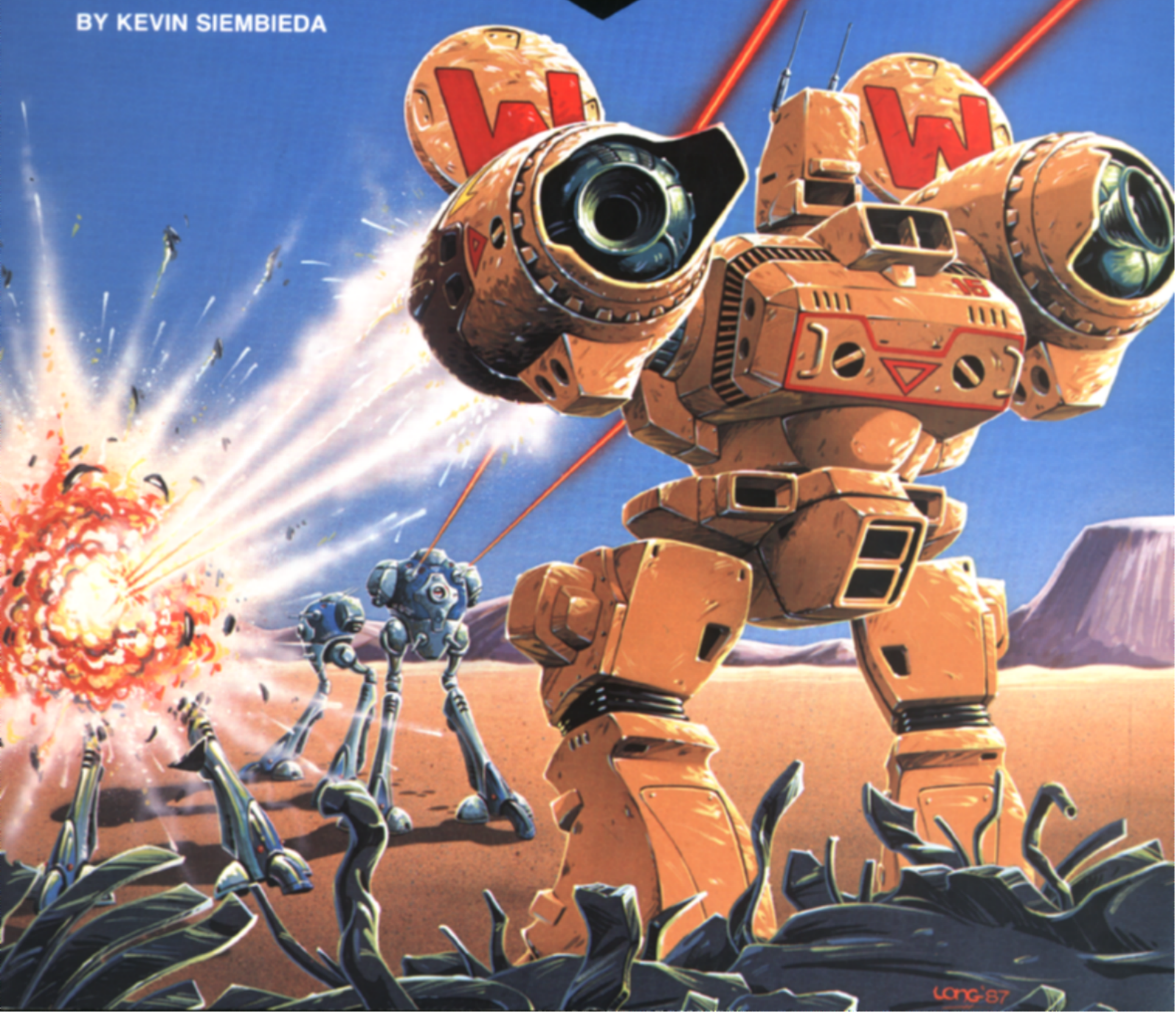


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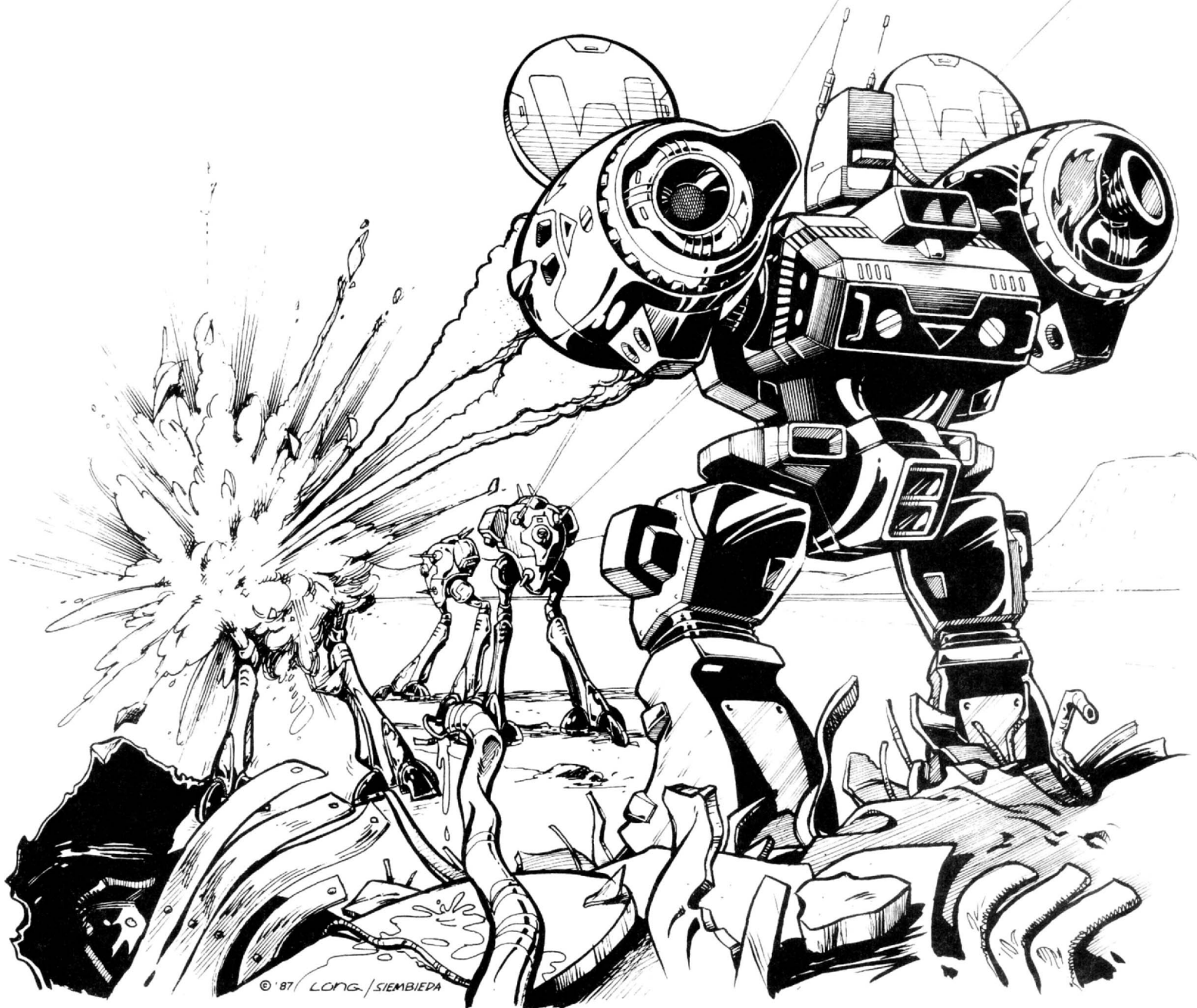
RDF MANUAL

BY KEVIN SIEMBIEDA



PALLADIUM BOOKS PRESENTS
THE ROBOTECH RPG BOOK TWO

RTF MANUAL™



This Book is Dedicated to my dear friend and ace game designer, Erick Wujcik.

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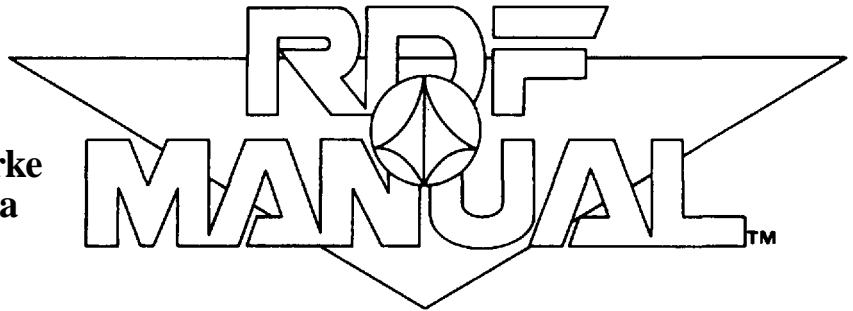


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INTRODUCTION

Within the proceeding pages you will find a wealth of data, maps, charts and diagrams about the people, places and machines of the post-holocaust world of Macross/ROBOTECH™. In addition to defining the world, I've also provided a handful of clarifications, modifications and optional rules to spice up your games. In the near future we will release books about the Zentraedi, Mecha of Southern Cross and adventure scenarios.

RULES & OPTIONAL RULES

AERIAL COMBAT

Combat maneuvers in the air and in space are the same as those described under the Piloting Aircraft skills found on **page 28** of the ROBOTECH™ RPG. The notice states, quote *"Special Note: The following rules apply to ALL aircraft. Roll under your pilot skill for each maneuver"*; end quote. These rules are great fun, playable and, yes, apply to Veritech Fighters, Zentraedi air/spacecrafts and Female Power Armor.

RECOVERING PHYSICAL S.D.C. POINTS

Physical Structural Damage Capacity or S.D.C. is gained from many physical skills as well as each O.C.C. When the character takes physical damage from a punch, fall, gunshot etc., the damage is first subtracted from the character's S.D.C., then hit points.

Recovery of S.D.C. is exactly the same as hit points (hit point recovery is described on pg. 5 of the ROBOTECH™ RPG).

1. The person must receive some sort of treatment for injuries. Without treatment and rest, no S.D.C. or hit points can be restored.
2. S.D.C. recovery occurs simultaneously with hit point recovery and continues until the total number of S.D.C. and/or hit points are restored. Generally, 2 or 4 S.D.C. points are recovered daily. See Hit Points.
3. Proper treatment from minor damage such as bruises and abrasions from fist fights, falls or beatings is simply some band-aids, iodine and rest. Cuts, burns, bullet and knife wounds, broken bones, etc. require some sort of medical treatment. Recovery of minor damage is 4 S.D.C. points per day.

INCREASING SKILL KNOWLEDGE (optional)

One of the most often requested rules additions is a means to gain additional skills. I find this request particularly ironic because all of our role-playing games that use the Palladium RPG system allow for selecting additional skills as the character gains experience levels. I intentionally excluded it from the ROBOTECH™ RPG to streamline the character generation. My mistake.

The following applies to all O.C.C.'s; skills are selected only from the list of skills available to each specific O.C.C.

- Veritech Pilot, Destroid Pilot. Electrical Engineer, and Mechanical Engineer O.C.C.s can select 3 additional skills at level three, 2 at level six, 2 at level nine.
- Military Specialist, Field Scientist and Communications O.C.C.s can select 3 additional skills at level three, 3 at level six and 3 at level nine.

DETERMINING RANK

All characters start off at the rank of private. Skill, courage and leadership in the field will result in increases of rank. Most characters will become corporals and sergeants with relative ease. However, quickly received sergeant's stripes does NOT mean a lieutenant's bar is ever going to come.

In the real military, rank and promotions are determined by the availability of personnel, personal conduct/achievement, and politics. Remember, every one in the military can not be an officer. Often one's official rank is disproportionate to one's time in years and achievement. Promotion is very often unattainable because all the positions for lieutenant or captain are already filled, or are the limit of one's rank in that area. A good example of this is Captain Gloval and Lieutenant Fokker, both of whom were war veterans with over ten years experience, but whose ranks were held in check until after the Zentraedi planetary assault.

RANKS, from the highest to the lowest

General
Lieutenant General
Major General
Brigadier General
Colonel
Lieutenant Colonel
Major
Captain
First Lieutenant
Second Lieutenant
Sergeant Major
Master Sergeant
Sergeant First Class
Staff Sergeant
Sergeant
Corporal
Private First Class
Private

R.D.F. CHARACTERS AND RANK

Presumably, most GMs will have the player characters assigned to their own team or squad. This means a leader must be selected. To avoid hurt feelings, I suggest the players democratically choose a player whose character will be the acting leader. This character is immediately given the rank of Corporal (pending sergeant if he/she proves to be a sound leader), while the rest of the characters remain privates 1st class. After the first 3D4 weeks in the field ... or ... after the group has been noted for outstanding action (acts of extreme heroism, valor, a major crime busting operation, or some other *impressive* accomplishment), the characters should all receive promotions to the next rank; sergeant for the team leader and corporal for all the others. Awarding promotions should slow down from this point on. The GM may use the experience point system of major accomplishments to help him fairly consider promotions in ranks.

Some Rules of Thumb Regarding Rank:

1. Most characters are never likely to attain a rank beyond Sergeant Major.
2. There can be many Corporals or even Sergeants in a Mecha Team, but only ONE Captain, 1st Lieutenant, 2nd Lieutenant and Sergeant Major.
3. The squad leader can be one rank below the highest ranking officer in the team if he has more combat experience.
4. Specially assigned officers must bow to the team leader regardless of superior rank.
5. The highest possible rank for a Mecha Team, squadron/team leader is usually Major, although Captain is the norm.
6. Rank higher than a major usually means an administrative position at a military base or outpost.

ROBOTECH Random Hit Location Tables (Optional)

Compiled by Jim VanCleave and Barrel Dealing

The tables which follow are optional random hit tables for Mecha combat. While I personally dislike hit location tables in most circumstances, I must concede that they can be very useful in this game, with giant robots/mecha and massive war-machines. I must stress that, while these tables can be useful, they are *optional*. Their inclusion in a game is solely up to each game master.

When to Use the Tables.

The hit location tables can be used to indicate the area of a strike or hit whenever a random (uncalled) shot/attack is made and strikes.

Angle of Attack

There are FIVE angles of attack: *front, back, side, top or bottom*. Determining the angle of attack can be done in two ways: 1) By rolling on the Random Angle Tables, or 2) Responding to obvious circumstances in game play.

The first way to determine the angle of attack is obvious and not particularly accurate. The second way is what I suggest whenever possible. Unless there is an ambush, the player should have a clear idea of his target's or opponent's location. It is usually obvious what angle is most appropriate. **Example:**

G.M.: "You (in Veritech) step from around the corner of a large building. A full size Zentraedi in male power armor and a tactical battle pod are down the street some 300ft, terrorizing some humans. What are you doing?"

Player: "Do they see me?"

G.M.: "No, both are preoccupied with the humans."

Player: "I fire four high explosive missiles at the pod and prepare to fire my GU-11 at the foot soldier."

G.M.: "An 11 to strike. The battle pod was distracted and never saw what hit him; they hit from *behind*." Note: Because missiles inflict so much damage, it is futile to roll on the Random Hit Location Table. It is blown to bits.

G.M.: "Okay. The soldier in power armor turns with an assault rifle ready." (Obviously the Zentraedi soldier and Veritech now face each other. So the hit location will be the FRONT for both characters). Roll initiative ... 19 for the foot soldier beats your 8 by a mile." The Zentraedi gets first shot. 16 to strike is a hit." (The Veritech opts not to dodge and takes the shot). Since this was not a called shot the G.M. consults the **Random Hit Location Tables**.

Step One: *Type of mecha/vehicle:* Veritech

Step Two: *Angle of Attack:* Front (both combatants were facing each other).

Step Three: *Roll percentile dice* to determine exact location of the blast/damage.

Step Four: *Subtract the damage from that area.*

G.M.: "A 23 — that's a leg. The player subtracts damage from the Veritech's leg. Combat continues.

Player: "It's just a scratch. I fire a short burst from my GU-11 gun pod as a warning and demand his surrender." The roll to strike is made ... a 14.

G.M.: The Zentraedi tries to dodge, — leaping to his right for cover." A twenty-sided die is rolled. "A ... 12 to dodge fails. You strike." *Again the Random Hit Location Tables are consulted.*

Step One: *Type of mecha/vehicle:* Male Power Armor.

Step Two: *Angle of Attack:* Side (Why? Because the Zentraedi was dodging by leaping to his right. Think about a leap. The body twists and turns as the person is propelled forward).

Step Three: *Roll percentile dice* to determine the exact location of the blast/damage.

Step Four: *Subtract the damage from that area.*

Note: My personal opinion is that the person who rolls a strike should also roll the percentile dice to determine the exact location of the damage

(step 3) and NOT the GM. After all, his character fired the shot.

Player: Rolls percentile dice. "A 54!" Both GM and player check the location tables. "54 — that's an arm." Damage is rolled and subtracted from the arm. Combat continues . . .

Secondary Hit Location

Using the Random Hit Location Tables means that you are likely to strike the *same* area repeatedly, even after it has been destroyed. If the area has been completely destroyed (no more M.D.C.), you simply consult the location in *parenthesis*. The location in the parenthesis is now the target area and the damage is subtracted from that area. **Example:** A Gladiator is blasted and will take damage. Rolling on the random tables indicates the hit location to be the laser turret atop its head/body. However, the turret was destroyed in a previous assault. There is no problem here. If you look at that hit location you will see: Laser Turret (Missile Pod). *Missile pod, in parenthesis, is the secondary hit location.* This means, now that the Laser Turret is destroyed the missile pods are the next target(s) in that area. Consequently, the damage is now subtracted from one of the missile pods.

Right or Left

In the previous paragraph, we encounter the problem of determining the secondary hit location after the initial target area has been destroyed. This is easy. However, a new problem arises. The secondary location is "missile pod"; but which missile pod? There is one mounted on the right and one mounted on the left, like massive shoulders. The same problem arises with targets which state hand, or arm, or leg.

The solution is easy. If struck from the side, the target must be the one on the side which is facing the attacker. *In all other cases, roll percentile dice on the following table:*

Right or Left Table

1-50 Right

51-00 Left

It's a simple matter of 50/50.

Destroyed and/or Immobilized

When all the M.D.C. of a particular hit location or area on a mecha or a vehicle is depleted, it is destroyed and considered useless. If the hit location is a gun cluster or weapon turret, the weapon system will function only as long as it has M.D.C. points remaining. When all the M.D.C. points for that specific weapon (hit location) are depleted (zero or less), it is destroyed. Destroyed means just that — blown to bits or reduced to slag. Obviously that weapon system can no longer function in any kind of capacity. The same is true of arms, hands, wings, tail, joints, sensors and so on.

Depleting the Mega-Damage Capacity (M.D.C.) of the media's main body will instantly and completely immobilize the mecha, and all weapons and internal equipment. Picture a Veritech, or any Destroid, standing totally still with sparks and smoke rising from the massive hole torn in its chest (or main body area). The machine still stands with limbs and weapons intact but the main body has been torn asunder, shutting down all systems. The pilot is now a sitting duck in his/her heavily armored pilot's compartment. Since the mecha is immobilized and all systems are down, including the mecha's radio, the pilot can either sit tight or manually blow the hatch and evacuate with whatever field equipment and personal weapons the character chooses to take with him/her.

Depleting the main body of Zentraedi Battle Pods and Fighter Pods will usually kill the pilot as well. The light armor, and lack of a reinforced pilot's compartment provides, little protection for the Zentraedi pilot.

Depleting the main body of Zentraedi Power Armor, male and

female, will effectively wreck and shut down the Power Armor. This means that while the Zentraedi can still move, the Armor's built in weapons will not fire, sensory and optical equipment goes blank; enhanced speed, strength and flight cease, and all future attacks will hit the pilot, inflicting S.D.C. and hit point damage.

RANDOM HIT LOCATION TABLES (optional)

Veritech: Jet Mode

Front	Back	Side	Top	Bottom	Hit Location
01-02	—	01-02	—	01-03	Head Laser (Head)
03-10	—	03-10	—	03-11	Head (Arm)
—	01-10	—	—	12-27	Arm (Leg)
11-35	11-20	11-42	01-10	28-47	Leg (Body)
36-66	21-60	43-52	11-50	48-55	Main Body (Pilot Compartment)
67-86	61-80	73-75	66-85	71-90	Wing (Body)
87-90	81-90	76-85	86-00	—	Tail (Leg)
91-00	91-00	86-00	—	91-00	Gun Pod (Arm)

Veritech: Guardian Mode

Front	Back	Side	Top	Bottom	Hit Location
01	—	01-04	—	01-02	Head Laser (Head)
02-04	01-04	05-10	—	03-06	Head (Body)
05-24	05-21	11-25	01-15	07-14	Arm (Wing)
25-49	22-34	26-50	16-25	15-44	Leg (Body)
50-72	35-59	51-75	25-50	45-63	Main Body (Pilot Compartment)
73-74	—	76-79	51-53	—	Pilot Compartment (Body)
75-82	60-75	80-85	54-80	64-88	Wing (Body)
83-90	76-95	86-92	81-93	89-92	Tail (Body)
91-00	96-00	93-00	94-00	93-00	Gun Pod (Arm)

Veritech: Battloid Mode

Front	Back	Side	Top	Bottom	Hit Location
01-06	01-05	01-07	01-10	01-04	Head Laser (Head)
07-20	06-15	08-13	11-30	05-09	Head (Body)
21-35	16-30	14-33	31-45	10-20	Arm (Body)
36-56	31-57	34-63	46-47	21-55	Leg (Body)
57-86	58-72	64-68	48-66	56-80	Body (Pilot Compartment)
87-88	73-74	69-70	67-68	—	Pilot Compartment (Body)
89-90	75-82	71-75	69-72	81-86	Wing (Body)
—	83-97	76-85	73-85	87-89	Tail (Body)
91-00	98-00	86-00	86-00	90-00	Gun Pod (Arm)

Excaliber

Front	Back	Side	Top	Bottom	Hit Location
01-05	01-15	01-07	01-15	01-05	Searchlight (Upper Arm)
06-09	16-30	08-16	16-20	06-12	Upper Arm (Body)
10-19	31-41	17-37	21-40	13-24	P-Beam Forearms (Upper Arm)
20-34	42-57	38-58	41-50	25-49	Legs (Body)
35-54	58-84	59-71	51-70	50-74	Main Body (Crew Compartment)
55-62	—	72-73	71-72	—	Crew Compartment (Body)
63-74	85-96	74-78	73-80	75-79	Shoulder Missile Pod (Upper Arm)
75-82	—	79-85	81-87	80-84	Shoulder Missile Pod (Gun Cluster)
83-86	97-00	86-90	88-89	85-96	Leg Missile Pod (Leg)
87-98	—	91-00	90-95	95-00	Gun Clusters (Body)
99-00	—	—	96-00	—	MG Unit (Body)

Gladiator

Front	Back	Side	Top	Bottom	Hit Location
01-04	01-07	01-12	01-05	01-12	Hands (Arm)
05-14	08-19	13-24	06-20	13-24	Arms (Missile Pods)
15-29	20-44	25-36	21-25	25-49	Legs (Body)
30-55	45-69	37-49	26-50	50-74	Main Body (Crew Compartment)
56-57	—	—	51-52	—	Crew Compartment (Body)
58-72	70-78	50-69	53-75	75-79	Missile Pod (Body)
73-82	—	70-79	76-78	80-89	Gun Cluster (Body)
83-86	79-89	80-89	79-89	—	Laser Turret (Missile Pod)
87-90	90-94	90-94	90-95	90-94	Battle Mace (Hand)
91-00	95-00	95-00	96-00	95-00	GU- 11 Gun Pod (Arm)

* If a Battle Mace or Gun Pod is not present, the hit is taken on the hand or arm, respectively.

MAC II

Front	Back	Side	Top	Bottom	Hit Location
01-20	01-25	01-20	01-50	1-15	Main Cannon (Body)
21-29	26-35	21-25	51-55	16-20	Upper Arm (Body)
30-43	36-50	26-37	56-65	21-40	Forearm (Upper Arm)
44-70	51-65	38-60	66-70	41-70	Legs (Body)
71-99	66-00	61-99	71-99	71-00	Main Body (Crew Compartment)
100	—	100	100	—	Crew Compartment (Body)

Raidar X

Front	Back	Side	Top	Bottom	Hit Location
01-07	01-10	01-12	01-20	01-11	Radar/Sensor (Body)
08-17	—	08-13	21-26	12-14	Searchlights (Body)
18-29	11-23	13-29	27-37	15-19	Upper Arm (Body)
30-34	24-39	30-50	38-49	20-39	Forearm (Upper Arm)
35-60	40-69	51-70	50-88	40-69	Main Body (Crew Compartment)
61-73	70-71	—	89-90	—	Crew Compartment (Body)
74-00	72-00	71-00	91-00	70-00	Legs (Body)

Spartan

Front	Back	Side	Top	Bottom	Hit Location
01-18	01-15	01-14	01-25	01-03	Searchlight (Shoulder Joints)
19-26	16-28	—	26-35	04-19	Shoulder Joints (Body)
27-50	29-50	15-45	36-77	20-49	Missile Pods (Shoulder Joints)
51-80	51-80	46-69	78-98	50-79	Main Body (Crew Compartment)
81-82	—	—	9900	—	Crew Compartment (Body)
83-00	81-00	70-00	—	80-00	Legs (Body)

Commanchero

Front	Back	Side	Top	Bottom	Hit Location
01-08	01-10	01-05	01-30	01-21	Main Propeller (Body)
09-11	11-25	06-15	31-40	22-32	Tail (Body)
12-25	26-50	16-31	41-53	33-42	Booster Jet (Body)
26-43	51-75	32-59	54-68	43-72	Main Body (Cockpit)
44-58	76-90	60-70	69-73	73-88	Missile Rack (Side Cannon)
59-72	91-00	71-81	74-80	89-98	Side Auto Cannon (Body)
73-76	—	82-83	—	99-00	Forward MG (Body)
77-00	—	84-00	81-00	—	Cockpits (Body)

QF-3000 E Ghost

Front	Back	Side	Top	Bottom	Hit Location
01-40	01-70	01-55	01-55	01-55	Thrusters (Body)
41-00	71-00	56-00	56-00	56-00	Main Body (Thrusters)

Lancer I

Front	Back	Side	Top	Bottom	Hit Location
01-14	01-12	01-12	01-10	01-17	Laser Cannon (Body)
15-23	—	13-15	11-12	—	Radar Sensor (Body)
24-62	19-78	16-45	13-35	18-51	Engine Thrusters (Body)
63-81	79-00	46-85	36-80	52-00	Main Body (Pilot Compartment)
82-00	—	86-00	81-00	—	Pilot Compartment (Body)

Lancer II

Front	Back	Side	Top	Bottom	Hit Location
01-29	01-10	01-26	01-30	01-29	Cannon (Body)
30-48	11-25	—	31-50	30-42	Radar/Sensor (Body)
49-81	26-60	39-79	51-75	43-71	Main Body (Cannon)
82-00	61-00	80-00	76-00	72-00	Engine Thrusters (Body)

Searcher SFV

Front	Back	Side	Top	Bottom	Hit Location
01-18	01-03	01-08	01-09	01-09	Manipulator Arms (Body)
19-41	04-10	09-21	10-14	10-24	Heavy Arm (Body)
42-54	11-35	15-30	25-37	25-27	Sensor Unit (Body)
55-77	—	—	31-34	28-31	Spotlights (Body)
—	36-80	35-52	35-60	32-58	Thruster (Body)
78-00	81-00	53-00	61-00	59-00	Main Body (Thruster)

Cat's Eye Recon

Front	Back	Side	Top	Bottom	Hit Location
01-20	01-25	01-18	01-70	01-24	Tactical Sensor (Body)
21-45	26-65	19-53	71-85	25-56	Wing & Engine (Body)
46-70	66-00	54-75	86-90	57-80	Main Body (Cockpit)
71-00	—	76-00	91-00	81-00	Cockpit (Body)

LVT Adventurer II

Front	Back	Side	Top	Bottom	Hit Location
01-37	01-30	01-31	01-35	01-43	Wings (Body)
38-50	31-70	32-54	36-58	44-58	Tail (Body)
51-00	71-00	55-00	59-00	59-00	Main Body (Wing)

Falcon Fighter or VC-33, UF-14, Fan Jets, MiGs or Other Jet Aircraft

Front	Back	Side	Top	Bottom	Hit Location
01-20	01-36	01-29	01-30	01-40	Engines (Body)
21-45	37-62	30-48	31-70	41-60	Wings (Engines)
46-75	63-74	49-76	71-85	61-80	Pilot Cockpit (Body)
76-00	75-00	77-00	86-00	81-00	Main Body (Cockpit)

Zentraedi Mecha

Tactical Battle Pod (Zentraedi)

Front	Back	Side	Top	Bottom	Hit Location
01-09	01-05	01-10	01-20	01-08	Particle Beam Cannon (Body)
10-12	06-12	11-15	21-28	—	Laser Guns (Body)
13-17	—	16-20	29-33	09-20	Auto Cannon (Body)
18-28	13-20	21-45	34-46	21-30	Engine Thrusters (Body)
29-44	21-40	46-65	47-53	31-65	Legs (Body)
45-00	41-00	66-00	54-00	66-00	Main Body

Recon Scout Pod (Zentraedi)

Front	Back	Side	Top	Bottom	Hit Location
01-25	01-25	01-10	01-40	01-15	Radar/Sensor (Searchlight)
26-50	26-50	11-40	41-50	16-60	Legs (Searchlight)
51-00	51-00	41-00	51-00	61-00	Searchlight (Main Body)

Artillery Battle Pod (Zentraedi)

Front	Back	Side	Top	Bottom	Hit Location
01-08	01-04	01-08	01-08	01-10	Particle Beam Cannon (Body)
09-12	—	09-12	09-15	11-20	Auto Cannon (Body)
13-32	05-31	13-27	16-55	21-45	Missile Launchers (Launcher Pivot)
33-34	32-35	28-30	—	—	Missile Launcher Pivot (Body)
35-50	36-53	31-50	56-60	46-70	Legs (Body)
51-00	54-00	51-00	61-00	71-00	Main Body

Officer's Battle Pod (Zentraedi)

Front	Back	Side	Top	Bottom	Hit Location
01-06	01-10	01-20	01-24	01-07	Large Particle Beam Cannon (Body)
07-12	—	21-30	25-26	08-16	Front Auto Cannon (Body)
13-30	11-22	31-50	27-40	17-37	Weapon Arms (Body)
31-35	—	51-52	41-43	38-40	Sensor Eye (Body)
36-55	23-44	53-70	44-50	41-70	Legs (Body)
56-60	43-68	71-75	51-64	71-73	Engine Thruster (Body)
61-00	69-00	76-00	65-00	74-00	Main Body

Officer's Pod Armored Vehicle (Zentraedi)

Front	Back	Side	Top	Bottom	Hit Location
01-06	01-02	01-12	01-14	01-02	Large P-Beam Cannon (Pod Body)
07-08	—	13-14	—	03-04	Front Auto Cannon (Pod Body)
09-23	03-07	15-30	15-25	05-20	Weapon Arms (Pod Body)
24-25	—	31-32	26-27	—	Sensor Eye (Pod Body)
26-40	08-09	33-40	28-43	21-30	Pod Main Body (Vehicle Body)
41-65	10-61	41-70	44-74	31-72	Vehicle Main Body (Pod Body)
66-90	62-00	71-95	75-00	73-00	Thrust Engines (Vehicle Body)
91-00	—	96-00	—	—	Laser Ports (Vehicle Body)

Energy Shield: The Officer's Armored Vehicle has an energy shield which may be positioned above, below, or in front of the vehicle. This shield absorbs all damage done from that angle until depleted. It may be moved at will, instantly. When the shield is positioned in front of the vehicle, none of the vehicle's weapons may be fired and the shield absorbs all battle pod hits from any angle except the rear.

Fighter Pod (Zentraedi)

Front	Back	Side	Top	Bottom	Hit Location
01-10	—	01-10	01-10	01-10	Particle Beam Cluster (Body)
11-30	01-70	11-40	11-40	11-50	Engine Thrusters (Body)
31-00	71-00	41-00	41-00	51-00	Main Body

***Force Field:** The Fighter Pods have a shield similar to that of the Officer's Vehicle, but it may also be positioned in the rear of the vehicle. Thus, it can be used to protect all angles, side, back, top, bottom and front. Damage is subtracted from the force field first.

Zentraedi Foot Soldier

Front	Back	Side	Top	Bottom	Hit Location
01-10	01-20	01-10	01-30	01-04	Head
11-16	21-30	11-20	31-35	05-10	Hand
17-30	31-50	21-40	36-49	11-20	Arm
31-70	51-75	41-80	50-90	21-40	Main Body
71-00	76-00	81-00	91-00	41-00	Leg

Male Power Armor (Zentraedi)

Front	Back	Side	Top	Bottom	Hit Location
01-08	01-04	01-11	01-16	01-05	Shoulder Cannon (Body)
09-16	05-08	12-16	17-25	06-10	Laser Pistol or Arm
17-24	—	17-19	26-32	11-15	Impact Cannon (Body)
25-46	09-40	20-27	33-50	16-39	Main Body
47-66	41-62	28-56	51-69	40-49	Arm (Body)
67-90	63-94	57-90	70-75	50-00	Leg (Body)
91-00	95-00	91-00	76-00	—	Head (Body)

Female Power Armor (Zentraedi)

Front	Back	Side	Top	Bottom	Hit Location
01-04	01-05	01-03	01-03	—	Communications Antenna (Body)
05-10	—	—	04-09	—	Face Plate (Body)
11-18	—	04-06	10-14	01-04	Auto Cannon (Body)
19-27	—	07-15	15-17	05-19	Forearm Guns (Arm)
28-53	06-35	16-41	18-58	20-27	Missile Launchers (Body)
—	36-60	42-55	59-78	28-54	Engine (Body)
54-64	61-68	56-70	79-91	55-66	Arm (Body)
65-85	69-88	71-91	92-94	67-90	Leg (Body)
86-00	89-00	92-00	95-00	91-00	Main Body

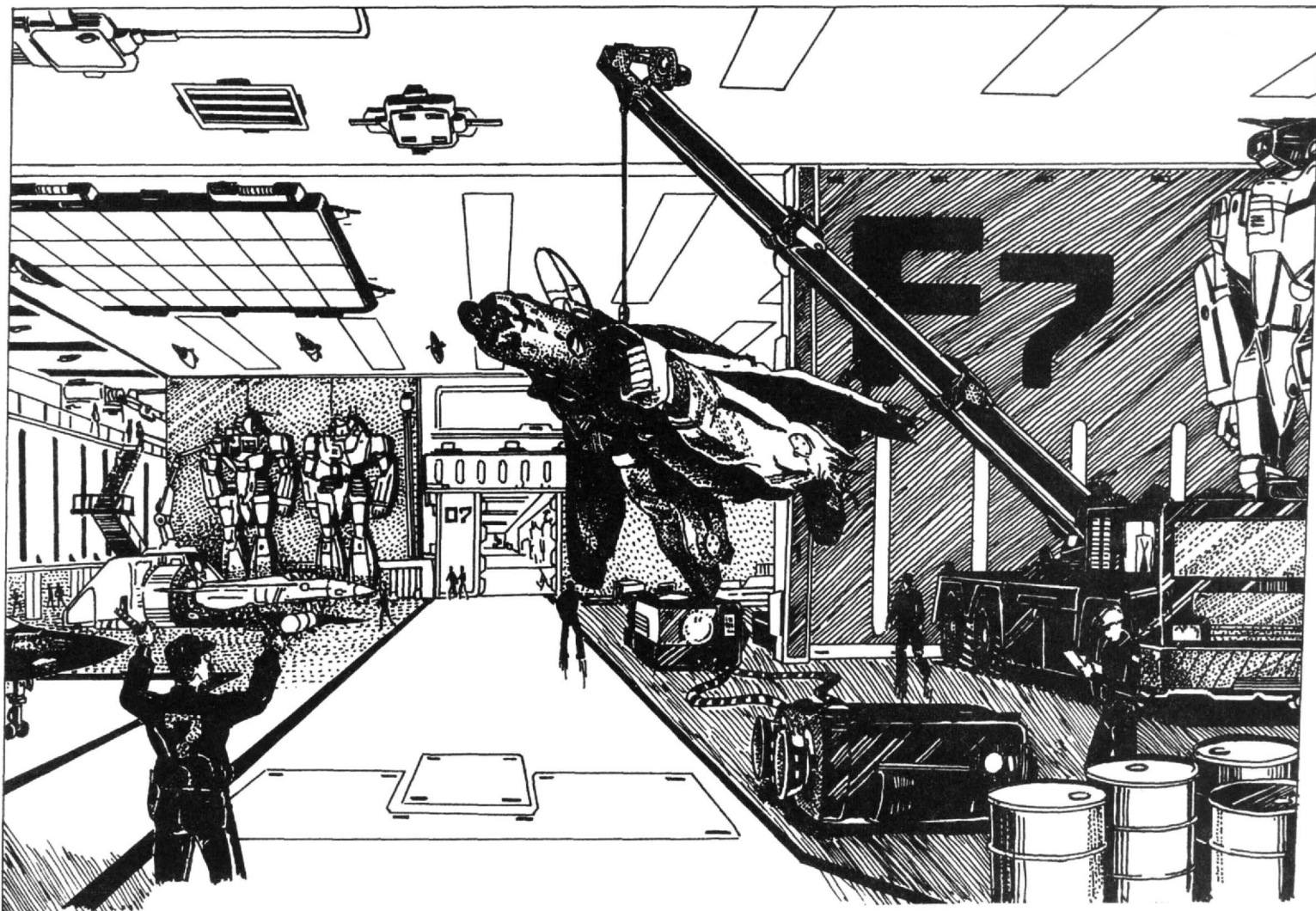
RANDOM ANGLE TABLES

Ground Combat

1-40 Front
41-80 Side
81-00 Back

Aerial, Space, & Underwater Combat

1-15 Top
16-50 Front
51-80 Side
81-90 Back
91-00 Bottom



ADDITIONAL RDF WEAPONS AND VEHICLES

GU-12 Gun Pod

100m Single Barrel Gun Pod

Type: Mecha

Primary Purpose: Assault/Defense

Mega-Damage: 1D4 x 10 per burst

Range: 4000ft (1200m)

Rate of Fire: Fires only short bursts; 10 rounds per burst. Number of burst fired is equal to the pilot's attacks per melee.

Payload: 100 rounds (that's 10 bursts); reloading takes one minute (4 melees). Only one extra ammo cartridge can be carried.

This is a heavy caliber weapon that fires a new type of armor piercing projectile. This weapon can be used by all Veritech Fighters and the Gladiator. Note: There are still a few bugs left in this somewhat experimental weapon. The most common problem is jamming (a 30% chance of jamming after the first clip/100 rounds are fired. Roll percentile for each burst after the first 10 bursts).

EP-1 Energy Weapon Pod (Experimental)

Type: Mecha

Primary Purpose: Assault/Defense

Mega-Damage: 1D4 x 10 per blast

Range: 1200ft (400m)

Rate of Fire: Short burst. Number of bursts are equal to the pilot's hand to hand.

Payload: Unlimited.

This weapon is mounted on the mecha's shoulder, much like the particle beam cannon on the Zentraedi Male Battle Armor. The weapon has two drawbacks. 1) The weapon and its power pack are bulky and can only be used by the *Veritech Fighter in Battloid mode or the Gladiator*. 2) It tends to explode when damaged. Note: Explodes when the gun or its power pack loses half its M.D.C. The gun has 100 M.D.C. while the power pack has 125 M.D.C. The explosion inflicts 4D6x 10 M.D. to everything within 60ft (18m).

Infantry, M-35 "Wolverine" Assault Rifle

Type: Human Assault Rifle

Primary Purpose: Assault/Defense

Mega-Damage: 25mm Grenade Launcher does 2D4 M.D.; the 4.45mm ammo does no mega-damage (4D6 S.D.C.).

Range: 1150ft (350m)~

Rate of Fire: Auto-grenade launcher — up to 4 per melee; the 4.45mm, caseless, 60 round ammo clip.

Payload: Auto-grenade launcher holds 4 grenades. The 4.45mm caseless has a clip of 60 rounds. *See Modern Weapon Proficiencies pg. 30 of the Robotech™ RPG for automatic weapon combat.*

Weight: 19lbs (8.6kg)

The M-35 "Wolverine" has become the RDF's main assault weapon. Developed by Doctor R. Burke it can be set for single shot, semiautomatic or full automatic, 4.45mm, caseless rounds. The auto-firing grenade launcher can fire four, 25mm, high explosive grenades per melee before reloading. A 4.45mm ammo clip can be replaced in 5 seconds (one action), but the grenades will require one full melee (15 seconds). The weight and uniqueness imposes a penalty of —2 to strike without a Modern Weapons W.P. The M-35 comes equipped with a bipod and infrared telescopic scope.

AM-1 Anti-Mecha Mine

Type: Explosive for RDF and Southern Cross

Primary Purpose: Anti-Mecha

Mega-Damage: 1D6 x 10; Note: Considering this is a land mine, the G.M. may opt to subtract damage from the legs rather than the main body. I personally feel this is the most appropriate; after all, the legs are taking the brunt of the damage.

Range: 40ft (12.2m) blast radius.

Rate of Fire: One time only.

Weight: 150lbs (68kg)

The AM-1 was developed by Doctor R. Burke and first used in the Arkansas Quadrant, Zentraedi conflict prior to the establishment of the Arkansas Protectorate. It has since been heavily used in the South American Sector and major trouble spots around the world. High-tech pirates, and some independent nations, have created their own versions (as well as, stolen AM-1s) which are usually twice as heavy and often nuclear (50%).

The mine is a high explosive encased in a sturdy, nonmetallic shell or plate, making it difficult to detect. It is activated when a weight of 15 tons is placed on it. Note: The Zentraedi Male Power Armor weighs under 5 tons, and even with the foot soldier's own weight of 6 to 8 tons, it is not likely to activate the mine. It is very effective in disabling mecha.

AM-2 "Watch Dog" Anti-Mecha Mine

Type: Explosive for RDF and Southern Cross

Primary Purpose: Anti-Mecha

Mega-Damage: 1D6 x 10

Range: 20ft (6.1m) blast radius; 300ft (91.5m) strike range.

Note: Hits main body.

Rate of Fire: One time only.

Weight: 275lbs (129.2kg)

The AM-2's recent introduction into the world's defense forces has been met with enthusiasm. It is a smart bomb which can identify and attack specific targets. The process is ... 1) The bomb lays dormant until its seismic sensors detect heavy movement. 2) When the source of the seismic disturbance is within 300ft (91.5m), an infrared/ultraviolet, passive, radar targeting sensor protrudes six inches above the earth and scans the area. 3) A small targeting computer identifies the potential target whether it be Zentraedi foot soldiers, Battle Pods, RDF mecha, tanks, or other heavy vehicles. 4) Attacks any *programmed* target by launching a high explosive guided missile (range: 300ft). Up to ten different targets can be placed into memory.

The AM-2 has been nicknamed *watch dog* because of its discriminating and friendly nature. Programmed to attack only predetermined "enemies", it will not attack so-called, friendly mecha/targets even if stepped on or otherwise disturbed. Like a trained watch dog, it waits for an intruder before it barks.

Note: The only defense against these mines is to stand perfectly motionless. The slightest movement, even opening a missile pod or rotating a weapon turret, will bring the next attack. In a field of AM-2s, the devices will attack individual targets, or fire on the same available target in rapid succession (one after the other), not simultaneously.

MBT-62 "Dark Knight" Combat Tank

Vehicle Type: Tank

Crew: Two (pilot and weapons technician) plus up to 5 passengers.

Speed: 75mph on land (121kmph), 10mph in water (16km).

Max. Range: 600 miles (965.5km)

Weight: 45 tons

Length: 33ft

Width: 17ft (5m)

M.D.C. by Location

Tracks/Treads — 70 each side

Main Gun — 100

Missile Launcher — 75

Laser Turret — 25

Reinforced Crew Compartment — 75

*Main Body — 250

*Depleting the M.D.C. of the main body will shut the vehicle down completely.

Weapon Systems

- 1) **The Main Gun** is a 120mm, air-cooled, auto-rocket cannon. The cannon can swivel 45 degrees from side to side and 90 degrees up and down. Laser targeting.

Primary Purpose: Assault

Mega-Damage: 4D6 per blast

Range: 4000ft (1200m)

Rate of Fire: Twice per melee.

Payload: 40 rounds.

- 2) **Dual MET Rocket Launchers** are mounted on the top of the tank. Capable of 360 degree rotation, and 90 degree arc of firing.

Primary Purpose: Assault

Mega-Damage: 1D4 x 10.

Range: 3 miles (4.8km)

Rate of Fire: Twice per melee.

Payload: 6, light high-explosive missiles

- 3) **Twin Barrel, ROV-8 Laser Turret** mounted on the top front of the tank. 90 degree side to side rotation, and 90 degree arc up and down.

Primary Purpose: Assault

Mega-Damage: 2D6 per blast

Range: 2000ft (610m)

Rate of Fire: Twice per melee

Payload: Unlimited

- 4) **Front Mounted, 7.62mm, Light Machinegun.** This conventional weapon is the only weapon operated by the pilot. It does NOT inflict mega-damage.

Primary Purpose: Anti-Personnel

Mega-Damage: None; inflicts 5D6 S.D.C. per round.

Range: 3000ft (915m)

Rate of Fire: 200 rounds per melee maximum

Payload: 2000 rounds

Equipment of Note

1. **Self-Contained Environment** with independent oxygen supply and circulatory system.
2. **Long range, wide band radio** 200 miles (321.8km).
3. **Passive and active radar** can identify up to 40 miles (64km) and track two dozen targets at 20 miles (32km)
4. **2 weeks food** and water supply.
5. **Standard weapons;** M-16 and 60mm LAW (one each).

Total Attacks Per Melee: Six plus S.D.C. machine gun.

LCT-73 "Tornado" Combat Tank

Vehicle Type: Tank

Crew: Two (pilot and weapons technician) plus up to 3 passengers.

Speed: 90mph on land (144.8kmph), 10mph in water (16km).

Max. Range: 700 miles (1126.3km)

Weight: 16 tons

Length: 25ft (7.6m)

Width: 10ft (3m)

M.D.C. by Location

Tracks/Treads — 50 each side

Snub-Nosed 90mm — 50

Main Gun — 50

Laser Turret — 25

Reinforced Crew Compartment — 50

*Main Body — 120

*Depleting the M.D.C. of the main body will shut the vehicle down completely.

Weapon Systems

- 1) **Self-loading, 90mm, Recoilless Rifle.** 30 degree rotation.

Primary Purpose: Anti-Tank

Mega-Damage: 1D10 per blast

Range: 2000ft (610m)

Rate of Fire: Twice per melee.

Payload: 20 rounds.

- 2) **Snub-nosed, 90mm, Recoilless Rifle** (operated by the pilot). 30 degree rotation arc of fire.

Primary Purpose: Assault

Mega-Damage: 1D10 per blast

Range: 2000ft (610m)

Rate of Fire: Twice per melee.

Payload: 20 missiles

- 3) **Twin Barrel, ROV-8 Laser Turret** mounted on the top of the tank. 360 degree rotation and 180 degree arc of fire.

Primary Purpose: Anti-Air

Mega-Damage: 2D6 per blast

Range: 2000ft (610m)

Rate of Fire: Twice per melee

Payload: Unlimited

- 4) **Front Mounted, 7.62mm, Light Machinegun.**

Primary Purpose: Anti-Personnel

Mega-Damage: None; inflicts 5D6 S.D.C. per round.

Range: 3000ft (915m)

Rate of Fire: 200 rounds per melee maximum.

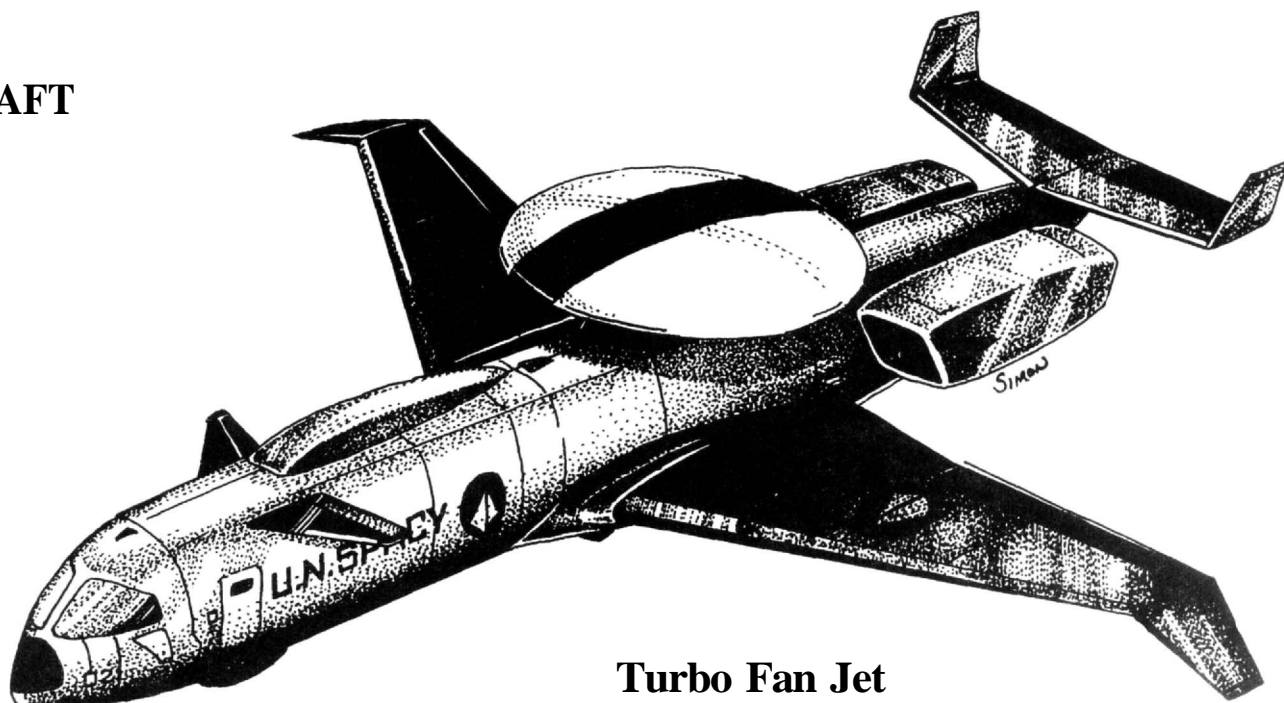
Payload: 2000 rounds

Equipment of Note

1. **Self-Contained Environment** with independent oxygen supply and circulatory system.
2. **Medium range, wide band radio** — 100 miles (160.9km).
3. **Passive and active radar**, 20 mile range (32km).
4. **Laser targeting;** + 1 to strike.
5. **Optical enhancement:** Infrared, thermo-imager, passive night sight, and telescopic. Range for all is 2000ft (610m).
6. **Spotlight** on left top side 90 degree rotation.



AIRCRAFT



AWAC-EC-33

Command and Control Aircraft

Vehicle Type: Observation, Cat's-Eye System

Crew: 3, plus up to 72 command and staff, or passengers.

M.D.C. by Location:

Pilot Cockpit — 60

Wings (2) — 80 each

Tail — 80

Tactical Sensor — 50

Rear Thrusters (2) — 60 each

*Main Body — 175

*Depleting the M.D.C. of the main body means the aircraft is destroyed. The pilot's only hope for survival is to eject and parachute to safety. Destroying a wing, engine thruster will cripple the aircraft, sending it into a dive.

Speed: 620mph (997.5km), with an operating ceiling of 40,000ft.

Range: 2500 miles (4220.5km)

Length: 153ft (46.6m)

Weight: 100,000 tons

Bonuses: None

Radar System

Its sophisticated *Cat's Eye Radar System* can track 600 targets simultaneously, at altitudes below its own; can identify and fully interpret up to 300 of the targets simultaneously, measuring the dimensions of each, computing altitude, speed and directional bearing; and visually display this information in digital and alphanumeric form on the multi-purpose display console in the aircraft's operations center. Radar range is 400 miles (643.6km).

Weapon Systems

None; consequently, it is usually escorted by two to five, UF-14, Supersonic Interceptors, Falcon Fighter, or Veritech Fighter.

Turbo Fan Jet

A commercial, one man jet aircraft used by many of the world's nations and industry (as well as high-tech bandits). Its design makes it capable of traveling at low altitudes at high speeds.

Vehicle Type: Jet Aircraft

Crew: One

M.D.C. by Location

Fan Jet — 40

Wings (2) — 40

*Main Body — 75

*The usual conditions apply.

Speed: 300mph cruising, 650mph (near Mach 1) with normal jets and 870mph (Mach 1.4) with the turbojet engaged. The Mach 1.4 speed can only be maintained for about 20 minutes.

Range: 600 miles (960km)

Length: 22ft (6.3m)

Weight: 5 tons

Bonuses: +3 to dodge

Weapon Systems

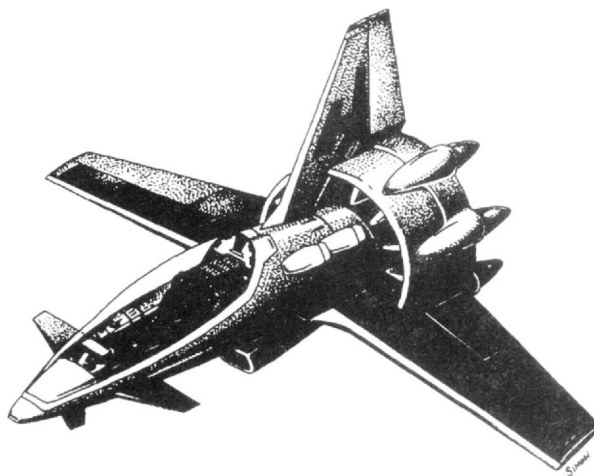
None are standard; however, high caliber, armor piercing machineguns have been known to be built into the nose.

Mega-Damage: 1D6 per burst

Range: 4000ft (1200m)

Rate of Fire: 6 bursts per melee

Payload: Enough for 20 attacks; approximately 1300 rounds.



Glamour VC-33 "Mom's Kitchen"

Vehicle Type: Medium, Transport, VTOL Aircraft

Crew: 4

M.D.C. by Location

Pilot's Cockpit — 60

Wings (2) — 60 each

Tail — 60

Engine Thrusters (2) — 60 each

*Main Body — 100

*Depleting the MDC of the main body means the aircraft is destroyed. Destroying a wing or engine thrusters will cripple the aircraft, sending it into a death spin.

Speed: 670mph (Mach 1)

Range: 2500 miles (4220.5km)

Length: 98ft (29.5m)

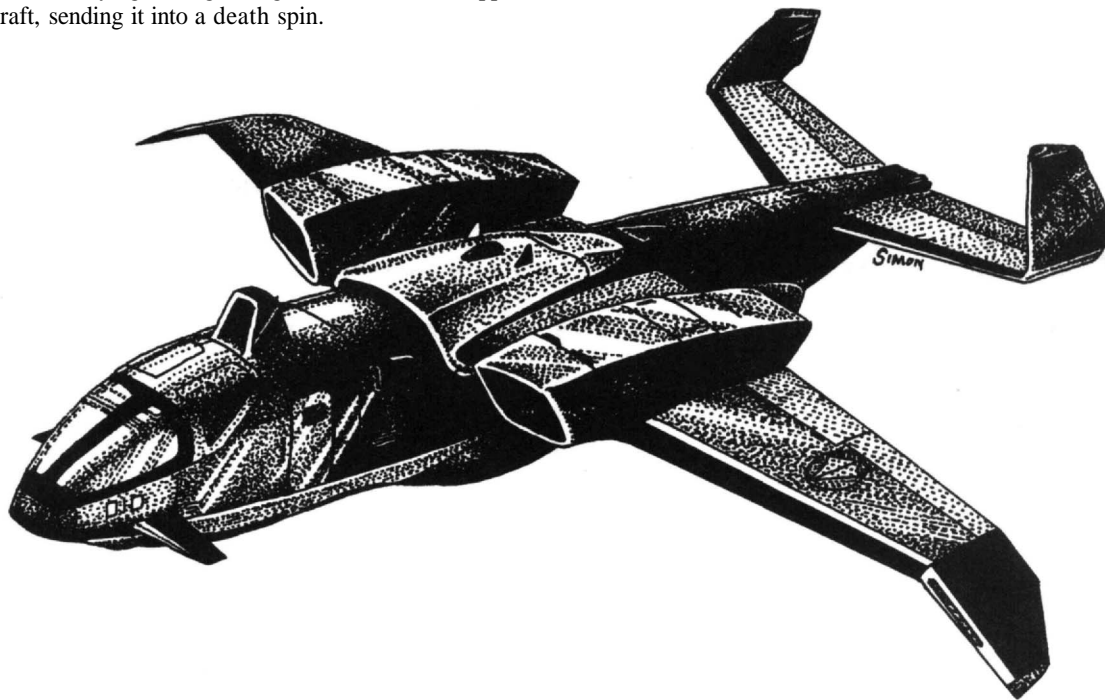
Weight: 83,000 tons

Bonuses: + 2 to dodge

Transport Carrying Capabilities: 56 tons of cargo or 72 combat troops.

Note: Capable of vertical take-off and landing.

Weapon Systems: None



UF-14 Supersonic Interceptor

Vehicle Type: RDF jet interceptor

Crew: One

M.D.C. by Location:

Auto-Cannon — 75

Rear Thrusters (2) — 100

Wings (2) — 100 each

Pilot's Cockpit (reinforced) — 100

*Main Body (armored) — 200

*Depleting the main body M.D.C. means the jet is destroyed. The pilot's only hope for survival is to eject and parachute to safety. Destroying a wing or engine will cripple the aircraft, sending it into a dive.

Speed: 2005mph (Mach 3), with a 55 mile service ceiling.

Range: 2000 miles (3218km)

Length: 53ft (8.2m)

Weight: 10.8 tons

Bonuses: +2 to strike, +4 to dodge.

Weapon System

1) **High speed, accelerated auto-cannon** firing high explosive, armor piercing rounds.

Primary Purpose: Anti-aircraft

Mega-Damage: 1D4 x 10 per burst

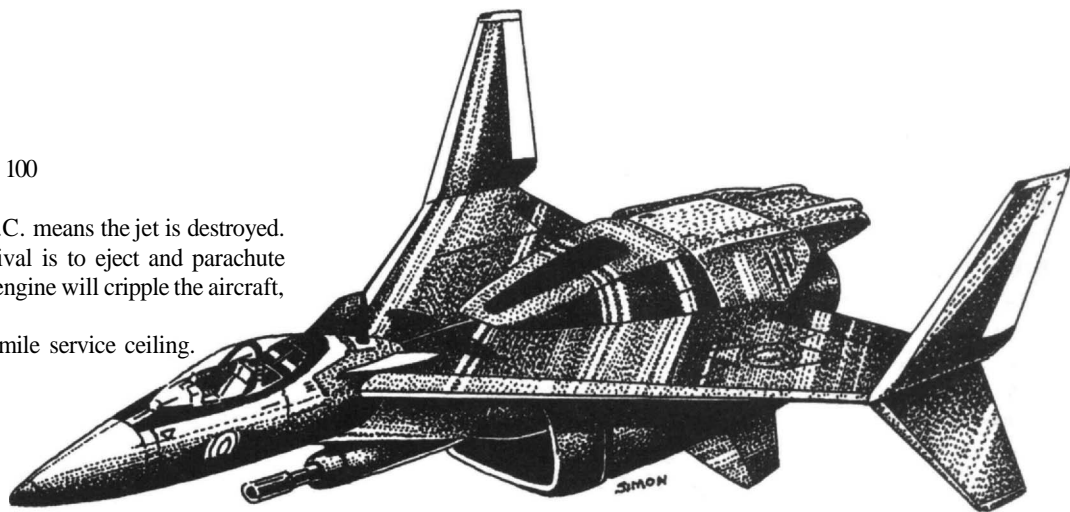
Range: 6000ft (1800m)

Rate of Fire: Short bursts of 10 rounds.

Number of Attacks: 6 per melee

Pay load: 1800 rounds; enough for 30 melees of continuous combat.

Next to the Veritech Fighters, this is the favorite jet of the RDF. It is heavily armored, yet fast and maneuverable, and well armed.



SLV BEACHMASTER CLASS VESSEL (DAEDALUS II)

The SLV class warship is an ingenious innovation on the original Daedalus "supercarrier" design. Modifications have transformed a conventional giant carrier into a massive beach landing assault vessel which is capable of prolonged deep ocean submersion. Redesigned to fully accommodate Destroids, as well as conventional aircraft, vehicles and troops, the SLV class warship packs more firepower and versatility of attack than any other ship in the world, with the exception of the CVS aircraft carrier. Its unique submersible design would make it difficult to locate and track, enabling it and its sister warship (CVS class aircraft carrier) to travel the world's oceans freely. Tactically, the vessels would serve to link the continents with superior military defenses. Their submersible design would also make it possible to launch a retaliatory strike against an enemy, even after the main defense forces have been incapacitated.

Rescue and defense has always been the purpose of these mighty giants. When the SLV Beachmaster class vessel and CVS aircraft carrier class vessel are combined, they create an aerial and land assault force of incredible magnitude. The combined mecha from just two of these vessels can shred an army with conventional weapons and technology to pieces, with an estimated 20% casualties among the RDF troops. It has been speculated that three SLV and CVS class warships, with full complements of combat mecha, could destroy the entire, 1987, U.S.A. fleet, while sustaining an acceptable 60% loss.

A submersible vessel, the giant SLV Beachmasters have full life support systems and can remain submerged for over two years, if necessary. Its design makes it more suitable to an ocean environment, allowing it to achieve a safe depth of 2.2 miles. It is believed the vessel can survive up to 3 miles deep, while suffering minimal structural damage. However, tests have never exceeded 2.6 miles. (G.M. Note: The vessel will begin to feel a serious strain at 2.8 miles deep, and begin to severely rupture at about 3.4 miles).

Japanimation Side Notes: 1) Our translations indicate that both the Daedalus and Prometheus were giant submersible vessels. The Prometheus is referred to as a "semi-submarine aircraft carrier". The submersible aspect of the vessels is never shown in the T.V. series and has been deleted from the *English language* ROBOTECH™. 2) It is implied that both giant ships were specifically designed as part of Earth's defense (RDF?) against alien invaders. 3) Appears to have been purposely designed to accommodate Mecha.

Vehicle Type: Submersible Warship

Crew: 160 officers, 2800 ship's crew (including mechanics and operations), 240 assigned to mecha, and 72 aircraft pilots. *Total:* 3272, plus it can accommodate another 680, special assignment personnel.

M.D.C. by Location:

Main Elevators (3) — 500 M.D.C. each

Hatch for Landing Ramp — 1500

Ramp Hatch Hydraulics — 600

Forward Searchlight — 50

Beach Landing Ramp — 1200

VTOL Landing Pads (2) — 500 each

Side Port Sliding Hatches (2) — 500 each

*Communications Tower — 500

Observation Tower — 300

Tower Bridge Support — 500

**Deck & Hull (main body) — 500 per every 165 sq. ft.

Interior Walls & Hatches — 100 per every 40 sq. ft.

Deck Four Underwater Hatches (6) — 300 each

Main Propeller — 800

Secondary Propellers (8) — 200 each

Large Torpedo Hatches (4) — 200 each

Smaller Torpedo Hatches (18) — 150 each

*Depleting the communication tower's M.D.C. means the tower has been destroyed and radar along with it.

**Depleting the MDC of a 165 sq. foot area means a hole measuring 110 sq. feet has been punched into the hull. Repairs will take 12 hours per each hole. Submerging is possible, but the area punctured will fill with water. Of course, specific

areas inside the vessel can be sealed so that water flooding will be contained. Note that the mecha bays can be flooded without adverse effects on the mecha. Holes in more than six different areas/sections means the ship cannot submerge without a 60% likelihood of sinking.

Speed: 40 knots.

Dimensions in Feet: 1601 x 242 x 190

Sailing Height: 150ft (45.7m)

Weight: Displacement tons: 240,000 tons fully loaded and 253,000 tons dived.

Maximum Depth: 2.2 miles

Main Engine: (3) Nuclear Reactors.

Secondary Engine: (6) Geared Turbines.

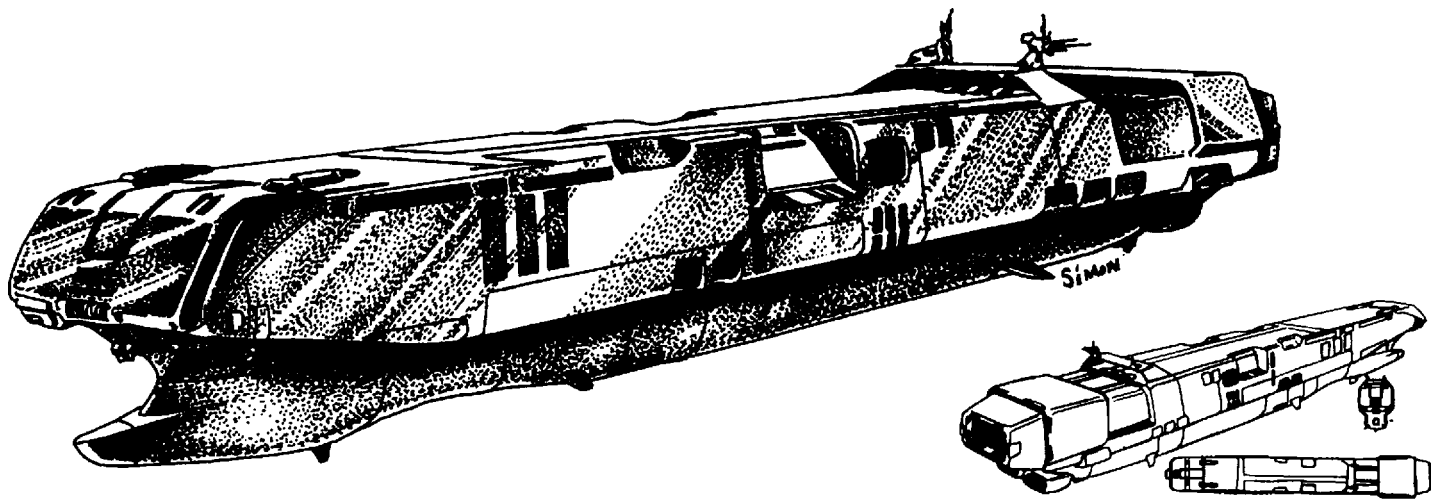
Weapon Systems

- 1) **Forward torpedoes** (equal to short range missiles).
- 2) **Mid-way medium torpedoes** (equal to med. range missiles).
- 3) **Mid-way heavy torpedoes** (equal to long range missiles — usually proton, multi-warhead or reflex).
- 4) **Combat Mecha Complement:**
 - 66 Raidar X
 - 66 Excaliber
 - 33 Gladiator
- 5) **Aircraft**
 - 4 Howard LH-2000 Helicopters: recon and transport.
 - 4 Sea-Sergeant Helicopters: troop carrier/assault.
 - 8 LVT Adventurer IIs: assault/defense.
- 6) **Other Vehicles**
 - 2 Mini-Subs (2 man); MDC - 100
 - 4 Six-Man Subs; MDC - 220
 - 2 Searcher SFV (Deep Sea)
 - 12 One Man Underwater-cycles
 - 24 Small Cargo Trucks
 - 12 Large Cargo, missile & mecha service trucks.
 - 36 Jeeps
 - 6 Fuel Tankers (trucks)
 - 200 Inflatable Life Rafts.

Note: Five SLV Beachmaster class vessels are in service. Further manufacturing has been suspended pending the stabilization of global governments. *See map for general location.*

Weapon Systems

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DECK ONE (Top)

1. **Folding Landing Ramp & Mecha Release.**
2. **Landing Pad** for helicopters & VTOL aircraft (165ft x 82.8ft).
3. **Smaller, Secondary Landing Pad** for VTOL aircraft (165ft x 55ft).
4. **85ftx85ft Elevator** mainly used for mecha & VTOL aircraft. Descends from top deck to deck two.
5. **85ft x 85ft (25.9m x 25.9m) Elevator**, used for mecha & vehicles. Descends from top deck to decks two and three.
6. **68ft x 85ft (21.9m x 25.9m) Elevator**, used for mecha & vehicles. Descends to all decks.
7. **Retractable side ports** can open to reveal part of decks two and three. Used for defense/offense, evacuation, and entrance/exit of VTOL aircraft. 110ft wide.
8. **Communications and Radar Tower.** Passive and active radar systems capable of tracking up to 144 targets simultaneously. Radar range: 200 miles. Communications system includes standard, long range, wide band radio capabilities (approximately 250 mile range), as well as laser and satellite communications.
9. **Observation Tower** containing two periscopes, short range radar (50 mile), and secondary, long range, conventional radio.

Note: The entire deck can be used for VTOL aircraft and maneuvers when surfaced.

DECK TWO

1. **Ramp to Deck Three** for mecha beach landing (assault).
- 2-A. **Assault Mecha Bay** containing 60 Raidar Xs, 6 Excalibers, and 18 Gladiators. (Note: X = Raider X, E = Excaliber, G = Gladiator).
- 2-B. **Service ledge**, with five foot tall guide wall, for crew and vehicles. The service ledge is approximately 27 feet wide.
3. **The Excaliber's assigned position for assault.**
4. **The Gladiator's assigned position for assault.**
5. **Elevator** to top deck (same as deck one, #4). In combat during beach landings, it carries 4 Raidar Xs and 2 Excalibers to deck one to defend the vessel's surface deck.
6. **Elevator** to deck one (top) and deck three. Can be used to transport men, mecha, vehicles or equipment (same as deck one, #5, — 85ft).
7. **Elevator** within the mecha garage. Can be used to transport men, mecha, vehicles and equipment to decks one, two, three and four. (Same as deck one, #6, — 68ft x 85ft).
8. **Side Ports.** Same as deck one, #1.
9. **Mecha Garage.** Where the ships vehicles, aircraft and mecha are maintained and repaired. Two Gladiators and six Raidar Xs guard

the facility. *The RaidarXs* are stationed at the side ports for assault/defense during beach landings and surface assaults. *The two Gladiators* serve as defenders within the garage itself, as well as assisting in moving heavy or large equipment.

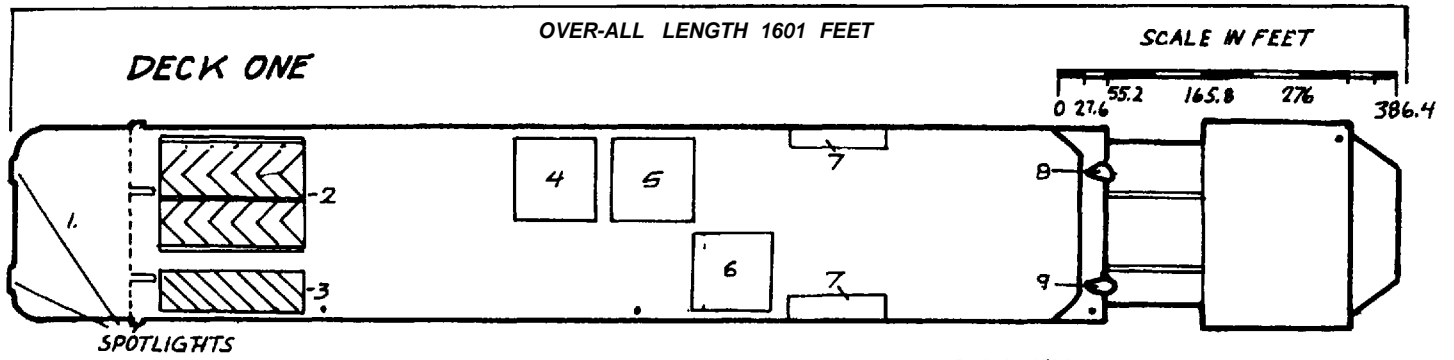
10. **Mess Hall** (main)
11. **Kitchen** (main)
12. **Lounge**
13. **Recreation Room**
14. **Crew's Quarters**
15. **Crew's Quarters**
16. **Security** with 12 M.P.'s, weapon locker and 36 laser rifles.
17. **Security** with 12 M.P.'s, weapon locker 48 laser rifles.
18. **Communications Central.**
19. **Command Central**
20. **Officer's mess with Kitchenette**
21. **Officer Quarters**
22. **Officer Quarters**
23. **Administrative Officer**

Notes: *Ceiling height* of the mecha bay and garage is 60ft; crew and command areas have a ceiling height of 30ft. Two Gladiators, one Excaliber and a dozen guards patrol the mecha bay when not on combat alert. These mecha guards are not armed with missiles, and the use of particle beams is done with extreme caution. The mecha garage is guarded by one Gladiator and six security personnel. All sections can be sealed

It's important to point out that the *Assault Mecha Bay* (#2-A) is a sort of balcony that overlooks the Assault Mecha Bay of deck three. The ramp (#1) connects the two decks for disembarkment during beach landings. A system of hooks, winches and pulleys are built into the ceiling to pick up, move/remove, repair, and arm the mecha of decks 2 and 3. The service ledge (or walkway) (#5) is also for arming and servicing the mecha. The 27 foot deck area is wide enough for two-way traffic (yes, trucks and vehicles), as well as pedestrian crew members.

DECK THREE

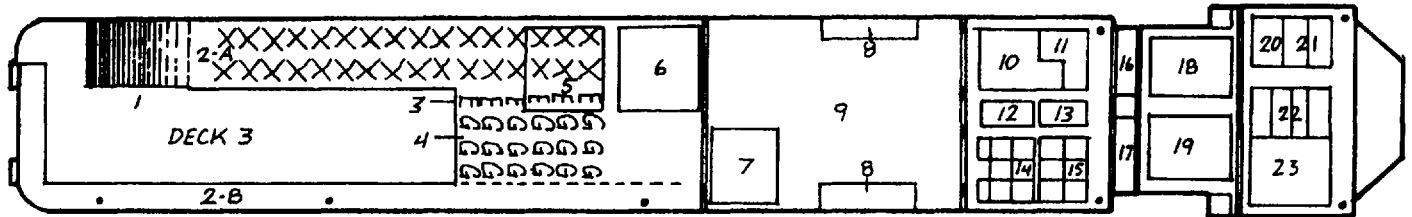
1. **Ramp going up**, connecting decks two and three, for mecha disembarkment for beach assaults.
2. **The Excaliber Mecha Stalls.** Six, Excaliber type mecha are housed in each stall, for a total of 48 combat units.
3. **Mecha Assault Bay.** An open area for disembarkment, combat and servicing.
4. **Vehicle Stall.** A storage area for a variety of large and small vehicles used to service mecha. Also an area for personnel to seek cover during an attack.
5. **Service/Access Tunnel.** The heavily armored tunnel provides the crew protection during combat and can be completely sealed airtight. The 27ft wide and 24ft high enclosure is large enough to allow two-way vehicle, and pedestrian traffic.
6. **Elevator** connecting decks 1, 2, and 3.



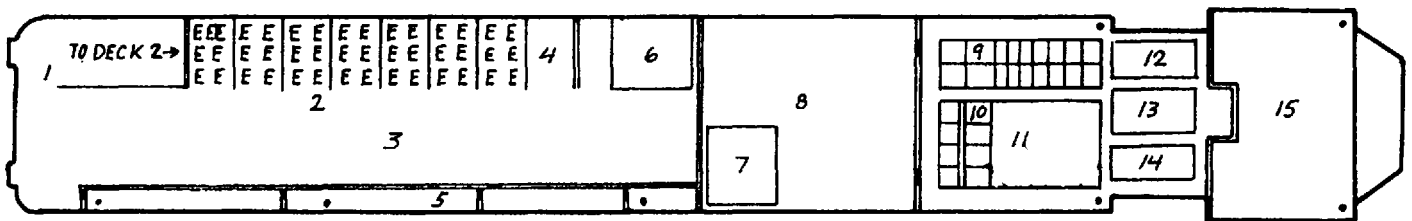
CODE KEY

- STAIRS UP DOWN WITH AIR TIGHT HATCH.
- AIR TIGHT HATCHES IN REINFORCED WALLS.
- E = EXCALIBUR G = GLADIATOR X = RAIDAR-X

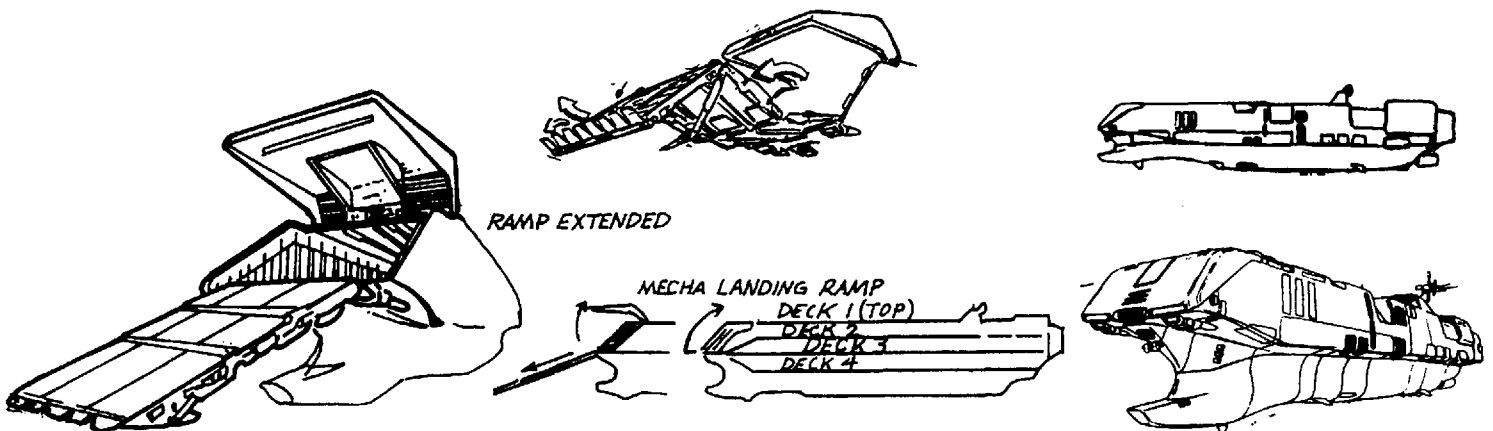
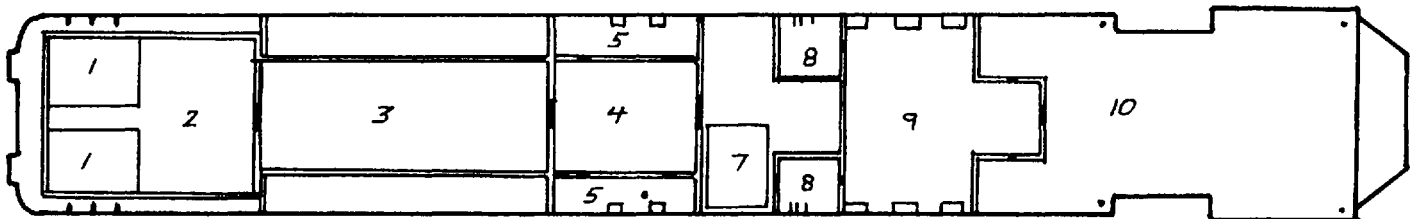
DECK TWO



DECK THREE



DECK FOUR



7. **Elevator** connecting ail decks.
8. **Vehicle garage** which is also used as a secondary mecha garage when necessary.
9. **Crew Quarters**
10. **Crew Quarters**
11. **Gym**
12. **Security** (the brig) with 8 cells and an M.P. staff of eight on duty at all times (24 during combat).
13. **Secondary Mess Hall**
14. **Secondary Kitchen**
15. **Navigation and Life Support**

Note: The ceiling height in the mecha bay, garage and crew area is 60ft.

DECK FOUR

1. **Forward Torpedo bay.** Crew of eight. Each of the two forward bays can fire six small torpedoes per melee (equal to short range missiles).
2. **Storage Area.** One Gladiator is always on guard here to protect the forward torpedo bay and assist in combat.
3. **Storage**
4. **Vehicles and Parts Storage.** One Gladiator is always on guard here.
5. **Mid-way, heavy Torpedo Bay.** Each bay fires two large torpedoes per melee (equal to long range missiles).
6. **Storage**
7. **Elevator to all decks.**
8. **Mid-way, medium Torpedo Bay.** Fires up to 12 torpedoes (equal to medium range missiles) in volleys of two, four or six. Note: Each of the two torpedo bays can fire 12 torpedoes per melee).
9. **Underwater, Deep-Sea Vehicles.** This area contains two mini-sub scouts (2 man, no weapons), 122 one man mini-cycles; 4 six man mini-sub with 10 mile range sonar, front and rear searchlight (200ft beam), and mini-torpedoes (can fire 8 small torpedoes per melee, which are equal to short range missiles).
10. **Engineering Section.** Guarded by 4 Gladiators at all times. Additional security includes 12 M.P.s. Crew: 36.

Notes: To determine the damage of torpedoes use missile equivalents. Obviously plasma/napalm and gas types are inappropriate underwater. This limits missile types to high explosive, armor piercing, multi-warhead, proton and reflex.

ALL bulkheads and hull are reinforced, and all sections can be sealed airtight, independent of each other.

Engineering contains the engines and nuclear reactors which power the vessel.

The numbers and types of Destroids listed as a standard complement are those commonly assigned to these massive ocean vessels. They are different than those assigned to the Prometheus and Daedalus after they became part of the SDF-1 combat system.

CVS SUBMERSIBLE AIRCRAFT CARRIER (PROMETHEUS II)

The CVS class warship is a triumph of Earth technology and technology gleaned from the wreckage of the alien spacecraft, the SDF-1. This marvel of design coupled with its sister vessel, the SLV Beachmaster class vessel (also submersible), comprise the RDF's tactical fleet. Although limited to about a half dozen of each of the two types of warships, one pair of these vessels is easily equal to one entire fleet of conventional fighting ships.

The CVS aircraft carrier is the single most lethal vessel sailing the world's waters. Rimming the entire length of the flight deck is a battery of long range (8 miles), reflex, laser turrets almost identical to those of the *Raidar X*. The reflex system enables these unmanned lasers to identify, track and engage up to 20 targets each. Above the laser turrets is the *Falcon Sprint Missile System*. This long range, anti-aircraft system can be manually operated or set on independent, reflex response. Staggered between the missile/laser turrets is the *Short Range Falcon missile system* in its classic, revolving, launch canister.

In addition to these somewhat more conventional weapons is a complement of Veritech Fighters, Destroids and other assault vehicles.

The world's largest sea vessel, (1679.8 feet long 512 meters), the CVS class carrier is further distinguished as being the largest submersible vessel in the world. The unique submersible aspect of the CVS class carrier is the combination of state of the art technology with the new, alien technology unearthed from the SDF-1. Unlike the RDF's mecha, which are powered by the organic fusion of protoculture, the giant warship is nuclear, with a service life of about 25 years between refueling.

Being a *submersible vessel*, the CVS class ships has a completely self-contained and self-sufficient, internal, life support system. A system so excellent that it can remain underwater for up to 14 months without the slightest risk to the crew. Only the SLV Beachmaster class vessel (Daedalus II) is more adept in the ocean's waters, able to remain submerged for over two years at greater depths. Like the Daedalus style Beachmaster, The CVS aircraft carrier is inspired by the original designs of the Prometheus supercarrier which has become part of the SDF-1 legend.

As a submersible type warship, the CVS class vessel is somewhat limited by its classic, aircraft carrier design. Potential structural weaknesses restrict it to a safe depth of one mile, however, it is believed that it can survive and function, at close to 100% efficiency, at up to 1.5 miles. Greater depths will result in ruptures of the outer and inner hull, ultimately ending with massive flooding and sinking of the vessel.

Once perceived to be the Unified Earth Government's new defense fleet, the production of CVS and SLV class vessels has been, at least temporarily, suspended. This is the result of the crumbling of the Unified Earth Government into independent states, and the emphasis of limited production facilities on the "new" *Army of the Southern Corss*.

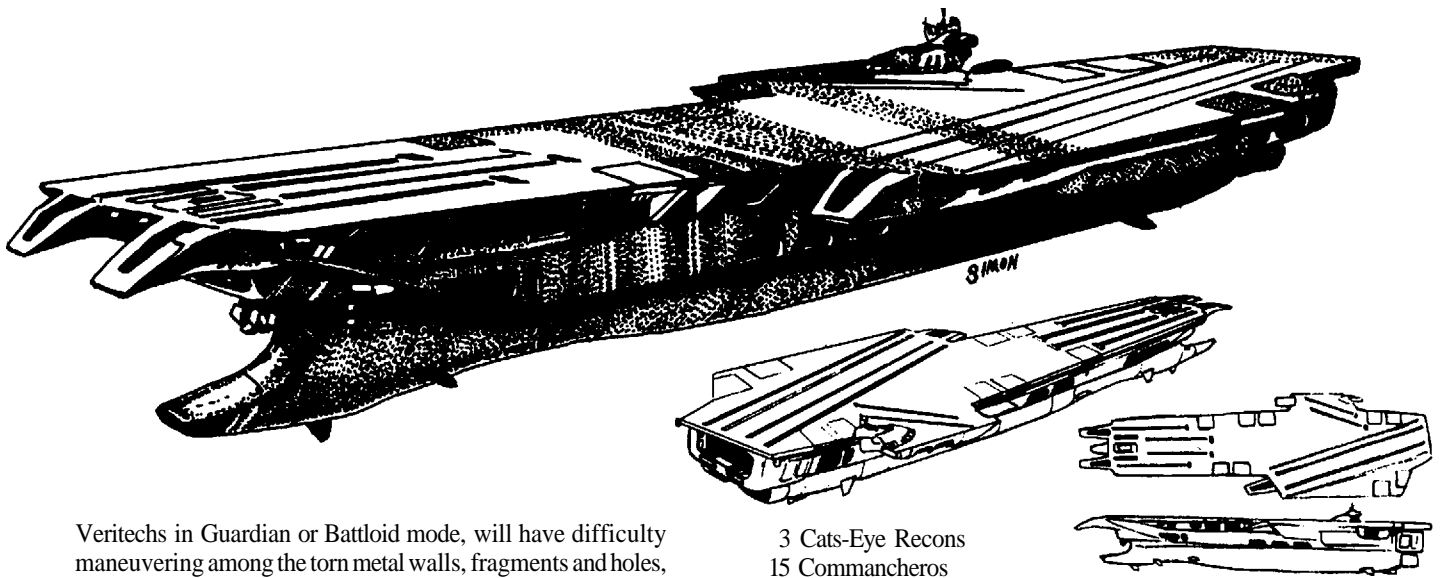
Vehicle Type: Submersible Aircraft Carrier

Crew: 196 officers, 5390 ship's crew (including soldiers, medical, mechanics and operations), 96 Veritech pilots, 245 Destroid pilots, 120 aircraft pilots. **Total:** 6047 crew, plus it can accommodate an additional 2800 crew members on special assignments.

M.D.C. by Location:

Main Elevators (9) — 500 each
 *Main VF Flight Deck — 1000
 *Secondary Flight Deck — 1400
 *Small Flight Deck — 500
 Side Port Sliding Hatches (20) — 300 each
 **Observation/Communications Tower — 400
 ***Hull & Deck (main body) — 400 per every 165 sq. ft.
 Interior Walls & Hatches — 100 per every 50 sq. ft.
 Main Propeller — 700
 Secondary Propellers (8) — 100 each
 Torpedo Hatches (4) — 100 each
 Laser Turrets (12) — 75 per each barrel
 Falcon Sprint Missile Launchers (12) — 75 each
 Falcon Missile Canister/Launcher (12) — 50 each

*Depleting the MDC of a flight deck means that the area is so torn up that it can not be used for the take-off and landing of conventional aircraft (including VTOL), helicopters or Veritechs in jet mode. Only Veritechs in Guardian or Battloid mode will be able to use the flight deck. Even Destroids, and



Veritech in Guardian or Battloid mode, will have difficulty maneuvering among the torn metal walls, fragments and holes, in a deck which has had its M.D.C. nearly (75%) or completely, depleted. Land vehicles will find it impossible to traverse.

**Depleting the M.D.C. of the observation/communications tower means the tower has been destroyed along with the ship's central radar system. An alternative radar system can be established by linking with Raidar X or Cats-Eye Recon. Of course, alternatives are generally less comprehensive and more vulnerable to attack.

***Depleting the MDC of a 165 sq. foot area means a hole measuring 110 sq. feet has been punched into the hull. Repairs will take 12 hours per each hole. Submerging is possible, but the area punctured will fill with water. Of course, specific areas inside the vessel can be sealed so that water flooding will be contained. Note that the mecha bays can be flooded without adverse effects on the mecha. Holes in more than six different areas/sections means the ship cannot submerge without a 60% likelihood of sinking.

Speed: 40 knots

Dimension in Feet: 1679.8ft x 298ft x 230ft

Sailing Height: 161ft (49.1m)

Weight: Displacement tons: 263,000 tons fully loaded and 277,000 tons dived.

Maximum Depth: 1.2 miles

Main Engines: (3) Nuclear Reactors

Secondary Engines: (8) Geared Turbines

Weapon Systems

1. **Forward Torpedoes** (equal to short range missiles)
2. **Depth Charges** (detonate at specified depth, inflicting 2D6 x 10 damage).
3. **Double Barrel Laser Cannons** (optional replacement with the double barrel, 966-PFG air-cooled auto-cannon).
4. **Falcon Sprint Missile System** (long range missiles)
5. **Rotating Falcon Missile System** (short range missiles)
6. **Combat Mecha Complement:**

- 23 Raidar Xs
- 33 Excalibers
- 14 Gladiators (plus an additional 26 for internal security)
- 4 M.A.C. IIs
- 6 Spartans
- 39 Veritech Fighters
 - 22 VF-IAs
 - 9 VF-IJs
 - 6 VF-ISs
 - 2 Super VFs (plus 6 VF-Armor Systems available)

7. Aircraft

- 15 L.V.T. Adventurer IIs

- 3 Cats-Eye Recons
- 15 Commacheros
- 10 Howard LH-2000s
- 11 Sea Sergeants
- 10 QF-3000 Ghost E (unmanned)

8. Other Vehicles

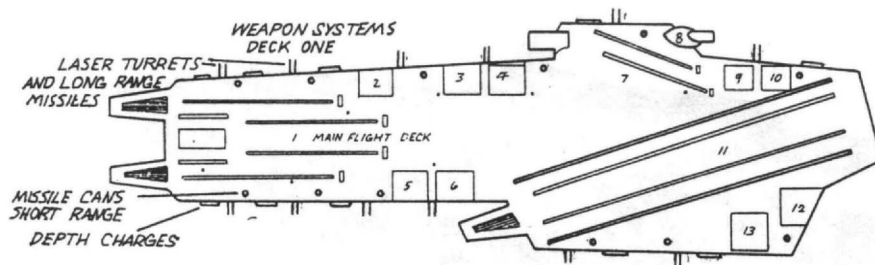
- 2 Mini-Subs (2 man); M.D.C. - 100
- 2 Six-Man Subs; M.D.C. - 220
- 2 Searcher SFV (Deep Sea)
- 24 One-Man Underwater Cycles
- 42 Small Cargo Trucks
- 18 Large Cargo Trucks
- 72 Jeeps
- 8 Fuel Tankers
- 300 Inflatable Life Rafts

Notes: Six, CVS aircraft carrier class vessels are in service. They include the CVS Vulcan, CVS Atlas, CVS Phoebe, CVS Cronus, CVS Hyperion, CVS Demeter. Further manufacturing has been suspended pending the stabilization of global governments. *See map for general location.*

A CVS class prototype is in service by the Eastern Bloc Soviet Independent State. This prototype is somewhat slower, has alternative weapon systems and no known mecha (no legally attained mecha).

DECK ONE (Top)

1. **Mam Veritech Flight Deck**
2. **85ft x 75ft (25.9m x 22.9m) Elevator**, used for mecha, vehicles and service crews. Connects decks 1,2,3, and 4.
3. **85ft x 75ft (25.9m x 22.9m) Elevator**, used mainly for Veritech Fighters and other combat aircraft. Connects decks 1, 2, and 3.
4. **85ft x 75ft (25.9m x 22.9m) Elevator**, used in conjunction with #3 elevator by Veritech Fighters and combat aircraft. Connects decks 1, 2, and 3.
5. **85ft x 75ft (25.9m x 22.9m) Elevator** (same as #3 and 4).
6. **85ft x 75ft (25.9m x 22.9m) Elevator** (same as #3, 4 and 5).
7. **Secondary Flight Deck**
8. **Communications, Radar and Observation Tower.** Passive and active radar system capable of tracking up to 144 targets simultaneously. **Radar range:** 200 miles. Communications system includes standard, long range, wide band radio capabilities (approximately 250 mile (402km) range), as well as laser and satellite communications. The top floor has an observation deck with adjoining rooms for the periscope, sonar and secondary, short range radar (50 mile/ 80km range).
9. **75ft X 75ft (22.9m X 16.8m) Elevator** used for combat aircraft. Connects decks 1, 2, and 3.
10. **75ft x 75ft (22.9m x 16.8m) Elevator** used for combat aircraft.



Connects decks 1, 2, and 3.

11. Flight Deck

12. **85ft x 75ft (25.9m x 22.9m) Elevator** for combat aircraft. Connects decks 1 and 2 only.

13. **85ft x 75ft (25.9m x 22.9m) Elevator**, for a Veritech Fighter squadron and other combat aircraft. Connects decks 1 and 2 only.

Weapon Systems of Deck One

1. **Wide angle, rapid-fire, double barrel, laser cannon turrets**, controlled by an advanced targeting/radar, reflex system. The reflex targeting system can identify and track up to 20 targets within a 20 mile (32.1km) range. It will automatically engage any enemy targets which enter its range of fire. Each turret can swivel 180 degrees side to side, and 90 degrees up and down.

Bonuses: +2 to strike

Primary Purpose: Defense

Secondary Purpose: Anti-aircraft/anti-assault vessel

Mega-Damage: 2D10 short burst, or 6D10 max., heavy burst per each turret.

Range: 8 miles (12.7km)

Rate of Fire: 8 short bursts, or 4 maximum, heavy bursts per each turret.

Notes: There are six laser turrets rimming both sides of the vessel.

Combining Attacks: All six turrets (or any number two through six) can be trained on one target. For simplicity, consider this multi-turret assault as a volley attack, using the volley rules to strike and so on. Damage rolls can be sped up by rolling one set of damage dice and multiplying it by the number of turrets used in the attack.

Payload: Unlimited

2. **Falcon, Sprint Missile System.** Missile launchers are mounted above each of the twelve, reflex, laser cannon turrets. Unlike the turrets, these long range missile launchers can be set to react by reflex or, manually controlled. Each missile launcher is linked to the laser turret radar targeting system, as well as the ship's long range tracking system. The missile launchers are able to make full, 360 degree rotations, with a 180 degree arc up and down.

Bonuses: Standard missile pluses.

Primary Purpose: Defense/Anti-air

Secondary Purpose: Assault

Mega-Damage: Varies with missile type. Most commonly used warheads are plasma (heavy), proton torpedo (heavy), reflex (heavy), and reflex multi-warhead (usually reserved for the most dire situations).

All are LONG RANGE missiles.

Range: Varies with missile type, but averages at around 1000 miles (1608km).

Rate of Fire: One at a time, or in volleys, of 2, 3, 4, 6, 8 or 10.

Payload: Each of the twelve, Falcon, Sprint Missile Launchers can fire a total of 10 missiles per melee. *One melee is required to fully reload.* The actual pay load is effectively unlimited (technically, there are 12,000 rounds, enough missiles for ALL 12 missile launchers to fire a full salvo 100 times).

Combining Attacks: Any number (2 to 12) sprint missile launchers, firing simultaneously on the same target, is possible and works like one massive volley.

3. **Short Range Falcon Missile System** is mounted between each laser/long range missile system. The short range Falcon Missile System is built into a rotating launch canister that can instantly rotate 360 degrees around, and 180 degrees up and down. Like its larger brother, this missile defense system can be placed on independent, reflex control, or manual.

Bonuses: +1 to the normal missile bonuses for increased reaction response.

Primary Purpose: Anti-aircraft defense.

Secondary Purpose: Assault

Mega-Damage: 1D6x 10. Only high explosive, armor piercing and plasma are used.

Range: 2 to 5 miles, depending on the type of missile.

Rate of Fire: One at a time, or volleys of 2, 3, 4, 6 or 8 per melee. Reloading is almost instant taking a mere 5 seconds.

Payload: Each of the twelve missile canisters holds 8 missiles. The payload is effectively unlimited (technically, 19,200, short range missiles are available for a total of 200 melees of continuous combat).

Combining Attacks: Can be done by any number of (2 to 12), missile canisters firing simultaneously on one target. Counts as one, massive volley.

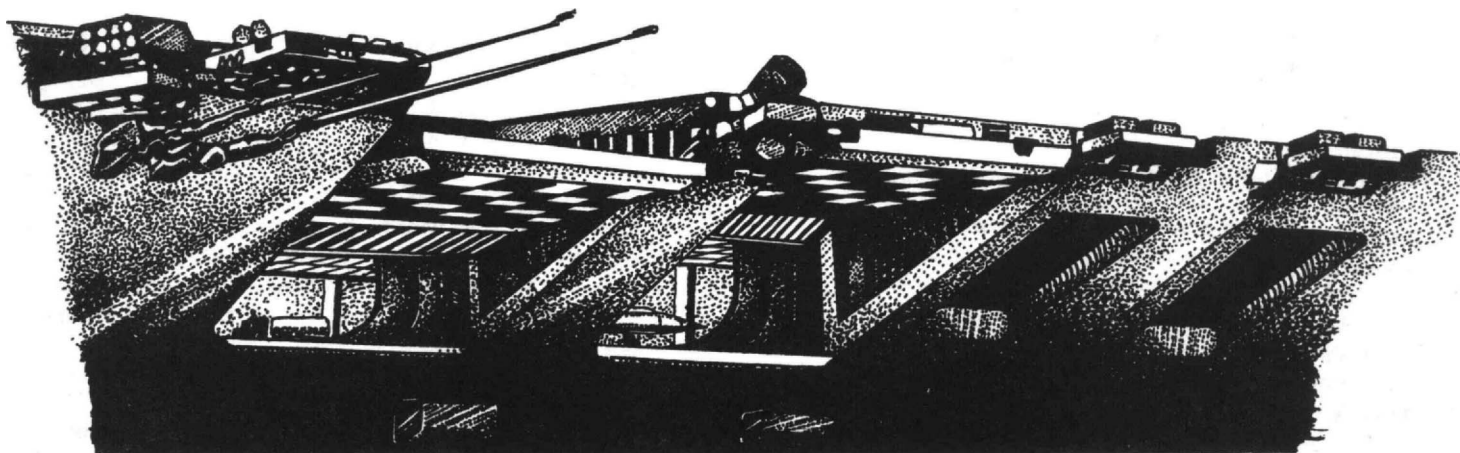
4. **Depth Charges** are used against other submarines and underwater assaults. They are high explosive canisters which detonate at a preset depth or upon contact. They are not missiles and do not dart through the water.

Primary Purpose: Assault/Anti-Submarine

Secondary Purpose: Defense

Mega-Damage: 2D4 x 10 each

Range: 1.5 miles



Rate of Fire: A total of 4, 8, 12, 16, or 20 per melee.

Payload: A total of 40 depth charges are ready for launching at all times. An additional 40 can be readied within one minute (4 melees), and every four minutes thereafter. A total of 160 depth charges are stockpiled.

5. **Forward Torpedoes** can be launched from deck five underwater or on the surface.

Primary Purpose: Defense/Anti-Warship

Secondary Purpose: Assault

Mega-Damage: Varies with missile type. SAME as short range missiles.

Range: Same as short range missiles.

Rate of Fire: One at a time, or volleys of 2 or 4, for a maximum of 8 missiles per melee.

Payload: 80 torpedoes.

6. **Destroids** can be brought up to the *top deck* or the *side ports* (the letter "P" on the diagram) for combat. The type of mecha carried on board the CVS class vessel are excellent for anti-aircraft, anti-warship, and anti-battle pod combat. The Gladiator Destroid is included for internal security and close range combat.

Note: Although a Destroid can survive underwater, it has no means of propulsion and will sink like a rock. In the ocean, a Destroid will rupture at an approximate depth of 0.8 mile (1km).

7. **Veritech Fighters** are the main assault/defense force of the CVS class vessel. Unlike the Destroids, the Veritechs can function well underwater, and superbly in the air and space.

Penalties For the Veritech Fighter Underwater

Speed is reduced by half.

Missiles & GU-11 Gun Pod range are both reduced by half.

Laser Ranges are reduced by 70%.

Maximum Depth: 1 mile (1.6km)

8. **Aircraft**

DECK TWO

1. **Mecha Bay** for Raidar-X complement. Access hatches make it assessable to the Veritech hanger (#11) and connecting corridor (#6) to the side ports or elevator (#7). A ramp connects to the mecha bay on deck three.

2. **Service walkway** wide enough to accommodate two way traffic.

3. **Access tunnel** which can be sealed airtight. Large enough (22 feet) to accommodate two-way traffic.

4. **Connecting corridor** to side ports.

5. **Connecting corridor**

6. **Connecting corridor** to side ports and elevator.

7. **85ft x 75ft (25.9m x 22.9m) elevator** connecting decks 1, 2, 3, and 4.

8. **85ft x 75ft (25.9m x 22.9m) elevator** connecting decks 1, 2, and 3. Used to transport mecha. Note that side ports can open to allow Veritechs to fly off from deck 2.

9. **Elevator** identical to #8.

10. **Corridor connecting** elevators (#1 & 8) with the Veritech hangar. Two Gladiators and an Excaliber guard the elevators.

11. **Veritech Hangar** containing three squads of Veritech Fighters, and six, Howard LH-2000, Recon, Helicopters. Two Gladiators are always on guard in the hangar, as well as a half dozen security guards.

The hangar is predominately used to store, service, repair and maintain the Veritech Fighters, but is also used to service other mecha.

12. **Corridor connecting** elevators with the Veritech hangar. Two Gladiators patrol this passageway. During combat the Gladiators defend the access hatches to the hangar, as well as the elevators themselves.

13. **85ft x 75ft elevator** connecting decks 1,2, and 3. It is used to transport Veritechs and other aircraft. Veritechs can also take-off

directly from deck two via the elevators.

14. **Elevators** identical to #13.

15. **Connecting corridor** to rear elevators and second hangar area. It is patrolled by two Excalibers. The two Destroids can fire from the side port or elevator hatches during combat.

16. **Connecting Corridor**

17. **Medical**

18. **Veritech Pilot Quarters**

19. **Lounge**

20. **Large connecting corridor for mecha.**

21. **Connecting corridor** with side port. Guarded by two Excalibers and one Gladiator which fire from the side ports during combat.

22. **75ft X 55ft (22.9m x 16.8m) elevator** connecting decks 1, 2, and 3. Can be used by Veritechs or helicopters to take-off directly from deck two.

23. **Elevator** identical to #22.

24. **Aircraft hangar** contains one Veritech Fighter squad, four, Sea Sergeant choppers; one, Cat's-Eye Recon, and six Commachero assault helicopters. This area is used to service, repair and maintain Veritech Fighters, mecha and helicopters. Guarded by three Gladiators.

25. **Connecting corridors**

26. **Elevator** connecting decks 1 and 2.

27. **Elevator** connecting decks 1 and 2.

DECK THREE

1. **Combat Deck** with reinforced side port. It is from here that one or two of the M.A.C. IIs will take up defensive positions firing at attackers from the side port. Connects with deck three mecha hangar.

2. **Mecha Hangar** contains 24 Excalibers, six Spartans, four Gladiators, and four M.A.C. IIs.

3. **Connecting corridor** with two side ports. A Gladiator and two Excaliber are posted here.

4. **Connecting passage.**

5. **Connecting passage.**

6. **Elevator room** guarded by a Gladiator.

7. **85ft X 75ft (25.9m x 22.9m) elevator** connecting decks 1, 2, 3, and 4.

8. **85ft x 75ft (25.9m x 22.9m) elevator** connecting decks 1, 2, and 3. Used by the Veritechs and other aircraft.

9. **Same as x8.**

10. **Connecting passage** to the second Veritech hangar.

11. **Second Veritech Fighter hangar**, two Veritech squads, four, back-up, VF-1J units; ten QF-3000 E Ghost, unmanned, trans-atmosphere fighters, and six, Howard LH-2000, scout helicopters. The hangar is also used to service, repair, and maintain mecha and other vehicles. It is guarded by two Gladiators at all times.

12. **Connecting passage** patrolled by a Gladiator.

13. **Elevators** connecting decks 1, 2, 3 (and both VF hangars).

14. **Elevators** connecting decks 1, 2, 3 (and both VF hangars).

15. **Connecting corridor.**

16. **The brig and ship security.**

17. **Secondary kitchen.**

18. **Communications Center:** Includes radar, sonar, targeting, aircraft coordination and internal, ship's communications.

19. **Command Center**

20. **Officer's Quarters**

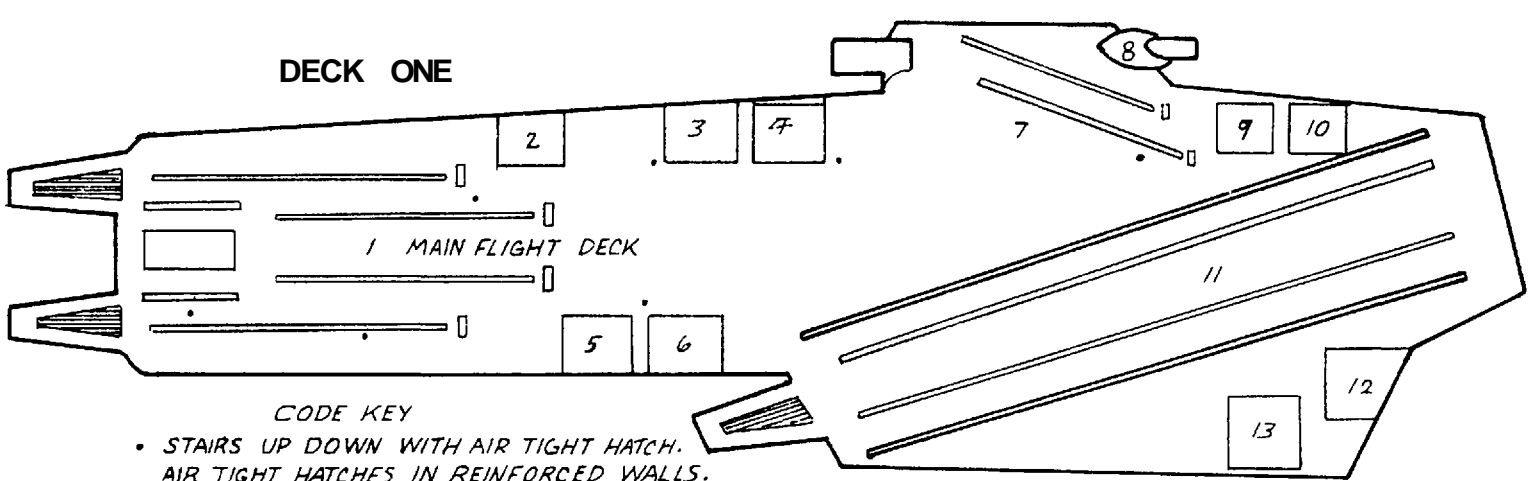
21. **Connecting corridor.**

22. **75ft x 55ft (22.9m x 16.8m) elevator** connecting the fourth aircraft hangar with decks 1,2, and 3. Guarded by a Gladiator at all times.

23. **Same as x22.**

24. **Fourth Hanger:** Containing two Cat's-Eye Recon, nine, Commachero, assault helicopters; fifteen L.V.T. Adventurer IIs, and

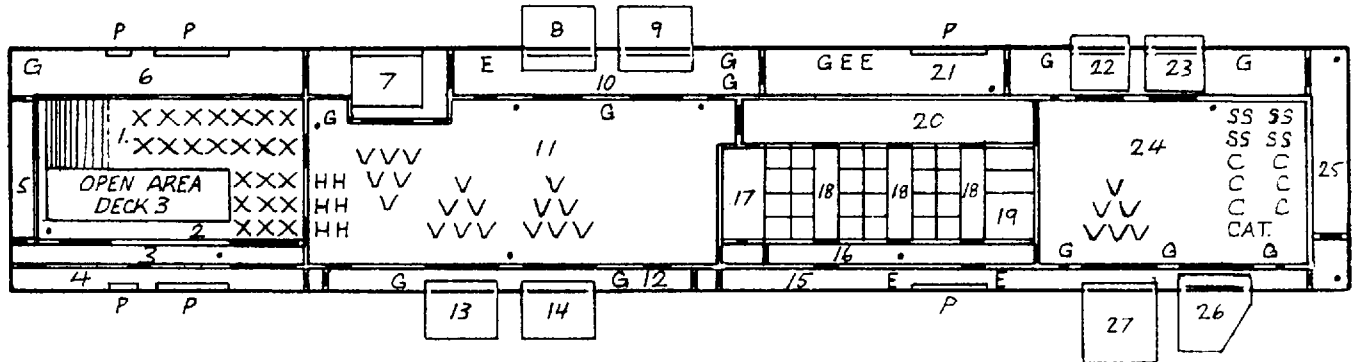
DECK ONE



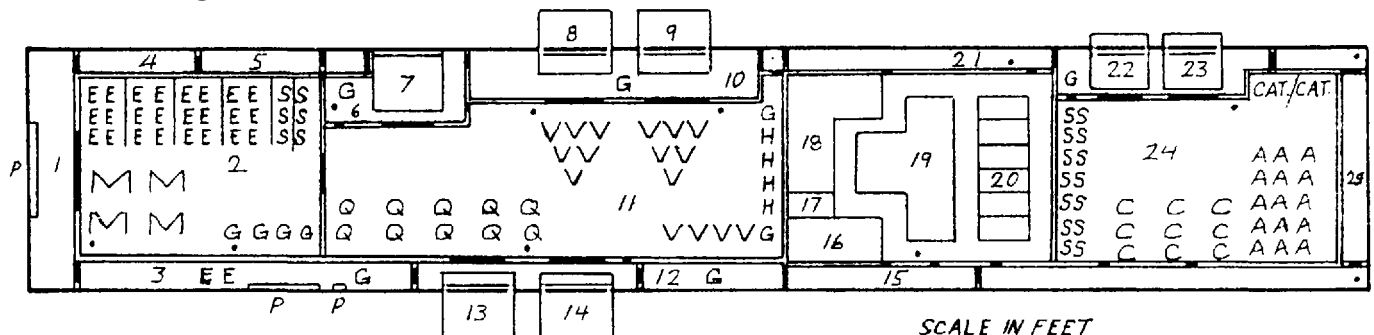
CODE KEY

- STAIRS UP DOWN WITH AIR TIGHT HATCH.
- AIR TIGHT HATCHES IN REINFORCED WALLS.
- P = SIDE PORT OUTER HATCHES
- E = EXCALIBUR G = GLADIATOR X = RAIDAR-X S = SPARTAN M = MAC II V = VERITECH
- SS = SEA SERGEANT H = HOWARD LH-2000 C = COMMANCHERO Q = QF-3000 CAT = CATS-EYE
- A = ADVENTURER II

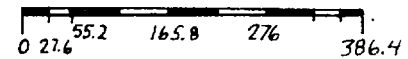
DECK TWO



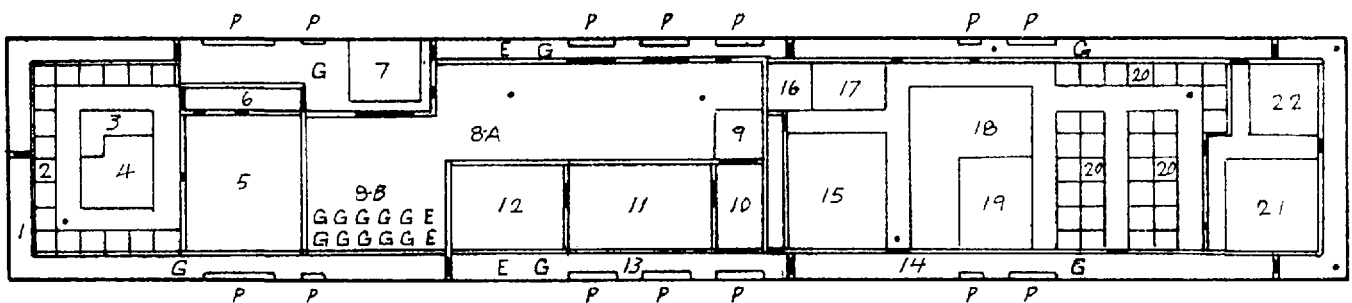
DECK THREE



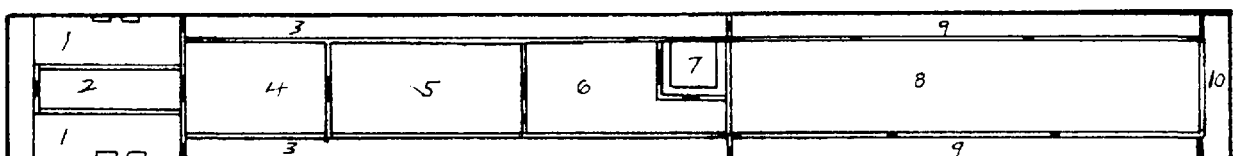
SCALE IN FEET



DECK FOUR



DECK FIVE



seven Sea Sergeant helicopters. Most of the ship's conventional aircraft are serviced and maintained here.

25. **Connecting passage.**

DECK FOUR

1. **L-Shaped corridor** with side ports. Always patrolled by a Gladiator.
2. **Crew Quarters**
3. **Secondary Kitchen**
4. **Mess Hall**
5. **Main Medical**
6. **Connecting Passage**
7. **Elevator** connecting decks 1, 2, 3, and 4.
- 8-A. **Mecha Garage** and vehicle service center. Also used for storage.
- 8-B. **Ten Gladiators** and two Excalibers are stored here for back-up.
9. **Elevator** to deck 5.
10. **Storage**
11. **Storage**
12. **Storage**
13. **Connecting Corridor**, with three side ports, patrolled by an Excaliber and Gladiator.
14. **Connecting Corridor**, with two side ports, guarded by a Gladiator.

MECHA UNDERWATER

All mecha can survive underwater. However, their movements and weapons are often restricted.

DESTROIDS

Destroids, like all mecha, are self-contained environments with an independent oxygen supply and circulation system. This means they can survive underwater, or in space for great lengths of time, without any adverse affects on the pilot.

The Destroid's disadvantage underwater and in space is that it has no means of propulsion. Thus, maneuverability is severely limited and often impossible. In space the mecha will float helplessly, able to turn only at the torso. Firing missiles (not energy weapons) will provide a minute amount of momentum enabling the mecha to shift position or move at a distance of 200 feet (90m).

Underwater in lakes, rivers, springs, and other inland waterways, the Destroid can walk along its floor. It can not swim or rise through the water. The only way up/out is to *walk or be hauled* out. If dropped or knocked out of a boat or aircraft into water, it will sink to the bottom. Again, it must walk out or be hauled out. The same applies to ocean conditions. The only new danger is rupturing from the pressure at great depths.

Penalties For Destroids Underwater

Speed: Walking is reduced by 25%. Without any means of propulsion the Destroid can not swim, or move in any other way.

Projectile Weapons: Machineguns, grenade launchers, and missiles, have their range reduced by half. Speed is also reduced by half.

Flame and Smoke: Weapons are useless.

Energy Weapons: Such as lasers and particle beams, have their range reduced by 70%.

Maximum Ocean Depth: 0.8 mile (1km)

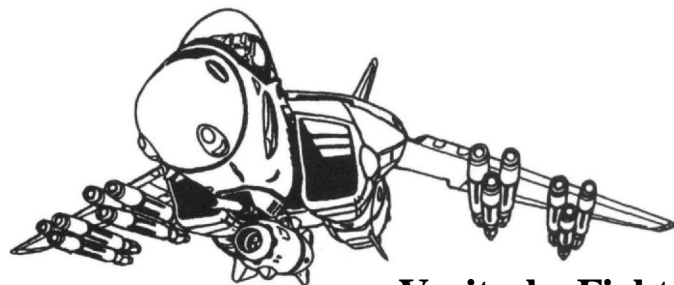
Oxygen Supply: 3 weeks

Standard Food and Water Rations: Two weeks, but can be stretched to three weeks.

15. **Gym**
16. **Library**
17. **Ship's Chapel**
18. **Main Mess Hall**
19. **Main Kitchen**
20. **Crew Quarters**
21. **Navigation and Life Support**
22. **Secondary Communications System**

DECK FIVE

1. **Torpedo Rooms**
2. **Mini-Submarines**
3. **Connecting Passages.**
4. **Storage**
5. **Storage**
6. **Storage**
7. **Elevator** to Deck Four
8. **Engineering and Life Support**
9. **Connecting Passage**
10. **Connecting Passage**



Veritech Fighters

The Veritech Fighter functions almost as well underwater as it does in the air and in space. Its propulsion system enables it to easily maneuver through water in all its modes.

Penalties For Veritech Fighters Underwater

Speed: In all modes is reduced by half.

Missiles and GU-11 Gun Pod: Ranges are reduced by half.

Laser Ranges: Reduced by 70%.

Maximum Ocean Depth: 1 mile (1.6km)

Oxygen Supply: 2 weeks

Standard Food and Water Supply: Can be stretched to two weeks.

Battle Pods

All battle pods have a limited propulsion system which can rocket them out of water as well as provide bursts of movement through the water.

Penalties For Battle Pods Underwater

Speed: Walking is reduced by 25%; it can move by its propulsion system at 300mph, for up to three minutes.

Missiles and Auto-Cannons: Range and speed are reduced by half.

Lasers and Particle Beams: Ranges are reduced by 70%.

Oxygen Supply: 3 days.

Food and Water Supply: None

Maximum Ocean Depth: 0.8 mile (1km)

Note: The same conditions apply to the *Officer's Pod*, *Power Armor*, *Fighter Pod* and *Theatre Scout*.

Note: ALL Zentraedi vehicles or any spacecraft can function underwater.

THE ROBOTECH TIME-LINE

June 1995

- The international scientific community launches a space station known as "The New Frontier" — it is designed as a message of international peace and understanding. However, forces in various governments see this space station as a perfect tactical weapon base. Disputes over ownership of this space station hurls the citizens of the Earth into a global war.
- The world is locked in global civil war.

July 1999

- A massive meteor falls on *Macross Island*, an uninhabited isle in the South Pacific. The initial investigation by the U.S.A. reveals it to be a giant, lifeless spaceship of extraterrestrial origin. The alien spaceship is kept secret from the public.
- An emergency summit meeting takes place to discuss the situation.

August 1999

- A temporary cease-fire is called and the countries of the earth form a Unified Earth Government to deal with the more serious threat of a potential invasion from outer space.

September 1999

- The suspicions of the august body of experts sent to investigate the crash site are verified. A top secret blanket is thrown over the "Macross Island Dossier".

October 1999

- The realization of an alien invader has a sobering effect on the world's leaders. The first, total cease-fire in years is enacted while these world leaders continue to discuss this new, potential threat.

December 1999

- Scientists urge the Unified Earth Government to study the technology and energy systems found in the alien spacecraft. Thus, the group, later to be known as *Robotech Research Center*, was organized under the supervision of Dr. *Emile Lang*. A military command, later to be known as the Robotech Defense Force, was also organized. Various factions of the opposing armies were interested in getting the secrets and weapons which were rumored to be still intact on the alien battle fortress. The cease-fire is tenuous with various flare ups occurring on an infrequent basis.
- The alien spacecraft is given a code name of *SDF-1*.
- Shortly after the previous report, plans are made to unify the nations of the world to prepare for hostile invaders.

March 2000

- A special investigation task force of international scientists, headed by *Doctor Emile Lang*, are officially assigned to analyze the SDF-1. Operations are funded by Japan, the U.S.A., Britain, France, West Germany and the U.S.S.R., pending the creation of a world government.

April 2000

- World peace is eventually realized following the disclosure of the wonders of a new alien technology which would radically affect the standards of living of all on the earth ... it is a technology which is promised to be shared to all — once its secrets are unraveled.

May 2000

- Secret plans are begun for "anti-giant" weapons ... the plan is to modify existing weapon systems utilizing the technology found in this alien ship dubbed the SDF-1.

June 2000

- An international announcement to the people of Earth makes public the existence and frightening dangers of the SDF-1.
- The same broadcast announces the plans for a Unified Earth Government to work together in combatting this other-worldly threat.
- Reactions to the two announcements are strong, invoking riots and anti-unification conflicts the world over. However, the riots are short-lived.

July 2000

- Global unification seems inevitable. Most anti-unification hostility has eased down.
- The construction of a *Moon Base* is proposed and accepted.

January 2001

- The one *Unified Earth Government* becomes a reality. Surprisingly, there is little anti-unification dissension.

February 2001

- Restoration of the SDF-1 begins.

March 2001

- Construction of Moon Base begins.

April 2001

- A new, tougher, lighter building alloy is developed by the SDF research team.

July 2001

- Plans for a strategic base to be built on Mars to serve as an early warning outpost in case of an inter-galactic invasion are approved.

August 2001

- A special task force is created to develop and exploit the new "*Robotechnology*". Doctor Emile Lang is again chosen to head this research and development organization.

September 2001

- The task force to develop Robotechnology becomes part of the new global defense network. This defense force's designation is the *Robotech Defense Force* or *RDF*.

October 2001

- Technological discoveries and advancements are happening at an increasingly rapid pace.
- *The Destroid* defense mecha system begins experimental operations.

February 2002

- Concepts for a *transformable*, giant robot fighter begin development.

March 2002

- Theory of the Grand Cannon is complete.

May 2002

- Construction of the *Grand Cannon* Defense System begins at the new site of the United Earths World Security Headquarters in Alaska.
Note: This operation is separate from the RDF.

April 2003

- Construction of the A.R.M.D. series of combat space platforms begins.

November 2003

- Incorporation of Robotechnology into weapon systems is a theoretical success. The full application of the power system and the logic of its complex bio-mechanical origins still remain a mystery.

January 2004

- Moon base is operational. Construction continues.

July 2004

- Proposal to construct a second and third Grand Cannon in the South American and Australia Sectors respectively.

September 2004

- Startling discovery of a *symbiotic* link instilled between operator and machine when the new, Robotech (protoculture) energy source is used.

October 2004

- Construction of the South American Sector Grand Cannon begins. (It will never be completed.)

August 2005

- The first A.R.M.D. space platform enters service. A complete success, immediate production of four, additional A.R.M.D.s, is begun. New, Robotech weapon systems are introduced and incorporated into the A.R.M.D. as they are developed.

March 2006

- Giant-sized, aircraft carrier, *CVS-101 Prometheus*, enters service.

June 2006

- Development of Destroid weapon systems enters its final stage.

January 2007

- A *training center* for the crew of the SDF-1 opens on Macross Island.

February 2007

- Test flights of the Veritech, transformable fighter prototype, VFX-1, begin in secret.

May 2007

- Mass production of *Destroid* series begins.

October 2007

- Production of a dozen, additional, submersible warships begins.

November 2007

- Final decision to use the *Veritech Fighters* is made. Mass production begins.

July 2008

- *Mars Base* attains full operating status.

November 2008

- Second A.R.M.D. enters service.

June 2009

- Complement of Destroids are placed on the SDF-1 in preparation for her maiden flight. *See SDF-1 on page 109 of the Robotech RPG for the original complement of mecha.*
- Third A.R.M.D. enters service.

July 2009

- The ceremonial christening of the SDF-1 on Macross Island (July 1st). Ceremonies were to include the first public demonstration of the Destroids and Veritech Fighters. Ironically, this infamous day marks the arrival of the Zentraedi, and the first battle of the (first) Robotech War.

Late July 2009

- The SDF-1 fires off into space and takes a large chunk of the Pacific Ocean (including Macross Island) with it into deep space. The Zentraedi main fleet divides its forces — some follow the SDF-1 into deep space . . . while the second deployment of Zentraedi destroy *Mars Base Sara* on their way to rendezvous with their main fleet.

October 2009

- The fourth A.R.M.D. enters service.

January 2010

- The fifth A.R.M.D. enters service.

January 2011

- SDF-1's battle at Mars Base.

April 2011

- *The SDF-1* returns to Earth, landing in the Atlantic ocean.
- Meeting with United Earth Defense government leaders at Alaska base. Gloval's report falls on deaf ears.
- *Roy Fokker* dies from wounds received in combat.
- The SDF-1 is ordered to leave the Earth.

May 2011

- *The Grand Cannon* becomes fully operable.
- *Toronto*, in the Ontario quadrant, is *destroyed* in a massive assault on the SDF-1 by Khyron.
- *Ben Dixon* dies in the conflict.

June 2011

- SDF-1 leaves the Earth.

July 2011

- The first, interracial marriage between a human and micronized Zentraedi (Max and Miriya Sterling).

Early August 2011

Truce with the Zentraedi force lead by Commander Breetai. Earth is alerted to the coming of the entire Zentraedi fleet. The SDF-1 and Breetai's force coordinate a desperate defense.

Late August 2011

Arrival of the Zentraedi fleet of 4.8 million battle cruisers. Assault destroys 70% of the Earth's population. The combined forces of the SDF-1 and Breetai's Zentraedis destroys 98% of the assault fleet in a daring counterattack. The SDF-1, exhausted and battle worn, manages a shaky landing near Montana. The Earth is plunged into a new dark age. The RDF does what it can to help the survivors of the global holocaust. Construction of the SDF-2 begins shortly after.

April 2013

- Global reconstruction is underway. New cities and towns begin to grow as the Earth begins to replenish itself.
- The tropical and subtropical terrains are the first to grow back. It is in these jungles and rain forests that many of the Zentraedi rebels and malcontents have taken refuge. Khyron's and Azonia's combined forces, in the South American Sector, are by far the largest, most organized and hostile of the misanthropic warriors.

May 2013

- The Birth of Dana Sterling.

June 2013

- With Breetai's and Exedore's assistance, the RDF captures, and brings to Earth, a *Robotech Factory*.
- Micronizing the Zentraedi population begins.
- The production of several, new, submersible vessels, like the Prometheus and Daedalus begins.

August 2013

- Construction of giant "submersible" warships for the RDF begins. Designs are based on the original Daedalus and Prometheus supercarriers.

September 2013

- Khyron leads a small attack force against *New Detroit*. A protoculture chamber is stolen.
- Zentraedi grow increasingly hostile. Many join Khyron in South America.

December 2013

- Khyron chooses *Christmas Eve* as the time for a new and devastating attack on New Macross. During the attack, a supply of protoculture is stolen.

Late December 2013

- Shortly after his last assault, Khyron and Azonia make a suicide assault on the city of New Macross. During this carnage, the SDF-1 and SDF-2 are destroyed. Among the dead are Captain Henry Gloval, Claudia Grant, Kim Young, Sammie Porter and Vanessa Leeds.
- The survivors vow to continue to rebuild.
- *The Macross portion of the Robotech™* series ends; episode #36.

February 2014

- *Our story continues* . . . The threat of unknown radiation from the alien ship commanded by Khyron and the unsalvaged remains of the two SDF class ships, forces the site of the final battle to be declared off limits.
- Limited resources forced the majority of Khyron's and Azonia's Zentraedi army to remain behind in the South American Sector when their leaders made their deadly, last assault. Leaderless, the Zentraedi army has splintered into hundreds of tiny factions. Fighting between these factions is heavy, as new leaders fight their way to dominance.
- Violence in and around the South American Sector is at its worst.

March 2014

- The sight of New Macross (and the two SDFs) is declared a historic landmark.

July 2014

- The Unified Earth Government reemerges.
- Several nations, including the E.B.S.I.S., claim autonomy and refuse to join the unified government.
- Zentraedi internal conflicts have subsided as new leaders take control. However, organized Zentraedi assaults on human cities and outposts have increased dramatically. The South American Sector is clearly the source of most of these acts of aggression.

August 2014

- *Max* and *Miriya Sterling* are given command of the RDF in the South American Sector. It is their job to contain the Zentraedi.
- The perimeters of the *Zentraedi Control Zone* are defined.

October 2014

- *The Argentine Quadrant* is established as an international buffer zone to help combat the Zentraedi. (*See the Robotech RPG, pg. 99, for details*).

December 2014

- The RDF, under the command of Max and Miriya Sterling, recaptures the unfinished, South American Grand Cannon in a decisive battle

against the Zentraedi.

- Construction begins to turn the site of the incomplete Grand Cannon into the RDF military headquarters in that sector.

February 2015

- *The Army of the Southern Cross* is formally established.
- Construction of *Monument City* begins near the historic site of New Macross. It will become the world headquarters for the new army.

March 2015

- Secret construction of the SDF-3 begins at the Robotech Factory orbiting Earth.

May 2015

- The Zentraedi controlled *Arkansas Protectorate* declares itself an independent nation. Only the E.B.S.I.S. recognizes its autonomy. Its political status in the world remains in limbo.
- Zentraedi hostility continues in and around the South American Sector.
- Zentraedi hostility increases in the Eastern (Asia/China/Indochina) and Africa Sectors. Possible build up and/or organization of Zentraedi is feared.

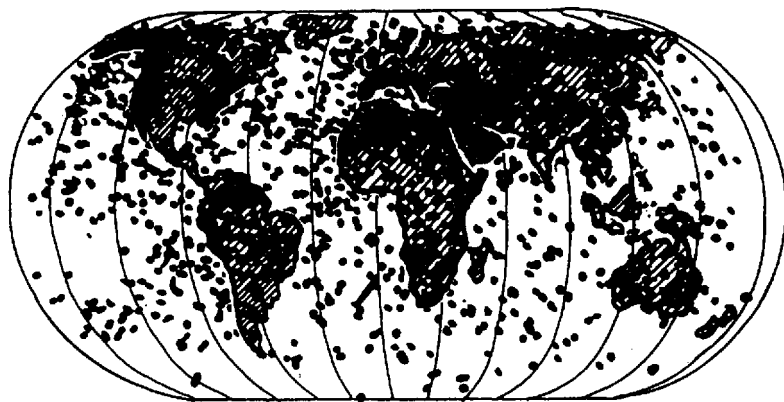
January 2016

- Dozens of independent nations, and smaller political entities called Baronies, continue to secede from the unification movement.
- The fate of the one Unified World Government appears shaky at best.
- Development of new infantry armor, weapons and mecha for the Army of the Southern Cross is in full production.
- Norway and Africa are selected sites of secondary headquarters for the Army of the Southern Cross.
- Reconstruction of Moon and Mars bases begin.

Future Vision

This and approximately the next eight years is the time frame for scenarios in the post-holocaust world of Robotech. During this time, the RDF continues to patrol the world, moon and outer space around our Earth to keep it free from extraterrestrial aggression. The struggle with maniacal Zentraedi rebels, roving armies, bandits, renegades and all manifestations of evil, will be fought in the cities, jungles, wastelands, and space. The RDF will continue as Earth's main defense force, even as the Army of the Southern Cross comes into its own with a battery of new mecha. (As will be described in *Robotech Book IV: The Mecha of Southern Cross*).

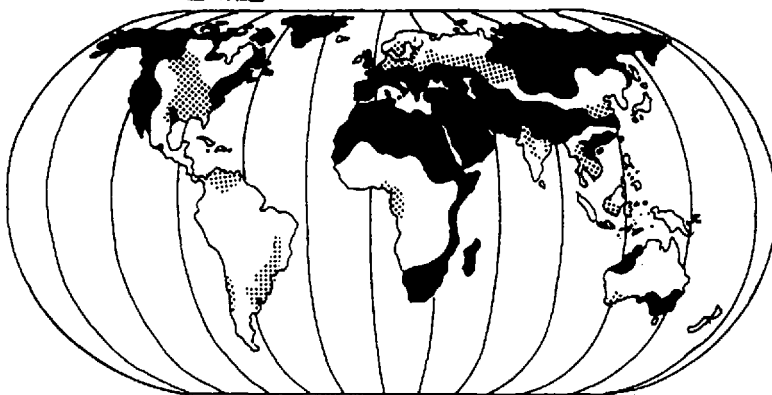
Looking ahead, the unification movement will crumble entirely by 2023. In its place will be a world composed of global, feudal kingdoms. Anarchy will reign as civil wars and unrest will again rock the world, although not nearly as bloody as those which predate 1999. Around this period, the RDF aboard the SDF-3 will leave the Earth's defense to the Army of the Southern Cross, taking their fight for peace to the Robotech Master's homeland. During the intervening time, an envoy of the Robotech Masters will appear (about 2030) to again threaten the Earth (the saga of Southern Cross). Their defeat will bring the Invid.



STRIKE ZONE OF THE ZENTRAEDI
PLANETARY ATTACK. 70.9% GLOBAL DESTRUCTION.

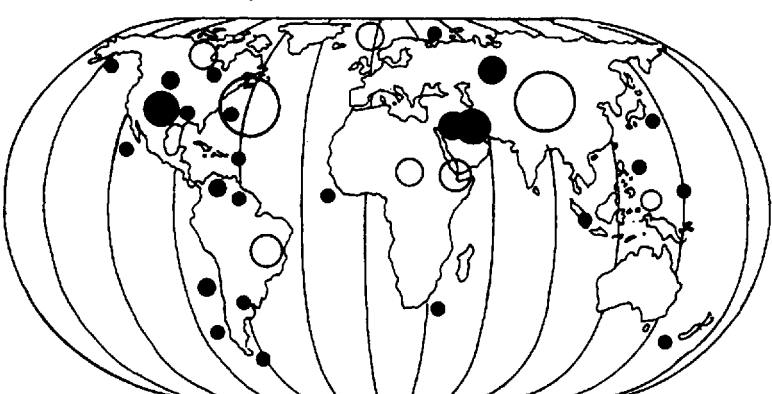
AGRICULTURAL RESOURCES

WHITE IS HABITABLE LAND

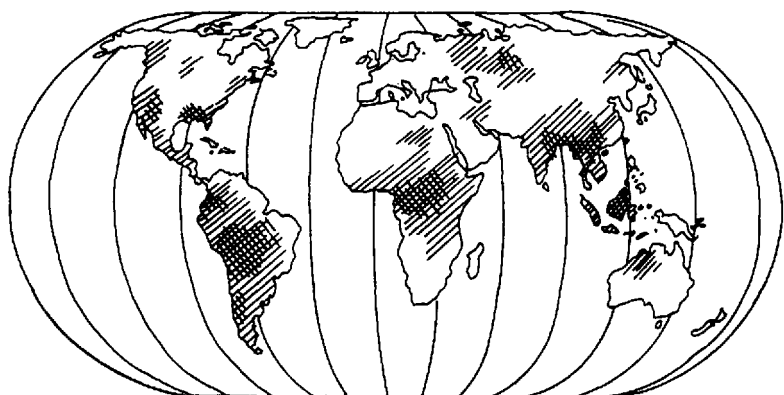


BLACK IS WASTELANDS

KNOWN OIL RESOURCES

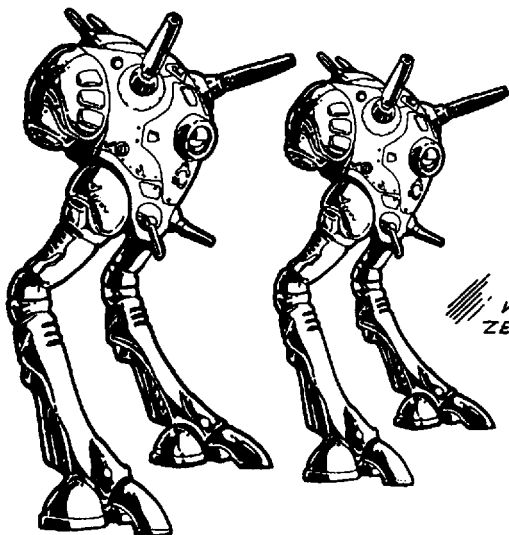


KNOWN NATURAL GAS RESOURCES



KNOWN AREAS OF
ZENTRAEDI ACTIVITY.

AREAS OF
CONCENTRATED
ZENTRAEDI ACTIVITY
AND AGGRESSION.



A GLOBAL SUMMARY

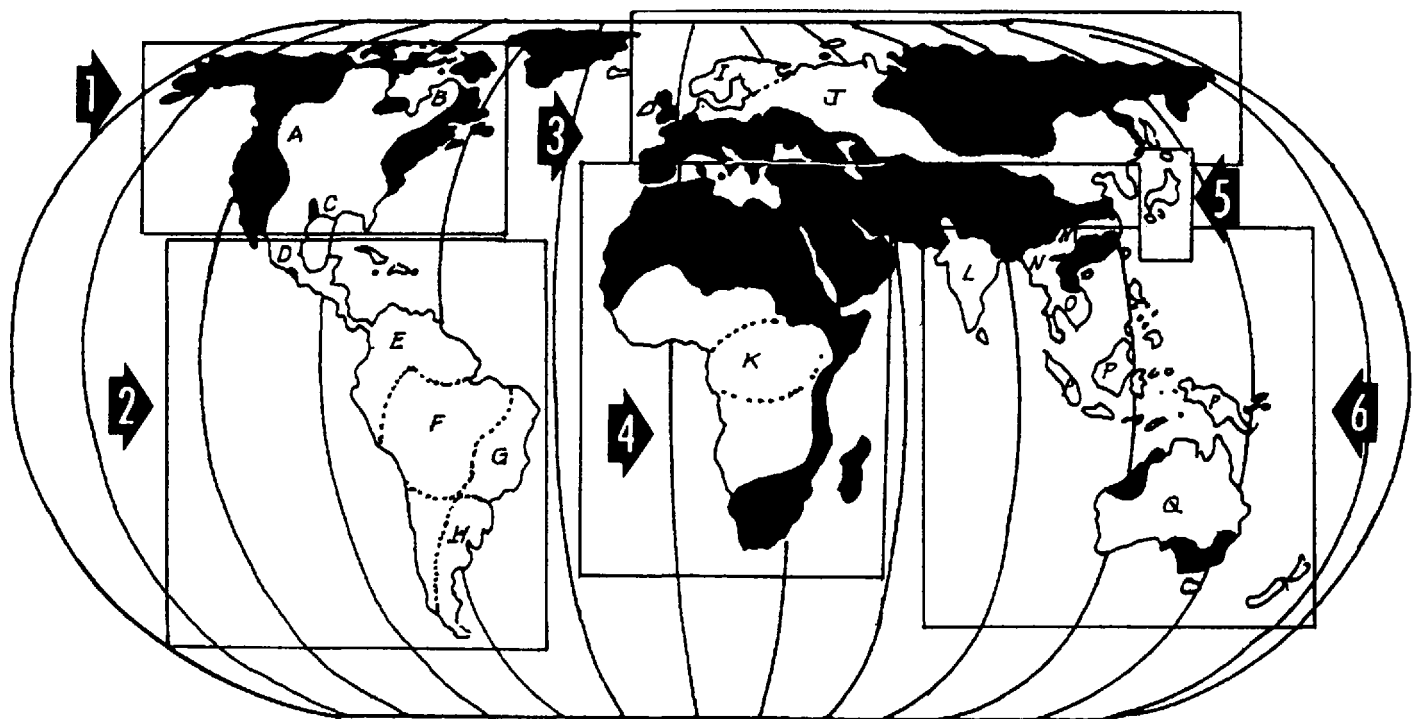
THE SECTORS

1. **The North American Sector**
Includes Canada and the U.S.A. Scattered communities with major industrial clusters.
2. **The South American Sector**
Mostly jungle with pockets of civilization. It is believed to have the greatest concentration of Zentraedi in the world.
3. **Northern Euro Sector**
Includes the Scandinavian countries and the E.B.S.I.S. The white areas on the map represent habitable areas, the black is wasteland.
4. **Africa Sector**
Most unpopulated, a combination of desert and jungle.
5. **The Far East Sector**
This is the most populated and technologically advanced sector in the world. The Robotech Research Center is located in the Japan Quadrant.
6. **The Eastern Sector**
Includes India, China, Indonesia and Australia.

THE MAJOR QUADRANTS AND HIGHLIGHTS

- A. **Site of the SDF** and Southern Cross headquarters.
- B. **Quebec Quadrant:** An independent nation.
- C. **Arkansas Protectorate:** Zentraedi dominated.
- D. **Mexico Quadrant:** Widely populated.
- E. **Venezuela Quadrant:** Modest population.

- F. **Zentraedi Control Zone:** Widely populated by hostile Zentraedi and criminal activity. Dense jungle terrain.
 - G. **Brazilia Quadrant:** Scattered population with some major industrial facilities and RDF bases.
 - H. **The Argentine Quadrant:** Widely populated, it is the hub of Zentraedi control operations with several RDF and Southern Cross bases, as well as international embassies, support and mercenaries.
 - I. **Scandinavia Quadrant:** Includes Norway, Sweden, Finland and Denmark. Widely populated (almost overcrowded). This Quadrant was remarkably untouched by the Zentraedi attack. Industry and technology levels are high. Norway is the site of a major Southern Cross base.
 - J. **The E.B.S.I.S.,** a.k.a Eastern Bloc Soviet Independent State: Includes what is left of Germany, Poland and the U.S.S.R. Black areas represent wastelands.
 - K. **Congo Quadrant:** The site of much, recent, Zentraedi activity. Mostly jungle.
 - L. **India Quadrant:** Much poverty; the site of recent Zentraedi activity.
 - M. **Manchurian Quadrant:** A feudal, independent kingdom. A mix of high and low technology. Scattered communities; mostly grassland.
 - N. **China Quadrant:** Modestly populated, and has a low technology level. Site of increasing Zentraedi activity.
 - O. **Indochina Quadrant:** Includes Burma, Thailand, Laos, Cambodia, Vietnam and Malaya. Mostly jungle which harbors large numbers of Zentraedi.
 - P. **Indonesia Quadrant:** Includes Sumatra, Philippines and New Guinea.
 - Q. **Australia Quadrant;** a major industrial center.
- Note:** Black areas on the map represent vast wastelands resulting from the Zentraedi planetary attack.
White areas represent habitable areas.



THE NEW EARTH

After the Zentraedi assault on the planet Earth, the long, arduous task of rebuilding lives and civilization began. Much of the world was totally and completely decimated. In the *North American Sector*, Alaska and the western states were obliterated. With the exceptions of Iceland, Scotland, Ireland and parts of Germany, Poland, Scandinavia and Russia, the *European Sector* was wiped out. Even today, several years later, the once proud nations of England, France, Italy, Turkey and the entire Mediterranean, Middle East and Northern Africa, are little more than barren wastelands and deserts. Most of China and the rest of Asia shares a similar fate. Only the occasional, shattered wall of a building, or half buried basement stand as mute testaments of the civilization which once thrived.

Only Japan, Indonesia, Australia and parts of Canada were spared the annihilation which plunged the rest of the world into a second dark age. Although war torn, they would be among the first to recover and rebuild. However, it is a very different world than the one previously known.

As one might imagine the world was locked in chaos. The one, Unified World Government was destroyed, as were the most of the regional governing bodies. The RDF and what remnants of world governments which still survived, represented the only vestiges of law and order. The first few years after the holocaust were filled with the chore of simple survival. Burying and burning the dead, combatting disease and pestilence, treating the infirm, building or finding shelter, reestablishing communication, transportation, producing and distributing food, defense against looters and bandits, as well as Zentraedi, were the things that would occupy the world for years. Starvation and disease would claim the lives of thousands. Thousands more would die in wild civil wars and acts of barbarism.

It has been only recently that the world's people have attained some semblance of their old world. With this return to normalcy, new cities, named after the old, begin to grow and prosper. The Unified World Government has been reestablished, but with less than satisfactory results. Several independent states, nations such as the Soviets, refuse to rejoin the Unified World Government. Mounting political unrest threatens its continued existence. Already a handful of political and military factions have broken from the new government to create so-called "Baronies", small, often tiny, self-proclaimed, self-governing, political entities. Political unrest and aggressive new leaders have made the future of the one world government a precarious one. Some politically astute scholars have predicted the total collapse of the unification movement within the next decade. In its place will be a sort of new feudal order, seeing a plethora of independent, self-sufficient baronies, linked by treaties, sworn alliances, and industrial and military superiority.

WASTELANDS

The wastelands are areas of land which were subjected to severe bombardment during the Zentraedi planetary attack. Most of these regions were once major population centers, cities or military installations. Today, they are dead zones occupied by renegades, outlaws, Zentraedi and nomads.

Geographically, the features of the wastelands with the exception of climate, are the same throughout the world. They are vast expanses of cracked and blistered earth, dust bowls, deserts, or great plains of low grass and shrubs potted with scattered blast craters. Typically, such craters can measure as small as one mile (1.6km), to as large as 20 miles (32.18km) across and a quarter of a mile deep.

Broken slabs of concrete, melted steel and gnarled fingers of twisted and mangled buildings dot some areas of the wastelands. These are the remnants of a lost civilization. The tombstones that mark once sprawling metropolises. It is here that scavengers or nomads can sometimes be

found exploring buried basements, subways, parking garages, and other subterranean constructions. Some of the nomads and gangs use the dwellings as temporary settlements or shelters. The larger and more ambitious groups have been known to dig connecting tunnels to the various underground structures. One recently discovered tunnel complex in the North American Sector connected 27 different dwelling areas, and had 15 different escape/access hatches covering a 900ft (270m) area and housing 250 scavengers.

Despite popular myths about buried treasure and forgotten wonders, the wastelands are dangerous and barren lands devoid of treasure and life. The damaged soil and polluted waters can support only the most meager of foliage and fauna. Low levels of radiation permeate these regions. Although not deadly, subjection to prolonged exposure (a few months) without protection can result in a variety of cancers, particularly skin cancer, and sterilization.

THE EASTERN BLOC SOVIET INDEPENDENT STATE (E.B.S.I.S.)

The Soviet Union and Eastern bloc nations suffered great losses, along with the rest of the world, at the hands of the Zentraedi fleet. Yet the Soviets were also extremely fortunate, as several major cities suffered relatively minor casualties. Leningrad, Moscow, Berlin and Warsaw are among the fortunate metropolises. Kiev, Kharkov, all of the Ukraine (the breadbasket of the Soviet Union), Krakow, Dresden, Frankfurt, and Koln were all among the annihilation of Europe. Thus, while the seat of the Soviet government and military survived, her farmlands and industry were vaporized. Nowhere in the world did starvation claim so many lives. Desperation and hunger driven madness would spark countless riots in almost every major city in the land. Starving refugees would seek refuge from the unscathed Scandinavian countries of Norway, Sweden, Finland and Denmark. Thousands died in these desperate pilgrimages. Thousands more would die on the doorstep of the countries they believed would bring salvation; for the demands of the starving and freezing refugees far exceeded what they could provide. It is believed that the number of people who died from starvation, exposure and disease nearly equalled the number killed in the Zentraedi assault. Still the Soviets were able to pool their resources and, with limited aid from Scandinavia and the R.D.F., rebuild upon the ashes of the dead.

Today, Germany, Poland and Russia comprise the United Eastern Bloc Soviet Independent State. The largest and most stable of the independent nations. They have refused all invitations to join the unification movement and have been actively soliciting against the recreation of the one world government.

Technologically, most of the cities and developed areas are about equal to the mid 1980's. Manufacturing capabilities are a bit less, about equal to the mid 1960's. Remote areas are on par with the 1930's and, in some areas, back to peasant farms and nomadic wandering. The technology and ability to create and manufacture mecha, energy weapons, or to utilize Robotechnology does not exist anywhere in the E.B.S.I.S. However, the Soviets are sophisticated and resourceful enough to repair and modify (always a few tech levels lower) existing R.D.F. and Zentraedi mecha.

The E.B.S.I.S. is a potential hotbed for trouble. Recent indications reveal that they are building a substantial Zentraedi army complete with mecha. Activity in the black market arena has increased significantly in the area of high-tech piracy and mecha retrieval. It is believed that the Soviets have at least four dozen, pirated, R.D.F. mecha in rebuilt condition, and approximately 1200 Zentraedi. (Note: These numbers are actually much greater. See the E.B.S.I.S. mecha section elsewhere

in this section). The R.D.F. has recently discovered E.B.S.I.S. covert operations in the South American Sector supporting the Zentraedi rebels and high-tech bandits. These activities lead some to believe that the E.B.S.I.S. may be gearing up for expanding their nation through war. (An appropriate assumption).

Targets for expansion include the Chinese badlands, Indochina, Indonesia, the Philippines and South America.

SOVIET MECHA

Although the E.B.S.I.S. lack the facilities, knowledge and protocol to build their own mecha, they have become quite adept in repairing damaged black market mecha. The Soviet State is aggressively buying mecha scraps, components and protocol on the black market, making high-tech piracy profitable in the extreme. RDF mecha is the primary type of mecha desired, bringing the highest prices. Zentraedi mecha is also purchased and rebuilt, but is in much less demand.

The black market mecha resources proving to be vastly insufficient, has prompted the E.B.S.I.S. to establish covert mecha retrieval operations in the South American Sector in the guise of high-tech bandits. The constant changes and combat in this Zentraedi infested war zone provides the perfect cover for their operations. A typical E.B.S.I.S. salvage force will usually consist of a handful of Soviet spies coordinating operations and acting as team leaders. The bulk of the salvage force is comprised of real high-tech bandits, and mercenaries native to South America and from around the world. Most of these men and women never realize (not that they really care) who they are working for. The size of these salvage forces can range from a couple dozen to three or four hundred.

Their scattered outposts will appear as typical South American villages. Closer inspection will usually reveal 2 to 6 large buildings used for temporary storage, an unusual amount of jeeps, trucks and weapons (usually hidden); and a number of foreigners (European/Russian or German) who appear to have full run of the village, or great authority. Russian may be overheard, or Soviet weapons (AK-47s) or markings might be observed, if one is observant and extremely careful.

It is believed that E.B.S.I.S. mecha recovery operations are involved with 50% of all high-tech piracy in the South American Sector. Unconfirmed reports have implicated the Soviets in operations in the Arkansas Protectorate and western territories in the North American Sector. They have also been implicated in a handful of bold raids against RDF ground convoys and patrols.

Perhaps most alarming is the E.B.S.I.S.'s increasing camaraderie with militant Zentraedi forces. Recent Soviet military maneuvers observed in the Taymer Peninsula involved a massive complement of Zentraedi mecha — an estimated 1200 Battle Pods. The E.B.S.I.S. deny cultivating a Zentraedi army, claiming the Taymer report is exaggerated. The official Soviet report claims a modest 312, Zentraedi Battle Pods involved in the maneuvers. It's also believed the E.B.S.I.S. is establishing a Zentraedi army in the China badlands, however, this is unconfirmed.

EXISTING E.B.S.I.S. RDF MECHA

Note: All RDF Mecha are rebuilt and suffer the following penalties:

- 1) Minus (-) 100 M.D.C. from main body.
- 2) Minus (-) 25 M.D.C. from reinforced crew compartment.
- 3) Minus (-) 20% from speed (reduced mobility).
- 4) Shortage of missiles and ammunition reduce the armaments of the mecha. See specific mecha notes.

Excaliber (18 in service)

- 7 fully operable, with complete armaments.
- 11 with functioning P-Beams, but no missiles or functioning lasers

or 32mm auto-cannons, or grenade launchers. 5 of these are stationed on the CVS lapetus.

- 5 additional are being reconditioned.

Gladiator (53 total in service)

- 20 fully operable with complete armaments.
- 33 Type II-G without major weapons. These units are without all missiles, grenade launcher and laser. The 32mm auto-cannon has been *replaced* with the 23mm *GSh-23 auto-cannon* which fires only short bursts, doing 1D6 M.D. per blast. Range: 4000 feet (1200m). Payload: 240 rounds (one burst uses 10 rounds). 10 Type II-G Gladiators are stationed on the CVS lapetus.
- 8 additional are being reconditioned.

M.A.C. II (none in service)

Raidar X (38 total in service)

- 6 fully operable with complete laser armaments.
- 3 operable with the optional, 966-PFG, air-cooled auto-cannons, and radar replacement unit (only half the range and target capabilities); no other sensors.
- 29 Type II-X with reconditioned bodies, and with replacement arms which launch SA-7, anti-aircraft type missiles.
Mega-Damage: 1D4 x 10
Range: 2 miles (3.2km)
Rate of Fire: One at a time, or volleys of two or four.
Payload: 24 each arm, for a total of 48 missiles;
Note: Radar replacement unit has only half the range and targeting capabilities (100 miles, 38 targets). No sensors except Infrared and Ultraviolet. 10 of the Type II-X units are stationed on the CVS lapetus. Another 15 Type II-X's are in production.

Spartan (none in service)

Veritech Fighters (7 type B only)

- 7 VF-Type B; reconstructed *Battloid* mode Veritechs which can no longer transform into the other modes. Armed with GU-11 gun pod and VF-1A laser head turret.
- Projects continue to try to unravel the transformable capabilities of the Veritech without success. **Note:** A whole, undamaged Veritech has never been available. 100 million international credits has been offered on the black market for an undamaged Veritech, of any type, with complete (or mostly complete) armaments.

ZENTRAEDI MECHA OF THE E.B.S.I.S.

The Soviet State has been actively recruiting Zentraedi, either as part of their existing army or as a new branch of the E.B.S.I.S. armed forces. The E.B.S.I.S.' position in this matter is that they are only trying to gain military independence and equality with the RDF, having seceded from the United Earth Government, the Soviet nation is an independent state and no longer under the protection of the RDF. Consequently, a strong military force capable of repelling a mecha attack is reasonable. However, the E.B.S.I.S.' motives are suspect, and many believe they are preparing to expand their nation by invading their neighbors. Certainly such a move would enhance the unstable government's image, help alleviate the six year famine and settle civil unrest by creating a sense of strength, progress and security. Unfortunately, growing bitterness between the RDF and the E.B.S.I.S. mounts as both sides view the other as uncooperative, insensitive and a potential military threat to their respective views of their world.

It is certain that the E.B.S.I.S. is recruiting Zentraedi. It is also certain that E.B.S.I.S. advisors have been aiding the Zentraedi in the South American Sector in their crusade against the RDF and the fragmenting United Nations World Government. This aid largely consists of Zentraedi mecha repair and reconstruction. It is feared that an E.B.S.I.S. Zentraedi army may be being established in the South Amer-

ican Sector in a take-over bid of this disputed territory. Recently, the E.B.S.I.S. submitted a proposal suggesting that the sector be declared an independent Zentraedi nation. The proposal was unanimously rejected by the United World Government. Unfortunately, this has again raised the question of the continued existence of the Zentraedi dominated and controlled Arkansas Protectorate, which is still a disputed territory in the United World Government network. Of course, the E.B.S.I.S. has recognized the Arkansas Protectorate as an independent state, even though all Soviet aid has been flatly rejected by the ruling body of the Protectorate.

Despite the long term political ramifications, the E.B.S.I.S. affiliation with the Zentraedi has provided them with an array of Zentraedi media.

Tactical Battle Pod

900 fully operable with complete original armaments.

- 1856 *Type M(Modified) Battle Pods*. These are still Zentraedi piloted, but have had the original weapon system replaced as follows:

1) **Twin, 23mm, GSh-23 Auto-Cannons** replace the two particle beam cannons.

Mega-Damage: 1D6 per blast, or 2D6 for simultaneous auto-cannon assault. This means that both of the two auto-cannons are trained on, exact same target and fired simultaneously, counting as one attack.

Rate of Fire: Short bursts of 10 rounds per each auto-cannon.

Payload: 240 rounds each.

Range: 4000ft (1200m)

2) **Top Mounted, Heavy, Anti-Air Machinegun.**

Mega-Damage: 1D4 per blast.

Rate of Fire: Short Bursts.

Payload: Effectively Unlimited.

Range: 2000ft (609m)

3) **Conventional Anti-Personnel Machineguns** replace the two, lower, front auto, cannons.

Mega-Damage: None; inflicts 4D10 S.D.C.. The machinegun does not damage mega-structures.

4) **Hand to Hand Combat** remains unchanged.

- 48 *Type MH Battle Pods* (Experimental). These are basically like the Type M Battle Pod except that each has a refitted pilot's compartment to accommodate humans. The crew is comprised of, three man team. The first operates movement; walking, dodging, and hand to hand combat. The second crew man is the communications officer, handling radar, sensors and radio. He is also the back-up pilot and back-up weapons tech. The third member is the weapons technician, who operates all weapon systems. He is usually a military specialist and can serve as a replacement communications/sensor operator.

Attacks Per Melee: Are divided into seperate abilities of the crew members. Pod (mecha) hand to hand is equal to the pilot's hand to hand (plus mecha combat skill). Weapon attacks are equal to the weapons operator's hand to hand skills (plus mecha combat skill).

Light Artillery Battle Pod

- 50 fully operable with complete armaments. Approximately 300 Zentraedi short range missiles are stockpiled.

- 260 *Type MLA* (Modified Light Artillery Pod). The two particle beams have been replaced with the twin, 23mm, GSh-23 auto-cannon; conventional machineguns replace the two, lower, front auto-cannons (see the Type M Battle Pod for specific details) and the light missile Pods have been refitted to fire SA-7 type missiles.

Mega-Damage: 1D4 x 10 per each missile.

Range: 2 miles (3.2km)

Rate of Fire: One at a time, or volleys of two, four or six per each missile pod.

Payload: 8 short range missiles per each missile pod for a total of 16.

Number of Attacks Per Melee: Equal to the pilot's hand to hand.

Note: These units must be piloted by full size Zentraedi.

Heavy Artillery Battle Pod

- 30 fully operable, with complete, original armaments. Others have been fitted to fire the short range missiles and are included under the type MLA, Modified, Light Artillery Pods. Zentraedi heavy missiles are a coveted commodity. A skimpy stockpile of 48 is all that's available.

Recon Scout Pod

- 32 fully operable with original sensory capabilities.

Officer's Battle Pod

- 20 fully operable, with complete original armaments.
- 30 Type MO (Modified Officer's Pod), with the following changes.

1) **Large, Heavy, Recoilless-Type Rifle** (cannon) mounted on the topmost part of the main body replaces the Zentraedi particle beam.

Mega-Damage: 2D6 (or 2D6x 100 S.D.C.)

2) **Twin, 23mm, GSh-23 Auto-Cannons** replace the original Zentraedi auto-cannons mounted in the chest.

Mega-Damage: 1D6 per blast or 2D6 for simultaneous assault; meaning both GSh-23 auto-cannons fire on the same target simultaneously, counting as one attack.

3) **Weapon Arms** have been modified to fire a handful of SA-7 type missiles.

Mega-Damage: 1D4 x 10 each

Range: 2 miles (3.2km)

Rate of Fire: 1, 2, or 4

Payload: 4 missiles per each arm for a total of eight missiles.

Male Power Armor

- 17 fully operable, with complete original armaments.
- 20 without the particle beam shoulder mount.

Female Power Armor

- 5 fully operable, with complete original armaments.
- 9 without missiles.

Fighter Pods

- 14 fully operable, with force-field and complete original armaments. A modest stockpile of 172 of its medium range missiles is available. Four Fighter Pods are stationed on the CVS Iapetus.

- 36 *Modified Fighter Pods*, with the following changes:

1) **Air to air, radar and infrared, conventional guided missiles** replace the Zentraedi missiles.

Mega-Damage: 1D6x10

Rate of Fire: 1, 2, 4, or 6

Range: 40 miles (64.36m)

Payload: 12 total

Note: This is the same missile carried by the MiG-29(E) Interceptor.

2) **No force-field.**

Re-Entry Pod

- 48, total, functional pods. Most were damaged and repaired, so they suffer a penalty of minus (-) 200 from the main body M.D.C.; half are not space-worthy.

Theatre Scout Recon Pod

One undamaged, fully functioning Theatre Scout Pod.

ENERGY WEAPONS

The E.B.S.I.S. does not have the available technology nor facilities to repair, rebuild or manufacture RDF or Zentraedi energy weapons. This includes laser rifles, pistols, mecha weapons and force-fields. The Zentraedi assault, combined with the political upheaval which followed, has knocked the Soviet's technology and manufacturing capabilities back 40 years. Tech levels are about equal to the 1980's, with manufacturing a rough equal to the late 1960's. In some areas, the country is more on a par with the 1930's.

THE CVS IAPETUS of the E.B.S.I.S.

The CVS Iapetus is the prototype to the RDF's CVS class of submersible aircraft carrier. As part of a diplomatic overture, the CVS Iapetus was sold to the *Soviets* in the fall of 2008. Although the vessel's basic appearance is unchanged, many of the internal and structural designs, and ALL of the weapon systems, are different.

The vessel's physical structure is less giving, more fragile, making it much more vulnerable to attack and ocean depths. For example: the RDF CVS class vessel can attain a depth of 1.2 miles, while the Iapetus' safe depth is a mere 0.7 mile (with a dangerous, 1.1 mile maximum). Its speed is a lumbering 30 knots and most weapon systems are of conventional origin.

GAME MASTER NOTES: For ease of play, use the same basic deck plans for layout and location of engines, crew, etc. as described under the *CVS Submersible Aircraft Carrier (Prometheus)* section. Changes are as follows:

Crew: 210 officers, 6572 ship's crew (including soldiers, medical, mechanics and operations), 352 aircraft pilots, and approximately 50 mecha pilots. Total: 7184, plus it can accommodate an additional 1200 special operatives.

M.D.C. by Location:

Main Elevators (9) — 300 each
Forward Flight Deck — 800
Secondary Flight Deck — 1000
Small Flight Deck — 1100
Side Port Hatches (20) — 200 each
Observation/Communications Tower — 400
Hull & Deck (main body) — 250 per every 165 sq. ft.
Interior Walls & Hatches — 100 per every 50 sq. ft.
Main Propeller (1) — 500
Secondary Propellers (6) — 100 each
Torpedo Hatches (4) — 75 each
Missile Launchers (8) — 40 each
Auto-Cannon Turrets (20) — 30 each
*The usual conditions exist for the flight deck, observation tower and deck/hull.

Speed: 30 knots.

Dimensions in Feet: (same) 1679 x 298 x 230

Sailing Height: 150ft.

Weight: Displacement tons: 272,000 tons fully loaded and 288,000 tons dived.

Maximum Depth: 0.7 mile

Main Engines: (3) Nuclear

Secondary Engines: (6) Geared Turbines

Weapon Systems

1) **Forward Torpedoes** (equal to short range missiles).

Mega-Damage: 1D4 x 10

Rate of Fire: 4 per melee, can fire volleys of 1 or 2 missiles simultaneously.

2) **Depth Charges:** (detonates at specified depth, inflicting 1D6 x 10 damage)

3) **Tri-Barrel, Anti-Aircraft Auto-Cannons:** (located along the side of the deck and similar to the Laser Turrets of the RDF vessels, but grouped more closely. A total of 9 on both sides plus 2 built into the observation/communication tower).

Mega-Damage: 3D4 M.D.

Range: 8 miles

Rate of Fire: 6 per melee

Payload: Effectively unlimited.

4) **Missile Launchers** (located between each Anti-Aircraft Auto-Cannon for a total of 18; 9 on both sides of the deck. Equal to the RDF's medium range, high explosive missiles.

Mega-Damage: 2D4 x 10 M.D.

Range: 40 miles

Rate of Fire: Launched one at a time, or in volleys of 2, 4 or all eight.

Payload: 80

5) **Sprite Missile System:** A sort of cruise missile or guided torpedo that travels a few feet above the water line.

Mega-Damage: 2D4 x 10M.D.

Range: 300 miles

Speed: 650mph (1045 kmph)

Bonuses: +3 to strike, +3 to dodge. Can be programmed for specific target(s).

Payload: Total ship's complement of these smart bombs is 210.

Rate of Fire: Up to 8 can be launched per melee.

Note: All Soviet, M.D. inflicting missiles/explosives are nuclear.

6) **Aircraft**

30 MiG 29(E) located on Deck Two.

36 MiG 23S located on Deck Three.

2 Radar Recon Jets (similar to Cats-Eye Recon)

5 OH-6A, Cayuse-type, observation helicopters (equal to the Howard-2000)

4 Transport Helicopters (equal to the Sea Sergeant, but have no armaments).

7) **Mecha**

5 Excaliber with P-Beams only.

10 Type II-G Gladiators.

2 Raidar X, fully operable.

10 Type II-X Raidar-X (rebuilt/modified).

50 Zentraedi Battle Pods in fully operable condition with armaments.

4 Zentraedi Officer Pods in perfect condition.

8) **Other Vehicles**

2 Mini-Subs (2 man) — 50 M.D.C. each.

2 Six-Man Subs — 100 M.D.C. each.

2 Patrol, Hydrofoil-Type, Gun Boats (S.D.C. weapons) — 50 M.D.C. each

30 Small Cargo Trucks

20 Large Cargo Trucks

20 Fuel Tankers

48 Jeeps

24 Tanks (see Robotech RPG, pg. 76 — "typical tank")

210 Inflatable Life Rafts.

AIRCRAFT OF THE E.B.S.I.S.

The Eastern Bloc Soviet Independent State (E.B.S.I.S.) is decades behind the technology of the RDF and has little knowledge of Robotechnology. Consequently, their air force is comprised of conventional aircraft; many of which have been slightly modified, with more powerful, often nuclear, weaponry.

The MiG-29(E) Interceptor

This is the Soviet's most advanced and lethal jet fighter and should not be taken lightly. Its strengthened airframe permits supersonic flight at low altitudes, with a maximum speed of 2140.8mph (Mach 3.2). Its improved radar/targeting system is able to detect a cruise missile-type target flying below 200ft (60m), while the MiG itself is flying at 19,685ft (6000m) at a range of 30 miles (48.2km). This dynamic jet fighter is the backbone of the E.B.S.I.S.' air force.

Vehicle Type: Jet Interceptor

Crew: One

M.D.C. by Location:

*Main Body — 120

Reinforced Pilot Compartment — 40

Wings (2) — 75 each

Tail Section — 75

*Depleting the main body M.D.C. means the jet is destroyed.

The pilot's only hope for survival is to eject and parachute to safety. Destroying a wing will cripple the aircraft.

Speed: 2140 (Mach 3.2) at full speed; 1340 (Mach 2) at low altitude (300ft/90m), with a service ceiling of 90,000 ft (27,450m).

Height: 19ft (5.8m)

Width: 45.9ft (13.95m) wingspan

Length: 73ft (22.2m)

Weight: 81,105lbs (36,796.9kg) fully loaded

Engine: R-49 afterburning turbojets

Range: 1610 miles (2600km)

Weapon Systems

1) **Two Long Range Missiles** mounted on the fuselage.

Mega-Damage: 2D6 x 10 (thermo-nuclear)

Rate of Fire: One or both; counts as one action that melee.

Range: 400 miles (643km)

Payload: Two missiles.

2) **Six, Air to Air, Medium Range Missiles**

Mega-Damage: 1D6 x 10

Rate of Fire: One at a time, or in a volley of two, three, four or six.

Range: 40 miles (64.36m)

Payload: Six missiles; radar and I.R. targeting/guided.

3) **23mm GSh-23 Auto-Cannon** mounted in the forward section.

Mega-Damage: 1D6 per burst (10 rounds)

Rate of Fire: Six bursts per melee.

Range: 4000 feet (1310m)

Payload: Limited to 240 rounds.

Special Equipment

1. **Radar:** 100 miles (160.90km) range; can identify and track up to 26 targets simultaneously.

2. **Targeting Computer.**

3. **Emergency Oxygen Unit.**

4. **Pilot Ejector System**

5. **Long Range Radio** communication — 200 miles (321.80km)

Production: approximately 1500

WEAPON COMBAT SUMMARY

Attacks Per Melee: Six via missiles or auto-cannon, or combination of the two.

Forward 23mm Auto-Cannon: 1D8 M.D.; Range: 4000ft (1310m).

Long Range Missiles: 2D6 x 10 M.D.; Range: 400 miles (643km);

Payload: 2.

Medium Range Missiles: 1D6 x 10 M.D.; Range: 40 miles (64.36m);

Payload: 6

MiG-25 Foxbat B Interceptor

Vehicle Type: Jet, all weather interceptor (conventional)

Crew: One

M.D.C. by Location:

Main Body — 14 M.D.C./1400 S.D.C.

Speed: 1934mph (3113kmph/Mach 2.8), with a service ceiling of 80,000 feet (24,400m).

Height: 18.4ft (22.3m)

Width: 45.9ft (13.95m) wingspan

Length: 73.2ft (22.3m)

Weight: 79,805lbs (36,200kg) fully loaded.

Engine: Tumansky R-31 afterburning turbojet

Range: 1610 miles (2600km)

Production: 1100 conventional, and 340 fitted for M.D. missiles.

Weapon Systems

1) **Four, conventional, air to air missiles** on pylons, two per each wing.

S.D.C. Damage: 4D4 x 10 S.D.C. (has no effect on Mega-Structures).

Rate of Fire: 1, 2, or 4

Range: 3 miles

Payload: 4 missiles

Attacks Per Melee: Up to 4; missiles are the only weapons available.

2) **Optional:** MiG-25 missile pylons can be replaced to accommodate the same type of air to air, medium range missiles carried by the MiG-29. *Note:* Still limited to 4 missiles.

Mega-Damage: 1D6 x 10

Rate of Fire: 1, 2, or 4

Range: 40 miles

Payload: Four missiles

Special Equipment

1. **Radar:** 62 miles (100km) range; can track up to 18 targets simultaneously.

2. **Radar Targeting Computer.**

3. **Pilot Ejector System.**

4. **Sirena 3 Radar Warning System**

Production: Approximately 2100 in service.

MiG-238 Fighter

Vehicle Type: Jet Fighter (conventional)

Crew: One

M.D.C. by Location:

*Main Body — 11 M.D.C./1100 S.D.C.

*As usual, depleting the M.D.C. of the main body means the vehicle is destroyed.

Speed: 1520mph (2445kmph/Mach 2.2), with a service ceiling of 61,000 feet (18,600km).

Height: 13ft (3.96m)

Width: 46.9ft (14.25m) fully spread

Length: 55ft (16.8m)

Weight: 37,480lbs (17,000kg)

Engine: Tumansky R-29B afterburning turbojet

Range: 1200 miles (1920km)

Production: Approximately 2400 in service.

Weapon Systems

1) **23mm, GSh-23, Twin Barrel Auto-Cannon** in the fuselage belly pack.

Mega-Damage: 2D6 per burst (20 rounds)

Rate of Fire: Six bursts per melee.

Range: 4000 feet (1310m)

Payload: 240 rounds.

2) **Rocket Pod Weapon Station** under the center fuselage.

S.D.C. Damage: 4D4 x 10 S.D.C. (has no effect on mega-structures).

Rate of Fire: 1 or 2 at a time.

Range: 2 miles

Payload: 6 missiles

Attacks Per Melee: 4

Note: Total Attacks Per Melee is Four.

Special Equipment

1. **High-Lark Search Radar** in the nose which has a tracking range of 34 miles, (54km) and a search range of 53 miles, (85km).

2. **Laser Range Finder** built into nose.

3. **Sirena 3 Radar Warning System.**

4. **Pilot Ejection System.**

Special Note:

Other conventional aircraft, weapons and vehicles from the late 20th century are also used by the Soviets and other countries. **Sources of information** about these items can include *Palladium Books' Revised Recon, Contemporary Weapons, and Heroes Unlimited*. Superb historical references might include any of the *JANE'S* books available in most major libraries (these books cover everything from artillery, ships,

and armored vehicles/tanks, to infantry weapons, etc.), *The Illustrated History of Fighters* by Bill Gunston, *The Arsenal of Democracy* (volumes one and two), most of the *Squadron* series of books and many others.

NORTH AMERICAN SECTOR

The territories in the North American Sector include what was once the United States of America, Canada and Greenland. With the exception of the Far East Sector, it is the most technologically advanced and self-reliant of the surviving world nations. Conditioned for war by the global civil conflict of the 1990's, this sector had an established military/political machine geared for the sole purpose of quickly rebuilding cities. Of course, much of the reconstruction operations network was destroyed, but enough survived to get the heavily decimated sector back on its feet.

Lost in the planetary assault was the west and east coasts of the entire continent. Wasteland and deserts stretch from Alaska to the Baja Peninsula and through what were the States of California, Oregon, Washington, Idaho, Nevada, Arizona and parts of New Mexico, Colorado and Wyoming. Likewise the entire eastern seaboard extending west through New York, Pennsylvania, Ohio and parts of Michigan, Ontario and Quebec are nothing more than mangled cities and parched earth.

YORK

York is a self-proclaimed Barony and rejects all ties to the Unified Earth Government and the R.D.F. It is a large industrial community of 18 million humans. The people of York are emotionally bond by fanatical anti-Zentraedi sentiments. It is these emotions which have driven York to proclaim its sovereignty; for they can not and will not accept the Unified Earth Government's campaign to micronize and integrate Zentraedi into human society. Any person found to be a micronized Zentraedi is executed as a spy and a threat to world security.

York's greatest problem is feeding its people. The land in the area is poor and unsuitable for most crops. This necessitates restricted industrial trade for food/grain with the Unified World Government in the North American Sector or with Quebec.

Industrially, York is equal to the late 1980's. Its military is strong, with an *armored division* of 1200 Tanks (ROBOTECH™ RPG, pg. 76) 300 AAR-Recon IIs and a variety of trucks and other vehicles. Its *Air Force* contains 60 Commachero assault helicopters, 172 Modified Turbo Fan Jets, 36 Falcon Fighter Jets, and a variety of cargo/transport type helicopters, and conventional, non-military aircraft.

Note: York is in the market for stolen or reconditioned mecha. Thus far they have not been able to acquire any. The E.B.S.I.S. have the "Black Market" sources tied up.

Military expeditions, large and small, often explore the neighboring wastelands in search of Zentraedi prey. They will react with extreme hostility toward any R.D.F. interference, especially intervention in wasteland, Zentraedi, extermination operations. Such interference is likely to result in heated combat.

Government Affiliation: None. An independent political entity. *Hate* the R.D.F. and Unification movement. Note: York is located on the old, Ohio/Kentucky state borders.

QUEBEC QUADRANT

The Free Nation of Quebec is another self-governing territory vehemently opposed to the Unification movement. Unlike most of the world's militant independent nations, the government of Quebec is fairly pacifistic and has adopted an isolationist policy.

Quebec's reconstruction operations are slow and spotty, with the bulk of its 6 million people living in or around its 6 major cities located in the southwest part of the quadrant (near what was once Montreal). The industrial level is about equal to the early 1980's and a satisfactory agricultural network enables Quebec to maintain its independence from the rest of the world.

The military has been placed in the capable hands of Zentraedi Commander Khytai and his micronized legion. Khytai and his men are completely loyal to the people of Quebec. Military forces contain 72 Tanks (ROBOTECH™ RPG, pg. 76), 220 Land Rovers, 56 Adventurer IId, 32 Sea Sergeant helicopters, 40 Falcon Fighter Jets, and a variety of trucks, transport helicopters and vehicles.

It is suspected that as many as 3000 Zentraedi, full size and micronized, live in the undeveloped, northern part of the Quadrant. The government is making humanitarian efforts to bring them out of the wilderness and into society.

Government Affiliation: None. An independent political entity. Supports the Anti-Unification movement. Will not aid or cooperate with the R.D.F. or Unified World Government. Occasionally trades grain with the York Barony for industrial products, but tries to avoid associating with York because of its aggressive, anti-Zentraedi policies.

THE SITE OF THE SDF-1

Near what was once Calgary, Alberta, Canada is the historic site of the SDF-1 (and SDF-2 and New Macross city). The battle fortress and the neighboring city of New Macross, have been buried and classified off limits. Radiation levels are in the danger zone for human life and the ruins hold classified, R.D.F. technology. The Army of the Southern Cross patrols the area.

THE ARMY OF THE SOUTHERN CROSS

Monument City, located on the Montana/Canadian border, is the home and world headquarters of the newly formed Army of the Southern Cross. Thousands of recruits are being trained to replace the R.D.F. as the protectors of the North American Sector (and the world).

Presently, the exact purpose and resources of the newly formed Army of the Southern Cross are yet undecided. Originally intended to be a branch of the RDF as a sort of ground cavalry and infantry, the Southern Cross may very well become an independent arm of the Earth's Global Defense Force (as it will in the next decade or so). If this occurs, the Southern Cross will function under similar guidelines and conditions as those discussed for the RDF.

Currently, the Southern Cross base is a training and research center. Military maneuvers, testing experimental weapons and new mecha designs, and safeguarding the historic site of the SDF-1 (approximately 100 miles to the north) consumes the Army's full energy.

Government Affiliation: Presently affiliated with the Unified World Government and the R.D.F. It will shortly become an autonomous world defense force.

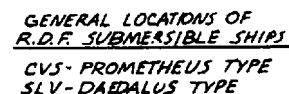
Despite the momentary confusion over the Army's internal workings, many aspects are developing. A variety of Veritech transformable mecha are in the capable hands of the Robotech design team. Designs under consideration include a Veritech tank, helicopter, smaller jet fighter, and interlocking units. A new, lightweight battle armor for mecha pilots and infantry has priority status, with several prototypes in the works. Ultimately, the body armor should be a complete environmental system, able to withstand at least 30 times the mega-damage the current, porcelain and polycarbonate model can.

Yellowstone City is the new home of the North American Sector R.D.F. Headquarters. It is also the training center for new R.D.F. recruits and a mecha manufacturing center.

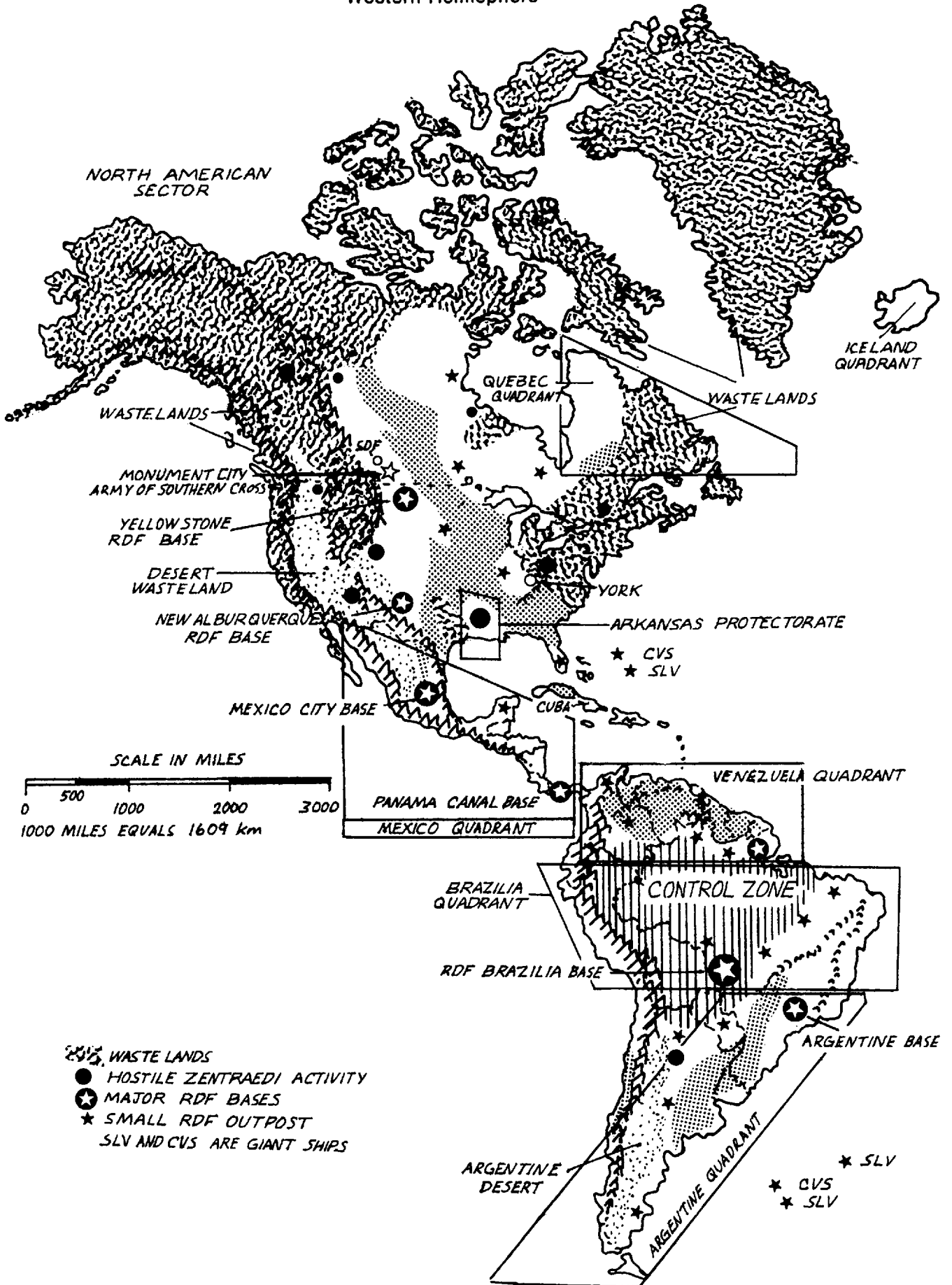
Through it all, thus far, the Robotech Defense Force (R.D.F.) has stood triumphant, conquering each new despair or threat. It is through the courage, honor and endurance of the men and women of the RDF that the world has been rebuilt. They have become the symbol of man's tenacity, resourcefulness and strength. However, as agents of the Unified World Government, the RDF's future is an uncertain one. The reemergence of independent nations has already limited the RDF's sphere of influence. Some of these nations and baronies have raised the questions of technological and military discrimination, unbalanced power (economic and military) and fear. However, while the threat of marauding, earth-bound Zentraedi continues, and the return of more Zentraedi or even the Robotech Masters themselves seems inevitable, the RDF will continue.

1. **Sole Purpose:** To defend the world and all of its nations, without discrimination, against other-worldly aggressors. This includes:
A) The hostile ground forces of the Zentraedi survivors on Earth.
B) Civil unrest/riots by micronized and/or full size Zentraedi forces or Zentraedi lead forces, seeking to undermine any human town, city, community or nation on Earth. C) Repel assaults from space, including renegade Zentraedi; new Zentraedi forces, the Robotech Masters or any of their minions, or any other extraterrestrial threat (the Invid). D) Survey the space around the Earth (this sanctions the existence of the orbiting Robotech Factory, space stations, space patrols, moon and mars bases). E) Establish military bases and outposts in troubled areas or likely targets of extraterrestrial assaults (such as the South American Sector, Far East Sector, and so on).
2. **No allegiance** to any political body. This means that the RDF can not become involved in any nation's civil or political activities, disputes, wars or embargoes. The RDF could not be called upon to aid any political faction, in any way, against any hostility, other than extraterrestrial in nature.
3. **Exclusive, conditional rights to utilize Robotechnology.** This includes exclusive manufacturing, development and use of Robotechnology and mecha. This knowledge and the products of this knowledge (mecha, protoculture and high-tech derivatives), can not be shared or distributed to any of the world's nations in order to maintain the autonomy of the RDF.

The African Sector is populated by nomads, primitive natives, and scattered, small towns. Industry is usually limited to agriculture, cattle and, in the northeast, natural gas production. Generally, the level of technology is low and varies sharply from one community to another. There is no official government of the quadrant, although the Unified World Government has claimed it as a supporter of the Global Unification movement. Actually, most of the people are indifferent, or if anything, favor the concept of feudal baronies.



Western Hemisphere



CONGO QUADRANT

The African Congo harbors a large population of militant, anti-human, Zentraedi. They, as their kin in the South American Sector, use the dense jungle as a natural hiding place to plot and coordinate attacks on the other parts of the world. Fortunately the Zentraedi here are also fragmented into small groups and rival factions. It is estimated that the Congo Quadrant harbors approximately a quarter million Zentraedi, nowhere near the number in South America, but still a very real threat to world security.

SOUTH AMERICAN SECTOR

The South American Sector is one of the first places on earth where nature has almost fully recovered. Unfortunately, its dense jungles, forests and mountains, harbor the world's largest population of militant Zentraedi rebels. It was the Amazon Jungle that the maniacal Khyron selected as his site of military operations, attracting thousands of Zentraedi dissidents and mecha. Even after death, his legacy of evil lives on. Thus, the beautiful green canopy of the jungle disguises a land racked in fear and torn by war. Despite its pockets of civilization, from quaint peasant villages to farmland to major industrial cities, the South American Sector is sparsely populated and dangerous in the extreme.

VENEZUELA QUADRANT

The Venezuela Quadrant covers what was once Columbia, British and French Guiana, Surinam and Venezuela. Although decimated in the planetary assault, its coast is again dotted with towns, cities and industry. Inland is predominately farmland. RDF bases and outposts are scattered throughout the quadrant to protect the land, and to serve as a defense line against invaders to the south. It is part of the Unified World Government.

ARGENTINE QUADRANT

This is the unofficial, international, Zentraedi buffer zone. Every sector, quadrant and nation in the world has its embassy, military forces and advisors, stationed in this territory, in the ever continuing battle to suppress and contain the Zentraedi.

The reasons for this apparent comaraderie are as varied as the people who come to the quadrant. For many, it is a convenient method of hijacking high-tech equipment, for others it offers political leverage, while still others are sincerely concerned about the Zentraedi threat.

The lure of quick fortunes made in the *black market* network attracts a notable variety of scum and villainy. Mercenaries, fortune hunters, and criminals, thrive in this land where one's mecha is more valuable than a thousand lives. Most of the world's black marketers, high tech bandits and unscrupulous governments, have agents, if not their center of operations, located in the Argentine Quadrant. If something is impossible to get, you can be sure it's available for the right price here.

Regardless of the corruption and double deals that transpire in the jungles and darkened alleys of the Argentine Quadrant, it does serve to suppress the Zentraedi.

The non-aligned Argentine Army contains an array of military hardware, both conventional and high-tech, that includes several hundred tanks (many E.B.S.I.S.), jeeps, trucks, land rovers, automatic and heavy weapons. The air force is a potpourri of E.B.S.I.S. MiGs, modified (armed with machineguns), turbo fan jets, LVT Adventurer ns, Falcon Fighter jets, cargo and scout helicopters (some refitted with mega-damage inflicting weapon systems. Typical modifications allow 1D6 or 2D6 M.D., with four attacks per melee maximum and very limited payload). Note: Illegal, high-tech items stolen from the RDF

or Zentraedi are also occasionally used.

Government Affiliation: An official member of the Unified World Government, but conducts itself as a corrupt autonomy with little, true allegiance to the unification movement. Its only real purpose with allying itself with the world governments is to get full RDF protection and to receive full military and economic aid.

BRAZILIA QUADRANT

A sparsely populated quadrant with just a handful of major, industrial cities. Throughout its dry, tropical forests are hundreds of small peasant villages, usually of less than 200 people, living off the land as they did 100 years ago.

Note: Most of what was once Brazil is now part of the Zentraedi Control Zone.

Government Affiliation: The Unified World Government. Brazilia Quadrant is under the protection of the RDF and is being considered for a Southern Cross base.

THE MOUNTAINS

Mountains rim the west coast of the South American Sector. Generally, they are the home of peasant farmers, shepherders, bandits (low and high-tech, usually small outfits), and small groups of Zentraedi rebels, who are usually much less hostile than their jungle kin. Although usually serene, the mountain can be the site of major, criminal or military activity.

THE ZENTRAEDI CONTROL ZONE

Secure in the dense Amazonian Jungle is the heart of the Zentraedi rebel movement. It was Khyron who recruited tens of thousands of Zentraedi, large and micronized, to build a strike force to crush all human life. Thankfully, the insane Khyron died in his suicidal assault on the SDF-1 and SDF-2 at new Macross. His death caused the Zentraedi force to splinter into much smaller individual groups. Fortunately, there is no leader among the new Zentraedi elite who has the cunning or charisma to unite the many factions. None the less, these smaller groups represent a real danger, in that they continue to send their forces throughout the world to perform acts of aggression and terrorism.

The Zentraedi of the South American Sector operate through separate, unrelated attacks, as each of the hundreds of factions lash out with their own brand of defiance. This irrational mode of independent operations creates literally a hundred, different, combat fronts. For the defenders, there is no one group or organization to observe, or anticipate, to coordinate a defense against. A small group of 20 battle pods may attack a peasant farm half mile away, another group lashes out at a factory 40 miles to the west of it, while a thousand miles away a major assault force attacks an RDF base, of which none of these actions have the slightest connection. This requires constant surveillance on the part of the RDF and other defense organizations.

The following are common combinations of forces used in Zentraedi assaults.

Typical, Bandit Raiding Party (Zentraedi)

One Officer's Pod
2D4 Tactical Battle Pods
3D4 Foot soldiers with Zentraedi assault rifles, no armor.
2D6 Micronized Zentraedi with conventional weapons and vehicle(s).

Typical Military Raiding Party

1D4 Officer's Pods
3D4 Tactical Battle Pods
1D4 Light Artillery Battle Pods

Typical Wandering Group

3D4 Foot soldiers with assault rifles, but no body armor.
2D4 Tactical Battle Pods
1D4 Officer's Pods
1D4 Light Artillery Battle Pods

Typical, Advanced, Recon Scout Patrol

One Recon Scout Pod
1D4 Tactical Battle Pods

Typical, Strategic Recon Patrol

One Officer's Pod
1D4 Recon Scout Pods
1D4+ 1 Tactical Battle Pods
One Light Artillery Battle Pod

Typical, Elite Ground Patrol

1D4 Officer's Pod
1D4 Tactical Battle Pods
1D4 Light Artillery Battle Pods
1D4+1 Male Power Armor

Typical Elite Air Patrol

1D4+ 1 Fighter Pods (1-35%)
Or. . . 1D4+1 Fighter Pods (36-80%)
Or. . . One Theatre Scout accompanied by one Fighter Pod (81 -00%).

Strategic Aerial Assault (small)

2D4 Fighter Pods
1D4+1 Female Power Armor (officers)
One Officer's Pod in armored vehicle.
Two Reentry Pods with 3D4 Tactical Battle Pods, and another (1)
Female Battle Armor in each.

Strategic Aerial Assault (heavy)

4D4 Fighter Pods
2D4+1 Female Power Armors (officers)
1D4 Reentry Pods with 3D4 Tactical Battle Pods.
1D4 Officer's Pods
Light Artillery Battle Pods and 2D4 Male Power Armor which are
capable of limited flight, in each.

Typical, Medium Strike Force

4D4 Officer's Pods
1D6x 10 Foot soldiers in light body armor with assault rifles.
1D6x 10 Tactical Battle Pods
4D4 Light Artillery Battle Pods
3D4 Heavy Artillery Battle Pods
1D4+1 Recon Scout Pods
1D4+1 Fighter Pods
1D4+ Reentry Pods

Typical Major Strike Force

1D4 x 10 Officer's Pod
2D6 x 10 Foot soldiers in light body armor with assault rifles.
3D6 x 10 Tactical Battle Pods
2D4 x 10 Light Artillery Battle Pods
1D4 x 10 Heavy Artillery Battle Pods
4D4+1 Recon Scout Pods
4D4+1 Fighter Pods
4D4+ 1 Male Power Armor
2D4 Female Power Armor
4D4 Reentry Pods

THE ARGENTINE DESERT

This quadrant is a desolate, two thousand mile stretch of desert. Vegetation is restricted to sparse, dry grass, scrub and cactus. Few, hostile, Zentraedi forces operate in the desert because they are too easily seen by aerial reconnaissance.

THE MEXICO QUADRANT

The planetary assault has not changed much of this part of the world. If anything, it helped speed-up modernization and industry. Technology levels are about equal to the USA of the 1970's, although much of the land remains undeveloped.

Mexico City is a sprawling metropolis of high-tech industry, peasants, wealth, poverty, law and corruption; a unique blend of man's virtues and vices. Its splendor and comfort makes it the South American Sector's most pleasant city. Yet within its cool shadows are the minions of evil, offering drugs, prostitution, slavery, and all manner of evil. A strong, powerful black market provides an assortment of illegal wares and services excelled only by the Argentine Quadrant.

Mexico City is also the site of a major RDF base which is responsible for patrolling the entire, two thousand mile length of the Mexico Quadrant and, North American Sector border.

Government Affiliations: A member of the Unified World Government.

THE PANAMA CANAL ZONE

The Panama Canal is part of the Mexico Quadrant and under the protection of the RDF. A medium size RDF base is located near the canal zone.

R.D.F. BASES IN SOUTH AMERICAN SECTOR

The irrational, random aggression of the Zentraedi in this sector requires the R.D.F. to be ever vigilant. Never knowing when or where a group of Zentraedi will strike, the R.D.F. has many small bases and surveillance outposts scattered throughout the sector (as well as trouble spots throughout the world). Veritech squads of five make daily patrols in alternating six hour shifts. Destroids in groups of three to eight accompany convoys, and also make routine patrols. Because of the Veritech's speed and combat versatility, they are often held in reserve until they are needed to address a *specific crisis*. Furthermore, even the Veritech Fighter's sophisticated sensory equipment is useless in spotting small groups of Zentraedi among the tall trees and leafy canopy of jungle vegetation which conceals most ground movement. This places the weight of the war upon the mighty shoulders of the R.D.F.'s elite grunts, the Destroids.

Designed as a rugged, all-terrain, assault weapon, the Destroids can easily and effectively traverse the jungle's tangle of trees and vine. Recon teams, usually composed of three to eight mecha, can be sent to patrol an area as small as a hundred square miles or nearly a thousand. Their combined might can usually prevail against a group of Zentraedi three or four times their number, or they can call upon their airborne counterparts for quick reinforcements (a squad of airborne Veritech Fighters usually gets to a trouble spot, within 15 or 20 minutes, if not quicker).

A Destroid patrol will be sent on missions of search and destroy, reconnaissance, routine security patrol, or as reinforcements to guard something, place or person.

A **typical Destroid patrol** can consist of any combination or number depending on the group's past performance and the situation. They may include a Veritech Fighter (in battloid mode) or two, or even be entirely or predominately composed of Veritechs, although this is the exception and not the rule.

Frequent Destroid Combinations for Patrol

1. One Spartan
One or two Excalibers

One or two Raidar X

Two or three Gladiators

One or two Veritech Fighters (any type)

Note: This combination offers *maximum combat capabilities* for any encounter.

2. Two or three Gladiators

Two or three Excalibers

One or two Raidar Xs or Spartans

Note: This is a common assault package when heavy, *close range* combat is anticipated.

3. Two to four Veritech Fighters (any type)

One or two Spartans

One or two Raidar Xs

Optional Gladiator or Excaliber may be included for close combat.

Note: This is a common *air assault* package used in anticipation of heavy air combat with Zentraedi Fighter Pods and/or Female Power Armor aces. It combines aerial combat units with long range ground support.

Remember, any combination of mecha can be used for any and all situations. A mecha team that has performed well together is likely to be kept together and even give a specific squadron identification. G.M.

Note: When this happens, the players may create a squadron name and insignia which should be painted onto the mecha, and worn on shirt sleeves, helmets/caps and jackets as part of their regular uniform.

RANDOM TABLES

RANDOM ENCOUNTERS IN THE SOUTH AMERICAN SECTOR

Roll Once For Every 6 Hours, or as Needed.

This table is also applicable to the African Congo, and Asian Jungles.

01-07 One female hi fully loaded Power Armor and she's in a real mean mood. Will attack group or individuals without mercy, but will NOT fight to the death. May use hit and run tactics.

08-14 Smoldering Reentry Pod (has only 75 MDC left and can not sustain flight for more than 5 minutes); hatch door is open. Inside are 3 dead foot soldiers (blasted) and three live foot soldiers, with body armor and assault rifles (crew). Any sounds of combat, or engines of the Pod taking off, will alert the other survivors on patrol outside. 1D6 Tactical Battle Pods, 1D6 foot soldiers, and one Light Artillery Pod. All have lost a recent battle with humans and are in a foul mood.

15-22 Zentraedi Recon Team: Will try to escape first, fight if attacked. 1D4+ 1 Tactical Battle Pods and one Scout Recon Pod.

23-30 Zentraedi Bandits: 3D4 foot soldiers with assault rifles, 1D4+ 1 Tactical Battle Pods and one Officer's Pod. Hostile, but will attack only if attacked first, or if they think they can win in a fight.

31-35 One, AM-1, Anti-Mecha Mine. Roll percentile dice to determine which character gets blasted: 01-25 Lead Mecha; 26-50 Second Mecha; 51-75 Middle Mecha, and 76-00 Last Mecha.

36-40 Elite Recon Patrol; 1D4 + 2 Male Power Armor feeling tough. Hostile; will attack on sight.

41-47 Wreckage of a Zentraedi Battle Cruiser, overgrown with vines. Roll again to determine who occupies the structure.

01-18 2D4 Females in Power Armor; missiles of the armor are at half. These ladies are mean and tough. Also, 2D4 foot soldiers (male & female) armed with assault rifles, no armor. Nothing of value inside, but it is obvious that more Zentraedi must live here (another 1D4 females in Power Armor, 2D4 Tactical Battle Pods and one Recon Scout Pod, will return in 20 minutes). They will not appreciate intruders, especially humans.

19-39 2D4 x 10 peasants live and farm around the derelict spaceship. They know nothing about anything. Will offer food and water to humans and Zentraedi alike.

40-60 4D4 Tactical Battle Pods, 1D4 Light Artillery Battle Pods, and an Officer's Pod, will fight to the death. Inside are 2D8 x 10, brand new, Tactical Battle Pods; over 200 assault rifles and 1D8 Reentry Pods, just waiting for a new home. Reinforcements will arrive in 10 minutes, and will include 2 Fighter Pods, and 2D6 Tactical Battle Pods.

61-75 Zentraedi Trap: Investigation will eventually uncover a room with 1D 6x 10 assault rifles (all are seriously damaged and will not fire). An adjoining chamber's door is slightly ajar and at least two Battle Pods can be seen. It is 500 feet (150m) to the second chamber.

The entire length of the floor is lined with hidden AM-1 land mines. There is a 50% chance of stepping on one with every other step. Yes, the room is large enough to fly in. There is also a 37% chance that the explosions will attract nearby, Zentraedi (1D6) Tactical Battle Pods or foot soldiers. There is nothing of real value inside. G.M. Note: It is wise to change the trap lure every time it is encountered.

76-00 High-Tech bandits hide out: 2D4 Tactical Battle Pods and

1D6+1 foot soldiers front as occupants of the wreckage. Inside is a bandits communications/radar room, mess hall, kitchen, barracks, garage, 4D6 small trucks, 2D6 large trucks, 4D6 jeeps, 1D8 small, scout-type helicopters, and 1D6, large, transport helicopters. Defense will include one "Tornado" assault tank, 1D6, typical, generic tanks (Robotech RPG, pg. 76), 4D6 recoilless rifles, 3D6 LAWS, and grenades. All personnel, about 2D6 x 10 are armed with sub- machineguns and 9mm pistols. 30% are wearing RDF body armor. In the large storage chamber is the loot.

Stolen Goods: 1D6 x 10, short range, mecha missiles (high explosive light, or fragmentation), 1D4 x 10 RDF, light, laser rifles; individually crated parts to build 1D4, Commachero, Assault Helicopters, 2D4 tons of miscellaneous sensory and communication equipment, and small arms. Note: The GM may add whatever, modest, little odds and ends he/she would like to include. The GM may also elect to have the bandits try to buy the players off with a legal note of credit, redeemable in the Argentine Quadrant. The bribe will start low, at about 2000 credits per person in the players' group, and go up to as high as 30,000. Any greater demands or repeated extortion, will result in combat. Good aligned characters will not accept the bribe. The bandits will NOT surrender under any circumstance without a fight, while the leaders 2D6 people, will attempt to escape. There's a 15% chance the bandits are E.B.S.I.S. sponsored.

48-52 Stragglers: 2D4 Zentraedi foot soldiers with assault rifles; no armor. They will fight, and try to contact their larger group (4D4 foot soldiers and 1D6 Tactical Battle Pods) for help.

53-59 Destroyed Peasant village: 3D4 x 10 dead; 2D4 wounded. 2D4 Tactical Battle Pods are still in the immediate vicinity stalking survivors.

60-67 Intercept a Raiding Party: One Officer's Pod, 2D4 Tactical Battle Pods, 1D4 Light Artillery Battle Pods and one Heavy Artillery Battle Pod looking for trouble. Will fight to the death.

68-74 Aerial Recon Patrol: 1D4 Fighter Pods with particle beam weapons only (out of missiles), plus the one, fully loaded (missiles and all), lead Fighter Pod. Will attack any mecha they spot.

75-80 Soviet Airstrip well camouflaged. 1D4, large cargo-type helicopters, 2D4 MiG 23s, 1D6+1 MiG 29s, 1D4 E.B.S.I.S. tanks, 2D4 jeeps, 2D4 small trucks, 2D4 jeeps mounted with recoilless rifles, 1D4 Type II, modified, Raidar X, 1D4 Reentry Pods used to smuggle contraband weapons and equipment in and out of the country, and 4D4 x 10 troops armed with AK-47s and sidearms. 1D6 Zentraedi foot soldiers in body armor and assault rifles, and 1D6 Tactical Battle Pods are also present.

The Purpose of the Airstrip is: 1-30 — smuggling mecha and high-tech contraband, 31-54 — Anti-Zentraedi assault force (surprise, surprise), 55-79 — repairing mecha, aiding and advising Zentraedi, and 80-00 — Espionage and illegal military build up to secure the South American Sector as part of the E.B.S.I.S. (Extremely hostile to RDF, will attack on site).

81-83 AM-2 Mine Field, with 4D6 active mines. Safe for RDF mecha; programmed to destroy Zentraedi.

84-91 Renegade, RDF, Mecha Team: Turned mercenaries, this team is highly dangerous. Team is composed of 1D4 Gladiators (— 50 MDC from main body and one leg; fully operable with all missiles), one Excaliber (no medium range missiles, half short range), one Raidar X with one arm missing, one or two "Wolverine" combat tanks, one or two AAR-Recon II, amphibious vehicle(s) with recoilless rifle mounted on it. 4D4 men crew the vehicles. Optional: Can also include an additional VF-1A and/or Excaliber, and/or Spartan with half its missile payload. The team works for: 1-20 — The Zentraedi, 21-40 — High-tech bandits, 41-60 — Themselves as independent high-tech bandits, 61-80 — The E.B.S.I.S. (Soviets), 81-00 — Themselves,

as freebooters just living from one attack to another, raiding Zentraedi, Soviets, RDF, and anybody else they run across except peasants. Experience level of the team is second or third level.

92-96 Blast Crater Lake or Swamp Base: 2D4 Tactical Battle Pods and 1D4+1 Scout Recon Pods can be seen around the lip of the crater. The crater itself is 3D4 miles across and 300 feet deep (120m). Under the water is a Zentraedi outpost with 1D6+1 Reentry Pods, 2D6 x 10 foot soldiers in the Reentry Pods, 1D6 x 10 Tactical Battle Pods, 4D4 Light Artillery Pods, 3D4 Officer Pods, 2D4 Male Power Armor, and 1D4 Fighter Pods.

97-00 AM-1 Mine Field covering a 2 mile area. You discover this by the second mecha in line stepping on one. Now the first person must get out. 55% chance that every third step will hit a mine.

WASTELAND TERRAIN TABLE

Roll Once Every 3 Hours or as Desired

1-10 Cracked and blistered earth with some scraggly grass. Extends for 100 miles in all directions.

11-20 Dust Bowl: Covers an area of 1D6 x 10 miles. Uncomfortable without protective eye goggles and something to cover the nose and mouth. Dust and grit swirls in the air at all times. Clouds of dirt and dust are kicked up by any movement, including animals, people, wagons, vehicles and mecha.

There is a 50% chance of encountering a dust storm for every hour spent in the area. Roll percentile dice.

0-50% Safe Passage

51-100% Dust Storm

Without protection from the dust storm, an individual will gag and choke, as well as become blinded (—9 to strike, parry and dodge). The foul conditions will force the individual to seek immediate cover even if it means curling up into a ball and covering one's head. *Visibility is zero.* The storm will last one hour.

If protected by eye goggles and facial covering, visibility is reduced to four feet. *Mecha* will also be limited to about four feet visibility. Radar, optical enhancement, and sensors are rendered useless. Speed is reduced by 79%. It may be wise to wait the hour till the storm blows over.

21-30 Mud Bowl: A recent downpour has turned the land to mud for 1D4 x 10 square miles. People, animals, and conventional vehicles' progress is *cut by half*. There's a 60% chance that vehicles will get stuck.

Mecha and the AAR-Recon II are only slightly impaired. Speed is reduced by 20% and there is no chance of getting stuck. Option: Go around it.

31-39 Blast Crater: It stretches a mere two miles (3.2km), but it is a very steep, 800 foot (240m) drop to the bottom. The crater walls are far too steep for any vehicle. Only the Veritech Fighter (which could climb or fly), Gladiator and humans on foot, can climb in and out. Option: Start climbing or go around.

40-44 Desert Expanse: Nothing but sand and tumbleweeds for 1D4 x 10 miles. Speed is reduced by 40% for those on foot, horseback or conventional vehicles. *Mecha* are slowed by 20%.

45-52 20 mite wide crater (32.18km): Reasonable slopes in and out can be easily found to accommodate all modes of transportation. Roll percentile dice again to determine the type of terrain inside the crater.

Terrain Inside the Crater

- 1-20 Grassland; no problem.
- 21-40 Dust (same as dust bowl)
- 41-60 Mud (same as mud bowl)
- 61-70 Rocky; slows travel by 20%.
- 71-80 Cracked, dry earth; hot, but no problems.
- 81-100 Water; could be trouble. Roll again on the following table for water depth.

- 1-25 Ankle-Deep
- 20-35 Waist Deep (4ft/1.2m)
- 36-50 6ft Deep (1.8m)
- 51-70 10ft Deep (3m)
- 71-89 40ft Deep (12.2m)
- 90-100 80ft Deep (24.4m)

Note: The water is radioactive; dangerous, causes nausea for 1D4 days if drunk, but not lethal. Option: Go around.

53-56 Rocky Terrain: Slows conventional means of travel by 25%, *mecha* slowed by 10%.

57-61 Field of Flowers and tall grass in all directions, covering a 2D8 mile area. There is much small game, including rabbit, fox, quail and pheasant.

62-65 An old camp site: 2D6 days old.

Type of campers:

- 1-30 6D6 Nomads
- 31-50 1D4 Vehicles (2D6 riders) means high-tech bandits.
- 51-75 2D4 Zentraedi in Battle Pods.
- 76-100 1D6 Zentraedi on foot.

Direction They Went Off In:

- 1-25 North
- 26-50 South
- 51-75 East
- 76-100 West

66-70 Radioactive Dust Cloud; If unprotected: Dangerous levels of radiation will cause 2D6 weeks of nausea and headaches (—1 to strike, parry and dodge), nosebleeds, and severe eye irritation. *Visibility* is reduced to six feet (1.8m).

If protected in mecha or vehicles, radiation levels will send the dosimeter into the danger zone and temporarily foul radar, sensors and communication, while in the cloud, and for 1D4 hours after it has passed. *Visibility* is reduced to 30ft (9.1m). The cloud will last 1D4 hours before it blows by.

71-75 Crater Swamp: A shallow crater, measuring about five miles wide, filled with stagnant water. The water is foul, and will cause extreme nausea, fever and vomiting for 1D4 days if drunk (—2 to strike, parry and dodge). Many annoying mosquitoes and biting flies swarm about. Water Depth: Varies from 3 to 5 feet (0.9m to 1.5m). Speed: On foot, or by military rover or animal is reduced by 70%. Conventional vehicles can not pass. *Mecha*, tanks and the AAR-Recon II, are slowed by a mere 20%.

76-80 City Fragments: Dozens of jutting wall fragments, and mounds of concrete and steel, push up among the weeds and tall grass. No whole, or even partial, buildings still stand. Rabbits, rodents, lizards and wild dogs, usually live among the 1D4 miles of ruins. The G.M. may introduce a small band of nomads, bandits or Zentraedi, if desired.

81-85 Zentraedi Battlefield: Shattered Zentraedi mecha body casings, legs, feet, gun turrets, shards of metal and an occasional giant skeleton, litter a 1D6 mile area. There is nothing of value on the field. Age of the Battle Site: — 1D6 weeks, 26-50 — 1D6 months, 51-75 — 2D6 months, 76-100 — 1D6 years.

86-90 Natural Spring: Fresh drinkable water. G.M. may wish to roll for a random encounter.

91-00 Wreckage of a Zentraedi Battle Cruiser.

Roll percentile to determine status.

1-30 Abandoned, no people, nothing of value.

31-50 Occupied by 4D6 nomads. They are fearful of strangers, but not hostile, and may trade food, fresh, drinkable water, clothes and information, for knives, ammunition, tools, protective head and eye gear, and other equipment. All trades will be fair, they are not greedy.

Inside the Battle Cruiser are 6D6 Tactical Battle Pods and 4D6 Zentraedi assault rifles. The nomads are not aware of these items' value or danger.

51-60 Occupied by 4D6 Zentraedi with Battle Pods. They are not hostile, attacking only if they feel threatened.

61-80 Occupied by 2D6 Zentraedi with Battle Pods. They hate humans and are extremely hostile.

81-100 Abandoned. A Zentraedi patrol has just discovered it and will fight to the death. 1D4+2 Tactical Battle Pods and one Officer's Pod.

Wasteland Random Encounters

Roll once for about six hours, or as needed.

01-05 Wild dog pack 3D6 animals will attack anybody on foot.

06-13 Nomads driven insane by prolonged exposure to radiation. Many obviously have skin cancer with large rashes, blemishes and open sores. Others are sick with nausea and delirium. Shunned and abused by other tribes, they have come to hate all humans who are not sick and have more than they, including the RDF. These nomads will lie, steal and cheat anyone they encounter. They will intentionally send mecha teams into mine fields, hostile terrain and Zentraedi territory. All have become twisted, cruel and evil, from their suffering. 6D6 nomads.

14-25 Dead Forest: 2D6 miles of gnarled trees with reach their dead, blackened, leafless, moss encrusted fingers to a cloudless sky. Grass, weeds, moss and poison mushrooms, compose the only, living vegetation. Game animals, such as rabbits, squirrels, and pheasants are common. Humans and Zentraedi also seek refuge beneath the weave of branches. Roll for Chance Encounters:

01-32 3D6 Nomads will run and hide; know little

33-60 1D6 Zentraedi Tactical Battle Pods.

61-80 2D4 Wandering Zentraedi will hide, attacking only if attacked first.

81-100 2D4 High-tech bandits taking a rest. Their one vehicle is a military land rover with a recoilless rifle. All are armed with sub-machineguns and a grenade.

26-34 Zentraedi raiding party spoiling for a fight. 2D4 Tactical Battle Pods, 2D4 foot soldiers in body armor and armed with assault rifles, 2D4 Zentraedi armed with laser pistols and no armor, and one Officer's Pod.

35-40 AM-1 Mine field covering a one mile area. Discovered by the lead mecha detonating one. 60% chance that every other step will hit another mine.

41-50 Vigilantes administering their own brand of justice. Two, full size, Zentraedi males are naked and tied to stakes to bake in the sun. Another, female, human appearing prisoner is about to be tortured. She is accused of being a micronized Zentraedi spy which she vehemently denies (it's the truth, she is human).

The vigilantes will not take kindly to anybody interfering with "justice", and will put up a fight if they think they can win. If out-gunned they will step back, but will attack as soon as an opportunity avails itself or track and bushwhack the player characters when they are more vulnerable.

The vigilantes are all anarchist or evil alignments; fanatics with a cruel and one-sided sense of justice. They are likely to despise all Zentraedi, good or bad, Zentraedi lovers, and anyone who threatens their self-proclaimed authority. Modified Vehicles: Two motorcycles suitable for rugged terrain, a *homemade tank* by covering a military land rover and reinforcing it with Zentraedi mecha scraps. MDC of main body 50. Gun turrets include two, light, machineguns doing 5D6 S.D.C. damage per round and a Gladiator's auto-cannon as the main gun/cannon doing 2D6 mega-damage with each short burst; cannon rate of fire is limited to five per melee. 60 round pay load. Other vehicles are *two RV-B Dune Buggies* with grenade launchers mounted on each; 1D4 M.D. per shot, one shot per melee. *There are 5D4 vigilantes* armed with M-16 assault rifles and shotguns. Five have M-16s with grenade launchers, inflicting 1D4 MD once per melee. GM may add weapons and equipment.

51-56 Zentraedi Nomads: 6D6 Zentraedi with no armor, few weapons. 3 have assault rifles, 2 have laser pistols, all others have clubs or staves which counts as a normal physical attack +2 MD. They are not interested in the affairs of man or Zentraedi and know little. The nomads will fight only if threatened. They dislike humans and may steal food and supplies.

57-64 Recon Scout Pod with one Tactical Battle Pod: Will summon 1D6 more Battle Pods unless destroyed within 3 melees.

65-72 Zentraedi Crater Base: 3D4 Tactical Battle Pods, 4D6 foot soldiers armed with assault rifles, no armor; 1D4 Officer's Pods, 1D4 Light Artillery and one Reentry Pod. Hostile and aggressive.

73-78 1D4+1 Zentraedi Tactical Battle Pods on a killing frenzy. Have just slain a dozen human nomads and looking for more.

79-86 Zentraedi bunker built from massive concrete and metal slabs, and sheets from Zentraedi Battle Cruisers, it is a very tough structure: 600 M.D.C. Typical Dimensions: 150ft long x 80ft wide x 50ft deep, but a mere 20 to 25 feet from the ground, sloping in the back to about 10 feet. The majority of the bunker is dug into the ground for low visibility. Outside the roof and sides are camouflaged with the dirt, rocks and weeds of the area, to blend into the terrain. The bunkers can be independent homesteads for Zentraedi families, group or a military outpost, and/or safe houses for fleeing rebel Zentraedi or high-tech bandits.

Roll to determine who occupies the bunker:

- 01-25 Zentraedi Families (4D4 members); not hostile unless attacked.
- 26-60 Zentraedi Outpost. 1D6 Tactical Pods, one Scout Recon Pod, and 2D4 foot soldiers in body armor and with assault rifles.
- 61-80 Major Zentraedi Outpost/Base. 3D4 Tactical Battle Pods, 1D4 Light Artillery Pod, one Officer's Pod, 1D4 Scout Recon Pods, 3D6 foot soldiers in body armor and with assault rifles.
- 81-00 High-tech Bandits. 4D6 humans with M-16s and sub-machineguns, six jeeps, 1D4 AAR-Recon II's, 1D4 tanks, and 2D6 motorcycles. The loot, if any, is up to the GM. 1-50% chance of working with Zentraedi; if so, add 1D6 Tactical Battle Pods. Extremely hostile to the RDF.

51-85 One, AM-1, Anti-Mecha Mine. Roll percentile dice to determine which character's mecha gets blasted. 1-25 — lead mecha, 26-50 — second mecha, 51-75 — middle mecha, 76-00 — last.

86-90 A patrol of 1D4+1 Zentraedi in Male Power Armor out for blood.

91-00 Ruins of an old city. Roll again to determine specific encounter:

- 01-25 Group of Zentraedi: 1D6 Tactical Battle Pods.
- 26-50 Group of 6D6 nomad: No threat, will offer to trade information for supplies, and/or food and water.
- 51-75 Group of Zentraedi: 1D4 Tactical Battle Pods, 1D6 foot soldiers with laser pistols, no armor; one female in Power Armor (missile payload is down to 40). Extremely hostile.
- 76-00 High-tech bandits exploring: One, Commanchero assault helicopter; 1D4, large, cargo helicopters; 1D4+1 Howard LH-2000 helicopters, 3D4 bandits on motorcycles, and 4D6 bandits searching the ruins. All are armed with automatic pistols and M-16 type assault rifles. 1D6 grenade launchers are among the group.

Now Roll for Highlights of the Ruins:

- 01-21 2D6 basements, no valuables; good hide-outs.
- 22-39 1D4 basements and parking garage. The basements are empty, but there are several dozen vehicles which can be salvaged.
- 40-58 Among the 1D6 subterranean structures is a sealed bank vault (10 M.D.C.). Inside are safe-deposit boxes of worthless paper money and documents. A thorough search will produce approximate 6D10x1000 credits (that's the current, Robotech™, world's standard) worth of precious gems and jewelry.
- 59-71 2D4 subterranean structures. One is an already plundered parking garage, with 2D6, salvageable vehicles remaining; another is a very thick walled building, with a small, man-size hole in its ceiling. It's a bandit's bonanza, an old armory (or police headquarter's weapons and/or evidence room, or national guard). Contains thousands of rounds of ammunition for 38 revolvers and most other hand guns and rifles circa 1990; 4D4 sub-machineguns, 1D6 x 10 assault rifles, 2D6 sniper rifles, 1D4 x 10 LAWS; 2D6 tranquilizer rifles, 1D6 x 10 crates of tear gas grenades (48 to a crate), 1D6 x 10 crates explosive grenades, 2D6 night sights; miscellaneous hand guns (1D4 x 10 total, mostly automatic). The GM may add other miscellaneous items, such as knives, handcuffs, canteens, etc. Clothes and paper items will have deteriorated. Vehicles are at the GM's options and can include 4D4 jeeps, 2D4, army, troop transport trucks; and 2D4 tanks.
- 72-89 An old fallout shelter contains an old truck that needs repair. It has obviously been plundered.
- 90-00 An old library with 1D6 x 1000 books. 25% are salvageable and 35% of the recordings and microfilm are salvageable. This find is of historical value. The items will bring a small price in the collectors market of about 20 to 80 credits, if a buyer can be found.

RANDOM TOWNS AND CITIES

1. RACE

- 1-20 Zentraedi only
- 21-60 Human only
- 61-00 Human and Zentraedi (half are micronized)

2. POPULATION SIZE

- | | | | |
|-------|----------|-------|------------|
| 1-20 | 1D4x100 | 71-80 | 4D6x1000 |
| 21-35 | 2D6x100 | 81-90 | 4D6x2000 |
| 36-50 | 2D4x1000 | 91-00 | 4D6x10,000 |
| 51-70 | 4D6x1000 | | |

3. CONSTRUCTION

- 1-20 Old town or city: Run down, bad state of disrepair.
- 21-40 Old town or city: Partially reconstructed, good condition, well maintained.
- 41-50 Ruins of large city: Segments have been rebuilt; many abandoned old buildings, much debris, $\frac{1}{3}$ of the city is condemned.
- 51-60 Battle Cruiser Metropolis: A town or city has sprung up around the wreckage of a Zentraedi Battle Cruiser. The cruiser has been Rebuilt inside and serves as a protective fallout shelter and combat fortress if the community is attacked. Main body has 6000 M.D.C.
- 61-80 Newly Constructed town or city not more than 1D6 years old.
- 81-89 Underground Metropolis; newly constructed.
- 90-00 Underground Metropolis: connecting old subways, basements and other subterranean structures under the ruins of an old city.

4. TYPE OF COMMUNITY

- 1-10 Military
- 11-30 Industrial
- 31-59 Agricultural
- 60-74 Ranch/cattle, or fishing if a coastal town.
- 75-89 Criminal/high-tech bandits/black market
- 90-00 Mining

5. TECHNOLOGICAL LEVEL

- 1-20 Poor; equal to the 1920's.
- 21-40 Low; equal to the 1950's.
- 41-70 Medium; equal to the 1970's.
- 71-88 High; equal to circa 1990's.
- 89-00 Current, state of the art technology.

6. LAW & ORDER

- 1-20 Little; very anarchist, chaotic, with vigilantism. Hostile and corrupt.
- 21-40 Fair; council of elder's, some sort of sheriff or law officer(s).
- 41-60 Good; definite laws and enforcement.
- 61-80 Excellent; very orderly, peaceful, law-abiding: Even if run by a criminal operation, the town itself is very organized.
- 81-00 Wild; no law, much corruption and fear, with roving gangs, clans and evildoers.

7. DISPOSITION TOWARD THE RDF

- 1-20 Dislike; feel jealous of this elite fighting group.
21-29 Dislike; anti-unification supporters (RDF is pro-unification).
30-39 Hates the RDF; believes the RDF responsible for the First Robotech War and hardship.
40-59 Adores the RDF the champions of the people.
60-79 Likes and respects the RDF.
80-00 Indifferent.

8. DISPOSITION TOWARD THE ZENTRAEDI

- 1-30 Dislike; fearful, regards with contempt, and suspicion.
31-79 Hate; "the only good one is a dead one!"
80-89 Indifferent
90-00 Likes and appreciates strengths and fighting skills.

A Special Note Regarding Encounter Tables

Random Encounter Tables are provided as a guide and easy reference for the game master. Such tables reflect a reasonable variety of encounters that *should* be appropriate for most games. However, the game master may need or want to modify any given encounter to best satisfy the demands of the players and/or the circumstances of a specific adventure. The GM may decrease or increase the number of opponents, or specific elements, to keep the action fresh, or to even the odds one way or the other. Speaking of odds, the situation does not always have to be balanced. An easy enemy, or calm, can be important to the game pace and player confidence. Likewise, it is okay to have a more powerful opponent(s) to challenge the players; sometimes it may be wiser for them to negotiate, flee, or hide than fight.

Roy Folker — Veritech Pilot

Commander, Skull Squadron

Pilots a VF-1S

Hit Points: 52 **S.D.C.:** 20

Alignment: Scrupulous

Attributes: I.Q. 13, M.E. 15, M.A. 14, P.S. 17, P.P. 19, P.E. 15, P.B. 17, Spd. 14

Age: 30 at the start of Macross, 32 at its' end.

Weight: 170lbs **Height:** 6ft 1in

Disposition: Honest, hardworking, and a dedicated career military man.

Level of Experience: 7th level Veritech Fighter, 5th level Fighter Pilot.

Skills: Mecha Combat (Veritech Fighter), Mecha Combat (Excaliber), Weapons Systems 96%, Read Sensory Instruments 93%, Navigation 99%,

Automobile 96%, Pilot Helicopter 76%, Hand to Hand: Expert, Swimming 89%, Prowl 80%, W.P. Sub-Machinegun, Auto-Rifle, Pistol. Radio: Basic 90%, Aircraft Mechanics 85%, Mecha Mechanics 86%, Navigation: Space 98%, Computer Operation 99%.

Rank: Commander and Squadron Leader of Skull Squadron until the time of his demise.

Personal Profile: As a young man, Roy was always drawn to the skies. He joined with the famous *Hunter Brothers Flying Circus* and soon became the close friend and mentor to the young son of the circus owner, Rick Hunter. The two became the closest of friends and their friendship lasted up until the time of Roy's death.

Led by his own sense of right and justice, Roy Folker enlisted in the military during the strife of the great civil war that engulfed the earth, prior to the crashing of the SDF-1. When that war eventually ended Roy had to shown his great skills as a jet fighter pilot by being one of the greatest aces to survive that conflict.

Roy's success allowed him the right to a command of the infamous *Skull Squadron* assigned to protect of the SDF-1. During the first of the Zentraedi attacks on Macross Island, it was Roy that verbally walked the young Rick Hunter into the operations of the Veritech Fighter that he had flown into the fight.

During the long running battle with the Zentraedi attack force, Roy was credited with more kills than any other fighter pilot. He developed a close relationship with Claudia Grant, communications officer of the SDF-1. Roy's life was ended in a fierce battle with Miriya, the famed Zentraedi ace.

Ben Dixon — Veritech Pilot

Hit Points: 30 **S.D.C.:** 35

Alignment: Scrupulous

Attributes: I.Q. 10, M.E. 16, M.A. 11, P.S. 13, P.P. 22, P.E. 12, P.B. 9, Spd. 10

Age: 20 at the start of Macross, 22 at its end.

Weight: 174lbs **Height:** 5ft 10in

Disposition: Outgoing, overconfident, egotistical, friendly and dedicated.

Level of Experience: 4th level Veritech Pilot

Skills: Mecha Combat (Veritech Fighter), Mecha Combat (Excaliber), Weapons Systems 86%, Read Sensory Instruments 88%, Navigation 89%, Pilot Veritech Fighter 91%, Pilot Automobile 85%, Hand to Hand: Expert, Swimming 69%, Prowl 80%, W.P. Sub-Machinegun, Pistol. Radio: Basic 90%, Aircraft Mechanics 88%, Mecha Mechanics 66%, Navigation: Space 88%, Computer Operation 90%.

Rank: Lieutenant

Personal Profile: Ben Dixon was drawn to the military for the thrill, and the opportunity to gain fame and recognition. He became attached to the same fighter group as his lifelong friend, Max Sterling, and Ace Rick Hunter. The trio became close friends, and this added to their fighting skills together.

Ben was always dedicated and hard working. He had accumulated an impressive kill record, but it was mostly the skill of his two wingmen, Rick and Max, that kept him alive. He heroically held his ground during a Zentraedi attack led by Khyron against the SDF-1 in the Ontario Quadrant when he died.

Captain Henry J. Gloval — Commanding Officer SDF-1

Hit Points: 50 **S.D.C.:** 30

Alignment: Principled

Attributes: I.Q. 18, M.E. 18, M.A. 10, P.S. 17, P.P. 15, P.E. 13, P.B. 13, Spd. 10

Age: 52 at the start of Macross, 56 at its end.

Weight: 173lbs **Height:** 6ft

Disposition: Cool, dedicated, self-reliant, fast thinking, courageous, sometimes self doubting.

Level of Experience: 12th level Military Specialist

Skills: Intelligence 98%, Interrogation 96%, Radio Communications 90%, Basic Electronics 40%, Detect Ambush 98%, Computer 99%, Hand to Hand: Expert, Pilot Automobile 87%, Pilot Jet 75%, Navigation: Space 98%, Weapons Systems 98%, W.P. Auto Pistol, W.P. Sub-Machinegun, Radio: Satellite 98%, Espionage 86%, Mecha Mechanics 79%, Mathematics: Advanced, Astrophysics, Read Sensory Equipment 97%.

Rank: Captain and Commanding Officer of the SDF-1.

Personal Profile: Henry J. Gloval was a seasoned veteran of the conflict that engulfed the world prior to the crash landing of the SDF-1 on Macross Island. His skills as a commander and a diplomat earned him the command of the SDF-1 *Battle Fortress*, and all of the difficulties assumed with such a position.

After the attack of the Zentraedi forces and his brilliant (some say lucky) escape from earth, he led the SDF-1 and it's mostly green, inexperienced crew, back to earth, through the middle of an enemy armada. Throughout the war, Captain Gloval was known for several things; his concern for the

possible ways that such a conflict might be avoided, and for his constant pipe smoking, despite regulations against such activities. It is strongly believed, that without his calmness and well thought out actions, that the battle fortress would have been lost in space.

Captain Gloval was killed in Khyron's final assault against the battle fortress. He died on the bridge of the SDF-1, defending her to the end.

Lynn Kyle — Student Activist

Civilian

Hit Points: 25 **S.D.C.:** 18

Alignment: Anarchist

Attributes: I.Q. 14, M.E. 13, M.A. 25, P.S. 14, P.P. 12, P.E. 13, P.B. 17, Spd. 10

Age: 24 at the time of the Zentraedi attack and is 26 at its end.

Weight: 160lbs **Height:** 5ft 11in

Disposition: Opinionated, self centered, inflicting his view on others, gloomy, often depressed.

Level of Experience: Civilian, entertainment manager/protector 5th level.

Skills: Martial Arts Expert (Hand to Hand Martial Arts, 5th level), Computer Operation 76%, Computer Programming 68%, Mathematics: Basic, First Aid 15%, Pilot Automobile 87%.

Personal Profile: Kyle is the cousin of Lynn Minmei, the famous singer from the flight of the SDF-1. After her return to earth, Kyle assumed management of her career. He harbors a sincere love for Lynn Minmei, but has difficulty expressing his emotions.

Kyle dislikes violence and is very active in the peace movement. His disdain for the military reflects in his actions and words, and he constantly takes verbal shots at the military system. Kyle finds it easier to blame the difficulties in his own life on the horrors of the war, and he blames the military for the war.

Kyle is a borderline alcoholic with a short temper. He is often prone to self-pity and tends to have an abrasive attitude towards others. Despite his dislike of violence, he is an expert in martial arts and fighting.



Name: _____

Rank: _____

Alignment: _____

Hit Points: _____ **S.D.C. (Physical):** _____

Experience Level: _____

O.C.C.: _____

Savings: _____

O.C.C. Skills:

Combat Skills: Hand to Hand (Normal)

Other Skills:

Mecha Combat Skills:

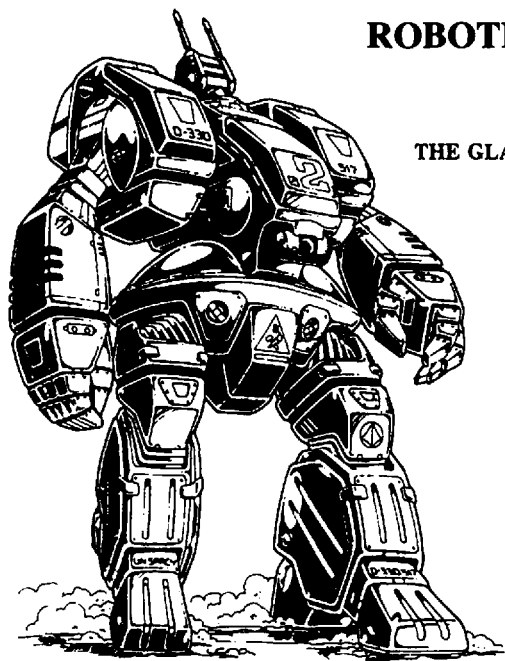
Number of Attacks: _____

Missiles: *See Missile Log*

Weapons

Weapon Proficiencies:

M.D.C.: Main Body: _____ Legs: _____ Arms: _____
Others: _____



ROBOTECH™ RPG CHARACTER SHEET

Rank: _____

Alignment: _____

Hit Points:_____ **S.D.C. (Physical):** _____

Experience Level: _____

O.C.C.: _____

Savings: _____

I.Q.: _____ Age: _____

M.E.: _____ Sex: _____

M.A.: _____ **Weight:** _____

P.S.: _____ Height: _____

P.P.: _____ Land of Origin: _____

P.E.: _____ Birth Order: _____

P.B.: _____ Disposition: _____

Spd.: _____

O.C.C. Skills:

Speed: _____ Height: _____

Combat Skills: Hand to Hand (Normal)

Roll: _____ Damage: _____ Kick: _____

Critical: _____ Prowl: _____

Special (Others): _____

Other Skills:

Mecha Combat Skills:

Roll: _____ Damage: _____ Kick: _____

Critical: _____ **Body Block:** _____ **Stomp:** _____

Punch: _____ Special (Others): _____

Number of Attacks: _____

Missiles: *See Missile Log*

Weapons

Weapon: _____ Damage: _____ Range: _____

Weapon: _____ Damage: _____ Range: _____

Weapon: _____ Damage: _____ Range: _____

Weapon: _____ Damage: _____ Range: _____

Weapon: _____ Damage: _____ Range: _____

Weapon: _____ Damage: _____ Range: _____

Others: _____

MDCs	Main Body	Lower	Upper
------	-----------	-------	-------

M.D.C.: Main Body: _____ Legs: _____ Arms: _____

Others: _____

Name: _____
Rank: _____
Alignment: _____
Hit Points: _____ **S.D.C. (Physical):** _____
Experience Level: _____
O.C.C.: _____
Savings: _____

I.Q.:	_____	Age:	_____
M.E.:	_____	Sex:	_____
M.A.:	_____	Weight:	_____
P.S.:	_____	Height:	_____
P.P.:	_____	Land of Origin:	_____
P.E.:	_____	Birth Order:	_____
P.B.:	_____	Disposition:	_____
Spd.:	_____		_____

[illegible][illegible]

Strike: _____ Parry: _____ Dodge: _____
Roll: _____ Damage: _____ Kick: _____
Critical: _____ Prowl: _____
Special (Others): _____

Strike: _____ Parry: _____ Dodge: _____
Roll: _____ Damage: _____ Kick: _____
Critical: _____ Body Block: _____ Stomp: _____
Punch: _____ Special (Others): _____

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Pilot: _____

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