ROBOTECH

A MACROSS SAGA ROLE PLAYING GAME

JASON LANG   JONATHAN M. THOMPSON

SAVAGE WORLDS
LICENSED PRODUCT

CREDITS

WRITING

Jason Lang and Jonathan M. Thompson

ADDITIONAL DEVELOPMENT

Alan Weisman-Reed, Adam R. Thompson, Terrence Thompson

EDITING AND PROOFREADING

Cameron Lyle

GRAPHIC DESIGN, TYPOGRAPHY AND DIGITAL PRE-PRESS

Morne Schaap

COVER ART

Fransisco Etchart

INTERIOR ART

Fransisco Etchart

For use with the *Savage Worlds* core rulebook published by Pinnacle Entertainment Group

TABLE OF CONTENTS

INTRODUCTION

WHAT IS ROBOTECH?

The odds are strong that if you are holding this book in your hands you already know the answer to that question. Robotech is an anime that created an original story from edited content and revised dialogue to create a series for syndication in the United States. At the time it aired, it was 65 episodes in syndication. Harmony Gold licensed three different animated mech series to create Robotech, *The Super Dimension Fortress Macross*, *Super Dimension Cavalry Southern Cross* and *Genesis Climber MOSPEADA*.

So, you may ask, *What does Robotech mean to me?* That is an easy question -- it means unlimited possibility and imagination. At the time I first watched Robotech in 1986, I had only seen one anime before. When I lived in Singapore in 1981, I watched *Space Battleship Yamato (aka Star Blazers)* every day after school. I fell in love with the art, the story, and most importantly airplanes that could fly in space! This was the same time I was just getting into gaming, with *Dungeons and Dragons*. We moved back to the United States in 1984, to a small town in Arkansas where we owned a place, and I was alone in the universe. The people that lived there had never heard of Singapore, much less anime or gaming. I was devastated. I kept dreaming about *Star Blazers*. The theme music stayed in my head, and I relived the series best I could in my memory.

Skipping forward, it was the year 1986 and I was a freshman in high school. We had moved again, this time to Shreveport, Louisiana (where I still reside) and I had to get up every morning to catch the bus to school. My bus came at 7:20 am, every weekday morning. Eventually this started to be a problem… You see I was home sick one day and up at 7 am, and wanted to see what was on tv. We were getting a station out of Dallas, Texas on our cable at the time. I just flipped over to it, since we didn't have a guide in those days, and there was this show on… I started Robotech with the episode "*Gloval's Report*," which in retrospect seems to have been a good place to start. Episodes recapped prior events at the start of each broadcast, so I was caught up instantly. I got to see quite a few more episodes while I was recovering.

So now you see where I had a problem. The show ended every weekday at 7:30am, while my bus arrived to take me to school at 7:20am. It picked me up right in front of my house, so on a good day I would miss the last 20 minutes of the episode. This was unacceptable. So I did what any good fan would do, I "accidently" missed the bus quite a bit so I could see what happened. I don't have any idea if my mother knew what was going on, but she was rightly irritated to have to drop me off at school so often, as it was in the opposite direction of where she worked (Hi Mom, I love you!).

So, Robotech holds a soft place in my heart. It was my second ever anime, and it was the first with big mecha and transformable human powered robots. It had it all -- it was a war story, a love story, it contained aliens which were truly alien, and it contained a hero that managed to save the day in the end. What was not to like?

Now, you hold in your hand the product of several months of production. It was a schedule so tight I thought I was going to have a heart attack over the stress. If it wasn't for my co-author Jason Lang, and my friend Alan Weisman-Reed, we would not be here today. This license was something on my bucket list, and I want to thank you both for helping me scratch it off. It's been a pleasure to work with you.

I would like to dedicate this book to everyone who made it possible: Jason Lang and Alan

A Brief History of Earth

An Overview of Two Decades

July 2019
Dr. Emil Lang, Head of Robotech Research Division.

It's difficult to overstate the impact the SDF-1 has had on our people and planet. It's not just technology, though that was likely the largest impact, but the change in direction for the planet. It may be tough for those of you too young to remember the Global War, but we were teetering on the edge of nuclear annihilation until the SDF-1 crashed. This can't be emphasized enough. The turnaround from that one event, the stepping to the cliff-edge and then stepping back saved more lives than can be counted. While the Rain of Fire wiped out billions, a nuclear holocaust would have killed all.

Conditions had their roots in the Cold War. At the end of World War II, Britain, the US and the USSR got together and redistributed the world. This divided the planet into roughly two groups (though there was plenty of infighting within those groups), one headed by the Russians, and the other by the Americans. Both were powerful enough to destroy the other in a direct conflict (especially after nuclear weapons proliferated), so instead of direct conflicts, they supported and directed war by proxy. By the 1950s, proxy wars became common. Korea, Vietnam, Cuba, Iran, and Egypt all had struggles where the superpowers backed opposing sides. Over the next decade, the Cold War grew and shrank, and the superpowers traded diplomatic barbs, while privately backing uprisings among each other's allies.

In the late '80s, Russian influence had waned to the point where their satellite states rose up. Poland, East Germany, Czechoslovakia, and Hungary threw off their Soviet shackles and formed their own governments. For a period, it seemed like the Cold War was over. And indeed, in 1989, a joint statement from the US and Soviet Union said just that.

Life was mostly peaceful for the next few years. It was almost like a package being held together by string was slowly inflating, however. The string started to give as the pressure built and built. The UN stepped in to try to defuse the situation, but so many small things happened that the best they could do was play damage control. Things ratcheted up until the Summer of Fire. It was the hottest year recorded, and it was as if the heat drove the people on the edge already over the cliff. Bombings happened in major cities across the world. Several countries, fed up with the endless debate and lack of action of the UN, threatened to leave. Several wars started up in South America and Africa. When the global economy crashed a few years later, tensions were so high many expected to not wake up the next day. Several doomsday cults formed, and every other ad on TV was advertising for a survival colony off in the mountains or underground or on a remote island. It seemed war was inevitable unless something happened.

Something happened on July 17th, 1999. A meteor crashed into an uninhabited island in the South Pacific named Macross. Several naval groups were in the general area at the time and diverted to investigate. The US, Russian, and Finnish groups arrived almost simultaneously, followed by the Chinese and French. In a rare showing of compromise, a joint investigation was launched. I had the unique honor of being one of the people at that investigation.

How can I describe it? I departed from the USS Nimitz, a monster of an aircraft carrier, only to fly over a craft three times its length. We entered through a break in the hull... The damage was extensive, but it made things clear. The crew of the ship weren't human sized. We saw a helmet big enough to climb in, a fork taller than I was. Perhaps the most telling thing was a rack of rifles... each twice the height of a man.

Our report sent a shockwave around the world. The nations of the world measured their armies against theoretical forces of alien giants... and found themselves wanting. Almost immediately, nations flocked to the UN for a centralized defense. NATO became the de facto police force and was expanded into armies in their own right: the U.N. Army, the U.N. Navy, and the brand new U.N. Spacy.

Of course, with the consolidation of power, there arose a large backlash movement. The oil producing nations of the Middle East seceded from the UN over its restrictions on petroleum. China, which had declined to sign the UN charter, aligned with the Middle East. Many lesser powers in the UN found themselves growing less enchanted with the focus on the US and EU nations and choose to side with the breakaway faction. The Anti-Unification League, as it called itself, fought against UN overreach and lashed out, both with military forces and terrorist acts. Even within several UN nations there was resistance. The United States for example, had several states try to withdraw funding from the Unification movement, and in several high-profile court cases they were caught supplying the AUL with funds and arms. As the pandora's box of the SDF-1 was examined, the new technologies made these struggles more violent. AUL forces quickly adopted the new technologies, in some cases faster than the UN. In this, it acted like some horrible dry run of what was to come. Many of the latest designs and technologies were worked out in these engagements.

The war took off. The Mediterranean became a hotbed of piracy. The US 4th Fleet became permanently stationed at the Panama Canal. Bombings in Cairo, Paris, Moscow, Jakarta and Austin polarized people. Of course, while the struggle continued, other developments were more optimistic. The factories at L-5 were producing the Armor carriers. Sea Base Atlantis led to the development of Moon Bases Luna, ALuCE-1, and Copernicus and Mars Base Sera. There were even some moves to set up bases in the asteroid belt and on the moons of Jupiter and Saturn. I find it ironic that while the people on Earth struggled, the people off Earth were exploring and living in peace.

By the year 2008, there were no nations that were officially opposed to the UN mandate. Unofficially, many pockets of resistance existed, but on the surface, for the first time, mankind stood unified. A few months later, at what was going to be the launch ceremony for the fully-operational SDF-1, the Zentraedi fleet arrived.

The Robotech Research Group was founded for the express purpose of reverse-engineering and applying the technologies from the SDF-1. As one of the founding members of the RRG, I had the honor of working with such luminaries as Lazlo Zand, James Cronin, Harry Penn, Andrew Yao, Fred Brooks, Zhores Alferov, and upcoming names like Miles Cochrane and Samson Beckett. It's not an overstatement on my part to say the brightest scientists and engineers from across the globe were set loose on the SDF-1.

What were some immediate technologies pulled from the wreck? Technical journals love to toss around terms like Protoculture, Reflex systems, Robotechnology and Overtech. The actual examples people will see every day include:

- Automation processes. The SDF-1 and especially Zentraedi ships are marvels of automation. When applied to human design processes, production rates flew off the charts. The Nimitz-class carriers took about four years to complete. The much bigger and more advanced Prometheus-class carriers take just over one year.

- Computing and robotics. This alone might be the biggest development with the most applications the RRG has developed. In 1999, cutting edge processors ran at 1.5 GHz. In just three years, the RRG mk3 Heuristic system has seventeen times the power, and the ability to refine its own code, allowing for almost human-level decision making. Coupled with the automation, you can see why robotic street cleaners and vending machines are popping up everywhere. This has caused considerable tension in the labor market, as millions of jobs are being replaced by automated workers.

- Fold Drives. While primarily used for military purposes, the ability to move in non-Einsteinian space has expanded the reach of humanity immensely. Someday, extrasolar trade will depend on fold technology. An outgrowth of this, FTL-communications also has massive potential, allowing communication between the Earth and Mars or Jupiter bases instantaneously. Old recordings of the Apollo missions show the delay in communications just from the moon, for a simple audio-video feed. To be able to bring a modern computer network to a solar-system wide population will require a much more advanced communications system.

- Thrust Drives. While the theory for plasma and ion thrusters had been around for decades, the technology for them had remained primitive. The Russians had used them for orbital correction on satellites for years, but they remained small, low-propulsion and energy-hungry. Until the SDF gave us working examples. By using microwaves to excite gases into

a plasma state in a bell-shaped chamber and then focused by a multi-layer magnetic field, we suddenly had engines that could compare to traditional jet-fuel engines, but capable of working in the vacuum or limitedly underwater. Running almost entirely on electricity, this did away with bulky and vulnerable fuel tanks.

- Gravity Generators. Both the anti-gravity engines on the large spacecraft and the gravity generators inside the craft have made launching a spacecraft and maintaining operations in space and on colonies much more practical. Old chemical rockets would have to carry 94% of their weight in fuel. Modern gravity lifters only need electricity. Some of the next-generation slow lifters are planned to be equipped with solar panels and not need a separate fuel source at all.

- Holographic Projection. Still considered to be more of an entertainment than having practical applications, the impact of holograph technologies on culture cannot be understated. Onboard the SDF-1, a large-scale holographic projection gave the illusion of daytime sky or stars, complete with clouds. In the future, I predict we will see holographic advertisements, accurate 3D maps, even camouflage technology.

- Power systems. The best known is the "reflex" system, a protoculture-powered system that causes the craft to mirror the intentions of the pilot. While best known for generating massive amounts of power (indeed, the microwave-plasma engines allow for travel in air and space that wouldn't be practical with previous energy amounts), it is the reflexive attribute that makes it most useful.

- Telecommunications. Video phones went from the stuff of science fiction to common household appliances in just a year. Next-gen equipment will be more portable, and possibly feature FTL communications and holographic displays. Imagine seeing your doctor from half a planet away, your charts and data appearing in real-time for both of you. Or a car mechanic talking you though a repair as if he were right beside you.

- Transportation. Computerized transmission systems have allowed vehicles we never could have conceived of just a few years ago. The six-wheeled cars which are so common now don't just have more tires, they have a small electric motor on each one, each capable of delivering different amounts of power or even steering in different directions. The computerized system can even lift each wheel, allowing the vehicle to lean into turns and smooth out bumps.

- Next-generation vehicles won't even have wheels, using hover technology to make quiet, fast, and efficient vehicles.

- Hairstyling. You may laugh, but one of the automated processes taken from Zentraedi ships was haircare. One of the few ways the warrior race could express themselves, the automated trimmers and chemical treatments not only allow for impressive sizes and styles, but a near-endless array of bright colors.

While the technology from the SDF-1 undoubtedly influenced the world, the social effects were even greater. Immediately after the war, there was a huge problem to deal with... the Zentraedi. Reeling under the onslaught of the Rain of Fire, with billions of people killed, infrastructure smashed, global economy utterly gone... but there was a sudden influx of aliens willing to work.

This alone would be hard. Anti-Zent hostility was very high as almost everyone had lost almost everyone they knew. Worse, the Zentraedi knew almost nothing but war. While they often found work in the construction sector, most of them didn't actually know anything at all about construction.

Philosophically, it was a huge leap as well. Surviving religions argued over whether the Zentraedi had souls. Whole fields exploded around trying to figure out Zentraedi psychology and history. Early genetic testing revealed they were over 99% identical to human. Biochemically, they were as close as many human racial groups, right down to blood and tissue types (though a rare "type-Z" blood type was also identified). Whether due to genetic tinkering or through social selection, there are no known Zentraedi inheritable conditions (Indeed, many of the early Zentraedi were horrified at humans keeping the disabled and the injured alive). When it was discovered humans and Zentraedi could interbreed, the shock was phenomenal. We had to keep Max and Miriya (and little Dana) away from the public. The amount of people who thought Dana was the Anti-Christ or the next savior was astounding. Of course, since then there have been hundreds of mixed-heritage children.

It has been just just twenty. But in that time there has been war, destruction, hatred... and love, rebuilding, and connections. The people of Earth, human and Zentraedi, have come a long way in such a little time. And soon, we shall reach out to where humanity has never gone before. We have suffered in this last decades, yes. Humans have always rebuilt after the storm or earthquake or war. This time will be no different. And that is the greatest thing we have learned in the last decade.

A brief timeline of the Macross and Reconstruction era

c.1840 (est) — Development of Space Fold drives brings Tiroleans into contact with neighboring civilizations.

c. 1880 (est) — A young Tirolean scientist, Zor, while studying the natives of Optera, discovers their use of a symbiotic plant as a power supply. He quietly takes several samples and reverse-engineers the process. He dubs the biochemical admixture "protoculture". While an incredible power supply, it has several other features which the Tiroleans begin to unravel. The first is its use in genetic manipulation.

c. 1900 (est) — Tiroleans develop clone castes. Masters repurpose Priestess caste to help control their rapidly expanding population. Tirolean productivity skyrockets, and the empire flourishes. They explore the Fantoma system, developing several offworld colonies bringing supplies to Tirol.

c. 1910 (est) — Zentraedi are created as a labor caste to mine rare ores from Fantoma.

c. 1915 (est) — With a nearly endless supply of clones, and near-limitless power, the Tiroleans begin a policy of conquest. Their Tirolean Legion, an enhanced clone caste clad in Bio-mechanical (Bioroid) armor, easily dispatches enemy forces. The Tirolean Empire quickly encompasses all local space.

c. 1945 (est) — The Zentraedi are redesignated as warriors.

c. 1975 (est) — Zentraedi fleet is ordered to raze Optera. Only a handful of Invid lead by their Queen escape.

c. 1985 (est) — Zor begins a clandestine seeding plan, introducing the Flower of Life to Peryton, Karbarra, Praxis, Garuda and Spheris. Each attempt proves viable, though the Flowers quickly adapt to their new worlds, and no longer produce protoculture.

1990s

International relations are strained. An interdependent global economy, international efforts to combat worldwide terrorism, and the common pursuit of civil rights forces a re-evaluation of the United Nations and NATO's role in world affairs. Backed by international business interests, diplomats from the European Union and Russia call for a restructuring of the United Nations charter supporting greater central authority to legislate and enforce international law.

1995 (est)

The outskirts of the Tirolean Empire reports attacks by a new, outside force of Crab-like mecha that attack in swarms. After the first few engagements, they are identified as the Opterans, now calling themselves Invid (the Opterian word for rage or storm). Initial battles are inconclusive, but show the new enemy has numbers and is willing to throw them endlessly at the Tirolians.

Summer 1997

The Summer of Fire. A massive El Nino event drives the hottest summer on record. Global War tensions increase dramatically with several high-profile terrorist bombings. Some major players in the UN such as Russia, India and Brazil make secession noises. In response to the terrorist actions, (and to show strength to those nations which are thinking of leaving), the UN launches a world-wide War on Terror. This only makes resentment grow.

December 1998

Asian financial crisis hits, crashing the economies of South Korea, Thailand, and Indonesia. The crash affects the markets of Japan, the US and China. Markets all across the globe fall 8-12%. Fingers point in all directions at the cause of the crash. Several smaller countries erupt into open warfare. The major powers review nuclear weapon policies.

January 1999 (est)

Zor steals Protoculture Matrix from Masters and conceals it in the engines of his ship. While deciding what to do next, an Invid attack kills Zor. His ship is sent on a random course through the galaxy.

July 17th, 1999

Zor's ship crash lands on Earth.

September 1999

The UN Report on the SDF-1 causes an immediate cease-fire and unification of Earth's forces under the UN banner.

October 2000

Moon Base Apollo is established on the Sea of Tranquility.

July 2001

The rise of a New Frontierism — Under United Nations mandates, international efforts are launched to explore new forms of natural resources. Planning for the Atlantis Project is launched to explore undersea agriculture as a means providing sustenance to a growing world population. Likewise, Project Prometheus is created to send manned missions to explore Mars and the moons of Jupiter and Saturn. Construction of the first permanent base on Mars, named "Sara", begins.

September 2001

Project Excalibur, the development of Anti-Zentraedi weapons platforms capable of engaging at range and in close combat if needed, leads to the development of the Destroids.

2002

Anti-Unification movement begins when oil producing nations of the Middle East secede from the UN over its increasing restrictions on petroleum. China, which had declined to sign the UN charter because of the organization's democratic foundation, aligns itself with the Middle East. Other countries like North Korea, Russia, and South Africa secretly provide backing to the breakaway faction, even while maintaining a facade at the UN.

Project Valkyrie, an outgrowth of Project

February 2002	Excalibur, seeks to make a highly-mobile response platform with the capabilities of the Excalibur prototypes. This will lead to the development of the VF-1 Valkyrie.
2004	Centaur Hovertank enters service. This is the first variable-technology platform.
January 2006	Robot Technology demonstrator is revealed to the press. They immediately coin the term "Robo-tech" to describe the new weapons being developed.
September 2007	Tomahawk Destroid enters service.
May 2008	First ARMD platform enters service.
February 2009	SDF-1 launching ceremonies to take place all month, with the actual launch on March 1st.
February 27th, 2009	The First Robotech War beings when a scout fleet lead by Commander Breetai arrives in the Sol system and is fired upon by an automated system on the SDF-1.

March 2009	To avoid revealing the arrival of the Zentraedi to the general public UWG officials cover up the incident at Macross Island by stating that Anti-UN terrorists attacked Macross City, destroying it and the SDF-1 with a nuclear weapon. Pro-unification fervor reaches an all-time high.
April 2009	Emergency Powers Act is declared. The UN moves from oversight to actual control over all Earth governments. Massive increase in military spending and civilian shelters. ARMD and Orberth construction is accelerated.
June 2009	To much media hype, the 'next-gen' Veritech fighter is announced. Lightning III models, tee shirts, and appearances in television shows proliferate, even though the craft won't enter service until 2014.
July 14th, 2009	Battle of Oahu. Zentraedi forces land in Hawaii and proceed to capture civilians. UN forces drive them off, rescuing many. This is portrayed by the RDF as example of their ability to defend Earth against the alien invaders.
September 20th, 2009	On the last day of Ramadan, a suicide bomber attacks the capital building in Cairo. Egyptian forces declare a crackdown on extremists, and several countries in the region join in. The mission is considered an overwhelming success, and the idea of unifying the region under a single government to counterbalance the UN is discussed.
March 10th, 2010	SDF-1 returns to Earth.
March 2010	Gloval's Report.
July 10th, 2010	Toronto agrees to take in Macross City refugees. Is destroyed.
July 30th, 2010	SDF-1 forced to leave Earth forever.
January 27th, 2010	The Grand Cannon (Alaska Base) is completed.
March 2011	Zentraedi infiltrate SDF-1 during Daedalus Maneuver. While the damage is significant, many Zentraedi take the opportunity to defect.
April 3rd, 2011	Max & Miriya's wedding.

April 18th, 2011 — Zentraedi cease-fire.

April 19th, 2011 — Rain of Fire. 70% of Earth's military and civilian centers are annihilated. SDF-1 destroys Dolza's command ship, effectively ending the First Robotech War.

September 11th, 2011 — A United Government is formed to direct recovery and rebuilding efforts. It lays the groundwork for the United Earth Government in the next few years.

November 2011 — Development of the Eurotas prototype, which leads to the Spartas.

May 2012 — Macross City around SDF-1 landing zone well established.

January 17th, 2012 — Birth of Dana Sterling

December 2012 — Unarmed Dryad Battloid enters service as a pure engineering/logging platform. This causes immediate concern among Zentraedi as it directly competes with them in the construction and heavy labor fields.

March 2013 — Zentraedi riots end in a crackdown and enforcement of 'Z-zones'. These areas are enforced separate zones intended to curtail Zentraedi violence. In fact, they act as a breeding ground for new extremist behavior.

April 2013 — Signing in Darwin of the Treaty of The Southern Cross, a reformation and consolidation of remaining military under the power of the United Earth Government. Press coin the term "Armies of the Southern Cross" to describe the post-reformation military.

April 2013 — Max Sterling promoted to leader of Skull Squadron, transferred to South America to help in training new Veritech pilots and help control Zentraedi.

May 2013 (est) — Masters abandon Tirol for Earth.

2013	Satyros Mk. I (unarmed) enters service as combat engineering platform.
June 2013	Capture of Robotech Factory
July 2013	Khyron seizes a resizing chamber. Begins restoring Zentraedi troops.
September 2013	SDF-2 moved to earth to transfer systems from SDF-1.
January 2014	Khyron's final assault, destruction of SDF-1 and SDF-2.
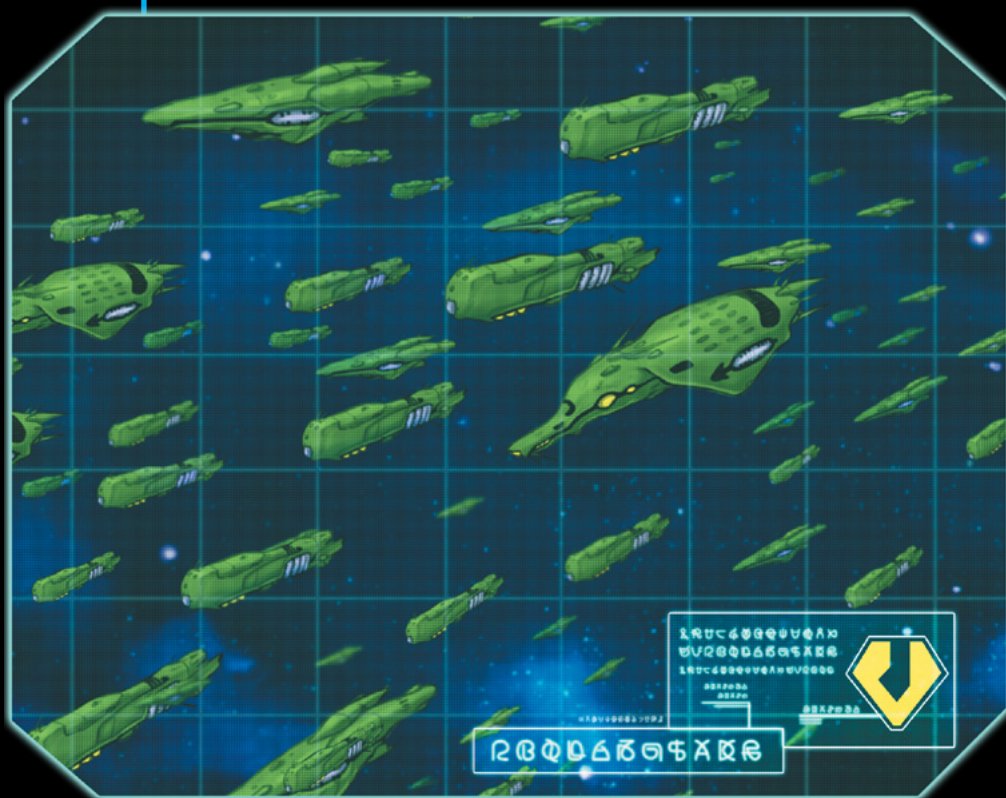
CHAPTER ONE: CHARACTERS

We were two days out of Cordoba. Utter bug-hunt. Egg heads back at HQ said they saw something weird come down, so me and the boys were stuck tromping through the heat and trees and snakes and what felt like all the mud on the planet. O'Connell was complaining about the heat (something he did seven minutes out of ten) when Perez held up his fist. He heard something up ahead.

Standard routine. Split up into groups of two and spread out. There was a short ridge, if mud can make a ridge, followed by a short drop, seven-eight meters. At the bottom were two Zents.

I had heard of them, of course. But the first time you get to see a giant, all 30 feet tall and walking around… well, it is quite a sight. The rest of my squad were speechless as well. I mean, what do you do against something like that?

"Right, ladies. We got a job to do." I said over the radio. It wasn't much, but it got my boys back to being soldiers. They snuck through the underbrush and got into position.

I wasn't sure our guns would do much, to be honest. Now, if HQ would issue us some rocket launchers, that might do the job. Instead, we had a few grenades and Wolverines. Between those and surprise, it should be enough, I hoped.

On mark, half our guys threw grenades. A second later, everyone opened up with their rifles. I had told everyone to aim for the head (I said eye, to be honest), but after the first few rounds it was all over the place. The big lugs weren't expecting it, and that probably saved us. One grabbed for his eye, the other went for his rifle. He got off a wild shot that dropped a tree on Ramirez and Stone before the grenades went off. To a human, they would have shredded him. To a Zent, it tore up his boot and foot, sending him tumbling.

O'Connell had the big gun, and it was the only thing that did much to them. The second Zent got his rifle and proceeded to bake the mud of the ridge into pottery. I could hear it breaking off and shattering below us. The steam was horrible. Beltrano got cooked good and was cursing in pain. My own face and hands were burning, but I was too busy emptying my gun at the big guys to do anything about it. I saw the laser flash through the steam and heard a yelp cut off. I think it was Ninguem. We never found him.

Perez and the new kid, Santos charged down the hill. I don't know what the hell they thought they'd do when they got there. I don't think the Zents thought they could do much because they kept firing on the ridgeline. O'Connell checked out, which meant we were out of luck. I ordered the retreat, but Santos and Perez were down there, dancing around the big guy's boots. I couldn't leave them behind. I ordered the rest of the squad

to fall back, and with my drill sergeant's ghost yelling to not be a hero, I ran down the hill after my men.

Santos got his leg stepped on. He screamed for what seemed like forever. It startled the Zent enough that Perez could jump onto his boot and climb up. He had a grenade, must have saved it from somewhere, and he stuffed it down the boot. Trapped inside, it did a nasty to the Zent's leg, sending him down. I yelled at Perez… sergeant stuff about listening to my orders and how I was going to kick his ass when we got back to base, but neither of us was listening. We both grabbed one of Santos' arms and stared to haul the kid off. He had stopped screaming and was just sobbing and babbling in Portuguese.That'swhen I felt the hand close around me.

Zents are big. You are about the size of a barbie doll to them. My arms were pinned to my sides. He picked me up and took a look at me, a real Jack and the Beanstalk moment. I wondered if he was going to eat me. My arms were pinned and so was my rifle. I tried to squirm out, up, down, anything. No dice. But I felt the strap for my rifle. I pushed hard up while pulling on the strap, and somehow, I don't know how, managed to touch my gun. I wiggled around until I got a finger into the trigger. The gun went off, and darn near shot a hole in my arm. But it did hit the big guy in the thumb, right at the knuckle. It must have hurt a lot, because he threw me. I flew for a good 30 feet or so, before crashing through the trees and brush, landing face first in a giant puddle of stinking mud. I hope it was mud. It was the most beautiful thing I had ever seen. I was pulling myself out when Perez showed up, dragging Santos. Dripping with mud, hurting like hell, I still grabbed his other arm, and the two of us beat feet out of there. It wasn't until I got back to base that I realized I had two broken ribs.

PLAYABLE ARCHETYPES

This chapter gives you several archetypes to play in your Robotech Macross game. Archetypes are used as a way to make quick characters -- all you need is the archetype, the rule book, dice and a piece of paper to play. By using the archetypes, you can begin play within a few minutes. Let's say you have a few friends over and you want to play Pulp Fantastic that night, this is where the archetype comes in. You can read the descriptive text below and determine which character type (or archetype) you would like to play. They are built as any other character would be, with the exception that they have some places that are customizable. Add a name, Hindrances, and gear, spend any remaining skill points, and you're ready to play! This makes these archetypes more uniquely your own, and less like carbon cut outs of character types.

BRIDGE OFFICER

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6
Skills: Academics d6, Athletics d4, Battle d6, Common Knowledge d6, Electronics d8, Fighting d4, Language (Native) d8, Persuasion d6, Piloting d4, Research d6, Notice d6, Science d6, Stealth d4
Pace: 6; **Parry:** 4; **Toughness:** 6 (1)
Hindrances: Chain of Command, 3 additional points
Edges: Command, Rank (officer))
Gear (Typical): Uniform (+1 armor), M037 Weasel pistol.

DESTROID PILOT

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6
Skills: Athletics d6, Battle d4, Common Knowledge d4, Driving d8, Electronics d6, Fighting d6, Gunnery d6, Language (Native) d8, Notice d6, Persuasion d4, Repair d4, Shooting d6, Stealth d4
Pace: 6; **Parry:** 5; **Toughness:** 6(1)
Hindrances: Chain of Command, 3 additional points
Edges: Ace
Gear (Typical): Flight Suit (+1 armor), M037 Weasel pistol, MBR-04 Tomahawk (or other Destroid).

ENGINEER/SCIENTIST

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d6
Skills: Academics d8, Athletics d4, Common Knowledge d6, Language (Native) d8, Notice d8, Persuasion d4, Repair d6, Research d8, Science d8, Stealth d4
Pace: 6; **Parry:** 2; **Toughness:** 6 (1)
Hindrances: Curious, 2 additional points
Edges: Investigator
Gear (Typical): Uniform (+1 armor), M037 Weasel pistol, Demolition, Engineering or Science kit.

ENTERTAINER

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d4, Vigor d6
Skills: Athletics d4, Common Knowledge d4, Driving d4, Fighting d4, Intimidation d4, Language (Native) d8, Language (other) d6, Notice d6, Performance d10, Persuasion d8, Shooting d4, Stealth d4, Taunt d6
Pace: 6; **Parry:** 4; **Toughness:** 5
Hindrances: 4 additional points
Edges: Charismatic, I Know a Guy.
Gear (Typical): Fancy/performance outfit(s), musical instrument

FIRST RESPONDER

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Fighting d4, Healing d8, Language (Native) d8, Notice d8, Persuasion d8, Repair d6, Research d6, Science d4, Stealth d4
Pace: 6; **Parry:** 4; **Toughness:** 6 (1)
Hindrances: Heroic, 2 additional points or two
Edges: Choose one.
Gear (Typical): Uniform (+1 armor), M-41 Protective mask, Multi-Tool, Trauma Pack

JOURNALIST

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d4
Skills: Athletics d6, Common Knowledge d8, Driving d4, Fighting d4, Intimidation d4, Language (Native) d8, Notice d8, Persuasion d8, Research d4, Shooting d4, Stealth d6, Taunt d6
Pace: 6; **Parry:** 4; **Toughness:** 4
Hindrances: Curious, 2 additional points

Edges: Charismatic, I Know a Guy
Gear (Typical): Palmcorder, laptop

LAW ENFORCEMENT

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Academics d4, Athletics d4, Common Knowledge d6, Driving d6, Electronics d4, Fighting d6, Healing d6, Intimidation d6, Language (Native) d8, Notice d6, Persuasion d6, Shooting d6, Stealth d4, Thievery d4
Pace: 6; **Parry:** 5; **Toughness:** 9 (4)
Hindrances: Chain of Command, 3 additional points
Edges: Streetwise
Gear (Typical): Tactical Vest (+4), M037 Weasel pistol, K2 Billie Baton, KX1300P Patrol Cycle

UN SHIP CREWMAN

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6
Skills: Academics d6, Athletics d4, Common Knowledge d6, Electronics d8, Fighting d4, Gunnery d6, Language (Native) d8, Persuasion d4, Piloting d4, Research d6, Notice d6, Science d6, Stealth d4
Pace: 6; **Parry:** 4; **Toughness:** 6 (1)
Hindrances: Chain of Command, 3 additional points
Edges: Choose one.
Gear (Typical): Uniform (+1 armor), M037 Weasel pistol

RDF SOLDIER

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Driving d6, Fighting d6, Gunnery d6, Intimidation d6, Language (Native) d8, Notice d6, Persuasion d6, Shooting d6, Stealth d4, Survival d4
Pace: 6; **Parry:** 5; **Toughness:** 9 (4)
Hindrances: Chain of Command, 3 additional points
Edges: Soldier
Gear (Typical): Tactical Armor (+4), M205 Wolverine (with two clips) with underbarrel

grenade launcher, M9 Bayonet, 2 D-12 grenades, Survival Kit

RDF SPECIAL FORCES

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Driving d4, Fighting d6, Gunnery d6, Intimidation d4, Language (Native) d8, Notice d6, Persuasion d6, Riding d6, Shooting d6, Stealth d4, Survival d4
Pace: 6; **Parry:** 5; **Toughness:** 9 (4)
Hindrances: Chain of Command, 3 additional points
Edges: Soldier
Gear (Typical): Tactical Armor (+4), Survival Kit, KX1300P Patrol Cycle, 1 block C-4, E-noculars.
M205 Wolverine (with two clips) with underbarrel grenade launcher, M9 Bayonet, OR
MS-22 Martin (with two clips)

VERITECH PILOT

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6
Skills: Athletics d6, Battle d4, Common Knowledge d4, Driving d6, Electronics d6, Fighting d6, Gunnery d6, Language (Native) d8, Notice d6, Persuasion d4, Piloting d6, Repair d4, Shooting d4, Stealth d4
Pace: 6; **Parry:** 5; **Toughness:** 6 (1)
Hindrances: Chain of Command, 3 additional points
Edges: Ace
Gear (Typical): Flight Suit (+1 armor), M037 Weasel pistol, VF-1A Valkyrie.

CHARACTER CREATION

Characters in the *Robotech Macross* setting are made much like other characters in core *Savage Worlds*. There are a few exceptions, so we will quickly go over the process.

Concept

Start with a general idea of what you want to play. Do you want to play a kid who was the star of his father's flying circus? An aspiring pop star? A no-nonsense bridge crew member? Work with your group and GM to make sure your concept fits with the group.

Race

The Robotech campaign setting allows for characters to be created as Human. A micronized Zentraedi may be allowed with the GM's permission (See the Zentraedi section for details).

Hindrances

Your character's Hindrances are determined normally per the *Savage Worlds* rulebook.

Attributes

Your character's attributes are determined normally according to the *Savage Worlds* rulebook.

Secondary Statistics

Your hero's Pace, Parry and Toughness are determined normally.

Skills

Your character's skills are determined normally per the *Savage Worlds* rulebook with the exceptions noted below. Each character has 15 points to distribute among the skills.

RDF Characters are strongly encouraged to take at least a d4 in Shooting, Driving, Electronics and Language [English].

Edges

Your character's Edges are determined normally per the *Savage Worlds* rulebook

SKILLS

UNFAMILIAR TECHNOLOGIES

Technologies in *Robotech* can be classified in three general categories. From a human standpoint they are:

- **Unfamiliar**: From the same technology base and culture. Imagine if a car nut from the 50s was frozen until today. The first car they saw would be alien to them, with talking alerts, automatic safety belts, computerized readouts… and yet, the wheels and pedals are all the same. They could operate the modern car, but it'd take some getting used to, and they may not be aware of all the enhancements of the past decades. Characters trying to operate unfamiliar technologies suffer a -2 to operate for a few days. This time can be reduced with a proper teacher.

- **Alien**: A different but comparable technology base. Also includes similar items but to drastically different anatomies or psychologies. Humans trying to operate a Zentraedi pod is a good example (They'd probably need a team to operate it as well). Alien technology requires a Common Knowledge roll to identify first ("…this looks like a gun control… and this is a… a… coffee spigot?") and will impose a -4 to operate. After a few hours or with a proper teacher, this penalty will reduce to -2, but will never reduce to lower then -2. Some things are ingrained in the anatomies and cultures of the races and would require a lifetime of retraining and acculturation to become the automatic response native technology has.

- **Incomprehensible**: Technologies that are not only from different technology base but operate on different principles. Invid mecha are a good example. Even if a human got inside one, would they know which slug-like thing to squeeze to make it walk, or what part of the intestine-like thing to tickle to make it fire the guns? Years of analysis by the brightest minds would be needed to decipher how the object works.

This penalty applies to just about every related skill roll. Piloting, Driving, Science, Repair, lockpicking and so on.

CHANGED AND NEW SKILLS:

(Changed) DRIVING (AGILITY)
Driving allows your hero to control ground and hover vehicles common to this setting, including walkers. It covers vehicles that operate primarily on a surface (ground or water), and which you get inside of.

(Changed) FAITH (SPIRIT)
Faith is a powerful force that gives people the ability to push on in the face of overwhelming odds. Players can use their Faith skill to reroll any failed Vigor or Spirit roll. In addition, if they have been blessed by an appropriate leader, they gain a +2 on these rolls. (Note: to gain these blessings, there may be rituals, penance, or ordeals needed before they can be received. Duration of these bonuses is up to the GM, but more than a day is not recommended.)

A Note about using the Robotech Macross setting with earlier versions of the *Savage Worlds* rulebook
Pinnacle Entertainment has provided a conversion guide on their website. This conversion guide covers going from earlier editions to the Savage Worlds Adventure Edition. It should be no trouble to reverse the conversions to cover playing this setting in an earlier edition of *Savage Worlds*.

(New! Replaces gambling) GAMING (SMARTS)

Gaming is not just gambling, but the knowledge of all games, from poker to tic-tac-toe, from chess and shogi to the latest immersive holographic video games. Certain non-athletic sports like darts or pool may also fall under Gaming. Opposed rolls not only determine the winner, but if there is gambling, the difference between the two rolls is the amount won.

(New!) GUNNERY (AGILITY)

This skill is used to operate and fire vehicular and mecha weapons. Weapons that specifically use this skill are generally included on the vehicle. The normal rules for Shooting apply to these weapons; however, they are large and different enough to make operation entirely different from a normal pistol or rifle, and many of the edges that apply to personal-scale weapons don't apply to vehicle weapons. For instance, range penalties apply as normal for Short/Medium/Long range. Using the Aim action provides a +2 to the next shot for a weapon operated with the Gunnery skill.

(Changed) PERFORMANCE (SPIRIT)

In the Robotech Macross setting, players with the Performance (music) skill have an additional application for the skill. Keep in mind their opponent must be able to hear their performance. Also, for reasons that aren't entirely clear, recorded music doesn't have the same effect. Live music transmissions do work, but the defender gets a +4 to rolls to resist it.

Test: Useful mostly against Zentraedi or other Tirolean clone-castes. Players can make a special opposed roll resisted by the opponent's Smarts. In combat, if the attacker wins the opposed roll, his opponent becomes Distracted. If the defender wins, they may continue as normal and are immune to the effect for this combat. Out of combat, success means the defender is entranced or confused by the music.

(Changed) PILOTING (AGILITY)

Piloting allows your hero to control vehicles that move in three dimensions, through water, air or space. This covers jets, spaceships and hot air balloons.

(Changed) RIDING (AGILITY)

This skill involves most modes of transport that you ride on. Balance and personal effort are as important as ability to turn a wheel or stick. This covers horses, bicycles and motorcycles.

(Changed) SCIENCE (SMARTS)

This skill also involves knowledge of Robotechnology should the gamemaster believe it is appropriate to the character. This is the skill utilized by Emil Lang and Exedore to reflect their knowledge of Robotechnology.

HINDRANCES

Bloodlust (Minor / Major)

The character must make a successful Spirit roll when engaging or being engaged by an opponent. Failure indicates the character must make a Fighting Attack until the encounter is over. The character may regain control by spending an action and making a successful Spirit roll. If shaken off this way, the character does not need to roll for the rest of the combat. The major version of this Hindrance is as above, except the Spirit roll to either maintain or to regain control is at -2.

Chain of Command (Minor/Major)

You have superiors who issue your orders, and they usually speak for the organization while they brief you on what to do. You are required to obey the chain of command because your character is legally or ethically bound to obey them. As a Major Hindrance, your superior views you as expendable, or perhaps they even hold a personal grudge against you: they always choose you for the most degrading and dangerous missions.

Dependent (Minor)

The character has someone they care deeply for such as a family member, close friend, or lover and will do all they can to protect this person so long as they are able to. If this dependent dies, the Hindrance must be replaced with a new Minor Hindrance, such as Depression, Death Wish, or Vengeful.

Depression (Minor/Major)

Your character's emotional problems make the very act of living a chore. Symptoms include sleep problems (either oversleeping or insomnia), severe procrastination (to the point the sufferer may lose his job), and a lack of interest in anything. With anti-depressant drugs, there is no penalty, and this is a Minor Hindrance, without drugs this is a Major Hindrance and characters suffer a −2 to most tasks and tend to avoid getting involved. A life-threatening crisis or shock may snap the character out of it for a while, but when the crisis is over, the character sinks back into inactivity afterwards.

Love (Minor)

The character is in love. As this is a Hindrance, it will be either a wild tempestuous destructive car crash type of a relationship, one that is not reciprocated by the other partner, or a similar tragic and harmful situation such as being in love with the spouse of a powerful political figure.

Whenever you have to choose between your head or your heart in situations involving the one you love, you must make a Spirit roll and score a raise in order to act as common sense or your head would dictate.

Naturally the Game Master will use this love in adventures in order to make your life difficult – for example, your love may become a villain and you'll need those Spirit rolls to try to bring them to justice, or they may keep getting into situations that require you to abandon other activities and help them out, unless you make those Spirit rolls.

PTSD (Major)

The character has had horrific experiences that have left them with psychological scars. They often wake up screaming in the middle of the night and must make a Fear check whenever an unexpected loud noise goes off.

Spacesickness (Major)

Suffering from Spacesickness in the Robotech universe is a major problem. Your character must make a Vigor check each time he leaves planetside to go into space. On a success he suppresses his illness. On a failure, he is nauseated and suffers a −2 to all trait rolls until he spends an hour planetside. Spacesickness can cause incapacitation, but not death.

Xenophobic (Minor/Major)

Whether because of simple racial intolerance or past dealings, the character has a dislike of all races other than his own and finds dealing with them unpleasant at best. He suffers a −2 penalty to Persuasion when dealing with aliens with the Minor version and −4 with the Major Hindrance. Openly voicing his xenophobic beliefs, something he finds hard to control, may lead to confrontation or ostracism.

Zealot (Major)

The character is willing to sacrifice anything, including his life (or the lives of others) in service to the ideals and beliefs (political, religious or personal) he holds dear. This character is dangerous to himself and others and shows a total disregard for the law whenever it conflicts with his beliefs. Wild-eyed crusader types and other wackos qualify for this. The character is clearly deranged, with no regard for such considerations as the law, the safety of others, or the integrity of his immortal soul (you know, little things). This does not mean the character is completely berserk. He may control herself out of fear of being stopped or discovered by the law or other major threat, but when no such fear exists, watch out.

The following edges from the core rules do not apply to The *Robotech Macross* setting: Arcane Backgrounds and edges that require or affect them (Arcane Resistance, Champion, Holy Warrior, Mentalist, Wizard).

Edges based in mystical abilities or those outside the realm of 2000s humanity (Beast Bond, Giant Killer)

Money and class edges can be taken but are generally outside the scope of things. You might be the Baron of Bladivia, but does it matter much when you are flying a transformable fighter jet around Saturn against giant warriors? (Rich, Aristocrat)

Some edges are questionable to the setting. These usually involve followers (Sidekick, Followers, Beast Master). Flying around with your trained falcon in the cockpit is not a great idea and will likely get your bird killed. But a pilot might have a group of dedicated followers who follow him around, his "wingmen" in the air and at the local bar. Or a Civil Defense Unit solider might use a dog to help detect contraband. Talk with your GM first.

CHANGED EDGES

Marksman
Requirements: Novice, Shooting d10
This Edge has different requirements, but otherwise functions as described in the *Savage Worlds* Rulebook.

Mr. Fix-It
Requirements: Novice, Smarts d10+, Repair d10+, Knowledge (technology) at d8+
This Edge has different requirements, but otherwise functions as described in the Savage Worlds Rulebook.

BACKGROUND EDGES

Fly Anything
Requirements: Novice, Agility d8, Smarts d6
You were born to fly, almost literally. You can get into any vehicle and feel right at home at the controls. You are able to understand the operation of the vehicle within a single round. This Edge gives you a +2 to any piloting roll, even if you have never flown the vehicle before. No familiarity with the vehicle is required.

Status
Requirements: Seasoned, Smarts d8+
The Status Edge is intended to represent those specialized degrees, licenses, and privileges characters may possess. Several are requirements for professions, while most are status changes that effect how others perceive and react to the character.
The following changes to a character's status are meant as examples only. Gamemasters are encouraged to alter them, or even create new ones, to better reflect their individual campaigns. Also, Gamemasters may wish to give some as bonuses at no cost as part of a professional package or upon obtaining a set level in a specific skill.

Advanced degrees: Requires one slot per degree. These include such degrees as M.D., Ph.D., an MBA, or scientific doctorates. Characters must pay for each degree separately. So, if Eric wants his character, Vin, to hold doctorates in both physics and biology, he would end up taking the Edge for each one.
Award Winner: Requires one slot per award. This category includes such prestigious awards as the Nobel Prize. The edge must be purchased for each time a character has been awarded a particular prize. Therefore, a two-time winner of the Nobel Peace Prize would have the edge twice.

Veteran of the Global Civil War
Requirements: Wild Card, Novice, Soldier
You survived the big war just so you can fight in the next one. Congratulations. Your character begins play at Seasoned. However, not everyone who made it through the war made it back intact. Pull a card and tell the Game Master. He'll tell you what happens… maybe.

COMBAT EDGES

Assessment
Requirements: Seasoned, Notice d8+
Make a notice check as you take your opponent's measure. Gain a +1 on your next attack, trick, or test of will against the target for each success and raise on the roll.

Crack Shot

Requirements: Seasoned, Shooting d8+.

Your character's skill with firearms leads them to reliably deal devastating damage. When you get a raise on your Shooting roll, you gain an additional +d8 damage instead of the normal +d6.

Improved Grappler

Requirements: Seasoned, Strength d8+

If an initial grappling check is unsuccessful (to either start or maintain a grapple), the character may immediately make another grappling attempt at -4 (including all other modifiers). This second check does not incur a Multi-Action Penalty.

Leaping Charge

Requirements: Novice, Agility d8+

The character may run and attack in the same round with no additional Multi-Action Penalty. Other Multi-Action Penalties still apply normally.

One Shot Left

Requirements: Novice, Shooting d6+

The character will always have at least one projectile remaining for his or her ranged

weapon, even after an extended combat. This might be a final bullet in a gun, arrow in a quiver, or stone in a sling. This option does not remove the need to reload weapons, but rather assures that the character will not be forced to reload at a critical moment.

LEADERSHIP EDGES

Battle-trained
Requirements: Seasoned, Smarts d6+, Spirit d6+

A battle-trained leader has spent a lot of

UEDF Ranks

ENLISTED AND NON-COMMISSIONED OFFICER (NCO) RANKS		
RANK	**NAME**	**ABBREVIATION**
E-0	Recruit	RCT.
E-1	Private	PVT.
E-2	Private Second Class	PSC.
E-3	Private First Class	PFC.
E-4	Lance Corporal	LCPL.
E-5	Corporal	CPL.
E-6	Sergeant	SGT.
E-7	Staff Sergeant	SSGT.
E-8	Gunnery Sergeant	GSGT.
E-9	Master Sergeant	MSGT.
E-10	Staff Sergeant Major	SSGM.
E-11	Sergeant Major	SGTM.
STAFF AND FLAG COMMISSIONED OFFICER RANKS		
O-0c	Officer Candidate	Cadet
O-1	Ensign	Ens.
O-2	Third Lieutenant	3LT
O-3	Second Lieutenant	2LT
O-4	First Lieutenant	1LT
O-5	Lieutenant Commander/Captain	LCMDR/CPT
O-6	Commander/Major	CMDR/MAJ
O-7	Captain/Colonel	CAPT/COL
O-8	Commodore/ Brigadier General	COMM/ Br-GEN
O-9	Rear Admiral/ Major General	R-ADM/ Mj-GEN
O-10	Vice Admiral/ Lieutenant General	V-ADM/ Lt-GEN
O-11	Admiral of the Fleet/ General of the Army	ADM/ GEN
O-12	Marshal Commander of the RDF	Marsh./CIC.

E-1 through E-3 are raw recruits, fresh out of the academy. Gamemasters may skip these ranks and begin ranks with E-5 for enlisted characters. It is extremely rare for any soldier under the rank of Corporal to operate mecha. Officer characters begin at O-1.

Ranks with more than one name in them (i.e. Commander/Major) are for when two branches vary in their structure. Land-based titles are the second one.

PROMOTION

To advance in rank, a soldier must be promoted. Promotions are awarded for good performance, and generally mean higher pay and status. Along with these perks, however, comes responsibility. A private doesn't have to worry much about anyone else but himself and his teammates. A captain gets nicer quarters and access to the officer's club when in garrison, but is responsible for a company of men, equipment, and their performance in action.

At the completion of a mission in which the squad leader recommends the soldier's performance, each player rolls a d20 and adds or subtracts the modifiers below. Modifiers are cumulative. A total of 20 or better means the character has been promoted one rank by the powers that be.

Promotion Modifiers

MODIFIER	SITUATION
-2	Easy Mission
-	Routine Mission
+2	Difficult Mission
-2	Character is an Officer Grade 4 or higher
+1	Character is Enlisted Grade 1
+2	Character displays great heroism or good judgment during the mission

his life in group combat, and over time has learned ways to direct his allies to be more effective. After initiative cards have been fully dealt, but before any actions are taken, the player may swap initiative cards with any single willing ally. Alternatively, they may spend two bennies to swap with the GM.

Rank (NCO)
Requirements: Novice, Smarts d6+,
Regardless of which service you belong to, or nation you serve, you have a rank. This rank allows you to command those of lower rank than you and be commanded by those of higher rank than yourself. With this edge you begin as a non-commissioned officer in your service and nation of choice. This is listed as a Grade 4 Non officer on the chart corresponding to the correct military service.

Rank (Officer)
Requirements: Novice, Smarts d6+,
Regardless of which service you belong to, or nation you serve, you have a rank. This rank allows you to command those of lower rank than you and be commanded by those of higher rank than yourself. With this edge you begin as an officer in your service and nation of choice. This rank corresponds to the lowest available rank on your nations officer chart.

PROFESSIONAL EDGES

Master of Disguise
Requirements: Novice, Persuasion d6+, Stealth d6+.
Anyone, good or bad, can fall victim to a disguise or deception. Even so, clearly some are better than others. A Master of Disguise gets a +2 to Persuasion

and Stealth rolls that involve trickery of some kind, including disguises, bluffing and outright lying.

Weapons Encyclopedia
Reqirements: Smarts d8+
A character can recall the vital statistics and important quirks of practically all known commercially available weapons. This includes, but is not limited to, its general level of reliability as well as all vital statistics — material composition, ammunition capacity, caliber, possible outfitted accessories, etc. Characters without this ability will only have such information on weapons they own or use regularly and will need to successfully roll a Common Knowledge Skill Check to recall important details. In addition, Weapons Encyclopedia also includes knowledge on acquiring weapons, so characters will have a +2 bonus on any Skill checks needed to locate or buy weapons.

Zero-G Training
Requirements: Novice, Agility d6+
The character has had extensive experience or training in zero-g environments. As a result, they ignore the standard –2 penalty when working in zero-g.

SOCIAL EDGES

I Know A Guy
Requirements: Novice, Persuasion d6+, Charismatic
Some people seem to know someone everywhere they go. The contact may not be the most amazingly helpful person—they may even hate the hero for some past slight or money owed. The person known may be well-placed in an organization, or just as easily homeless and only know a few possibly helpful rumors. The point is, almost anywhere he goes the hero seems to know someone, and that person usually at least knows something of value or can contact some helpful folks. Once per session, the player can invoke this Edge to effectively have the Connections Edge with any person or group. Use the rules for Connections to determine if the contact can be reached, and if he will help in any way. If the attempt to contact a particular person fails, the once-

Setting Rules
The following setting rules are in place in The *Robotech Macross* setting.

Born a Hero
Heroes may ignore the Rank qualifications for Edges during character creation. They must still meet any other Requirements as usual. The usual rules for Rank Requirements apply afterward.

Gritty Damage
Whenever a Wild Card takes a Wound, roll on the Injury Table and apply the results immediately (but roll only once per incident regardless of how many Wounds are actually caused). A hero who takes two Wounds from an attack, for example, rolls once on the Injury Table

More Skill Points
Thanks to technology and improved education, characters in The Robotech Macross setting has 15 skill points at character creation rather than 12.

per-session use of this Edge is not used up; failures on the Persuasion check to get help still trigger the session's use of the Edge.

Scrounger
Requirements: Novice, Smarts d6+, Survival d6+
Once per session, and while in a populated area (such as a large village or town), a successful Survival roll allows the Scrounger to do one of the following: - improve one unit's Ammo one level - improveone squad's Rations one level - Acquire 2d6 "refills" for a medic's med pack - Acquire some rare but not particularly valuable item (a Coca Cola in a distant village, matches in the jungle, etc.)

CHAPTER TWO: NOTABLE CHARACTERS

We present for your use several of the notable characters found in the Macross Saga. All the characters in this chapter are considered to be Wild Cards.

AZONIA

Azonia was the supreme commander of a large and elite Female Zentraedi fleet. She was personally selected by Dolza to assume command of Earth operations after Breetai allowed valuable prisoners to escape his custody. Azonia proved to be as shrewd of a commander as Breetai, and her elite troops proved to be more than a match for humans.

Azonia was a brilliant warrior, tactician and leader. She pressed her attacks on the SDF-1, nearly capturing the vessel on many occasions. Azonia grew concerned when a human pilot routinely defeated her top ace pilot Miriya Parina, and was astounded when Miriya requested permission to micronize and infiltrate the SDF-1 to assassinate the human ace… The man she would come to know as Max Sterling.

Stung by Miriya's ultimate defection, Azonia planned revenge. With her fleet as infected by culture as Breetai's, she realized she would be a target for Dolza's termination as well. Reluctantly, she joined with Breetai to defeat Dolza, suffering heavy losses. Angry about the loss of her most trusted officer to the Micronians, Azonia cast her lot with Khyron, becoming his lover and second-in-command. Though depleted in resources, Azonia and Khyron waged a guerilla campaign against the RDF. Their first plan saw them capture a protoculture sizing chamber to restore Zentraedi warriors to their full size to continue war on humanity.

Khyron and Azonia commanded a large and moderately well-equipped force of Zentraedi, and continued their offensive. Next, they captured pop singer Lynn Minmei and her cousin Lynn Kyle to use as bait for RDF rescue forces. Though they inflicted heavy casualties, the Zentraedi again suffered defeat. Near Christmas 2013, Azonia and Khyron launched another attack, leaving explosives disguised as Santa throughout New Macross City. In their final battle, Azonia and Khyron died in a suicidal attack on the SDF-1 and -2, destroying the battle fortresses, and killing the bridge crew, save for Lisa Hayes.

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d10, Vigor d8

Skills: Athletics d6, Battle d8, Common Knowledge d6, Fighting d8, Gunnery d6, Language (Tirolean) d8, Notice d6, Persuasion d6, Shooting d8, Stealth d4
Pace: 22; **Parry:** 6; **Toughness:** 16
Hindrances: Zentraedi Racial Hindrances, Arrogant, Enemy (Miriya), Overconfident, Zealot
Edges: Zentraedi Racial Edges, Arrogant, Command, Rank (Field Commander)
Gear: Uniform

BEN DIXON

Ben Dixon was a pilot for the RDF in the First Robotech War. In high school, he played football, where his size made him an admirable linebacker. He was always big and strong, and nearly a foot taller than his squad mates Sterling and Hunter.

Sometimes the best wingmen are not the best pilots. Ben, a classmate in engineering school with Max Sterling, became Vermilion Squadron's heart. His good humor and enthusiasm kept up the spirits of his squadmates. His flying skills were adequate, but compared to Max and Rick, he seemed lackluster. In battle, his old Football tactics came to the fore, giving him the reckless habit of charging out front and engaging.

While Ben lived, his understanding of maintenance, repair and rearming was invaluable, and ensured Vermilion Group was well maintained and well-armed.. During the Battle of Ontario, unfortunately, Ben lagged behind and was caught in the SDF-1's barrier overload, killing him.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d8
Skills: Athletics d6, Battle d6, Common Knowledge d6, Driving d6, Fighting d6, Gunnery d6, Language (English) d8, Notice d6, Persuasion d6, Piloting d6, Repair d10, Shooting d6, Stealth d8
Pace: 6; **Parry:** 5; **Toughness:** 7 (1)
Hindrances: Chain of Command, Impulsive, Obese
Edges: Ace, Rank (Lieutenant)
Gear: Flight Suit (+1 armor), M037 Weasel pistol, Toolkit, VF-1A Valkyrie.

BREETAI

Gifted with high intellect in a body tougher than iron, Breetai knew no rival among the Zentraedi. With the loss of Zor's battleship, Breetai was Dolza's first choice to pursue and recover it. Given orders to recapture Zor's battle fortress, Breetai found himself matched by a novel and highly lucky commander. With the advice of Exedore, he continued to observe humanity, monitoring their transmissions and even deploying spies to infiltrate Macross City. Breetai's brilliant tactics led to the capture of Lisa Hayes and Vermilion Flight. With Micronian prisoners, Breetai returned to his supreme commander Dolza for debriefing.

Once the humans escaped custody, Dolza dismissed Breetai as commander of the recapture mission. His replacement, Azonia performed satisfactorily, though Dolza, shocked by Capt. Gloval's "ruthlessness" sent Breetai to resume command of recovery operations.

With more and more of his own troops defecting or becoming enamored of the micronian culture, Breetai was forced to reassess his war with humanity. It was likely he and his fleet would be purged for becoming contaminated, and despite their primitiveness, the humans turned out to be admirable warriors. With few other options, Breetai sent his advisor Exedor to negotiate a cease-fire.

Upon victory, Breetai and his advisor Exedore remained staunch allies of Earth and humanity.

Realizing his fleet and the ragtag Robotech defenders of the Earth lacked resources to repel another onslaught, Breetai came up with a plan to capture a nearby Factory Satellite. Mixing fast-moving attacks on the control areas, and a massive psychological operation involving Dana Sterling and Minmei's music, he managed to seize the factory without a single loss.

Breetai oversaw the orbital construction of the Pioneer Mission and remained the de-facto leader of the Zentraedi until his death in 2044.

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d12+3, Vigor d12+1
Skills: Athletics d10, Academics d6, Battle d10, Common Knowledge d6, Fighting d10, Gunnery d10, Healing d8, Language (English) d6, Language (Tirolean) d8, Notice d10, Persuasion d10, Science d6, Shooting d8, Survival d10, Stealth d10
Pace: 25; **Parry:** 7; **Toughness:** 20
Hindrances: Zentraedi Racial Hindrances
Edges: Zentraedi Racial Edges, Battle-trained, Bruiser, Command, Command Presence, Hardy, Martial Artist, Rank (Commander), Tactician
Gear: Uniform

CLAUDIA GRANT

Claudia Grant grew up in a military family, her brother Vince earning a commission in the ground forces of the RDF. Meanwhile Claudia, an experienced officer in the RDF herself, earned a place on the bridge of the SDF-1 as communications officer.

Always proving herself the voice of reason, Claudia proved to be an old soul, dispensing advice in the fields of romance and relationships to Lisa Hayes, encouraging her to have a life beyond her military career. She even told Lisa's potential love interest Rick Hunter to smarten up and realize his true feelings for Lisa.

Claudia herself loved Roy Fokker, despite his womanizing and devil-may-care ways. Even though he loved Claudia, she often lamented she wished he would look at her with the same love in his eyes he had for his aircraft.

In battle Claudia remained calm, leading the inexperienced bridge crew in life-or-death battles. Claudia herself remained unflappable and led by example. By the time the SDF-1 returned to Earth, the bridge crew operated as an elite and competent team, capable of overcoming any emergency.

Back on Earth, Claudia's world collapsed in a shower of grief with the death of her beau Roy Fokker on her sofa. Roy, realizing he was mortally wounded only wanted to see her once more before his death, strumming a guitar as she prepared dinner.

Recommitted to the cause of Humanity, Claudia spent the rest of the war immersed in her duties as an officer, and as a best friend and mentor to Lisa Hayes. She died at her post on the bridge of the SDF-1 during Khyron's final assault.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d8
Skills: Academics d6, Athletics d4, Battle d6, Common Knowledge d6, Drive d8, Electronics d8, Fighting d6, Language (English) d8, Persuasion d6, Piloting d4, Research d6, Notice d6, Science d6, Stealth d4
Pace: 6; **Parry:** 5; **Toughness:** 7 (1)
Hindrances: Chain of Command, Love
Edges: Attractive, Battle-trained, Rank (1st Lieutenant)
Gear: RDF Uniform (+1 armor)

DOLZA

A grand Zentraedi fleet commander, Dolza was one of the only Zentraedi known to communicate directly to the

Robotech Masters. Dolza was indeed a supreme warlord, physically and intellectually superior to most Zentraedi, and used a flagship longer than the Japanese Archipelago to rule his fleet with fear and strength.

Like most Zentraedi, Dolza dismissed Earth as primitive and insignificant. Human displays of affection shocked Dolza and caused him to worry of potential of cultural infection in the fleets sent to attack Earth. Dolza's fears of culture proved well founded, and he realized to prevent further infection he had to not only destroy the Earth, but the fleet commanded by his most trusted and respected commander Breetai.

He personally commanded the extermination mission, obliterating most of the surface of the planet. The counter-attack led by Breetai and the SDF-1, bolstered by Minmei's singing, however, was too much to overcome. Several of his captains left the battle or were destroyed, and Dolza himself perished with the destruction of his command ship.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12+2, Vigor d12+2
Skills: Athletics d12, Battle d10, Common Knowledge d8, Electronics d6, Fighting d8, Gunnery d8, Language (Tirolean) d8, Notice d8, Piloting d8, Persuasion d10, Shooting d8, Stealth d6
Pace: 24; **Parry:** 6; **Toughness:** 22

Hindrances: Zentradai Racial Hindrances, Arrogant, Overconfident
Edges: Zentraedi Racial Edges, Battle-trained, Calculating, Command, Rank (Supreme Zentraedi Commander), Tactician
Gear: Uniform

EMIL LANG

Perhaps the leading authority on Robotechnology on Earth, Dr. Emil Lang first examined the SDF-1, and helped unravel the secrets of Protoculture. Many of Lang's hypotheses directly led to using protoculture as a new biofuel. Recognizing the aliens who crewed the ship were, in fact, giants, he was the first to propose developing bipedal mecha to engage them should they search for the lost battle fortress, and prove to be of hostile intent. Destroids and Veritechs used his protoculture reactors and theories to give humanity parity with the Zentraedi. Perhaps even more so than individual mecha, Lang's stamp is all over the SDF-1. An astrophysicist, Lang correctly hypothesized the ship had faster-than-light capability with its fold drive. Heavily damaged, he rebuilt the fold engines with his team, and developed the gravity control system. Lang slightly miscalculated the amount of bracing the gravity control engines would need, causing the "second crash" of the SDF-1. With the fold engines vanishing after first usage, he first developed the SDF-1's pinpoint barrier defense system, and later, a full energy shield to protect the ship.

He also re-arranged the power systems to allow SDF-1 to use its main battery after a modular transformation. Working with Exedore, Breetai and Capt. Henry Gloval, he suggested using reflex weapons launched within Dolza's command ship to destroy it completely.

After the war, Dr. Emil Lang continued to develop new mecha, weapons and power systems, chiefly for use aboard the SDF-1's replacement, the SDF-3 Pioneer on its voyage to Tirol.

Attributes: Agility d6, Smarts d12, Spirit d8, Strength d8, Vigor d8

Skills: Academics d12, Athletics d6, Common Knowledge d12, Electronics d12, Language (English) d8, Notice d8, Persuasion d8, Repair d12, Research d12, Science d12, Stealth d6

Pace: 6; **Parry:** 2; **Toughness:** 6 (1)

Hindrances: Curious, Level Headed,

Edges: Investigator, Jack of All Trades, Scholar (Science), Status (PhD)

Gear: Uniform (+1 armor), Engineering kit.

EXEDORE

Exedore was a type of Zentraedi rarely seen by humans or even others of his kind, a technical advisor to high command. Instead of being cloned for superior strength and combat ability, his genetic makeup favored high intellect, critical thought, and reason.

Given his unique makeup, Exedore's physique was small and weak compared to other Zentraedi and was dwarfed among his own kind. No Zentraedi regarded him as inferior, however, relying on him for tactics, scientific insight and historical knowledge. Indeed, Exedore was one of the few among Breetai's fleet to understand the nature of Protoculture,

know of the Robotech Masters and Zor's experiments, and realize the dangers of Earth culture to the fleet.

Exedore and Breetai, faced with an unfamiliar enemy and its culture, misunderstood Humanity's desire to survive, their innovation and adaptability, and even simple life beyond military operations. Beauty contests and toys confused the Zentraedi, and Exedore judged these things to be potent psychological weapons. Entertainment with special effects seemed to showcase new Human super warriors. The lure of Earth culture proved irresistible to the Zentraedi, and for the first time ever, warriors broke rank and defected to the enemy side.

With the defection of Miriya Parina and her marriage to Max Sterling, and the general rejection of authority fleet-wide, Dolza ordered the destruction of Breetai's fleet, the SDF-1, and the Earth to prevent further contamination. Exedore and Breetai both realized their only hope of survival rested with an alliance with humanity. Exedore underwent micronization and met with Capt. Henry Gloval under a flag of truce to forge an alliance that remains intact today.

Combining the psychological shock of Earth culture with their attack, the combined Earth and Zentraedi fleet destroyed a vastly superior force. Exedore remains a loyal ally of Humans dedicated to peace in the galaxy.

Attributes: Agility d8, Smarts d12, Spirit d10, Strength d8, Vigor d8

Skills: Academics d12, Athletics d8, Common Knowledge d12, Electronics d10, Fighting d8, Gunnery d6, Language (Tirolean) d10, Notice d10, Piloting d8, Persuasion d8, Repair d6, Research d12, Science d12+2, Shooting d8,

Stealth d8
Pace: 18; **Parry:** 5; **Toughness:** 16
Hindrances: Zentraedi Racial Hindrances, Curious (Major), Level Headed, Pacifist (Minor)
Edges: Zentraedi Racial Edges, Investigator, Jack of All Trades, Scholar (Science)
Gear: Uniform

Authors Note: Exedore is shorter than other Zentraedi. He is only considered to be Size 5 for purposes of the Size table and modifiers.

HENRY GLOVAL

Captain (later Admiral) Henry J. Gloval was the RDF's first choice to captain the SDF-1. A veteran of the Global Civil War, he rose quickly in the ranks of the Soviet navy, commanding submarines and then later the Soviet Pacific Fleet. In mid-July 1999, he diverted to investigate a large explosion on Macross Island. Arriving near-simultaneously with the American and Finnish fleets, and with Chinese and French forces nearby, he negotiated a temporary cease-fire to investigate what was quickly apparent to be no mere asteroid. Command from the Russian Premier said he should attempt to take control of the wreck, but Gloval pushed for a more moderate stance.

It is likely this, more than any other action, lead to the cooperation over the SDF-1 and Unification movement. Had he attempted force; it is likely the Global Civil War would have escalated to a nuclear exchange.

As one of the first military commands on site, Gloval was integral to the reconstruction, and was involved in Project Excalibur and Project Valkyrie. When it came time to decide who would command the massive ship, Gloval was the first name on everyone's list.

As a commander and tactician, Gloval was good, but it was his ability to find talented people that was his true strength. In choosing Claudia Grant and Lisa Hayes as his officers, not only did he pick brilliant talents but strengthened his ties to the RDF command as well. Choosing test pilot Roy Fokker over his rival (and favored) T.R. Edwards for CAG and head of training was another inspired decision.

Gloval was also a gifted politician. He is largely credited for the cease-fire at the sight of the crashed SDF-1. Later, he took time to evacuate the civilian population of Macross City, and reorganized the command of the SDF-1, the Daedalus and Prometheus into one. When Zentraedi spies were found on his ship, he accepted their plea for asylum (another move which likely smoothed the eventual alliance).

Gloval died defending the SDF-1 from Khyron's final attack, sacrificing his life so Lisa Hayes could take the last escape pod.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d10
Skills: Athletics d8, Battle d8, Common Knowledge d6, Electronics d8, Fighting d6, Gunnery d6, Language (Russian) d8, Language (English) d8, Notice d8, Persuasion d10, Repair d6, Shooting d6, Stealth d8
Pace: 6; **Parry:** 5; **Toughness:** 8 (1)
Hindrances: Chain of Command, Enemy (Major), Loyal
Edges: Battle-trained, Charismatic, Command, Command Presence, Inspire, Rank (Captain), Tactician, Veteran of the Global Civil War
Gear: Uniform (+1 armor)

KHYRON

Breetai realized his conventional forces were outmatched by the scrappy humans who would do anything to win a battle. So, he called upon Khyron and his

Borotu Battalion. Khyron was a notorious killer at a high rank of the Zentraedi cadre. He acquired a negative reputation among his own kind for slaughtering a company of his own soldiers to destroy a battalion of Invid shock troopers. Breetai, for a moment, considered Khyron his best commander against the humans.

Khyron's first battle was on the solar planet Mars, commanding an assault of the SDF-1. Defeated, it was Khyron who devised tactics to capture the SDF-1. In another battle, he sacrificed a warship to a Daedalus Attack, using the breaching assault of the SDF-1 to assault with battle pods. While defeated, Khyron grew more enraptured with Earth culture, even selecting a love-interest in Azonia.

Frustrated again and again by the RDF, Khyron's schemes became more succinct and aggressive. In the end, the Micronians proved champions. As his own troops began to defect, Khyron mowed them down in his Glaug-pod. Still, time and again he was driven from the SDF-1. When the realization became apparent that Dolza planned to exterminate Breetai's fleet, including Khyron and his Borotu Battalion, Khyron and his soldiers slinked out of the battle, though they still suffered heavy damage. Khyron, alive and equipped, landed in the Americas, swearing vengeance against humanity.

Khyron, possessed an army of ready Zentraedi fighters, and continued his egotistical assault of the SDF-1. Joined by female Zentraedi commander Azonia as his confidant and lover, Khyron resumed his battle with the RDF and the SDF-1.

With any Zentraedi he could find with a grudge against humanity, Khyron assembled an army. His first action seized a protoculture sizing chamber to restore micronized Zentraedi to their full stature and lead an assault on the humans and SDF-1.

Desperate, Khyron personally attacked human settlements on the destroyed planet Earth, capturing pop singer Lynn Minmei and her cousin in the purple suit, Lynn Kyle. Khyron used the pop stars as bait to lure in RDF fighters. Rick Hunter, aware of the situation, rescued Kyle and Minmei, and with his forces aware of the ambush, dealt a blow to Khyron's conventional forces.

With his scheme foiled again, Khyron, who personally owned several officer's pods, became more of a terrorist in the war with the RDF. Perhaps initiating his last battle, he assaulted New Macross City on the most sacred day in North America… Christmas. While RDF personnel destroyed his infantry forces, Khyron and his lover Azonia mounted an asymmetrical attack, with derelict figures dressed as homeless Santa Claus being large improvised explosive devices. The attack killed many non-combatants.

Khyron, still obsessed with the destruction of the SDF-1, led a final assault personally, with Azonia at his side. With Macross City decimated by his Christmas attack, Azonia and Khyron vowed to destroy the SDF-1. Veritechs destroyed most of his mecha, though

his cruiser remained intact. Henry Gloval had silently rebuilt SDF-1's weapons and propulsion. As Khyron ingressed, SDF-1 rose out of Lake Gloval, lowered its primary cannon booms and fired on Khyron's ship, scoring an indirect blow. With his ship in flames, Khyron and Azonia pushed the throttles too high for a ramming maneuver. In the end, SDF-1 and SDF-2 and Khyron's ship were only scrap metal. Khyron and Azonia died in the attack.

While defeated in battle, Khyron remains something of a boogieman to humanity. Many mothers say, "Behave or Khyron is coming for you."

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d12, Vigor d8
Skills: Athletics d10, Battle d8, Common Knowledge d4, Electronics d6, Fighting d8, Gunnery d10, Language (Tirolean) d8, Notice d6, Piloting d10, Persuasion d6, Shooting d10, Stealth d10
Pace: 20; **Parry:** 6; **Toughness:** 20
Hindrances: Zentradi Racial Hindrances, Arrogant, Chain of Command, Driven, Impulsive, Overconfident
Edges: Zentradi Racial Edges, Battle-trained, Command, Rank (Warlord)
Gear: Uniform

LISA HAYES

The military was always a way of life for Lisa Hayes. The only child of Adm. Donald Hayes, Lisa never lived off-base at any point in her life. Her first romantic interest was Karl Riber, a member of the fledgling RDF. Riber served under Adm. Hayes' direct command before applying to join the first crew of Mars Base Sera. The RDF listed Riber as MIA after a terrorist attack, but even this did not deter Lisa from a life of service to her planet.

Lisa was a gifted student, graduating as valedictorian, and with several advanced credits. She attended the US Naval Academy, graduating Magna Cum Laude with a degree in communication networks and certifications in air combat coordination. She also earned her Starship Combat qualification, serving as air traffic coordinator and third officer aboard Armor-10.

On her second tour, Lisa was assigned as second officer to Capt. Henry Gloval aboard the SDF-1, the highest honor of her career. Her father acknowledged he played no role in the selection and left the choice to Gloval. Her attributes and scores were superior to all others.

With the launch and attack of the SDF-1, Lisa remained adept and confident at her post as SDF-1's air warfare director. Then civilian Rick Hunter, her eventual husband, remarked her objective leadership and direction made her a "Sourpuss." Despite her reputation, she led the team and managed the air and ship defenses of the massive SDF-1, and the two support carriers on their trip back home.

Lisa was not above personally taking on missions either. When the SDF-1 attempted to resupply from the abandoned Mars Base Sara, Lisa volunteered to search the quarters for survivors. Later, when the SDF-1's main radar was damaged, Lisa piloted the Cat's Eye recon plane. After the SDF-1 returned to Earth, Lisa personally went to see her father to beg to let the citizens of Macross City disembark.

After the Rain of Death, Lisa was tapped to command the nearly completed SDF-2. Supplies from the SDF-1 were being loaded onto the new craft, which lead to them being berthed back to back when Khyron's final attack destroyed both ships. Narrowly escaping with her life, she found herself the highest ranked surviving member of the RDF. She immediately began the process for constructing the Pioneer mission, led by the SDF-3.

Her romantic life was the subject
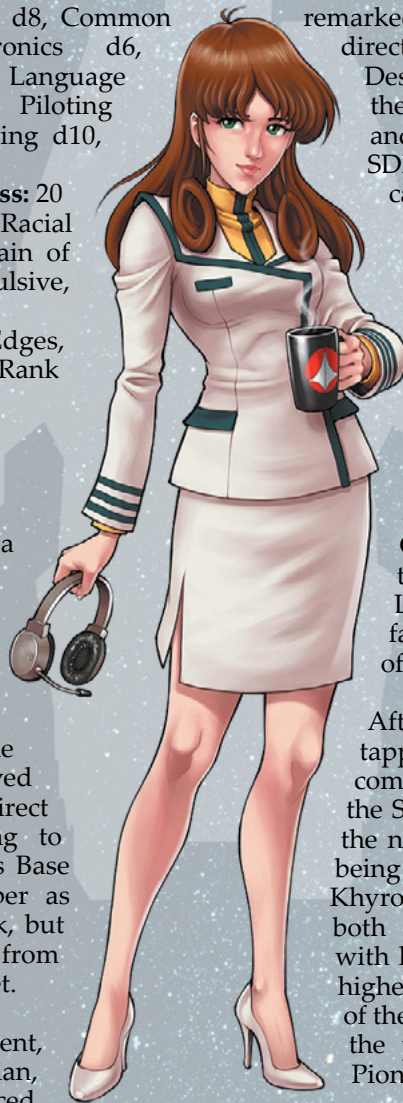
of much speculation. Her on-and-off relationship with Rick Hunter was the subject of much gossip on the command deck of the SDF-1. While the early years were tempestuous, she eventually married Admiral Hunter at the start of the Pioneer Mission.

Attributes: Agility d8, Smarts d8, Spirit d12, Strength d6, Vigor d8
Skills: Athletics d6, Battle d6, Common Knowledge d6, Driving d6, Electronics d8, Fighting d6, Gunnery d8, Language (English) d8, Language (Russian) d8, Notice d6, Persuasion d8, Piloting d6. Repair d6, Shooting d8, Stealth d6
Pace: 6; **Parry:** 5; **Toughness:** 7 (1)
Hindrances: Chain of Command, Driven, Loyal, Shamed, Stubborn
Edges: Attractive, Battle-trained, Charismatic, Command, Command Presence, Level Headed, Rank (Lt. Commander)
Gear: Uniform (+1 armor)

LYNN KYLE

Early in his life, Lynn Kyle's parent's restaurant "Golden Dragon" was destroyed in the Global Civil War. His parents fled the fighting to Yokohama in Japan. While safe there, they were always outsiders in an increasingly hostile world. Kyle studied the martial arts in order to protect himself and his family as immigrants were increasingly blamed for Japan's problems. It is likely here where he picked up his philosophy of pacifism but having the strength to defend yourself. When Japan moved to join the United Nations of Earth, Kyle was one of the many who protested. It was at one of these protests that police, receiving a tipoff Anti-Unification League terrorists were present, fired on the crowd. 12 people died in the confusion, and Kyle never again trusted the police or military.

In 2006, Kyle's parents moved to Macross Island to open a new "Golden Dragon". Several of the Lynn family had already immigrated, including Kyle's cousin Minmei. He found himself increasingly attracted to her. He was off island when the SDF-1 launched and sunk into a period of depression upon hearing Macross Island was destroyed and everyone presumed dead. It is thought this was when Kyle started his ongoing battle with alcoholism.

After the SDF-1's return, Kyle was overjoyed at Minmei's arrival. He quickly became her assistant and program manager, and many speculated the two would marry. He went on to star with Minmei in "Little White Dragon", a film completely filmed and produced on the SDF-1.

After the war, Kyle remained part of the anti-military movement. With so much of the world destroyed, and the enemy defeated, it only made sense to rebuild, he argued. It was during one of these protests in New Detroit they managed to drive off the RDF guards on a protoculture matrix, inadvertently allowing Khyron to seize it.

Kyle disappeared shortly thereafter, and didn't reappear until 2044, when he gave his life protecting Minmei during the T.R. Edwards affair.

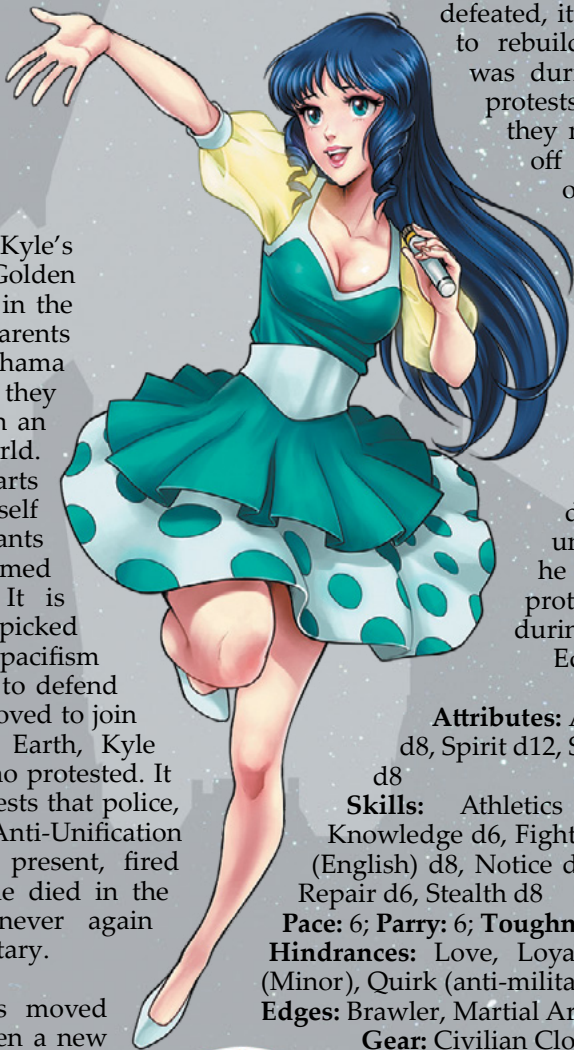**Attributes:** Agility d8, Smarts d8, Spirit d12, Strength d8, Vigor d8
Skills: Athletics d6, Common Knowledge d6, Fighting d8, Language (English) d8, Notice d6, Persuasion d6, Repair d6, Stealth d8
Pace: 6; **Parry:** 6; **Toughness:** 7
Hindrances: Love, Loyal, Mean, Pacifist (Minor), Quirk (anti-military)
Edges: Brawler, Martial Artist
Gear: Civilian Clothes

LYNN MINMAY

Scholars compare Minmei (changed to "Minmay" for her stage name) to Helen of Troy. Rather than the face that launched a thousand ships, she has the voice that enchanted billions and led to the destruction of the Zentraedi fleet.

Minmei, born in Japan to a Chinese family, grew up on Macross Island serving Dim Sum at her aunt and uncle's Chinese Restaurant "Golden Dragon". She first met (then civilian) pilot Rick Hunter after he accidentally crashed a Veritech into the restaurant. Both were caught up in the SDF-1's fold, and barely managed to get back onboard before freezing in space. They formed a close bond after being trapped in one of the sub-levels together.

Minmei took up serving at the new Golden Dragon rebuilt inside the SDF-1. Many of the civilian and military populations were drawn to her good looks and charm. In April of 2010, she won the Miss Macross contest, launching her career. Her first recording "Stage Lights" sold immensely well across the SDF-1, and years later on Earth. Unknown to her at the time, several Zentraedi observers also recorded the song, and found it strangely compelling... similar to the Tirolean Muses, but in a very different way. Contraband copies of the song disseminated through the fleet.

Upon return to Earth, Minmei reacquainted herself with her cousin (by marriage) Lynn Kyle. He quickly became her personal assistant and manager, and there were rumors the two would wed, especially after the release of the movie "Little White Dragon", in which they both starred.

It was during the assault on Dolza's fleet that Minmei's greatest contribution was given. The combined fleet flooded the airwaves with Minmei's songs, acting both as communications jamming and psychological warfare.

During the Reconstruction Minmei maintained a hectic schedule of concerts, buoying the spirits of the survivors and promoting peace between the Zentraedi and humans. After capture by Khyron's rebels, Minmei became burned out, and swore never to sing again.

Her relationships with Rick Hunter and Lynn Kyle over, Minmei drifted for the next few years. While she made the occasional appearance during the Malcontent Uprisings, she didn't record anything until the departure of the Pioneer Mission in 2022, where she was once again caught up in the fold-bubble of the great ship.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d6, Vigor d6
Skills: Athletics d8, Common Knowledge d6, Fighting d6, Language (English) d8, Notice d6, Persuasion d10, Performance d10, Stealth d6
Pace: 6; **Parry:** 5;
Toughness: 5
Hindrances: Driven (Major), Love, Mild Mannered, Young (Minor)
Edges: Attractive, Charismatic, Fame
Gear: Civilian Clothes

MAXIMILIAN "MAX" STERLING

Maximilian Sterling is one of the most unlikely candidates to become a celebrated war hero. As a child, he was small and unathletic. He did express an interest in aviation and was inspired at an early age by witnessing Pop Hunter's Flying Circus.

In 2009, he traveled to Macross Island to take part in the SDF-1 launching festivities with his good friend Ben Dixon. He was one of the civilians who made it to the shelters

when the SDF-1 folded. When the RDF began recruiting from the civilian population, Max was encouraged to sign up by Ben, despite his eyesight. Between his top-of-class test scores and the RDF's desperation for new pilots, they took him anyway.

After basic training, he and Ben were assigned to Vermilion squad under Rick Hunter. He quickly distinguished himself, always scoring near the top of the kill chart, and saving his wingmen on several occasions. This drew the attention of several Zentraedi pilots, most notably Khyron who goaded ace pilot Miriya Parina into attacking him. After several attempts, she found herself defeated, so volunteered to micronize and assassinate the micronian who humiliated him. Instead of killing him, however, she fell in love and married him. The television signal of this wedding was intercepted by Breetai's fleet and was later cited as one of the turning points for the Zentraedi in suing for peace.

After the war, Max and Miriya settled down in New Macross City and had a daughter, Dana. They were instrumental in the capture of the Factory Satellite. Max was promoted and given command of Skull Squadron. He and Miriya remained active during the Malcontent Uprisings and later Max was named CAG of the SDF-3 for the Pioneer Mission. Unwilling to take their 10 year-old daughter on such a dangerous mission, they left her with Rolf Emerson. It was on that mission they had their second daughter, Maia.

Blue Max is a natural ace of the highest caliber, and one of the humblest fighters ever.

Attributes: Agility d12+2, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Athletics d8, Battle d8, Common Knowledge d6, Driving d6, Electronics d6, Fighting d8, Gunnery d12, Language (English) d8, Notice d8, Persuasion d8, Piloting d12, Repair d8, Shooting d10, Survival d8, Stealth d6
Pace: 6; **Parry:** 6; **Toughness:** 7 (1)
Hindrances: Bad Eyes (Minor), Chain of Command, Loyal, Love
Edges: Ace, Battle-trained, Charismatic, Fly Anything, Rank (2nd Lieutenant)
Gear: RDF Flight Suit (+1 armor)

MIRIYA PARINA (STERLING)

Fighting Invid was easy for a Quaedlunn pilot. Battle after battle, Miriya slaughtered hundreds, if not thousands of enemies in one session. Then, suddenly from nowhere, Azonia called her to some unimportant planet, and her life altered forever.

In a charge, Miriya and her Quadranos destroyed Skull Squadron. Khyron's taunts of an unbeatable micronian seemed ridiculous. Suddenly, the battle was one on one. As Khyron promised, there was one who could oppose the skills of Miriya.

Her squadron defeated the leader, but then she saw a humble pilot in a low-rank ship striking down her Quadrano sisters with alacrity. Engaged in battle with four Quaedlunns, the blue Valkyrie was holding. Her sisters defeated, Miriya engaged, even bringing Max into battle in the heart of Macross City on the SDF-1. While Miriya could have destroyed the city, she remained focused on the one and only pilot who resisted her. After a vicious battle, Max Sterling defeated the Quaedlunn ace.

Back in orbit, Miriya smarted from her first defeat by anyone, much less a humble micronian. She approached her commander Azonia with a request to micronize and infiltrate the SDF1 to assassinate her rival. Azonia reluctantly agreed.

Aboard the SDF-1, a very
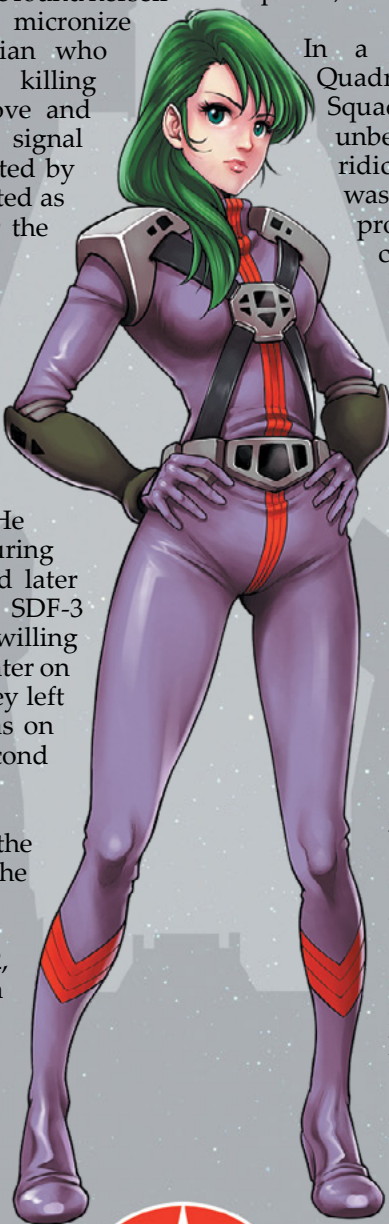
bored Miriya had little interaction with RDF pilots. She made her way to a simulator arcade (thinking it was a training facility) and destroyed the human civilians she matched. It was there where she finally met her rival. After an epic video battle, she agreed to meet him again. She planned on killing Max, but instead, after a brutal knife fight, she found herself in love with the strange micronian.

They married and had their first daughter, Dana, who was instrumental in the capture of the Factory Satellite. Miriya remained active in the RDF, often acting as an ambassador to Malcontent groups. She was selected to go on the Pioneer mission with her husband, and after much persuasion, agreed to leave her daughter Dana behind with Rolf Emerson. Years later, she and Max had a second daughter, Maia.

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Athletics d4, Battle d8, Common Knowledge d4, Electronics d8, Fighting d10, Gunnery d12, Language (English) d8, Language (Tirolean) d8, Notice d8, Persuasion d8, Piloting d12, Stealth d10
Pace: 6; **Parry:** 7;
Toughness: 7 (1)
Hindrances: Zentradi Racial Hindrances, Chain of Command, Overconfident
Edges: Zentradi Racial Edges, Ace, Alertness, Attractive, Battle-trained, Brave, Command, Rank (Lt. Commander), Tactician
Gear: RDF Flight Suit (+1 armor)

Authors Note: This statblock represents Miriya in her micronized form.

RICK HUNTER

Rick Hunter began his flying career at a very early age. Raised around pilots in his father's flying circus, he picked up on the skills needed to fly very early. In his late teen years, he won several amateur aerobatic and air racing awards. According to his father, Rick learned to fly before he could obtain a driver's license.

In 1999, he accepted the invitation of his "big brother" test pilot Roy Fokker to the ceremonies at Macross Island. Rick was a pacifist, as were many people wearied by years of the Global Civil War, but a chance to see Roy again was too good to pass up. He arrived just in time to hear his brother commentating on a demonstration of the new Veritech fighters. Unable to resist, he joined in the stunt and showed up the Demonstration Team.

Rick was mistaken for a military pilot when he was inspecting one of the new Veritechs. The Zentraedi had begun their assault, and all craft needed to be in the air. Unfamiliar with the controls, he crashed into the Chinese restaurant of the Lynn family. This is where he met with Lynn Minmei.

Rick's piloting ability led him through several rapid promotions. After the Battle of Mars, he was given command of Vermilion Squadron and was assigned Max Sterling and Ben Dixon as wingmen. He was promoted again after the Battle of Toronto becoming CAG for the SDF-1.

During the reconstruction era, Rick spent much of his time dealing with Malcontent forces. As the Pioneer

Mission began ramping up, he found his attention more and more drawn into orbit. He married Lisa Hayes in December of 2022, commemorating the Pioneer mission, and had assumed overall command by the return of the mission in 2044.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Athletics d8, Battle d8, Common Knowledge d6, Driving d6, Electronics d6, Fighting d6, Gunnery d10, Healing d6, Language (English) d8, Notice d6, Persuasion d6, Piloting d10, Repair d6, Science d8, Shooting d8, Stealth d6, Survival d6
Pace: 6; **Parry:** 5; **Toughness:** 7 (1)
Hindrances: Chain of Command (Minor), Loyal (Minor), Love (Minor), Obligation (Major)
Edges: Ace, Attractive, Battle-trained, Command, Fly Anything, Rank (2nd Lieutenant), Tactician
Gear: RDF Flight Suit (+1 Armor), Automatic Pistol

ROY FOKKER

Although genealogical records didn't survive the war, Roy Fokker always insisted he was a direct descendant of Dutch World War I aviation pioneer Anthony Fokker. The modern Fokker adored his possible ancestor to the point he and his protégée Rick Hunter built and flew replicas of the Fokker D-VII biplane. Fokker's father was killed in the Global Civil War, so he was taken in by his father's wingman, "Pops" Hunter, where he quickly became a star of the travelling air show.

Roy Fokker's love of aviation was only eclipsed only in his quest for challenge. He pioneered several aerobatic stunts that bear his name today, even as a youth. He competed against adults in races and aerobatic meets, becoming a member of the Experimental Aircraft Association and was a star at their annual meetings at Oshkosh, Wisconsin, USA. He even set up a cottage industry in his teens building and designing aircraft of his own.

Roy fought in the last few years of the Global Civil War, serving on the USS Kenosha. He was on duty when the ship diverted to investigate the crash site of what would become known as the SDF-1. His flying skill and engineering knowledge led him to be a natural choice for a test pilot on Project Valkyrie.

Roy had an immense personal charisma and found himself the target of attention of many women. Despite his reputation for carousing and seducing junior female personnel, Roy found true love in Claudia Grant. Having flown close air support missions assisting her brother Vince, they met often at functions and had an on-and-off relationship for years.

Despite his massive responsibilities as CAG and onboard commander of space aeronautical education and training, Roy led by example and led his squadrons into battle personally. Roy's tutelage as a mentor for Rick was reciprocated to the pilots of Vermilion Squad, and likely influenced Rick's command of the Pioneer Mission.

Roy received a fatal wound shortly after the SDF-1 splashed down on Earth. He kept this a secret until he passed out in Claudia Grant's quarters. This is thought to be the source of the REF's superstition about pineapple, as Claudia was preparing a pineapple salad for dinner.

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Athletics d8, Battle d8, Common Knowledge d6, Driving d6, Electronics d6, Fighting d8, Gunnery d12, Language (English) d8, Notice d8, Performance d8, Persuasion d8, Piloting d12, Repair d8, Shooting d10, Survival d8, Stealth d6
Pace: 6; **Parry:** 6; **Toughness:** 7 (1)
Hindrances: Chain of Command, Love, Loyal
Edges: Attractive, Battle-trained, Charismatic, Fly Anything, Rank

(Lt. Commander), Veteran of the Global Civil War

Gear: RDF Flight Suit (+1 armor), One Weapon Choice, Acoustic Guitar

TERRIBLE TRIO: BRIDGE OFFICERS

Known variously as the "Terrible Trio," and the "Bridge Bunnies", Sammie Porter, Vanessa Leeds and Kim Young were inseparable both on and off duty. Always found in a trio, their circle often included fellow bridge officers Lisa Hayes and Claudia Grant in social settings. The Bunnies joined the RDF at a young age and were among the first graduates from the RDF Academy.

All three were cross-trained so they could function as communications officers, weapons systems operators, sensor and navigations operators. When the Pin-point barrier system was in operation, it was the Bunnies who were operating it.

Interestingly, it was the Terrible Trio who first encountered another trio, this time in the form of Zentraedi infiltrators Rico, Bronn and Konda. Finding the men a bit odd, they introduced the aliens to human dancing at the Bamboo House Club. Bridge Bunnies and Infiltrators had a brief romance before the spies returned to Breetai's ship to report, influenced by their encounter with the three officers.

Kim, Sammie and Vanessa were part of SDF-1's primary bridge crew in the final battle with Dolza's forces, continuing their duties in New Macross City and in Humanity's first expedition beyond the solar system to capture the Robotech Factory Satellite. The bridge bunnies perished at their posts defending the SDF-1 and Macross City from the suicidal ramming of a battleship commanded by Khyron and Azonia.

Sammie Porter

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6
Skills: Academics d6, Athletics d4, Battle d6, Common Knowledge d6, Electronics d8, Fighting d4, Language (Native) d8, Persuasion d6, Piloting d4, Research d6, Notice d6, Science d8, Stealth d4
Pace: 6; **Parry:** 4; **Toughness:** 6 (1)
Hindrances: Chain of Command
Edges: Command, Rank (Lieutenant)
Gear: Uniform (+1 armor)

Kim Young

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6
Skills: Academics d6, Athletics d4, Battle d8, Common Knowledge d6, Electronics d8, Fighting d4, Language (English) d8, Persuasion d6, Piloting d4, Research d6, Notice d6, Science d8, Stealth d4
Pace: 6; **Parry:** 4; **Toughness:** 6 (1)
Hindrances: Chain of Command
Edges: Command, Rank (Lieutenant)
Gear: Uniform (+1 armor)

Vanessa Leeds

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6
Skills: Academics d6, Athletics d4, Battle d6, Common Knowledge d6, Electronics d8, Fighting d4, Language (Native) d8, Persuasion d6, Piloting d4, Research d6, Notice d6, Science d8, Stealth d4
Pace: 6; **Parry:** 4; **Toughness:** 6 (1)
Hindrances: Chain of Command
Edges: Command, Rank (Lieutenant)
Gear: Uniform (+1 armor)
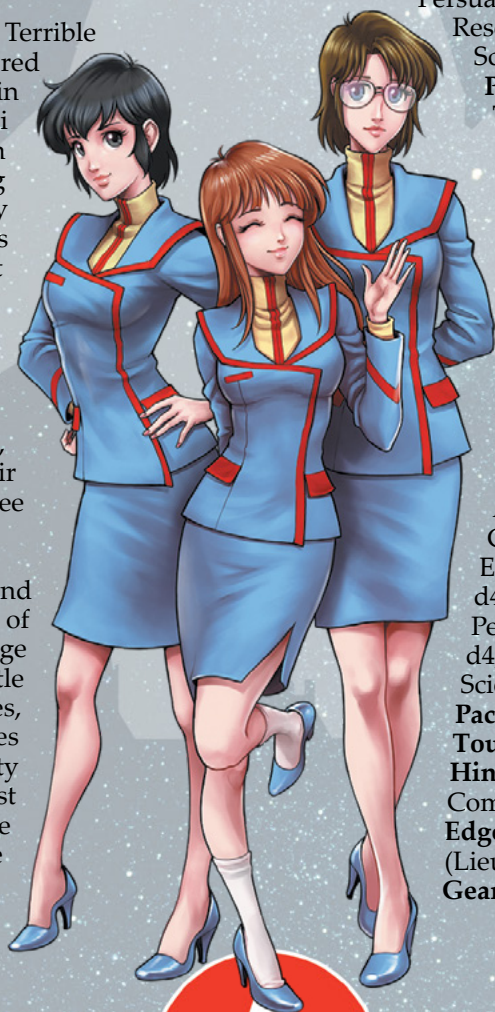
CHAPTER THREE: GEAR

The Nature of Protoculture
Transcript: Mind Boost Television August 26th, 2009

Bill Tyson: …and we are back! Thank you everyone! We are continuing to have our talk with head researcher of the Robotech Research Group, Dr. Harry Penn!
(Audience applause)
Tyson: You've been so great telling us about the new craft the military is rolling out now that the SDF-1 is destroyed. But one thing I don't understand. What is this Protoculture stuff?
Penn: Wow. This is a little embarrassing, but frankly, I don't know.
(Audience laughter)
Tyson: Not at all?
Penn: Well, let's put it this way. It's a fuel source… a very powerful one. Each canister could run your home for several months.
Tyson: That's amazing. This little canister? (gestures to sample on table)
Penn: It's true. But what exactly it is, we don't know. The computers aboard the SDF-1 were very damaged in the crash. Much was lost or corrupted. In addition to the fact it is an alien computer system and written in an alien language. You think it is hard getting your PC and Mac to talk to each other? Try one of these guys.
(Audience laughter)
Tyson: So you got the idea from the computers?
Penn: Not quite. We were exploring the wreck and we kept finding these canisters everywhere. Stockpiles of them. Billions and billions of canisters. One of the engines even has a way to make more. But we didn't quite figure it out at first. Then, someone noticed the canister would fit into one of the giant-sized rifles onboard. So, we assumed they were like magazines for a gun. Then one of the crew was disassembling the battlepods and noted there was a rack of them in the pod. And we started thinking it was a storage battery… kind of like those batteries that fit in your electric drill but can fit in the saw or air compressor. Needless to say, this made a lot of people sit up. Imagine running a tank on electric drill batteries.
(Audience laughter)

Tyson: So protoculture is a battery, then?

Penn: So much more. From what we can tell from the records we could get from the alien computers, they used it for everything. Power, yes. But also some medical procedures. We aren't quite sure how it works, but we think they mastered cloning and genetic manipulation using it somehow.

Tyson: I don't understand, is it radioactive or something?

Penn: Not radioactive, but something. We aren't sure. Translating an alien language is a major undertaking, especially when dealing with something as complex as high-level scientific terms.

Tyson: So, if it isn't radioactive, what is it?

Penn: Again, we aren't sure. We have opened several canisters, and they have a matrix of several chemicals based around what seems to be a primitive plant-based life. It's nothing like what we have on earth today, though several of my collogues think it resembles plants from millions of years ago in Earth's history.

Tyson: So, it is some sort of dinosaur plant battery, then?

(Audience laughter)

Penn: That's an interesting way of putting it! It's organic, definitely. And it outputs a massive amount of energy… enough that the Lightning can fly at supersonic speeds using only electric engines. But we know nothing of the plant, nor where it comes from. Fortunately, we have a huge stockpile to draw from while we figure it out. Some of the people have identified spore-like structures within the protoculture. We might be able to grow it, and then guarantee future supplies. Powering whole cities off clean, efficient, safe energy that doesn't explode or pollute or give off radiation.

Tyson: That sounds amazing.

(Audience applause)

Tyson: When we come back, more with Doctor Harry Penn.

(Audience applause)

(Break)

Tyson: And we are back. I'm talking with Doctor Harry Penn, head of the Robotech Research group. Dr. Penn, before we left, you were talking about what protoculture is. I can't help but wonder… "protoculture" sounds like an early civilization or something.

Penn: (laughs) Not quite. A culture can be a matrix in which you grow something. Like the agar culture from a petri dish.

Tyson: So it is for growing this mystery plant you were telling us about?

Penn: Actually, it is a mistranslation.

(audience laughter)

Penn: Early on, we discovered a document in the computer that seemed to discuss the process of making a Protoculture canister. But the translator got it wrong… something about subjunctive direct objects and future pluperfect participles… too complex for me.

(Audience laughter)

Penn: …but the part he identified as the final result was actually part of the process… the setting up of the matrix, or culture, for

implantation… but by the time we figured this out, the name had gotten out and stuck.

Tyson: Interesting. So, earlier you were talking about powering whole cities with protoculture. Wouldn't it make more sense than just military jets or the like?

Penn: Ah, there you have found the second property of protoculture. One which we know even less about.

Tyson: Do tell.

Penn: Well, quite frankly, a giant robot as a war machine makes no sense, right? A tank could hide behind a wall or hill. You couldn't knock it over, for example. And the amount of power to make it walk around and shoot?

Tyson: Yet, this seems the main thrust of the RDF...

Penn: Exactly. So why? Well, it is something we've discovered about systems that are powered by protoculture. This is a bit hard to understand… think of electricity in a wire like water flowing through a hose.

Tyson: Okay…

Penn: Now, if you have a house with electricity, with power going down to the furnace in the basement and lights up in the attic… if you could only see the water in the hose… what shape would it be?

Tyson: I don't know… a house?

Penn: Exactly! The same with electric fields in a jet fighter… it resembles a jet fighter. Early research with protoculture found it did strange things, the energy had strange "puddles" and "undertows" that didn't resemble the fields we would expect. It took us forever to figure it out, but the fields seemed to want to make a human shape.

Tyson: So, this plant energy is human?

(Audience laughter)

Penn: No, though we thought that as well. Instead, it was the researchers. Something about the plant energy links to the nearest human and tries to copy it.

Tyson: …are you saying…?

Penn: Exactly! So we make a human-shaped robot, and the energy wants to copy the shape, and get this… even the movements of the human pilot.

(Audience noise)

Tyson: So… it wants to be human?

Penn: Not any more than a mirror wants to be human. We've had some minor success in making the field shape like other animals, monkeys and cats and the like. But giving a powered robot suit to a cat just seems like asking for trouble.

(Audience laughter)

Tyson: So, how does this human-shaped field work?

Penn: To be honest, we don't have the slightest clue. Some of my colleagues have a theory about quantum entanglement and mirror neurons, but they are still arguing over it.

Tyson: How do we use this field then?

Penn: That's the neat part. It seems to react to the pilot's own movements, his will, so to speak. This makes a lot of actions much

faster, smoother and more nuanced then what our computerized control system can do.

Tyson: How do you mean?

Penn: Well, imagine catching a ball. You ever play baseball, Bill?

Tyson: A bit as a kid. Basketball was more my thing.

Penn: Well good. Imagine I'm throwing a basketball to you. Hard. Right at the face. How would you catch it?

Tyson: Well… I just kind of put my hands up and catch it, I guess.

Penn: Okay, so two steps. Put hands in the way. Catch. Let's break it down a little more. You use your eyes to monitor where the ball is in relation to you. You adjust your hands to intercept the path. Your eyes and skin tell you when you make contact. You contract your muscles to grab the ball. This is basically what a computer would do as well.

Tyson: Okay, I see.

Penn: But it is not what a human would do. Remember I said I threw it hard at your face. So, there is an element of risk management in there as well. Part of your brain is going "can I stop this before it smashes my nose?".

(Audience laughter)

Penn: …So you might adjust your body, getting partly out of the way. You would also try and match the speed of the ball with your hands, reducing the impact to them, and redirecting the ball, so it doesn't smash into your face, but moves more toward your shoulder. These are dozens of small things a lifetime of learning as an organic being teaches us. And these seem to get translated to the machine when it is protoculture powered.

Tyson: So, faster reactions, and moves more like a human.

Penn: Exactly. A Battloid can run, kneel, hop, shuffle, crawl, do all the things you can do with your own body.

Tyson: Dance?

Penn: I suppose so… if you really wanted to take millions of dollars of military hardware out for a tango…

(Audience laughter)

Tyson: When we come back, we'll finish our talk with Dr. Penn!

(Audience applause)

(Break)

For the most part, any gear your character will have is property of the military. Your character might have a few keepsakes with them, a holo-pendant of a loved one, grandfather's old shotgun, a harmonica, a copy of War & Peace, but hauling around personal things when it could be safely back in the barracks is usually not a great idea.

RDF Body armor

TYPE	ARMOR	WEIGHT	MIN. STR
Uniform	+1	2 lb.	-
Flight Suit	+1	2 lb.	-
Stealth Suit	+2	15 lb.	-
Tactical Vest	+4	12 lb.	d6
Tactical Armor	+4	20 lb.	d8
CHR-1 HARD suit	+10	80 lb.	d8

UNIFORM

Protection is almost negligible and is not meant to protect from weapons but rough work environments. It is made of a heavy-duty, chemical and stain resistant material. Dress uniforms are quite different, and only worn for formal occasions. They provide no armor protection but can add a +2 situational bonus to Persuasion rolls.

FLIGHT SUIT

Early in the planning of Earth's defense, the RDF realized that much of the fighting would take place in space. Pilots hated the bulky space suits. RDF research spent millions developing a hybrid pilot and space suit suitable for their needs. While most pilots find the new pilot suit to be thick, uncomfortable, and sticky after a half hour of wear, few can argue that it wasn't a success. The RDF Flight Suit has connections for air and radio, inflatable bladders to help pilots from passing out during high-G maneuvers, and can 'button up' to the helmet to create a seal that will protect against a hard vacuum for a short duration.

STEALTH SUIT

The stealth suit is used by scouts and snipers. It features 3D camouflage "Ghillie" elements tailored for a specific terrain (forest, desert, arctic, etc.). Pockets and pouches are fastened by old-fashioned plastic buttons to prevent zipper or Velcro noise. Finally, a non-reflective helmet allows for a radio and enhanced optics.

- Suit: +2 Armor. Viewers beyond 50 feet subtract 4 from their Notice rolls to spot or hit the target as long as he moves no faster than 3" per round. -2 if closer.
- Helmet: +4 Armor against head shots.
  - ½ mile radio
  - Gas filter: +2 to resist harmful gases or harmful atmospheres.
  - Nightvision Goggles: Ignore penalties for Dim or Dark lighting.

TACTICAL VEST

Standard Kevlar vest in use by police and "low-risk" military forces. Reduce the damage from bullets by 4.

TACTICAL ARMOR

The state of the art infantry armor during the Global Civil war. A heavy 'turtleshell' vest with a hard impact plastic skin that will deflect physical attacks and sublimate away under energy attacks, backed by Kevlar to absorb blows and catch any bullets. The vest has an integrated web belt system, allowing extra clips, grenades, or equipment to be carried. Impact plastic guards on the shoulders, forearms and shins protect the soldier while kneeling or crawling through dangerous debris as well as providing minor protection. The helmet is sturdy, and comes with a built-in faceplate with photoreactive goggles, a gas filter, and a short-ranged radio.

- Vest: +4 Armor. Reduce the damage from bullets by 4.
- Forearm/Shoulder/Shin guards: +2 armor.
- Helmet: +4 Armor against head shots.
  - ½ mile radio
  - +2 to resist harmful gases or harmful atmospheres.

- Goggles give +2 vs. flash-bang grenades.

CHR-1 HARD SUIT

Combining the best aspects of Space, NBC and HAZMAT suits, the Hazardous Atmosphere Radiation and Disease (HARD) suit was originally designed for deploying infantry after the effects of a nuclear or chemical strike. While it still sees some military use, it finds use more often for space repair, especially when nuclear power plants are in use.

Many of the refinements that went into this suit found their way to the Southern Cross and CVR-3 armors.

- Suit: +10 Armor
- Completely protected against cold and vacuum and is shielded against radiation (+4 to resistance rolls). If the wearer suffers any wounds, the suit is compromised and provides no protection unless patched.
- These outfits are hot and bulky, Pace is -2 and running is reduced by a die type. Athletics checks are all made at -4, and Stealth is almost impossible at -6.
- Helmet: +4 Armor against head shots.
  - ½ mile radio
  - +2 to resist harmful gases or harmful atmospheres. If the atmosphere contains oxygen, the rebreather can run indefinitely by simply filtering out harmful gases instead. ½ hour of air if cannot.
  - Wearer immune to flash-bang effects.
  - Limited vision gives -2 to Notice rolls.

WEAPONS & EQUIPMENT

WEAPON	RANGE	DAMAGE	AP	ROF	SHOTS	WT.	MIN STR.
K2 Billie Baton	--	Str+d4	--	--		1	d4
A reinforced fiberglass club, commonly assigned to police units.							
K4-A Stun Baton	--	Str+d4	--	--		2	d4
An enhanced baton used by police forces in extreme situations. Otherwise used by animal control. Victims must make a Vigor roll at –2 or be Stunned.							
M9 Bayonet System	3/6/12	Str+d4	1	--		1	d4
The latest version of the infantryman's tool. As a knife, it features a wire cutter and saw on the back. Can be attached to the Wolverine (or any rifle with a mount), giving it Parry +1 and Reach 1.							
Switchblade	--	Str+d4	--	--		1	--
A small collapsible knife popular among criminals (and those who wish to be thought of as such) for its concealability. -2 to Notice checks to find one.							
M-12 "Mouse" 6mm Pistol	10/20/40	2d4	1	1	10	.5	--
A small pistol prized for its concealability and reliability. -2 on Notice checks if hidden.							
M037 "Weasel" 9mm pistol	12/24/48	2d6	2	1	25	2	-
The most common sidearm of the RDF.							
MP-84 9mm Machine Pistol	12/24/48	2d6	1	3	30	4	-
Often seen with police forces. Capable of 3-round bursts.							
S59 SMG	12/24/48	2d6-1	1	3	30	4	-
Issued to special forces. Has an integral silencer, laser scope, and is capable of 3-round bursts.							
AN/PAQ-5 Laser Designator	15/30/60	--	--	1	--	5	d4
A man-portable laser designator built into a rifle frame, for infantry to spot for artillery or airstrikes. Snapfire penalty, comes with a scope.							
M205 "Wolverine" Assault Rifle	24/48/96	2d8	2	3	30	8	d6
The standard rifle of the RDF infantry. Capable of 3-round bursts.							
Mk4A1 "Holden" Shotgun	12/24/48	1-3d6	--	1	12	15	d8

WEAPON	RANGE	DAMAGE	AP	ROF	SHOTS	WT.	MIN STR.
Rarely seen outside of police or special forces, the Holden is a reliable weapon for urban combat.							
MS-22 "Marten" .50 cal Sniper Rifle	50/100/200	2d10	4	1	10	12	d8
A massive anti-material rifle used by snipers and saboteurs. Snapfire penalty, heavy weapon. Comes with a bipod and scope standard.							
FT12 Flamethrower	Cone Template	2d8	--	1	10	70	d8
A personal flamethrower with a backpack-style fuel tank.							
LG-1 Laser Gun	30/60/90	2d6	--	3	50	65	d8
A heavy portable laser with backpack-style battery pack.							
M2 .50cal Heavy Machine Gun	50/100/200	2d10	4	3	200	84	
A common pintle-mounted weapon on infantry support vehicles. Heavy weapon.							
M203 40mm Grenade Launcher	24/48/96	4d8	--	1	1	3	
Commonly found in an underbarrel mount for assault rifles. MBT, Heavy Weapon, Snapfire penalty.							
M224 60mm Light Mortar	75/150/300	3d8	5	1/2	1	30	
A light infantry mortar typically used in teams of two. An extra crewman speeds up the reload to RoF 1. MBT, Minimum range 25.							
M249 5.56mm Squad Automatic Weapon (SAW)	30/60/120	2d8	2	4	200	20	d8
Often one or two of these are assigned to a squad of infantry, giving them a significant punch.							
RL-2 60mm RPG Launcher	80/160/320	6d6	5	1	2	20	d8
The RL-2 fires the first infantry-portable all-purpose missile. Capable of damaging a tank or a low-flying aircraft. SBT, Snapfire, Heavy Weapon. Comes with an integral scope.							
C-4/Semtex	n/a	1d6				1	
SBT. Each additional pound adds +1d6 to damage. Each three pounds increases template. (Max 6d6, LBT)							
Claymore Mine		3d6					

WEAPON	RANGE	DAMAGE	AP	ROF	SHOTS	WT.	MIN STR.
Claymores fire a spray of deadly steel balls in a 60° arc. Everyone within 12" (24 yards) is automatically hit. Roll a die for all other targets up to 50" (100 yards). Those who get an odd result are also hit.							
D-08 Riot Grenade	5/10/20	--	--	--	--	1	--
First round, small burst template. Second round, medium. Third round, large. Roll 1D6 at the end of each round after it reaches large. On a 6 the cloud disperses. Targets inside must make a Vigor roll or be Stunned.							
D-10 Antipersonnel Grenade	5/10/20	3d6	--	--	--	1	--
MBT.							
D-12 Grenade	5/10/20	3d10	5	--	--	1	--
SBT							
M-84 Flash-Bang Grenade	5/10/20					1	
MBT, targets within blast must make a Vigor roll or be deafened and blinded for 1 round.							
M-18 Smoke Grenade	5/10/20	--				1	
First round, small burst template. Second round, medium. Third round, large. Roll 1D6 at the end of each round after it reaches large. On a 6 the smoke disperses.							

Bipod – (Wt. +0) Takes an action to deploy. Negates Recoil and Min Str penalties.

Flashlight mount – (Wt. +0) A small flashlight that can be attached to the barrel of a gun or a rifle.

Laser Sight – (Wt. +0) +1 to Shooting at Short and Medium Range, also gives a +1 to Notice for anyone attempting to spot the shooter.

Scope – (Wt. +1) Scopes may be mounted on rifles or submachine guns. Cancels 2 additional points of penalties when Aiming. In addition, +2 to Notice rolls made to view things at a distance.

Starlight Scope – (Wt. +2) Functions like a scope (above), but also eliminates Dim and Dark lighting penalties.

Suppressor – (Wt. +0) Damage reduced by -1, a -4 to Notice the shot during the day, -2 at night. Silencers can be used with any firearm, except revolvers, machine guns or Heavy Weapons. It takes one round to fix or detach the silencer from the firearm.

Underbarrel Launcher – (Wt. +3) Can be attached to the Wolverine or Holden. Use stats of M203 above. When a Grenade Launcher is attached to a firearm it is more difficult to conceal causing a –2 penalty to any rolls made to hide the weapon.

Mission Gear

TYPE	WT.	NOTES
Backpack Radio	25	A longer ranged portable radio with encrypted channels to prevent eavesdropping. Range 5 mi. Capable of connecting to satellites for unlimited range.
CamalBak	8/0	A backpack with a soft-sided water container that holds up to 5 quarts of water. Includes a number of side pockets and attachment points to allow for some carrying capacity as well.
Canteen	1/-	Modern survival canteens have stacked filters and UV sterilizers built into them. They can process seawater, swamp water, and remove most contaminants. Stores 1 quart of water.
E-noculars	2	These digital binoculars provide magnification up to 500×, including a digital rangefinder and a compass direction. Binoculars add +2 to vision-based Notice rolls to see things at a distance.
Entrenching Tool	2	A folding shovel. Some special forces sharpen theirs to make an improvised close combat weapon.
Laptop	3	A rugged laptop computer, suitable for use in the field. EMP shielded. Gives a +2 on Investigation and Common Knowledge rolls.
M-41 Protective Mask	2	+2 to resist harmful gases or harmful atmospheres. Affixing a gas mask takes 1 round.
Mine Detector	15	A military-grade magnetic and ground-penetrating radar unit in a single housing. While short ranged, hand-held units remain the best way to detect mines. +4 to Electronics rolls to find mines.
Multi-Tool	-	Portable hand tool combines several functions (knife, screwdriver, wire cutter, etc.). Repair rolls made with a multi-tool instead of a regular repair kit are at –1.
NavPad	-	A rugged tablet with GPS, map software, and a digital compass. A solar panel on the back recharges the pad. Adds +2 to survival checks to determine location or find your way home.
Radiation Counter	3	This small device measures the intensity of most types of radiation in a 15″ (90′) range.
Survival Blanket	-	Commonly found in survival kits, survival blankets come tightly packed into a small pocket. When unfolded, they have bright silvered side (for reflecting heat and signaling rescuers), and a dull green side. There is a flap in the middle so a person can put their head through it and wear it as a poncho.

TYPE	WT.	NOTES
Nutrition Bar	--	Contains about a third of the calories, protein, and vitamins an adult needs. Tastes terrible.
Camera	2.5	Modern cameras use digital storage and can record video as well as high-quality still images.
Camouflage Netting	Var.	Comes in a range of sizes, from single-person to big enough to cover a building. They provide a +2 to Stealth, or Stealth: Visual.
Climbing Gear	20	Includes ropes, gloves, a harness, rappelling gear and everything needed to climb a mountain or a highly secured skyscraper. Adds +2 to Athletics rolls involving climbing.
Demolition Kit	55	This is a large chest containing all the tools required by the demolitions expert. Fuses, blasting caps, electrical wire and timers are all included,, etc. Adds +2 to Repair rolls involving demolitions.
Engineering Kit	11	A kit contains the basic tools needed for maintenance and repair work. Contains a hammer, several pliars, and an electric multi-tool with screwdriver, drill, and saw bits that all run off a battery pack. Adds +2 to Repair rolls for common mechanical work.
Lockpicking Kit	1	A small set of tools for picking mechanical locks. +2 to Thievery attempts with locks.
Science Kit	18	A portable laboratory with dozens of instruments to give researchers more information about unknown materials, biological samples, and types of energies. +2 to Science rolls when using the kit. Only a character with a d6 in Science may effectively use the Science Kit
Survival Kit	25	The standard RDF emergency kit. Includes 2 colored smoke grenades (red), 2 self-launching flares, a survival blanket, a simple first aid kit (no improvised penalty for medicine rolls), a multi-tool (no improvised penalty for repair rolls), a solar-rechargeable flashlight, a box of waterproofed matches (and a flint for when they run out), A UV filtering canteen and enough concentrated nutrition bars to keep you healthy (if not exactly happy) for 3 days.
Trauma Pack	5	The Trauma Pack contains all the hemostats, staples, bandages and equipment needed to keep a victim alive those few precious extra seconds. As long as a woundedperson has care administered within a number of rounds equal to 1/2 their Vigor die, they do not suffer the results of a roll on the incapacitation chart. For any other medical roll, a Trauma Pack adds +2 to the roll. Only a character with a d6 in Healing or Knowledge (Medicine) may effectively use the Trauma Pack.

Advances in computer technology gave limited Artificial Intelligence to many vending machines and helpers doing the drudge work of the world. Of course, this also put millions out of work and threatened the livelihood of millions more. This has led to much resentment against automated vendors, and they are frequently assaulted.

Self-Propelled Vending Machine – one of the most common robots seen in civilian areas. It can respond to verbal commands and move toward potential customers, offering snacks, drinks, or other vendible items, and returning to the warehouse to restock when running low. It accepts credit and cash in multiple currencies. Petite Cola was one of the first to embrace the platform, but other beverage companies have also joined in. However, they tend to be rather simple and can get confused, like when a crying child wants a drink but the child's mother doesn't want them to have any more sugar.

Joe Deer Autonomous Urban Disposal Machine – Less seen by the population, but once foot traffic dies down you can often find fleets of these bots quietly picking up trash and leaves, leaving the streets clean.

Cannon J-1 Self-Propelled Photo Developing Machine – Frequently found around tourist areas, Camera Bots respond to voice commands, and take good quality high-resolution images which they can print up in moments.

Samisung Security Recording Drone – Conceived to be a roving camera capable of recording crimes in the action, security bots quickly fell out of favor after they were found to do little more than simply recording crimes, leading many victims to lash out and disable or destroy the useless things.

Joe Deer Autonomous Snow Disposal Machine – A giant version of the Disposal Bot, this robot works to clear snow from streets and sidewalks before it can accumulate. There is also a version sold in arid areas to deal with blowing sand.

Kubotam Agricultural 1001 Drone Series – Equipped with water and pesticide tanks, trimmers, and a link to a central hub, Agro-bots are quickly taking over the growing of food and other crops.

Industrial Bot – There are thousands of varieties of these robots, from tailoring robots that cut and stitch clothing to food processing robots. Construction and industrial robots forge everything from microchips to a Destroids.

TimmyCab – The first versions of these automated cab services had no driver, and passengers found them unnerving. A robotic driver was added and given a friendly voice and personality. While many found "Timmy" to be even more disturbing, the automated cab industry has flourished.

Drones – Drone technology is just taking off, and the technology is more advanced then the applications. Drones can be controlled by a remote operator (Use Electronics skill) but are subject to jamming and interference. Most drones have an on-board artificial intelligence, which while not extremely smart, is capable of executing simple orders (guard this door against anyone who doesn't have an ID. Follow any vehicle leaves the facility. Etc.)

The largest and best-known drone of the era is the QF-3000 Ghost. But ground forces have found the UAV-223 incredibly useful, and have modified it for dozens of uses, from guard duty and surveillance, to mine sweeping or inspecting remote facilities.

UAV-223 General Purpose Drone

Size: -2 (Small), **Handling:** +0, **Toughness:** 4
Performance:
Combat Radius: 2301 miles (3703 km)
Top Speed: 48 mph (77.24 kph)
Sensors & Comms:
Magnetic, Targeting, Thermal
Vehicle Features:
- **Construct**, NavComp
- **Artificial Intelligence:** The AI can operate all systems— from locomotion to weapons to opening or closing hatches. It has a skill level of d10 in these tasks but is an "Extra" and does not receive a Wild Die. The AI does not suffer from multi-action penalties if given simultaneous tasks. In combat, the AI acts on the captain's Action Card. Giving the AI a short verbal command is a free action.
- **Environmental Weakness (Electricity):** Robots suffer +4 damage from electrical attacks.

MECHA

The mecha revolutionized warfare. A mecha is a compromise between an infantryman's flexibility and an armored vehicle's resilience and firepower. Its humanoid shape, complete with grasping manipulators, makes the mecha a very versatile tool which can support a variety of offensive systems. The typical mecha armament consists of one main weapon, typically a hand-held gunpod. Quite often, they have additional weapons or sensor systems scattered across the craft, such as head lasers, missile launchers, or other supplemental systems.

Earth mecha are divided into two broad categories. Destroids are giant humanoid-shaped robots, primarily intended for ground combat. Veritechs (Variable-technology) are also humanoid robots , but can transform their shape into a vehicle, often with an intermediary form as well. This gives earth mecha an unprecedented versatility, able to move with the speed and agility of a jet, and then change to take advantage of the robot form for close engagements.

While the computerized control systems are incredibly advanced, bipedal robots were too slow and vulnerable to be practical until the reverse-engineering of the Protoculture system. Protoculture, encased in a battery-like protective housing, react with energy in a strange way -- not only do they superconduct electricity, they seemingly produce more than is put into them (physicists are still puzzling out how they do this, current theory has to do with quantum entanglement and $\acute{\eta}$-brane theory). Even stranger, protoculture

PROTOCULTURE POWERED (OPTIONAL)

Protoculture powered mecha have a strange link with their pilots. This is mostly covered in the rules, however the following is provided for game masters and players who want to represent more of how this link works.

For 1 Protoculture Point, a pilot may slip into a "flow state," or as pilots sometimes call it "bullet time". Everything seems to slow down and let pilots see every detail, moving through enemy fire and carefully targeting as if there were no hurry.

When entering flow state, the pilot must declare a movement action. This can include transforming to a different mode. They can also perform one of the following maneuvers:
1. Attack! Fire a weapon without a Multi-Action Penalty. Should multiple weapons be fired at the same time, ignore the first one for MAP (shooting with a gunpod in each hand would only be -2). You are still limited to three actions in the turn.
2. Defend! Force an enemy to reroll their attack roll. This includes missiles or missile swarms.
3. Leap! Can make a special maneuver to leap and hit a button or slide under a lowering door. No Multi-Action penalty when doing such an activity.
4. Chase! During chases, characters in bullet time can add or subtract 2 from his Change Position, Flee, Force, Hold Steady or Ram Maneuvers in a Chase.

Remember: if you run out of protoculture, your vehicle is out of fuel, and you are likely to go Out of Control, crash, or be stranded somewhere you'd rather not be.

seems to react with human brain-waves. When used to power a vehicle, they create a field that reacts to the pilot's intentions in a similar way to the mirror neurons in the human brain, causing the mecha to react at almost an instinctive level. While true mental control of a vehicle doesn't seem to be possible, the Protoculture system allows a humanoid mecha to walk, run, crouch, crawl, jump or even tumble much like a human.

When powering other vehicles, it doesn't seem to have the same effect, only ones are shaped like their pilots. This has led to speculation of other creatures piloting but making a giant chicken-mech doesn't seem to get much interest save for speculative.

GUN PODS

A gun pod is a removeable weapon that is typically self-contained. Weapon, ammunition supply, power source all in one typically aerodynamic shell. They trace their lineage to the WWII era, when the Luftwaffe made use of many different pods carrying machineguns to anti-tank cannons. These were not uncommon all the way through the Global War, but the invention of the Mecha gave rise to greater need and individuality.

WEAPON	RANGE	DAMAGE	ROF	AP	NOTES
GU-11 Gunpod	50/100/200	3d8	3	6	
GU-12 Gunpod	100/200/400	5d10	1	10	
MB-2 Baton	melee	Str+d10	--	--	

ORDNANCE

One of the biggest issues military planners ran into before the First Robotech War was missiles. For decades, human missiles became more and more specialized. Anti-aircraft missiles were very fast but carried light payloads that would do little against an armored target. Anti-tank warheads were slow and pure overkill against something like a jet. Zentraedi were something else entirely. The armor of a battlepod made cluster munitions relatively pointless, but an armor-piercing weapon like a Hellfire missile was overkill and would struggle to catch faster-moving targets. The new Valkyrie fighters, which could fly at Mach speeds but could also hover and land, gave a whole range of new issues.

The eventual solution was the AMM-1 Arrow. It featured a combined radar/IR homing sensor, a big enough payload to damage light tanks, and enough speed to serve anti-air duties. It was the first of the new "Multi-purpose" missiles, giving birth to a whole range of missiles. While MP missiles generally don't have the speed and range of anti-air missiles, nor the warhead of a dedicated anti-tank missile,

they can be used for either role. The UN was quite happy to trade extremes for a simple solution.

What about my favorite missile?
SWADE has stats for TOW, Hellfire, Sidewinder and Sparrow missiles. The older Modern Ops book and quite a few of the different settings had their own missiles. If you want to use them, feel free! Keep in mind that they may be somewhat out of line to the damage and AP of missiles we have listed here, though.

DYNAMIC MISSILES (OPTIONAL)

Robotech is filled with situations where pilots dodge their way through dozens of guided missiles. While the standard Savage Worlds rules can cover this, we recommend the following Dynamic Missiles rules to better represent this situation.

All missiles in *Robotech* are guided unless otherwise noted. They must lock onto a target before they can be fired. They have the following stats:
Missile
Size: -1; Handling: +4; Toughness: 8(2), Skill: d8; Top Speed: (per missile. See entry)
(Skill refers to any time a missile needs to make an attack roll or maneuver roll in chases)

To fire a missile, the computers on the vehicle must be aware of the target (use sensor targeting rules as normal). Then, the vehicle needs to 'lock on' to the target. This gives the "signature", whether heat, visual, radar, or otherwise to the small computer brain in the missile. Getting a lock is an opposed Electronics roll versus the target's maneuvering skill (Riding, Driving, Piloting). Most modern warcraft have a Detection Warning Receiver (DWR) that not only lets them know they are being detected, but if they have a lock on or not.

Once locked, the attacker can fire any number of missiles available. Note that no shooting or gunnery roll is needed, as these are self-guided. Once fired, they no longer require the attention of the pilot (Fire and forget). They will close one range band per round (so a missile at Short Range will hit the next round, and one at Long will take three rounds to hit. Should a missile miss a target, it is capable of turning around and trying again, after which, they are out of fuel.

Missiles gain the Gang Up bonus when fired in groups, meaning a group of 5 or more missiles will gain the full +4 bonus.

If more than 10 missiles are fired at once, they are considered a swarm. They attack all targets within a small burst template, gaining the full gang up bonus to strike, and doing full damage to all locations to all targets in the template, even bystanders. Unlike a normal swarm, they can be damaged by normal weapons (if a successful strike is made. See stats above). The swarm is dense enough that detonating the missile will detonate a number of additional missiles equal to the number of successes and raises in d4s. (So, a hit with a raise will detonate 2d4 missiles)

If more than 20 missiles are fired, they are medium template. And if more than 30 are fired, they are a large template.

Missile attacks can be evaded by an Evasion (Maneuver roll gives -2 to be hit by missiles, -4 if significant cover (buildings, canyon walls, etc.) are available), by firing AMCM (provides cover. Complication in Chases), or by shooting them down. The last is a tricky maneuver, missiles are small (Size -1), and fast (Mach 3, -8 to hit), so are hard to hit, but generally move close enough together destroying one is likely to wipe out the whole swarm.

Reaction Fire – Some weapons are capable of reaction fire These weapons fire automatically at close range. Just before being attacked by a missile, reaction fire weapons can fire (once). If they succeed, they detonate the missile before it impacts. This can lead to detonations as above.

WHAT ABOUT NUKES?

Okay… we'll go into this once. Nuclear weapons are terrible weapons. Not terrible in a moral judgement, but in a non-effective way. Not that they don't kill millions in an eyeblink, but they are near-useless without an atmosphere.

Almost all the destruction of a nuclear weapon comes from air pressure. A nuclear detonation creates a small (basketball-sized), very hot (over 1,000,000 Fahrenheit) fireball. This causes the air around it to explosively expand, creating the explosive force we are familiar with. Space doesn't have air, which means a nuclear warhead would make a small fireball… and that's about it. Even a direct hit that penetrates the hull of a ship will likely do little, due to most ships having automatically sealing hatchways and the hole the missile just ripped in the side now letting the pressure out.

In the atmosphere, nukes are fully effective. However, they tend to require large missiles to deliver a big enough warhead. As the Zentraedi didn't capture territory (and post-Rain of Fire, humans were reasonably hesitant to permanently devastate the already rare good parts of the world), there simply isn't a reason to fire a nuke.
That said, there are plenty of adventure possibilities should Anti-Unification forces, terrorists, Malcontents, breakaway factions, and other ne'er-do-wells get their hands on a thermonuclear weapon…

NAME	RANGE	DAMAGE	AP	BURST	SPEED (MPH)	NOTES
Hydra 70 Rockets	75/150/300	4d8+1	8	MBT	1653	HW, unguided
ATM-01 Rapier	150/300/600	6d6	6	LBT	2301	HW
ATM-04 Hammerhead	150/300/600	5d8	13	MBT	2301	HW
AIM-131 Diamondback	200/400/800	7d8	20	MBT	2455	HW
AMM-1 Arrow	200/400/800	8d6	9	LBT	2301	HW
AGM-88 ALARM	250/500/1000	5d8	6	MBT	2455	HW, Radar-Seeking
RIM-66 Derringer	250/500/1000	9d8	25	LBT	2301	HW, Bombard
RRG-1 Firebird	300/600/1200	10d6	20	10"	4987	HW, Bombard
RRG Bomark II	300/600/1200	1d8x20	80	20"	2690	HW, Bombard

NAME	RANGE	DAMAGE	AP	BURST	SPEED (MPH)	NOTES
BOMBS						
Mk. 81 Firecracker 250 lb. bomb	½ Speed / Speed / 2x Speed	6d10	24	SBT		Heavy Weapon
Mk. 82 Snake Eye 500 lb. bomb	½ Speed / Speed / 2x Speed	5d12	30	MBT		Heavy Weapon
Mk. 83 1000 lb. bomb	½ Speed / Speed / 2x Speed	6d12	36	LBT		Heavy Weapon
Mk. 84 Bunker Buster 2000 lb. bomb	½ Speed / Speed / 2x Speed	5d20	42	10"		Heavy Weapon
CBU-89 GATOR mine system	½ Speed / Speed / 2x Speed	--	--	LBT		Dispenses dozens of mines in area. Choose from below:
-Antipersonnel mine		2d6+2	--	SBT		HW
-Anti-tank mine		4d6	5	MBT		HW, Halve vehicle armor
TORPEDOES						
Mk.48 MADCAP	300/600/1200	8d12	40	LBT	80	HW, Aquatic
Mk.10 Sting Ray	300/600/1200	10d12	80	LBT	63	HW, Aquatic
OTHER OPTIONS						
LANTIRN Pod	50/100/200	Nil	-	-		+2 to Electronics rolls for aerial reconnaissance.

VF-1 VALKYRIE

The VF-1 is easily humanity's most advanced fighter developed to date, and no other craft better symbolizes the First Robotech War. Its transforming nature makes it very different from the Destroids. Capable of fast strikes and supersonic speeds in atmosphere or space as a jet, impressive maneuverability and linger capability in Guardian, and able to climb, kneel, crawl, or engage in hand-to-hand combat in Battleoid, the Valkyrie is a powerful, versatile combat unit.

After a successful test of an early version of the power plants for the Valkyrie, designers built a non-transformable "VF-X" to test the aircraft's aerodynamics and performance. In air and space, it was an excellent fighter, equal or exceeding every craft it was matched against. It was loaded with the most advanced technologies humanity had to offer, and the new discoveries coming out of the SDF-1. Its skin is the "Space Metal" Carbon-Titanium reverse-engineered from Zentraedi battlepods. Cutting edge fly-by-wire systems were extensively used. The radar and FLIR systems were cutting edge. The multi-phasic microwave/

plasma-shock engines were capable of pushing a fully-laden craft to Mach 2.5 at sea level, or propelling it through space or even underwater. And powering it all was the Protoculture power system, 16 standard canisters of which provided enough power to drive it all. Quite impressive on its own, but it was the not-well understood link it made with the pilot that made it truly a successful craft.

The YF-1 was the first Valkyrie to transform. Originally, the Valkyrie was conceived as a sort of cavalry unit. Capable of delivering itself at supersonic speeds, breaking up large units with strafing runs, then transforming to Battloid to finish off survivors. The Guardian came about after a test craft locked up in mid-transformation, giving engineers one of those "aha!" moments. Thought to be a simple way to give the craft VTOL capability, pilots quickly adopted the Guardian mode as a ground-effect type vehicle, able to hover, maneuver in tight spaces, and able to bring the full arsenal of weaponry to bear. It was also found to be an excellent re-entry form, giving full wing and body surface, as well as engine breaking, while also allowing for engaging enemies if attacked. For this reason, it is sometimes called "Diver" mode.

VF-1A: The "Alpha" model was the first production model and remains the most common model made. Distinguished by a single head laser, it is given to almost every Veritech pilot in the RDF.
VF-1J: The "Juliet" model has twin head lasers and is typically reserved for aces and squad-level leaders.
VF-1S: The "Sigma" model is the most changed. Externally, it is easy to spot by the four head lasers. Internally, the electronics are much more advanced, and this model is generally reserved for flight leaders and top aces.

VF-1A, J, and S – One-Man All-Weather Aerospace Combat Mecha, Three Form Veritech.

Crew: One

Performance:
Combat Radius: 575 miles (926km) or approximately 2 hours
Operating Depth: 328' (100m)
Protoculture: 4

Sensors & Comms:
DWR, Laser Com, Loudspeaker, Motion, Radar/IFF, Radio II, Targeting, Thermal
Sensors & Comms (-1S only):
Add C3I system.

Statistical data

	FIGHTER	GUARDIAN	BATTLEOID
Height:	12.4' (3.8m)	28.5' (8.7m)	41.6' (12.7m)
Length:	46.5' (14.2m)	36' (11.3m)	13' (4m)
Width:	27.2' (8.2m)	27.2' (8.3m)	24' (7.3m) Maximum wingspan is 48.5' (14.3m)
Weight:	13.25 tons (dry)		

Vehicle Features:

- Environmental Resistance (Cold), Space Systems, Hardened Circuitry, NavComp, LAI
- Ejectable crew compartment – The nose of the Valkyrie can detach and is a fully sealed pod.
  - Coded distress beacon.
  - Standard RDF Survival Kit.
  - Ejector System: the pod is also equipped with an ejector seat, complete with parachute.

Weapons:

1. **Mauler RöV-20 Head Laser:** Used for dogfighting and anti-missile duties. Number available depends on the specific model.
   - **1A** 300/600/1200, 1d8, RoF 1, AP 5, HW, Turret, Reaction Fire
   - **1J** 300/600/1200, 1d8+2, RoF 1, AP 5, HW, Turret, Reaction Fire, Twin-Linked (+1 to hit)
   - **1S** 300/600/1200, 1d8+4, RoF 1, AP 5, HW, Turret, Reaction Fire, Quad-Linked (+2 to hit)
2. **Wing Mounted Articulated Missile Hardpoints:** By mission. Typical loadouts are:
   - **Air Superiority:** 12x AMM-1 Arrow missiles
   - **Ground Attack:** 6x AIM-131 Diamondback missiles, 6x Mk.82 Snake Eye bombs
   - **Space Superiority:** 2x RRG-1 Firebird missiles, 10x3 Hydra 70 rockets
   - **Anti-Starship:** 6x RRG-1 Firebird missiles
3. **Gun Pod:** Typically, a GU-11 gun pod, but any gun pod can be used upon assignment. Guardian and Battloid only.

Jet Form

Size: 9 (huge), **Handling:** +2, **Toughness:** 18 (4) Heavy

Performance:

Top Speed: At Sea Level: 2080 mph (Mach 2.71, 3347 kph)
at 30,000+ (space) 2970 mph (Mach 3.87, 4780 kph)

Stall Speed: 143 mph (230 kph)
Service ceiling: 332,020' (101,200m) unassisted.

Additional Features:

- Transformation (Guardian)

Available Weapons:

1. Head Laser
2. Wing Hardpoints

Guardian Form

Size: 9 (Huge), **Handling:** +1, **Toughness:** 18 (4) Heavy, **Strength:** d12+9

Performance:

Top Speed: Walking – 62 mph (100 kph)
Hover/Flying – 312 mph (500 kph)
Stall Speed: N/A. Can hover in place until engines overheat (~7 minutes or 70 rounds)
Service ceiling: Can descend from any height. Max effective hover is approximately 20' with leaps and boosts twice that.

Features:

- Air Brakes, Transformation (Jet or Battleoid), Hover, Manipulator Arms (SL 0)

Weapons:

1. Head Laser
2. Wing Hardpoints
3. Gun Pod

Battloid Form

Size: 9 (huge), **Handling:** +0, **Toughness:** 18 (4) Heavy, **Strength:** d12+9

Performance:

Top Speed: Walking – 100 mph (160 kph)
Flying – Not possible but can engage in assisted leaps.
Space – 120 mph (194 kph)

Features:

- Spotlight (Front), Manipulator Arms (SL 0), Transformation (Guardian)
- **Hydraulic Pilot's Chair:** Can rise out of the fighter 10ft (3.0m) and retract back inside.

Weapons:
1. Head Laser
2. Wing Hardpoints
3. Gun Pod

GBP-1S Ground-combat protector weapon system

Originally designed to allow Valkyries to serve alongside of their Destroid cousins, the armor and missile system saw little use aboard the SDF-1. On earth the system was used more often and went on to influence the weapons systems of the Vandal and Alpha fighters.

Limited to Battloid mode, cannot transform until armor is ejected. Armor can be ejected at any time by pilot. Return to normal statline.

Battloid Form

Size: 9, **Handling:** -1, **Toughness:** 26 (12) Heavy

Performance:

Top Speed: Walking – 81 mph (130 kph)
Flying – Not possible but can engage in assisted leaps.
Space – 84 mph (135 kph)

Weapons:

1. Mauler RöV-20 Head Laser – Used for dogfighting and anti-missile duties. Number available depends on the specific model.
   - 1A   300/600/1200, 1d8, RoF 1, AP 5, HW, Turret, Reaction Fire
   - 1J   300/600/1200, 1d8+2, RoF 1, AP 5, HW, Turret, Reaction Fire, Twin-Linked (+1 to hit)
   - 1S   300/600/1200, 1d8+4, RoF 1, AP 5, HW, Turret, Reaction Fire, Quad-Linked (+2 to hit)
2. Wing Mounted Articulated Missile Hardpoints – Impossible to equip while armor is attached.
3. Gun Pod. Typically, a GU-11 gun pod, but any gun pod can be used upon assignment. Guardian and Battloid only.
4. GH-32 Barrage Missile Pack
   - 11x ATM-04 Hammerhead missiles in each shoulder
   - 10x ATM-04 Hammerhead missiles in chest
   - 3x (x3) AIM-131 Diamondback missiles in each forearm
   - 3x ATM-04 Hammerhead missiles on each hip
   - 12x ATM-04 Hammerhead missiles in each leg

VAS-1 FASTPack "Super" Valkyrie

In the first engagements against the Zentraedi, it was clear to the SDF-1 pilots even a fast and maneuverable craft like the Valkyrie struggled against the hordes of battlepods and fighters the Zentraedi could field. In an attempt to add extra speed and weapons, the MVAS-1 FASTPack was developed. This significantly improved the performance of the Valkyrie, as well as letting it carry 32 additional air-to-air missiles.

Can be added to A, J or S Valkyries.

Weapons:

1. Mauler RöV-20 Head Laser – Used for dogfighting and anti-missile duties. Number available depends on the specific model.
   - -1A   300/600/1200, 1d8, RoF 1, AP 5, HW, Turret, Reaction Fire
   - -1J   300/600/1200, 1d8+2, RoF 1, AP 5, HW, Turret, Reaction Fire, Twin-Linked (+1 to hit)
   - -1S   300/600/1200, 1d8+4, RoF 1, AP 5, HW, Turret, Reaction Fire, Quad-Linked (+2 to hit)
2. Wing Mounted Articulated Missile Hardpoints – By mission. Typical loadouts are:
   - Air Superiority – 12x AMM-1 Arrow missiles
   - Ground Attack – 6x AIM-131 Diamondback missiles, 6x Mk.82 Snake Eye bombs
   - Space Superiority – 2x RRG-1 Firebird missiles, 10x3 Hydra 70 rockets
   - Anti-Starship – 6x RRG-1 Firebird missiles
3. Gun Pod. Typically, a GU-11 gun pod, but any gun pod can be used upon assignment. Guardian and Battloid only.
4. NP-AR-01 Hailstorm Missile Pack (2)
   - 4x (x4) ATM-01 Rapier missiles. Jet and Guardian only.

Jet Form

Size: 9 (huge), **Handling:** +3, **Toughness:** 18 (4) Heavy

Performance:
Top Speed: at Sea Level: 1634 mph (Mach 2.13, 2630 kph)
Extremely unarerodynamic. Handling becomes -2!
at 30,000+ (space)   4455 mph (Mach 5.8, 7170 kph)
Stall Speed: 200 mph (322 kph)
Service ceiling: Can achieve low Earth orbit (1242 miles, 2000 km) unassisted.

Weapons:
1.   Head Laser
2.   Wing Hardpoints
3.   Missile Pack

Guardian Form

Size: 9 (Huge), **Handling:** +1, **Toughness:** 18 (4) Heavy, **Strength:** d12+9

Performance:
Top Speed: Walking – 62 mph (100 kph)
Hover/Flying – 468 mph (750 kph)
Stall Speed: N/A. Can hover in place until engines overheat (~7 minutes or 70 rounds)
Service ceiling: Can descend from any height. Max effective hover is approximately 20' with leaps and boosts twice that.

Weapons:
1.   Head Laser
2.   Wing Hardpoints
3.   Gun Pod
4.   Missile Pack

Battloid Form

Size: 9 (huge), **Handling:** +0, **Toughness:** 18 (4) Heavy, **Strength:** d12+9

Performance:
Top Speed: Walking – 100 mph (160 kph)
Flying – 121 mph (194 kph)
Space – 468 mph (750 kph)

Weapons:
1.   Head Laser
2.   Gun Pod

MVAS-2 FASTPack "Jotun" Valkyrie

The Jotun FASTPack was an attempt to combine the protection of the Armored system with the mobility of the Super. While it was a success (at the loss of the Guardian mode), only a few were made and none survived the attack on Dolza's command ship.

Can be added to A, J or S Valkyries.

Weapons:
1.   1.   Mauler RöV-20 Head Laser – Used for dogfighting and anti-missile duties. Number available depends on the specific model.
   • 1A   300/600/1200, 1d8, RoF 1, AP 5, HW, Turret, Reaction Fire
   • 1J   300/600/1200, 1d8+2, RoF 1, AP 5, HW, Turret, Reaction Fire, Twin-Linked (+1 to hit)

- 1S 300/600/1200, 1d8+4, RoF 1, AP 5, HW, Turret, Reaction Fire, Quad-Linked (+2 to hit)
2. 2. MDS-L-46 Hailstorm Missile Pack – Jet mode only
    - 4x (x4) ATM-01 Rapier missiles.
3. 3. GH-32 Barrage Missile Pack – Battloid mode only
    - 3x ATM-04 Hammerhead missiles on each hip
4. 4. PBC-11 Gun Shield – Featuring a shield-like capacitor, this was an attempt by SDF engineers to conserve their rapidly depleting stocks of 55mm ammunition. The weapon had a significant punch but tended to explode if damaged.
    - 300/600/1200, 4d8, RoF 1, AP 10, HW

Jet Form

Size: 9 (huge), **Handling:** +3, **Top Speed (mph):** 1072 (flying), 2079 (Space), **Toughness:** 24 (10) Heavy

Performance:

Top Speed: below 10,000 m: 3120 mph (Mach 4.07, 5021 kph)
Extremely unarerodynamic. Handling becomes -2!
at 30,000+ (space) 4455 mph (Mach 5.8, 7170 kph)
Stall Speed: 200 mph (322 kph)
Service ceiling: Can achieve low Earth orbit (1242 miles, 2000 km) unassisted.

Weapons:
1. Head Laser
2. Hailstorm Missile Pack
3. Gun Pod/Shield

Battloid Form

Size: 9 (huge), **Handling:** +0, **Top Speed (mph):** 90 (running), 121 (space), **Toughness:** 24 (10) Heavy, **Strength:** d12+9

Performance:
Top Speed: Walking – 90 mph (145 kph)
Flying – Not possible but can engage in assisted leaps.
Space – 468 mph (750 kph)

Weapons:
1. Head Laser
2. Barrage Missile Pack
3. Gun Pod/Shield

MVAS-3 FASTPack "Seamaster" Valkyrie

While unused on the SDF group, the fighters on Earth found themselves pressed. While able to meet the invaders on land or air, at sea, conventional naval vessels were woefully inadequate. In an attempt to make their Valkyries stand-in while upgraded submarines and VSN-1 Sea Veritechs were coming online, the MVAS-3 gave needed sonar ability and improved handling while underwater, though suffered from lack of pressure resistance.

Can be added to A, J or S Valkyries.

Sensors & Comms:
Broadband Audio, Sonar, DWR, Laser Com, Loudspeaker, Motion, Radar/IFF, Radio III, Targeting, Thermal

Weapons:
1. Mauler RöV-20 Head Laser – Number by the base model (A, J or S) used.
    - 300/600/1200, 1d8, RoF 1, AP 5, HW, Turret, Reaction Fire

2. Wing Mounted Articulated Missile Hardpoints – By mission. Typical loadouts are:
   - Sea Superiority – 8x Mk.48 MADCAP torpedoes
   - Anti-Ship – 4x Mk10 Sting Ray torpedoes
   - SAL Operations – 6x AMM-1 Arrow missiles, 4x Mk.48 MADCAP torpedoes
3. Gun Pod. Typically, a GU-11 gun pod, but any gun pod can be used upon assignment. Guardian and Battloid only.
4. RRG mk8 blue-green laser – Mounted center, above the cockpit, the Mk8 was a massive laser tuned for use underwater.
   - 300/600/1200, 5d8, RoF 1/2, AP 25, HW, Aquatic
5. Mk.15 Torpedo Pack (2) – On the outside wings of the FASTPack were two torpedo launchers.
   - 4x (x6) Mk.48 MADCAP torpedoes

Jet Form

Size: 9 (huge), **Handling:** +3, **Toughness:** 18 (4) Heavy

Performance:
Top Speed: below 10,000 m – 1535 mph (Mach 2.0, 2470 kph)
Water Surface – 12 mph (19 kph, 10 Knots)
Underwater – 20 mph (31 kph, 17 Knots)
Stall Speed: 300 mph (483 kph)
Service ceiling: 14,020' (4273m) unassisted.

Weapons:
1. Head Laser
2. Wing Hardpoints
3. Blue-Green Laser
4. Torpedo Pack

Guardian Form

Size: 9 (Huge), **Handling:** +1, **Top Speed (mph):** 205 (hover/space), **Toughness:** 18 (4) Heavy, **Strength:** d12+9

Performance:
Top Speed: Walking – 62 mph (100 kph)
Hover/Flying – 312 mph (500 kph)
Water Surface – 6 mph (10 kph, 5 Knots)
Underwater – 10 mph (16 kph, 9 Knots)
Stall Speed: N/A. Can hover in place until engines overheat (~7 minutes or 70 rounds)
Service ceiling: Can descend from any height. Max effective hover is approximately 20' with leaps and boosts twice that.

Weapons:
1. Head Laser
2. Wing Hardpoints
3. Gun Pod
4. Blue-Green Laser
5. Torpedo Pack

Battloid Form

Size: 9 (huge), **Handling:** +0, **Top Speed (mph):** 90 (running), 121 (space), **Toughness**: 18 (4) Heavy, **Strength:** d12+9

Performance:
Top Speed: Walking – 90 mph (145 kph)
Flying – Not possible but can engage in assisted leaps.
Water Surface – 9 mph (14 kph, 8 Knots)
Underwater – 15 mph (24 kph, 13 Knots)

Weapons:
1. Head Laser
2. Wing Hardpoints
3. Gun Pod

VF-1 SUPPORT VALKYRIES

The Valkyrie turned out to be a highly successful platform, and did admirably with almost any modification. This included many variants that weren't on the front lines. The biggest difference is being slightly longer, due to being two-seat craft.

VT-1D

A dual-control trainer used in training and in fleet replacement squadrons. Has redundant controls for both pilots, so the teacher can take over for the student should the need arise. Combat capable, many also saw combat in the First Robotech War.

VF/B-1D

Not used much in the SDF forces, the Earth-bound RDF forces found this Veritech Bomber to be extensively useful, especially during the Cairo

Statistical data

	FIGHTER	GUARDIAN	BATTLEOID
Height:	12.4' (3.8m)	28.5' (8.7m)	41.6' (12.7m)
Length:	50.9' (15.5m)	41.0' (12.5m)	13' (4m)
Width:	27.2' (8.2m)	27.2' (8.3m)	24' (7.3m) Maximum wingspan is 48.5' (14.3m)
Weight:	13.3 tons (dry)		

Incident and the Battle of Oahu.

VEF-1

The SDF-1 crew had a unique problem. They required Electronics support, but the vehicles they had, Cat's Eyes and Stalkers were atmospheric craft. They tried fitting Cat's Eyes with the engines of wrecked Valkyries but found the results too vulnerable. Eventually it was suggested they pile the electronics of both the Cat's Eye and Stalker into the Valkyrie frame. This worked surprisingly well… the electronics of all three craft meshed surprisingly well. This was a massive strain on the Valkyrie's power system, and the VEF-1 was never popular with pilots but served with distinction during the final battles in the First Robotech War.

VT-1D, VEF-1, VF/B-1D – Two-Man All-Weather Aerospace Combat Mecha, Three Form Veritech.

Crew: One

Performance:
Combat Radius: 575 miles (926km) or approximately 2 hours
Operating Depth: 328' (100m)
Protoculture: 3

Sensors & Comms:
DWR, Laser Com, Loudspeaker, Motion, Radar/IFF, Radio II, Targeting, Thermal

Sensors & Comms (VEF-1):
DWR, Long-Range ECM Suite, Laser Com, Loudspeaker, Long-Range Radio III, Targeting, Thermal
Theatre Radar/IFF: Capable of covering an area 200 miles across and tracking dozens of targets.

Vehicle Features:
- Environmental Resistance (Cold), Space Systems, Hardened Circuitry, NavComp, LAI
- Ejectable crew compartment – The nose of the Valkyrie can detach and is a fully sealed pod.
- Coded distress beacon.
- Standard RDF Survival Kit.
- **Ejector System:** the pod is also equipped with an ejector seat, complete with parachute.

Weapons:
1. Mauler RöV-20 Head Laser – Used for dogfighting and anti-missile duties. Number available depends on the specific model.
   - VT-1D 300/600/1200, 1d8+2, RoF 1, AP 5, HW, Turret, Reaction Fire, Twin-Linked (+1 to hit)
   - VF/B-1D 300/600/1200, 1d8+2, RoF 1, AP 5, HW, Turret, Reaction Fire, Twin-Linked (+1 to hit)
   - VEF-1 This model does not feature head lasers.
2. Wing Mounted Articulated Missile Hardpoints – By mission. Typical loadouts are:
   - Air Superiority – 12x AMM-1 Arrow missiles
   - Anti-Starship – 6x RRG-1 Firebird missiles
   - Bombing (VF/B-1D)– 12x Mk.82 bombs
   - ELINT Recon – 1x LANTIRN pod, 9x AMM-1 Arrow missiles
   - Ground Assault – 6x AIM-131 Diamondback missiles, 6x Mk.82 Snake Eye bombs
   - Space Superiority – 2x RRG-1 Firebird missiles, 10x3 Hydra 70 rockets
   - Training (VT-1D) – 4x AMM-1 Arrow missiles
     - Wild Weasel (VEF-1) - 4x

AGM-88 ALARM and 2x AIM-131
Diamondback
3. Gun Pod. Typically, a GU-11 gun pod,
but any gun pod can be used upon
assignment. Guardian and Battloid only.

Jet Form

Size: 9 (huge), **Handling:** +2, **Toughness:** 18
(4) Heavy

Performance:
Top Speed: At Sea Level: 2080 mph
(Mach 2.71, 3347 kph)
at 30,000+ (space) 2970 mph (Mach
3.87, 4780 kph)
Stall Speed: 143 mph (230 kph)
Service ceiling: 332,020' (101,200m)
unassisted.

Additional Features:
• Transformation (Guardian)

Available Weapons:
1. Head Laser
2. Wing Hardpoints

Guardian Form

Size: 9 (Huge), **Handling:** +1, **Toughness:** 18
(4) Heavy, **Strength:** d12+9

Performance:
Top Speed: Walking – 62 mph (100 kph)
Hover/Flying – 312 mph (500 kph)
Stall Speed: N/A. Can hover in place until
engines overheat (~7 minutes or 70 rounds)
Service ceiling: Can descend from any
height. Max effective hover is approximately
20' with leaps and boosts twice that.

Features:

• Air Brakes, Transformation (Jet or
Battleoid), Hover, Manipulator Arms
(SL 0)

Weapons:
1. Head Laser
2. Wing Hardpoints
3. Gun Pod

Battloid Form

Size: 9 (huge), **Handling:** +0, **Toughness:** 18
(4) Heavy, **Strength:** d12+9

Performance:
Top Speed: Walking – 100 mph (160 kph)
Flying – Not possible but can engage in
assisted leaps.
Space – 120 mph (194 kph)

Features:
• Spotlight (Front), Manipulator Arms (SL
0), Transformation (Guardian)
• Hydraulic Pilot's Chair: Can rise out of
the fighter 10ft (3.0m) and retract back
inside.

Weapons:
1. Head Laser
2. Gun Pod

VF-4 LIGHTNING III

The first Robotech War revealed that many
of the assumptions about enemy weapons
and tactics were grossly wrong. The VF-1
Valkyrie was an impressive machine but
found itself struggling against targets like
Gnerl fighters or Quaedluun-rau Power
Armor. It also lacked the missiles to engage
with the swarms of enemies it routinely
faced, leaving pilots to face the

superior beam and cannon firepower of
enemy pods.

The Lightning III was designed to beat
these shortcomings. More powerful engines
improved speed in space and atmosphere.
Updated electronics gave better range and
resistance to jamming. The weapons were
a major overhaul. The gunpod was
done away with entirely, and the

Valkyrie's head lasers improved and moved to the wrist. In addition, the missile payload was moved to more protected internal bays. Finally, fuel efficiency was increased 20%.

Originally planned as a two-form Veritech, RDF demanded a Battloid as well, leading to a full redesign. This was the downfall of the design. To make a full Battleoid, the transformation mechanism became very complex, leading to lockups during transformation, and incredible amounts of maintenance required.

While it did see some service during the Malcontent Uprisings and the interwar years, it never saw wide acceptance and was eventually replaced by the VF-6 Sylphide.

VF-4 – One-Seat, All-Weather, Three Form Aerospace Combat Veritech.

Crew: One

Performance:
Combat Radius: 575 miles (926km) or approximately 2.5 hours
Operating Depth: 200'
Protoculture: 4

Sensors & Comms:
DWR, Laser Com, Loudspeaker, Motion, Radar/IFF, Radio II, Targeting, Thermal

Weapons:
1. Erlikon EP-4 Lasers (2) – Fixed forward in jet mode, but in Guardian and Battleoid, they are mounted on the forearms, allowing pilots to use them without losing a manipulator to a gunpod.
   - 300/600/1200, 2d8, RoF 1, AP 10, HW
2. MCHS-4 Recessed Conformal Missile Bay (6) – Four in the upper, and six in the lower engine pods, and two mounted on the hull. Typical loadout is:
   - General Loadout – 1x AMM-1 Arrow
   - Air Superiority - 2x ATM-04 Hammerhead
3. Wing Mounted Missile Hardpoints – Two inner-wing and two outer-wing mounts. Payload by mission. Typical loadouts are:
   - Aerospace Strike – 4 FWAT Packs (see below)
   - Aerospace Superiority – 4 FWAT Packs (see below)
   - Atmosphere Strike – 4x RIM-66 Derringer and 6x ATM-01 Rapier
   - Air Superiority – 4x RRG-1 Firebird and 6x ATM-04 Hammerhead
   - Bombing – 12x Mk.82 bombs
4. (Optional) Gun Pod. Not common on VF-4s due to their forearm weapons. But can be taken if the mission requires.

Vehicle Features:

Statistical data

	FIGHTER	GUARDIAN	BATTLEOID
Height:	22' (6.7m)	29.5' (9m)	46' (14m)
Length:	51.5' (15.7m)	47' (14.3m)	24' (7.32m)
Width:	46' (14m)	46' (14m)	20' (6.1m)
Weight:	16 tons (dry)		

- Environmental Resistance (Cold), Space Systems, Hanger Queen, Hardened Circuitry, NavComp, LAI
- Ejectable crew compartment – The nose of the Valkyrie can detach and is a fully sealed pod.
  - Coded distress beacon.
  - Standard RDF Survival Kit.
  - Ejector System: the pod is also equipped with an ejector seat, complete with parachute.

Jet Form

Size: 9 (huge), **Handling:** +2, **Toughness:** 19 (5) Heavy

Performance:
Top Speed: at Sea Level: 2317   mph (Mach 3.02, 3729 kph)
at 30,000+ (space)   3951   mph (Mach 5.15, 6359 kph)
Stall Speed: 114 mph (185 kph)
Service ceiling: Geosynchronous   orbit 21,748 miles (35,000km) unassisted.

Features:
- Transformation (Guardian)

Guardian Form

Size: 9 (Huge), **Handling:** +1, **Toughness:** 18 (4) Heavy, **Strength:** d12+9

Performance:
Top Speed: Walking – 62 mph (100 kph)
Hover/Flying – 342 mph (550 kph)
Stall Speed: N/A. Can hover in place until engines overheat (~7.5 minutes or 75 rounds)
Service ceiling: Can descend from any height. Max effective hover is approximately 20' with leaps and boosts twice that.

Features:
- Air Brakes, Transformation (Jet or Battleoid), Hover, Manipulator Arms (SL 0)

Battloid Form

Size: 9 (huge), **Handling:** +0, **Toughness:** 18 (4) Heavy, **Strength:** d12+9

Performance:
Top Speed: Walking – 80 mph (128 kph)
Flying – 150 mph (240 kph)
Space – 340 mph (547 kph)

Features:
- Manipulator Arms (SL 0), Transformation (Guardian)

FWAT-1.2 (Fuel and Weapons Tactical)

Based on the lessons learned by the FASTPacks of the VF-1, the designers set out to make an ejectable weapons and thrust enhancement pack as part of the design, to be able to be quickly added on per mission parameters. Each is an aerodynamic casing housing a Destroid-like missile bay, and two additional engines to provide additional thrust. Unlike the FASTPacks of the VF-1, they are aerodynamic, and fully capable of being used in atmosphere.

All Forms

Weapons:
- MDS-L-12 Missile Pods (2) – Typical loadout:
  - 15x ATM-04 Hammerhead Missiles

AV-18 GUARDIAN ATTACK AIRCRAFT

The Guardian was introduced in the aftermath of the First Robotech War. The Valkyrie was well loved by the populace, and the need for reliable craft to replace helicopters in patrol and search and rescue operations was needed, so a version of the Valkyrie permanently locked into guardian mode was made.

It proved to be not well liked by the military, and heavy industry tended to use abundant Zentraedi for heavy labor (until the Malcontent Uprisings in 2015 lead to a shift into early Battleoids), but a police/rescue version was moderately popular until the SRB-9 Satyros series made it redundant. Only the dependency on Protoculture and having to buy it directly from the UN kept it from being widespread.

AV-18, One-Seat, All-Weather, Single Form Aerospace Veritech

Crew: One

Statistical data

	GUARDIAN
Height:	28.5' (8.7m)
Length:	36' (11.3m)
Width:	27.2' (8.3m) Maximum wingspan is 48.5' (14.3m)
Weight:	13.25 tons (dry)

Guardian Form

Size: 9 (Huge), **Handling:** +1, **Toughness:** 18 (4) Heavy, **Strength:** d12+9

Performance:

Top Speed: Walking – 62 mph (100 kph)
Hover/Flying – 312 mph (500 kph)
Stall Speed: N/A. Can hover in place until engines overheat (~7 minutes or 70 rounds)
Service ceiling: Can descend from any height. Max effective hover is approximately 20' with leaps and boosts twice that.
Combat Radius: 575 miles (926km)
Operating Depth: 100'
Protoculture: 3

Sensors & Comms:

DWR, Laser Com, Loudspeaker, Motion, Radar/IFF, Radio II, Targeting, Thermal

Vehicle Features:

- Air Brakes, Hardened Circuitry, Hover, LAI, Manipulator Arms (S 0), NavComp
- Ejector System: The Guardian is equipped with an ejector seat, complete with parachute.

Weapons:

- E19 Nose Lasers (300/600/1200, 2d10+4, RoF 1, AP 5, HW, FF, Twin-linked (+1 to hit))
- Wing Mounted Articulated Missile Hardpoints – By mission. Typical loadouts are:
  - Search and Rescue –
  - Recon & artillery support – 1x LANTRIN Targeting Pod, 3x ATM-04 Hammerhead, 1x AIM-131 Diamondback
- Gun Pod. Unusual in the extreme, but there is no reason why an AV-18 couldn't carry a gunpod.

DESTROIDS

Dr. Emil Lang, the Robotech Research Group, and the UN Forces realized quickly the owners of the Alien Star Ship that crashed on Macross Island would likely attract the former owners of the vessel or other salvagers. The first bipedal locomotive mecha was not transformable. Project Tomahawk created the Destroid program. Other than some exoskeletons, the first true destroid was the Masamune, From Chaulers and Viggers. It was simply an infantry unit test program. Designers realized quickly the chassis could be developed further into a main battle tank style weapon system and robust anti-aircraft mecha. This led to the Destroid One Series, including the Tomahawk, Defender and Phalanx destroids. Meanwhile, Viggers and

Centinental collaborated on the Destroid II program to develop a heavy artillery mecha, the Monster. The third and final destroid developed was an entirely new chassis from the Masamune. The Spartan Destroid indeed lived up to its name as a short-range infantry terror to battle pods. With crowbar hands, Centinental and Kransmann designed the Spartan with close-in weapon systems to go toe to toe in a slugfest with giant Zentraedi themselves. The SDF-1 carried the latest versions of each type when it launched in 2009.

ADR-04 DEFENDER - One-Seat All-Weather Air Defense Battleoid

Taking the chassis from the Tomahawk, designers eliminated all weapons from the torso. Instead, the Defender became an entirely anti-aircraft weapon with only a pair of 78mm auto-cannon for each arm. Massive ammunition drums filled the torso area to provide blistering fire at long range.

Capping the Defender sat an omni-directional air-search fire control radar and sensor suite. This gave the mecha superior sensor capability over other destroids, and indeed even the veritech fighter. Late in the war, Defenders were often assigned to ground-based destroid patrols to provide air defense, and a viciously effective "machine gunner" type mecha.

Crew: One

Statistical data

Height:	35.4 feet (10.8m)
Length:	14.1 feet (4.3m)
Width:	28.2 feet (8.6m)
Weight:	21.7 tons (dry)

Battloid Form

Size: 8, **Handling:** +1, **Toughness:** 23 (8) Heavy, **Strength:** d12+8

Performance:
Top Speed: Walking – 62 mph (100 kph)
Combat Radius: 340 miles (547 km)
Operating Depth: 200'
Protoculture: 3

Sensors & Comms:
DWR, Loudspeaker, Magnetic Pads, Long-range Radar/IFF, Radio II, Long-range Searchlight, Targeting

Vehicle Features:
- Environmental Resistance (Cold), Space Systems, Hardened Circuitry, NavComp, LAI, Magnetic Pads, No Hands
- Coded distress beacon.
- Standard RDF Survival Kit.

Weapons:
1. Erlikon M-996 78mm Anti-Aircraft Autocannon (2) – These massive autocannon were intended for anti-air operations, but quickly gained a reputation as "anti-everything" guns by pilots and crews.
- 75/150/300, 3d8+2, RoF 4, AP 2, SBT, HW, Reaction Fire, Twin-Linked (+1 to hit)

HWR-00 MONSTER - Three-Seat All-Weather Heavy Artillery Battleoid

A walking Iowa-class battleship turret, the Monster carried the largest cannons developed since the Second World War. A massive improvement over the ancient 16-inch battleship guns, the Monster used an auto-loader for a high rate of fire for its four cannons. Robotechnology enhanced targeting computers, GPS, and airborne radars gave the Monster's cannons pinpoint accuracy.

A splash of one shell could wreck a small squad of battle pods, while a burst from all four cannons could rip holes in the sides of Zentraedi battleships. A massive ammo drum in the back of the mecha allowed the cannons to fire without reloading during protracted battles.if four battleship-

grade cannons were not enough, engineers aboard the SDF-1 added three reflex missile launchers in each arm to increase destructive capability. While big and heavy, the destroid distributed its weight adequately and could move, perhaps slowly on most types of terrain. Often it was used as a static artillery unit at RDF fire bases.

Personnel outside of mecha needed hearing protection to avoid the deafening roar of this mecha of destruction.

Crew: Three (commander, pilot and gunner)

Statistical data

Height:	74 feet (22.5m) w/o barrels
Length:	72.5 feet (22.1m) w/o barrels, 135 feet (41.1m) w/ barrels
Width:	78.7 feet (24.0m)
Weight:	370 tons dry

Performance:
Top Speed: Walking – 25 mph (41 kph)
Combat Radius: 450 miles (547 km) or
Operating Depth: 50'
Protoculture: 1

Sensors & Comms:
DWR, Loudspeaker, Radar/IFF, Radio II, Targeting

Vehicle Features:
- Environmental Resistance (Cold), Space Systems, Hanger Queen, Hardened Circuitry, NavComp, LAI, Magnetic Pads, No Hands
- Coded distress beacon.
- Standard RDF Survival Kit.

Weapons:
1. Viggers M-400 40cm Artillery Cannons (4) – Supermassive cannon more suitable for a battleship then a Destroid. These allow the Monster to shell emplacements from afar, and in space to attack heavy targets like sub-capital and even capital ships.
   - 8/16/24 miles, 6d12, RoF 1/4, AP 60, LBT, HW, Bombard
2. Raitheon LSSN-20G Triple-Tube Launchers (2) – By mission.

Typical loadouts are:
- Missile Artillery – 3x (x4) RIM-66 Derringer
- Anti-Air – 3x (x4) RRG-1 Firebird

MBR-04 TOMAHAWK – One Seat All Weather Main Battle Battleoid

The first destroid to reach operational capability was the MBR-04 Tomahawk. Serving as a heavily armored and armed main battle robot, its primary weapons were a pair of heavy particle beams in the forearms, able to shred a Regault pod in a single shot. To add lethality, the shoulders carried a battery of missiles, augmented by
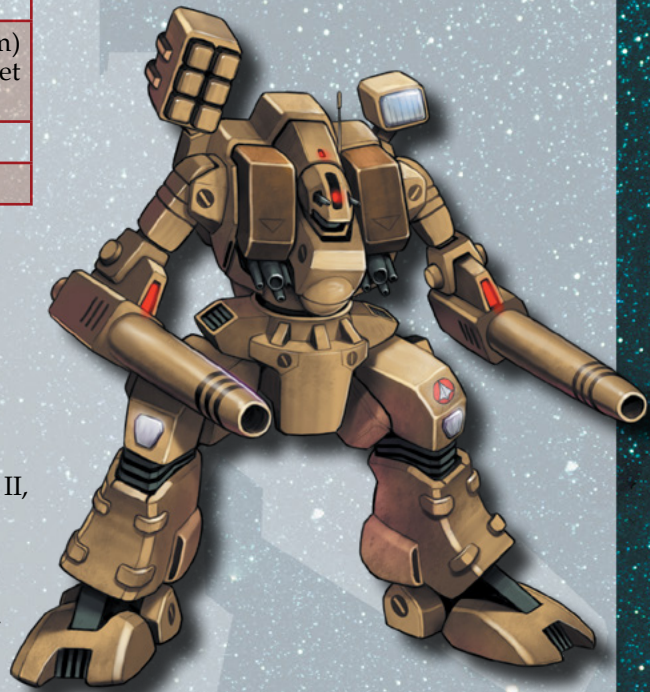
an additional anti-aircraft missile pod over its right shoulder.

For anti-infantry operations, the "face" of the destroid sported two 12.7 mm machineguns. Perhaps the most unique feature developed for the Tomahawk were the TZ-III gun-clusters; two carried on the torso of the mecha. This gave the destroid all-around capability with a 180 mm grenade launcher, 25mm auto cannon, a laser for anti-missile and improved firepower, and a flamethrower to clear brush, hardened position and to roast infantry with a gout of burning fuel.

One unique feature of the Tomahawk that other Destroids did not acquire was a Veritech-like ejectable crew compartment. This was originally pitched as a protective measure for front-line combat units in questionable environments (the moon, or NBC zones).

It wasn't included in later Destroids as a cost-cutting measure.

Crew: One

Statistical data

Height:	41.6' (12.7m)
Length:	16.7' (5.1m)
Width:	26' (7.9m)
Weight:	28 tons (dry)

Battloid Form

Size: 9 (huge), **Handling:** +0, **Toughness:** 43 (25) Heavy, **Strength:** d12+9

Performance:
Top Speed: Walking – 55 mph (88 kph)
Combat Radius: 265 miles (426 km) or 250 hours
Operating Depth: 50'
Protoculture: 2

Sensors & Comms:
DWR, Loudspeaker, Radar/IFF, Radio II, Targeting

Vehicle Features:
- Environmental Resistance (Cold), Space Systems, Hardened Circuitry, NavComp, LAI, Magnetic Pads, No Hands
- Ejectable crew compartment – The pilot's compartment of the Tomahawk can detach and is a fully sealed pod.
  - Coded distress beacon.
  - Standard RDF Survival Kit.

Weapons:
1. Mauler PBG-11 Beam Gun (2) – Massive liquid-cooled direct-energy weapons, capable of slicing a tank in half.
   - 300/600/1200, 4d8, RoF 1, AP 10, HW
2. Bifors MDS-L-12 Missile Pods (2) – Typical loadout:
   - 12x ATM-04 Hammerhead Missiles
3. Erlikon MDS-A-6 Anti-Air Missile Pod – Typical loadout:
   - 6x ATM-01 Rapier
4. Astra TZ-III Gun Cluster (2) – Pilot may choose ONE of the following to fire per round.
   - KCN 25mm Autocannon – (50/100/200, 2d12, RoF 4, AP 4, HW)
   - 180mm grenade launcher – (24/48/96, 3d6, RoF 3, AP -, LBT, HW)
   - RRG Mk3 laser – (150/300/600, 3d4+4, RoF 4, AP -)
   - DFT Flamethrower (Cone or MBT template, 3d8, RoF 1, AP -)
5. Ramington M-89 12.7mm twin machineguns
   - 50/100/200, 2d10+2, RoF 3, AP 4, HW, Twin-linked (+1 to hit)

MBR-07 SPARTAN - One Seat All Weather Main Battle Battleoid.

The Spartan Destroid served as the ultimate infantry unit during the First Robotech War. While Veritechs could transform and go toe to toe with a giant Zentraedi, they lacked the armor and weapons diversity of the Spartan. Lighter and faster than the Tomahawk, it carried fewer heavy weapons. This destroid had full articulation and fingers in its crowbar hands, allowing it to carry the GU-11 gun pod, or a vicious truncheon that could crack Zentraedi armor with one fierce blow.

While lacking some of the heavy and longer-ranged weapons of the Tomahawk, the Spartan was certainly no slouch in ranged combat. It carried the same shoulder missile launchers of the Tomahawk and armored Veritech. Improving on the Tomahawk's TZ-III, the Spartan packed a TZ-IV gun cluster as its secondary weapon mounted in the chest. The 180 mm grenade mortar, laser and flamethrower remained, augmented by a 32 mm auto cannon for better armor penetration and a 12.7mm machinegun for anti-infantry operations.

Between the shoulders in the mecha's back, designers mounted an anti-aircraft laser for self defense from behind. Spartans and Tomahawks found life after the bombardment as patrol, civil defense and assault units.

Crew: One

Statistical data

Height:	37' (11.3m)
Length:	20' (6.1m)
Width:	26' (7.9m)
Weight:	29.4 tons (dry)

Performance:
Top Speed: Walking – 65 mph (104 kph)
Combat Radius: 265 miles (426 km) or 350 hours
Operating Depth: 200'
Protoculture: 2

Sensors & Comms:
DWR, Loudspeaker, Radar/IFF, Radio II, Targeting

Vehicle Features:
- Environmental Resistance (Cold), Space Systems, Hardened Circuitry, NavComp, LAI, Magnetic Pads
- Coded distress beacon.
- Standard RDF Survival Kit.

Weapons:
1. Bifors MDS-L-12 Missile Pods (2) – Typical loadout:
   - 12x ATM-01 Rapier
2. Astra TZ-IV Gun Cluster – Pilot may choose ONE of the following to fire per round.
   - KCN 32mm Autocannon – (50/100/200, 3d8, RoF 3, AP 6, HW)
   - 180mm grenade launcher – (24/48/96, 3d6, RoF 3, AP -, LBT, HW)
   - RRG Mk3 laser – (150/300/600, 3d4+4, RoF 4, AP -)
   - DFT Flamethrower – (Cone or MBT template, 3d8, RoF 1, AP -)
   - M-89 12.7mm machine gun – (50/100/200, 2d10, RoF 3, AP 4, HW)
3. Mauler RQV-10 Point Defense Laser
   - 300/600/1200, 2d8+2, RoF 1, AP 5, HW, Turret, Reaction Fire, Twin-linked (+1 to hit)
4. (Optional) Gun Pod – For heavy assault missions, gun pods could be assigned. Typically, a GU-11 gun pod, but any Large gun pod can be used upon assignment. Spartans acting for civil defense often were equipped with MB-2 Batons.

SDR-04 PHALANX - One Seat All-Weather Space Defense Robot

During their trip back from Pluto, SDF-1 command became worried at the attrition rate of their Destroids, especially their air-defense Defenders. Cobbling together replacement parts for the ADR-04 and MBR-04 (which already shared the same locomotion) with twin long-range missile bins gave a reasonable defense robot.

But what really sets it apart are the two large NP-BP-T1 thrust engines on the "back" of the arm drums, giving the Destroid excellent mobility in space environments. The development of these units lead directly to the combined thruster/missile units of the Valkyrie FASTPacks.

Crew: One
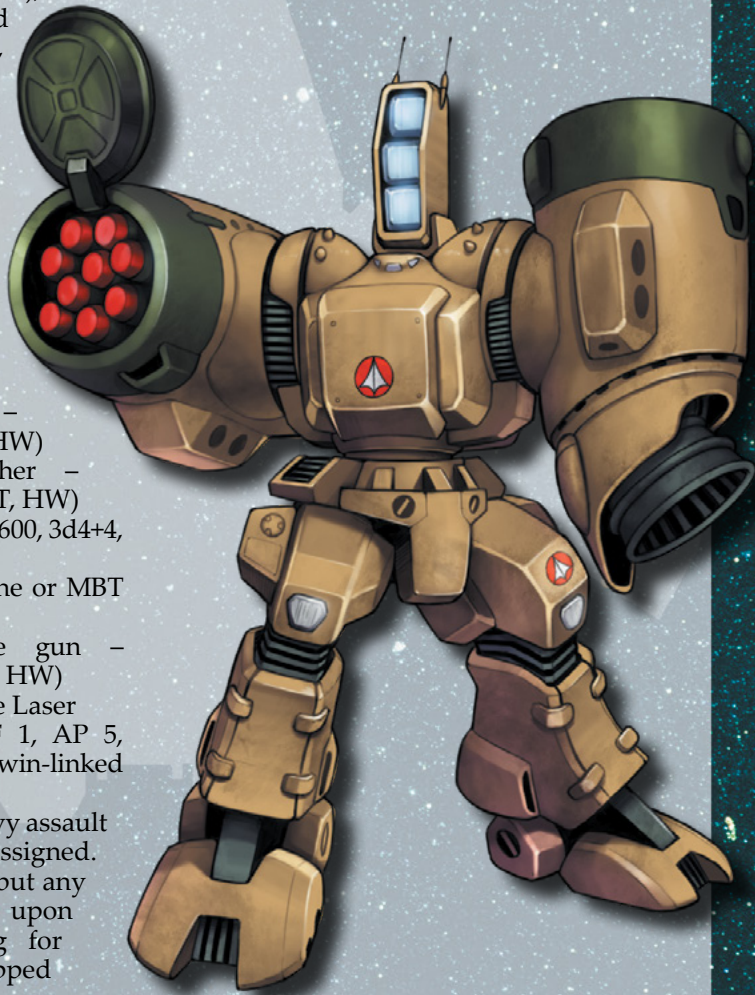
Statistical data

Height:	41.6' (12.7m)
Length:	16.4' (5.0m)
Width:	24.6' (7.5m)
Weight:	22.2 tons (dry)

Battloid Form

Size: 8 (huge), **Handling:** +0, **Toughness:** 23 (8) Heavy, **Strength:** d12+8

Performance:

Top Speed: Walking – 45 mph (72 kph)
Unloaded 78 mph (125 kph)
Space – 84 mph (135 kph)
Combat Radius: 340 miles (547 km) or
Operating Depth: 200'
Protoculture: 3

Sensors & Comms:

DWR, Loudspeaker, Long-range Radar/IFF, Radio II, Turret Searchlight, Targeting

Vehicle Features:

- Environmental Resistance (Cold), Space Systems, Hardened Circuitry, NavComp, LAI, Magnetic Pads, No Hands
- Coded distress beacon.
- Standard RDF Survival Kit.

Weapons:

1. Howard SHIN-SHIN-10 drum-mount missile launchers (2) – By mission. Typical loadouts are:
   - Artillery – 11x (x2) RIM-66 Derringer Missiles
   - Heavy Anti-Air – 11x (x2) RRG Firebird Missiles
   - Point Anti-Air Defense – 22x (x2) AIM-131 Diamondback missiles

VBT-1 CENTAUR - One-Man All-Weather, Two-Form Battle Tank/Scout Veritech

The first successful variable vehicle, the RDF developed the Centaur Hovertank in 2008. Combining hover capabilities with a conventional tank design, the Centaur was intended to be a fast attack tank, capable of traversing most terrain and even water (early designs of the Daedalus-class included Centaurs dismounting, crossing the water onto land). When a suitable position was found, the Centaur could "stand up", revealing two gun clusters, providing antipersonnel and covering fire for advancing infantry. Capable of "ducking" behind hills or walls, then rising up to fire from cover, the Centaur was an innovative, if not entirely successful, idea.

In practice, the Centaur was temperamental, maintenance-intensive, and weapons selection was non-optimal. Several upgrade kits were quickly issued to address the weapons, turning the hybrid rocket cannon into a pure missile launcher, replacing the internal combustion engine with a protoculture engine, and upgrading the explosion-tending TZ-I clusters with the superior TZ-II. But the early protoculture systems were temperamental, leading to frequent shutdowns and constant maintenance. However, the lessons learned from the Centaur led directly to the development of the Spartas hovertank.

Crew: Two, Driver and commander/gunner

Performance:

Combat Radius: 342 miles (550 km) or 150 hours
Typical hover height: 18-24"
Protoculture: 1

Sensors & Comms:

DWR, Loudspeaker, Radar/IFF, Radio II, Targeting

Vehicle Features:

- Airdroppable, Grapplers, Hangar Queen, Hardened Circuitry, Hover, NavComp, Sealed System
- Crew Compartment – The armored crew compartment protects the crew **even if the vehicle is destroyed.**
  - Coded distress beacon.
  - Standard RDF Survival Kit.
- Anchors – Can be fired as an action. Should the main cannon be fired without anchors engaged, the tank must make an immediate Out of Control roll.

Statistical data

	TANK	GUARDIAN
Height:	7.6' (2.3m)	14.8' (4.5m)
Length:	22.0' (6.7m)	20.3' (6.2m)
Width:	13.1' (4.0m)	16.4' (5.0m)
Weight:	42 tons (dry)	

Tank Form

Size: 7 (Huge), **Handling:** 11, **Top Speed (mph):** 102 (hover), **Toughness:** 22 (8) Heavy

Performance:
Top Speed: Hover – 103 mph (165 kph)

Features:
• Transformation (Guardian),

Weapons:
1. ROF L16 152mm Rocket Cannon – Originally designed to fire shells or missiles (similar to the Vietnam War era Sheridan tank), keeping two types of ammunition proved to be bothersome, so most crews switched to an all-missile supply, giving better damage and range.
   • 75/150/300, 5d10, AP 34, MBT, HW, Turret. Wire-guided (doesn't need lock, can't be jammed.)

Guardian Form

Size: 7 (Huge), **Handling:** 11, **Top Speed (mph):** 86 (hover), **Toughness:** 22 (8) Heavy, **Strength:** d12+7

Performance:
Top Speed: Walking – 75 mph (120 kph)

Features:
• Transformation (Tank), No Hands

Weapons:
1. ROF L16 152mm Rocket Cannon – Originally designed to fire shells or missiles (similar to the Vietnam War era Sheridan tank), keeping two types of ammunition proved to be bothersome, so most crews switched to an all-missile supply, giving better damage and range.
   • 75/150/300, 5d10, AP 34, MBT, HW, Turret. Wire-guided (doesn't need lock, can't be jammed.)
2. Astra TZ-II Gun Cluster (2) – Pilot may choose one of the following to fire per round.
   • M-89 12.7mm machine gun – (50/100/200, 2d10, RoF 3, AP 4, HW)
   • M19 40mm grenade launcher – (24/48/96, 3d6, RoF 1, AP -, LBT, HW)
   • RRG Mk3 laser – (150/300/600, 3d4+4, RoF 4, AP -)

LAND AND SEA VEHICLES

AVGP SERIES AMPHIBIOUS VEHICLES

During the Global Civil War, the AVGP series of vehicles were used world-wide as an amphibious personnel carrier, light tank, armored car, and even support vehicle. However, the first advancements out of the SDF-1 crash quickly made the versatile vehicle out of date. Contractors quickly adapted the new technologies and came out with a vehicle with much the same philosophy, but superior weight, speed and armor. Cheap and easy to manufacture and maintain, it was quickly adapted to several roles including scouting, field medic, command and artillery spotting.

As a combat vehicle, it suffered. Even with the advanced 'space metal' armor, it was relatively lightweight, and dozens were quickly dispatched in the Zentraedi invasion of Macross Island. Despite this, it was a durable design, capable of being converted into a large number of variations and was relatively easy to repair and find parts for. Even after the war, the vehicle remained common until the introduction of the M2200 Janissary in the 2010s.

A LACV-60 is briefly seen during the Zentraedi Invasion of Macross Island.

Crew: 2 - driver, commander.

Statistical data

Height:	10.2' (3.1m)
Length:	25.9' (7.8m)
Width:	9.8' (2.9m)
Weight:	24 tons (dry)

LACV-60 – Light Armored Cavalry Vehicle

Size: 7 (Large), **Handling:** +0,
Toughness: 14 (4)

Performance:
Combat Radius: 466 miles (750 km)
Operating Depth: 0'
Fuel Supply: 158.5 (600 l) Standard JP-8 fuel.
Top Speed: Land – 87 mph (140 kph)
Water – 6 mph (10 kph)

Sensors & Comms:
Loudspeaker, Radio II, Targeting

Vehicle Features:
- Amphibious, Off Road, Sealed System
- Passenger Compartment – Up to 12 infantry and their equipment can be carried.

Weapons:
1. M2HB 12.7mm machinegun
   - 50/100/200, 2d10, AP 4, RoF 3, HW, Pintle mount

LAV-300 – Light Armored Vehicle

Size: 7 (Large), **Handling:** +0,
Toughness: 14 (4)

Vehicle Features:
- Amphibious, Off Road, Sealed System

Weapons:
1. OC 204 GK 20mm Autocannon
   - 50/100/200, 3d8, AP 4, RoF 3, HW, Turret

LEV-300 – Light Evacuation Vehicle

Size: 7 (Large), **Handling:** +0,
Toughness: 14 (4)

Vehicle Features:
- Amphibious, Off Road, Sealed System
- Medical Bay – Up to 4 patients and their attendants. Patients in the medical bay receive a +2 to Healing rolls.

Weapons:
1. M2HB 12.7mm machinegun
   - 50/100/200, 2d10, AP 4, RoF 3, HW, Pintle mount

LAV-320 – Light Artillery Vehicle

Size: 7 (Large), **Handling:** +0,
Toughness: 14 (4)

Vehicle Features:
- Amphibious, Off Road, Sealed System

Weapons:
1. M440 81mm mortar
   - 150/300/600, 4d8+2, RoF 1, AP -, MBT, Min range 100, Fixed Forward, Bombard

CPAV-300 – Command Post Armored Vehicle

Size: 7 (Large), **Handling:** +0,
Toughness: 14 (4)

Sensors & Comms:
C3I system, Loudspeaker, Magnetic, Radar/IFF, Radio II, Targeting

M1190 – Air Defense Vehicle

Size: 7 (Large), **Handling:** +0,
Toughness: 14 (4)

Sensors & Comms:
Loudspeaker, Radar/IFF, Radio II, Targeting

Weapons:
1. Quad-linked M2HB 12.7mm machineguns
   - 50/100/200, 2d10+4, AP 4, RoF 3, HW, Turret, Quad-linked (+2 to hit))

PC-7 CHAMPION-CLASS COASTAL PATROL BOAT

Replacing the Cyclone-class patrol boats and incorporating many of the lessons learned from the failed Independence-class Littoral Combat Ships, the Champion-Class is a small, fast, and heavily armored craft capable of being used in a number of roles. It is equipped to maintain a small fleet of drones which allows it to engage in salvage, minesweeping, search and rescues, or attack roles.

Crew: 4 officers, 24 crew, 9 marines

Statistical data

Height:	58' (17.77m)
Length:	169' (51.6m)
Beam:	25' (7.62m)
Weight:	288 tons (dry)

Champion

Size: 12 (Gargantuan), **Handling:** +0, **Top Speed (mph):** 40 (surface), **Toughness:** 15 (4)

Performance:
Combat Radius: 2301 miles (3703 km)
Fuel Supply: 12,620 gallons (47,772 l) standard JP-8 fuel.
Top Speed: 14 mph (22 kph, 12 Knots)
Dry Goods: 10 days

Sensors & Comms:
Radar/IFF, Magnetic, Targeting, Thermal

Vehicle Features:
- Drone Hanger – Contains facilities for
- Boat Hanger
  - 2 combat rubber raiding craft

Weapons:
1. BAE Mk38 25mm cannon – Front
   - 50/100/200, 3d8, AP 4, RoF 3, HW, Turret
2. M240 7.62mm Twin machinegun (2) – Port, Starboard
   - 50/100/200, 2d10, AP 4, RoF 3, HW, Pintle mount
3. Mk. 19 Grenade Launchers (2) – Mounted alongside the M240s above. Gunner chooses which to fire.
   - 24/48/96, 4d8, AP -, RoF 1,

HW, Pintle mount.
4. Rayathan Griffin Launcher – Mounted amidships
   - 1x (x4) AGM-176 Griffin Missiles (150/300/600, 5d10 damage, RoF 1, AP 40, HW, MBT)

KX1300P PATROL CYCLE - Utility/Reconnaissance Motorcycle

Late in the Global War, special forces had a need to move quickly through enemy territory with minimal signs. The simple motorcycle used by MP and police forces was found to fit the bill quite well. It was durable, had a silent electric motor, and could be modified for off-road and airdrops. The motorcycle was widely adopted into the RDF, and likely was the inspiration for the Flashclapper hovercycle and Cyclone.

Crew: One. Up to one passenger may be accommodated.

Statistical data

Height:	3.8' (1.6m)
Length:	8.4' (2.5m)
Width:	2.3' (0.7m)
Weight:	388lb (dry)

Motorcycle

Size: 1 (large), **Handling:** +2,
Toughness: 10(2)

Performance:
Combat Radius: 150 miles (241 km)
Fuel Supply: Electric battery
Top Speed: 120 mph (193 kph)

Sensors & Comms:
None

Vehicle Features:
- Exposed Crew, Off Road, Stealth (Audio)

Weapons:
None.

LEVIATHAN-CLASS Tactical Missile Submarine

Used by many sides during the Global Civil War, the Leviathan was the largest submersible before the Daedalus-class. It was designed with stealth in mind and was surprisingly good at it despite its size. While production stopped in the late 90s, vessels were still common at the start of the First Robotech War.

Crew: 160 Ship's crew

Statistical data

Height:	39.3' (12m)
Length:	574' (175m)
Beam:	75.5' (23m)
Displacement:	47,240 tons (fully provisioned)

Leviathan-Class Submarine

Size: 18 (Gargantuan), **Handling:** -2, **Toughness:** 36 (6)

Performance:

Fuel Supply: Nuclear reactor, approximately 2 years fuel
Operating Depth: 1300'
Top Speed: Surface – 25 mph (40 kph)
Underwater – 31 mph (50 kph)
Dry Stores: 4 months. Water and oxygen are distilled directly from the ocean.

Sensors & Comms:

Long-Range Broadband Audio, DSM, Long-Range Sonar, Laser Com, Radar/IFF, Radio III, Targeting

Vehicle Features:

- Amphibious, Cold Resistant, Depth Reinforcement, Life Support, NavComp, Self-Sealing, Stealth (audio)

Weapons:

1. RSM-52 Ballistic Missile Launchers (12)
   - 10x (x250) RIM-66 Derringer
2. Mk.53 533mm torpedo Tubes (6) –
   - 1x (x8) Honywell Mk53 Harpoon torpedoes
3. Rayathan Griffin Launcher – Mounted amidships.

- 1x (x4) AGM-176 Griffin Missiles (150/300/600, 5d10 damage, RoF 1, AP 40, HW, MBT)

M-10 AZTEC LASER Main Battle Tank

One of the issues that came up with the unification of the various national armies under the UN banner was which equipment to use. By standardizing vehicles and equipment, it would save a massive amount of money, training and supplies. One of the sticking points was the role of the Main Battle Tank. Many nations had their own they had invested heavily in, and other nations questioned the utility of an MBT in a world of Project Excalibur.

In the late 1990s, a bid was put out, and the winning submission by the German company Kraus Maffei was accepted. Quite an unusual tank, it pioneered many of the technologies which would become common in later vehicles. The Aztec was the first tank to use an electric engine and motors. The main cannon was one of the first battlefield laser weapons. A massive rack of acid hydrate batteries powered the craft. While the engine output was less than a comparable diesel engine, the tank overall weighed much less than a comparable Abrams or Leopard. Tank crews mocked the "stub nose" tank, but few could argue with its performance, protection or power.

The main weakness of the tank was the battery storage. Before more compact storage solutions were made, the rack of batteries was basically the same as was used in commercial semi-trucks. Tank crews grew leery of the tank after a press report on the Battle of Denver found a shot which ripped through the battery compartment rendered the bodies of the crew unrecognizable. The tank was quickly relegated to support units once the Centaur came online, and the Destroids rendered them obsolete.

An Aztec is briefly seen in the Rain of Fire montage.

Crew: 3 - driver, gunner, commander

Statistical data

Height:	8.0' (2.44m)
Length:	26.0' (7.93m)
Width:	12.0' (3.66m)
Weight:	40 tons (dry)

Aztec Tank

Size: 7 (Large), **Handling:** +0,
Toughness: 21 (7)

Performance:

Combat Radius: 150 miles (241 km) or
Fuel Supply: Electric Battery stack
Top Speed: 36 mph (58 kph)

Sensors & Comms:

DWR, Loudspeaker, Radar/IFF, Radio II,
Targeting

Vehicle Features:

- Off Road, Sealed System

Weapons:

1. RRG Mk2 Laser Cannon – one of the first battlefield laser cannons, it featured excellent range and accuracy.
   - 300/600/1200, 4d8, RoF 1, AP 20, HW, Turret
2. 3-tube launcher – Typical Loadout:
   - Standard – 3x ATM-01 Rapier missiles

AEROSPACE VEHICLES

A-12 AVENGER II - Two Seat All-Weather Jet Bomber

The A-12 is a versatile airframe popular during the Global Civil War. It was designed as a medium bomber to replace the A-6 Intruder.

As a versitile bomber, it is quite admirable. It can carry over six tons of bombs in the internal bomb bay, and another 3500 pounds of ordnance on the wing hardpoints. The frame itself is rugged and simple, which allows it to be modified for other roles. The two most common are the S-12 "Trident Avenger" anti-submarine craft, and the ES-12 "Stalker" Electronics craft.

Crew: 2

Statistical data

Height:	21' (6.4m)
Length:	60' (18.3m)
Wingspan:	53' (16.2m)
Weight:	15 tons (dry)

Avenger II

Size: 6 (Huge), **Handling:** +1,
Toughness: 17(3)

Performance:

Top Speed: Flying – 662 mph (1065 kph)
Stall Speed: 106 mph (170 kph)

Service Ceiling: 55,000' (16,764m)
Combat Radius: 2300 miles (3700 km)
Fuel Supply: 2364 gallons (13,235 kg) JP-8 fuel.

Sensors & Comms:

DWR, Radar/IFF, Radio II, Targeting, Thermal

Vehicle Features:

- LAI, NavComp, Sealed System

Weapons:

1. Fuselage-mounted missile hardpoints – Typical loadout is:
   - 2x AMM-1 Arrow missiles
2. 2. Internal Bomb Bay –
   - Heavy Bombing – 6x 1000lb
   - Area Denial – Mines and firecrackers
   - Precision Bombing – med bombs
3. Wing Mounted Missile Hardpoints – By mission. Typical loadouts are:
   - Anti-ship operations - 14x ATM-65 Stiletto, 4x AGM-84 Harpoon
   - Light bombing - 2x ATM-65 Stiletto, 40x Mk.81 Firecracker
   - Medium bombing - 2x ATM-65 Stiletto, 24x Mk.83 bombs
   - Mining - 2x ATM-65 Stiletto, 24x CBU-89 GATOR mine dispersers

A-12 Trident Avenger

Size: 6 (Huge), **Handling:** +1,
Toughness: 17(3)

Sensors & Comms:
DWR, Magnetic, Radar/IFF, Radio II, Sonar,
Targeting, Thermal

Weapons:
1. Fuselage-mounted missile hardpoints –
   Typical loadout is:
   • 2x AMM-1 Arrow missiles
2. Internal Bomb Bay –
   • Heavy Bombing – 6x 1000lb
   • Area Denial – Mines and firecrackers
   • Precision Bombing – med bombs
3. Wing Mounted Missile Hardpoints – By
   mission. Typical loadouts are:
   • Anti-ship operations - 2x AIM-131
   Diamondback, 12x Mk.81 depth charges,
   6x RIM-66 Derringer
   • Sub Hunting - 2x AIM-131
   Diamondback, 12x sonobuoys
   (Broadband Audio), 20 Mk.81 depth
   charges

ES-12 Stalker

Size: 6 (Huge), **Handling:** +1, **Top Speed
(mph):** 500 (flying), **Toughness:** 17(3)

Sensors & Comms:
DWR, Long-range Radio III, ECM

Weapons:
1. Fuselage-mounted missile hardpoints –
   Typical loadout is:
   • 2x AMM-1 Arrow missiles
2. Internal Bomb Bay –
   • Heavy Bombing – 6x 1000lb
   • Area Denial – Mines and firecrackers
   • Precision Bombing – med bombs
3. Wing Mounted Missile Hardpoints – By
   mission. Typical loadouts are:
   • Wild Weasel - 6x AGM-88 HARM

AH-68 COMANCHERO- Two Man Heavy Attack Helicopter

Pitched initially as a replacement for the
Apache helicopter to the US Army, it took
many of the lessons from the Apache and
incorporated new technologies from the
SDF-1. With twice the horsepower and even
more missile hardpoints, the Comanchero is
a helicopter capable of going toe-to-toe with
the Zentraedi.

Crew: 2 - pilot, gunner

Statistical data

Height:	18' (5.5m)
Length:	55.8' (17.0m)
Rotor Span:	49.2' (15m)
Weight:	6 tons (dry)

Comanchero

Size: 8 (Huge), **Handling:** +0, **Top Speed
(mph):** 80 (flying), **Toughness:** 20 (4)

Performance:
Top Speed: 300 mph (483 kph)
Service ceiling: 21,000' (6400 m)
Combat Radius: 1180 miles (1900 km)
Fuel Supply: 375 gallons (1421 l) JP-8 fuel.

Sensors & Comms:
DWR, Loudspeaker, Radar/IFF, Radio II, Targeting

Vehicle Features:
- Hardened Circuitry, Hover, LAI, NavComp, Sealed System

Weapons:
1. Oerlikon M230 30mm Chaingun –
   - 50/100/200, 3d8, RoF 3, AP 6, HW, FF
2. M-89 7.62mm Gatling cannon –
   - 30/60/120, 2d8+1, RoF 5, AP 2
3. Wing Mounted Articulated Missile Hardpoints – By mission. Typical loadouts are:
   - Anti-Armor – 24x ATM-04 Hammerhead
   - Covering Force – 16x ATM-04 Hammerhead, 38x Hydra 70
   - Escort – 114x Hydra 70
   - Anti-Air – 24x AMM-1 Arrow

CH-62 SEA SERGEANT - Four Seat All-Weather Heavy Lift Helicopter

The Sea Sergeant is the latest in a long line of military general use helicopters. It is primarily used to haul cargo, where it can carry 14 tons internally, or haul a Destroid by suspending it underneath. It has also been fitted to be an infantry drop/evac helicopter, where it can carry 50 infantry and two door gunners. As a medivac helicopter, it can carry up to 20 wounded as well as the paramedics needed to treat them. They have even been fitted with outboard wings to carry torpedoes for anti-ship duties.

A Sea Sergeant is briefly seen in the first episode of Robotech.

Crew: 2 - pilot, officer, plus up to 2 door gunners.

Statistical data

Height:	18' (5.5m)
Length:	55.8' (17.0m)
Rotor Span:	49.2' (15m)
Weight:	6 tons (dry)

Sea Sergeant

Size: 8 (Huge), **Handling:** +0,
Toughness: 25 (2)

Performance:
Top Speed: at sea level – 172 mph (277 kph) at 5600+ (space) – 195 mph (314 kph)
Service ceiling: 16,750' (5106 m)
Combat Radius: 621 miles (1000 km) or approximately 5.5 hours.
Fuel Supply: 840 gallons (3180 l) JP-8 fuel.

Sensors & Comms:
DWR, Loudspeaker, Radar/IFF, Radio II, Targeting

Vehicle Features:
- Hardened Circuitry, LAI, NavComp, Sealed System
- Cargo bay can hold up to 14 tons, or up to 50 infantry.

Weapons:
1. M2HB 12.7mm machineguns (1 or 2)
   - 50/100/200, 2d10, AP 4, RoF 3, HW, Pintle

CH-62V – Aeromedical Evacuation

Size: 8 (Huge), **Handling:** +0,
Toughness: 25 (2)

Vehicle Features:
- Hardened Circuitry, LAI, NavComp, Sealed System
- Medical Bay can hold 8 patients and attending medical staff.

Weapons:
1. M2HB 12.7mm machineguns (1 or 2) –
   - 50/100/200, 2d10, AP 4, RoF 3, HW, Pintle

CH-62B – Gunship

Size: 8 (Huge), **Handling:** +0,
Toughness: 25 (2)

Vehicle Features:
- Hardened Circuitry, Hover, LAI, NavComp, Sealed System
- Cargo bay can hold up to 16 tons, or up to 50 infantry.

Weapons:
1. M2HB 12.7mm machineguns (1 or 2)
   - 50/100/200, 2d10, AP 4, RoF 3, HW, Pintle
2. 2. Wing hardpoints – By mission. Typical loadouts include:
   - Anti-Ship – 4x Mk.10 Sting Ray torpedoes
   - Anti-Air – 4x RRG Firebird missiles
   - Ground Assault – 76x Hydra 70 rockets

EC-33 TIGER'S EYE - All Weather, Twenty-Seat Theater AWACS Aircraft

The EC-33 provided UN forces with an airborne command and control post all through the Global Civil War. Robotechnology gave upgrades to the electronics, but the basic frame remains much the same.

Crew: 20

Statistical data

Height:	31' (9.4m)
Length:	153' (46.5m)
Wingspan:	118' (36m)
Weight:	51 tons (dry)

Tiger's Eye

Size: 14 (Gargantuan), **Handling:** -2,
Toughness: 20 (4)

Performance:
Top Speed: below 7010 m – 805 mph (1296 kph)
Service ceiling: 42,000' (12,801 m)
Combat Radius: 6444 miles (10,370 km)
Fuel Supply: 7620 gallons (28,844 l) JP-8 fuel.

Sensors & Comms:
DWR, Long-range Radio III
Theatre Radar/IFF: Capable of covering an area 500 miles across and tracking dozens of targets.

Theater Scanning: Any vehicles are hooked into the Tiger's Eye network can receive all its sensor data, treating their own scan results as if they had a massive 500 mile radar system!

Vehicle Features:
- Hardened Circuitry, Hover, LAI, NavComp, Sealed System

Weapons:
None.

ES-11 CAT'S EYE - Two Seat, All-Weather Reconnaissance Aircraft.

Near the end of the Global Civil War, there was need to update the E-2 Hawkeye craft which was used by many nations on all sides. The SDF-1 crash gave further impetus, and a new, high speed AWACS craft was conceived using robotechnology.

As an Advanced Warning and Control System (AWACS) plane, the Cat's Eye is exceptional. The extensive radar system can track and identify over 500 targets simultaneously. It also can handle a massive amount of radio traffic, coordinating signals for an entire Strike Group. The powerful engines drive it further and faster than the E-2.

During the SDF-1s journey back to Earth, an ES-11 was converted to use a pair of Valkyrie engines, allowing it to operate in space. While the conversion was successful, the Cat's Eye was captured. Eventually, SDF-1 engineers removed the advanced radar systems from the Cat's Eye and installed it into a Valkyrie, creating the first VF-1E.

Statistical data

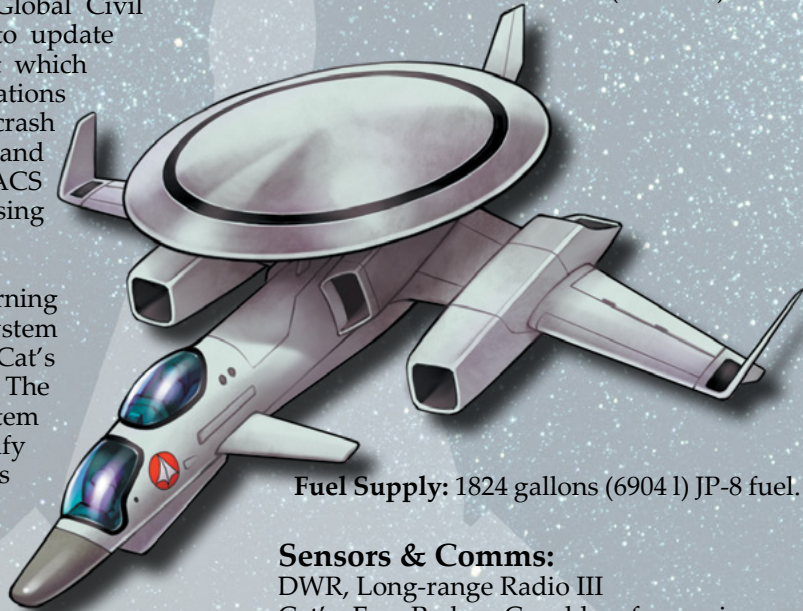| Height:	20.7' (6.3m)
Length:	70.5' (21.5m)
Wingspan:	67.2' (20.5m)
Weight:	20.2 tons (dry)

Crew: 2 - pilot, communications/sensor officer

Cat's Eye

Size: 8 (Huge), **Handling:** -1, **Toughness:** 14 (2)

Performance:
Top Speed: sea level – 220 mph (352 kph) at 30,000+ (space) – 375 mph (600 kph)
Stall Speed: 86 mph (139 kph) 75kn
Service ceiling: 34700' (10,576 m)
Combat Radius: 1600 miles (2500 km)

Fuel Supply: 1824 gallons (6904 l) JP-8 fuel.

Sensors & Comms:
DWR, Long-range Radio III
Cat's Eye Radar: Capable of covering an area 200 miles across and tracking dozens of targets. +2 to all Electronics rolls detect craft using the radar.

Vehicle Features:
- Hardened Circuitry, NavComp, Sealed System

Weapons:
1. LANTRIN Pod.

EVRP-1 SPIDER BUG Mk.VII – One Seat Extra-Atmospheric Maintenance Vehicle.

With the development of the space program, the UN Spacy quickly realized the need for construction while in space. The Spider Bug is the first craft of its type, taken from the design of an exploration mini-sub and then made spaceworthy. Later upgrades added additional construction and emergency response tools.

Crew: 1

Statistical data

Height:	7.8' (2.4m)
Length:	12.7' (3.9m)
Width:	3.7' (1.1m)
Weight:	2.5 tons (dry)

Spider Bug

Size: 2 (Large), **Handling:** -1, **Top Speed (mph):** 35 (space), **Toughness:** 8 (2)

Performance:
Top Speed: Space – 100 mph (160 kph)
Combat Radius: 5 miles (8 km) or approximately 8 hours.
Fuel Supply: Electric battery

Sensors & Comms:
Floodlights, Radio I, Magnetic, Thermal

Vehicle Features:
- Cold Resistant, Hardened Circuitry, LAI, Manipulator Arm (S8, Str d12+8), Manipulator Arms (S0, Str d8), Space Systems
- Repair Systems – The Spiderbug's systems grant a +2 bonus to Repair rolls and a +1 bonus to any other skill roll involving electronic or mechanical technology. Any repair operations cut the normal time in half (which stacks with the Mr. Fix It edge). Finally, the number of grinders, welders, drills and other tools can make for passible weapons. STR+d6 damage, AP 2, Heavy Weapon.

Weapons:
None.

F-200 MASTIFF- One seat, All-weather, High Altitude Interceptor Fighter

The Mastiff was the first production fighter to use a laser. An internal bay held four missiles. While capable of incredible speeds and height, the underwhelming weapons loadout and better options like the Valkyrie and Ghost lead to this fighter being quietly supplanted.

Crew: 1

Mastiff

Size: 9 (Huge), **Handling:** +2, **Toughness:** 17 (3)

Performance:
Top Speed: at Sea Level – 1918 mph (3087 kph, Mach 2.5) at 30,000+ – 4219 mph (6791 kph, Mach 5.5)
Stall Speed: 86 mph (140 kph)
Service ceiling: 328,084' (100,000 m)
Combat Radius: 932 miles (1500 km)
Fuel Supply: 2400 gallons (9100 l) JP-8 fuel.

Sensors & Comms:
DWR, Radar/IFF, Radio II, Targeting

Vehicle Features:
- LAI, NavComp, Sealed System

Weapons:
1. Mauler RöV-5 Laser – An early laser weapon chosen to complement the high speeds and altitudes the craft was to engage in.
   - 300/600/1200, 1d8, RoF 1, AP 5, HW, FF
2. Ventral Weapons Bay – By mission. Typical loadouts are:
   - Air Intercept – 4x AMM-1 Arrow
   - Air Superiority – 4x3 HMM-01 Viper missiles
   - Heavy Target – 2x AIM-131 Diamondback

F-203 DRAGON II - One Seat, All-Weather, Air Superiority Fighter

The F-203 was the cutting-edge fighter first revealed in 1996, featuring a high-efficiency delta wing, dual chainguns, advanced electronics, and STOL capability (2000' runway minimum). It was the superiority fighter of the Global War. However, it was rendered obsolete almost immediately after the SDF-1 crashed. Several upgrades were made as new technologies were discovered, but the Valkyrie outclassed it in almost every aspect, relegating it to second-line and reserve units.

Crew: 1

Statistical data

Height:	18.4' (5.6m)
Length:	56.8' (17.3m)
Wingspan:	45.3' (13.8m)
Weight:	18.8 tons (dry)

Dragon II

Size: 9 (Huge), **Handling:** +2, **Toughness:** 18 (4)

Performance:
Top Speed: Sea Level – 921 mph (1482 kph, Mach 1.2) at 30,000+ – 2148 mph (3457 kph, Mach 2.8)
Stall Speed: 75 mph (120 kph)
Service ceiling: 50,000' (15,240 m)
Combat Radius: 1222 miles (1955 km)
Fuel Supply: 740 gallons (2820 l) JP-8 fuel.

Sensors & Comms:
DWR, Radar/IFF, Radio II, Targeting, Thermal

Vehicle Features:
• LAI, NavComp, Sealed System

Weapons:
1. M-65 30mm Chainguns –
   • 50/100/200, 3d8+2, RoF 3, AP 6, HW, FF, Dual-Linked (+1 to hit)
2. Wing hardpoints – By mission. Typical loadouts are:
   • Heavy Intercept – 6x RRG Firebird
   • Air intercept and engagement – 8x AMM-1 Arrow, 2x AIM-131 Diamondback
   • Anti-ship operations – 6x RIM-66 Derringer

MIM-31 KARYOVIN - One Seat, All-Weather, Air Superiority Fighter

One of the first airplanes created from post-SDF technologies, the Karyovin was popular with anti-Unification forces. Intended to be able to attack ground targets and air targets (similar to the F/A-18 Hornet) and was the premier aircraft of its time.

Then the SDF-1 crashed, and the Valkyrie rendered it obsolete. Several upgrades to incorporate new technologies were implemented, but it struggled against more modern designs. It still pops up occasionally in some smaller military forces and saw a brief resurgence during the Malcontent Uprisings.

Crew: 1

Statistical data

Height:	21.7' (6.6m)
Length:	54.1' (16.5m)
Wingspan:	33.5' (10.2m)
Weight:	17 tons (dry)

Karyovin

Size: 9 (Huge), **Handling:** +1, **Toughness:** 19 (5)

Performance:
Top Speed: Sea Level – 1151 mph (1852 kph, Mach 1.5) at 50,000'+ – 1688 mph (2717 kph, Mach 2.2)
Stall Speed: 109 mph (175 kph)
Service ceiling: 52,000' (15,850 km)
Combat Radius: 925 miles (1480 km)
Fuel Supply: 4467 gallons (16,909 l) JP-8 fuel.

Sensors & Comms:
DWR, Radar/IFF, Radio II, Targeting, Thermal

## Vehicle Features:
• LAI, NavComp, Sealed System

Weapons:
1. Gsh-30-4A1 30mm Autocannon –
   • 50/100/200, 3d8, RoF 3, AP 6, HW, FF
2. Wing hardpoints – By mission. Typical loadouts are:
   • Air intercept and engagement - 6x AMM-1 Arrow and 2x AIM-131 Diamondback
   • Recon & artillery support - 1x LANTRIN Targeting Pod, 3x ATM-04 Hammerhead, 1x AIM-131 Diamondback
   • Anti-ship operations - 4x AIM-131 Diamondback, 4x Mk.84 bombs
   • Bombing - 6x Mk.84, Mk.83, CBU-89 GATOR or 8x Mk.81 Firecracker

QF-3000 GHOST - Unmanned Aerospace Vehicle

One of the most successful outgrowths of robotechnology was advanced artificial intelligence systems. While these can commonly be seen in vending machines or other civilian attractions, the best-known military application is the Ghost.
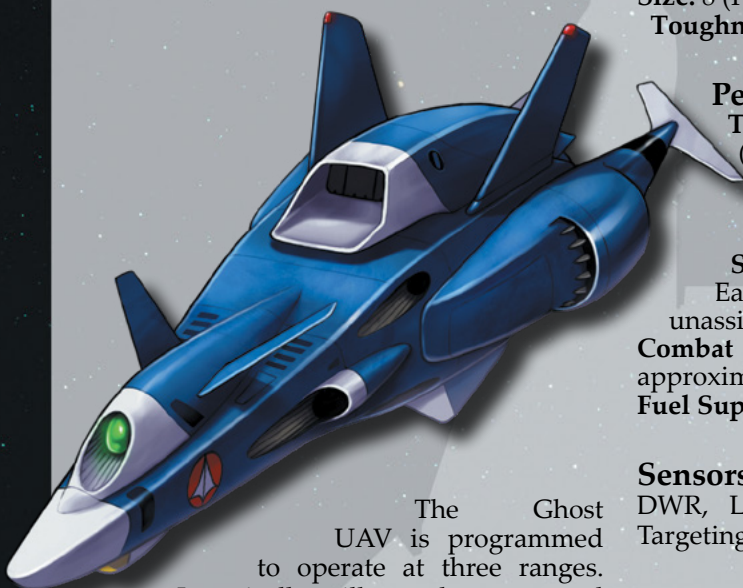
The Ghost UAV is programmed to operate at three ranges. It typically will patrol an area and engage any targets that do not have the proper transponder codes. It is a brutal dogfighter, featuring an internal missile bay and six autocannons. It is capable of maneuvers and thrust that would knock out or kill a human pilot.

The AI is limited and lacks the judgement a human pilot would have. While there have been no major incidents, there have been several times where autonomous Ghosts have targeted and moved to engage civilian craft before they were called off by controllers. In combat situations, it is common to link up to five of them to a human-operated command craft (must have a C3I system) as a virtual squadron. Human pilots tend to dislike them, finding them creepy and difficult to fight alongside. But their performance says AI troops will continue to be investigated.

Crew: 0

Statistical data

Height:	20.6' (6.3m)
Length:	52.4' (16m)
Wingspan:	23.6' (7.2m)
Weight:	12 tons (dry)

Ghost

Size: 8 (Huge), **Handling:** +4, **Toughness:** 16 (4)

Performance:
Top Speed: Sea Level – 746 mph (1210 kph, Mach 0.98) at 50,000'+ (space) – 3300 mph (5310 kph, Mach 4.3)
Stall Speed: 152 mph (245 kph)
Service ceiling: Can achieve low Earth orbit (1242 miles, 2000 km) unassisted.
Combat Radius: 1222 miles (1955 km) or approximately 100 hours.
Fuel Supply: Electric battery

Sensors & Comms:
DWR, Laser Com, Radar/IFF, Radio II, Targeting, Thermal

Vehicle Features:
- Construct, NavComp
- Artificial Intelligence: The AI can operate all systems— from locomotion to weapons to opening or closing hatches. It has a skill level of d10 in these tasks but is an "Extra" and does not receive a Wild Die. The AI does not suffer from multi-action penalties if given simultaneous tasks. In combat, the AI acts on the captain's Action Card. Giving the AI a short verbal command is a free action.
- Environmental Weakness (Electricity): Robots suffer +4 damage from electrical attacks.

Weapons:
1. ARLEN GU9 55mm Autocannons – Six autocannon fire-linked to provide a massive wall of bullets in dogfights.
   - 50/100/200, 3d8+6, RoF 4, AP 4, HW, FF, Hex-linked (+3 to hit)
2. Bifors MDS-RF-5 Multi-Missile Bay – By mission. Typical loadouts are:
   - Air intercept and engagement - 6x (x5) ATM-65 Stiletto missiles

RC-4 RABBIT – One Seat Light Transport and Reconnaissance Space Craft.

With two large feet, and outspread radar "ears", there is no question where this shuttle got its name. Designed to ferry passengers and small cargos between space vessels, the Rabbit was well known for its reliability and speed. Later modifications gave it a strong radar and radio systems, allowing it to perform reconnaissance duties. They were standard on Oberth-class Destroyers, ARMD platforms, and the SDF-1.

Crew: 2, with up to 4 additional passengers

Statistical data

Height:	28.5' (8.7m)
Length:	45.9' (14.0m)
Width:	27.6' (8.4m)
Weight:	13.5 tons (dry)

Rabbit

Size: 7 (Large), **Handling:** +2, **Toughness:** 14 (4)

Performance:
Top Speed: 767 mph (1234 kph, Mach 1)
Combat Radius: 1024 miles (8 km)
Fuel Supply: Electric Battery

Sensors & Comms:
Floodlights, Radio II, Long-Range Radar/IFF

Vehicle Features:
* Cold Resistant, Hardened Circuitry, Space Systems

Weapons:
None.

SC-07 STAR GOOSE - Two Seat General Purpose Space Cargo Shuttle.

The first mass-produced shuttlecraft, the Star Goose found use in both civilian and military projects. A workhorse, it can ferry 25 passengers in comfort, or up to 30 tons of cargo. A rugged design, the Star Goose has come under fire numerous times, while still delivering its passengers safely.
One innovation was the Stonewell

Statistical data

Height:	44.3 (13.5m)
Length:	81.4' (24.8m)
Wingspan:	83' (25.3m)
Weight:	50 tons (dry)

Passenger Safety System. In case of a breach or sudden decompression, each passenger seat is quickly enclosed, protecting them from exposure to hard vacuum.

Crew: 2 pilot, copilot, plus up to 40 passengers.

Star Goose

Size: 13 (Gargantuan), **Handling:** -1, **Toughness:** 26 (6)

Performance:
Top Speed: Sea Level – 404 mph (650 kph) at 50,000'+ (space) – 17,500 mph (28,000 kph, Mach 28) Stall Speed: 115 mph (213 kph) 115kn
Service ceiling: Geosynchronous orbit 21,748 miles (35,000km) unassisted. A solid fuel booster is typically added to achieve this.
Combat Radius: 2400 miles (4000 km)
Fuel Supply: Liquid hydrogen

Sensors & Comms:
DWR, Radar/IFF, Radio II

Vehicle Features:
* Environmental Resistance (Cold), Environmental Resistance (Heat), LAI, NavComp, Space Systems
* Modular Internal Bay: The interior of the Goose can be configured to carry vehicles, cargo, or passengers with minimal effort, though some time in a shop will be required.
* Passenger escape pods: Each seat has an individual ejection system. When the cabin pressure drops below a certain point, or when triggered by one of the crew, each seat is encased in a small armored cocoon. Each pod has a distress beacon (100 mile range) and enough air to last for two hours.

Weapons:
None.

SF-3 LANCER II - One Seat Space Attack Fighter

Humanity's main space fighter craft during the First Robotech War, it is a beautiful example of minimalist design. It is literally two ship-scale cannons mounted to a pair of engines, with a cockpit on top.

It was designed to engage with assumed delivery vehicles for enemy mecha the RDF planners speculated to exist. The main cannons would take care of the vehicles, and missiles would take care of any surviving mechs.

It was a good design, but Zentraedi tactics did not meet with the expected ones, and the Lancer suffered greatly during the first war, before being phased out by the AF-1 Vulture.

Crew: 1

Statistical data

Height:	16.5' (5.0m)
Length:	66.3' (20.2m)
Width:	28' (8.5m)
Weight:	14 tons (dry)

Lancer II

Size: 6 (Large), **Handling:** +0, **Toughness:** 18 (4)

Performance:
Top Speed: 5920 mph (9472 kph, Mach 8)
Combat Radius: 2000 miles (3219 km) or approximately 140 hours.
Fuel Supply: Electric battery

Sensors & Comms:
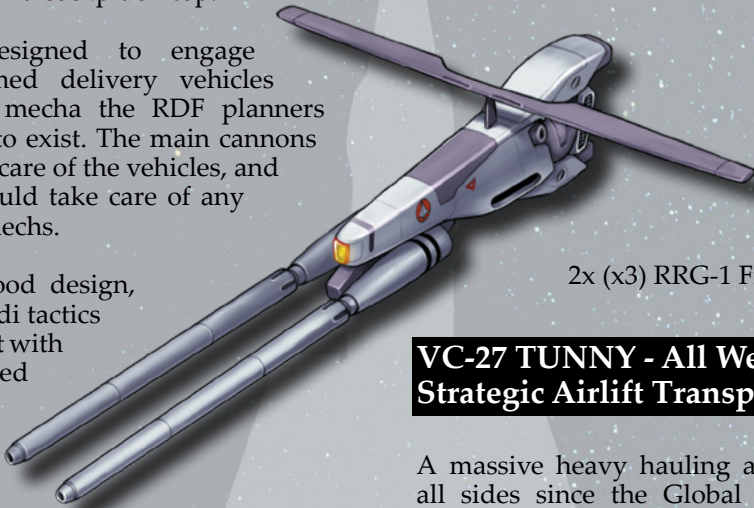DWR, Long-range Radar/IFF, Radio II, Targeting, Thermal

Vehicle Features:
- Environmental Resistance (Cold), LAI, NavComp, Space Systems

Weapons:
1. Howard PBC-155 Particle Beam Cannons (2) –
- 300/600/1200, 4d8+2, RoF 1, AP 10, HW, Twin-linked (+1 to hit)
2. MDS-L-12 Missile Launchers (2) – By mission. Typical loadouts are:
- Air intercept and engagement - 2x (x3) RRG-1 Firebird

VC-27 TUNNY - All Weather Heavy Strategic Airlift Transport Craft

A massive heavy hauling aircraft used by all sides since the Global Civil War, the Tunny has been providing logistics to many militaries and civilian interests for nearly 15 years. It is a massive craft with ducted exhausts allow it to have Short Take Off and Landing (STOL) capabilities (can take off a runway of 6000' fully loaded), far less than an airplane this size should need.

The tunny has two decks inside, a pressurized upper deck with 80 seats for crew, passengers or military troops. The bottom deck can hold up to 140 tons of cargo, including vehicles, equipment or even mecha. Variations of the craft have been used to evacuate populations (the cargo deck can hold 300 people easily if the pilot doesn't fly too high), and even used as a 'flying hospital' to land and set up instantly.

Crew: 5

Tunny

Size: 13 (Gargantuan), **Handling:** -1, **Top Speed (mph):** 630 (flying), **Toughness:** 26 (6)

Performance:
Top Speed: below 7010 m – 805 mph (1296 kph)
Service ceiling: 42,000' (12,801 m)
Combat Radius: 6444 miles (10,370 km)
Fuel Supply: 7620 gallons (28,844 l) JP-8 fuel.

Statistical data

Height:	65' (19.8m)
Length:	213' (65m)
Wingspan:	222.75' (67.89m)
Weight:	140 tons (dry)

Sensors & Comms:
DWR, Radar/IFF, Radio II

Vehicle Features:
- Hardened Circuitry, LAI, NavComp, Sealed System
- Cargo Bay: The Tunny features both front and rear cargo ramps, allowing for rapid loading or unloading of materials.
- Modular Internal Bay: The interior of the Tunny can be configured to carry vehicles, cargo, or passengers with minimal effort, though some time in a shop will be required.

Weapons:
None.

VC-33 VTOL CARGO PLANE - All Weather Four-Seat Strategic Airlift Transport Craft

The VC-33 is a popular logistics aircraft in use for almost 20 years before the SDF-1 crash. Grumman has dozens of equipment kits that allow it to be configured for cargo, passenger ferry, medivac, and even support services. This has led them to gain the nickname "Mom's Kitchen" among RDF troops.

A VC-33 carried Lisa Hays and Captain Gloval to give his report to the UN base in Alaska.

Crew: 4

Mom's Kitchen

Size: 10 (Huge), **Handling:** -1, **Toughness:** 20 (6)

Performance:
Top Speed: Sea Level – 329 mph (530 kph) at 30,000'+ – 503 mph (810 kph)
Service ceiling: 41,000' (12,800 m)
Combat Radius: 2306 miles (3690 km)
Fuel Supply: 8090 gallons (30,620 l) JP-8 fuel.

Sensors & Comms:
DWR, Radar/IFF, Radio II

Vehicle Features:
- Hardened Circuitry, LAI, NavComp, Sealed System
- Modular Internal Bay: The interior of the VC-33 can be configured to carry vehicles, cargo, or passengers with minimal effort, though some time in a shop will be required.
- Troop Transport: In this configuration, can carry 25 troops and their equipment. Can also be used for parachute drops.
- Cargo: Can carry 5 ½ tons of palleted cargo.
- VIP: Can carry 12 passengers very comfortably, and up to a ton of cargo.

Weapons:
None.

Statistical data

Height:	17.7' (5.4m)
Length:	63' (19.2m)
Wingspan:	64' (19.5m)
Weight:	17.2 tons (dry)

Many of the ships and vehicles in *Robotech* are simply huge. No, bigger than that … immense. They easily fall off the SWADE size level guide and render simple comparisons like "Huge" or "gargantuan" irrelevant. For example, a modern Nimitz-class aircraft carrier is over a thousand feet long, and displaces over 100,000 tons. According to the SWADE chart, this would place it around Size Level 24, and be literally off the chart. The SDF-1 is almost four times as long, and displaces over 17,000,000 tons… SL 53? Breetai's Battleship, a Nupetiet-Vergnitz? 13,123' long, displacing 167,315,110 tons. SL 145 at least. Needless to say, things on this scale no longer really interact with human or mecha-sized objects in the same way. A Valkyrie could fire its gunpod dry at the side of a vehicle this size and do very little real damage to it. We call these vehicles Immense.

Immense vehicles are more like a location than a vehicle. They will have several features like command towers, antennae, weapons turrets, access doors, and engine nozzles. While the ship itself may be effectively immune to damage, these locations are more in scale with the characters and their vehicles. Immense vehicles will not list their own toughness and scale, but several of their locations will be listed.

Some vehicles might have special features, like force field walls or special weapon turrets. Those will be mentioned in their description.

What about if two Immense vehicles are fighting each other? As each likely involves crews of dozens of operators, each doing vastly different things, it is beyond the scope of this game to handle (adventurous GMs might enjoy detailing Crewman #83 is pushing his button particularly well.) Treat it like a background happening and focus on the players.

ARMD-Class, Armored Reflex Missile Destroyer Carrier

The backbone of the RDF space fleet, the ARMD class carriers were intended to combine the long-range strike capabilities of a missile carrier and the aircraft support of a carrier, but in space.

They were among the first designs created after the arrival of the SDF-1, and as such they are generally lower-technology then later designs.

The main weapons were the large SLBM missile launchers, intended to destroy capital-class targets within the orbit of the moon. This was supplemented by five massive laser cannons, to engage sub-capital targets. Eight Lancer squadrons and 30 Ghost squadrons allowed for attack and defense missions. Finally, dozens of close-range weapons protected from fighters and missile strikes.

In application, the ARMD carriers would have been a fair challenge against most Zentraedi designs in a one-on-one confrontation. However, only a dozen were planned, and seven finished when the Zentraedi fleet arrived with thousands of ships. Outnumbered by orders of magnitude, the ARMD platforms were quickly disabled in the first engagements.

Crew: 1500 Ship's crew, 600 air group.

Statistical data

Height:	361' (110m)
Length:	1411' (430m)
Beam:	722' (220m)
Displacement:	174,000 tons (fully provisioned)

ARMD

Size: 28 (Immense),
Top Speed (mph): 155,300 (space)

Locations:

- Bridge - Size: 10 (Huge), Hardness 30(15)
- TDS-H-9 Anti-Ship Missile Launchers (2) – Size: 9 (Huge), Hardness 14(2)
- HPC-SC220 Guided Converging Beam Cannons (5) – Size: 9 (Huge), Hardness 14(2)
- HLC-SC-125 Laser Cannons (6) – Size: 4 (Large), Hardness 11(2)
- MDS-L-10 Missile Launchers (6) – Size: 4 (Large), Hardness 11(2)
- RRG CIWS-L-20 Laser Cannons (24) – Size: 4 (Large), Hardness 10(2)
- Access Hatch (external) – Size: 0 (Normal), Hardness 12
- Access Hatch (internal) – Size: 0 (Normal), Hardness 8
- Hanger Bay doors – Size: 9 (Large), Hardness 14
- Main Engines (2) – Size: 10 (Huge), Hardness 40(15)

Performance:

Mean Orbital Speed: 7000 mph (11265 kph)
Lower ceiling: 80 miles (129 km). No atmospheric capability.
Fuel Supply: Reflex furnaces are rated for 15 years.
Stores: Good for 6 months active deployment. A small hydroponics area helps recycle air and water, and provides a small amount of fresh vegetables. Life support can handle 1000 supernumeraries.

Sensors & Comms:

DWR, Long Range ECM Suite, Laser Comm, Long Range Radar/IFF, Long Range Radio III, Targeting, Long Range Thermal

Vehicle Features:

- Environmental Resistance (Cold), LAI, NavComp, Space Systems
- Bridge: A fully integrated command, control and communications network for the captain to coordinate air, turrets, and ships.
- Security: Generally, 6 men on duty at any time. A small security locker located in the Brig. It holds 6 rifles. 2 cells hold any prisoners.
- Medical Facilities: Full on-board hospital including full lab, pharmacy, operating room, and 40-bed ward. +2 to Healing rolls.
- Crew Facilities: 2100 bunks. Small galley and recreation room including large vidscreen, sound system, library of movies, and game console. A handful of personal communications stations can connect crew with loved ones back home.
- Workshop: Capable of all the repair and maintained of assigned vehicles. Has no facilities or spare parts for unassigned vehicles and cannot manufacture missiles or ammunition.
- Hanger: Official complement:
  - Seven squadrons (12) VF-1 Valkyrie Veritech fighters.
  - Eight squadrons (12) SF-3 Lancer II space fighter.
  - Thirty squadrons (12) QF-3000 Ghost drone fighter.
  - Two SC-27 Star Goose space shuttles
  - Six RC-4 Rabbit shuttles
  - Six EVRP-11 Spider Bug maintenance vehicles

In addition, there are various training and mission-related equipment might include Veritechs, shuttles, cargo or research vessels.

Weapons:

1. TDS-H-9 Anti-Ship Missile Launchers (2) – Massive missile launcher designed to engage with capital ships.
   - 300/600/1200, 10d12, RoF 3, AP 80, HW, 20" blast, FF
2. RRG HPC-SC220 Guided Converging Beam Cannons (5) – Based on the heavy batteries of the SDF-1, these weapons were a major drain on the power system.
   - 5k/10k/20k miles, 10d10+2, RoF 1/5, AP 50, HW, Turret, Double-Barreled (+1 to hit)
3. RRG HLC-SC-125 Laser Cannons (6) – Heavy cannons bridging the gap between the CIWS cannons and the main guns.
   - 5k/10k/20k miles, 4d10+2, RoF 1, AP 15, HW, Turret, Triple-Barreled (+1 to hit)
4. MDS-L-10 Missile Launchers (6) – Hatches concealed a pop-up pepperbox-style launcher with 10 missiles ready to fire.
   - 10x (x8) RRG Firebird
5. RRG CIWS-L-20 Laser Cannons (24) – Close-in weapons system designed to counter enemy mecha or missiles.
   - 50/100/200, 2d6+4, RoF 4, AP 2, HW, Reaction Fire, Twin-linked (+1 to hit)

DAEDALUS-CLASS Super-Large Semi-Submersible Assault Landing Vessel

The Daedalus-class landing vessels were designed as massive landing vehicles capable of letting Destroid-sized craft storm beaches anywhere in the world. Later refinements gave it underwater capabilities, with the thought it would submerge and stealthily move up to targets before surfacing and landing, disgorging a brigade of mecha.

In practice, the ships were less than successful. As landing craft, they were massive enough that landing at a beach was problematic. As submarines, they were extremely large and loud, and were easily detected by other stealthier subs. They performed adequately as helicopter carriers.

When scientists were working on the anti-gravity pods of the SDF-1, they realized there were quite a few too many needed to lift the ship. After some debate, several of the anti-gravity pods were removed and installed in three Daedalus-class ships (the Thunderbird, Arcadia and Liberator). The thought was to make the ships into a mobile base, fully able to install itself at any location, land or sea. While the anti-gravity units gave the ships ponderous flight (and even orbital) capabilities, they were not effective in the First Robotech War, mostly because the Zentraedi didn't capture land. All three ships took part in the orbital assault on Dolza's command ship and were destroyed. Engineers believe it was the removal of these pods which caused the main anti-gravity pods of the SDF-1 to rip free of their moorings.

Crew: 1200 Ship's crew, 225 air group, 2500 marines

Statistical data

Height:	243' (74m)
Length:	1601' (488m)
Beam:	196.9' (60m)
Displacement:	268,000 tons (fully provisioned)

Daedalus

Size: 30 (Immense)

Locations:
- Bridge - Size: 10 (Huge), Hardness 30(15)
- RLT-2B Twin-barreled Laser pop-up turrets (6) – Size: 4 (Large), Hardness 10(2)
- QRB-12 Missile Bins (12) – Size: 4 (Large), Hardness 11(2)
- Mk.82 760mm torpedo Tubes (6) – Size: 4 (Large), Hardness 11(2)
- Access Hatch (external) – Size: 0 (Normal), Hardness 12
- Access Hatch (internal) – Size: 0 (Normal), Hardness 8

Performance:
Top Speed: Sea Level – 46 mph (74 kph, 40 knots) submerged – 20 mph (32 kph, 17 knots)
Operational Depth: 850' (259 m)
Combat Radius: Nuclear reactors rated for 20-25 years.
Stores: 3 months active deployment. Water and oxygen distilled directly from ocean. Life support can handle 1000 supernumeraries.

Sensors & Comms:
DWR, Long Range ECM Suite, Laser Comm, Long Range Radar/IFF, Long Range Radio III, Targeting, Long Range Thermal

Vehicle Features:
- Amphibious, Environmental Resistance (Cold), Depth Reinforcement, Hardened Circuitry, LAI, NavComp
- Bridge: A fully integrated command, control and communications network for the captain to coordinate air, turrets, and ships.
- Security: Generally, 8 men on duty at any time. A small security locker located in the Brig. It holds 26 rifles. 8 cells hold any prisoners.
- Medical Facilities: Full on-board hospital including full lab, pharmacy, operating room, and 40-bed ward. +2 to Healing rolls.
- Crew Facilities: 4000 bunks. Small galley and recreation room including large vidscreen, sound system, library of movies, and game console. A small gym helps keep crew in shape. A handful of personal communications

stations can connect crew with loved ones back home.

- Workshop: Capable of all the repair and maintained of assigned vehicles. Has no facilities or spare parts for unassigned vehicles and cannot manufacture missiles or ammunition.
- Hanger: Official complement:
  - Six squadrons (12) AH-68 Comanchero helicopters.
  - Seven squadrons (5) MBR-04 Tomahawk Destroids.
  - Seven squadrons (5) MBR-07 Spartan Destroids.
  - Six squadrons (5) ADR-04 Defender Destroids.
  - Six squadrons (5) SDR-04 Phalanx Destroids.
  - One platoon (4) HWR-00 Monster Destroids.
  - Twelve CH-62 Sea Sergeant helicopters.
  - 2 two-man mini-subs for research and inspections.

In addition, there is various training and mission-related equipment which might include Veritechs, cargo or research vessels.

Weapons:
1. RLT-2B Twin-barreled Laser pop-up turrets (6) –
   - 300/600/1200, 1d8x10+2, RoF 1/5, AP 25, Twin-Linked (+1 to hit)
2. QRB-12 Missile Bins (12) –
   - 8x (x8) ATM-65 Stiletto
3. Mk.82 760mm torpedo Tubes (6) –
   - 1x (x8) Mk.10 Sting Ray torpedoes

OBERTH-CLASS Extra-Atmosphere Escort/Destroyer

The Oberth Space Destroyers were the first warships designed by humans for use outside of Earth's atmosphere. Primitive, they carried only the very earliest of the technology drawn from the crashed SDF-1. Only a handful were in operation before the Zentraedi fleet warped in. While they put up a valiant fight, they were clearly outmatched and outnumbered.

Crew: 54

Oberth
Size: 21 (Immense)

Locations:
- Bridge - Size: 10 (Huge), Hardness 30(15)
- MDS-H-11 Missile Launchers (3) – Size: 9 (Huge), Hardness 14(2)
- HPC-220 Charged Particle Cannons (4) – Size: 9 (Huge), Hardness 14(2)
- Access Hatch (external) – Size: 0 (Normal), Hardness 12
- Access Hatch (internal) – Size: 0 (Normal), Hardness 8
- Main Engines (2) – Size: 10 (Huge), Hardness 40(15)
- Hanger Doors - Size 8 (Huge), Hardness 14

Performance:
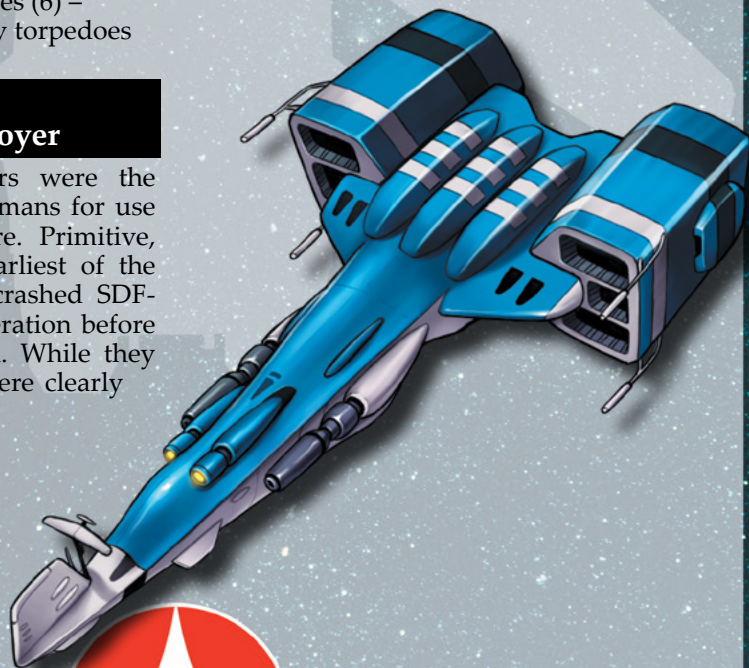**Top Speed:** 14,430 mph (24,840 kph, Mach 18)
Lower ceiling: 74 miles (120 km). No atmospheric capability.
Fuel Supply: Reflex furnaces are rated for 15 years.
Stores: Good for 10 months active deployment. Life support can handle 100 supernumeraries.

Sensors & Comms:
DWR, Long Range ECM Suite, Laser Comm, Long Range Radar/IFF, Long Range Radio III, Targeting, Long Range Thermal

Vehicle Features:

- Environmental Resistance (Cold), Hardened Circuitry, LAI, NavComp, Space Systems
- Bridge: A fully integrated command, control and communications network for the captain to coordinate air, turrets, and ships.
- Security: Generally, 2 men on duty at any time. A small security locker located in the Brig. It holds 6 rifles. A single cell holds any prisoners.
- Medical Facilities: A small two-man sickbay suitable for stabilizing crew until they could be transferred to a more complete facility.
- Crew Facilities: 40 bunks. Tiny galley and recreation room with a handful of tables and small TV/Radio. A personal communications station can connect crew with loved ones back home.
- Hanger: Official complement:
  - One EVP-1 Spider Bug
  - One RC-4 Rabbit

Weapons:

1. HPC-220 Charged Particle Cannons (4) –
   - 5k/10k/20k miles, 10d10, RoF 1/4, AP 10, HW, FF
2. MDS-H-11 Missile Launchers (3) –
   - 6x (x8) RRG Firebird

PROMETHEUS-CLASS Super-Large Semi-Submersible Aircraft Carrier

Military analysts quickly realized if Earth were facing a threat from beyond the solar system, most of the battles would take place in space, and conventional militaries would be of limited use. A common scenario predicted was a standard naval fleet would be bombarded from orbit, quickly devastating one of Earth's most powerful military formations.

A possible solution was to make the fleet submersible. While enemies remained in orbit, the ships would submerge, becoming difficult to detect. When the orbiting craft were over the horizon, the ships could surface, and launch or retrieve their forces.

The Prometheus-class Carriers were the first of these ships. Designed as super-carriers, 1.5 times the length of the Nimitz-class, carries more than double the number of aircraft, yet is manned by a comparable crew.

The submersible tactic worked.

During the Rain of Fire, only two active Prometheus-class carriers were hit. The surviving nine ships were crucial in rebuilding efforts, travelling to population centers and providing support for survivors.

Crew: 2700 crew, 2200 air group, 230 marines

Statistical data

Height:	230' (70m)
Length:	1680' (512m)
Beam:	299' (91m)
Displacement:	503,205 tons (fully provisioned)

Prometheus

Size: 30 (Immense)

Locations:

- Bridge - Size: 10 (Huge), Hardness 30(15)
- RLT-2B Twin-barreled Laser pop-up turrets (4) – Size: 4 (Large), Hardness 10(2)
- QRB-12 Missile Bins (12) – Size: 4 (Large), Hardness 11(2)
- MLB-10 Missile Launchers (12) – Size: 4 (Large), Hardness 10(2)
- Mk.82 760mm torpedo Tubes (4) – Size: 4 (Large), Hardness 11(2)
- Access Hatch (external) – Size: 0 (Normal), Hardness 12
- Access Hatch (internal) – Size: 0 (Normal), Hardness 8

Performance:

Top Speed: Sea Level – 46 mph (74 kph, 40 knots) submerged – 20 mph (32 kph, 17 knots)
Operational Depth: 525' (160 m)
Combat Radius: Nuclear reactors rated for 25 years.
Stores: 3 months active deployment. Water and oxygen distilled directly from ocean. Life support can handle 1750 supernumeraries.

Sensors & Comms:

DWR, Long Range ECM Suite, Laser Comm, Long Range Radar/IFF, Long Range Radio III, Targeting, Long Range Thermal

Vehicle Features:

- Amphibious, Environmental Resistance (Cold), Depth Reinforcement, Hardened Circuitry, LAI, NavComp
- Bridge: A fully integrated command, control and communications network for the captain to coordinate air, turrets, and ships.
- Security: Generally, 8 men on duty at any time. A small security locker located in the Brig. It holds 26 rifles. 8 cells hold any prisoners.
- Medical Facilities: Full on-board hospital including full lab, pharmacy, operating room, and 40-bed ward. +2 to Healing rolls.
- Crew Facilities: 4000 bunks. Small galley and recreation room including large vidscreen, sound system, library of movies, and game console. A small gym helps keep crew in shape. A handful of personal communications stations can connect crew with loved ones back home.
- Workshop: Capable of all the repair and maintained of assigned vehicles. Has no facilities or spare parts for unassigned vehicles and cannot manufacture missiles or ammunition.
- Hanger: Official complement:
  - Seven squadrons (12) VF-1 Valkyrie Veritech fighters.
  - One squadron (12) F-203 Dragon II multi-role fighters.
  - Two squadrons (12) A-12 Avenger attack aircraft.
  - One squadron (12) ES-12 Stalker electronic support planes.
  - One squadron (6) S-12 Avenger submarine assault planes.
  - One squadron (4) ES-11 Cat's Eye recon planes.
  - One squadron (6) SH-62 Sea Sergeant helicopters.
  - One detachment (6) UH-62 Supply Sergeant helicopters.
  - One training squadron (12) VF-1D Training Valkyrie Veritech fighters.
  - Three squadrons (12) QF-3000 Ghost drone fighters.
  - 2 two-man mini-sub
  - Assorted support craft for hauling, refueling, rearming, cargo and maintenance duties.
- In addition, there are various training and mission-related equipment might include Veritechs, shuttles, cargo or research vessels.

Weapons:
1. RLT-2 Twin-barreled Laser pop-up turrets (4) –
   - 150/300/600, 2d10+2, RoF 1, AP 5, HW, Turret, Reaction Fire, Twin-Linked (+1 to hit)
2. QRB-12 Missile Bins (12) –
   - 8x (x8) ATM-65 Stiletto
3. MLB-10 Missile Launchers (12) –
   - 10x (x3) AIM-131 Diamondback
4. Mk.82 760mm torpedo Tubes (4) –
   - 1x (x8) Destroyer torpedoes

MACROSS-CLASS SUPER-DIMENSIONAL FORTRESS

What more can be said about the legendary craft, the Macross? Crash landing on Earth in July of 1999, the remains of Zor's ship opened humanity's eyes to the wonders of technology far beyond their own, and the terror of the knowledge that there are other thinking beings out there who could arrive at any moment.

It took ten years of work to restore Zor's ship to a functioning vessel, with the combined efforts of the world's brightest minds. Intended as a flagship to defend the earth from invaders, a freak accident led to it folding to Pluto. This led most of the invaders away and gave Earth a chance to prepare now that they knew the real scope of the problem.

The inside of the ship was a nightmare. The original Tirolian Sian-Class ships were a modular design, made with the idea that if major damage should happen to a section of the ship, the rest of the ship could shunt off the damaged section and remain operational. Additionally, replacing damaged parts would be relatively simple. The Sian-Class came into popularity around the same time as the creation of the Zentraedi, and the idea of mixed-crew ships was being tried out. This concept was eventually abandoned, and the ships were gradually being replaced by newer designs when Zor took one and modified it to be his personal research and exploration vessel. Zor's improvements took an already complex craft and made it more so. Then the humans refit everything. The insides are a mess of hallways, dead end, rooms that are sealed away,

strange corridors and wall thicknesses. It was quite common for new recruits or people exploring away from Macross City to get lost. This became even worse when they ship reconfigured to 'Battleoid' mode to fire the main gun. Even during the last days, when crews were disassembling parts of the Macross to transfer to the Odyssey, they would come across new rooms or hallways that were part of no schematic.

…But Zor had left one final surprise which his crew and the humans later found. Hidden deep within the SDF-1, the final Protoculture Matrix, the device that could process raw Flower of Life spores into useable Protoculture, was hidden. However, final discovery was left unknown until the Master's attack, 16 years later.

Vehicle Type: SDF-1, Super-Dimensional Fortress

Crew: 6000 Ship's crew
1500 air group
12,500 marines and additional personnel

SDF-1
Size: 53 (Immense)

Locations:
• Bridge - Size: 15

• Hardness 10(2)
• Access Hatch (external) – Size: 0 (Normal), Hardness 12
• Access Hatch (internal) – Size: 0 (Normal), Hardness 8
• Main Engines (2) – Size: 20 (Gargantuan), Hardness 60(20)

Performance:
Top Speed: Sea Level – 450 mph (724 kph) 30,000'+ (space) – 17,800 mph (28,646 kph) Fold – 750 parsecs
Service ceiling: None. Can achieve interstellar space without assistance.
Combat Radius: Nuclear and protoculture reactors rated for 50 years.
Stores: 36 months active deployment. After Macross City was built, hydroponic installations helped with air and water recycling, and provided extra food. Life support was originally designed for an army of Zentraedi and is grossly overbuilt for human-sized beings. Can handle up to 80,000 supernumeraries.
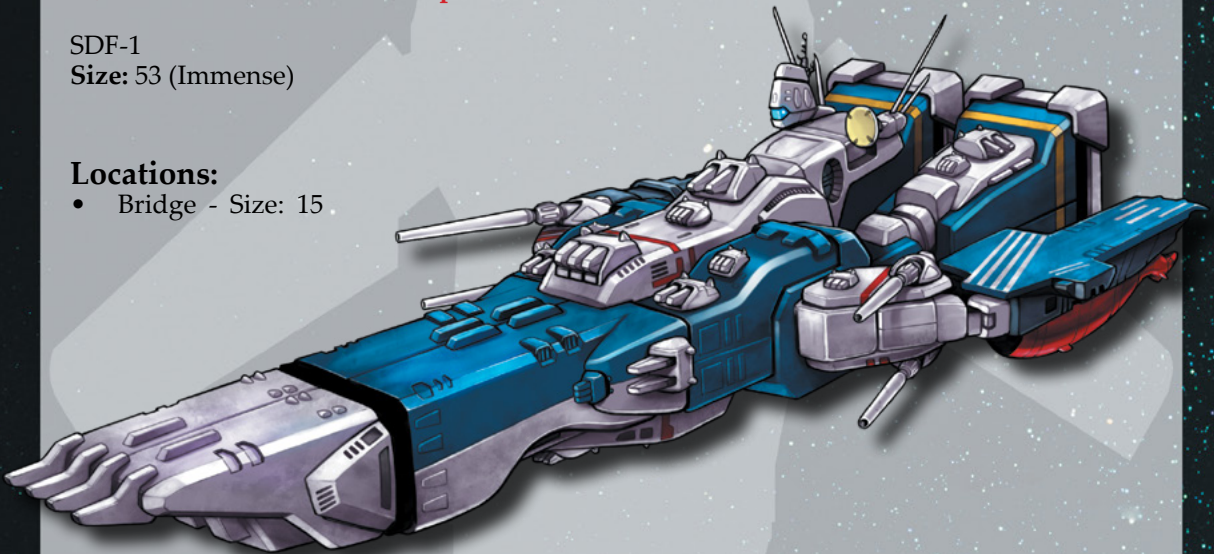
(Gargantuan), Hardness 45(15)
• HRC-420 Rail Cannons (4) – Size: 12 (Gargantuan), Hardness 24
• HPC-SC440 Heavy Particle Cannons (8) – Size: 9 (Huge), Hardness 14(2)
• HLC-SC125 Medium Laser Cannons (16) – Size: 4 (Large), Hardness 11(2)
• MDS-L-10 CIWS Missile System (48) – Size: 4 (Large), Hardness 11(2)
• CIWS-L-20 Point Defense Lasers (96) – Size: 4 (Large),

Sensors & Comms:
DWR, Long Range ECM Suite, Laser Comm, Long Range Radar/IFF, Long Range Radio III, Targeting, Long Range Thermal

Vehicle Features:
- Amphibious, Environmental Resistance (Cold), Environmental Resistance (Heat), Hardened Circuitry, NavComp, Space Systems
- Bridge: A fully integrated command, control and communications network for the captain to coordinate air, turrets, and ships.
- Security: Generally, 8 men on duty at any time. A small security locker located in the Brig. It holds 26 rifles. 8 cells hold any prisoners.

- Medical Facilities: Full on-board hospital including full lab, pharmacy, operating room, and 80-bed ward. +2 to Healing rolls.
- Crew Facilities: 20,000 bunks, most crew get small rooms which they share with one other crewmember. Officers have their own rooms. Multiple galleys and recreation rooms including large vidscreen, sound system, library of movies, and game consoles. A small gym helps keep crew in shape. A handful of personal communications stations can connect crew with loved ones back home. In addition, has all

of Macross City to draw upon.
- Construction and Engineering Facilities: Fully stocked workshop with all the tools and manufacturing equipment needed for a small army. In addition to being able to repair all the vehicles and equipment onboard, is capable of manufacturing ammunition and missiles. Additionally, whole new vehicles can be assembled out of spare parts, like the VEF-1 Electronics Warfare Valkyrie and the SDR-04 Phalanx.
- Protoculture Generation: Unknown to the humans who found it, hidden

in the engines of the SDF-1 is the only existent Protoculture Matrix, capable of manufacturing additional protoculture. Zor stocked it with dozens of years of Flower of Life spores, and there was a sizeable stockpile of ready protoculture canisters onboard. Billions of protoculture canisters are available and are steadily replaced.
- Hangers: Official complement:
- Sixteen squadrons (12) VF-1 Valkyrie Veritech fighters.
- Ten squadrons (12) QF-3000 Ghost drone fighters.
- Five squadrons (12) SF-3

Lancer II fighters.
- Nine squadrons (4) MBR-04 Tomahawk Destroids.
- Nine squadrons (4) MBR-07 Spartan Destroids.
- Eighteen squadrons (2+2) ADR-04 Defender and SDR-04 Phalanx Destroids.
- Two squadrons (4) HWR-00 Monster Destroids.
- 12 SHC-08 Star Goose shuttles
- 24 RC-1 Rabbit shuttles
- Assorted support craft for hauling, refueling, rearming, cargo and maintenance duties.
- Also see complements of attached Prometheus and Daedalus vessels.
- In addition, there are various training and mission-related equipment might include Veritechs, shuttles, cargo or research vessels.
- Omnidirectional Barrier System: An advanced forcefield system which had fallen out of favor among the Tiroleans. It will stop all solid and directed energy attacks. If the field is overloaded, it will release all the stored energy in an explosive burst equal to several megatons.
- Pinpoint Barrier System: The barrier system on the SDF-1 was heavily damaged when it crashed on Earth. As a makeshift system, several disks of field could be maneuvered across the surface of the ship. This effectively increased the amount of energy they could store beyond the omnidirectional field system by orders of magnitude.
- Prometheus: Has the CVS-101 Prometheus attached to the port side wing of the craft. This includes all the supplies, power, craft and personnel.
- Daedalus: Has the SLV-111 Daedalus attached to the starboard side wing of the craft. This includes all the supplies, power, craft and personnel.
- Macross City: The survivors of Macross Island rebuilt their city inside the SDF-1. There are over 50,000 people in mostly military-support roles. Includes restaurants, theaters, hospitals, schools, and any other feature for a small city.

Weapons:
1. Super-Heavy Reflex Cannon –
   - 15k/30k/60k miles, Dam: Absolutely everything in a 1000' path is utterly destroyed, RoF 1/5 minutes, AP N/A, HW, FF. (After fold accident, can only be fired in "Battleoid" mode)
2. HRC-420 Rail Cannons (4) –
   - 8k/16k/24k miles, 6d12, RoF 3, AP 60, HW, Turret
3. HPC-SC440 Heavy Particle Cannons (8) –
   - 5k/10k/20k miles, 10d10+2, RoF ½, AP 50, HW, Turret, Double-Barreled (+1 to hit)
4. HLC-SC125 Medium Laser Cannons (16) –
   - 5k/10k/20k miles, 4d10+2, RoF 1, AP 15, HW, Turret, Triple-Barreled (+1 to hit)
5. MDS-L-10 CIWS Missile System (48) –
   - 10x (x250) RRG Firebird
6. CIWS-L-20 Point Defense Lasers (96) –
   - 300/600/1200, 2d10+2, RoF 1, AP 5, HW, Turret, Reaction Fire

CHAPTER FOUR: ZENTRAEDI

The History of the Zentraedi People
(excerpt)
Exedore Folmo

I have noticed it is quite disturbing to many humans that the Zentraedi do not know their own history. This is, perhaps, not shocking. The Masters limited much of our knowledge to warfare and the bare minimum needed to keep our ships and weapons operating. Even that which I will write about here was handed to me by my own teacher, Phamatore. An "oral history" I believe you humans call it. Added to it are the investigations of myself and human researchers, the rare correlation, and quite a bit of conjecture. As such, I ask forgiveness from future generations for the lacks and lapses.

Early in the history of Tirol, a long period of struggle led to a rigid caste structure, with the foremost military group to emerge the Tirolian Legion. When the first steps of the Master's empire were taken into space, it was the Tirolean Legion led the way.

It was the discovery of Protoculture that changed everything. Optera was fairly close to Tirol. The native people lived in communal hives, where they grew the Flower of Life. From all reports, they were completely harmless, content to tend to and dance with their flowers. They welcomed the Tirolians with open arms, and trade was made between the two peoples.

A scientist of the Science Caste came to study and grew close to the leader of one of the hives. It was he, Zor, who first discovered the potential of the Flower of Life. He noted the plants moved to mirror the movements of the people near them. By carefully processing the plant, they gave off immense amounts of energy. The Opterans knew of this, in a limited way, and used the power to provide for their meager needs. Zor took their expertise and made the first protoculture canisters. These were rushed back to Tirol and sparked a renaissance of sorts. They manufactured their first robot suits for war.

Further research into the Flower and Protoculture led to the

development of cloning. One of the greatest limitations holding the Tirolian Empire back was simple lack of numbers. Now, they could simply create more soldiers, and grow them to adulthood in a fraction of the time it would take the natural way. The Tirolean Legion swelled to billions, and a dozen systems fell to the new clone troopers in robot armor. The Clone Masters discovered ways to further manipulate the clones, making them more obedient, faster, and stronger. They created different clones for their castes, soldier types who were obedient and strong, scientist types who were brilliant. The Muses, priestesses from the oldest times were recruited to help control and direct the clones. Their songs soothed the distressed, kept clones productive and focused, and when needed, filled them with rage to rise up and destroy.

With unlimited troops the Tirolan Legions found a new problem... while they had troops beyond count, the cost of equipping them was stretching the Empire, even with the new worlds conquered. They turned to their production castes, most specifically, the T'sen (earth) Trati (movers), the caste did labor and mining for the Empire. Already strong and adaptable to a dozen worlds, the Clone Masters decided increasing their size would also increase their output. Even on the cloud-islands of Fantoma, we were strong and large enough to withstand the gravity and pressure. They refined a process that first doubled, then many times more increased the size of these miners. Why they settled on five times? I do not know. But for many cadres, "generations" I believe you humans call them, the T'sentrati were giants. Enough that we stopped thinking of ourselves are micronians who were enlarged and began to think of ourselves as being naturally that height.

It didn't take long to realize the giant miners would make for excellent soldiers. Powerful enough to overturn armored vehicles or knock holes in fortress walls, they were comparable to the Tirolean Bioroids, but at a fraction of the cost. Soon the Tirolean Legions were supplemented by the new T'sentrati soldiers.

That was when the Masters made their great mistake. Masters of a star-spanning empire of dozens of worlds, with technology stolen from all their subjugate races… they could have ruled comfortably forever. They could have conquered more. Instead, their greed and paranoia turned them against their own. On a dozen planets, Praxis, Spheris, Peryton, Hadonia… they clamped down, punished any outcry, destroyed any standing military or police. None would be allowed any but the most remedial arms. None would be allowed to question. Optera, however, was the most brutally punished. The Zentraedi were ordered to eradicate the entire planet. Nothing would be allowed to live there again. We blasted the planet down to the bedrock. Only a handful of craft escaped, beyond the Empire.

After, the Masters ruled. Occasional rebellions were crushed

immediately. But not all was well. The plan to grow Flower of Life on the colonies did not take off, as the plant grew poorly if at all anywhere but Optera… which now nothing could grow upon. And unknown to us at the time, the scouring of Optera had angered Zor. He had the only operational protoculture matrix, the machinery to convert Flower of Life into Protoculture. Others were under construction but had been slowed by lack of fresh Flower. Zor, with his connection to one of the hive-rulers of the Invid, had somehow helped her and her children escape. Then, he struck a fatal blow at the Empire. He took his ship with the Matrix and sent it off into the universe. Destination unknown.

The Masters were enraged. They ordered the Zentraedi to spread out across the galaxy and find the ship. It was near this time we got the first reports of a new power from beyond the Empire. Hostile fighters swarmed like giril-flies or your Earth bees. We didn't realize at first these were the Invid, fled to wherever and now returned in the billions, their peaceful nature replaced with utter hatred. The Tirolean Legions engaged this new enemy while the Zentraedi Imperial Fleet spread out to search. Meanwhile, the stockpiles of protoculture were having to be dipped into.

After many years, we received report that one of the scout groups had stumbled onto a rogue meteorite with scrap from Zor's ship on it. Part of the warp drive had been damaged in an impact. Our computers estimated it could arrive at any of a dozen systems within the vicinity… it was the fourth one we inspected when we discovered Earth. And… well, we all know what happened after.

I say this as a warning. While the war ended with three task groups and the Imperial Main Fleet destroyed, there are still thousands of ships out there. Someday, they are going to come across Earth as well. I hope my and my people's presence will help when that day comes.

ZENTRAEDI CHARACTERS (OPTIONAL)

Physical Description

Zentraedi (in their micronized form) tend to be somewhat taller than humans, but not remarkably so (a few individuals, like Breetai are exceptions). Skin tones are in human ranges, with the occasional greenish or purplish tones. Zentraedi hair tends to be coarse and strong, and they have kept their fondness for dying it in wild colors.

Zentraedi live for about a century, though this is speculative due to the time dilation of space and fold travel.

Relations: Most Zentraedi have a deep-seated fear of the Masters. Most have never seen one, and only a few veterans can remember the few times where Battlepods and Bioroids operated in tandem. Spoken of only in awed whispers, even today, many Zentraedi hold a supernatural fear of the Masters.

The Zentraedi surprisingly fought few battles against the Invid. Sent out to search for Zor's ship before the Invid returned, only a handful have fought against their swarms.

The other races that the Masters conquered the Zentraedi hold with some contempt. It was Zentraedi fleets that conquered them, and many remember the campaigns. There is some respect for a few of the races, most notably the Kabarrens and Praxians, as their warrior cultures gave the Zentraedi the most difficulty. But ultimately, a defeated enemy is something… lesser.

Humans are a confusing pile of contradictions. Tenacious fighters, they fought back against the Imperial Fleet and won. However, after the battle they didn't enslave, but took in the Zentraedi survivors. They are the source of so much wonder, from art and religion, food to television, ballet to martial arts. And music. Especially music. Many Zentraedi have thrown themselves into the mess, and have become interesting artists, cooks, and clergy. Others have found it overwhelming and have retreated into the "Little Tirols" in many cities, or into isolated communities away from all the madness.

Attributes: Agility d4, Smarts d4, Spirit d4, Strength d4, Vigor d4 +5 attribute points
Skills: Athletics d4, Common Knowledge d4, Language (Tirolean) d8, Notice d4, Persuasion d4, Stealth d4 +12 additional skill points.
Pace: 6; **Parry:** 2 +½ Fighting; **Toughness:** 2 +½ Vigor
Hindrances: As normal.
Edges: As normal.

Racial Features

- **Resizable:** The Masters modified their Zentraedi clones to allow them to undergo a massive increase in size and stay that way. The Zentraedi became used to the size so much, they began to think of themselves as "normal", and other races stunted and "micronian". Only a few in the high command had enough contact with the Tiroleans to realize they were "micronian" as well.
- **Environmental Weakness (Sonic):** The Masters long ago utilized their racial susceptibility to music to control their race. Zentraedi suffer a -4 penalty to resist sonic/music attacks. Should the attack do damage, Zentraedi suffer 4 extra damage. Social attacks like Persuasion do not count as sonic attacks.

ZENTRAEDI ARCHETYPES

"Why Do Zentraedis Freak Out"
Times Magazine, August 2015
By Dr. Edmond Blanc

To people in my field, it happens all the time. You are at a cocktail party, meet the spouse's co-worker's wife's roommate or whoever, get asked what you do, then… the dreaded question. "So, why do the Zentraedi freak out at music?" And yes, I have seen the movie, and know all about the famous scene. The answer isn't like that, nor as simple as people would like it to be. Or perhaps, it is simpler than is satisfying. Let me explain:

Humans have been using music in warfare probably as long as there has been warfare. The Greeks and Romans marched under cadence calls. Music used to inspire soldiers probably goes back to the invention of music. Even the Christian Bible tells of Joshua who brought down the walls of Jericho with a trumpet blast. More recent research has shown more complex applications. During World War II, Soviet defenders of Stalingrad blasted music all night to interfere with German soldier's sleep. In the 70s, ultrasound weapons to deafen and stun individuals were researched (and became the subject of a thousand spy novels and movies). During the Global War, American forces experimented with LRAD (Long-Range Acoustic Device) weapons, and then later upon their own population when rioting broke out. Research into the "Mozart Effect" in education and healing in the 1990s. Experiments in Subliminal messages and Binaural beats in the 1970s. And countless studies of the effects on music on psychology dating back to the 1860s. Simply put, humans were aware of the effects of ordered sound for a very long time.

Tirolean use of music in war went a different route, due to their culture. Early Tirolean civilizations believed music was a gift of the gods, and it was the property of certain priestesses. Consequently, when they went to war, they were led by priestesses who sought to bring the blessings of the gods upon their people by out-singing the enemy. This cult was woven deeply into their society, and many miraculous effects were attributed to the songs of the priestesses: healing, visions, even the changing of fortunes. When they went to space, the cult of the Muses was still used, and many of their colonies kept the faith alive. When the Masters were looking for a way to help them keep control, this provided an obvious method. They subverted the Muse cult, and had them emphasize obedience, and lavished control frequencies and subliminals into their songs. There are rumors they also genetically manipulated their population to be more susceptible, but I find that a ridiculous claim.

It was into this mixture the Zentraedi forces were created. The Masters were frightened of their creation, so subjected them to constant brainwashing and controlled their access to information. The Muses were used to not only keep them pacified, but to inspire and enrage them before a battle.

To explain why the "Rock Assault" works so well, you must understand all of the above. It must be a bit like if a human soldier saw God suddenly in the middle of a battle. Or perhaps a policeman trying to direct traffic in the middle of a tornado while shouting in Swahili. Someone or something you respect, in the middle of a chaotic and confusing situation, giving incomprehensible messages. Confusing at

the least. To the Zentraedi who had never heard Jimi Hendrix or Guns & Roses before, getting a "prayer" saying "Welcome to the Jungle" in an alien language and foreign melody must have been horrifying and confusing in the extreme. In short, humans got lucky that some 17-year old GI who attached speakers to his Humvee just happened to hit the one psychological weak point in the Master's military.

As for why the works of Miss Minmei seem to work so well… I cannot say. It's possible she naturally hits some of the same frequencies the Tirolean Muses did. Or perhaps, like many artists, she just happened to capture the spirit of the time.

The UN has begun their own music psychology program, not only to weaponize it against further Zentraedi attacks, but to possibly enhance our own troop training and performance.

ZENTRAEDI INFANTRY

Height: (Male) 25'-30' (7.5-9m)
(Female) 23'-27' (7-8.2m)
Weight: (Male) 575-950 lbs.
(Female) 540-875 lbs.
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+5, Vigor d8
Skills: Athletics d6, Common Knowledge d4, Fighting d6, Gunnery d6, Language (Tirolean) d8, Notice d6, Persuasion d6, Shooting d6, Stealth d4
Pace: 24; **Parry:** 5; **Toughness:** 18 (4)
Hindrances: Zentradi Racial Hindrances
Edges: Soldier
Racial Features: Resizable (SL8 (huge) added), Environmental Weakness (Sonic), Environmental Resistance (Pressure/ Gravity)
Gear:
- **Zentraedi Laser Assault rifle:** 300/600/1200, 2d10, RoF 5, AP 2, HW, 3RB, Reliable
- **Daikuz Fist Blade:** Str+d4, doesn't count as a weapon for Unarmed Defender. HW.
- **Infantry Armor:** (+4)

ZENTRAEDI INFANTRY OFFICER

Height: (Male) 26'-31' (7.5-9m)
(Female) 23'-27' (7-8.2m)
Weight: (Male) 575-950 lbs.
(Female) 540-875 lbs.
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+5, Vigor d8
Skills: Athletics d6, Common Knowledge d6, Fighting d8, Gunnery d6, Language (Tirolean) d8, Notice d6, Persuasion d6, Shooting d8, Stealth d4
Pace: 24; **Parry:** 6; **Toughness:** 18 (4)
Hindrances: Zentradi Racial

Hindrances
Edges: Soldier, Rank (NCO)
Racial Features: Resizable (SL8 (huge) added), Environmental Weakness (Sonic), Environmental Resistance (Pressure/ Gravity)
Gear:
- **Zentraedi Laser Pistol:** 150/300/600, 2d10, RoF 5, AP 2, HW, Reliable
- **Daikuz Fist Blade:** Str+d4, doesn't count as a weapon for Unarmed Defender. HW.
- **Infantry Armor:** (+4)

ZENTRAEDI GUARD

Height: (Male) 25'-30' (7.5-9m)
(Female) 23'-27' (7-8.2m)
Weight: (Male) 575-950 lbs.
(Female) 540-875 lbs.
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+5, Vigor d8
Skills: Athletics d6, Common Knowledge d4, Fighting d6, Gunnery d6, Language (Tirolean) d8, Notice d6, Persuasion d6, Shooting d6, Stealth d4
Pace: 24; **Parry:** 5; **Toughness:** 18 (4)
Hindrances: Zentradi Racial Hindrances
Edges: Soldier
Racial Features: Resizable (SL8 (huge) added), Environmental Weakness (Sonic), Environmental Resistance (Pressure/ Gravity)
Gear:
- **Tactical Fletchette Cannon:** 75/150/300, 3-1d6, RoF 1, AP -, Against armored targets, add +4 to armor value. Knockback
- **Light Armor:** (+2)

ZENTRAEDI SUDAI COMMANDO

Height: (Male) 26'-31' (7.5-9m)
(Female) 23'-27' (7-8.2m)
Weight: (Male) 575-950 lbs.
(Female) 540-875 lbs.
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+5, Vigor d8
Skills: Athletics d6, Common Knowledge d6, Fighting d10, Gunnery d4, Language (Tirolean) d8, Notice d6, Persuasion d4, Shooting d6, Stealth d6
Pace: 24; **Parry:** 7; **Toughness:** 16 (2)
Hindrances: Zentradi Racial Hindrances
Edges: Soldier, Martial Arts
Racial Features: Resizable (SL8 (huge) added), Environmental Weakness (Sonic), Environmental Resistance (Pressure/Gravity)
Gear:
- **Zentraedi Laser Pistol:** 150/300/600, 2d10, RoF 5, AP 2, HW, Reliable
- **Daikuz Fist Blades:** Str+d4, doesn't count as a weapon for Unarmed Defender. HW.
- **Knee and Foot Blades:** Str+d4, HW.
- **Light Armor –** (+2)

ZENTRAEDI BATTLEPOD PILOT

Height: (Male) 25'-30' (7.5-9m)
(Female) 23'-27' (7-8.2m)
Weight: (Male) 575-950 lbs.
(Female) 540-875 lbs.
Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12+5, Vigor d6
Skills: Athletics d4, Common Knowledge d4, Driving d8, Fighting d6, Gunnery d6, Language (Tirolean) d8, Notice d6, Persuasion d4, Piloting d8, Repair d4, Stealth d4
Pace: 24; **Parry:** 5; **Toughness:** 18 (4)
Hindrances: Zentradi Racial Hindrances
Edges: Ace
Racial Features: Resizable (start micronized, SL8 (huge) added), Environmental Weakness (Sonic), Environmental Resistance (Pressure/Gravity)
Gear:
- **Zentraedi Laser Pistol:** 150/300/600, 2d10, RoF 5, AP 2, HW, Reliable
- **Zentraedi Flight Suit**
- **Regult Battle Pod**

ZENTRAEDI POWER ARMOR SHOCKTROOPER

Height: (Male) 25'-30' (7.5-9m)
Weight: (Male) 575-950 lbs.
Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12+5, Vigor d6
Skills: Athletics d4, Common Knowledge d4, Driving d6, Fighting d8, Gunnery d6, Language (Tirolean) d8, Notice d6, Persuasion d4, Piloting d8, Repair d4, Stealth d4
Pace: 24; **Parry:** 6; **Toughness:** 25 (12)
Hindrances: Zentradi Racial Hindrances
Edges: Ace
Racial Features: Resizable (start micronized, SL8 (huge) added), Environmental Weakness (Sonic), Environmental Resistance (Pressure/Gravity)

Gear:
- **Zentraedi Laser Pistol:** 150/300/600, 2d10, RoF 5, AP 2, HW, Reliable
- **Zentraedi Flight Suit**
- **Nousjadeul-Ger Power Armor:** (+12)
- **Zentraedi Grenade Launcher:** 100/200/400, 5d6, RoF 1, AP 6, HW, SBT

ZENTRAEDI GNERL ACE

Height: (Male) 25'-30' (7.5-9m)
(Female) 23'-27' (7-8.2m)
Weight: (Male) 575-950 lbs.
(Female) 540-875 lbs.
Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12+5, Vigor d6
Skills: Athletics d4, Common Knowledge d4, Driving d8, Fighting d6, Gunnery d6, Language (Tirolean) d8, Notice d6, Persuasion d4, Piloting d8, Repair d4, Stealth d4
Pace: 24; **Parry:** 5; **Toughness:** 18 (4)
Hindrances: Zentradi Racial Hindrances
Edges: Ace
Racial Features: Resizable (start micronized, SL8 (huge) added), Environmental Weakness (Sonic), Environmental Resistance (Pressure/Gravity)
Gear:
- **Zentraedi Laser Pistol:** 150/300/600, 2d10, RoF 5, AP 2, HW, Reliable
- **Zentraedi Flight Suit**
- **Gnerl**

ZENTRAEDI POWER ARMOR ACE

Height: (Female) 23'-27' (7-8.2m)
Weight: (Female) 540-875 lbs.
Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12+5, Vigor d6
Skills: Athletics d4, Common Knowledge d4, Driving d6, Fighting d8, Gunnery d6, Language (Tirolean) d8, Notice d6, Persuasion d4, Piloting d8, Repair d4, Stealth d4
Pace: 24; **Parry:** 6; **Toughness:** 19 (6)
Hindrances: Zentradi Racial Hindrances
Edges: Ace
Racial Features: Resizable (start micronized, SL8 (huge) added), Environmental Weakness (Sonic), Environmental Resistance (Pressure/Gravity)
Gear:
- **Zentraedi Laser Pistol:** 150/300/600, 2d10, RoF 5, AP 2, HW, Reliable
- **Zentraedi Flight Suit**
- **Queadluun-Rau Power Armor:** (+6)

CHAPTER FIVE: ZENTRAEDI GEAR

WEAPONS

WEAPON	RANGE	DAMAGE	AP	ROF	WT.	MIN STR.	NOTES
Daikusz Zentraedi fist blades	--	Str+d4	--	--	14lbs (pair)	d4	
Part of the "three part" weapon of traditional SuDai fighters. The fist blade is a broad sharp knuckle guard, similar to brass knuckles. While associated with traditional martial arts, many infantry carry one or two for a backup weapon, or for utility use (much like a combat knife).							
Daiduie Zentraedi foot blades	--	Str+d4	--	--	10 lbs (pair)	d4	
Wrapping around the outside of a boot from toe to heel. Unlike the Daikusz, it is rarely carried except for experienced martial artists.							
Daikrun Zentraedi knee blades	--	Str+d4	1	--	12 lbs (pair)	d4	Damage Heavy
A nasty blade curves from the inside to outside of the knee, with a slight point in the middle. It is used for kneeing or shin kicks in traditional SuDai combat. Like the Daiduie, it is rarely carried by infantry unless they are martial artists.							
Chillaid Rodrup Laser Assault rifle	150/300/600,	3d10	10	3		--	HW, Reliable
A gold standard in rugged reliability, aside from the trigger, there are no moving parts. The body is constructed by placing the emitter and wiring into a form, then pouring a resin around them. It will function underwater, in space, or having been buried for decades. It also makes a decent melee weapon and can withstand an impressive amount of rough handling.							
Karatszon Quillo Laser Pisto	30/60/120	2d10	5	1			HW, Reliable

WEAPON	RANGE	DAMAGE	AP	ROF	WT.	MIN STR.	NOTES
Sidearm of the Imperial Fleet. Much like the Assault Rifle, it is an emitter encased in a solid frame.							
Winooze Surogou Tactical Fletchette Cannon	75/150/300	3-1d6	--	1			Against armored targets, add +4 to armor value. Knockback
Originally developed to use a low-penetration plastic fletchette round, used to subdue targets and to prevent accidental hull breaches. It was quickly converted to fire metal fragments, much like a giant shotgun.							
Ekcle Hendassa Rocket Launcher	--	--	--	--	--	--	--
Infantry needed an anti-armor and anti-air punch, so this disposable rocket launcher was added to the Zentraedi arsenal. Fires Whernid Awhaug missiles. Payload of five missiles.							
Zentraedi Grenade Launcher Pistol	100/200/400	5d6	6	1			HW, SBT
Built into a pistol-like mount, this small (for Zentraedi) grenade launcher can be equipped with several different warheads. It uses a large drum clip and is usually assigned to Male Power Armor commandoes.							

ZENTRAEDI ORDNANCE

NAME	UN-IDENTIFIER	RANGE	DAMAGE	AP	BURST	NOTES
Whernid Awhaug	"Mitten"	50/100/200	3d8	5	MBT	Small
Glattrian Diwhaug	"Maggot"	50/100/200	3d10	10	SBT	Small
Vlwheralt Awhaug	"Morgoth"	75/150/300	4d8	10	LBT	Medium
Gerluj Touwhaug	"Miff"	75/150/300	4d6	30	SBT	Medium
Gluuk Awhaug	"Megrim"	75/150/300	4d10	20	MBT	Medium
Seraum Awhaug	"Moloch"	100/200/400	5d8	15	10"	Long
Rotpaen Touwhaug	"Minstrel"	100/200/400	5d10	30	LBT	Long

ZENTRAEDI ARMOR

FLIGHT SUIT

The Zentraedi flight suit is a tight fitting outfit that acts as an interface for control mechanisms in Zentraedi power armor and battlepods. It also reacts to pressure, squeezing extremities to keep pilots conscious during high-G maneuvers.

KORUYOUCU-ISIK LIGHT ARMOR

- **Suit:** +2 Armor
  - Provides complete protection against cold and vacuum.
  - Shielded against radiation (+4 to resistance rolls versus more intense sources).
  - If the wearer suffers a wound in a vacuum, he must apply an adhesive patch (see SFC page 14) as an action. If he doesn't, he suffers depressurization (see Vacuum, SFC page 26) the following round.
- **Helmet:** +4 Armor against head shots.
  - ½ mile radio can run indefinitely off the body's bioelectric field.
  - Heads Up Display (HUD) to display atmospheric composition or incoming messages.
  - Headlamps
  - +2 to resist harmful gases or harmful atmospheres. If the atmosphere contains oxygen, the rebreather can run indefinitely by simply filtering out harmful gases instead. 2 hours of air if it cannot.

CHEILITH-PAREDE INFANTRY ARMOR

- **Suit:** +4 Armor
  - Provides complete protection against cold and vacuum.
  - Shielded against radiation (+4 to resistance rolls versus more intense sources).
  - If the wearer suffers a wound in a vacuum, he must apply an adhesive patch (see SFC page 14) as an action. If he doesn't, he suffers depressurization (see Vacuum, SFC page 26) the following round.
- **Helmet:** +4 Armor against head shots.
  - ½ mile radio can run indefinitely off the body's bioelectric field.
  - Heads Up Display (HUD) to display atmospheric composition or incoming messages.
  - Headlamps
  - +2 to resist harmful gases or harmful atmospheres. If the atmosphere contains oxygen, the rebreather can run indefinitely by simply filtering out harmful gases instead. 2 hours of air if it cannot.
- **Backpack Unit:**
  - 2 hours of air,
  - Maneuver jets. Not suitable for long-distance travel, but can help with emergency. maneuvers, zero-gravity leaps, or covering gaps in low gravity.

NOUSJADEUL-GER POWER ARMOR

Nousjadeul-Ger is a combination of many things. It is an armored spacesuit with propulsion, an exoskeleton with enhanced strength for manual labor, and a combat armor with interchangeable armaments. Its back thrusters, mounted near the shoulders, provides fair mobility in space and atmosphere. Although any Zentraedi, male or female, can use this power armor, the female aces have their own armor so this one has become known as the "male" armor. The armor's production is limited because it is not as suited for combat as the Battle Pods. Power Armor lacks the high speed and mobility necessary for combat. It is also much costlier to manufacture. However, it is a valuable part of the Zentraedi armaments because it is the only combat armor that has full, manual articulation. One or two Zentraedi in Power Armor are often included in exploration and reconnaissance teams.

Vehicle Type: Nousjadeul-Ger, general usage powered suit.

Crew: One

Statistical data

Height:	53.8' (16.4m)
Length:	27.6' (8.4m)
Width:	38.7' (11.8m)
Weight:	34 tons (dry)

"Male" Power Armor

Size: 9 (Huge), **Handling:** +1,
Toughness: +12 Heavy, **Strength:** +2d

Performance:
Top Speed: Running – Pilot's Pace
Flight – 416 mph (670 kph)
Service ceiling: 15,584 miles (4750 m)
Operational Depth: 500' (152 m)
Combat Radius: 7829 miles (12,600 km) or
180 hours
Protoculture: 2

Sensors & Comms:
DWR, Radar/IFF, Radio II, Thermal,
Targeting

Vehicle Features:
• Environmental Resistance (Cold), Jump
Jets, Magnetic Pads, NavComp, Self-
Sealing, Space Systems

Weapons:
1. Makral Tszikatro 03 Electron Beam
Cannon
 • (300/600/1200, 2d10, RoF 1, AP 5,
 HW)
2. Karatszon Quillo-169 Rapid-Fire Pulse
Laser
 • (150/300/600, 3d6+4, RoF 4, AP 1,
 HW)
3. (Optional) Zentraedi Hand Weapon.
Typically, a Moldile Mistraekor-49, but
any hand held weapon can be used upon
assignment.

QUEADLUUN-RAU POWER ARMOR

The Queadluun-Rau was an experimental
armor was considered too expensive for any
but special forces. With the Zentraedi, that
meant female warriors.
At the armor's core is a miniaturized anti-
gravity system. This is much smaller than
the ones on capital ships, and gives the
armor amazing agility in space, air,
or even underwater.

Matching the suit's amazing speed and
agility is a potent weapons array, with wrist-
mounted lasers, close-in ion guns, and over
a hundred light guided missiles.
If there is one weakness to the suit it is its
general lack of armor. However, it can dodge,
outrun and out-gun just about anything
short of a capital ship.

Vehicle Type: Queadluun-Rau, One-Man,
All-Environment Aerospace Superiority
Powered Armor.

Crew: One

Statistical data

Height:	53.8' (16.4m)
Length:	27.6' (8.4m)
Width:	38.7' (11.8m)
Weight:	34 tons (dry)

"Female" Power Armor

Size: 9 (Huge), **Handling:** +3, **Toughness:** +6
Heavy, **Strength:** +2d

Performance:
Top Speed: Running – Pilot's Pace
Flight (Sea Level) – 720mph (1160 kph)
at 30,000+ (space) – 3836 mph (6174 kph,
Mach 5.0)
Underwater – 30 mph (48 kph, 26 Knots)
Service ceiling: None. Can achieve
interstellar space without assistance.
Stall Speed: Effectively zero. Can hover in
place as long as there is sufficient power.
Operational Depth: 700' (213 m)
Combat Radius: 7829 miles (12,600 km) or
approximately 180 hours
Protoculture: 4

Sensors & Comms:
DWR, Radar/IFF, Radio III, Targeting,
Thermal

Vehicle Features:
• A-Pods, Environmental Resistance
(Cold), Jump Jets, NavComp, Self-
Sealing, Space Systems

Weapons:
1. Makharsz Vawnous-12 Pulse Laser
Cannons (2) – Mounted on the
forearms

- • 300/600/1200, 3d6+4, RoF 4, AP 2, HW
2. Moldile Mistraekor-48 Impact Cannons (2) – Mounted on the chest.
   - • 12/24/48, 3-1d6+6, RoF 1, AP -, Against armored targets, add +4 to armor value. Twin-linked (+1 to hit), Knockback
3. Diwhaug Ratsatoul-8 Missile Launchers (4)
   - • Air intercept and engagement – 21x

Glattrian Diwhaug "Maggot" missiles
4. (Optional) Zentraedi Hand Weapon. Typically, a Moldile Mistraekor-49, but any hand held weapon can be used upon assignment.
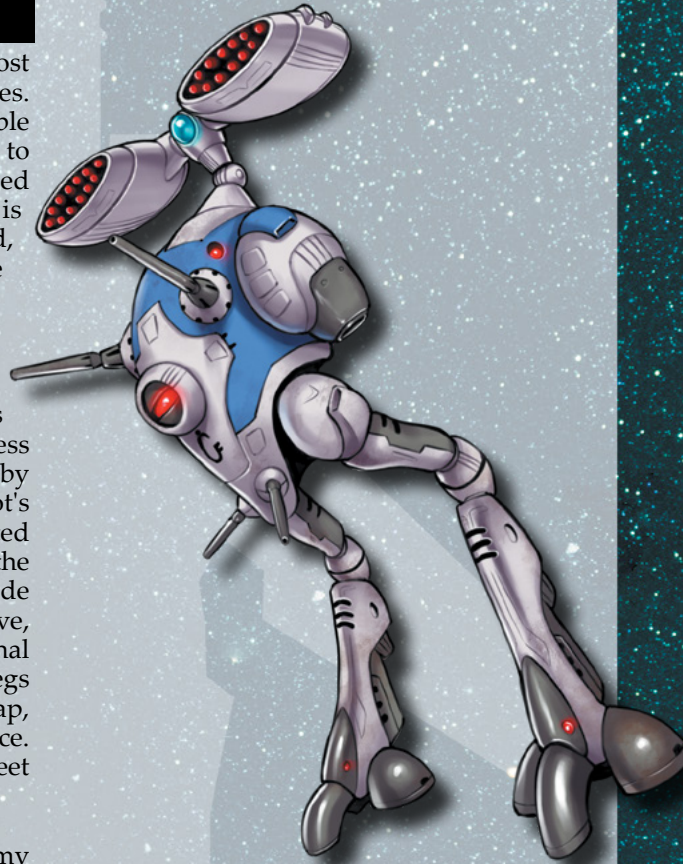
MECHA

REGULT BATTLE POD

The Regult Tactical Battle Pod is the most common of all the Zentraedi war machines. It is a highly dependable, non-transformable mecha assault system that is issued to infantry soldiers. Although not equipped for hand to hand combat, the Battle Pod is designed for exceptional balance, speed, and a variety of short and long-range weapon capabilities.

The construction and operation of the Tactical Battle Pod is extremely simple. The pilot sits cradled inside the bulbous body of the pod with immediate access to all controls. The legs are controlled by foot pedals which respond to the pilot's manipulation. Weapon systems are operated by hand. Rear thrusters mounted on the sides, and mini-thrusters in the legs provide for mobility in space, while the massive, ostrich-like legs give the pilot exceptional stability, balance and speed on land. The legs are so powerful that the battle pod can leap, bound, and kick without losing balance. Even after a fall, the pod can get on its feet quickly to rejoin the battle.

In contrast to human mecha with roomy and reinforced pilot compartments, the Zentraedi pilot literally fills the pod's body cavity, is cramped, and has no additional protection beyond the light armor of the pod itself. This makes the pilot extremely vulnerable to attacks. Zentraedi soldiers are often forced to discard extremely damaged mecha, but the pods are very inexpensive, and mass produced on a mind-boggling scale at fully automated weapons plants scattered throughout the universe (and under the control of the Robotech Masters).

Vehicle Type: Regult-Class One Man, All Weather Ground Combat Mecha With Secondary Space Capabilities.

Crew: One

Statistical data

Height:	57' (17.4m)
Length:	26.6' (8.1m)
Width:	26.2' (8m)
Weight:	37 tons (dry)

Regult – Zentraedi Main Battlepod

Size: 9 (Huge), **Handling:** +1, **Toughness:** 18 (8) Heavy, **Strength:** d12+9

Performance:
Top Speed: Running/bounding – 176 mph (282 kph). Can make leaps of 394' (120 m)
Space – 6905 mph (11,113 kph, Mach 9)
Underwater – 30 mph (48 kph, 26 Knots)
Operational Depth: 600' (183 m)
Combat Radius: 340 miles (550 km) or approximately 200 hours
Protoculture: 3

Sensors & Comms:
DWR, Radar/IFF, Radio III, Targeting

Vehicle Features:
- Environmental Resistance (Cold), Depth Reinforcement, Hardened Circuitry, Jump Jets, LAI, NavComp, No Hands, Space Systems

Weapons:
1. Makral Martszur-4 Particle Cannons
   - 150/300/600, 3d10+2, RoF 1, AP 10, HW, Twin-Linked (+1 to hit)
2. Moldile Tszan-83 22.3mm Autocannon 50/100/200, 2d12+2, RoF 4, AP 4, HW, Twin-Linked (+1 to hit)
3. Karatszon Quillo-152 Twin Air Defense Lasers
   - 300/600/1200, 2d10+2, RoF 1, AP 5, HW, Reaction Fire, Twin-Linked (+1 to hit)

Gluuhaug Regult – Zentraedi Light Artillery/Air Defense Battlepod

Size: 9 (Huge), **Handling:** +0, **Toughness:** 18 (8) Heavy, **Strength:** d12+9

Performance:
Top Speed: Running/bounding – 90 mph (144 kph). Can make leaps of 328' (100 m)
Space – 6905 mph (11,113 kph, Mach 9)
Underwater – 25 mph (40 kph, 22 Knots)
Operational Depth: 500' (152 m)
Combat Radius: 340 miles (550 km) or approximately 200 hours

Weapons:
1. Makral Martszur-4 Particle Cannons
   - 150/300/600, 3d10+2, RoF 1, AP 10, HW, Twin-Linked (+1 to hit)
2. Moldile Tszan-83 22.3mm Autocannon
   - 50/100/200, 2d12+2, RoF 4, AP 4, HW, Twin-Linked (+1 to hit)
3. Touwhaug Rasilszt-9 Missile Pods (2) – Typical loadouts are:
   - Air Defense – 12x Vlwheralt Awhaug "Morgoth" missiles
   - Land Assault – 12x Gluuk Awhaug "Megrim" missiles
   - Anti-Mecha – 12x Gerluj Touwhaug "Miff" missiles

Serauhaug Regult – Zentraedi Heavy Artillery Battlepod

Size: 9 (Huge), **Handling:** +0, **Toughness:** 18 (8) Heavy, **Strength:** d12+9

Performance:
Top Speed: Running/bounding – 90 mph (144 kph). Can make leaps of 328' (100 m)
Space – 6905 mph (11,113 kph, Mach 9)
Underwater – 25 mph (40 kph, 22 Knots)
Operational Depth: 500' (152 m)
Combat Radius: 340 miles (550 km) or approximately 200 hours

Weapons:
1. Makral Martszur-4 Particle Cannons
   - 150/300/600, 3d10+2, RoF 1, AP 10, HW, Twin-Linked (+1 to hit)
2. Moldile Tszan-83 22.3mm Autocannon
   - 50/100/200, 2d12+2, RoF 4, AP 4, HW, Twin-Linked (+1 to hit)
3. 3. Touwhaug Rasilszt-10 Missile Pods (2) – Typical loadouts are:
   - Land Assault – 2x Rotpaen Touwhaug "Minstrel" missiles

Del Regult – Scout Early Warning and Control Battlepod

Size: 9 (Huge), **Handling:** +1, **Toughness:** 18 (8) Heavy, **Strength:** d12+9

Underwater – 25 mph (40 kph, 22 Knots)
Operational Depth: 500' (152 m)
Combat Radius: 340 miles (550 km) or approximately 200 hours

Weapons:
1. Makral Martszur-4 Particle Cannons
   - 150/300/600, 3d10+2, RoF 1, AP 10, HW, Twin-Linked (+1 to hit)
2. Moldile Tszan-83 22.3mm Autocannon
   - 50/100/200, 2d12+2, RoF 4, AP 4, HW, Twin-Linked (+1 to hit)
3. Touwhaug Rasilszt-9 Missile Pods (2) – Typical loadouts are:

Performance:

Top Speed: Running/bounding – 176 mph (282 kph). Can make leaps of 394' (120 m)
Space – 6905 mph (11,113 kph, Mach 9)
Underwater – 30 mph (48 kph, 26 Knots)
Operational Depth: 600' (183 m)
Combat Radius: 340 miles (550 km) or approximately 200 hours
Fuel Supply: 12 standard protoculture canisters.

Sensors & Comms:

DWR, ECM Suite, Laser Com, Loudspeaker, Long-Range Radar/IFF, Radio II, Targeting, Thermal

Vehicle Features:

- Environmental Resistance (Cold), Depth Reinforcement, Hardened Circuitry, Jump Jets, LAI, NavComp, No Hands, Space Systems

Weapons:

None.

GLAUG OFFICERS POD

The Officer's Pod is a standard combat mecha issued to all in the elite officer class of the Zentraedi army. Its basic design, construction and operation is similar to the standard Tactical Battle Pod. The legs are controlled by foot pedals, arms and weapons by the physical manipulation of the pilot, and superior movement and response is possible through the symbiotic relationship between man and machine via protoculture.

The pod performs equally well on land as it does in space. Rear thrusters provide propulsion, while smaller thrusters mounted in the legs and body, maneuverability.

The Officer's Pod addresses the problems of the standard, tactical mecha. It is less cramped, heavily armored, and even possesses hand to hand capabilities by using its arm-like weapon appendages. Additional improvements include greater speed and firepower. Although the Officer's Pod can fit itself into a special armored unit with trans-atmospheric capabilities, the pod itself cannot transform.

Vehicle Type: Glaug-Class One Man, All Weather Ground Combat Command Mecha With Secondary Space Capabilities.
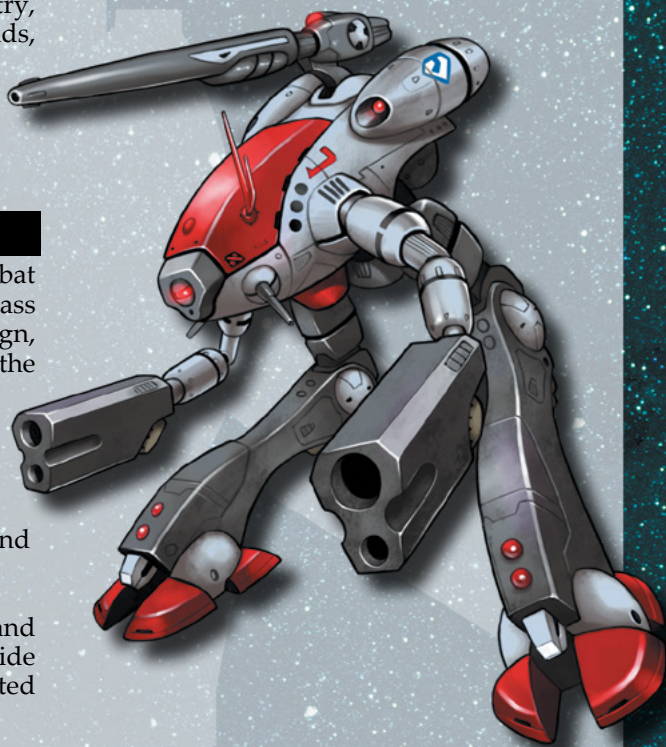
Crew: One

Statistical data

Height:	59.3' (18.1m)
Length:	41.5' (12.7m)
Width:	37.4' (11.4m)
Weight:	41.2 tons (dry)

Glaug

Size: 9 (Huge), **Handling:** +1, **Toughness:** 20 (3) Heavy, **Strength:** d12+8

Performance:

Top Speed: Running/bounding – 175 mph (281 kph)
Space – 6905 mph (11,113 kph, Mach 9)
Underwater – 45 mph (72 kph, 39 Knots)
Operational Depth: 500' (183 m)
Combat Radius: 340 miles (550 km) or approximately 220 hours
Protoculture: 3

Sensors & Comms:
C3I system, DWR, Radar/IFF, Radio III, Targeting

Vehicle Features:
1. Environmental Resistance (Cold), Depth Reinforcement, Hardened Circuitry, Jump Jets, LAI, NavComp, No Hands, Space Systems

Weapons:
1. Makral Tszikatro 05 Electron Beam Cannon
   - 300/600/1200, 4d10, RoF 1, AP 10, HW, Twin-Linked (+1 to hit)
2. Moldile Lunaditsz 95 44mm Impact Cannons (2)
   - 12/24/48, 3-1d6+4, RoF 1, AP -, Against armored targets, add +4 to armor value, Knockback
3. Karatszon Quillo-152 Pulse Lasers (2)
   - 150/300/600, 3d6+4, RoF 4, AP 2, HW
4. Moldile Tszan-83 22.3mm Autocannon
   - 50/100/200, 2d12+2, RoF 4, AP 4, HW, Twin-Linked (+1 to hit)

Glaug-Eldare Battlepod Booster

While rare to see as Glaugs generally commanded battlepod regiments, the Eldare booster pack transformed the excellent Glaug into a very potent trans atmospheric craft.

Size: 10 (huge), **Handling:** +3, **Toughness:** 18 (4) Heavy

Performance:
Top Speed: Sea Level – 1841 mph (2964 kph, Mach 2.4)
at 30,000'+ (space) – 2762 mph (4445 kph, Mach 3.6)
Underwater – 44 mph (72 kph, 39 Knots)
Service ceiling: capable of Near earth orbit
Operational Depth: 500' (183 m)
Combat Radius: 1243 miles (2000 km) or approximately 150 hours

Weapons:
1. Makral Tszikatro 05 Electron Beam Cannon
   - 300/600/1200, 4d8, RoF 1, AP 5, HW, Twin-Linked (+1 to hit)
2. Moldile Lunaditsz 95 44mm Impact Cannons (2)
   - 12/24/48, 3-1d6+4, RoF 1, AP -, Against armored targets, add +4 to armor value, Knockback
3. Karatszon Quillo-152 Pulse Lasers (2)
   - 150/300/600, 3d6+4, RoF 4, AP 1, HW
4. Moldile Tszan-83 22.3mm Autocannon
   - 50/100/200, 2d12+2, RoF 4, AP 4, HW, Twin-Linked (+1 to hit)
5. Touwhaug Desilt Missile Launchers (2)
   - 4x24 Glattrian Diwhaug "Maggot" missiles

VEHICLES

QUEL-QUALLIE "CYCLOPS" RECONNAISSANCE POD

The Quel-Qualle takes the roles in the Zentraedi Fleet of reconnaissance, espionage, electric warfare, command and control, and investigative research vehicle all in one. While it is armed, it is not intended for engagement with the enemy, and will typically flee if approached by hostiles. Uniquely for Zentraedi vehicles, it features an escape capsule, to allow the crew to bring their information back to their commanding officer, even if the craft itself is attacked and destroyed.

Vehicle Type: Quel-Quallie electronic warfare/ long range recon vehicle

Statistical data

Height:	97.76' (29.8m), legs up
Length:	278.5' (84.9m), legs down
Width:	189.6' (57.8m)
Weight:	2290 tons

Crew: 3

Cyclops
Size: 12 (Gargantuan), **Handling:** -1, **Toughness:** 24 (8)

Performance:
Top Speed: Flying (Sea Level) – 382 mph (615 kph, Mach 0.5)
Flying (100,000'+ (space)) – 1529 mph (2460 kph, Mach 2)
Underwater – 34.5 mph (55.6 kph, 30 Knots)
Stall Speed: N/A. Can hover in place for as long as there is power.
Service ceiling: Capable of reaching low earth orbit
Operational Depth: 300' (91 m)
Fuel Supply: Reflex furnace rated for 12 years.
Stores: 1 week.

Sensors & Comms:
DWR, ECM Suite, Laser Com, Long-Range Magnetic, Long-Range Radio II, Targeting, Long-Range Thermal
Theatre Radar/IFF: Capable of covering an area 500 miles across and tracking dozens of targets.

Theater Connection: Any vehicles are hooked into the Cyclops network can receive all its sensor data, treating their own scan results as if they had a massive 500 mile radar system! Language Translator: d8 skill. Can "learn" new languages by listening for a day, roll a d6. On a 4+, it gains a d4 in language.

Reconnaissance Suite: Capable of pulling information from the sensors and computers of the Cyclops, it compiles the information for the crew and commanding officers. It features several cameras with telescopic and multi-spectrum imaging, and an advanced "codebreaking" computer which gives +2 to all Electronics rolls to decipher/break codes.

Vehicle Features:
• A-Pods, Amphibious, Hardened Circuitry, LAI, NavComp, Space Systems
• Ejectable crew compartment – The crew compartment of the Cyclops can detach, making a small escape vessel.

Weapons:
1. Makral Tszikatro 05 Electron Beam Cannon (2)
   • 150/300/600, 4d8, RoF 1, AP 5, HW, Twin-Linked (+1 to hit)
2. Rotpaen Touwhaug launcher (2) –
   • 6x Rotpaen Touwhaug "Minstrel" missiles

LIEWNEUATZ CLASS SHUTTLE

The Liewneuatz is used to transfer cargo and personnel over short distances, from a planet to a ship, or between ships in a fleet. Like many Zentraedi designs, it is very simple to use, durable, and easy to maintain.

Vehicle Type: Tritszrak Liewneuatzs Personnel Shuttle

Crew: 1

Statistical data

Height:	110.2' (33.6m)
Length:	168.6' (51.4m)
Width:	58.7' (17.9m)
Weight:	684 tons

Liewneuatzs Shuttle

Size: 11 (Huge), **Handling:** +3, **Toughness:** 22 (7)

Performance:
Top Speed:
Flying (Sea Level) – 353 mph (568 kph)
Flying (100,000'+ (space)) – 2272 mph (3656 kph, Mach 2.96)
Stall Speed: N/A. Can hover in place for as long as there is power.
Service ceiling: Capable of reaching low earth orbit
Fuel Supply: Electric battery, approximately 40 hours of use.

Sensors & Comms:
DWR, Radar/IFF, Radio II

Vehicle Features:
• A-Pods, NavComp, Space Systems
• Cargo Bay: Allows for up to 20 Zentraedi to be seated comfortably. It can be reconfigured to hold up to 96 tons of cargo.

Weapons:
None.

FRANDLAR-TILUVO-CLASS RE-ENTRY POD

When Zentraedi need to insert or retrieve troops or mecha, the Frandlar-Tiluvo is where they turn.

The ship was designed to land pretty much wherever. On hard surfaces, four legs descended and stabilized the ship. On water, the ship could float, allowing pods to exit via the ramp. On more difficult terrain, the anti-gravity pods could let it "hover" in place.

Vehicle Type: Frandlar Tiluvo Logistics Dropship

Crew: 5

Statistical data

Height:	115' (35m)
Diameter:	311' (94.8m)
Weight:	1720 tons without cargo

Re-Entry Pod

Size: 13 (Gargantuan), **Handling:** -1, **Toughness:** 26 (8)

Performance:
Top Speed: Flying (all altitudes) – 1381 mph (2223 kph, Mach 1.8)
Stall Speed: N/A. Can hover in place for as long as there is power.
Service ceiling: Capable of reaching low earth orbit
Fuel Supply: Electric battery, approximately 40 hours of use.

Sensors & Comms:
DWR, Radar/IFF, Radio II

Vehicle Features:
- A-Pods, Amphibious, Hardened Circuitry, LAI, NavComp, Space Systems
- Cargo Bay: A large forward hatch/ramp forward allows for up to 25 Zentraedi mecha to be loaded, or up to twice that in infantry with equipment. If needed, 1000 tons of cargo could be loaded. The bay was roomy enough they were often used as field hospitals and temporary shelters.

Weapons:
None.

QUEL-GULNAU-CLASS RECOVERY POD

The Quel-Gulnau is a large pod with two large hands, several retractable manipulators, and a host of tools used to repair external hulls, recover pilots in space, salvage wrecked ships, and occasionally mine asteroids for materials. While it is unarmed, it can engage in hand-to-hand combat.

Vehicle Type: Quel-Gulnau Repair and Recovery Ship

Crew: 1

Statistical data

Height:	34.4' (10.5m), "legs" add 35'
Length:	90.0' (27.4m), 121.3' (36.9) with arms forward and legs back.
Width:	57.6' (17.56m)
Weight:	126 tons
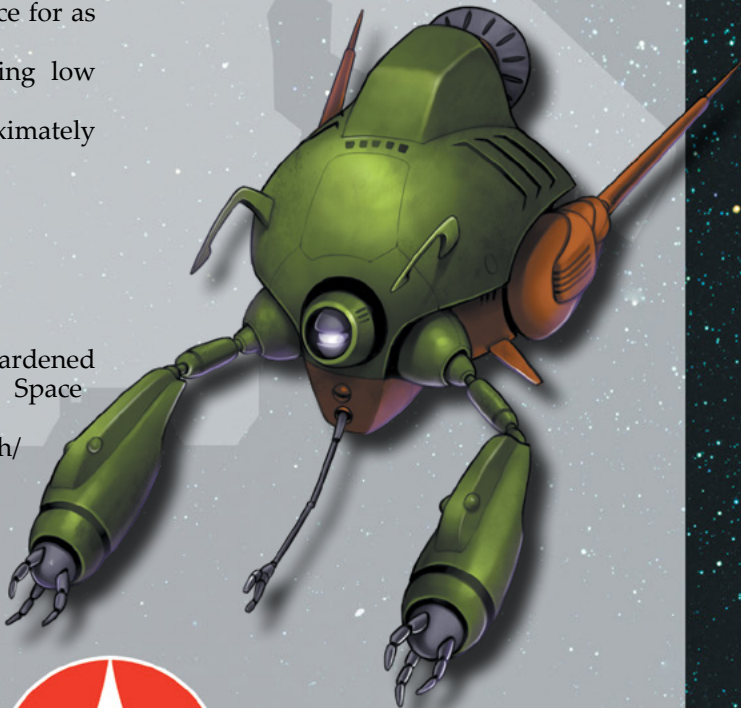
Recovery Pod

Size: 10 (Huge), **Handling:** -1, **Top Speed (mph):** 685 (flying), 1005 (space), **Toughness:** 12 (2) Heavy, **Strength:** d12+10

Performance:
Top Speed: Flying (Space) – 882 mph (1420 kph)
Combat Radius: 5 miles (8 km)
Fuel Supply: Electric battery, approximately 40 hours of use.

Sensors & Comms:
Floodlights, Radio I, Magnetic, Thermal

Vehicle Features:
- Cold Resistant, LAI, Manipulator Arm (x2) (S5, Str d12+5), Space Systems

- Repair Systems – The Quel-Gulnau has a suite of tools and sensors grant a +2 bonus to Repair rolls and a +1 bonus to any other skill roll involving electronic or mechanical technology. Any repair operations cut the normal time in half (which stacks with the Mr. Fix It edge). Finally, the number of grinders, welders, drills and other tools can make for passible weapons. STR+d6 damage, AP 2, Heavy Weapon.

Weapons:
None.

VESSELS

NUPETIET-VERGNITZS CLASS FLEET COMMAND BATTLESHIP

While Zentraedi vessels tend to be enormous, the Nupetiet-Vergnitzs is truly massive on a scale Earth had never encountered before. Two and a half miles long and armed with a battlefleet's worth of weapons and craft. Only its comparative rarity kept them from wiping out all enemies. As such, they were generally reserved for use as flagships for larger fleets, such as Breetai's.

Vehicle Type: Nupetiet-Vergnitzs-Class Fleet Command Battleship

Crew: 3100 Ship's crew, 4000 air group 8000 marines

Statistical data

Height:	2142' (653m)
Length:	13202' (4024m)
Beam:	1972' (601m)
Displacement:	70,000,000 tons (estimated)

Zentraedi Flagship
Size: 145 (Immense)

Locations:
- Bridge - Size: 28 (Large), Hardness: 145
- Makral Deim 655 Beam Cannons (18) – Size: 10 (Large), Hardness 20
- Makral Mossil 918 Retractable Laser Turrets (200) – Size: 8 (Large), Hardness 16
- Deuawhaug Rascar 89 anti-ship silos (60) – Size: 9 (Large), Hardness 20
- Touwhaug Rasar 481 Retractable CIWS Missile Launchers (18) – Size: 8 (Large), Hardness 16
- Access Hatch (external) – Size: 9 (Large), Hardness 15
- Access Hatch (internal) – Size: 9 (Large), Hardness 12
- Small Hanger Bay Doors (48) – Size: 13 (Large), Hardness 20
- Main Engines (4) – Size: 20 (Large), Hardness 29

Performance:

Top Speed: Space – 17,900 mph (28,807 kph)
Fold – 180 parsecs
Lower Ceiling: 80 miles. Has no atmospheric capability.
Combat Radius: Reflex furnace rated for 35 years.
Stores: Dry stores are good for 30 months of deployment with standard crew.
Crew are fed nutrient paste in squeeze bulbs. It is a perfect blend of vitamins and nutrients for Zentraedi, if rather bland and somewhat metallic tasting to the human palate.

Sensors & Comms:

DWR, Hyperspace Radio, Laser Comm, Long Range Radar/IFF, Long Range Radio III, Targeting, Long Range Thermal

Vehicle

Features:

- Environmental Resistance (Cold), LAI, NavComp, Space Systems
- **Bridge:** A massive command center which houses a dozen crew members at all times. Above it is the Commander's observation bubble, allowing him to give orders and receive updates.
- **Navigational Override:** Installed as a protection against mutiny or overzealous sub-commanders, this system allows the Nupetiet-Vernitzs to override the navigation systems of all Zentraedi vessels in the area. Breetai used this system on Khyron's ship.
- **Security:** Zentraedi don't use security in the same way humans do. Officers keep soldiers in line and on task. Small weapons lockers are located on the elevators throughout the ship. Larger ones are located in the hanger/assembly areas. A storage area

near the medical bay is used for alien prisoners.
- **Medical Center:** While Zentraedi aren't expected to live long, even the Masters don't view them as disposable. The Medical Center is small and largely automated. It is geared to battlefield injuries and struggles with the rare diseases that sometimes infect Zentraedi crew.
- **Laboratory:** Nupetiet-Vernitzs have a more advanced medical center that includes advanced diagnostic equipment, used to analyze unknown substances, races, and diseases. Rick Hunter, Ben Dixon, and Lisa Hayes were subjected to these scans when captured.
- **Resizing Chamber:** Only Nupetiet-Vernitzs have these resizing chambers, used to turn the giant Zentraedi warriors into micronian sized or back.
- **Crew Facilities:** 1000 bunks. Small utilitarian room houses the food paste dispenser. Several training rooms are available, which include exercise machinery, electro-stimulation tanks, holographic tanks for marksmanship training, and one SuDai ring for training and the settling of grudges.
- **Hibernation Tubes:** Most Zentraedi ships, when not expecting battle, are kept to a skeleton crew, and the remaining passengers are kept in suspended animation where they are electro-stimulated to keep in physical condition and subjected to constant brainwashing to ensure their loyalty. It takes approximately 15 minutes to go from hibernation to full awareness. And 15-20 minutes to arm and brief the newly awaked soldiers.
- Workshop: Capable of all the repair and maintained of assigned

vehicles. Has no facilities or spare parts for unassigned vehicles and cannot manufacture missiles or ammunition.

- Hanger: Official complement:
  - 27 squadrons (9) Gnerl Fighter pods
  - 58 squadrons (9) Regult Battlepods
  - 5 squadrons (9) Light Artillery
  - 2 squadrons (9) Heavy Artillery
  - 9 individual Recon Scout (may be attached to any squadron)
  - 33 squadrons (9) Nousjadeul-Ger
  - 24 Glaug command mecha
  - 6 Liewneuatzs shuttles

Weapons:

1. Makral Deim 655 Beam Cannons (18)
   - 5k/10k/20k miles, 10d10+2, RoF 1/2, AP 50, HW, Turret, Double-Barreled (+1 to hit)
2. Makral Mossil 918 Retractable Laser Turrets (200)
   - 5k/10k/20k miles, 4d10+2, RoF 1, AP 15, HW, Turret, Double-Barreled (+1 to hit)
3. Deuawhaug Rascar 89 anti-ship silos (60)
   - 300/600/1200, 10d12, RoF 3, AP 80, HW, 20" blast, FF
4. Touwhaug Rasar 481 Retractable CIWS Missile Launchers (18)
   - 2x (x30) Seraum Awhaug "Moloch" missiles

QUEADOL-MAGDOMILLA COMMAND BATTLESHIP

The Queadol-Magdomilla "assault leader" is a unique design that typifies the Zentraedi "general-purpose in all things" philosophy. It is a command ship, usually given to commanders of smaller fleets (Azonia famously had one as her flagship, as did the infamous Khyron). It commands a small airgroup (around 1000 craft), and reasonable firepower. It features a detachable front section to allow commanders to join a battle directly, even on the surface of a planet, while their command group remains in place. Finally, it features a massive wall of engines that give it a truly impressive acceleration in space.

Vehicle Type: Queadol Magdomilla-Class Medium-Scale Fleet Command Battleship

Crew: 400 Ship's crew, 80 air group 1500 marines

Zentraedi Command Ship (Combined)

Statistical data

Height:	2231' (740m)
Length:	5787' (1764m)
Beam:	2230' (800m)
Displacement:	100,000,000 tons (estimated)

Size: 102 (Immense)

Locations:

- Bridge - Size: 20 (Large), Hardness: 102
- Makral Mossil 918 Retractable Laser Turrets (30) – Size: 8 (Large), Hardness 16
- Touwhaug Rasar 481 Retractable CIWS Missile Launchers (22) – Size: 8 (Large), Hardness 16
- Access Hatch (external) – Size: 9 (Large), Hardness 15
- Access Hatch (internal) – Size: 9 (Large), Hardness 12
  - Small Hanger Bay Doors

(24) – Size: 13 (Large), Hardness 20
- Large Hanger Door (1) – Size: 20 (Large), Hardness 20
- Main Engines (4) – Size: 20 (Large), Hardness 29

Performance:
Top Speed: Space – 18,150 mph (29,200 kph, Mach 23.8)
Fold – 180 parsecs
Lower Ceiling: 80 miles. Has no atmospheric capability.
Combat Radius: Reflex furnace rated for 35 years.
Stores: Dry stores are good for 17 months of deployment with standard crew. Life support can sustain approximately 1000 supernumeraries.

Crew are fed nutrient paste in squeeze bulbs. It is a perfect blend of vitamins and nutrients for Zentraedi, if rather bland and somewhat metallic tasting to the human palate.

Sensors & Comms:
DWR, Hyperspace Radio, Laser Comm, Long Range Radar/IFF, Long Range Radio III, Targeting, Long Range Thermal

Vehicle Features:
- Environmental Resistance (Cold), LAI, NavComp, Space Systems
- **Bridge:** A fully integrated command, control and communications network for the captain to coordinate air, turrets, and ships.
- **Security:** Zentraedi don't use security in the same way humans do. Officers keep soldiers in line and on task. Small weapons lockers are located on the elevators throughout the ship. Larger ones are located in the hanger/assembly areas. A storage area near the medical bay is used for alien prisoners.
- **Medical Center:** While Zentraedi aren't expected to live long, even the Masters don't view them as disposable. The Medical Center is small and largely automated. It is geared to battlefield injuries and struggles with the rare diseases sometimes infect Zentraedi crew.
- **Crew Facilities:** 1000 bunks. Small utilitarian room houses the food paste dispenser. Several training rooms are available, which include exercise machinery, electro-stimulation tanks, holographic tanks for marksmanship training, and one SuDai ring for training and the settling of grudges.
- **Hibernation Tubes:** Most Zentraedi ships, when not expecting battle, are kept to a skeleton crew, and the remaining passengers are kept in suspended animation where they are electro-stimulated to keep in physical condition and subjected to constant brainwashing to ensure their loyalty. It takes approximately 15 minutes to go from hibernation to full awareness. And 15-20 minutes to arm and brief the newly awaked soldiers.
- **Workshop:** Capable of all the repair and maintained of assigned vehicles. Has no facilities or spare parts for unassigned vehicles and cannot manufacture missiles or ammunition.
- **Hanger:** Official complement:
  - 27 squadrons (9) Gnerl Fighter pods
  - 58 squadrons (9) Regult Battlepods
  - 5 squadrons (9) Light Artillery
  - 2 squadrons (9) Heavy Artillery
  - 9 individual Recon Scout (may be attached to any squadron)
  - 33 squadrons (9) Nousjadeul-Ger
  - 24 Glaug command mecha
  - 6 Liewneuatzs shuttles

Weapons:
1. Makral Mossil 918 Retractable Laser Turrets (30)
   - 5k/10k/20k miles, 4d10+2, RoF 1, AP 15, HW, Turret, Double-Barreled (+1 to hit)
2. Touwhaug Rasar 481 Retractable CIWS Missile Launchers (22)
   - 2x (x30) Seraum Awhaug "Moloch" missiles
3. Makral Mossil 649 Beam Cannons (4) – Size: 8 (Large), Hardness 16
   - 5k/10k/20k miles, 4d10+2, RoF 1, AP 15, HW, Turret, Double-Barreled (+1 to hit)

Zentraedi Command Ship (Assault Module)

Size: 102 (Immense), **Top Speed (mph):** .16 SoL (space), 4603 (flying)

Crew: 40 Ship's crew, 150 marines

Locations:

- Bridge - Size: 20 (Large), Hardness: 102
- Makral Mossil 649 Beam Cannons (4) – Size: 8 (Large), Hardness 16
- Access Hatch (external) – Size: 9 (Large), Hardness 15
- Access Hatch (internal) – Size: 9 (Large), Hardness 12
- Main Engines (6) – Size: 18 (Large), Hardness 20

Sensors & Comms:

DWR, Hyperspace Radio, Laser Comm, Long Range Radar/IFF, Long Range Radio III, Targeting, Long Range Thermal

Vehicle Features:

- A-Pods, Environmental Resistance (Cold), Environmental Resistance (Heat), LAI, NavComp, Space Systems
- Bridge: A fully integrated command, control and communications network for the captain to coordinate air, turrets, and ships.
- Security: Zentraedi don't use security in the same way humans do. Officers keep soldiers in line and on task. Small weapons lockers are located on the elevators throughout the ship. Larger ones are located in the hanger/assembly areas. A storage area near the medical bay is used for alien prisoners.
- Crew Facilities: 100 bunks. Small utilitarian room houses the food paste dispenser.

Weapons:

1. Makral Mossil 649 Beam Cannons (4) – Size: 8 (Large), Hardness: 16
   - 5k/10k/20k miles, 4d10+2, RoF 1, AP 15, HW, Turret, Double-Barreled (+1 to hit)

QUILTRA QUELEUAL-CLASS LANDING TANK SHIP

Easily the most common Zentraedi ship. They are the closest thing to a generic cargo hauler the Imperial fleet had. This isn't to say it is an unarmed vessel. However, it is set up to fill several roles in the Imperial Fleet, from resupply to landing ship to spacecraft carrier. It is well armed with beam cannons and missiles as well. However, like most generalists, it does not excel at any of these roles.

Terran Designation: Zentraedi Landing Ship
Vehicle Type: Quiltra Queleual-Class Landing Ship and Multi-Purpose Transport Vessel

Crew: 1200 Ship's crew, 430 air group 12,000 marines

Quiltra Queleual-Class Landing Statistical data

Height:	2231' (680m)
Length:	9843' (3000m)
Beam:	2230' (680m)
Displacement:	140,000,000 tons (estimated)

Ship

Size: 112 (Immense)

Locations:

- Bridge - Size: 22 (Huge), Hardness: 112
- Makral Mossil 918 Retractable Laser Turrets (17) – Size: 8 (Large), Hardness 16
- Deuawhaug Rascar 89 anti-ship silos (10) – Size: 9 (Large), Hardness 20
- Touwhaug Rasar 481 Retractable CIWS Missile Launchers (22) – Size: 8 (Large), Hardness 16
- Access Hatch (external) – Size: 9 (Large), Hardness 15
- Hanger Hatch (4) - Size: 15 (Gargantuan), Hardness 15
- Access Hatch (internal) – Size: 9 (Large), Hardness 12
- Main Engines (4) – Size: 18 (Gargantuan), Hardness 20

Performance:

Top Speed: Space – 18,150 mph (29,200 kph, Mach 23.8)
Fold – 10,000 parsecs
Lower Ceiling: 80 miles. Has no atmospheric capability.
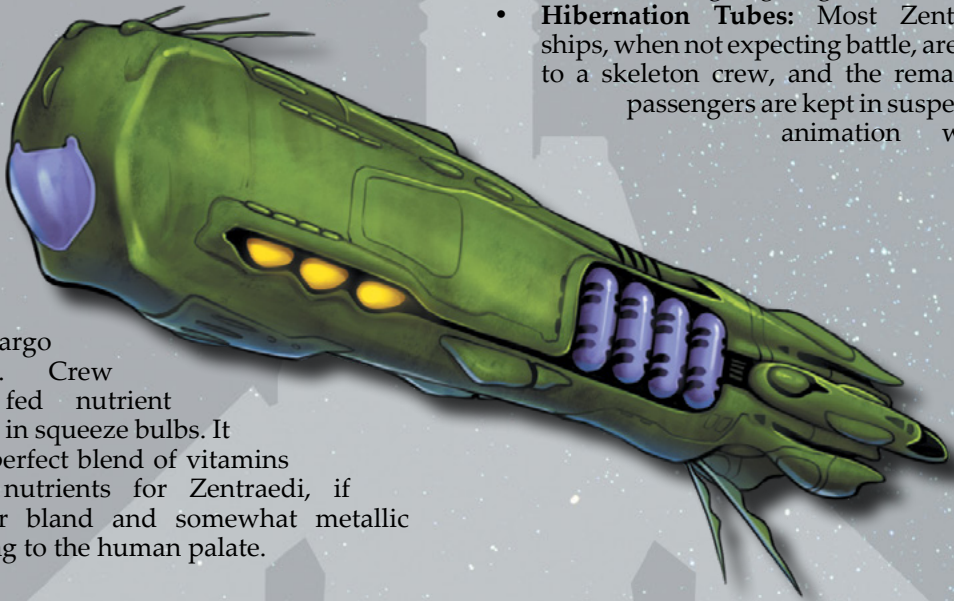**Combat Radius:** Reflex furnace rated for 35 years.
Stores: Life support can handle 2000 supernumeraries.
Dry stores are good for 20 months of deployment with standard crew, though several times that can be stored onboard in the cargo areas. Crew are fed nutrient paste in squeeze bulbs. It is a perfect blend of vitamins and nutrients for Zentraedi, if rather bland and somewhat metallic tasting to the human palate.

Sensors & Comms:

- DWR, ECM Suite, Laser Comm, Long Range Radio III, Targeting
- Radar/IFF: 10/20/40 thousand miles.

Vehicle Features:

- A-Pods, Amphibious, Environmental Resistance (Cold), LAI, NavComp, Space Systems
- **Bridge:** A fully integrated command, control and communications network for the captain to coordinate air, turrets, and ships.
- **Security:** Zentraedi don't use security in the same way humans do. Officers keep soldiers in line and on task. Small weapons lockers are located on the elevators throughout the ship. Larger ones are located in the hanger/assembly areas. A storage area near the medical bay is used for alien prisoners.
- Medical Center: While Zentraedi aren't expected to live long, even the Masters don't view them as disposable. The Medical Center is small and largely automated. It is geared to battlefield injuries and struggles with the rare diseases that sometimes infect Zentraedi crew.
- **Crew Facilities:** 2100 bunks. Small utilitarian room houses the food paste dispenser. Several training rooms are available, which include exercise machinery, electro-stimulation tanks, holographic tanks for marksmanship training, and one SuDai ring for training and the settling of grudges.
- **Hibernation Tubes:** Most Zentraedi ships, when not expecting battle, are kept to a skeleton crew, and the remaining passengers are kept in suspended animation where they are electro-stimulated to keep in physical condition and subjected to constant brainwashing to ensure their loyalty. It takes approximately 15 minutes to go from hibernation to full awareness. And 15-20 minutes to arm and brief the newly awaked soldiers.
- **Workshop:** Capable of all the repair and maintained of assigned vehicles. Has no facilities or spare parts for unassigned vehicles and cannot manufacture missiles or ammunition.
- **Reconfigurable Cargo Bay (2):** A three-deck section the length of the hull can be reconfigured to hold a number of cargos, from bulk freight to fuel tanks to crew quarters, or mecha hangers. Truly enormous, it can carry enough fuel to refuel a flotilla, carry up to 12,000 active troops (or six times in hibernation tubes), over 4000

battlepods, millions of missiles or just about anything.

- **Hanger:** Official complement:
  - 27 squadrons (9) Gnerl fighters
  - 3 Quel Quallie "Cyclops" craft
  - 6 Lieuneuatzs shuttles
  - 9 Frandlar Tiluvo re-entry pods

Weapons:

1. Makral Mossil 918 Retractable Laser Turrets (17) – Size: 8 (Large), Hardness 16
   - 50/100/200 mi, 3d4x10, RoF 4, AP 2, HW, Twin-linked (+1 to hit)
2. Deuawhaug Rascar 89 bombardment silos (10) – Size: 9 (Large), Hardness 20
   - 300/600/1200, 1d12x10, RoF 3, AP 80, HW, LBT, FF
3. Touwhaug Rasar 481 Retractable CIWS Missile Launchers (22) – Size: 8 (Large), Hardness 16
   - 2x (x30) Seraum Awhaug "Moloch" missiles

THUVERL SALAN CLASS DESTROYER

The most common Zentraedi capital ship, the light Thuverl Salan-class were treated as scouts and pickets, often going on extended missions on their own to scout out enemy locations, make raids and quick strikes, and to intercept attackers to the sides and rear of the fleet.

Terran Designation: Zentraedi Destroyer
Vehicle Type: Medium-Scale Battleship

Crew: 600 Ship's Crew, 400 Air Group 2000 infantry

Salan-Class Destroyer

Size: 89 (Immense), **Top Speed (mph):** 18,150 (space), 600 (atmosphere), 140 parsecs (fold)

Locations:

- Bridge - Size: 16 (Huge), Hardness: 89
- Makral Deim 655 Beam Cannons (3) – Size: 10 (Large), Hardness 20
- Makral Mossil 918 Retractable Laser Turrets (48) – Size: 8 (Large), Hardness 16
- Touwhaug Rasar 481 Retractable CIWS Missile Launchers (22) – Size: 8 (Large), Hardness 16
- Access Hatch (external) – Size: 8 (Large), Hardness 20
- Access Hatch (internal) – Size: 8 (Large), Hardness 15
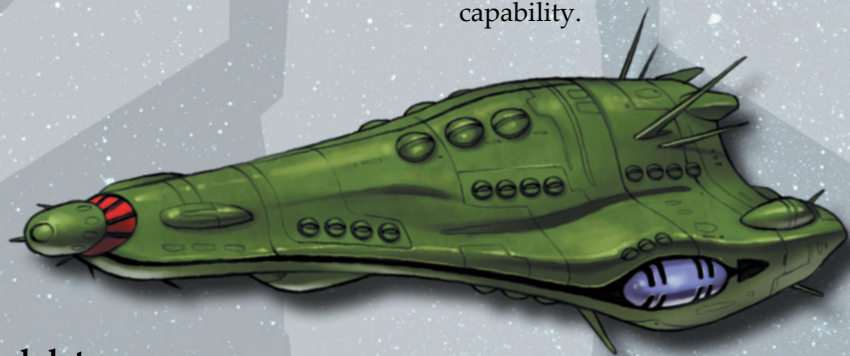- Main Engines (3) – Size: 20 (Large), Hardness 40

Performance:

Top Speed: Flying – 3069 mph (4939 kph, Mach 4)
Space – 18,150 mph (29,200 kph, Mach 23.8)
Fold – 180 parsecs
Lower Ceiling: 80 miles. Has no atmospheric capability.

Statistical data

Height:	1345' (410m)
Length:	7546' (2300m)
Beam:	2887' (880m)
Displacement:	39 million tons (estimated)

Combat Radius: Reflex furnace rated for 35 years.
Stores: Life support can handle 1000 supernumeraries. Dry stores are good for 2 months of deployment with standard crew. Crew are fed nutrient paste in squeeze bulbs. It is a perfect blend of vitamins and nutrients

for Zentraedi, if rather bland and somewhat metallic tasting to the human palate.

Sensors & Comms:
- DWR, ECM Suite, Laser Comm, Long Range Radio III, Targeting

Vehicle Features:
- A-Pods, LAI, NavComp, Space Systems, Self-Sealing
- **Bridge:** A fully integrated command, control and communications network for the captain to coordinate air, turrets, and ships.
- **Security:** Zentraedi don't use security in the same way humans do. Officers keep soldiers in line and on task. Small weapons lockers are located on the elevators throughout the ship. Larger ones are located in the hanger/assembly areas. A storage area near the medical bay is used for alien prisoners.
- **Medical Center:** While Zentraedi aren't expected to live long, even the Masters don't view them as disposable. The Medical Center is small and largely automated. It is geared to battlefield injuries and struggles with the rare diseases that sometimes infect Zentraedi crew.
- **Crew Facilities:** 1500 bunks. Small utilitarian room houses the food paste dispenser. Several training rooms are available, which include exercise machinery, electro-stimulation tanks, holographic tanks for marksmanship training, and one SuDai ring for training and the settling of grudges.
- **Hibernation Tubes:** Most Zentraedi ships, when not expecting battle, are kept to a skeleton crew, and the remaining passengers are kept in suspended animation where they are electro-stimulated to keep in physical condition and subjected to constant brainwashing to ensure their loyalty. It takes approximately 15 minutes to go from hibernation to full awareness. And 15-20 minutes to arm and brief the newly awaked soldiers.
- **Workshop:** Capable of all the repair and maintained of assigned vehicles. Has no facilities or spare parts for unassigned vehicles

and cannot manufacture missiles or ammunition.
- 27 squadrons (9) Gnerl Fighter pods
- 98 squadrons (9) Regult Battlepods
- 9 squadrons (9) Light Artillery
- 4 squadrons (9) Heavy Artillery
- 9 individual Recon Scout (may be attached to any squadron)
- 24 Glaug command mecha
- 30 squadrons (9) Nousjadeul-Ger Powered Armor
- 3 Quel-Quallie Recon Pods
- 6 Liewneuatzs Shuttle
- 6 Frandlar-Tiluva Reentry Pods
- 9 Quel-Gulnau Recovery Pods

Weapons:
1. Makral Deim 655 Beam Cannons (3) – Size: 10 (Large), Hardness 20
   - 50/100/200 mi, 1d10x100, RoF ½, AP 50, HW, FF
2. Makral Mossil 918 Retractable Laser Turrets (48) – Size: 8 (Large), Hardness 16
   - 50/100/200 mi, 3d4x10, RoF 4, AP 2, HW, Twin-linked (+1 to hit)
3. Touwhaug Rasar 481 Retractable CIWS Missile Launchers (22) – Size: 8 (Large), Hardness 16
   - 2x (x30) Seraum Awhaug "Moloch" missiles

CHAPTER SIX: SETTING RULES

DRAMATIC AMMUNITION

Ammunition amounts in Robotech tend to be extreme. A GU-11 has 200 rounds! Then you have energy weapons which will draw upon the batteries of the vehicle, giving them potentially millions of shots. For missiles and grenades, track ammunition normally. But for other weapons, rather than having to track every bullet and blast, we assume there is "enough".

Should a player roll a 1 on their Shooting or Gunnery roll (regardless of the Wild Die), then something has gone wrong. Ammo has run out or the weapon has jammed. Even energy weapons are affected: maybe it has overheated, the capacitors might be drained, or one of the delicate mechanisms have gotten damaged. Players can spend a benny to reroll this as usual. However, if the second roll is also a one, then they are simply out of ammo.

MECHA

Mecha are large humanoid robots which may transform into vehicles, and are capable of movement and actions very similar to a normal human. See individual models to specify speeds and types.

It is often more useful to think of a mech as a large character. Use the following statline for when characters wish to use their mecha as such.

ATTRIBUTES:

- Agility - Pilot's Driving/Piloting
- Smarts - Pilot's
- Spirit - Pilot's
- Strength - Per mech. See statblock.
- Vigor - Pilot's

SKILLS:

- Athletics - Use Driving/Piloting
- Fighting - Use lower of Driving/Piloting or Fighting
- Stealth - Use lower of Driving/Piloting or Stealth
- Face-to-face interaction (Persuasion) -6 for any. Interactions over the comms system can be waived for this (GM call)
- Fine motor control (Repair, Thievery) Subtract size level difference.
- Detecting (Tracking, Notice) -6 to any. Sensor bonuses may apply.

Unless otherwise said, a mecha (In battloid mode) can take any normal movement modifiers a human can. For example:

- Crouching – Half move. -1 ranged attacks against them.
- Prone – Medium cover (-2 to ranged attacks). -2 Parry, -2 Fighting in melee.
- Difficult ground – half movement distance.

One major advantage to mecha is the capacity to fire multiple weapon systems at a time. This is treated just like any other multi-action attack, with the attack rolls for each system suffering a −2 for every additional action declared by the pilot.
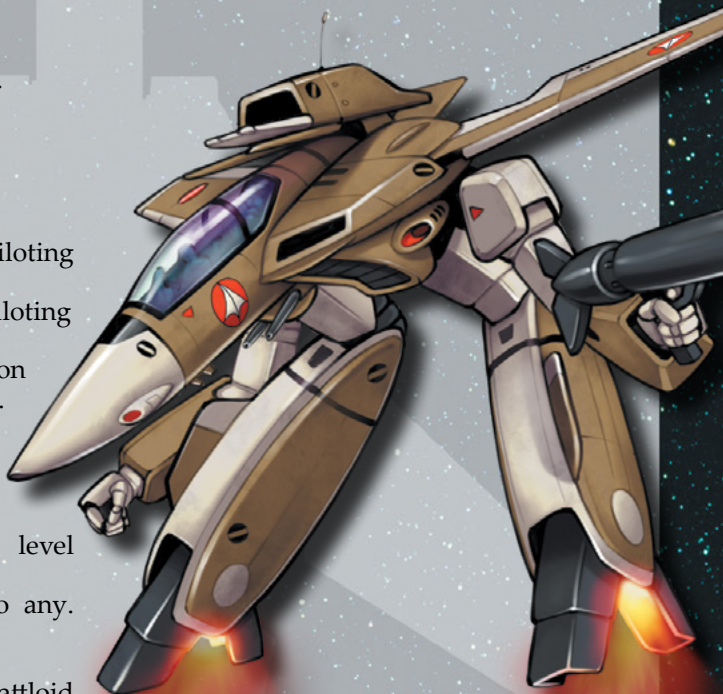
SPACE

Many Robotech encounters happen in space. Here is a summary of the rules for space, orbit, and other microgravity settings.

Vacuum: Vacuums contain little or no air or atmosphere, meaning most organic beings must breathe through artificial means (such as spacesuits). The lack of atmosphere also means pressure is extremely low or nonexistent. This causes blood vessels to burst and lungs to rupture. If a character doesn't have a sealed suit (or it is breached), he must make a Vigor roll every round or suffer a wound from decompression.

Zero-G Effects: All individuals suffer some physical disorientation in gravities different than what they're used to. This inflicts a −2 penalty to Agility and Agility-based skill rolls unless the character has the Zero-G Training Edge.

Characters also experience a higher

Strength die, speed, and jumping ability in zero-G. They add +2 to Strength rolls and +4 to Pace.

Movement and combat in zero-g is tricky due to momentum and disorientation. Characters who roll a 1 on a physical Trait die while operating in zero-g lose control and tumble (–2 to all Trait rolls). They may recover by making an Agility roll as a free action on any subsequent turn—assuming they have some way to stabilize.

Characters who jump from a stable platform propel themselves at a Pace equal to their Strength in inches per round until they contact a larger object or apply thrust from another source. Physical attacks and shots from firearms (except energy weapons) push the firer backward 1″ away from the blast (2″ with large caliber weapons or high melee damage rolls, GM's call).

UNDERWATER

While rare on the SDF-1 group, encounters in the oceans and lakes of Earth were quite common.

SPEED/RANGE

Generally speaking, most vehicles that are not specifically designed for underwater are slow, awkward, and hard to control if they can operate at all.

Almost any mecha can walk along the bottom of a lake or sea. These are usually muddy and unstable, and is considered rough terrain, but speed is reduced to a quarter (not half).

Vehicles that are capable of underwater propulsion are noted in their statblocks. Those that cannot simply will not be able to use their flight or other modes and are stuck walking (if they can). And no, a 40′ tall robot cannot swim.

Most weapons ranges are reduced by half as well. Sensors depend on the type and are noted under each one. (See Sensors, p.)

DROWNING

Characters can hold their breath for a number of rounds equal to 2 plus their Vigor die, or half that if they weren't prepared for being submerged and didn't have time to get a good breath. Incapacitated characters perish in a number of rounds equal to their Vigor die. If someone can get to the victim before then, he can be resuscitated with a Healing roll at −2.

PRESSURE

Most submersible vehicles have a depth for which they are cleared for normal operation. This is called the Operational Depth (OD).

Should a vehicle go below this depth to 25% extra, they must make a roll on the Vehicle Critical Damage chart whenever they pull a club.

If they go beyond 50% of the depth, they must make a roll whenever they pull a club or diamond.

If they go beyond 75% of the depth, they must make a roll whenever they pull a club, diamond or heart.

And if they double their operating depth, then they must make a roll whenever they pull a card of any suit. This is called the Crush Depth.

SENSORS & COMMUNICATIONS

Sensors are important and more involved in *Robotech*. To reflect this, we have added two descriptors for all the sensors and communications systems.

RANGE

Sensors have range bands, much like weapons, with similar penalties to detect. (Example: Steve is trying to lock on to an enemy fighter jet. Because it is at Long Range, he suffers a -4 to Electronics rolls to do so.). Unlike weapons, there is no aiming or extreme range for sensors.

MODE:

Active/Passive

Active sensors generally put out some sort of signal that can be potentially detected and traced back to its source. Radar or a flashlight are good examples of active sensors. Passive sensors give off no signal but absorb signals from the surroundings. Your hearing is a good example of a passive sensor.

Directed/360°

Some sensors are only good for a specific direction. Your vision is an example of a directed sensor… you can only see in one direction at a time, and it is very easy to sneak up on your blindside. 360° sensors cover the whole sphere around you. Think of your hearing, you can't come up on the "blindside" of your hearing (even if you do hear better right in front or directly next to your ear).

- **Human Sight** – Range: 1/2/4 miles. Mode: Passive, Directed. Normal human vision, for comparison.
- **Human Hearing** – Range: 20/40/80. Mode: Passive, 360°. Normal human hearing, for comparison.
- **Human Scent** – Range: 6"/1'/3'. Mode: Passive, 360°. Normal human sense of smell, for comparison.

- **Broadband Audio** – Range: 100/200/400. Mode: Passive, 360°. Sometimes called "passive sonar". Hearing is twice as sensitive and can register super- and subsonic ranges. Range x100 underwater. Does not work in space.
- **C3I system** – Range: equal to Radio. Mode: n/a. Select up to 10 other vehicles (generally squad mates). This extends the user's Command Range to all those in contact, regardless of their actual distance. Can relay communications and sensor data between any vehicles in the network. Requires a Radio and Radar/IFF system
- **DWR** – Range: 0. Mode: Passive, 360°. "Detection Warning Receiver", Detects when an opposing radar or laser system attempts to identify or lock on to this vehicle.
- **ECM Suite** - The abbreviation for electronic countermeasures, ECM-equipped vehicle can jam an

enemy's communications and sensors. When activating ECM, a pilot can disrupt communications and sensors in a 100 square yard area anywhere within 200 yards. Basic audio/visual sensors allow the pilot to see and hear as normal cannot be countered.

- **Laser Comm** – Range: 1/2/4 miles. Mode: Active, Directed. A tight-beam laser or microwave communicator that is almost impossible to jam. It is limited to line of sight, weather, smoke or heat can reduce range dramatically. 1/10th range underwater. X1000 in space.
- **Long Range** – Range: n/a. Mode: n/a. Modifier for other Sensor and Communications systems. Doubles the short range (recalculate the rest of the range bands from).
- **Loudspeaker** – Range: N/A. Mode: Active, 360°. A speaker and microphone that can broadcast the pilot's voice outside of the vehicle. Does not work in space.
- **Magnetic** – Range: 1/2/4. Mode: Passive, 360°. Detects ferrous metal objects or objects with powerful magnetic fields. Usually used to detect mines underground or underwater. Provides a +4 to the Notice roll to detect mines or metallic booby traps.
- **Nightvision** – Range: 1/2/4 miles. Mode: Passive, Targeted. Passive "starlight" light amplification.
- **Radar/IFF** – Range: 2/4/8 miles. Mode: Active, 360°. Detects large objects, their approximate size, speed, and bearing, and compares their profiles to an "identify friend or foe" system to determine whether they are potential threats. Also, can detect storm weather patterns. 1/10th range underwater. Range x10 in space.
- **Radio I** – Range: 1/2/4 miles. Mode: Active, 360°. A smaller radio system on the level of a personal "walkie-talkie" style radio. Military versions come with a scrambler and frequency hopper to make it difficult to intercept. 1/10th range underwater. Range x10 in space.
- **Radio II** - Range: 10/20/40 miles. Mode: Active, 360°. A vehicle-scale radio system common to many military ground vehicles. Military versions come with a scrambler and frequency hopper to make it difficult to intercept. 1/10th range underwater. Range x10 in

space.

- **Radio III** - Range: 100/200/400 miles. Mode: Active, 360°. A powerful radio system common to many military aircraft and bases. Military versions come with a scrambler and frequency hopper to make it difficult to intercept. 1/10th range underwater. Range x10 in space.
- **Sonar** – Range: 5/10/20. Mode: Active, 360°. Active sonar system (for passive, see Broadband Audio). Range x100 underwater. Does not work in space.
- **Spotlight** – Range: 5/10/20. Mode: Active, Directed. Remove all lighting penalties from the arc.
- **Targeting** – Range: n/a. Mode: n/a. An integrated system connects to all personal and weapon mounts to compensate for movement, range, multi-actions, and the like. This negates up to two points of the user's Shooting penalties. At least one sensor must be engaged to gain Targeting benefit.
- **Thermal** – Range: 25/50/100. Mode: Active, Targeted. Infrared and thermal imaging, Registers heat and infrared signatures. Invisible to the naked eye, but IR lights can be easily seen by other IR systems. Thermal imaging devices halve Illumination or cover penalties (round down) for heat-producing targets, though cannot see through walls or even glass. Does not work underwater. Range x100 in space.

VEHICLE QUALITIES

- **Air Brakes** – +2 to Piloting rolls to reduce speed. Halve the amount of distance needed to stop.
- **Airdroppable** – A modification that allows vehicle to be dropped safely from altitude. Can involve special designed shapes, attachments for parachutes, retro-rockets or anti-gravity pods.
- **AMCM (x)** – Anti-Missile Counter Measures. Includes radar jammers, smoke, chaff, flares and decoys. Provides cover for dodging missiles. Counts as a complication for missiles only during chases. X is the number of shots the vehicle has.
- **Amphibious** – A modification that makes a vehicle water-tight. The vehicle can enter water without flooding or capsizing. See the individual descriptions for their movement rates while in water.
- **A-Pods** – Antigravity pods provides the vehicle with true anti-gravity flight capability. It can hover or fly, and is capable of full underwater mobility and can escape the atmosphere (though must be sealed against those conditions)
  - **VTOL:** The craft is capable of vertical takeoff and landing and can hover in place.
- **Environmental Resistance (type)** - Adds +4 to rolls to resist negative effects of that type, such as heat or cold. Damage from that source also is reduced by 4. Generally, also includes resistance to common environmental issues.

Joints freezing up in cold or dust getting into the gears for heat (for example)
- **Depth Reinforcement** - The vehicle's structure is reinforced for pressure, making it capable of functioning deep under the ocean. Must have Amphibious and Environmental Resistance (Cold).
- **Ejector System** - Should a vehicle suffer a Wrecked result; crew members may make Agility rolls at –4 (or no penalty if an individual was on Hold or hasn't acted yet during the round). Failure results in damage as usual and failure to eject that round. Those who succeed are launched into the air and descend safely via parachute. The system covers all passengers and crew.
- **Exposed Crew** - Motorcycles and other "ridden" vehicles offer no protection for their passengers. Crew get no Armor bonus should it sustain a Crew critical hit.
- **Grapplers** – The vehicle is equipped with propelled grappling hooks, each with 200 feet of tensile cord and a winch capable of pulling the vehicle's own weight.
- **Hangar Queen** – Vehicle spends much of its time in a garage. As a rule of thumb, for every hour it was used, it needs half as much in maintenance. Should this not be available, the GM may impose breakdowns of various systems whenever dramatically appropriate.

- **Hardened Circuitry** - Adds +4 to the vehicle's effective Toughness from EMP attacks.
- **Hover** – The vehicle uses hover fans or A-pods instead of wheels. It ignores difficult terrain modifiers and obstacles less than a yard tall, such as caltrops and oil slicks. It may run over any surface, including water, if there are no barriers.
  - **VTOL:** The craft is capable of vertical takeoff and landing and can hover in place.
  - **Pop-up maneuver (0):** This vehicle can hide behind cover, rise, attack, and then descend again—usually before the stunned enemy can react. This maneuver simply allows the pilot to ascend above an obstacle and then descend again in the same move, so he's only vulnerable to opponents with Hold actions. It takes a Piloting roll to ascend and fire in time to descend again. If failed, the craft simply stays at its firing altitude after firing or fails to fire before descending—pilot's choice.
- **Jump Pods** – Jump Pods

allow the vehicle to jump up to 2× the vehicle's Pace horizontally or 1× Pace vertically. Can hover for short times. With a successful Piloting roll, can soften a landing and land on feet.
- **LAI** - The abbreviation used for Limited Artificial Intelligence, the LAI system takes over management of routine tasks and assists the pilot. It is linked to the Comm System, NavComp, all sensor systems, and to the security and diagnostic systems. This means it can monitor communications, navigate, scan and watch, warn of potential danger, and monitor the functioning of all systems, leaving the pilot to more pressing business. Some possible actions include:
  - Act as an autopilot, moving with an Athletics and a Pilot skill of d6 towards a pre-programmed destination.
  - Use any sensor systems to search for a specific target and inform the Pilot when a likely candidate comes into range.
  - Notify command if a pilot has been disabled.
  - Track fuel, ammunition, and give warning when low.

  Requires NavComp, and Radio.
- **Life Support** - Provides a safe and enclosed environment for the pilot, including climate control, waste and water reclamation, and carbon dioxide filters. The vehicle is sealed and will provide a pilot with a controlled environment even underwater or in a vacuum. Also protects against radiation, biological and chemical attacks (NBC). Life support maintains a 12-hour independent air supply with carbon dioxide filtering which will automatically replenish itself when exposed to clean air.
  - **Life Support Pod** - Instead of a simple ejector seat, the vehicle is equipped with a fully sealed pod which maintains the pilot's environment in the same way as a Life Support System. This pod is not equipped for any kind of movement but does have an emergency distress beacon. It can maintain an 8-hour air supply with carbon dioxide filtering which will automatically replenish itself when exposed to clean air. When the vehicle reaches Critically Damaged, it will automatically eject the pod. The Life Support System is required for a Life Support Pod.
- **Magnetic Pads** - The soles and palms of the suit are fitted with powerful magnets, allowing the wearer to walk up or cling to metal surfaces at full Pace.
- **Manipulator Arms (X)** - The vehicle is equipped with robotic arms that can be used for manipulation of objects of a different size level (x) with no penalty.
- **NavComp** - Short for navigation computer, the vehicle is equipped with a database of global maps and topography and can interpolate the

vehicle's position either through satellite uplink or topographical comparison.

- **No Hands** - This vehicle has no hands, so cannot pick up (save in the most awkward, clumsy way), hold onto, or use anything. It takes the Unarmed Defender penalty in close combat.
- **Off-Road** – Off-Road vehicles can climb over most low obstacles such as logs or low rocks, and can push through snow, mud, and other slippery surfaces. They ignore up to 2 points of penalties when maneuvering on Difficult Ground.
- **Rocket Boosters** – Rocket boosters double a vehicle's Top Speed for a round. Each booster has six uses before it must be replaced. Their effects do not stack.
- **Sealed System** - While not equipped for the rigors of underwater or vacuum environments, a sealed system will protect a pilot against smoke, gas, unfit air, and similar atmospheric threats. The vehicle maintains a 4-hour independent air supply, which will automatically replenish itself when exposed to clean air.
- **Self-Sealing** - The vehicle automatically seals minor breaches (suffers one or two wounds) with a fast-hardening sealant. If the vehicle or wearer suffers three or more wounds from a single attack, however, the suit cannot seal and is breached. Critical for operating in toxic environments, underwater or in a vacuum.
- **Space Systems** - The vehicle is equipped for survival in space environment, including reinforcement for the vacuum of space, sun shields, and the like. Requires Environmental Resistance (Cold) support system. Must have Environmental Resistance (Heat) to attempt re-entry.
- **Stealth System (type)** - Vehicle is -4 to be detected by the type of sensor. Currently only available for Radar, Audio, and Thermal.
- **Transformation (mode)** - Certain vehicles can change their shape, giving them different abilities. It takes the vehicle one round to transform from one form to another, during which its crew cannot take other actions save for the Full Defense maneuver. Each mode usually has a single mode it can change into (Jet--> hybrid--> robot)

WEAPON QUALITIES

- **Anti-Aircraft** – Weapon ignores speed modifiers for air or space craft.
- **Aquatic** – Weapon is fully functional underwater.
- **Bombard** – Assuming they have a rough idea of their target's location, this weapon may fire at targets they cannot see by lobbing projectiles over intervening terrain or obstacles. Bombarding suffers a −4 penalty in addition to all other modifiers, and doubles deviation when the Shooting roll is failed (see Area Effect Attacks, SWADE page 97). Reduce the penalty to −2 with precise coordinates (such as from a spotter).
- **Reaction Fire** – These weapons fire automatically at close range. Just before being attacked by a missile, reaction fire weapons can fire (once). If they succeed, they detonate the missile before it impacts.
- **Reliable** – Weapon ignores first Ammo reduction rolled.
- **[type] Seeking** – Weapon gains a +4 to hit a target with an active sensor (example: radar) or emission (example: heat) of that type. In addition, damage rolls will automatically move +/-2 toward the source of the emission (sensors for radar, engines for heat).

VETERAN OF THE GLOBAL CIVIL WAR

Being a veteran of the last war is good news. It means you survived. Players who choose this edge start at Seasoned rank (four advances). It also means they pull a card and find out a little about what happened to them during the war. It's not all bad, but don't expect free powers either.

- **Red Deuce (Deserter):** One day, you just couldn't take it anymore. Maybe something horrible happened, maybe it built up over the years. But one day, you lay down your rifle and walked away. You have the Wanted hinderance, but life on the run gave you an extra die in Notice, Stealth and Survival.
- **Black Deuce (Zealot):** You were lucky to have found the Truth. If only everyone else in the world would listen. You gain a die in Faith and the Luck edge. However, you also gain the Zealot hinderance.
- **Red Three (Ground Pounder):** You were initially assigned to the Infantry. After far too long marching and rifle duty, you got the opportunity to transfer out. You gain a die type in Shooting and Athletics.
- **Black Three (The Fish):** Maybe you were born in the water. You gain +2 to all Athletics rolls related to swimming, diving, Driving (boat), or Survival (fishing).
- **Red Four (Recce):** You got trained to sneak ahead and spot enemy movements. You gain a die in Notice and Stealth.
- **Black Four (Ex-Con):** Okay, so you did some bad stuff back then. You got caught, did your time, and now are trying to go forward. Gain the Shamed (Major) hinderance, and a die in Streetwise and Thievery.
- **Red Five (Bar Brawler):** When the beer bottles start flying, your character is at home. You have the Improvisational Fighter Edge. Moreover, even the most innocuous thing will do Str+d4 in your hands. You also have the Dirty Fighter Edge (or Tricky Fighter if you already have Dirty Fighter). However, all that time in bars has left you with a taste for liquor. Gain the Habit (alcohol) hinderance.
- **Black Five (Clean at Last):** After seeing too much, your character turned to the hard stuff. Then the really bad stuff. They are off it now,

but the temptation to go back is always lurking. Gain the Anemic hinderance and a die to Spirit.
- **Red Six (Mother Hen):** Years spent ferrying passengers through heavy fire have given you a feel for protecting your charges. Whenever someone aboard your craft must make a Soak roll, they may use your Piloting die (with all applicable bonuses) in place of their Vigor die. The craft must be in motion and under your control for this to be allowed. But there was one time where you didn't save your passengers. Gain the Depression hinderance.
- **Black Six (Lucky Charm):** Your grandma gave you a rabbit's foot or coin or charm when you were young and told you it was lucky. Whether it is or not, it does seem to have something to it. While you have it, gain the Danger Sense and Combat Reflexes edges. If the lucky charm is ever lost, gain the All Thumbs and Clumsy Hindrances until it is found again. Better hope it isn't destroyed...
- **Red Seven (Combat Engineer):** While you occasionally get some cracks about soldiers who drive bulldozers instead of tanks into battle, everyone wants a wall between themselves and the bad guys. Gain a die type in Knowledge (Engineer) and Repair.
- **Black Seven (Hardbody):** While all soldiers have to maintain good physical condition, some go to extremes. Gain a die in Vigor and the Brawny edge. You also gain the Driven (minor) edge because you just can NOT shut up about working out, protein shakes, Keto supplements, or the latest health fad.
- **Red Eight (Command):** Someone made the mistake of thinking you were a good person to put in charge, even though you've told them you aren't leadership material. You gain a die on Battle, the Command edge and the Tongue-Tied hinderance.
- **Black Eight (Egghead):** Some people spent their off time shooting hoops and drinking. You spent it reading. Gain a die in Academics, Common Knowledge and Science. However, your retiring nature means you aren't seen as much of a threat. Gain the Mild Mannered hinderance.

- **Red Nine (The Temp):** You were the guy who got assigned to be reassigned the moment you got there. You've been all around the world and know all sorts of people. Gain d6 in two languages and the I Know A Guy edge. However, not all your connections are friendly. Gain the Enemy (minor) hinderance.
- **Black Nine (Shirker):** You made it through the war by doing as little as possible. You gain a die in Stealth and Persuasion, and the Cautious hinderance. Your squad mates will quickly wear out their patience of you not pulling your fair share…
- **Red Ten (Loudmouth):** Your character has been through every possible situation. Gain a die in Common Knowledge and the Jack-of-all-Trades edge. But you can't help sharing your great experience, even when people really don't want to hear a long story (like, say, in the middle of a firefight). Gain the Quirk (…this reminds me of the time…) hindrance.
- **Black Ten (Big Meanie):** Someone betrayed you during the last war, and you won't get burnt again. Gain the Suspicious (minor) hinderance, and the No Mercy edge.
- **Red Jack (Get That Thing Away From Me):** For some reason, a small creature just creeps you out. It could be snakes, rats, slugs, whatever. Gain a Phobia (Minor) hinderance for it. But years of dealing with your fears have made you stronger. Gain the Brave edge.
- **Black Jack (The Gambler):** Some people just can't step away from the table. Maybe they spend all their money on poker, or every off-duty minute is spent conquering level 17 of Empire Souls XXVIII. Gain two die types on your Gaming skill, and a +2 to rolls to spot cheating or lying. But dedication to games leaves you a little cut off to the outside world. Gain the Clueless hinderance.
- **Red Queen (Bollixed):** Electronics just don't seem to like some people, and you are one. Anytime the hero rolls a 1 on his trait die when using a device, it breaks, requiring 2d6 hours and a successful Repair roll to fix.
- **Black Queen (Quartermaster):** You took a turn through the supply side during the big fight. Your specialty was 'acquiring' things that didn't necessarily come through the supply chain. You gain a die type in Persuasion and the Scavenger edge. However, you have a slight obsession with gaming the system, and gain the Greedy (minor) hinderance.
- **Red King (Chewed Up):** Once your character was in a terrible accident that should have killed him but didn't stick for some reason. He is covered in scars and gains the Ugly (major) hinderance. But also gains the Hard to Kill and Harder to Kill edges.
- **Red Ace (Wise Guy):** The barracks would be a much grimmer place without you around, always ready with a joke or a tune on the piano. Gain a die in Performance and Academics, and the Work the Room edge. Also, the Big Mouth hinderance.
- **Black Ace (...as a bat):** Your characters eyesight was just good enough to get into flight school... but has gotten worse with time. Gain the Bad Eyes (minor) hinderance. However, your character pays even more attention due to his bad eyes. Gain the Alertness edge.
- **Black Joker (Twitchy):** It was the time we were on patrol, and we went into a bombed out house, and there was a teddy bear sitting there, right in the middle of the room... Something went snap inside your character. She jumps at every noise, anything out of routine is alarming. Gain the Yellow hinderance and the Alertness edge.
- **Red Joker (Eternal Hero):** Maybe Fate took a shine to your hero. Maybe it is just luck. But the character gains a +2 bonus to all Vigor rolls. This is not without tragic consequences, however. Perhaps a dear friend or loved one takes the bullet meant for him instead; or while he is immune to a disease to which he is exposed, he becomes a carrier and infects everyone around him until he is cured. Any time his Wild Die comes up on 1 on a Vigor roll, the effect he rolled against rebounds in some way.

MASS COMBAT

SPACE ASSAULT

Once an attacking fleet has been deployed, follow the Setup rules for Mass Battles. Be sure to consider the distribution of fighters, cruisers, and capital ships when determining the strength of each side.

The Mass Battle proceeds as described in *Savage Worlds Adventure Edition*. Note the "Artillery or Air Support" battle modifiers also apply to any planet-based weapons, railguns on space stations, or similar weaponry.

If the attacking side manages to destroy the defending fleet or the defenders choose to retreat, the attacker has blockaded the planet. No supplies or reinforcements can be delivered to those on the planet and unauthorized ships attempting to land on or leave the planet are most likely be destroyed.

In the event the original defenders attempt to retake control of the planet, they receive a +2 Morale Modifier because they are fighting for a planet that was once their own.

GROUND ASSAULT

Controlling space is easy, controlling a planet with millions or billions of citizens below is far more difficult. An additional Mass Battle should be used to determine an assault on a planet.

The attacking fleet may receive the "Artillery or Air Support" battle modifiers if they have the ability to orbitally bombard the planet below. However, they will receive a negative terrain penalty during the first round of the Mass Battle if they will have difficulty landing their troops on the planet due to heavy resistance.

If the attacking side wins this Mass Battle, they have effective control of the planet and its resources. If the defending side wins, then the attacking side still has control over the planet.

MASS COMBAT AS ENCOUNTER

For many battles in *Robotech*, GMs might be tempted to use the Mass Combat rules. This, however, removes some fun options for the players, and should be discouraged.

Instead, assume the battle is going on around them, and the outcome of the battle reflects how successful players are on their missions. While most battles do ultimately boil down to who kills the other guy quicker, some objectives like capturing the enemy commander, taking down the enemy ace, destroying the artillery, or rescuing the hostages are more in line with what player characters can do. Here are some quick rules to help GMs flesh out these kind of encounters.

- **Objective:** This is the players main goal. Additional encounters may happen, but the mission succeeds or fails based on the objective. Secondary and tertiary objectives may be added.
- **Allied forces:** Should they need to, could the PCs call upon air support? Artillery? A quick pickup in an unmarked van? An ambulance?
- **Enemy forces:** Typical encounters the PCs might encounter. A scout patrol or a squadron of guards. These are generic mooks that GMs can throw at the players to slow them down or encourage them to go a different way. Having several of these squads statted out and ready saves GMs a lot of work.
- **Terrain:** What players will run into in the void of space is very different then what they'll find in a series of caverns or deep underwater. Go over any environmental rules as well as any traps or obstacles they might have to get around.
- **Aftermath:** What happens when the PCs succeed or fail? Does the enemy fight on, or do they throw down their arms and surrender? An orderly retreat or a wild route?

More, how successful are they? If they achieved the Primary objective, then the
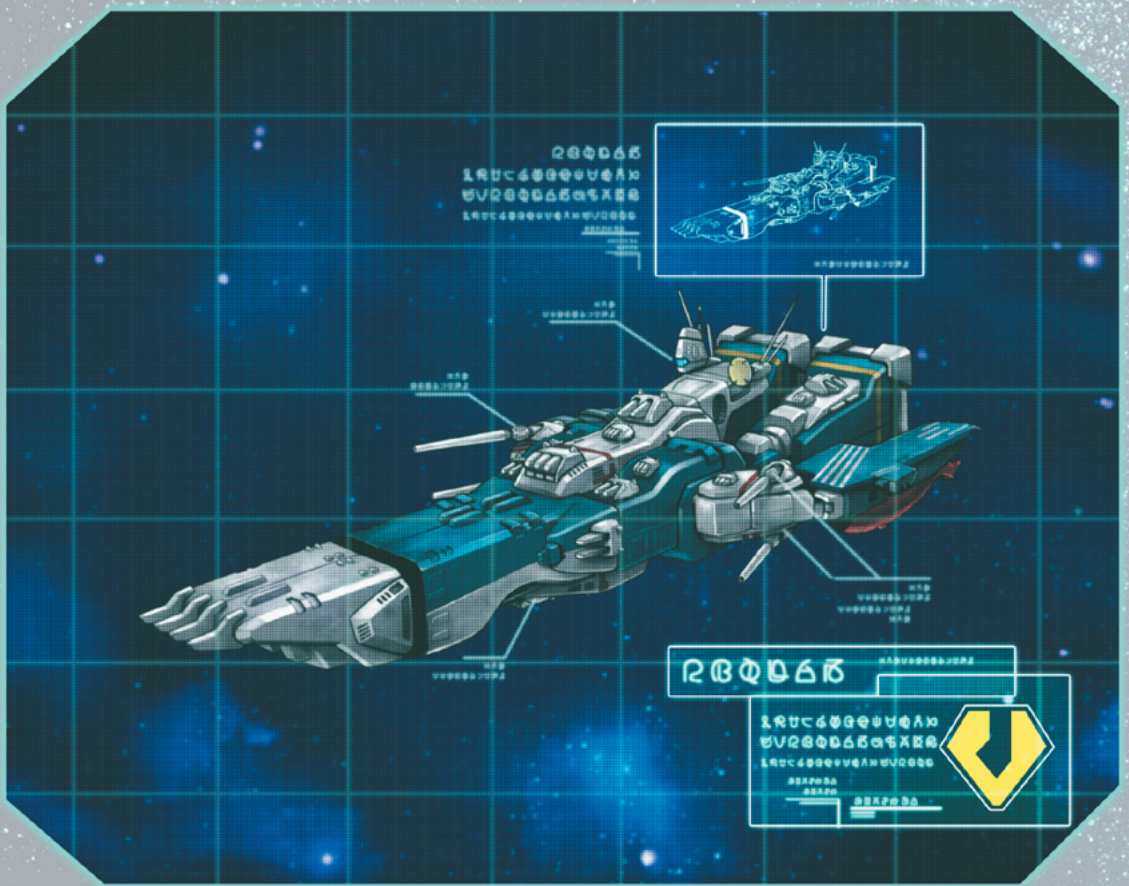
battle likely swings in their favor. If they've failed, then the battle could turn ugly. If they've achieved the secondary objectives, then not only does the battle go well, but the command likely looks favorably (for a while) on the group, and a bonus to promotion rolls, extra consideration for supplies or amenities, or choice assignments could be on the way.

Here are a few sample encounters for you to work with:

Cut the Supply Line:

Enemy forces are bringing food and ammunition to support their troops in an upcoming battle. The goods are being transported by a supply caravan, and scouts have determined the route the caravan will take. There is a perfect ambush site where the road narrows in a thick grove of trees…

- **Objective:**
  Primary – Destroy four vehicles.
  Secondary – Capture four vehicles.
- **Allied Forces:** As this mission is an ambush, there is no support expected to be needed for this mission. There is a heavy truck nearby to haul away any captured supplies.
- **Enemy Forces:** The caravan consists of four light trucks carrying crates of weapons and food. The drivers are armed, and there is a guard in the passenger seat as well.
- **Terrain:** The road winds through light forest. The ambush location is a spot where the undergrowth grows to within 30 feet of the road.
- **Aftermath:** The trucks are standard, and the weapons in the back will require minor assembly to be used. If the trucks are destroyed, so are the supplies.

Destroy Artillery:

The enemy is raining shells down on the base, making it impossible to launch planes or mount any kind of counterattack. But a small group might be able to slip out and get the big guns before everything is wiped out.

- **Objective:**
  Primary – Destroy or disable half of the enemy artillery pods.

Secondary – Destroy or disable all the enemy artillery pods.

- **Allied Forces:** The base is effectively pinned down. Once the artillery is silenced, then the remaining Veritechs and Destroids will make quick work of the enemy forces.
- **Enemy Forces:** The Zentraedi have two emplacements, each consisting of four Heavy Artillery Pods. In addition, there are a dozen Battle Pods guarding them.
- **Terrain:** Each firing site is a small clearing, big enough for two pods at a time to fire. There are typically two Battle Pods on duty in the clearing as well.
  - **Tactics:** While Artillery Pods are firing, the other two are sheltering in the trees and reloading. If players are stealthy, they could take out the pilots, who have to get out of the pods to reload, without raising an alarm.

Within moments of any major combat, one of the nearby patrols (3 battlepods) will arrive. Within 5 rounds or so, the remaining battlepods (7) will arrive from different directions. It is unlikely the second firing site will note any combat, unless there are a lot of explosions and flight. They will note the sudden stopping of the missile barrage.

- **Aftermath:** The characters are successful if they destroy at least four of the battlepods.

Left Behind:

While out scouting through the asteroid belt, the party is cut off from the SDF-1. The last message they get says they'll be back in two hours. Stay hidden, the enemy is crawling through the area. Of course, plans never survive contact with the enemy…

- **Objective:**
  Primary – The VEF must survive. The rest of the squad should as well. In fact, just make sure everyone makes it back as intact as possible. Two hours will be close to the end of the onboard air supplies but should be possible.
  Secondary – Report on enemy movements, tactics, equipment. Any information they get could possibly be valuable!
- **Allied Forces:** In addition to the squadron, they have been assigned a VEF-1. While not as combat able as the other Valkyries in the squad, the enhanced radar suite and jamming ability could be very useful…
- **Enemy Forces:** There are a LOT

of Zentraedi in the area. And they don't seem to be interested in going anywhere else. Squads of 12 Battlepods or Gerl fighters.

- **Terrain:** Aside from being in the vacuum of space, there are a number of asteroids tumbling in the area. They range from areas of gravel, to house-sized, to ones the size of small moons. One of these in particular has a cave-like hollow area, just big enough to pack a squad of Veritechs in…
  - **Tactics:** GM's should plan for at least three waves of attacks. The first, is a pure accident. A squad of battlepods spreads out over the area. Assuming the characters are hiding, it is one of those accident things. The pod just happens to look in the right direction at the right time. With quick action, players should be able to stop him before their coordinates are radioed back.

About an hour into hiding, the second wave arrives. The Zents know they are in the area, but not exactly where. A squad of Gerl fighters buzzes by... do they see them?

Near the 2 hour mark, the Zents are done playing around. They've brought a Recon Pod out, as well as several squads. The players are drastically outnumbered, and hiding isn't viable. Worse, the air is starting to run out. Start making Vigor rolls as the oxygen runs low…

Just when things seem hopeless, several squads of Veritechs sweep in. The SDF-1 has returned (just a few minutes late…).

- **Aftermath:** If the players and the VEF survive to be rescued… Good job. However, there are plenty of opportunities to observe the Zents, and maybe listen in on their broadcasts…

Ready for Missiles:

For the most part, Veritechs are just too small to do any real damage to a Zentraedi Battleship. That's a job for the heavy torpedoes on the ARMD platforms. However, they are slow and easily shot down. If someone were to clear the anti-missile turrets on the ship, it would help immensely…

- **Objective:**
  Primary – Destroy CIWS turrets before the missiles are launched in 10 rounds.
  Secondary – Destroy the hanger bay.

- **Allied Forces:** While technically there are other squadrons and the ARMD platform nearby, they are a little busy with their own missions.
- **Enemy Forces:** In addition to the CIWS turrets [insert statblock] a Nupetiet-Vergnitzs has several flights of Gnerl fighters, Thousands of Battlepods, and powered armor. If the hanger bay is damaged, then they can't reinforce the already launched troops.
- **Terrain:** Space, and the surface of a two and a half mile-long spaceship.
    - **Tactics:** While the main guns are dealing with the ARMD platform and Oberth destroyers, the CIWS turrets will target the players and eventually the incoming missiles. In addition, there are dozens of Gnerl fighters already launched, and more every moment.
- **Aftermath:** If the players clear at least 25 turrets before the missiles arrive, they have fulfilled the primary objective. If they blow up the hanger bay, they will make their lives much easier, and everyone else in the fleet.

141

CHAPTER SEVEN: MISSIONS

GMs… Stuck for an idea of what to do with your players? Sick of "Go on patrol, oops you are attacked by Zentraedi!" setups? Try this handy generator to help spark some ideas. This won't spell out a full adventure for you but will give you some ideas to build an adventure around. Simply grab a deck of cards and pull four.

1: Do what?

CARD	HEART	DIAMOND	CLUB	SPADE
Ace	assist	discover	assassinate	control
King	retrieve	foil	combat	hunt
Queen	negotiate with	watch	strike	infiltrate
Jack	disguise	safeguard	obliterate	seize
10	guide	deliver	assault	attack
9	liberate	investigate	blow up	repel
8	escort	support	destroy	conceal
7	move	encounter	fight	chase
6	protect	reveal	kill	ally
5	save	shield	battle	locate
4	meet	find	avenge	build
3	guard	activate	defeat	oppose
2	observe	manipulate	take	convince

2: To what or who?

CARD	HEART	DIAMOND	CLUB	SPADE
Ace	treasure	woman	bounty hunter	disaster
King	starship	criminal	soldiers	politician
Queen	scientist	police	item	ally
Jack	rebel	technician	villain	invention
10	princess	enemy	merchant	warrior
9	primitives	monster	information	discovery
8	murderer	journalist	fringer	rival
7	hacker	spy	creature	weapon
6	energy	diplomat	technology	scoundrel
5	computer	smuggler	man	reporter
4	agent	friend	outcast	broker
3	anomaly	secret	businessman	captain
2	android	robot	base	mercenary

3: Complications

CARD	HEART	DIAMOND	CLUB	SPADE
Ace	betrayal	spatial anomaly	trap	communication
King	battle	politics	abduction	change
Queen	travel	military	capture	corporation
Jack	information	malfunction	disaster	false information
10	natural disaster	government	press	law
9	legal trouble	criminals	barriers	lies
8	security	theft	mistaken identity	riot
7	lack of trust	enemy	insanity	drugs
6	crash	exploration	innocents	manipulation
5	bureaucracy	scientific issue	double cross	loss
4	trick	invasion	diplomacy	disease
3	robot	environment	money	conspiracy
2	attention	mistake	lost	time

4: Opposition

CARD	HEART	DIAMOND	CLUB	SPADE
Ace	monster	military	agency	mercenary
King	fringer	government employee	pirates	ruler
Queen	scoundrel	organization	soldiers	terrorists
Jack	gang	police	security	corporation
10	rebel	merchant	former ally	enemy
9	android	thief	villain	specialist
8	enemy	scientist	thug	veteran
7	stranger	ship captain	madman	beast
6	outlaw	agent	alien	smuggler
5	doctor	bounty hunter	friend	unknown
4	employer	cult	criminal	lunatics
3	celebrity	creature	horror	merchant
2	environment	professional	robot	law enforcement

Examples:
Eight of Diamonds (Support), Six of Spades (Scoundrel), Jack of Spades (False Information), Two of Spades (Law Enforcement)

Characters are called into a briefing. They are to support an informant as they sabotage anti-unification separatists. Unknown to the player characters, the informant is a well-known con-man, who is running a scam to get access to law enforcement records of his past deeds. They will quickly find this out when police forces show up to stop them. For further adventures, is their commander a willing participant with the con-man?

Six of Spades (Ally), Eight of Clubs (Fringer), King of Clubs (Abduction), Six of Clubs (Alien)

Players are to escort an important diplomat to a summit which will bring another nation into the United Earth Government. Only, when they arrive at the town to pick up the diplomat(s), they find they have been captured by Zentraedi forces. Can they rescue them in time before the talks fall apart?

Three of Diamonds (Defeat), Ten of Hearts (Princess), Six of Clubs (Innocents), Ace of Hearts (Monster)

Rumor comes one of the Malcontent leaders has built an arena where she amuses herself by throwing prisoners in to fight each other or wild beasts. If the players go in with missiles flying, the people will be killed, but if a couple of the players can sneak into the slave pens…

ISLAND COUNTDOWN

A ONE-PAGE ADVENTURE FOR THE ROBOTECH MACROSS SETTING.

It is May 27th, 2009. Three months after terrorists have used a nuclear weapon to wipe the SDF-1 and Macross Island off the map. While the Zentraedi haven't attacked the Earth in mass, they remain up there, lurking, waiting for their time.

Fortunately, the rest of the RDF forces have not been idle. After the Emergency Powers act was declared last month, a huge part of the world's economy has been poured into making new weapons and training soldiers for the inevitable invasion. You are one of those soldiers.

Your squad is called into the ready room. Inside are two pilots who you don't recognize and the CAG. As soon as the last of the party sits down, he begins.

"Two days ago, a Zentraedi landing ship was detected landing on McAlister Island. It's a rock, nothing more important than the wildlife sanctuary located on it. The island is covered in trees and vegetation, but itself isn't big enough or strategically located enough to be worth much. Which is why the landing is so odd. Recon reports the Zentraedi are apparently building a structure there. Why? We don't know. High Command doesn't care either. We are going to blast the area to rubble. The problem is that it is an ecologically sensitive area, so we don't want to just carpet bomb the area. Instead, a Cat's Eye Recon plane will spot the coordinates for precision strikes. And it is up to your squad to make sure that they can do their job."

McAlister Island

McAlister Island is small -- a few miles across with two volcanic mountains on either end and a deep valley in between. Somewhere in the valley is the Zentraedi construction site. The squad must protect the Cat's Eye Recon until the barrage is underway. A few miles away, the fleet is ready with Monsters and Spartans ready to launch a long-range attack. While the Cat's Eye is spotting for them, they will accurately rain down on Zentraedi targets. If the plane doesn't spot for them, the shots will go wide, possibly missing the construction site or the island entirely.

The Briefing

Engagement is expected, but not expected to be heavy. Players are assigned a Valkyrie appropriate to their rank. Ordinance is the standard Air Superiority loadout (12x AMM-1 Arrow missiles). FASTPacks are not cleared as they aren't expected to be needed for this mission. Enemy forces are expected to be light, no more then 2-3 Battlepods per squad member.

GM's Section:

The purpose of this one-sheet is to familiarize players with the different rules for Robotech. This includes sensors and communications range bands, dynamic missiles, transformation, and the protoculture rules.

At about 8 miles out, players should start worrying about being detected. Players can make Electronics rolls (-4 for Long Range) to start detecting things. Shortly after, they should start getting pings from their DWRs. There is something with radar on the island. Unfortunately, almost as soon as they realize this, an area of heavy ECM activity appears over the island. To get a decent target, the Cat's Eye will have to use its LANTRIN pod, whose maximum range is 500' (50/100/200). It's going to be in sitting duck range for any weapons down there… worse, it will have to maintain targeting for five rounds!

The good news is that all the mecha down on the island are Regult battlepods… which can't fly in atmosphere. Players will have an advantage. The bad news is they are forewarned and well able to shoot down a handful of aircraft. Especially at this close of a range.

Island defenders include:
- 1 Glaug Officer's pod. The commander of this mission is a little upset about being ordered to set up a forward base, and incoming micronian fighters are just the thing to cheer him up.
- 1 Del Regult. While unarmed, it is providing the ECM cover and spotting duties for the other battlepods. Players will have to take it out before they can radio back for the artillery strike.
- Regult battlepods equal to the number of players. These guys will try and snipe out fighters before turning their attention to the Cat's Eye.
- 2 Gluuhaug Regult battlepods. The "light artillery" pods will be firing Morgoth missiles at incoming Veritechs. They have reloads available at the base, so aren't afraid of wasting ammo!

Starting at around 1200", characters will likely start getting DWR warnings that they are being locked in on. At the same time, the first anti-aircraft shots from the battlepod's lasers will make shots. Given their speed (likely above 300 mph (-4) at this point) and range (long), these will be pretty wide (-7 or so to hit).

At 600", things will start to really get crazy. The Battlepod's lasers are at medium range (-2), and their particle cannons are just coming into range (-4), and players will have to slow to just over 200 mph (-2) to not leave the Cat's Eye behind. Players will have a hard time picking pods out of the thick trees. Thermal scans could, but to use them the players will have to get much closer.

The Cat's Eye needs to circle the island at 500" (closer is better) for at least ten rounds (one minute). Characters have a number of ways to protect it. They can keep the defenders busy with themselves for long enough for it to do their job. They can stay back and try and shoot down any missiles. Or they can transform and take the fight to the Zentraedi. This is entirely up to them. But remember, there is a giant load of artillery going to be hitting on round 11. If anyone is damaged or left behind, they'll get a front seat to the biggest, and last, fireworks show of their lifetimes.

This is a great time to try out the Protoculture rules, letting characters pull off special moves. Landing on the island and taking out battlepods in Guardian or Battloid form is also a good idea.

Aftermath:
If the Cat's Eye is shot down, the mission is a failure. The squad should evacuate as soon as possible. The Zentraedi step up patrols, making it impossible for the RDF to strike back before the installation is built. In addition to launching several ICBM-style missiles at cities, killing thousands, the Zentraedi are spotted loading landing craft with crates of… something. People? Foodstuff? Materials?

If the Cat's Eye survives for ten rounds, then what can only be described as a holy hell of artillery arrives. Guided shells and cruise missiles turn the valley between the two mountains into a burning hellscape, destroying the installation and the Zentraedi building it. Needless to say, it is probably wise for the characters to get out of there before this happens…