only a sampling. Game Masters are encouraged to design other occupations as required for their campaigns.

Business Owner: The entrepreneurial spirit is alive and well in the peaceful and prosperous times following the Global War. With the surge in the service, technical and manufacturing sectors surrounding the rebuilding of the

SDF-1, many business-minded individuals stepped up to make their mark in the post-war boom economy.

Occupational Skills: Barter (+15%) Entrepreneurship (+15%), Law: Business (+10%) two pilot skills (+10%) and one skill from any non-Military or Espionage category that represents the nature of the character's business (Carpentry and Construction for a contractor, Cooking for a restaurateur, etc.) at +25%.

Elective Skills: Select seven total skills from any skill category except Military or Espionage at +10%.

Secondary Skills Available: Select three from the standard available categories at levels 1, 5 and 10.

Pay: Small business owners can make anywhere from \$45,000 to \$125,000 a year depending on the nature of their business. Salaries can be in the millions for the owner of a major corporation or multi-national conglomerate.

Communications Engineer: Communications engineers work for print and broadcast media outlets, IT and telecommunications firms and as consultants to corporations, governments and militaries. They are highly trained and highly paid, and depending on their skill and job can demand large salaries. Many Communications Engineers are former members of the armed forces who have separated from their militaries and taken lucrative jobs in the private sector.

Occupational Skills: Basic Mechanics (+15%), Electrical Engineer (+15%), Computer Operation (+15%), Computer Programming (+20%), Cryptography or Laser Communications (+15%), Electronic Countermeasures (+20%), Technical Writing (+20%), and four Communication skills of choice (+15%).

Elective Skills: Select seven total skills from Electronics (+15%), Communications (+15%), Science and Technical skills (+10%) skill categories.

Bonus Skills: If ex-military (at least a 01-33% chance), the character also gets Hand to Hand: Basic, Running, W.P. Rifle, and two Military or Espionage skills of choice (+10%).

Secondary Skills Available: Select three from the standard available categories at levels 1, 5 and 10.

Pay: \$35 to \$50 an hour on average; \$60,000 to \$100,000 annually for full-time work; half that for part-time or freelance consulting. Excellent benefits for staff positions, including full medical, bonuses, possibly even stock options, but it means going to work, on site, at least five days a week.

Computer Programmer/Systems Engineer: Programmers design and implement new programs and operating systems that run the world's computer networks. They can be self employed, work for a large computer company or be a civilian contractor to the military or government.

Occupational Skills: Basic Electronics (+10%), Computer Operation (+20%), Computer Programming (+24%), Electronic Countermeasures (+15%), Research (+15%), Creative Writing (+10%), and two Communications skills at +10%.

Elective Skills: Select seven total skills from Electrical, Communication, Technical (15%), and/or Science (+5%) skill categories.

Secondary Skills Available: Select three from the standard available categories at levels 1, 5 and 10.

Pay: \$20 to \$30 an hour on average; \$40,000 to \$60,000 annually for full-time work, double and triple that amount for programmers with a rep for being the best, or who specialize in troubleshooting. Excellent benefits for staff positions, including full medical, bonuses, possibly even stock options, but it means going to work, on site, at least three days a week. Staff positions may also pay 10% to 20% more, especially to have access to the best.

Computer Technician: Where the Programmer is concerned with writing code and beta testing, the Technician builds and assembles the actual physical computers. The work on anything from desktop computers to massive mainframes and servers.

Occupational Skills: Basic Electronics (+10%), Computer Operation (+15%), Computer Repair (+25%), Electronic Countermeasures (+15%), General Repair & Maintenance (+20%), Jury-Rig (+10%), Sensory Equipment (+10%), Creative Writing (+5%), and two Communication skills of choice (+10%).

Elective Skills: Select seven total skills from Electrical (+5%), Communications (+5%), Technical (+15%), or Science (+5%) skill categories.

Secondary Skills Available: Select three from the standard available categories at levels 1, 5 and 10.

Pay: \$20 to \$30 an hour on average; \$40,000 to \$60,000 annually for full-time work. Increase that number by 50% to triple for hardware that is built or customized and sold. \$25,000 to \$35,000 if the character works only three days a week. NO benefits for the self-employed, full benefits for a full-time employee.

Construction Worker/Skilled Trades:

A skilled laborer involved in building, carpentry, excavation, and the use of heavy machines (cranes, trucks, earth movers, etc.). Work that appeals to guys who like to build, work with their hands, and solve problems.

Occupational Skills: Basic Electronics (+10%), Basic Mechanics (+15%), Body Building, Carpentry (+20%), Locksmith (+15%), Excavation (+15%), General Repair & Maintenance (+10%), Jury-Rig (+10%), Physical Labor, Radio: Basic (+10%) and Tracked Vehicles (+16%).

Elective Skills: Select seven total skills from Mechanical (+5%), Technical (+5%) and/or Physical (+10% when applicable) skill categories. The character can also take any Demolitions skills from the Military category at +10%.

Secondary Skills Available: Select three from the standard available categories at levels 1, 5 and 10.

Pay: \$40 to \$60 an hour on average; \$80,000 to \$120,000 annually for full-time work, about \$55,000 working part-time, and even taking odd construction jobs as needed or desired for 3-4 months can pull down \$30,000 or \$40,000 for the year. Great medical and insurance on the job, none when a part-timer leaves the job unless he maintains it on his own at a cost of about \$400 a month.

Consulting Engineer, Technician or Scientist: A highly educated and skilled engineer, scientist or technician. May consult to the military or major corporations, be a skilled technician, or involved in research and development.

Occupational Skills: Computer Operation (+20%), Creative or Technical Writing (+20%), Cryptography (+20%), History (+15%), Language: Other (spoken; +15%), Literacy: Other Language

(written; +20%), Research (+25%), Public Speaking (+15%), Wardrobe & Grooming (+10%), and four skills all selected from *one* of the following categories: Communication, Electrical, Mechanical, Medical, Science or Wilderness at +20% (the scholar's area of expertise).

Elective Skills: Select seven total skills from Communication, Electrical (+10%), Mechanical (+10%), Medical (+5%), Science (10%), Technical (+10%) or Wilderness (+5%) skill categories.

Secondary Skills Available: Select three from the standard available categories at levels 1, 3, 7, 11, and 14.

Special Bonus: An additional +10% on any one skill related to the character's specialty.

Pay: Part-time work or consulting work earns the character \$32,000 to \$42,000 annually for 2-3 days work per week. Full-time position pulls down \$75,000 to \$150,000.

Espionage Agent: A freelance agent trained in infiltration and espionage. These characters may be former military or governmental spies, or specially trained industrial espionage operatives. Espionage agents tend to be pragmatic and a bit mercenary, selling their services to whomever can pay their exorbitant fees.

Occupational Skills: Computer Operation (+15%), Computer Hacking (+20%), Disguise (+20%), Escape Artist (+10%), Hand to Hand: Expert or Martial Arts, Intelligence (+15%), Photography (+15%), Surveillance (+20%), Undercover Ops (+25%), and two Espionage skills of choice (+15%).

Elective Skills: Select six total from Communication (+10%), Domestic (+5%), Espionage (+15%), Technical (+10%) or W.P. skill categories.

Secondary Skills Available: Select three from the standard available categories.

Special Bonus: +2 to Perception Rolls.

Pay: \$50-\$100 an hour for a staff position, plus great benefits, and bonuses; the character's work title: "Head of Security" or "Security Consultant" or "Special Operations Consultant." Freelance Espionage agents get paid by the job plus reasonable expenses (travel, hotel, special equipment). The bigger or more complicated, risky, dangerous, or illegal, the higher the price.

Small: \$1,000-\$8,000. *Medium:* \$10,000-\$50,000. *Big/Risky:* \$100,000-\$250,000; uncommon. *Impossible/Super-Risky:* \$500,000 to two million; rare. **Game Master's Note:** Consider and play the consequences of the spy's actions.

Entertainer: Entertainers can be anything from comedians to stage and screen actors to idol singers to circus clowns. Whether part of a traveling theater troupe, a piano player in a cocktail lounge or a platinum selling recording artist, entertainers are hard working and dedicated to their craft.

Occupational Skills: Body Building or Aerobic Athletics, Dance (+15%), Impersonate or Disguise (i.e., make-up and costume, +10%), TV/Video (+15%), Play Musical Instrument (one of choice +20%; professional quality), Performance (+20%), Public Speaking (+15%), Sing (+20%; professional quality), and Wardrobe & Grooming (+20%).

Elective Skills: Select five total the from Communications (+10%), Physical,

and/or Technical (+10%) skill categories.

Secondary Skills Available: Select five from the standard available categories.

Special Bonus: +2 to M.A. or P.B. attribute.

Pay: Full-time, modestly successful entertainer makes \$50,000-\$80,000 a year; a part-timer \$25,000-\$35,000 a year. A typical appearance in a commercial or print ad pays \$300-\$1,200, a small part on a TV show pays \$1000 to \$2000, voice-over or musical studio work \$50-\$100 an hour. A gig at a club (D.J., singer, dancer, musician, comedian, etc.) pays \$200 to \$1,200 depending on the quality and popularity of the entertainer and the size of the establishment doing the hiring. Personal appearances at private functions/parties pay \$400 to \$1,500. Big gigs will pay double on the high end but that's it. Probably no benefits or healthcare.

Firefighter/Fire & Rescue: Strong in will and body, firefighters are the embodiment of the rugged, workaday hero. They are trained in firefighting as well as excavation and dealing with chemical, biological and radiological spills. Firefighters tend to be fearless and driven with a deep commitment to the safety of their communities.

Occupational Skills: Automobile (+10%), Body Building, Climb (+20%), Computer Operation (+10%), Cook or Brewing (+15%), Excavation & Rescue (+20%), Firefighting (+25%), Paramedic (+10%), Radio: Basic (+15%), Rope Works (+25%), Truck (+14%), and W.P. Axe.

Elective Skills: Select six total from Domestic (+10%), Medical (+10%), Physical, and/or Technical (+10%) skill categories.

Secondary Skills Available: Select four from the standard available categories.

Special Bonus: +2 to Perception Rolls when dealing with fire, firefighting, rescue and the aftermath of a fire.

Pay: \$18-\$25 an hour, for an annual salary of \$37,000 to \$50,000. Part-time work could still net \$17,000-\$25,000 a year working as little as three days a week. However, many fire departments insist on having full-time employees only. Excellent benefits and healthcare, paid holidays and 2-6 weeks paid vacation.

Journalist/Media Reporter: Journalists work in print, video, and photography and tend to be focused individuals who will go to any lengths to get the story.

Occupational Skills: Automobile (+8%), Computer Operation (+15%), Creative Writing (+10%), TV/Video (+10%), History (+15%), Undercover Ops (+5%), Performance or Public Speaking (+10%), Photography (+15%), Research (+20%), and Wardrobe & Grooming (+10%).

Elective Skills: Select seven total from Communication (+15%), Domestic (+10%), and/or Technical (+15%) skill categories.

Secondary Skills Available: Select three from the standard available categories at levels 1, 5 and 10.

Special Bonus: +1 to Perception Rolls and a +10% bonus to *one* skill of choice (his area of expertise or special interest).

Pay: \$28,000 to \$45,000 is a typical, full-time reporter's salary, plus possible bonuses. Freelance reporters get paid by the article and/or photograph, roughly \$200 to \$600 per typical article, \$700-\$1,500 for a special feature, and

\$2,500 to \$5,000 for a front page story, big breaking news or an exclusive (3x that amount if the story is resold to other national syndicates or the national news; uncommon). Front page articles usually deal with a major crisis, expose, conspiracy, whistle blower, an odd or spectacular murder or crime, police corruption, and the involvement of politicians, government officials, or celebrities. A mega-story could bring in five to ten times as much, plus movie and book rights, but that kind of opportunity is super-rare.

Mechanic: A grease monkey who enjoys working on cars, rebuilding engines and solving problems. May be male or female, young or old. May own his own garage, work for a garage or car dealer full-time or part-time, or work as a sort of handyman taking odd jobs on sort of a freelance basis and helping out friends (the latter for cost or close to it).

Occupational Skills: Automobile (+12%), Athletics (General) or Physical Labor, Automotive Mechanics (+20%), Basic Electronics (+15%), Basic Mechanics (+20%), Computer Operation (+10%), General Repair & Maintenance (+15%), Locksmith (+10%), and two Pilot skills of choice (+5%).

Elective Skills: Select six total from Electrical (+10%), Mechanical (+15%), and/or Technical (+5%) skill categories.

Secondary Skills Available: Select five from the standard available categories.

Pay: \$20-\$32 an hour, for an annual salary of \$40,000 to \$70,000. Part-time work for even two days (18-24 hours) a week could still net \$16,000-\$30,000, and working three days \$28,000-\$36,000 a year. Fair to excellent benefits and healthcare, paid holidays, and 2-4 weeks paid vacation depending on the em-

ployer. Fifty percent higher pay for working overtime at most facilities. A freelance mechanic or handyman doing odd jobs on his own time can make anywhere from \$20,000 to \$42,000 depending on how much or how little he works, but has no benefits.

Medical Doctor: A highly skilled professional healer. May be a general practitioner, surgeon, specialist or researcher.

Occupational Skills: Automobile (+4%), Mathematics: Advanced (+12%), Biology (20%), Chemistry (+15%), Chemistry: Pharmaceutical (+15%), Computer Operation (15%), Medical Doctor (+20%), and Pathology (+20%).

Elective Skills: Select eight total from Domestic (+5%), Medical (+15%), Science (+15%), and/or Technical (+10%) skill categories.

Secondary Skills Available: Select five from the standard available categories.

Pay: \$50-\$1000 an hour depending on the doctor, the facility and the medical procedure. Annual salaries can range from \$200,000-\$700,000 annually (though \$200,000 to \$500,000 is the norm). A part-time position or consultant or specialist work could still net \$100,000-\$150,000 a year. Excellent benefits for part-timers and full-time doctors, both getting superior healthcare, paid holidays and full-timers 6-8 weeks paid vacation and profit sharing.

Medicine: Paramedic: These men and women are usually the first at the scene of accidents and disasters. They tend to be level headed and cool under fire. It takes a driven and intense personality to be a paramedic, it's an occupation known to devour weaker willed people.

Occupational Skills: Automobile (+20%; including ambulance), Automobile Mechanics or Basic Mechanics (+15%), Body Building or Aerobic Athletics, Combat Driving, Computer Operation (15%), Paramedic (+20%), Radio: Basic (+10%), and Sensory Equipment (+20%).

Elective Skills: Select six total from Communication (+5%), Domestic (+10%), Medical (+5%), Pilot (+5%), Science (+10%), and/or Technical (+10%), and Physical at +5%.

Secondary Skills Available: Select four from the standard available categories.

Pay: \$15-\$22 an hour, for an annual salary of \$30,000 to \$43,000. Part-time work could still net \$17,000-\$22,000 a year working as little as two days a week. Excellent benefits for part-timers and full-timers, both getting good healthcare, paid holidays and 2-4 weeks paid vacation.

Police Officer, Beat Cop, Patrol Car Officer: This is your average police officer who responds to reports of criminal activity, violence and suspicious goings-on.

Occupational Skills: Automobile or Motorcycle (+12%), Body Building or Athletics (General), Combat Driving, Hand to Hand: Expert, Military Etiquette (+5%), Radio: Basic (+15%), Running, W.P. Blunt, and W.P. Handguns.

Elective Skills: Select six total from Communications (+5%), Physical, Pilot (+10%) and/or W.P. skill categories.

Note: May also select any or all of the following skills as some of his six Elective skills: Detect Ambush (+10%), First Aid (+10%), and Recognize Weapon Quality (+10%).

Secondary Skills Available: Select four from the standard available categories at level one, plus one at levels 3, 6, 9 and 12.

Special Bonuses: +2 to pull punch and +1 to roll with impact.

Pay: \$35,000 to \$45,000 annually, may be able to increase that amount by 10% to 20% working overtime/double shifts. It is illegal for a police officer to take on part-time work outside the department in establishments that serve liquor, or which involves detective or guard work.

Police Tactical Assault/SWAT: Police Tactical Officers are officers with special training dealing with counter-terrorism, hostage negotiations and other dangerous situations. They tend to be gung-ho and have a tendency to apply overwhelming force to solve any problem.

Occupational Skills: Automobile (+10%), Climb (+20%), Demolitions (+20%), Demolitions Disposal (+20%), Detect Ambush (+15%), Hand to Hand: Expert or Martial Arts, Military Etiquette (+15%), Prowl (+10%), Radio: Basic (+15%), Running, Sign Language (military; +20%), Tracking (+15%), W.P. Handguns, W.P. Rifles, and W.P. Heavy Military Weapons.

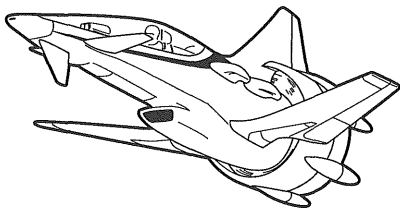
Elective Skills: Select five total from Communications (+10%), Mechanical (+5%), Military (10%), Physical, and/or Technical (+5%) skill categories.

Secondary Skills Available: Select two from the standard available categories at levels 1, 3, 7 and 12.

Special Bonuses: +2 to strike with modern weapons/guns, +1 to pull punch and +1 to roll with impact.

Pay: \$40,000 to \$50,000 annually, may be able to increase that amount by 10%

to 20% working overtime/double shifts. It is illegal for a police officer to take on part-time work outside the department in establishments that serve liquor, or which involves detective or guard work.



Stunt Pilot: These pilots travel the amateur air-show circuit flying specially designed aircraft and performing daring feats of aerial daredevilry. Stunt pilots can be solo operators, work in teams or flying circuses or be employed as a stunt consultant or flier for film and television work. Stunt pilots are also found in the military, flying in flight demonstration squadrons like the US Navy's Blue Angels.

Occupational Skills: Navigation (+15%), Aerobatics, Airplane (+25%), Athletics: General, Jet or Helicopter (+20%), Performance (+15%), Public Speaking (+10%), Sensory Equipment (+10%), Wilderness Survival (10%).

Elective Skills: Select five total from the Communications (+10%), Mechanical (+5%), Pilot Skills (+10%) and/or Pilot Related Skills (+10%) skill categories.

Secondary Skills Available: Select two from the standard available categories at levels 1, 3, 7 and 12.

Special Bonuses: +2 to M.A., +10% to charm/impress, additional +10% to any Mechanical, Pilot or Pilot Related skills related to aviation.

Pay: Solo operators can make up to \$20,000 a year doing festivals and air

shows. This is a part time, hobby sort of flying and makes usually just enough to keep their aircraft in fuel and parts. A pilot who is part of a team can make upwards of \$50,000 a year depending on how lucrative a team's season is. Highly trained stunt pilots who work in film and television can make up to \$125,000 a year freelance or as part of a studio. Usually only pilots employed by a studio or stunt service have health benefits.

New Macross M.O.S. Packages

Veritech Pilot O.C.C.

Veritech Test Pilot M.O.S.: Veritech Test Pilots are the brave, some would say crazy, men and women who lay their lives on the line testing new, modified and unproven aerospace mecha. These pioneering souls are not the cocksure, cigar chomping thrill seekers of legend, but highly educated and highly trained pilot-engineers who use their meticulous piloting and vast technical know-how to push new airframes to, and often past their limits. Test pilots need a strong grasp of both mecha and aerospace engineering, above average piloting skills and excellent analytical skills, as well as the ability to operate in dangerous and high pressure situations.

Navigation (+10%)

Combat Flying

Aerospace Engineer (+15%)

Mecha Engineering (+15%)

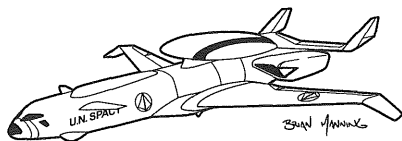
Electrical Engineer (+10%)

Mecha Pilot: Veritech (+20%)

M.O.S. Bonus: 3D6 S.D.C., +2 to P.E., +2 to M.E., +4 to Perception Rolls specifically for noticing technical, mechani-

cal and performance issues, flaws, glitches, bugs and weaknesses with mecha, aircraft and aerospace vehicles.

M.O.S. Equipment: Access to airbases, research facilities and any and all test beds, aerospace mecha, ordnance and facilities as dictated by test program and security clearance.



Technical Officer O.C.C.

Electronic Warfare Officer M.O.S.: Electronic Warfare Officers (EWO) are trained in the operation of the powerful electronic attack systems used by the UEDF Armed Forces. They serve in Electronic Attack squadrons flying back seat in VE-1E Valkyries, ES-12A Stalkers and ES-11 Cat's Eyes, as well as crewing ES-33B Tiger's Eye Theater AWACS aircraft. EWOs are responsible for all Signals Interdiction, Wild Weasel (Enemy Air Defense Suppression) and Signals Intelligence, and can wreak havoc on an enemy's sensors and communications systems. While EWOs carry flight clearance, they are not pilots and rarely, if ever, fly the aircraft that they are assigned to.

- Advanced Electronic Warfare (+20%)
- Navigation (+10%)
- Cryptography (+15%)
- Electronic Countermeasures (+20%)
- Laser Communication (+10%)
- Intelligence (+15%)
- Pilot Jet (+5%)

Navigation: Space (+5%)

M.O.S Bonus: 3D6+6 S.D.C., +2 to Perception Rolls, +2 to I.Q., +10% to any Communication or Computer skills.

M.O.S. Equipment: Access to airbases, carriers, flight decks and any and all ordnance, weapons, mecha, aircraft, electronic attack equipment and facilities as dictated by flight status and security clearance.

Line Officer M.O.S.: Line Officers are UEDF Space and Marine Corps officers specially trained to *command* a warship, spaceship, ground combat unit or an aerospace aviation unit. They have gone through rigorous classroom and simulation training, and have a good grasp of both tactical and strategic theory.

Naval History (+15%)

Naval Tactics (+15%)

Leadership

Public Speaking (+10%)

Lore: Zentraedi (+10%)

Theater Warfare: One of choice (+20%).

M.O.S Bonus: 3D6+6 S.D.C., +2 to M.A.

M.O.S. Equipment: Access to bases, ships and facilities, as well as any and all equipment, vehicles, mecha, aircraft, ordnance and weapons as dictated by assignment and security clearance.

Helicopter Pilot M.O.S.: These men and women fly the many rotary winged aircraft of the UEDF. They fly the Commacheros, Sea Sergeants and an assortment of light to heavy helicopters in roles as diverse as Anti-Submarine Warfare, Heavy Airlift and Reconnaissance. Helicopter pilots are typically

Warrant Officers and serve in all branches of the UEDF Armed Forces.

Navigation (+10%)

Combat Flying

Pilot: Airplane (+15%)

Pilot: Helicopter (+15%)

Pilot: Combat Helicopter (+20%)

Wilderness Survival (+5%)

Weapon Systems (+10%)

M.O.S. Bonus: 3D6+10 S.D.C., +1 on Perception Rolls, +2 P.E., +2 P.P.

M.O.S. Equipment: Access to airbases, carriers, flight decks and any and all ordnance, weapons, aircraft and facilities as dictated by flight status and security clearance.

Non-Variable Fighter Pilot: Fighter pilots fly the many non-variable fighter craft still in service with the UEDF. They serve in the UEDF Spacy, Navy, Air Force and Marine Corps, and are just as capable and cocksure as their Veritech Pilot cousins. Their missions are much the same as Veritech Pilots, and encompass everything from Air Superiority to Ground Attack to Reconnaissance.

Navigation (+10%)

Combat Flying

Pilot Airplane (+15%)

Pilot Jet Aircraft (+20%)

Pilot Jet Fighter (+20%)

Wilderness Survival (+5%)

Weapon Systems (+10%)

M.O.S. Bonus: 3D6+10 S.D.C., +1 on Perception Rolls, +1 P.E., +2 P.P.

M.O.S. Equipment: Access to airbases, carriers, flight decks and any and all ordnance, weapons, aircraft and facilities as dictated by flight status and security clearance.

New Skill Descriptions

New Communication Skill

Advanced Electronic Warfare: The AEW skill is similar to the Communication skill Electronic Countermeasures, but is more in depth. Characters with this skill are well versed in the theory and manipulation of freely propagating electromagnetic radiation, including radio, satellite/GPS signals and radar. This skill allows the character to detect and jam all enemy communications, radio-frequency navigation, radar and any other radio broadcasting equipment (Electronic Countermeasures), as well as thwarting enemy attempts at ECM on friendly frequencies (Electronic Counter-Countermeasures). The character is familiar with all forms of ground based and airborne ECM/ECCM systems such as the AWACS systems as used aboard ES-11 Cat's Eye aircraft. Optical sensors and communications (infrared, laser communications, etc.) can also be jammed or spoofed, but at half the character's skill level. **Base Skill:** 30% +5% per level. **Note:** Falls under the skill categories of *Communication* and *Pilot Related Skills*.

New Mechanical Skill

Aerospace Engineer: This engineer is a specialist in the science, design and construction of aircraft and spacecraft. This skill encompasses both aeronautical engineering, the study and design of atmospheric craft, and astronautical engineering, the study and design of spacecraft. Aerospace engineers are trained in aerodynamics, avionics, propulsion and

materials science as it pertains to the construction of aircraft and spacecraft. **Base Skill:** 25% +5% per level. Requires Mathematics: Advanced, literacy and Electrical Engineer. **Note:** Falls under the skill category of *Mechanical*.

New Military Skills

Leadership: This skill represents an officer or NCO's ability to give orders to subordinates and have them obeyed. An officer or NCO with good leadership skills can motivate subordinates and subalterns to do the impossible with nothing while smiling all the way. **Skill Bonuses:** +2 to M.A. attribute, +5% to trust/intimide (20% if the character doesn't already have M.A. bonuses) vs armed forces personnel at level one, and +5% at level 3, 5, 7, 9 and 11. +5% to charm/impress vs everyone at level one, +5% at level 2, 4, 6, 8 and 10. Also +5% to Military Etiquette skill. **Note:** Falls under the skill category of *Military*.

Theater Warfare: Surface, Submarine, Ground, or Aerospace: The Theater Warfare skill is taught at military academies and war colleges all over the world. It is an advanced version of the naval or military tactics skill that grants not only tactical knowledge but also the strategic knowledge to wage total war within the particular theater of specialty. Characters pick one of the following theater specialties:

Surface: Surface warfare covers the tactical and strategic use of naval power for force projection. Surface Warfare specialists are usually commanders of Carrier Assault Groups or Fleet Command Admirals.

Submarine: Submarine Warfare specialists are masters of the cat and mouse type of warfare that submarines excel at.

Submarine Warfare specialists can be found aboard ships as part of a Carrier Assault Group command, or leading packs of silent and deadly submarines.

Ground: Ground Warfare includes training in the use of conventional and unconventional warfare to achieve tactical and strategic goals. Ground Warfare specialists can be commanders of Marine Expeditionary Groups or Generals marshalling troops in the field.

Aerospace: Aerospace Warfare specialists are trained in the use of air and spacecraft for aerospace superiority and force projection. They are usually CAGs on aircraft carriers and space carriers.

Base Skill: 35% +5% per level. **Note:** Falls under the skill category of *Military*.

New Pilot Skills

Aerobatics: Essentially a civilian version of Combat Flying, characters with this skill are usually stunt or exhibition pilots. All penalties for airborne stunts and maneuvers are half, and the pilot is +1 to dodge and +2 to roll with impact/survive a crash while flying.

Base Skill: There is no base skill, but every character level reduces the stunt/maneuver penalties by another one point. **Note:** Falls under the skill category of *Pilot*.

Combat Flying: Similar to the skill Combat Driving, the Combat Flying skill represents a character's ability to fly in adverse weather and combat conditions. All penalties for airborne stunts and maneuvers are half, and the pilot is +2 to dodge and +3 to roll with impact/survive a crash while flying. **Base Skill:** There is no base skill, but every character level reduces the stunt/maneuver penalties by another point. **Note:**

Falls under the skill category of *Pilot*. This skill is **ONLY** available to Military O.C.C.s, not civilians.

Helicopter: The ability to pilot all types of commercial helicopters for the purpose of transportation, observation and light cargo transport. **Base Skill:** 48% +4% per level of experience.

Military: Aerospace Fighters: Skill in piloting and fighting in non-variable aerospace fighters like the UEDF Lancer or the Zentraedi Gnerl Aerospace Fighter. **Base Skill:** 35% +5% per level.

Military: Combat Helicopters. The specialized skill required to fly all types of combat helicopters including all types of military cargo haulers, transports and gun ships, as well as operate their related Weapon Systems. **Base Skill:** 52% +4% per level of experience.

New Technical Skill

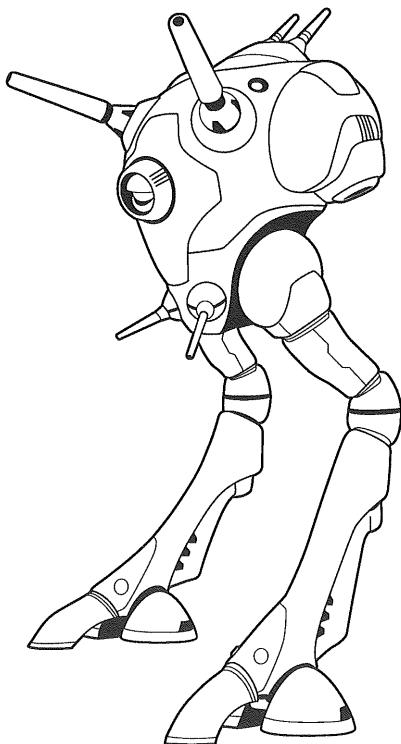
Entrepreneurship: A measure of the character's mastery of business, finance and economics necessary to own and run a business. It involves managerial skills, problem solving, knowledge of investments and markets. **Base Skill:** 40% +5% per level. **Note:** Falls under the Skill Category of *Technical*.

Special Zentraedi Skills

Pilot: Military: Zentraedi Ground Mecha: Skill in piloting Zentraedi ground mecha including Regult Battle Pods and powered suits. First, the player picks the skill, then picks one of the following specialties: Battle Pods (all), Glaug Officer Pods, Nousjadeul-Ger (male) Powered Suit or Queadluun-Rau (female) Powered Suit. Each different type of mecha requires a separate skill selection. **Base Skill:** 35% +5% per level.

History: Tirolean Empire: Study of the rise and fall of the Tirolean Empire as formed by the Robotech Masters. This skill includes knowledge of notable leaders, vassal states and the workings of the governmental, military and economic forces that influenced the successes, failures and ultimate downfall of this pan-galactic empire. **Base Skill:** 40% +5% per level.

History: Zentraedi: Knowledge of the glorious history of the Zentraedi as known by the Zentraedi themselves. This skill covers notable leaders, battles, tactics and strategies and the Zentraedi's place in the Tirolean Empire. **Base Skill:** 30% +5% per level.



Notable Characters



Captain Henry J. Gloval, UEDF Spacy

Henry Joseph Gloval (b. Henrik Iosif Gloval) was born in Sevastopol, USSR during the height of the Cold War to Grigori and Viktoria Gloval, minor functionaries in the Communist Party. Growing up in Sevastopol, young Henrik was fascinated by the sea, and constantly watched the comings and goings of the heavily armed Soviet warships steaming in and out of the Odessa naval base. He did very well in school, and his perseverance and hard work helped him outshine others more brilliant than he. Upon finishing his primary education, Gloval enlisted in the Soviet Navy, where he rose steadily through the ranks as a crewman

on the Kiev, the lead ship of the newly designed Kiev Class aircraft carriers. When he became a senior enlisted, Chief Starshina Gloval was given the chance to attend an officer training school to further his career. He jumped at the opportunity, and during his schooling made a switch from surface ships to the highly respected Soviet submarine service.

His first assignment as a submariner and newly minted Lieutenant was aboard the ballistic missile submarine *Podolsk*. Throughout the eighties he rose through the officer ranks, and became known as a strong leader and excellent tactician. He was watched closely as a rising star of the Soviet Navy by both his commanders and Western military intelligence. In 1989, mere months before the collapse of his country's government, Gloval was made a Captain in the Soviet Navy and given his first command, the cruise missile sub *Minsk*. After the fall of the Soviet Regime, Captain Gloval enrolled in an officer exchange program through which he was transferred to the U.S. Navy Submarine Service where he was addressed by his Westernized name of "Henry." For the next few years until the outbreak of the Global War, Captain Henry Gloval was highly regarded as an international liaison and became close friends with many of his former adversaries, including Admiral Donald N. Hayes. When hostilities broke out again between the East and West, Captain Gloval was recalled to the *Russian Pacific Fleet*.

In 1999, after years of defending the Pacific from suspected Western incursion, Captain Gloval was ordered to shadow an American Carrier Strike Group steaming for the Philippines. The U.S. Navy was moving in to quell terror-

ist activity in the island country, and Gloval was to ensure that the Americans did not exceed this mandate and disrupt Russian maritime commerce. The clash that ensued was the first direct contact by both the Americans and the Russians with the *Anti-Unification League*, a mercenary-run terrorist group that was attempting to destabilize the region. Suddenly, a massive explosion filled the air and the seas churned and boiled as something massive fell from the sky and crashed on *Macross Island* in the Micronesian Archipelago. Both the Russian and American naval forces raced to the island, but Captain Gloval was the first to arrive and lay human eyes on what had just crashed: the glowing, battered hulk of a massive spaceship, *an alien spaceship*.

As he and his men surveyed the crash site, two things became very clear to Captain Gloval. The first was that this was one of the most significant events in human history, one that he was humbled to have witnessed. The second was that none of the governments of the world would be able to agree on how to deal with the alien spacecraft or secure the crash site. After an intense week in which the United States, Russia, and any nation that had a navy had effectively blockaded the island to a stalemate, Captain Gloval and Admiral Hayes helped broker a deal that allowed the United Nations to send an international team of scientists and experts ashore to investigate the wreck. Stunning discoveries of advanced alien technology aboard the crashed spacecraft and the very real threat that its warlike owners would come looking for it shocked the nations of the world back to their sense. The international community knew something

needed to be done, and they banded together in an unprecedented spirit of mutual support for the protection of the Earth.

In 2005, the *United Earth Government (UEG)* was ratified by the United Nations and reconciled the superpowers of the world: the United States, the European Union, China, and even Russia. When the UEG needed someone to oversee the rebuilding of the spacecraft and the formation of a new Space Fleet (or “Spacy”), *Henry Gloval* was the first name on the list. As a submarine captain, he already had years of experience thinking tactically in three dimensions in a hostile environment, a trait the UEG knew would be important in outer space. Also, as the first person to see the crashed ship and a highly-decorated officer with experience dealing with the international intricacies of superpower politics, Henry Gloval would be an excellent symbol of the reconciliation of Earth’s nations through the formation of the UEG. He was immediately commissioned as a Captain in the new *United Earth Defense Force (UEDF)* and given the task of spearheading the unraveling of the alien ship’s mysteries and supervising its reconstruction as the flagship of Earth’s first space-faring combat force.

The events of the following 15 years would be unlike anything the Earth had ever seen: a massive international undertaking involving millions of man hours of work and research; the construction of a space defense force from scratch; quantum advances in biology, chemistry, robotics, materials science, aerospace and computer engineering; the training of raw recruits to handle all this new and untested technology; the fight against an

overwhelming alien aggressor; the near destruction of Earth and human civilization; and the subsequent rise of humankind from the ashes. In the middle of it all stood Henry Gloval — steadfast, calm, resolute in the face of overwhelming odds and political treachery. He led the UEDF Armed Forces through some of the darkest days of human history, and again gained the trust and respect of friend and foe alike. In the final climactic battle with Khyron and his renegade Zentraedi, Henry Gloval died like so many legendary ship captains, at the helm of his ship and fighting to his last breath.

His legacy lived on despite his untimely death as the *Gloval Initiative of 2014* established the mandate of the United Earth Expeditionary Force to embark to the stars and colonize other worlds to ensure the survival of the human race.

Name: Henry Gloval (Born Henrik Iosif Gloval).

Rank: Captain UEDFS at series beginning, Admiral UEDFS and Supreme Commander of UEDF Armed Forces by series end.

Alignment: Scrupulous.

Attributes: I.Q. 14, M.E. 12, M.A. 19, P.S. 13, P.P. 14, P.B. 11, P.E. 17, Spd 13.

Hit Points: 57. **S.D.C.:** 38.

Age: 52 at the beginning of the Macross series, 57 by series end.

Sex: Male.

Height: 6 feet, 1 inch (1.8 m).

Weight: 188 pounds (85 kg).

Experience Level: Tenth level Fleet Technical Officer.

Occupation: Line Officer (Submarine Warfare).

Disposition: A thinking soldier, resourceful and imaginative, some might even call Captain Gloval a visionary. He could see the big picture of any situation and understand both sides in a conflict. This gave him keen instinct and a good head for strategy and tactics. Able to think outside the box, Gloval was usually able to find an angle to exploit to the advantage of the troops under his command. However, Capt. Gloval's sense of compassion and fair play made him so highly respected and trusted that those serving under his command were willing to follow him to the gates of Hell and back. For Captain Henry Gloval, war was a necessary evil that had less to do with winning and losing and everything to do with creating a better future for humankind.

Description: Tall and lean with a craggy Slavic face, dark eyes and a thick mustache. Captain Gloval carried himself with the bearing of a career Naval officer.

Skills of Note: Climbing 98/90%, Forced March, Military Etiquette 90%, Radio: Basic 90%, Sensory Equipment 90%, Swimming 90%, Naval History 90%, Naval Tactics 90%, Leadership 90%, Public Speaking 90%, Lore: Zentraedi 65%, Submarine Warfare 90%, Russian History 90%, Russian 90%, English 90%, Computer Operation 90%, Mathematics: Basic 90%.

Combat Training: Hand to Hand: Basic at 10th level.

Attacks per Melee: Six.

Bonuses: +1 to strike, +2 to parry, +2 to dodge, +4 to pull punch, +4 to roll with fall/impact, +1 to disarm, +2 to

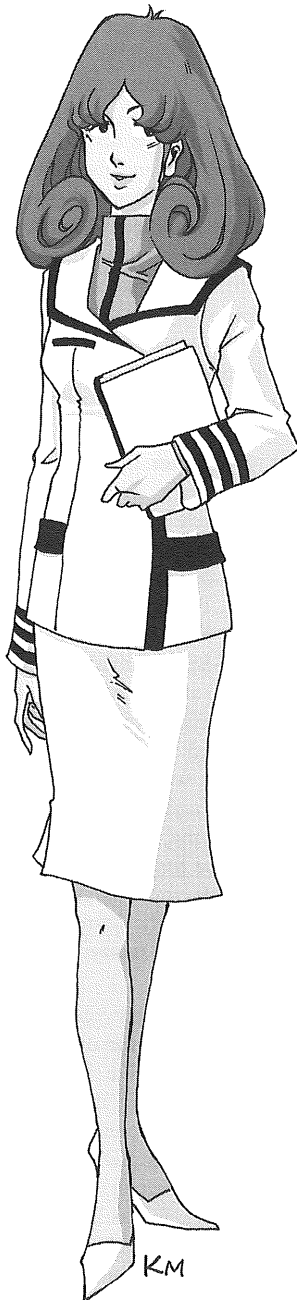
damage, +5% to save vs coma/death, +1 to save vs poison, trust/intimidate 55%, 65% to armed forces members, Critical Strike on a Natural 18-20, kick attack, and body flip/throw.

Weapons and Equipment: The majority of Captain Gloval's personal and professional needs, such as weapons, uniforms and housing, are provided by the military. His personal equipment includes his Soviet (later Russian Federation) Navy ribbons and medals, books on submarine warfare and the history of the silent service, a biography of Yuri Gagarin, a collection of music by notable Russian and Eastern European composers and a scale model of his old command, the Russian ballistic missile submarine "Minsk."

Lieutenant Commander Lisa Hayes, UEDF Spacy

Born into a family whose history of military service stretches back to before the American Civil War, Lisa Hayes was a military brat to the bone. Raised by her doting but stern father, Admiral Donald N. Hayes, Lisa grew up on military bases and attended military schools her whole life. Even before she graduated kindergarten, it was a foregone conclusion that she would attend a military academy after high school. However, her family's high profile also brought tragedy as a car bomb that had been planted by the Anti-Unification League claimed the life of her mother, Sara.

All her young life it had been the U.S. Naval Academy at Annapolis that she was preparing herself for, but those



plans changed during her freshman year of high school. With the crash of the ship that would become the SDF-1 and the founding of the new *Robotech Academy*, Lisa set her goals on this new field of Robotechnology and the new United Earth Defense Force that was being built around it. She enrolled in and was accepted to the Robotech Academy, and in the fall of 2003 she entered the academy as a cadet studying Avionics Engineering. It was during this time that contact was lost with Mars Base Sara, where her fiancé Karl Riber was stationed and presumed dead.

After graduation in 2006, she was commissioned as a Second Lieutenant and threw herself into her work aboard the SDF-1 as part of the new *air control crew*. It was *Macross Island* where she would meet *Claudia Grant*, *Captain Gloval*, and the rest of the SDF-1's bridge crew. She soon made a reputation for herself as a straight laced, by the book, young officer, but perhaps a little too efficient and intensely professional. Eventually, she would be assigned *first officer and aerospace controller* of the SDF-1's air wing, and she would be tested under fire for the first time during the battle for Macross Island. She acquitted herself well, only flustered once by the appearance of a snotty civilian pilot named *Rick Hunter*.

During the next few years, Lisa began to relax and become more comfortable in her duties. She showed great initiative and leadership during her captivity by the Zentraedi, and even acted as a liaison between the SDF-1 and UEDF high command when the giant starship returned to Earth. It was also during the trek across the solar system fighting the Zentraedi and the ensuing battle for

Earth, that she grew close to Rick Hunter, by then an accomplished and well respected combat pilot aboard the SDF-1. Their relationship was complicated by her lingering feelings for her dead fiancé and by Rick's conflicted feelings about *Lynn Minmei*. Eventually Rick and Lisa would settle accounts and heal old wounds and find love and a measure of peace with one another.

After the destruction of the SDF-1 and her sister ship the SDF-2 at the hands of the rogue *Zentraedi warlord, Khyron*, Lisa became involved with the United Earth Government (UEG) and the formation of the *United Earth Expeditionary Force (UEEF)*. As the senior ranking officer in the UEDF Armed Forces, she was promoted to Admiral by the UEG and placed in charge of the UEEF and the search for the **Robotech Masters**. It was aboard the SDF-3, hand-in-hand with her husband, *Rear Admiral Rick Hunter*, that she took to the stars, and carried the fight all the way to the Masters' homeworld, Tirol.

Name: Lisa Hayes.

Rank: Lieutenant Commander UEDFS at series beginning, Captain UEDFS by series end.

Alignment: Principled.

Attributes: I.Q. 14, M.E. 22, M.A. 12, P.S. 10, P.P. 12, P.E. 12, P.B. 14, Spd 12.

Hit Points: 72. **S.D.C.:** 45.

Age: 24 at series beginning, 29 by series end.

Sex: Female.

Height: 5 feet, 5 inches (1.67 m).

Weight: 100 lbs (45 kg).

Experience Level: 6th level Fleet Technical Officer.

Occupation: Executive Officer and Air Boss of the SDF-1 at series beginning, Commander of the SDF-2 by series end.

Disposition: Lisa is your typical by-the-book fleet officer. She works hard to always be professional and squared away, a trait that was drilled into her by her father.

Description: Tall and long limbed with chestnut hair and piercing blue eyes, Lisa carries herself with a straight military posture and is always well groomed and squared away. Her looks attract a number of suitors, but her standoffish personality tends to keep them at bay.

Natural Abilities: +3 to save vs psionic attack, +5 to save vs insanity.

Skills of Note: Climbing 80%/70%, Forced March, Military Etiquette 75%, Radio: Basic 85%, Sensory Equipment 75%, Swimming 75%, Naval History 75%, Naval Tactics 75%, Leadership 65%, Barter 68%, Basic Electronics 70%, Computer Programming 90%, Computer Hacking 55%, Cryptography 67%, Electronic Countermeasures 75%, Language: Russian 93%, Public Speaking 75%, Cook 80%.

Combat Training: Hand to Hand: Basic.

Attacks per Melee: Five.

Bonuses: +1 to strike, +2 to parry/dodge, +2 to pull punch, +2 to roll with fall/impact, +1 to disarm, and Critical Strike on a Natural 18-20.

Weapons and Equipment: The majority of Lisa's personal and professional needs, such as weapons, uniforms and housing are provided by the military.



Lieutenant Commander Richard “Rick” Hunter, UEDF Spacy

Rick Hunter was born into an aviation family in 1990. His father, Mitchell “Pops” Hunter, a retired U.S. Navy aviator, ran **The Hunters’ Flying Circus**, an aerobatic touring company much in the vein of the old barnstorming shows of the 1920s. Rick flew his first aircraft at the age of three, sitting in his father’s lap, and by the age of eleven he was flying solo and winning junior amateur flying competitions. While growing up he was greatly influenced by his adopted “big brother” Roy Fokker, the son of Mitchell Hunter’s Navy wingman Dan

Fokker. The elder Fokker had been killed in the line of duty, and young Roy had come under Hunter's care. Rick, eleven years Roy's junior, grew up idolizing young Fokker, and was heartbroken when Roy left the Flying Circus to join the newly formed United Earth Defense Forces.

In 2009, Rick flew from an airfield on Guam out to *Macross Island* to visit Roy and witness the christening of the new **SDF-1**, the Earth's first intergalactic spacecraft built from the wreckage of the alien spaceship that had crashed on the island a decade before. It was here that Rick was swept up in the events of the *First Robotech War*. Skull Squadron Leader and "Big Brother," Roy Fokker, had been showing Rick the cockpit of a trainer model of the new, transformable Veritech Fighter when the Zentraedi attacked Macross Island. Rick was left sitting in the trainer wondering what to do when he was mistaken for a fighter pilot and ordered to take flight. Rick always loved aircraft, and followed orders to join the battle. The young man quickly found himself in over his head flying an unfamiliar military fighter into combat he was never trained for. During the battle for Macross Island, Rick would meet and become entangled with one of the two young women who would define his life for the next five years, *Lynn Minmei*. Like the rest of the inhabitants of Macross Island, Rick and Minmei were caught up in the disastrous accidental space fold to Pluto. The pair were alone and lost for two weeks in an unused portion of the massive SDF-1 and had to work together to stay alive and keep their wits about them. The experience brought Rick and Minmei very close, and the two thought they might even be

in love with each other. After they were rescued, the two remained friends though their lives would be pulled in very different directions.

Rick found himself rudderless and alone on this strange starship. Staying upstairs from Minmei's aunt and uncle's restaurant and having nowhere to go, he finally decided to take action. He wanted to fly and had a need to help the people of Macross City, so he went to the one person he believed could help him, *Roy Fokker*. After some brotherly advice and goading, Fokker convinced Rick to enlist in the United Earth Defense Force. Rick was hesitant at first, his natural pacifistic urges and uncertainty about his future giving him reason for pause. He was commanded to report to training with the *UEDF Space Fleet* (or "*Spacy*") as an aviator. His dedication and drive helped him survive basic training and flight school, and he reported for his first combat duty during the Battle for Saturn's Rings.

Over the next few years, Rick Hunter would distinguish himself as a pilot and a leader. He would be given more and more responsibility and climb through the ranks from being an enlisted pilot to the officer corps. During this time, Rick also became entangled with *Lieutenant Commander Lisa Hayes*, especially after the events at Mars Base, and this only served to complicate his life further. Through it all, Rick tried to balance his personal life with his professional life, and succeeded to both greater and lesser degrees. It was while he was convalescing from near fatal wounds received in combat that his friend, Roy Fokker, passed away. With the death of Fokker, Rick was promoted to commanding officer of **Skull Squadron**, and CAG of the

SDF-1. He found himself with more responsibility than he'd ever had, in the middle of his deepest grief.

Through this all, his feelings for Lisa Hayes became more and more apparent. He became closer with her and more distant from Minmei throughout the final battle with Dolza's Zentraedi armada and the ensuing reconstruction. Rick became more and more involved with the rebuilding effort and the construction of the SDF-2. Not long after, he was promoted to Captain. Rick and Lisa both survived the final assault by the renegade Zentraedi leader Khyron, but the SDF-1 and her sister ship were both destroyed. It was a pivotal event that marked the end of the First Robotech War, and made Rick realize that his place was with Lisa Hayes and Gloval's plan to fly to the stars. He and Minmei remained friends, but nothing more.

Rick and Lisa would go on to help reorganize the United Earth Government (UEG) and organize the *United Earth Expeditionary Force (UEEF)* to build the SDF-3 and with the help of Breetai, search for the *Robotech Masters* to stop future conflict. His last action as a UEDFS officer was to apply for a lateral transfer to the UEEF Navy, where he would become Rear Admiral, and with his wife and commanding officer Admiral Lisa Hayes-Hunter, fulfill Captain Gloval's dream of keeping hope alive and carrying a new generation of people to the stars.

Name: Richard "Rick" Hunter.

Rank: Rick is a civilian at series beginning, Captain UEDFS, Commanding Officer of Skull Squadron and Commander Air Group (CAG) of SDF-1 by series end.

Alignment: Scrupulous.

Attributes: I.Q. 12, M.E. 15, M.A. 13, P.S. 15, P.P. 18, P.E. 14, P.B. 15, Spd 14.

Hit Points: 44. **S.D.C.:** 40.

Age: 19 at series beginning, 24 by series end.

Sex: Male.

Height: 5 feet, 6 inches (1.67 m).

Weight: 160 lbs (72 kg).

Experience Level: 6th level UEDF Veritech Pilot.

Occupation: UEDF Marine Corps Aviator.

Disposition: Callow and carefree when he showed up on Macross Island in the summer of 2009, military service and the events of the past five years have forged in Rick Hunter a man of deep principle, strong judgement and great compassion.

Description: Rick is on the short side and compact with a shock of thick, black hair and blue eyes.

Skills of Note: Computer Operation 90%, Language: English 90%, Literacy: English 90%, Mathematics: Basic 90%, Pilot: Automobile 98%, Climbing 90%/80%, Forced March, Military Etiquette 85%, Pilot: Airplane 98%, Pilot: Jet Aircraft 98%, Pilot: Jet Fighters 98%, Pilot Spacecraft: Light and Medium 98%, Radio: Basic 98%, Navigation 80%, Sensory Equipment 98%, Space Survival 70%, Swimming 95%, Wilderness Survival 70%, Boarding Spacecraft 80%, Combat Flying, Mecha Elite Combat Training: VF-1 Valkyrie, Pilot Mecha: Veritech 98%, Space Navigation 80%, Weapon Systems 80%, Zero Gravity Combat, W.P. Handguns, W.P. Energy Pistol, W.P. Rifle, W.P. Knife.

Combat Training: Hand to Hand: Expert at 6th level.

Attacks per Melee: 5 (8 in a Valkyrie)

Bonuses: +2 on initiative, +4 to strike (+6 in a Veritech), +7 to parry (+9 in a Valkyrie), +7 to dodge (+9 in a Veritech on the ground, +11 in the air), +3 to pull punch, +2 to roll with fall/impact (+5 in a Veritech), +3 to disarm (+5 in a Veritech), and +3 to damage.

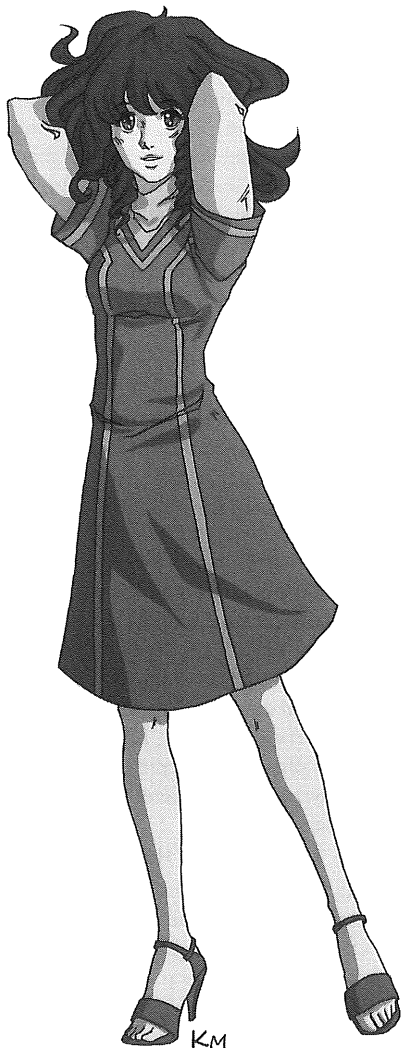
Weapons and Equipment: The majority of Commander Hunter's military equipment is issued to him through the service, and as a senior officer he has access to any and all weapons, armor, ordnance and Veritech fighters as well as any military and research facilities as allowed by his security clearance. His personal equipment includes memorabilia from his days with his father's flying circus, a collection of Lynn Minmei memorabilia, a photo of him and Roy Fokker the day of the launch of the SDF-1, a picture of him, Max Sterling and Ben Dixon in their flight suits, and his fanliner stunt plane.

Lynn Minmei

In many ways, Minmei represents the "Everyman" in the story of the Macross Saga. She is a civilian who gets swept up in the war and extraordinary adventure. She starts out young, innocent and full of vigor. She, like all the civilians and soldiers in the story, must struggle to find courage and hang on to hope in a shattered and uncertain world.

When we first meet Minmei she is an idealistic 15 year old. She is thrown into war and watches as her world is changed forever. Circumstance puts her and Rick

Hunter together, and the two develop a deep friendship. Seeking comfort and stability, both Minmei and Rick look to each other for love and romance. Sadly perhaps, life carries them in opposite directions and Rick finds love elsewhere while Minmei must deal with her own destiny.



Minmei's journey begins when she is rescued by Rick Hunter during the Zentraedi's initial assault on the SDF-1. The aliens attack during the christening ceremony for the SDF-1 on Macross Island. The battle is ferocious, and Captain Gflovial decides to take the fight away from the civilian population before Macross City is completely destroyed. When the anti-gravity engines on the Battle Fortress do not work as expected, the Captain decides to use the untried space fold system to "jump" into space. It is a fateful decision that not only sends the SDF-1 and its valiant crew to the edge of our solar system, near the planet Pluto, but also tears Macross City from the Earth and carries it into outer space with it! Thankfully, the vast majority of the city's population are safe inside airtight bomb shelters and the crew of the SDF-1 has time to rescue the more than 45,000 civilians before their air supply runs out. The people find refuge inside the enormous SDF-1 Super Dimension Fortress, where they find enough room to rebuild their city and return to a relative sense of community and normalcy.

Meanwhile, Minmei had been rescued by Rick Hunter during the melee with the Zentraedi, and the two were swept away in Rick's turbo-fan jet when the battle fortress warped into space. Rick manages to get the aircraft inside the SDF-1, but soon discovers that they are *lost*. The SDF-1 is huge, and there are many floors and areas that are not in use or inhabited. Minmei and Rick spend two weeks trapped in the belly of the battle fortress and face the possibility of starvation and death. It is during this time that they develop their bond of friendship and strong feelings for each

other. Just as things look darkest, the pair are found and rescued.

Minmei rejoins her family in the new Macross City built aboard the ship and wins the Miss Macross beauty and talent contest. The next thing she knows, she finds herself swept up in the whirlwind of celebrity as her career skyrockets. Her natural charm, charisma, talent and circumstance catapult her from Average Jane to teen music sensation. At her height of fame, Minmei and her music inspires members of the Zentraedi fleet, by the hundreds of thousands, to defect and fight on behalf of humanity to save Earth from total destruction. Her music also brings hope and courage to the valiant soldiers of the United Earth Defense Force (UEDF) to fight against impossible odds.

Though humanity survives aboard the SDF-1, civilization on the surface of the Earth is decimated. Again, Minmei uses her music to try to help people find the courage and hope to rebuild. However, Minmei is struggling through her own crisis of confidence. Her career is on the wane and she finds herself alone. She turns to Rick Hunter, now commanding officer of the Skull Squadron, and tries to rekindle the romance they once shared. However, they are both different people now, and Rick's heart calls him to the stars and the company of Lisa Hayes. Like so many other survivors of the First Robotech War, Minmei marshals on and searches to find a happy balance between her career and making a new life for herself.

Name: Lynn Minmei.

Stage Name: Lynn Minmay.

Alignment: Unprincipled.

Attributes: I.Q. 10, M.E. 11, M.A. 21, P.S. 8, P.P. 12, P.B. 22, P.E. 9, Spd 12.

Hit Points: 22. **S.D.C.:** 12.

Age: 15 at series beginning, 20 at series end.

Sex: Female.

Height: 5 feet, 1 inch (1.55 m).

Weight: 104 pounds (47 kg).

Experience Level: Fifth level Civilian (Performer).

Occupation: Singer, model and movie star.

Disposition: Minmei is your typical spoiled teenage girl; petulant, vacuous and self-absorbed. Her stage persona of the girl next-door hides a remarkably cunning mind, a need for fame, and to always be the center of attention.

Description: Petite and pretty with black hair and green eyes, Minmei has a very pleasant and attractive mix of Chinese and Anglo features that make her exotic and interesting.

Natural Abilities: Evoke Trust 65% (she's not much on intimidation unless angry, then she has Intimidation 65%), and Charm/Impress 60%.

Skills of Note: Computer Operation 94%, Language: English 98%, Literacy: English 98%, Mathematics: Basic 94%, Pilot: Automobile 82%, Aerobic Athletics, Dance 70%, Disguise 65%, TV/Video 65%, Play Piano 80%, Performance 75%, Public Speaking 70%, Seduction 48%, Sing 95% (professional quality), and Wardrobe and Grooming 95%.

Combat Training: None.

Attacks per Melee: Two combat actions or 3 non-combat actions.

Bonuses: +1 to dodge, +1 to disarm, and +1 to roll with fall/impact.

Weapons and Equipment: As Macross City's only bonafide celebrity, Minmei has access to pretty much anything her heart desires while she's on the SDF-1. After the battle for Earth and the Earth reclamation, Minmei's fortune, along with most people of Earth, takes a turn for the worse, but she is still better off than most.

Lieutenant Commander Claudia S. Grant, UEDF Marine Corps

In 1981, Claudia Grant was born into a solidly middle-class home in Southern California. She was a curious and precocious child with a reputation for being equal parts charming and willful. From an early age she showed an aptitude for languages, as well as a fine singing voice that was honed in church and school choirs. During the opening years of the Global War, she gave little thought to the conflict or the military, as it seemed thousands of miles away while she attended high school. She had plans to attend the University of California at Los Angeles to study journalism and broadcasting. However as the global conflict dragged on, Claudia had a change of heart and enlisted in the Air Force, to the shock of her parents who never expected to see their little girl join the military. The day after her high school graduation, Claudia shipped out for basic training at Lackland Air Force Base, and her military career officially began.

Claudia did well in basic training, and her ASVAB (Armed Services Vocational Aptitude Battery) scores qualified her for nearly any job in the Air Force. When she enlisted, she indicated her desire for a career in communications, and after basics, she was shipped to tech school to study communications and cryptography. After graduation, Claudia's first post was F.E. Warren AFB in Wyoming, where she honed her skills in communications and air traffic control – guiding the pilots of the attack wing stationed there. It was also at Warren where Claudia started a long, tumultuous love affair with a brash and charming young pilot named *Roy Fokker*.

During Claudia's first year at Warren, the entire world turned upside down. A giant, alien spacecraft fell from the sky, the Global War ground to a halt, and the nations of the world banded together in the face of this new threat from the stars. While the world's nations were busy organizing the United Earth Government (UEG), a brash and charming young pilot named *Roy Fokker* was assigned to Warren AFB. Claudia and Roy started a long, tumultuous love affair until the newly formed United Earth Defense Force (UEDF) began to recruit the most promising officers for duty halfway around the world on **Macross Island**, home of the crashed alien spacecraft. Roy was tapped to be a test pilot in the new UEDF Navy, and was secretly transferred out of Warren. Within three months, Claudia was also transferred to Macross Island as a newly commissioned 2nd Lieutenant in the UEDF Marine Corps and worked with the new communications and sensor gear that were being developed.

The next several years passed in a blur. Within her first year there she met and became fast, though awkward, friends with *Lt. Lisa Hayes*, her assigned roommate in the base housing. Her younger brother, *Vince Grant*, followed her to Macross Island after joining the UEDF Navy for the once-in-a-lifetime experience. Claudia's relationship with Roy Fokker deepened while at the island, and by the time the new ship was christened the *SDF-1 Macross*, she had



risen to the rank of 1st Lieutenant. She was assigned to the bridge of the SDF-1, and worked directly with her close friend, Lisa Hayes, and the widely-respected *Captain Gloval*. Over the course of the next few years, Claudia would grow as both a friend and a leader. The ongoing war with the Zentraedi was especially hard on her, and after the loss of Roy Fokker, she turned to drinking in an attempt to drown her sorrows. She recovered her emotional center before the destruction of the SDF-1, but was always haunted by her loss. During the climactic Battle of New Macross City with Khyron and his Zentraedi rebels in 2014, she stood fast with her Captain and her ship, and went down fighting until the very end.

Name: Claudia Grant.

Rank: 1st Lieutenant UEDFMC at series beginning, Lieutenant Commander UEDFMC at series end.

Alignment: Scrupulous.

Attributes: I.Q. 15, M.E. 13, M.A. 17, P.S. 12, P.P. 14, P.E. 12, P.B. 20, Spd 14.

Hit Points: 44. **S.D.C.:** 40.

Age: 28 at series beginning, 33 at series end.

Sex: Female.

Height: 5 feet, 9 inches (1.75 m).

Weight: 131 pounds (59 kg).

Experience Level: 6th level UEDF Fleet Enlisted.

Occupation: Senior Enlisted (Chief of the Bridge) for SDF-1 bridge crew.

Disposition: Saucy and sarcastic, Claudia plays the ironic foil to Lisa's hard-nosed and squared-away attitude. She portrays a sense of cool professionalism tempered by an ap-

proachable manner and a constant smirk.

Description: Claudia is tall and lean with chocolate colored skin and deep brown eyes. She keeps her reddish-brown hair cut in a short, stylish afro and wears just enough makeup, within Navy regulations, to accentuate her fine features.

Natural Abilities: Trust/Intimidate 45%, Trust/Intimidate Military Personnel 60%, and Charm/Impress 70%.

Skills of Note: Climbing 70%/60%, Forced March, Military Etiquette 70%, Radio: Basic 85%, Basic Electronics 70%, Cryptography 65%, Computer Programming 78%, Electronic Countermeasures 70%, Laser Communications 70%, Pilot: Motorcycle 84%, Sensory Equipment 75%, Leadership, Optic Systems 70%, Cooking 85%, Computer Operation 78%, Language: English 98%, Literacy: English 92%, Mathematics: Basic 90%, Automobile 78%, W.P. Rifle, W.P. Handguns, W.P. Knife.

Combat Training: Hand to Hand: Basic at 6th level.

Attacks per Melee: Five.

Bonuses: +1 to strike, +2 to parry/dodge, +2 to pull punch, +2 to roll with fall/impact, +1 to disarm, Critical Strike on a Natural 19-20.

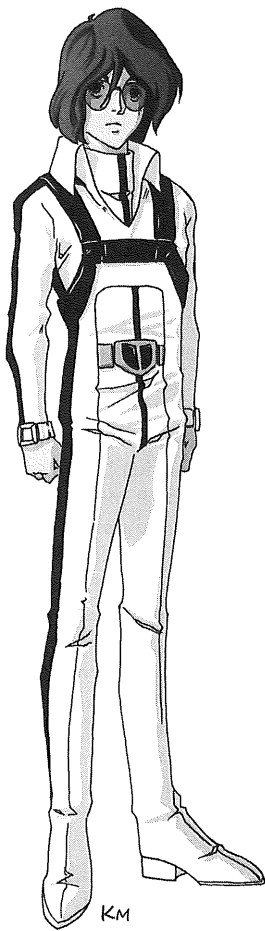
Weapons and Equipment: The majority of Claudia's personal and professional needs, such as weapons, uniforms and housing are provided by the military. Her personal equipment includes a picture of her with Roy Fokker, a stylish civilian wardrobe, a collection of blaxploitation films and soundtracks from the

1970s, her diary and a scrapbook of her military career.

2nd Lieutenant Maximillian J. “Max” Sterling, UEDF Spacy

Max Sterling was born to fly. His fascination with aircraft started in the crib with the brightly colored airplane mobile his parents hung over his bed. As he grew up it became airplane themed wallpaper, plastic models, trips to the Air and Space Museum, membership in the Civil Air Patrol, anything that would get him near or teach him about flying. His parents, civilian computer contractors to the U.S. military, were more than happy to indulge him, and by the time he was ten, Max had had more air time, albeit simulated air time, than many career pilots. His greatest dreams came true when his parents took jobs on **Macross Island**, throwing in their lot with the UEDF and the reconstruction of the SDF-1. This all came crashing down the day after his 13th birthday.

Max was in school when the men from the United Earth Defense Force came to tell him that his parents had been killed in an Anti-Unification League attack on the UEDF contractors' headquarters. With no family to attend him, and no state having jurisdiction over Macross Island, Max's welfare fell to one of the harried social workers employed by the UEDF Armed Forces to counsel soldiers and their families. Max, always mature and responsible, strived to stay on the island in base housing, took flying lessons, and attended high



school on the island. It was here that he met Ben Dixon, the son of local business owners and a fellow aviation fan with whom he would develop a lasting friendship. He graduated with high marks and found work as an apprentice aviation mechanic. Then in 2009 while he and Ben were attending the launch of the SDF-1, the Zentraedi invaded Macross Island in an attempt to recapture their lost ship. In the chaos that followed, Max, Ben, and 70,000 other souls were

flung across the solar system aboard the SDF-1.

As the civilians aboard the SDF-1 struggled to survive, Max and Ben answered a frantic recruiting drive by the UEDF for any able-bodied persons willing to join the fight against the Zentraedi. After a crash course in basic training and simulation, the newly minted Private Max Sterling was thrust into cleanup and recovery duties, quickly gaining real experience in piloting shuttles and other small spacecraft. Once Macross City was rebuilt aboard the SDF-1, Max put in a request to enter the accelerated pilot training program that the UEDF had put in place. Desperately short on combat ready pilots, the UEDF began to train and field enlisted pilots, a tactic not used since the Second World War. Max passed his tests and physicals and began training immediately to fly a Veritech Fighter. His first active duty assignment was under the command of *Rick Hunter*, leader of the Vermillion Squadron. Later as part of the Skull Squadron, Max Sterling would go on to achieve fame as one of the best pilots in the UEDF. The combination of his staggering number of confirmed kills and his marriage to the Zentraedi defector *Miriya* made him a household name and hero among the citizens of Macross City. Through it all his humility and matter of fact demeanor won him many friends among both his military and civilian colleagues.

Name: Maximillian J. "Max" Sterling.

Rank: Private UEDFS at series beginning. Lieutenant Commander UEDFS and Executive Officer of Skull Squadron at series end.

Alignment: Scrupulous.

Attributes: I.Q. 15, M.E. 22, M.A. 17, P.S. 13, P.P. 25, P.E. 15, P.B. 13, Spd 20.

Hit Points: 42. **S.D.C.:** 24.

Age: 19 at series beginning, 24 at series end.

Sex: Male.

Height: 5 feet, 9 inches (1.75 m).

Weight: 164 pounds (74 kg).

Experience Level: Sixth level Veritech Pilot.

Occupation: UEDF Marine Corps Aviator.

Disposition: Max is mild mannered and humble, but sure in his skills as a Veritech Pilot and proud of them. His laid back demeanor hides both a passionate heart and the cold instincts of a professional soldier.

Description: Max is on the tall side for a pilot and lean, with a mop of blue hair that the UEDF military overlooks due to his skill and the desperate need for pilots. He wears a pair of non-prescription, sky-blue aviator sunglasses all the time, an odd vanity in an otherwise humble young man. Max was given these glasses by his father before the elder Sterling was killed. He considers them lucky, and won't fly without them.

Natural Abilities: Natural Veritech Ace, Trust/Intimidate 45%, +5 to save vs insanity.

Skills of Note: Aircraft Mechanics 85%, Computer Operation 80%, Language: English 96%, Literacy: English 94%, Mathematics: Basic 93%, Climbing 80/70%, Forced March, Military Etiquette 75%, Pilot: Airplane 98%, Pilot: Jet Aircraft 94%, Pilot: Jet Fighter 94%, Pilot: Spacecraft, Light and Medium 95%, Radio: Basic 90%,

Sensory Equipment 75%, Space Survival 60%, Swimming 85%, Boarding Spacecraft 70%, Combat Flying, Mecha Elite Combat Training: VF-1 Valkyrie, Navigation 75%, Navigation: Space 75%, Pilot Mecha: Veritech 98%, Weapon Systems 80%, Zero Gravity Combat, Cook 75%, W.P. Handguns, W.P. Rifles, W.P. Heavy Military Weapons, WP Knife.



Combat Training: Hand to Hand: Martial Arts at 6th level.

Attacks per Melee: Five (8 in a Veritech).

Bonuses: +1 to initiative (+3 in a Veritech), +7 to strike (+9 in a Veritech), +8 to parry (+10 in a Veritech), +8 to dodge (+11 in a Veritech on the ground, +13 in the air), +3 to pull punch (+6 in a Veritech), +3 to roll with fall/impact (+6 in a Veritech), +2 to Disarm in a Veritech, and +3 to Perception Rolls, Critical Strike on a Natural 18-20.

Weapons and Equipment: The majority of Max's military equipment is issued to him through the service, and as an officer he has access to any and all weapons, armor, ordnance and Veritech fighters as well as any military and research facilities as allowed by his security clearance. His personal equipment includes his parents' wedding picture in a diptych frame with his own, a tool kit and his lucky glasses.

Lieutenant Commander Roy Fokker, UEDF Spacy

Born in July of 1979, Roy Fokker was the only child of Dan Fokker, a veteran U.S. Navy aviator, and his wife Linda. Within the first few years of his life, Roy's mother died of cancer and his father was killed in the line of duty in an aviation accident. Roy became the adopted son of *Mitchell Hunter*, a close family friend who was Dan's wingman in Vietnam. Life was good with the

Hunters and Roy was treated as a beloved member of the family. He was especially close to *Rick Hunter*, who adored Roy as his "Big Brother."

Growing up around pilots, gear-heads and aviation aficionados, it was only natural that Roy became interested in aircraft at an early age. He started learning to fly under Mitchell Hunter, and was soon performing in *The Hunters' Flying Circus* in a replica Fokker D.VII bi-plane. In high school, Roy was an active member of the U.S. Air Force Junior Reserve Officer Training Corps (JROTC) and had planned to join the Air Force immediately upon graduation. However, Mitchell, a disaffected war veteran, convinced Roy to stay with the flying circus a little longer. However, with the outbreak of the Global War, Roy could no longer avoid his calling and enlisted in the U.S. Navy where the ranks of able-bodied pilots had been dramatically thinned. Roy's exceptional scores got him fast-tracked to a Lieutenant's commission as a fighter pilot.

His first assignment in 1999 was aboard the supercarrier USS *Kenosha*, which was heading into the South Pacific to counter suspected terrorist activity. During an outbreak of hostility with the mercenary-run Anti-Unification League over Macross Island in the Micronesian Archipelago, a gigantic alien space ship fell from the sky and capsized the *Kenosha* in its catastrophic wake. Roy narrowly escaped certain doom by flying his F-203 fighter out of the path of destruction with full afterburners.

The crash of the massive alien spacecraft immediately changed the dynamics of the world's governments as militaries ceased hostilities and sought to reconcile in the face of a much bigger threat from

outer space. With the winding down of the Global War, Roy saw himself reassigned to defend the research facilities at F.E. Warren Air Force Base in Wyoming. It was at Warren that he built his reputation not only as a superb pilot, but as an inveterate cad and ladies' man. During his time in Wyoming, he also started a turbulent relationship with an attractive and smart young flight controller named *Claudia Grant*, one of the green flight controllers who was recently assigned to the base. Their on again, off again relationship remained the talk of the airbase even through attacks by remnants of the Anti-Unification League.

As the massive reconstruction of the alien space ship progressed on *Macross Island*, Roy Fokker was beckoned by Admiral Donald Hayes to accept a commission in the newly formed United Earth Defense Force and join a top-secret program named **Project Valkyrie**. Always intrigued by new technologies and aviation challenges, Roy was lured all the way back to the South Pacific. Before he knew it, he was the face of Project Valkyrie. This was due not only to his abilities as a pilot, but also because Roy cut a dashing figure and instilled a sense of pride and excitement to the daunting tasks of the project.

In a deft public relations move, Roy was appointed the *Commander Air Group* of the newly rebuilt alien vessel, christened the SDF-1, where Claudia also happened to be assigned as the chief communications controller. Roy would fly as SDF-1's CAG and Commanding Officer of **Skull Squadron** throughout the first half of the *First Robotech War*. He died in 2010 of wounds received in battle against Zentraedi ace Miriya Parina's Quadrano squadron.

Name: Roy Fokker.

Rank: Lieutenant Commander UEDFS, Commanding Officer of Skull Squadron and Commander Air Group (CAG) of SDF-1.

Alignment: Scrupulous.

Attributes: I.Q. 13, M.E. 15, M.A. 20, P.S. 15, P.P. 21, P.B. 21, P.E. 13, Spd 19.

Hit Points: 40. **S.D.C.:** 28.

Age: 30 at series beginning, 31 at the time of his death.

Sex: Male.

Height: 6 feet, 5 inches (1.9 m).

Weight: 235 pounds (105.7 kg).

Experience Level: Eighth Level Veritech Pilot.

Occupation: Veritech Pilot.

Disposition: Roy is very charismatic and has a bit of the rogue in him. He plays up to the fighter pilot stereotype, and enjoys music, action and the company of women in equal measure. Despite his devil-may-care facade, he's a dedicated commander and takes his responsibilities very seriously.

Description: Roy is tall and well muscled with thick blond hair and bright blue eyes. His rugged good looks have broken a string of hearts over the years.

Natural Abilities: Charismatic, Trust/Intimidate 60%, Charm/Impress 55%.

Skills of Note: Computer Operation 90%, Language: English 90%, Literacy: English 90%, Mathematics: Basic 90%, Pilot: Automobile 98%, Climbing 90%/80%, Forced March, Military Etiquette 85%, Pilot: Airplane 98%, Pilot: Jet Aircraft 98%, Pilot: Jet Fighters 98%, Pilot Space-

craft: Light and Medium 98%, Radio: Basic 98%, Sensory Equipment 98%, Space Survival 70%, Swimming 95%, Wilderness Survival 70%, Navigation 80%, Navigation: Space 80%, Boarding Spacecraft 80%, Combat Flying, Mecha Elite Combat Training: VF-1 Valkyrie, Pilot Mecha: Veritech 98%, Weapon Systems 80%, Zero Gravity Combat, Play Guitar 80%, W.P. Handguns, W.P. Energy Pistol, W.P. Rifle, W.P. Knife.

Combat Training: Hand to Hand: Expert at 8th level.

Attacks per Melee: Five (8 in a Veritech).

Bonuses: +2 to Perception Rolls, +1 to initiative (+3 in a Veritech), +5 to strike (+7 in a Veritech), +6 to parry (+8 in a Veritech), +7 to dodge (+9 in a Veritech on the ground, +11 in the air), +3 to pull punch (+6 in a Veritech), +2 to roll with impact (+5 in a Veritech), +2 to disarm, Critical Strike on a Natural 18-20, kick attack, body flip/throw.

Weapons and Equipment: The majority of Commander Fokker's personal and professional needs, such as weapons, uniforms and housing, are provided by the military, and as a senior officer he has access to any and all weapons, armor, ordnance and Veritech fighters as well as any military and research facilities as allowed by his security clearance. His personal equipment includes memorabilia from his flying circus days, a picture of his father and Mitch Hunter in their Navy flight suits, his father's medals and commendations, his father's framed burial flag and a Yamaha LL16 acoustic guitar.

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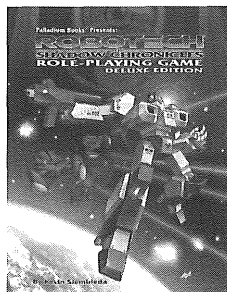
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