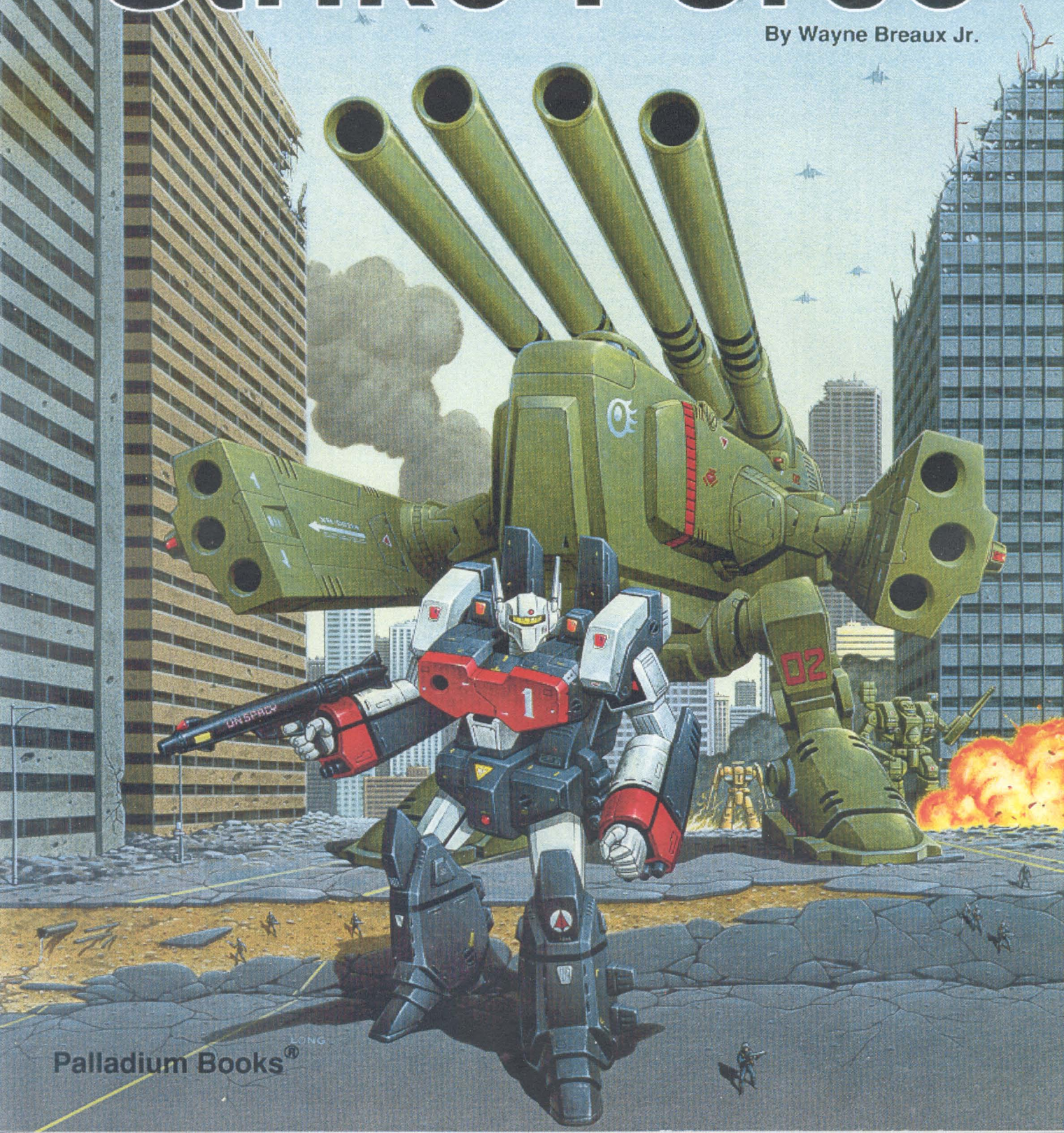


Robotech®: RPG Book Eight **Strike Force**™

By Wayne Breaux Jr.



Palladium Books®

Warning!

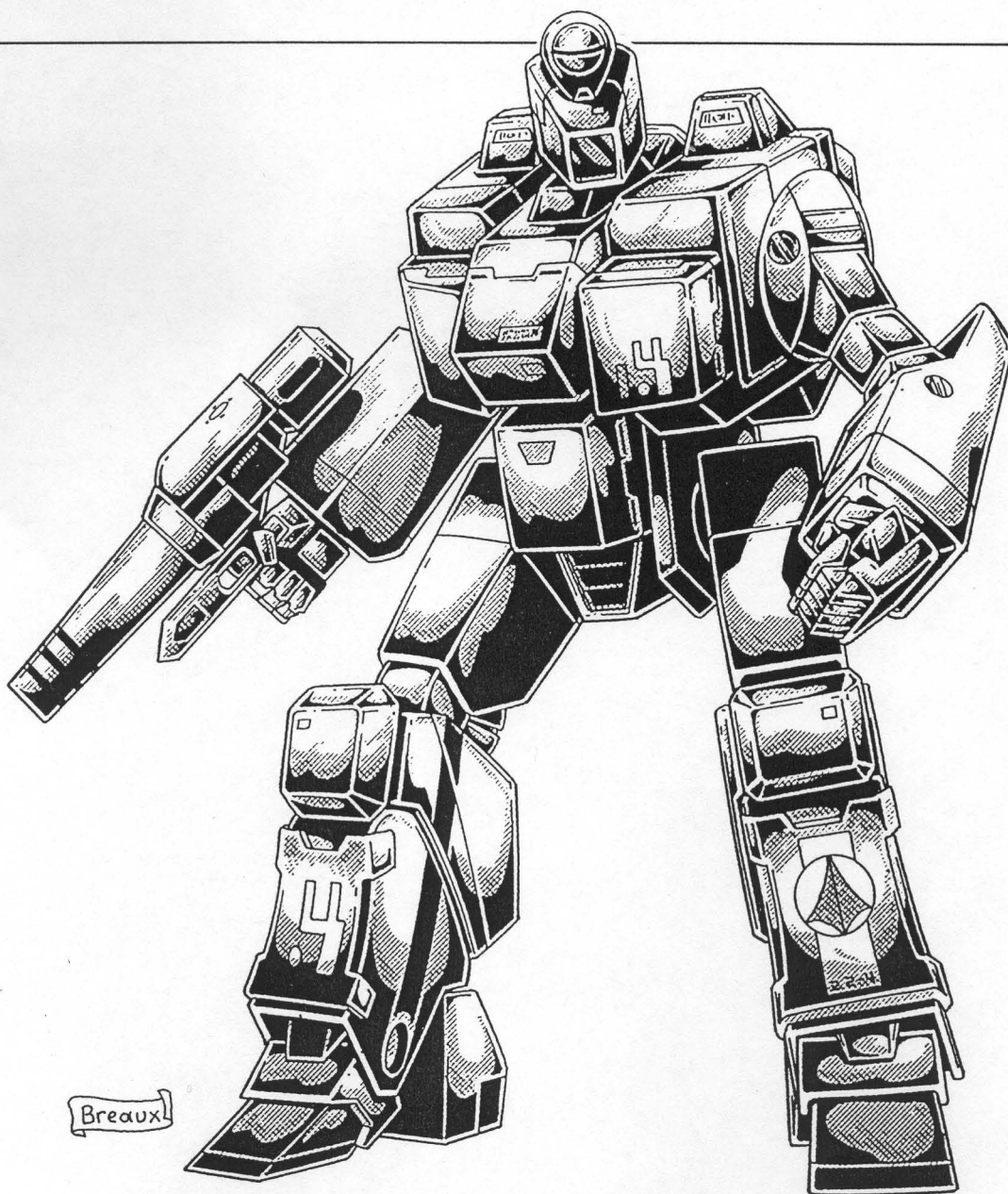
Violence and War

The fictional world of Robotech® is one of war, conflict, survival and hope. Marauding aliens are a constant threat to the people of Earth. Players represent the human soldiers who fight an unyielding alien invader. Alien life forms, super-technology, giant combat robots, weapons, war and destruction are all elements in this book.

Some parents may find the violence inappropriate for young readers/players. We suggest parental discretion.

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Based on the popular animated TV series.



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Dedicated to all of the players that have participated in my games over the years. You have livened my campaigns and taught me a thing or two about how the universe works (and doesn't). Here's your fifteen minutes of fame. Heath "Magic Staff" Howard, Derrick "G.D." Verdun, Chad "I'm taking notes" Clement, Eric "Reaper" Breaux, Clery "10,000 witches!" Rodriguez, Kreig "I was born ready" Cressione, Collin "Veritech Pilot" Clement, Dwayne "Ice" Foret, Zachary "What's it worth to you" Carmadelle, Kevin "Dark Dwarf" Pitre, Daniel "No such thing as game balance" Davidson, Shawn "I can fix it" Dew, Huey "Oh, no. They're worshipping my car" Simon, April "Where's my book?" Breaux, Suzette "I'll freeze his head" Chassion, Dennis "Let's hit the armory" Knight, Richard "Ryvr Styx" Pippin, and especially Cathy "I'll push the red button" Breaux. Thanks for the inspiration and tolerance. I could not have gotten here without you guys and gals.

A very special thanks to Kevin Siembieda for the Robotech RPG, years of support and suggestions, and the faith to give me a chance.

Wayne Breaux Jr.

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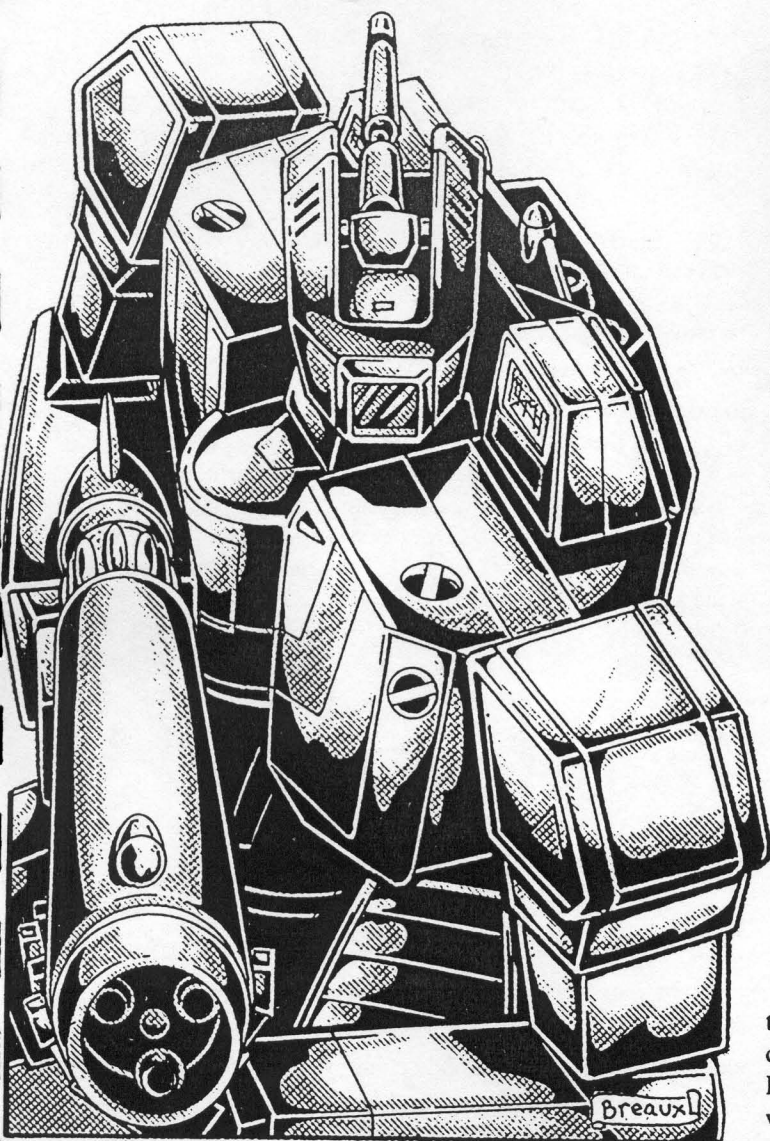
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Introduction

Ten years ago, I was introduced to the most amazing visual experience I had yet seen in morning cartoons, **Robotech®**! The show caught my attention purely by chance, and I was hooked. It was like nothing I had ever seen before! I watched loyally every morning until a time change conflicted with school, making it impossible to view the entire series, but the magic continued to live on in comics, action figures and toys. A short time later, I discovered role-playing games and stumbled upon a surprising advertisement for a **Robotech Role-Playing Game!**

Apparently, someone had made a **Robotech RPG!!** I could not believe my good fortune and ordered a copy immediately. That was my introduction to *Palladium Books*. Through that game, I fell in love with **Robotech** all over again. The artwork and presentation was stunning and detailed, and I knew then what I wanted to do as an artist.

I have since come to work for *Palladium Books* and have discovered a wide range of Japanese anime magic, but **Robotech** still holds a very special place for me. In a way, it helped shape my career and artistic endeavors. This book is a tribute to both **Robotech** and *Palladium Books*. It represents my growth as an artist and many years of gaming in the **Robotech** universe.

The adventure, **Darkness Flowering**, originally began as an epic, multi-part adventure for the *Macross* setting of the **Robotech RPG**, but it grew exponentially from there to include dozens of pages of supporting source material. The source material is keyed to the requirements of the adventure and provides detailed background information needed for the settings. From the deep, wet jungles of the *Indochina Quadrant* to the looming towers of Zentraedi-controlled *Manaus*, you will find expansive resources with scores of adventure ideas, new O.C.C.s, body armor, weapons and prototype mecha. However, from my perspective, the heart of this book remains the adventure itself, **Darkness Flowering**. It is a dark look at the driving force behind **Robotechnology** and protoculture.

I hope it all adds to the magic of **Robotech** and inspires your campaigns.

Wayne Breaux, Jr.

New Mecha

Unless noted otherwise, the new mecha presented in this section are designed for a *Macross* period **Robotech** campaign. Of course they can also appear in any of the later settings, including **Robotech II: The Sentinels**. In *Southern Cross*, these mecha will be scarce and used only by the RDF or bandits and mercenaries. For *Invid Invasion*, they will be rare finds, while in **Robotech II: The Sentinels**, they will be design variations and experimental prototypes used in space and ground combat by the **Robotech Expeditionary Force (REF)**.

The majority of the designs presented in this section represent design changes, transitions and prototypes that either predate the current military models or postdate them as experimental, "new" mecha designs that may or may not become part of the **Robotech Defense Force** or **REF**. Most of these machines were never produced in large numbers on Earth and have never seen large-scale production. However, they will need to undergo extensive field testing under genuine combat conditions, which makes the *Zentraedi Control Zone* and other "hot spots" in the world ideal locations for such tests. Players' characters assigned to the *Control Zone* (and other dangerous regions) may be given the opportunity to test pilot some of these machines on a regular basis. Those characters who test the machines thoroughly and offer a comprehensive report on performance may even become test pilots.

Like a concept car, these mecha are fully functioning machines intended to test new design elements, internal systems, size considerations, and performance under actual conditions (they've already undergone controlled laboratory testing). When new designs and technologies meet or exceed performance levels, the prototype is heralded as a breakthrough and put into full

production. A prime example of this is the reduction in size of Veritech transformable fighters from 45+ foot (13.6 meters) first models to the later 28 foot (8.5 m) tall models, which incorporate more miniaturized weaponry while maintaining armor integrity, speed and performance requirements. The Southern Cross Logan, is another example of design experimentation that became a full production model for that branch of the military. Such significant changes have to be worked out in various stages and tested through prototypes and experimentation such as those presented here.

Please note that the mecha, armor and weapons are fully functioning, combat ready prototypes and not flimsy experimental models or showroom mock-ups. Theoretically, all of the major or most dangerous bugs have been ironed out and the model has been authorized for final testing. However, it is likely these *prototypes* still have a few quirks and problems. The Game Master is invited to make small mishaps occur as he or she deems appropriate (warning lights flash for no reason, radio receivers stutter, a weapon system does not respond for a moment, something overheats, etc.).

In a campaign context, consider that a hundred or so prototypes of any one particular mecha will be available for testing at ten to twenty locations. This will mean that several pilots will have access to a prototype and some back-ups in the event of a crash or severe combat damage. This way, the new mecha can become a character's regular vehicle at least until testing stops, he is reassigned, or a new model is provided for testing. It is also possible that, at a character's request, he is allowed to continue to operate a prototype even after testing is done and it has been denied production. After all, why waste a perfectly good combat machine if somebody is willing to use it? Of course, it is also possible (but not likely) that prototype may be authorized to go into full production. As one of the few pilots familiar with the machine, the character may be assigned to a force using that mecha, or be assigned as a trainer, as a squad leader or be part of a special team.

If a character happens to get shot down in a prototype mecha or has his vehicle destroyed in combat, his superiors will not take him off the program or reprimand him. They recognize the loss of prototype mecha to be one of the dangers of field tests. Furthermore, it is important to test every aspect of the prototype under the most adverse conditions. They need reports and examination of the damage tolerance of the armor, internal systems, weapon performance, pilot protection, safety features, emergency landing, homing beacons, ejection seats, and destruct mechanisms. Any and all information on the performance of these mecha is imperative to the further development and deployment of Robotechnology. The character's superior officers will become angry only if the prototype is lost or captured by the enemy through an act of stupidity or carelessness.

Transformable Mecha (Veritechs)

VF-1X Veritech Fighter (RDF)

LRV-588 Veritech Car (REF)

Tornado Battle Bike Armor (RDF)

Non-Transformable Mecha

M.A.C. Mini-Monster Destroid (RDF)

Crusader Destroid (RDF)

Defender Destroid (RDF)

Light Insurgence Battloid (RDF)

Gladius Destroid (RDF)

T-99 Surgut Battloid (E.B.S.I.S.)

Aggressor Assault VTOL (RDF)

Guardian VTOL Combat Jet (RDF)

Zentraedi Mecha

Super Officer's Battle Pod

Enhanced Male Power Armor

Mecha Power Armor Shell (MPA)

Mecha Power Armor Core (MPA)

Standard Mecha Sensors and Features: Unless specifically noted in the description, all prototype mecha have the same *standard* sensors and equipment as other mecha of their type (i.e. destroids or veritechs). The **Tornado BBA** and **Micronian Power Armor** have the same sensors and equipment as the REF cyclones. Battloids and the new VTOL mecha use the Veritech sensors.

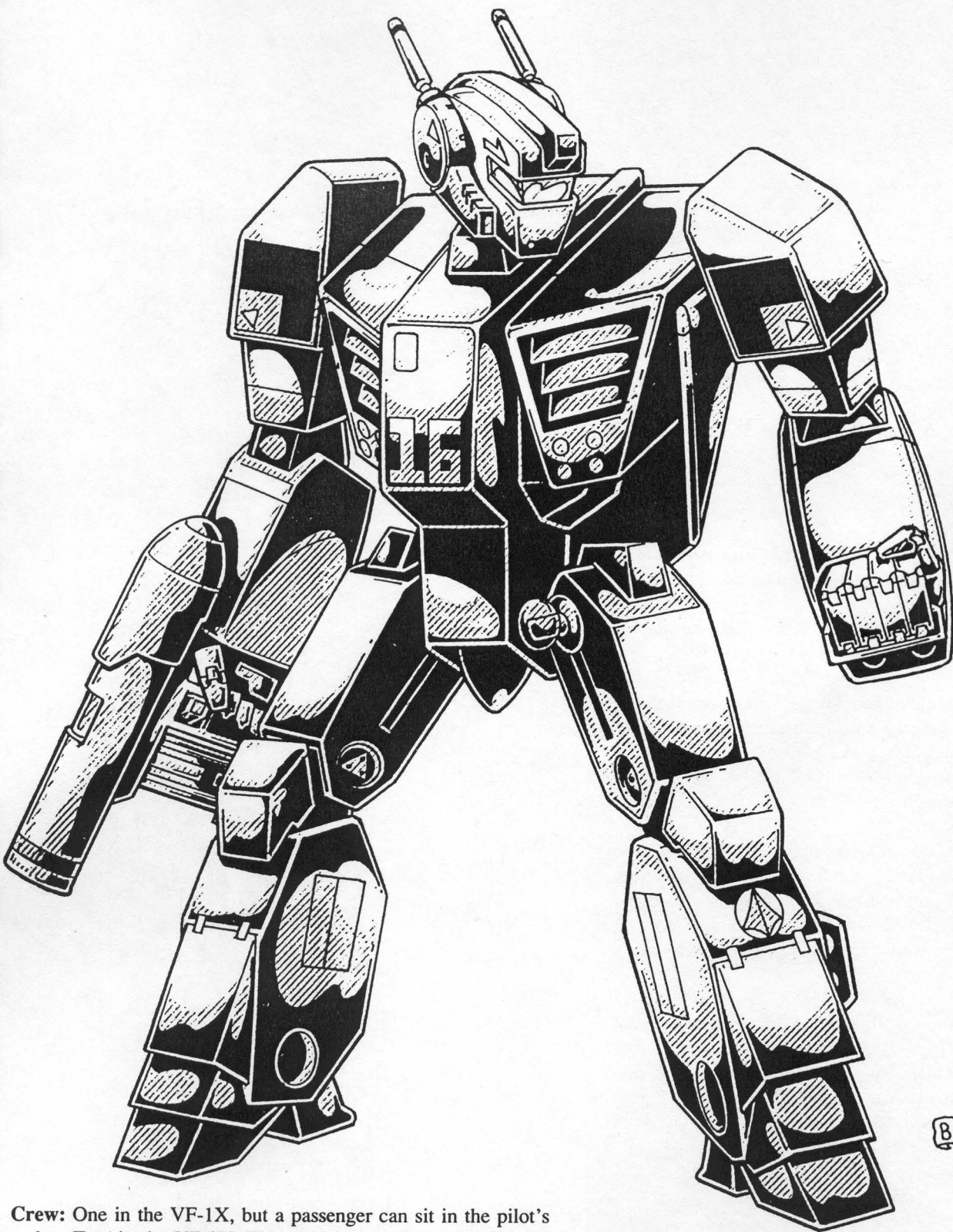
Transformable Veritechs

VF-1X Veritech Fighter (RDF)

The *Veritech Upgrade Program (VUP)* has had its hands full with just understanding Robotechnology, let alone modifying or improving upon it. After more than a decade of exposure to its workings and studying how protoculture responds to the pilot's thoughts and body movement as if the giant robot was an extension of the pilot's own body, Doctor Lang, Doctor Burke and their fellow Robotech scientists don't feel that they have a full understanding of how it all works. However, they have become increasingly proficient in its application. They are currently engaged in reducing the overall size of the Veritech and Destroid war machines while retaining or improving their armor and weapon capabilities. Smaller mecha, without loss of fire-power, would offer an even more versatile, economic and deadly weapon. The VF-1X is the first successful culmination of this endeavor.

It is a smaller Veritech with the same basic armor and appearance as its larger predecessor, along with slightly improved weapon systems. It uses the new GU-1X gun pod, built-in missile launchers, and a pair of wing pod mounts that can accept components of the new *Versatile Weapon Configuration* system (see the weapon section for details). Speed and maneuverability are also comparable to the original VF-series models, and the original weapon systems remain (head lasers and nose lasers). The success of this prototype will quickly lead to developments that make the Alpha Fighter possible. The VF-1X uses a new transformation design that is identical to what will later be incorporated into the **Alpha Fighter**.

Vehicle Type: VF-1X and VF-2X transformable battloids.



BreauX

Crew: One in the VF-1X, but a passenger can sit in the pilot's lap. Two in the VF-2X. This model is similar to the VT-1D trainer, but is a test of multi-pilot designs; all basic stats and weapons are the same for both.

M.D.C. by Location:

Head Laser Mounts - 20 each
 Head - 60
 Forearm Missile Pods - 40
 Arms - 75
 Legs/Thrusters - 150
 * Main Body - 250
 Reinforced Pilot's Compartment - 200

Retractable Utility Arms - 3 each

Wings - 100 each

Tail - 50 each

GU-1X Gun Pod - 80

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

Speed: 2680 mph/Mach 4 (4310 kmph), with a 60 mile (96 km) ceiling in *Jet Fighter Mode*. 670 mph/Mach 1 (1080 kmph) maximum and as slow as a complete hover in *Guardian mode*. 60 mph (96 kmph) running in *Battloid mode* or 120

mph (192 kmph) flying in space. The VF-1X can hover in an atmosphere in Battloid mode as well as fly slowly while in that configuration (about 35 mph/56 kmph).

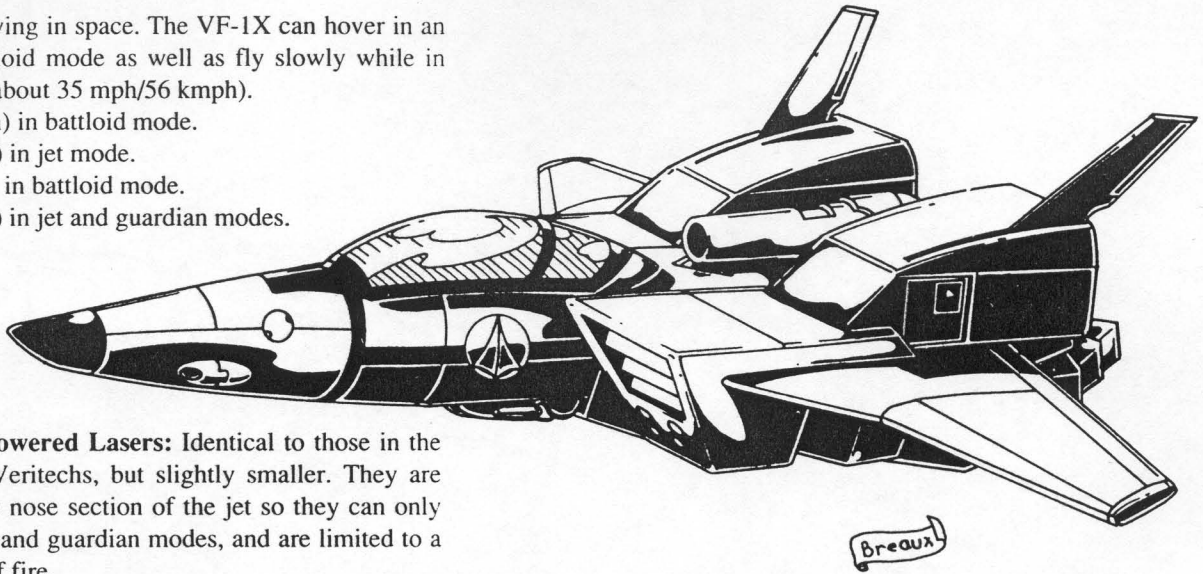
Height: 35 feet (10.6 m) in battloid mode.

15 feet (4.6 m) in jet mode.

Width: 13 feet (4.0 m) in battloid mode.

22 feet (6.7 m) in jet and guardian modes.

Weight: 13 tons



Weapon Systems

1. **Jet Fighter High-Powered Lasers:** Identical to those in the original VF-series Veritechs, but slightly smaller. They are fixed forward in the nose section of the jet so they can only be used while in jet and guardian modes, and are limited to a straight ahead line of fire.

Primary Purpose: Assault

Secondary Purpose: Anti-Missile

Range: 4,000 feet (1,200 m)

Mega-Damage: 3D6 M.D. each for a short burst or 1D4×10 M.D. for twin bursts. Only fires in twin bursts unless one is destroyed.

Rate of Fire: Only fires in short bursts; equal to the number of attacks of the pilot.

Payload: Unlimited.

2. **Head Lasers (2):** Slightly more powerful versions of the head lasers found on the original Veritechs. The VF-1X and VF-2X both have a single pair of head lasers.

Primary Purpose: Assault/Defense

Secondary Purpose: Cutting Tool

Range: 4,000 feet (1,200 m)

Mega-Damage: 2D6 M.D. both lasers fire together at the same target. One extended blast lasts the entire melee round and does double damage, but it cannot be used on fast moving or dodging targets.

Rate of Fire: Twin single blasts; equal to the number of attacks of the pilot.

Payload: Unlimited

3. **Missiles:** Unlike the original Veritechs with their external missile payload and the Alpha fighter with its internal systems, the VF-1X straddles both approaches with internal and external missile payloads. The Versatile Weapon Configuration system gives it some flexibility in missile sizes.

Primary Purpose: Assault/Defense

Range: Varies with missile type.

Mega-Damage: Varies with missile type.

Rate of Fire: Internal missiles can be fired in volleys of 1, 2 or 4.

4. **Wing mounted VWC pods (2):** use the rate of fire given under the VWC description.

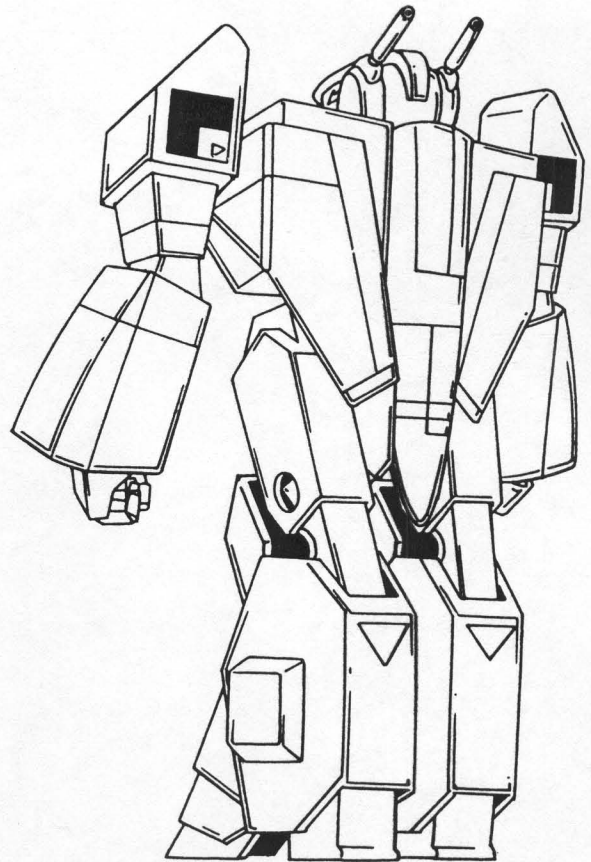
Payload: Total internal payload is 16 short-range missiles divided as follows:

Chest: 4 short-range missiles per side (eight total).

Forearms: 2 short-range missiles per arm (four total).

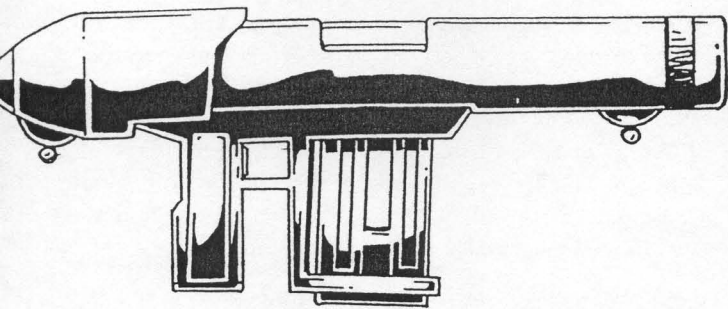
Legs: 2 short-range missiles per leg (four total).

Wings: Two pylon mounts. See the VWC description for details on the number and type of missiles available. Two medium-range missiles per mount are common for added firepower. The VF-1X cannot use long-range missiles on pylons.



5. **GU-1X:** The GU-1X is an experimental rail gun *exclusive* to the VF-1X testing program. The GU-1X Gun*Pod is an experimental rail gun that still has a few bugs in its electromagnetic propulsion system. These bugs manifest in two ways; a loss of power and a surge in power. When a natural strike roll of 1-4 is made, the gun's *power sputters* and only 1D4 rounds fire in rapid succession in random directions, a very dangerous effect in group or urban situations.

A *power surge* occurs when a natural 20 is rolled. The surge propels several rounds at extreme velocity, doing triple instead of double damage; however, the strength of the surge has a 40% chance of temporarily shutting down the sensors of the Veritech firing that weapon. If this happens, all sensors



(video, radar, optics, audio, radio, etc.) shut down for 1D4 melee rounds (15 to 60 seconds). A Veritech in *battloid mode* will be blind! In the other two modes, the character must rely on his or her own vision. Note that in ALL modes there are no bonuses from the mecha to strike, parry, or dodge when a power surge temporarily knocks out all sensory instruments, including laser targeting (straight dice rolls modified by the character's attribute bonuses only). **Note:** This weapon will eventually be deemed too quirky and expensive to produce and be replaced by the GU-XX.

Primary Purpose: Assault/Defense

Secondary Purpose: Anti-missile

Range: 3,500 feet (1,066.8 m)

Mega-Damage: Each round does 1D6 M.D. A short burst does 4D6 M.D., and a long burst does 1D6×10 M.D. A full melee burst uses two attacks and does 2D6×10 M.D. A power surge on a long or full melee burst (natural 20), results in automatic shut-down of the mecha's sensors, and the full melee burst surge has a 5% chance of shutting the mecha down completely for 1D6 melees!

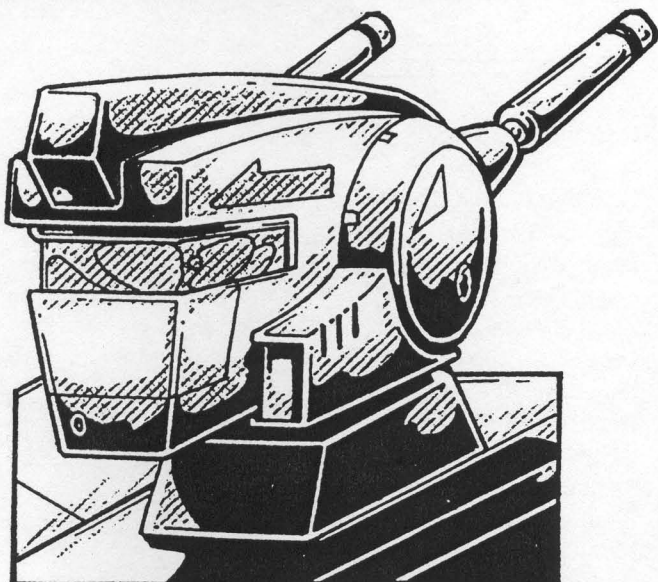
Rate of Fire: Singly or in bursts as detailed above; equal to the number of attacks of the pilot.

Payload: 300 rounds per clip. That is equivalent to approximately 30 short bursts, 15 long bursts, and 7 full melee bursts. Empty clips take half of a character's melee attacks to change.

6. Optional Hand to Hand: Same as the VF series Veritechs.

Punches and Kicks do 1D6 M.D. in battloid and 1D4 M.D. in guardian mode. Body flips and stomps do 1D4 M.D. Target being stomped must be less than 12 feet tall (3.7 m).

7. Hand to Hand Bonuses from Combat Training: Identical to the Veritech Jet Fighter.

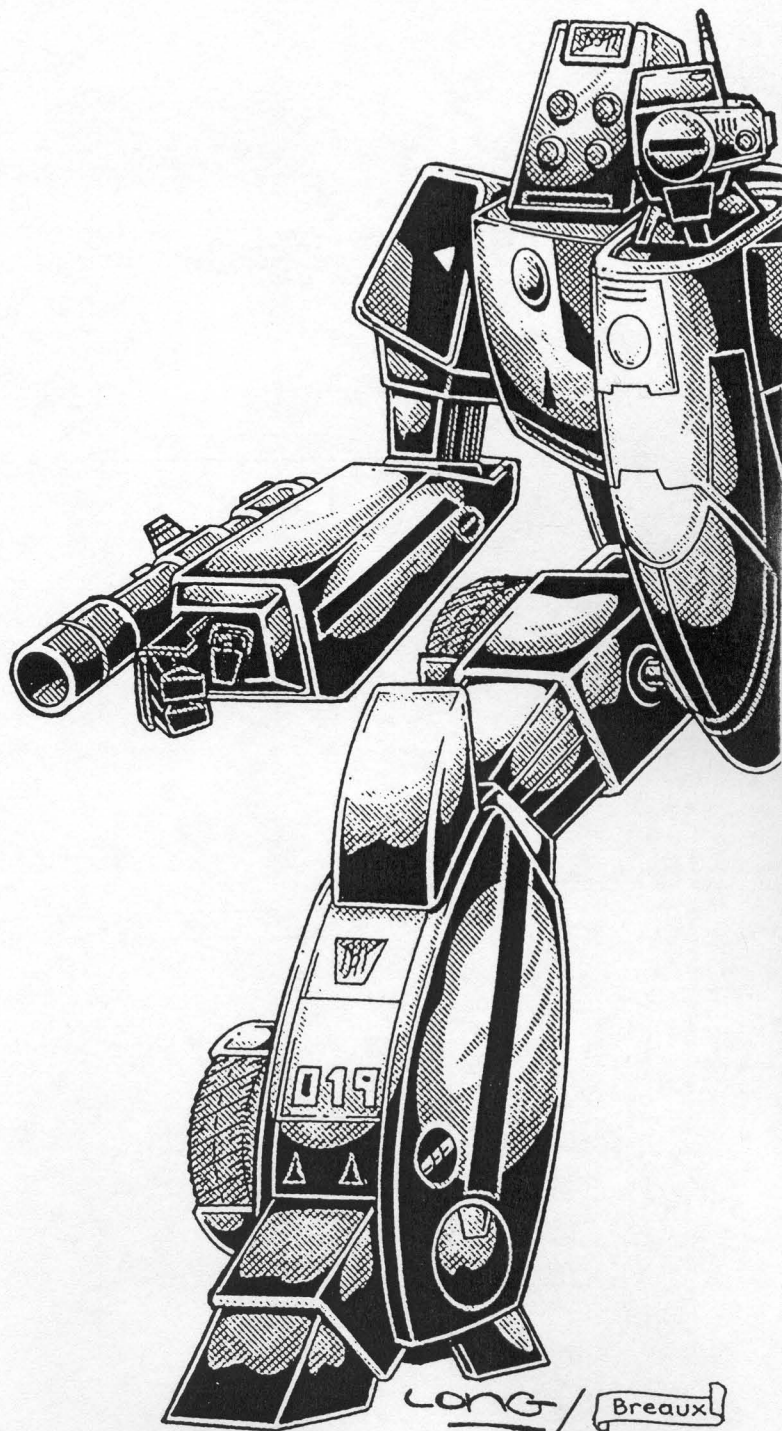


LRV-588 Veritech Car

Land Reconnaissance Veritech (REF)

Original concepts by Hugh Moore.

Robotech Expeditionary Force (REF) Cyclones are Veritech Motorcycles that function as mobile, one-man robotic suits of power armor (see **Robotech RPG Book Five: Invid Invasion** and/or **Robotech II: The Sentinels RPG** for full details on the Cyclone and REF mecha). They are great for clandestine operations, reconnaissance and surgical strikes, particularly since they can elude Invid protoculture sensors because of their ability to run on gasoline (as well as protoculture). However, with a top speed of only 210 mph (336 km), the motorcycle can barely out-

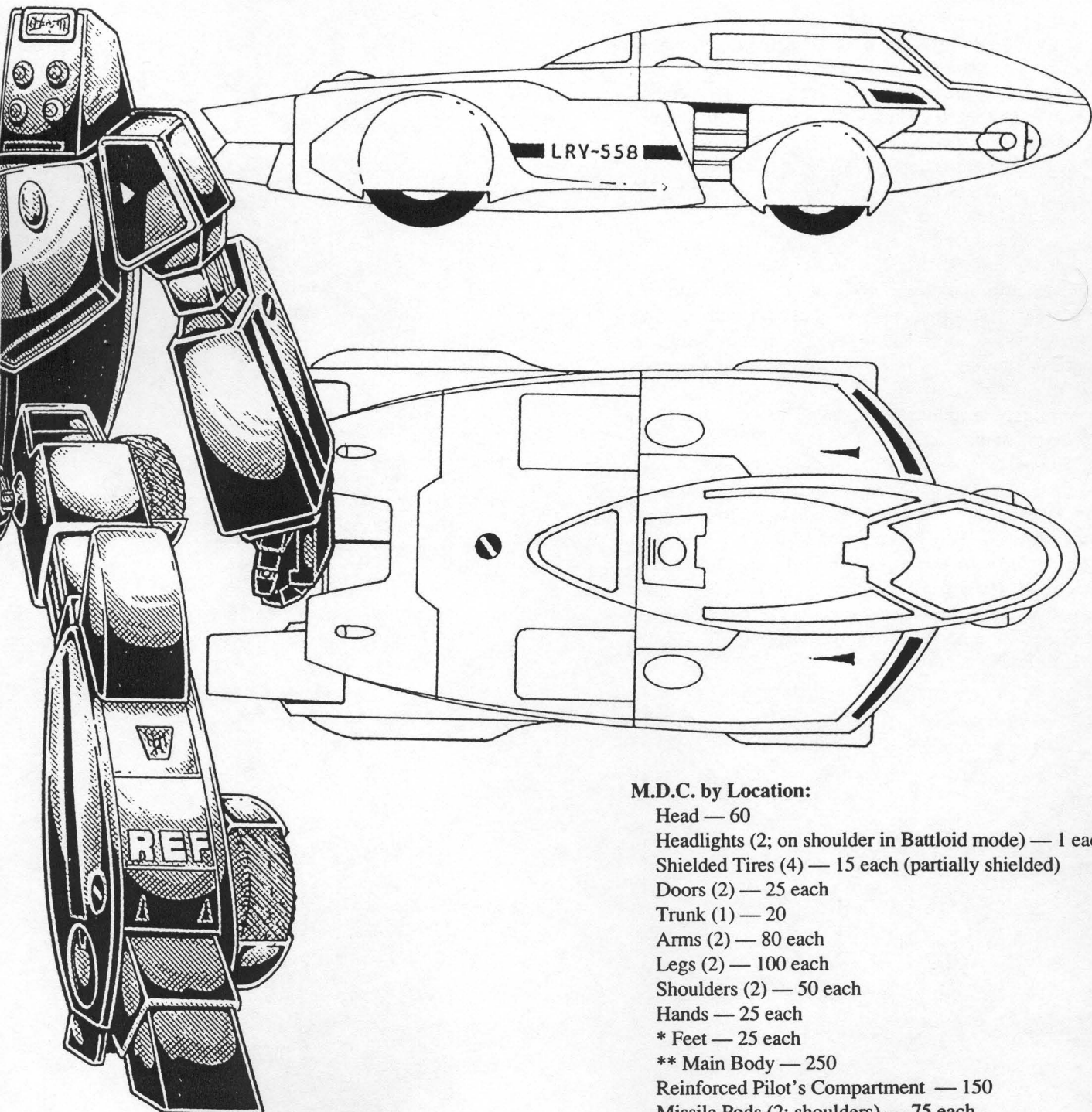


run the slowest Invid flying mecha. The inability to outrun an enemy means the soldier may have to stand and fight whether it is advisable or not. Furthermore, the Cyclone is not armored enough or equipped with sufficient weapons to last long in a stand-up fight against Invid or other larger mecha, especially if outnumbered. Because of these drawbacks, a heavier, faster counterpart to the Cyclone was designed. The Land Reconnaissance Veritech (LRV model 588) is an automobile counterpart to the motorcycle-styled Cyclone. It has the Cyclone's ability to run on gasoline, but does so at increased speeds to allow a better chance of evasion when the odds are stacked in the enemies' favor. It is also a larger vehicle that carries heavier weapons and armor, allowing it to hold its own in a fight.

Whether it is operating alone or in a squad of other LRV's or Destroids, the model 588 is every bit a Veritech, and the inclusion of its firepower to a Cyclone unit adds greatly to their versatility by adding heavy support that is not cumbersome. The LRV pilot can even carry his Cyclone in the trunk (although it drops out when the LRV transforms into battloid mode and needs to be retrieved) and participate in the finer aspects of sabotage and intelligence-gathering missions.

Vehicle Type: Transformable Veritech "Car"

Crew: One, with three passengers in the back and one in the shotgun seat.



M.D.C. by Location:

- Head — 60
- Headlights (2; on shoulder in Battloid mode) — 1 each
- Shielded Tires (4) — 15 each (partially shielded)
- Doors (2) — 25 each
- Trunk (1) — 20
- Arms (2) — 80 each
- Legs (2) — 100 each
- Shoulders (2) — 50 each
- Hands — 25 each
- * Feet — 25 each
- ** Main Body — 250
- Reinforced Pilot's Compartment — 150
- Missile Pods (2; shoulders) — 75 each
- *** Ion Cannon — 100

* Depleting the M.D.C. of the feet results in the loss of thruster assisted leaps. Destroying the tires reduces the driving speed by 15% per each lost tire and causes a piloting penalty of 10% per each lost tire.

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

*** Ion Cannon can be moved from one arm to the other, with the right equipment.

Speed: In transport mode (car configuration), the vehicle can maintain a speed of 300 mph (480 kmph) for 20 minutes (80 melees), after which the engine must slow down to a cruising speed of 220 mph (352 kmph) for a minimum of 30 minutes (120 melees) before returning to higher speeds. The vehicle can travel most flat and moderately rough or rocky terrains in transport mode, but will need to transform into battloid mode to maneuver through rocky, overgrown, muddy, or swampy terrains, as well as forested and mountain areas.

Running in Battloid mode, it has a maximum speed of 70 mph (112 kmph). The LRV-588 can leap 400 feet (122 m) straight up or lengthwise with help from the foot thrusters, but it cannot fly or hover in an atmosphere. In space, it can move at a maximum speed of 350 mph (560 kmph). Climbing is possible for the battloid at an equivalent skill percentage of 40%+4% per level of experience. Add a +10% bonus if the pilot has the climbing skill.

Height: 5.8 feet (1.75 m) in transport mode,

16 feet (4.9 m) in battloid mode.

Width: 6.6 feet (2 m) in transport mode,

8.6 feet (2.6 m) in battloid mode.

Length: 18 feet (5.5 m) in transport mode,

7 feet (2.1 m) in battloid mode.

Weight: 6 tons

Caro: The LRV-588 can carry one cyclone in the trunk. Truck capacity is 36 inches (0.91 m) long, 54 inches (1.3 m) wide, and 18 inches (0.45 m) deep. Any equipment or passenger in the trunk will be ejected just like the cyclone upon transformation.

Range: 1,000 miles (1,600 km) at cruising speed, 800 miles (1,280 km) at maximum speed, before needing to refuel with gasoline. It can switch from gasoline or protocluture as needed. Protocluture engines have a life of approximately 25 years.

Note: Some experimental prototypes may only be gasoline powered and are not as agile or quick to respond as protocluture types.

Weapon Systems

1. Eight Medium-Range Missiles: In transport mode, the missiles pop-up from each side of the rear passenger compartment. In battloid mode, they are mounted on the shoulders. They have an arc of fire of 65 degrees in both modes.

Primary Purpose: Defense

Secondary Purpose: Assault

Range: 40 miles (64.3 km)

Mega-Damage: 2D6×10 M.D. for heavy high explosive.

Rate of Fire: One at a time, or in volleys of two.

Payload: Standard complement is 6 heavy high explosive, medium-range missiles and 2 red smoke missiles.

2. Rapid-Fire Ion Cannon: Mounted on the right arm of the battloid is an ion cannon that draws power from the engine of the veritech. The cannon can be moved from the right arm to

the left arm if the right equipment is available. The weapon cannot fire in transport mode (car configuration).

Primary Purpose: Anti-Aircraft

Secondary Purpose: Assault

Range: 6,000 feet (1830 m)

Mega-Damage: 1D6×10 M.D.

Rate of Fire: Bursts only; equal to the number of attacks of the pilot.

Payload: Unlimited

3. Optional Use of a GU-11 Gun Pod: In place of or in addition to the ion cannon, the Veritech Car can use a GU-11 gun pod; standard issue to all VF series Veritech Jet Fighters.

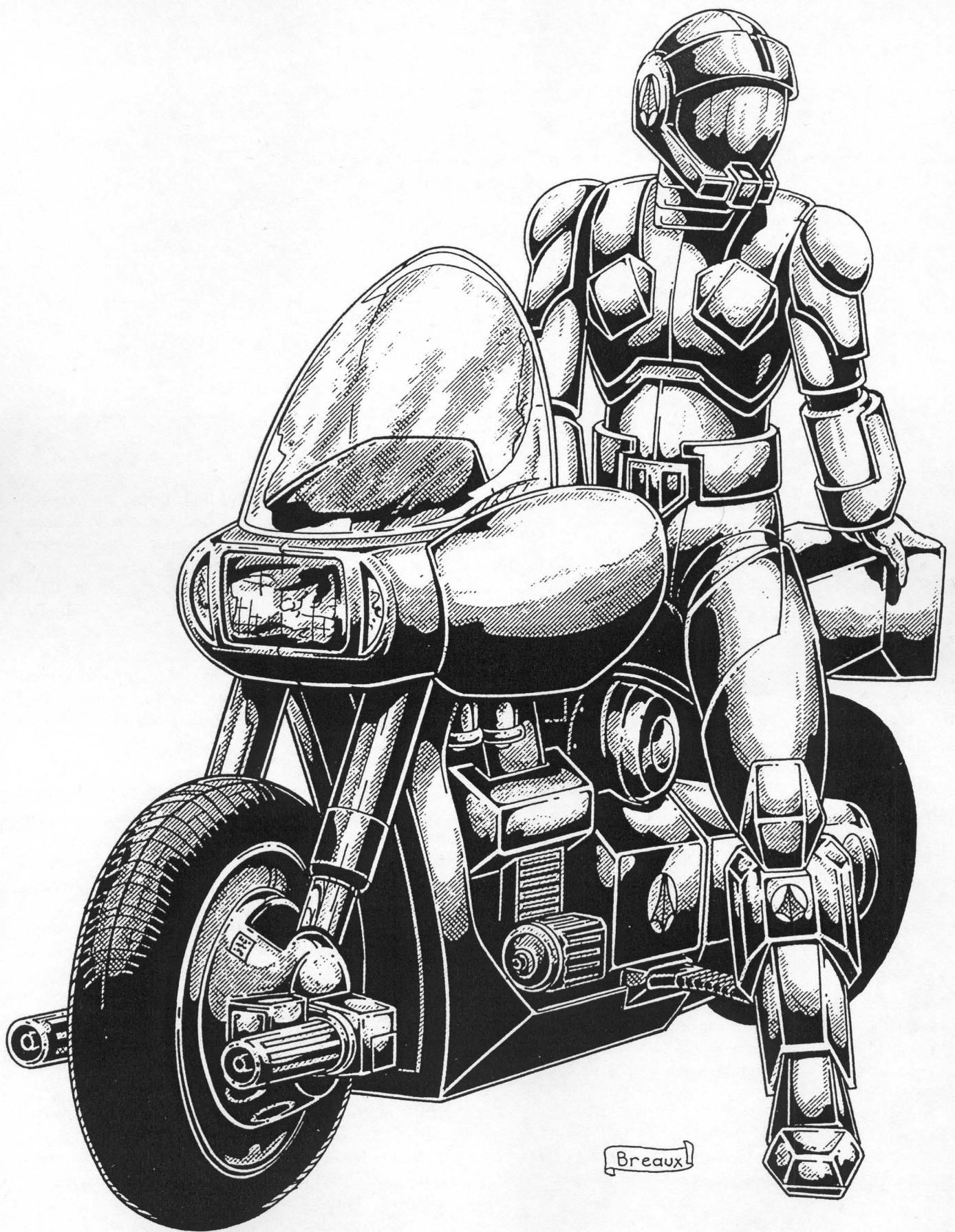
4. Hand to Hand Combat: Identical to the Veritech Jet Fighter, except is +3 to dodge in car mode and cannot fly.

RDF Tornado Combat Bike Battle Armor

The search for smaller, versatile mecha does not end with the Veritech. The ability to outfit foot soldiers with mega-damage capabilities for both defense and assault is a prime area of development for the Robotech scientists. The Cyclone motorcycle mecha and even the 50 M.D.C. body armor of the Southern Cross and the REF are leaps forward from the massive mecha of the Macross era. As discussed previously, those leaps were taken in mostly small steps over the period of a decade and a half. **The Tornado BBA** is one of the most successful of those steps. It combines advanced human-sized M.D.C. protection with exoskeleton technology and adds the versatility of both ground transport and flight in a small package. The Tornado test period in conjunction with the micronian power armor will quickly lead to the fully transformable Cyclone system of the REF.

The Tornado is not a fully transformable Veritech mecha in the same sense as the VF Veritechs or Cyclone, but it does have transformation capabilities. The battle bike is a fast, maneuverable, all-terrain motorcycle that collapses into a compact unit that can be easily stored in the trunk of a vehicle, Destroid, or even hand carried by a pair of soldiers. A second transformation turns the bike or the storage mode into a powerful jet pack and attaches to the back of the rider's armor for aerial maneuvers. The basic concept and transformation process is reminiscent of the Cyclone, but with several major differences. The Tornado requires an entire melee round (15 seconds) to change modes, it does not enclose the rider to add heavy armor (although the back and head are protected), and it has a very limited missile system. On the up side, it is an M.D.C. unit with great maneuverability and is outfitted with the Lightning weapon system.

The Lightning weapon system is the protocluture-powered predecessor to the Gallant H-90. It is one of the few human-sized, RDF hand-held weapons that does mega-damage (the RDF Heavy Laser Rifle is considered a heavy weapon because of its backpack). In pistol configuration, the Lightning is compact and concealable, while a rifle extension adds range and damage. The Lightning weapon system is still new and commonly issued to military specialists and field test operatives. The Tornado is also currently exclusively issued to military special-



ists and special field operatives for combat testing. All Tornado BBAs come with a Lightning weapon system.

Vehicle Type: Tornado Combat Battle Bike Armor (T-CBBA-X) transformable battloid.

Crew: One, but a passenger can sit behind the pilot in bike mode.

M.D.C. by Location:

* Head - 20

Arms - 10 each

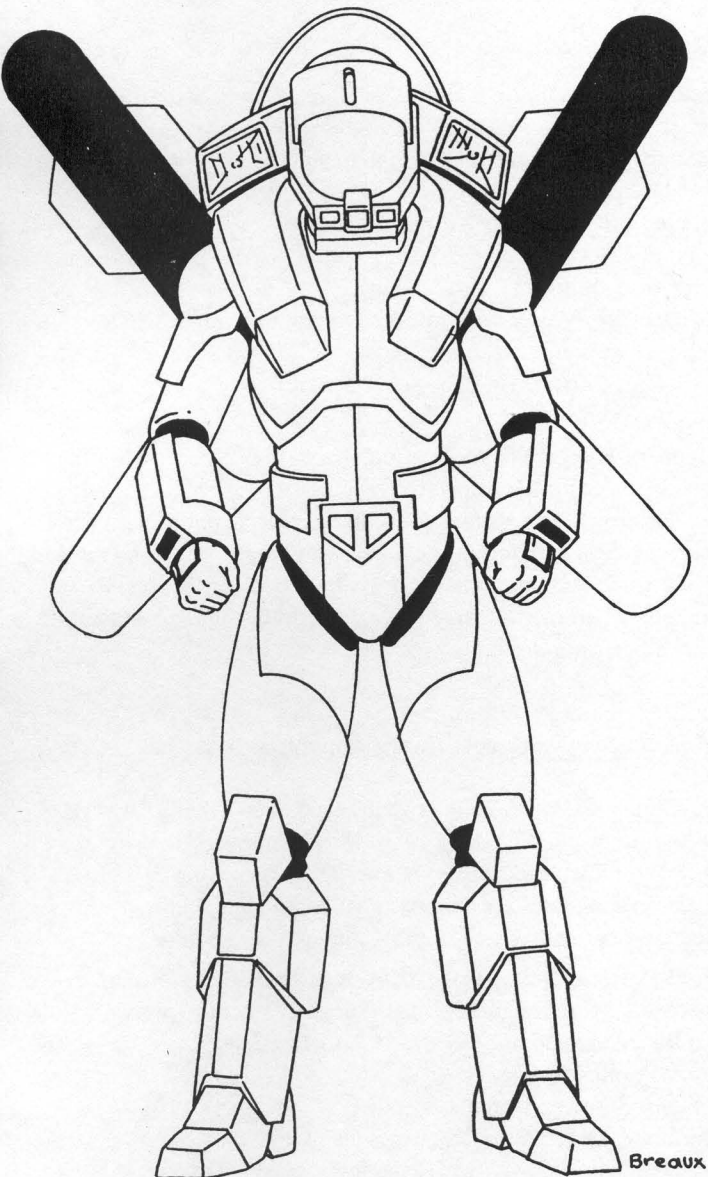
Legs - 20 each

** Main Body (pilot's armor) - 70

Wheels - 15 each

Thrusters (4) - 15 each

*** Main Body (bike) - 75



* Depleting the M.D.C. of the Head/Helmet knocks the pilot unconscious for 2D6 minutes.

** Depleting the M.D.C. of the main body leaves the pilot's unarmored body open to attack.

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

Speed: In motorcycle mode, 180 mph (288 kmph), but normally cruises at approximately 75 mph (97.5 kmph). The jet thrus-

ters can be engaged to aid in leaps, jumps over obstacles, or for bursts of speed. Jet-assisted leaps cover 30 feet (9.1 m) per every 60 mph (96.5 km) of speed. The jets also add 100 mph (160 kmph) to the maximum speed for a short burst of 1D4 minutes, then they must cool for two to ten minutes.

In battloid mode, the Tornado runs at 50 mph (80 kmph) maximum and can leap 15 feet (4.6 m) high or lengthwise. Flies at speeds up to 220 mph (352 kmph) or as slow as a complete hover. Maximum altitude is 200 feet (61.5 m).

Physical Strength: Adds 10 points to the wearer's strength.

Height: Battloid mode: 7 feet (2.1 m)

Motorcycle mode: 3.6 feet (1.09 m)

Weight: 275 lbs (125 kg)

Range: Approximately 275 miles (440 km) on gasoline, but the Tornado uses the first *protoculture cell* system to give the battloid its best performance. Because they are still experimental, the cells (eight of them) only have a life of three weeks before needing recharging. **Note:** In the **Invid Invasion** or **Sentinels** setting, if a Tornado should be found/used by REF personnel, Cyclone energy cells could easily be adapted to power the Tornado. Four such cells would keep it running for up to eight months!

Weapon Systems

1. RDF Heavy Lasers (2): Mounted on the motorcycle unit, and useable only in that mode, are a pair of heavy lasers. They fire as a pair and are limited to a 40 degree vertical arc of fire and are fixed to the front tire assembly, firing only in the direction in which they are pointing.

Primary Purpose: Assault

Secondary Purpose: Defense

Range: 1,200 feet (364 m)

Mega-Damage: 2D6 M.D. per twin blast. Can fire short or long bursts for 4D6 M.D. and 5D6 M.D. respectively.

Rate of Fire: Singly or in bursts as detailed above; equal to the number of attacks of the pilot.

Payload: 60 twin blasts, 15 short bursts, or 7 long bursts.

2. Lightning Weapon System: The predecessor to the Gallant H-90, the Lightning uses protoculture energy and is standard issue with the Tornado.

Primary Purpose: Assault

Secondary Purpose: Defense

Range: 400 feet (121.3 m) in pistol configuration and 1,200 feet (364 m) with rifle attachments.

Mega-Damage: 2D4 M.D. as a pistol and 3D6 M.D. as a rifle. Short bursts do double damage.

Rate of Fire: Single shot or short bursts only; equal to the number of attacks of the pilot.

Payload: Each clip has 30 pistol shots or 15 rifle shots. A short burst uses 25% of the clip. A single Lightning protoculture clip can power the Tornado for two days.

3. Grenades: The Tornado does not have missiles, but it is commonly outfitted with grenades.

Primary Purpose: Assault

Secondary Purpose: Defense

Range: Thrown. With the Tornado's strength, range is approximately 200 feet (61.0 m).

Mega-Damage: One M.D. point per grenade (does 100 S.D.C. each)

Rate of Fire: Thrown one at a time.

Payload: 20 grenades are standard.

4. **Optional Hand to Hand:** The Tornado cannot inflict mega-damage by punching or kicks. Use standard S.D.C. damage rules.
5. **Hand to Hand Bonuses from Combat Training:** Add one additional hand to hand attack at levels two, six and twelve.
+1 to strike, parry and dodge.
Punch and kick is S.D.C. plus power armor P.S. bonus.
Leap kick does double S.D.C. damage plus power armor P.S. bonus.

New Destroids, Battloids & Mecha

M.A.C. Mini-Monster RDF Destroid

The unparalleled range and firepower of the M.A.C. II as a mobile artillery unit can not be contested, but its size and lack of speed or maneuverability limits its application in the field. The RDF desired to make a Destroid unit with heavy firepower that could maneuver in the field of combat on a scale equal to the other battloid units. The Spartan fits this need, but it can not provide support at short range or close quarters because of the destructive nature of its long-range missiles. The Raidar X also suffers from similar restrictions. The solution was to build a smaller, more refined, yet agile and quick (at least comparable to the Spartan) version of the M.A.C. II Monster. The M.A.C. Mini-Monster is the end result.

The Mini-Monster is a scaled down model of the powerful M.A.C. II. Its main armaments are a pair of large weapon arms that resemble those of its full-sized progenitor, but contain a double-barreled version of the PBC-11 particle beam cannons. That firepower is backed up by a large payload of medium-range missiles and a collection of short-range missiles for precision anti-armor strikes. The Mini-Monster is only slightly slower than the other destroids, but can easily keep up with them on field missions and other operations. This Destroid will test well and be mass produced, but only for a brief period before it is replaced by the more powerful and agile REF M.A.C. III.

Vehicle Type: M.A.C. Mini-Monster non-transformable Destroid.

Crew: One pilot and a gunner, with room for one passenger.

M.D.C. by Location:

Upper Arms (2) — 125 each

Weapon Arms (2) — 200 each

Legs (2) — 220 each

Short-Range Missile Housing (1; concealed) — 100

Missile Tubes (4) — 90 each

* Main Body — 350

Reinforced Pilot's Compartment — 200

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

Speed: 45 mph (72 kmph)

Height: 48 feet (14.6 m)

Width: 27 feet (8.2 m)

Weight: 87 tons fully loaded.

Weapon Systems

1. **Short-Range Missile Launcher:** Located behind a retractable panel in the destroid's lower body area. These missiles are used for light combat or as supplemental firepower.

Primary Purpose: Anti-Personnel and Anti-Structure.

Secondary Purpose: Anti-Armor/Mecha.

Maximum Effective Range: Varies with missile type, but generally one or two miles (1.6 to 3.2 km).

Mega-Damage: Varies with missile type, but commonly 2D4×10 M.D. for short-range plasma missiles.

Rate of Fire: One at a time, or in volleys of two or four.

Payload: 20 short-range missiles.

2. **Medium-Range Missile Launchers (4):** Located across the top of the Mini-Monster are four missile tubes that provide the Destroid with tremendous destructive capabilities. This mecha is designed to work closely with other mecha units in a strike force and support type missions. Because of this, these launchers commonly carry missiles with the smallest blast radius, like armor piercing.

Primary Purpose: Assault

Secondary Purpose: Anti-armor

Maximum Effective Range: Varies with missile type, but usually 60 miles (96 km).

Mega-Damage: Varies with missile type, but usually 2D4×10 M.D. for armor piercing or 2D6×10 M.D. for plasma missiles.

Rate of Fire: Each tube fires one missile at a time, but 2, 3, or all 4 tubes can fire simultaneously as a volley (a single attack).

Payload: 6 per tube for a total of 24 medium-range missiles.

3. **Dual Particle Beam Cannon Arms:** These are the main armaments of the Mini-Monster. They give it raw damage capabilities equaled only by the M.A.C. II itself.

Primary Purpose: Assault

Secondary Purpose: Defense

Maximum Effective Range: 2 miles (3.2 km)

Mega-Damage: 3D6×10 M.D. per twin blast. 6D6×10 M.D. if both arms are fired at one target. Simultaneous double bursts count as one melee attack/action.

Rate of Fire: Each arm can fire a maximum of four twin blasts per melee.

Payload: Unlimited

4. **Optional Hand to Hand Combat** is limited by a lack of hands, but as with the Excalibur, its weapon arms can deliver a nasty whack.



Breaux

Mega-Damage:

Punch — 2D4 M.D.

Power Punch — 3D6 M.D.

Body Block — 2D4 M.D.

Kick — 2D6 M.D. (leap kicks are not possible)..

Stomp — 1D6 M.D.

* A stomp attack is only effective against targets that are 14 feet (4.25 m) tall or smaller.

Crusader

RDF Destroid

Based on ideas by Dennis Knight.

The first thing to come to mind in the face of radical change has got to be “hybridization” — taking what you already know or have and changing or combining elements before trying radical new designs. The RDF initially used this approach to mecha design for several reasons: Its use of existing systems, design plans, and parts made the entire process easier; modular designs meant mecha parts were interchangeable and readily available; mechanics and pilots wouldn’t need major retraining; pilots would have some measure of familiarity with controls and capabilities; and all of this kept costs down. It would be a combination of hybridization and miniaturization that would eventually produce the smaller, yet powerful, mecha of the REF.

The Crusader is an early example of hybridization. Its design and capabilities have obvious origins to existing Destroids and technology, as well as noticeable influence on later mecha designs (features that are later seen in both the REF Excaliber and Gladiator). The Crusader represents a movement to redesign RDF mecha with more diversity and capabilities, but with no attempts at miniaturization. It combines the practicality of the Gladiator’s hands and body shape with the heavier firepower of the other Destroids. It also makes use of an arm shield similar to those favored by the Southern Cross, but in addition to parrying attacks, the shield is packed with electronics. Its surface acts as a projecting and receiving board for an advanced radar sensor array (adds +1 to strike with all weapon systems). The sensors and ranges are all identical to the “Other Sensors...” of the Raidar X, however, because of the shield’s shape, they only operate in an arc of 180 degrees in front of the Destroid. This was necessary in order to better protect the sensor system and because it is most often used in conjunction with the particle beam cannon, a forward facing weapon. The sensors and P-beam are designed to link when the cannon is activated and moves into firing position (It retracts and stows on the back when not in use). The link gives the P-beam cannon a bonus of +1 to strike in addition to a +1 from the advanced sensors (+2 total).

Another unique system in the Crusader is an experimental mecha camouflage system that integrates a micronized version of Dr. Lang’s famous holographic technology to disguise and/or conceal the mecha! Special cameras and sensors scan and map the area behind the Crusader and project an image of it in front of the mecha. The holo-image roughly curves to cover the front half of the Destroid. Anyone familiar with Dr. Lang’s holo-technology (namely the day/night sky over Macross city and especially the robot Janice in **Robotech II: The Sentinels**) will realize the quality and apparent realism of this projection disguise. Unfortunately, the system is so prohibitively expensive and plagued with serious flaws, that it is ultimately doomed to developmental limbo (although it is likely this system sparked the idea for the shadow cloaking device of the REF Shadow Fighter Veritech).

While the holographic image can perfectly fool the naked eye and some forms of image enhancement (cameras, telescopic, and nightvision), other sensors will see right through it. Primary among these are radar, sonar, infrared and thermo-imaging. This

means that the hologram can be rendered useless if scanned by any of these systems, but that does not dismiss the usefulness of the system. It is especially useful against low-tech enemies, foot soldiers, and about half the rogue Zentraedi who have inferior equipment. The holographic system can be used to bluff an enemy into believing the Destroid is one of their own mecha, is a different or more powerful mecha (or a weaker mecha if setting a trap), or camouflaged (blends in with the landscape). Thus, they are excellent for ambushes, reconnaissance, spy missions, and other clandestine operations. Furthermore, if low to the ground or hidden among trees, ruins, other mecha, and similar obstacles, the Crusader can avoid radar scans, but must remain still or move at a snail’s pace. Likewise, if inactive, with engines turned off, the mecha will remain invisible to infrared and heat sensors; although residual heat emanations may give (01-76% chance) its position away if it hasn’t had more than 30 minutes to “cool down.” Of course, when on the move, the holo-field is useless against motion detectors or seismic sensors. Additionally, it can be easily found out to be a fake if somebody touches the holo-image (the projected image is not solid).

Concealment Note: To determine whether radar, infrared or thermo-imaging probes see through the illusion, the player of a Crusader rolls a sort of percentile saving throw. A roll of 01-35% saves with the following penalty modifiers (Otherwise 01-98% saves against visual, eye to eye scans/searches, with the same penalty considerations): -5% when struck by missiles (the image may flutter for a moment and a sensor may pickup on defense or weapon systems that come online), -10% in light smoke or dust, -30% in heavy smoke or dust, -10% in light rain or fog, -30% in heavy rain, and -50% underwater (too much refraction from the water and diffused light). Clouds of smoke or dust and rain will interfere with the holographic transmission, causing the image to look either distorted (an obvious fake) or to flicker (ditto).

A successful roll means the enemy scans overlooked the holo-concealed mecha, the operator misread (or dismissed) the scan, or visual observers missed any momentary distortion. Ground troops actively searching for a concealed mecha are handled the same way as a radar search, but the Crusader has a 98% chance of avoiding detection as long as it remains still or moves slowly — remember, motion and seismic detectors will indicate the exact position of movement whether ground troops can actually see anything or not.

Three different models of the Crusader were developed and tested: **The Standard Infantry Model** (with complete stats given below), a space model, and an underwater model. The space and underwater models are identical to the standard infantry version except for a few minor details as follows:

Space Crusader MBR-010 MK IV: The Destroid has a built-in mecha jet pack and maneuvering rockets in the legs, shoulders and upper body. These make the robot +1 to dodge and can propel it through space at speeds of up to Mach 1 (670 mph/1078 kmph). It also has a magnetic grapple plate in its left hand (75 M.D.C.). The hand can be launched like a projectile with a tough M.D.C. cable (25 M.D.C. per ten foot/3 m length) attached to it. The magnetic hand will firmly attach to metal objects and can be used to snag or hook onto other mecha, satellites, and spacecraft. A small winch and motor built into the forearm enables the Destroid to “reel” itself toward or onto the



looked object. The electromagnetic grapple can be released whenever the pilot desires. The Space Crusader also has clawed fingers for securing itself and prying into a ship's hull (double damage for prying/tearing).

Underwater Crusader MBR-010 MK V: Maneuvering thrusters (no reduction of speed underwater), sonar and echo-location system instead of radar (range: 6 miles/9.6 km), torpedoes

instead of missiles (range is one mile/1.6 km underwater, but only about 300 feet/91.5 m in an atmosphere; each torpedo does 2D6×10 M.D.), has double the normal oxygen supply (6 weeks), and can survive pressures to a depth of 2.4 miles (3.8 km). **Note:** Rules and penalties for mecha underwater are located in the **RDF Manual** on page 23 and in the **Zentraedi** book on page 20.

Vehicle Type: Crusader non-transformable Destroid MBR-010 MK III.

crew: One, but a passenger can sit in the pilot's lap (-5% to all rolls for the pilot).

I.D.C. by Location:

Hands (2) — 100 each (the grapple hand of the space crusader has 75 M.D.C.)

Arms (2) — 150 each

* Forearm Shield (1; right arm) — 100

Legs — 250 each

** Holo-Projector — 5

Short-Range Missile Pod (1; left shoulder) — 150

P-Beam Cannon (1; right shoulder) — 100

High-Powered Laser (1; chest) — 75

*** Main Body — 280

Reinforced Pilot's Compartment — 250

* Depleting 75% of the M.D.C. of the forearm shield will disable the advanced sensors in the shield. When all of the M.D.C. is depleted, the normal arm is revealed and the advanced sensors are totally destroyed.

** The holo-projector replaces the Gun Cluster of the Gladiator. It is only exposed when the system is activated.

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

Speed: 50 mph (80 kmph)

Height: 37 feet (11.3 m)

Width: 27 feet (8.2 m)

Weight: 29 tons

Weapon Systems

1. Short-Range Missile Launcher (1): Located in the left shoulder, this system is identical to that of the Gladiator.

Primary Purpose: Assault

Secondary Purpose: Defense

Maximum Effective Range: Varies with missile type, but generally two miles (3.2 km) to five miles (8 km).

Mega-Damage: Varies with missile type, but a normal complement has damaging missiles (armor piercing or plasma short-range missiles).

Rate of Fire: One at a time, or in volleys of two.

Payload: 12 short-range missiles.

2. High-Powered Laser Drum (1): Located in the chest/belly of the Crusader is a twin laser. The small turret fires in rapid, intense bursts for impressive mega-damage.

Primary Purpose: Anti-Vehicle

Secondary Purpose: Assault

Maximum Effective Range: 4,000 feet (1,200 m).

Mega-Damage: 6D6 M.D. for each twin burst.

Rate of Fire: Twin bursts only.

Payload: Unlimited.

3. Particle Beam Cannon (1): This is basically a modified PBC-11 weapon arm from an Excaliber. It is stowed, barrel up, on the mecha's back until needed. At that time, it slides up and forward, and locks into place. The cannon has an arc of fire of only 45 degrees up. Typically used in conjunction with the forearm shield to benefit from its sensors.

Primary Purpose: Assault

Secondary Purpose: Defense

Maximum Effective Range: Nearly two miles; 10,000 feet (16,000 m; almost 3 km).

Mega-Damage: 5D10+25 M.D. per blast.

Rate of Fire: A maximum of four blasts can be fired each melee.

Payload: Unlimited.

4. Optional Use of the GU-11 Gun Pod. Just like the Gladiator, the Crusader can make use of the GU-11 gun pod. See the Veritech fighter in the **Robotech RPG** for full details.

5. Optional Hand to Hand with the Battle-Mace. Like the Gladiator, the Crusader can make use of the battle-mace.

6. Optional Hand to Hand Combat is identical to that of the Gladiator. See the **Robotech RPG**, page 41, for combat training bonuses.

Mega-Damage:

Normal Punch — 1D6 M.D.

Power Punch — 2D6+4 M.D.

Body Block — 2D4 M.D.

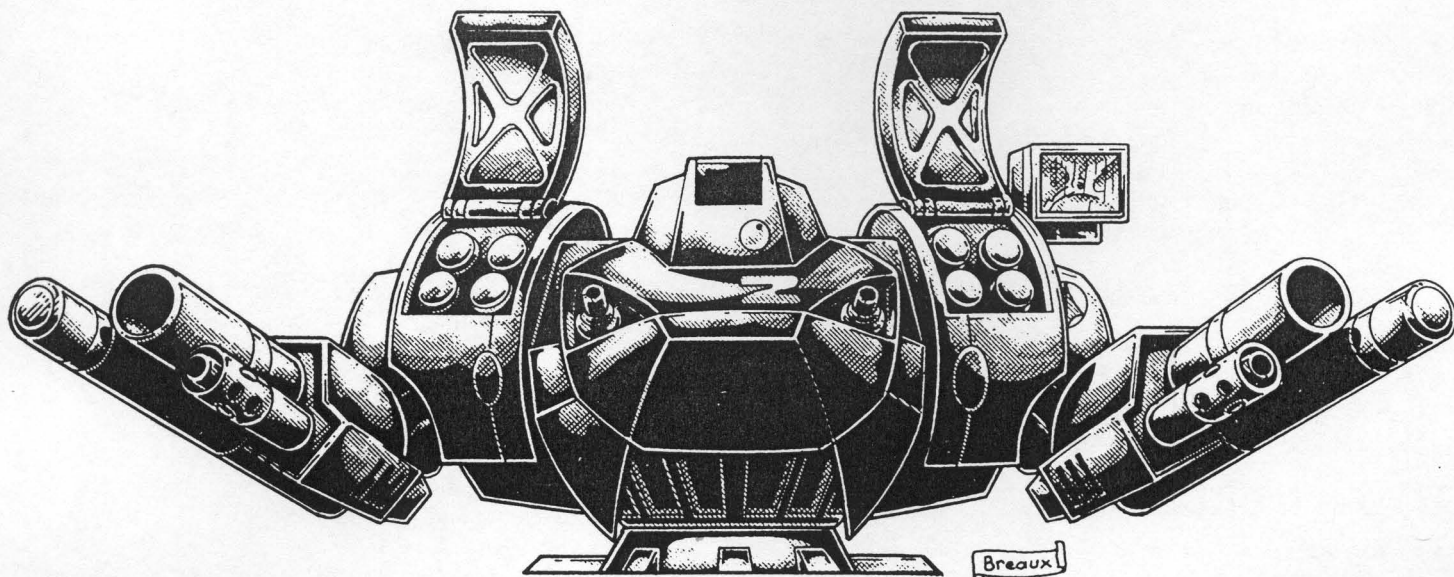
Tear/Pry — 1D4 M.D.

The Defender RDF Destroid

The RDF's role in rebuilding the Earth after the Zentraedi Global Assault has forced it to adapt in many ways. Some of the new situations they face could easily be handled by existing mecha, but many of these vehicles would be out of their element, particularly in regard to urban combat. In the role of civil defense, the Veritech fighter in battloid mode and to some extent, the smaller destroids, can move down the streets of most cities, but they will face very close quarters in a combat situation, especially against the agile Zentraedi battle pods. The city's buildings become an impediment to these giant war machines, inhibiting their movement. Civilian buildings also become a liability. The destructive power of mega-damage weaponry can destroy an entire building with a single stray missile volley or particle beam. Likewise, falling on, bumping into and accidentally hitting buildings can inflict serious damage from the very machines that are supposed to be protecting the city. Most Zentraedi attackers care nothing about civilian casualties and flatten Micronian dwellings without hesitation.

In order to better police and defend their civilian cities, the RDF has attempted to address these handicaps by developing a smaller, more agile Destroid with the ability to inflict substantial damage on an enemy while minimizing damage to the surrounding city. Their efforts have resulted in development, testing and deployment of several hundred **Defenders**. This comparatively small Destroid is better able to negotiate narrow streets and confining areas. However, in a climate of war with an enemy in possession of mega-damage armor and weapons, the problems of firepower versus civilian casualties and damage were insurmountable.

Field tests have also shown that the Defender Destroid's small size and range of firepower makes it useful for intelligence and strike force operations. The idea of a small, capable civil defense battloid will become one of the focuses of the Armies of the Southern Cross who will devise a number of battloids for its Civil Defense Corp. The Defender and battloid-type mecha would later be replaced by a second generation of small Destroids and Veritechs when the REF perfected the miniaturization of its mecha and weapon systems.



Vehicle Type: Defender non-transformable Destroid.

Crew: One, but a passenger can sit in the pilot's lap (-10% to all rolls for the pilot).

M.D.C. by Location:

Searchlight (1; above the left shoulder) — 20

Upper Arms (2) — 95 each

Weapon Arms (2) — 100 each

Legs (2) — 200 each

* Sensor Head — 100

Short-Range Missile Pods (2; shoulders) — 150 each

Machineguns (2; chest) — 25 each

** Main Body — 250

Reinforced Pilot's Compartment — 200

* Depleting the M.D.C. of the sensor head will destroy the advanced sensors (see below).

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

Speed: 85 mph (136 kmph)

Height: 28.6 feet (8.7 m)

Width: 21 feet (6.4 m)

Weight: 25 tons

Weapon Systems

1. Short-Range Missile Launchers (2): Located in the shoulders much like the larger destroids, but with a smaller payload. As a civil defense and policing unit, the Defender may carry riot and crowd control missiles such as smoke and tear gas.

Primary Purpose: Crowd Control and Civil Defense.

Secondary Purpose: Assault and Anti-Armor.

Maximum Effective Range: Varies with missile type, but generally one-half mile to three miles (0.8 to 4.8 km).

Mega-Damage: Varies with missile type, but a normal complement has non-damaging tear gas, knockout gas, fire retardant, or smoke. Explosive missiles will normally be short-range armor piercing missiles because of their small blast radius (2D4×10 MD.).

Rate of Fire: One at a time, or in volleys of two or four.

Payload: 4 short-range missiles per launcher for a total payload of eight missiles.

2. Machineguns (2): Located on each side of the chest is a heavy S.D.C. machinegun for use against human and micronized Zentraedi ground troops or lightly armored vehicles. Although these are basically S.D.C. weapons, their size and rate of fire does allow them to inflict small amounts of mega-damage to structures.

Primary Purpose: Anti-Personnel and Riot Control.

Secondary Purpose: Anti-Vehicle and Civil Defense.

Maximum Effective Range: 2,000 feet (610 m).

Mega-Damage: These weapons do base S.D.C. damage, but bursts can inflict mega-damage. A single bullet does 1D4×10 S.D.C., a short burst does 2D6×10 S.D.C. (or one M.D.), a long burst does 4D6×10 S.D.C. (or two M.D.), and a full melee burst does 1D4+1 M.D. Damages are given for a single gun. If both fire at the same target, double the resulting damage.

Rate of Fire: Standard machinegun rules using the damages given above for bursts.

Payload: 3200 rounds total. That gives each gun 50 full melee bursts, 100 long bursts, and 300 short bursts.

3. Main Weapon Arms (2): These are the main armaments of the Defender. They are based on a modified TZ-IV gun cluster and include a 40mm auto-cannon, a 180mm grenade launcher, and a gladiator's mace built into the arm for melee combat (strikes and parries). The grenade launcher can be loaded with crowd control projectiles or explosive grenades. Each of the two weapon arms are identical.

Primary Purpose: Civil Defense

Secondary Purpose: Assault

Maximum Effective Range: 4,000 feet (1220 m) for the grenade launcher and auto-cannon.

Mega-Damage:

180mm Auto-Cannon: 3D6 M.D. short burst, 6D6 M.D. long burst, and 1D4×10 M.D. for a full melee of continuous fire. Each burst counts as only one attack/action, but the full melee burst ties up the weapon for an entire melee round.

Grenade Launcher: 4D6 M.D. for explosive grenades, but smoke, tear gas, knockout gas, and fire retardant grenades may be combined or used as an alternative payload.

Mace: The built-in, club-like mace does 3D6 M.D.

Rate of Fire: Each arm can fire/attack singly or together. Each grenade launcher can only fire twice per melee. Each of the

auto-cannons or mace attacks are equal to the combined number of hand to hand attacks of the pilot.

Payload: 50 grenades and 360 rounds of auto-cannon ammunition (15 full melee bursts, 30 long bursts, and 60 short bursts) per arm.

4. Optional Hand to Hand Combat & Bonuses: Same as the Gladiator, with the following exceptions:
+2 to dodge

A stomp attack is only effective against targets that are 12 feet (3.65 m) tall or smaller.

Gladius RDF Destroid

Based on ideas by Chris Carter and Chad and Colin Clement.

The Gladius is another transitional mecha that will contribute to the development of the compact REF mecha. Its small size and maneuverability are unequaled in RDF Destroids, thus it is used solely as an infiltration and reconnaissance mecha instead of as a front-line combat machine. To fulfill its role, it is equipped with two highly experimental, but largely successful systems. The first is a unique missile called the Disrupter. This weapon renders an enemy's sensors useless, allowing the Gladius greater advantage in close combat or to create an opening for escape and evasion. The second system is a set of high frequency *vibro-blades* that are the direct predecessors to the Saber cyclone's CADS system.

The production and distribution of Gladius Destroids is low due to the cost of the CADS blade system. The mecha is normally issued to hand-picked or high ranking military specialists and field test operatives. The Gladius is frequently assigned to Destroid units and often works in conjunction with Guardian VTOLS, and Infiltrator battloids as intelligence units or search and destroy teams behind enemy lines.

The disrupter missiles will ultimately prove too costly and undependable (superior shielding makes them impotent) and will be discontinued. The mecha design will become the basis for future Destroid size reduction, but ultimately its identity will be lost to body styling closer to those of the original Destroids. The only aspect of the Gladius design that will survive are the vibro-blades as they evolve into the CADS system.

Vehicle Type: Gladius non-transformable Destroid.

Crew: One

M.D.C. by Location:

* Infrared Searchlight (1; right shoulder) — 20

Arms (2) — 70 each

Legs (2) — 150 each

* Head Lasers (3) — 20

* Vibro-Blades (2) — 100 each

Shoulder Mounted, Over & Under Missile Pods (2) — 80 each

GU-1X Gun Pod — 100

** Main Body — 200

Reinforced Pilot's Compartment — 150

* A single asterisk indicates small and/or difficult targets to hit. An enemy attacker must make a called shot to strike and even then is -2 to do so.

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

Speed: Can run at speeds up to 85 mph (136 km).

Height: 30 feet (9.1 m)

Width: 18 feet (5.5 m)

Weight: 18 tons

Weapon Systems

1. Head Lasers (3): The Gladius has a forward facing, triple laser weapon system mounted in what would be the head section (the mecha doesn't actually have a head). The lasers can be fired individually, in pairs or all three simultaneously. Each can rotate in a 90 degree arc of fire (up, down and side to side), which means the weapon's attack can be focused on one target or divided on three.

Primary Purpose: Defense and Assault.

Secondary Purpose: Utility

Maximum Effective Range: 4,000 feet (1200 m)

Mega-Damage: 1D6 M.D. per blast for each laser. All three firing at the same target do 3D6 M.D. The laser's blast can be sustained for an entire melee round for double damage. The extended blast counts as two attacks and ties up that weapon for the entire melee round.

Rate of Fire: Equal to the combined hand to hand of the pilot.

Payload: Unlimited.

2. Disrupter Over & Under Missile Launchers (2 pair): The dual system is designed so that the top launcher lid flips up and the bottom one flips down to fire missiles. These launchers are specially built to launch short-range *disrupter missiles*. Other types of short-range missiles can be fired from them, but a missile adapter cylinder must be fitted into each launch tube. The process takes 3-7 minutes (3+1D4) per tube; there are five tubes in each of the four (one top, one bottom on both shoulders) launchers (20 in all).

Primary Purpose: Disorientation and blinding the enemy.

Secondary Purpose: Defense (Evasion)

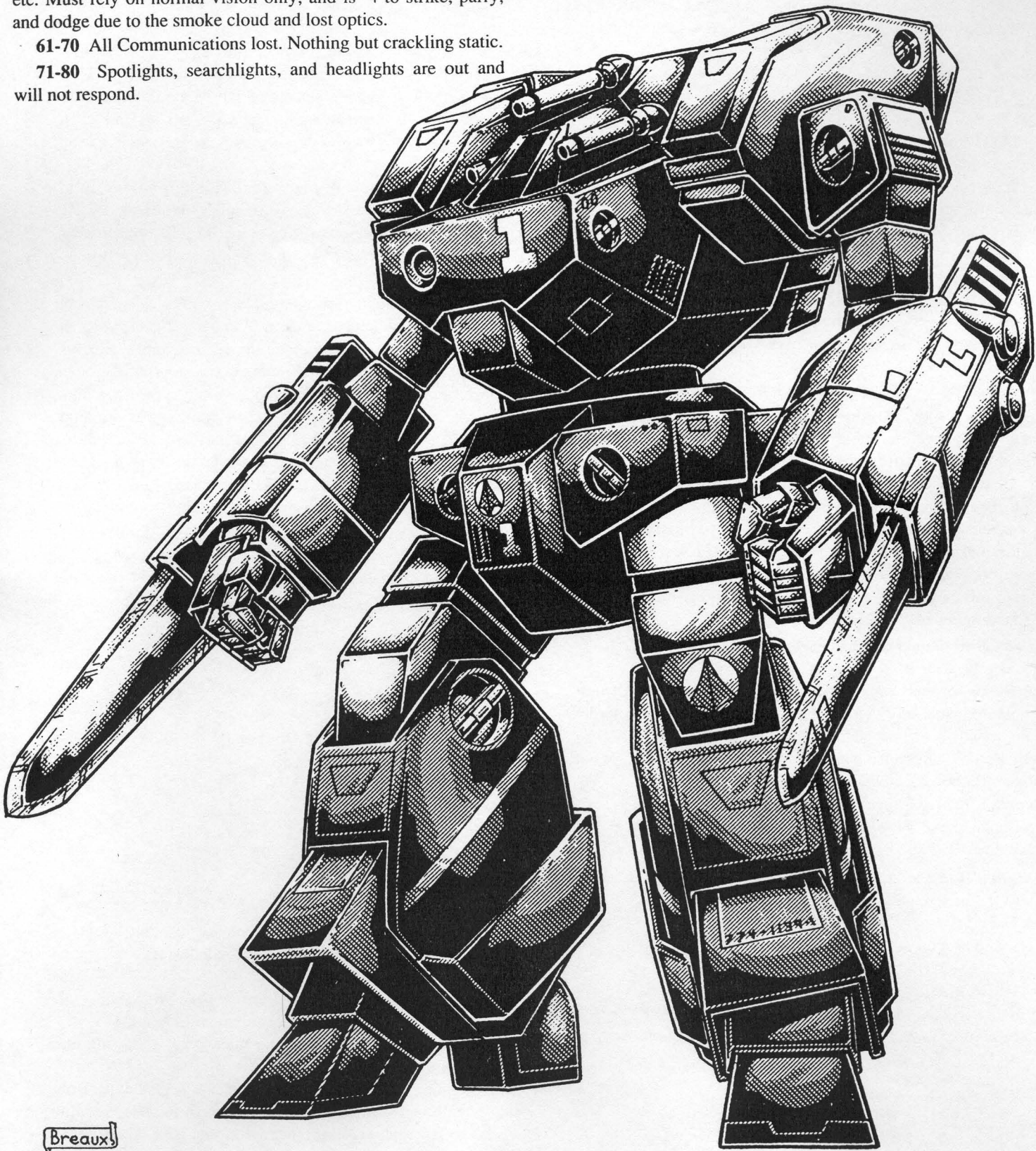
Maximum Effective Range: One mile (1.6 km).

Mega-Damage: Special. The disrupter missile releases a cloud of smoke and charged particles, along with a sudden electromagnetic pulse. The combination of particles and pulse should temporarily disrupt or interfere with sensors and communication systems and last at least as long as the target vehicle remains in the smoke cloud. The smoke creates a physical cover that obscures normal vision and acts as an electromagnetic conductor that disrupts the electrical systems of all mecha and devices caught in it.

When the disrupter warhead reaches its target, it does not explode. Instead, it releases a smoke cloud, a power ECM pulse, and broadcasts powerful ECM and jamming signals. Due to the missile's small size, these signals would normally be effective only if the warhead were in direct contact with the target, but the charged smoke cloud carries the signals through itself at full strength, allowing them to disable the sensor systems of enemy mecha and vehicles. When a target is hit by a disrupter missile, roll percentile and consult the following table. The resulting number and all following numbers and penalties are applied to the systems that are down. Those that precede the number are still operational. All penalties are cumulative (i.e. if a player rolls a 43, all penalties listed under 41-00 apply to the mecha caught in the disruption smoke cloud; all are temporary effects).

- 01-20 Only minor distortion and fuzz. All systems are operational!
- 21-30 All Sensors lost. -4 on initiative and reduce speed by 10%. Internal Lights lost.
- 31-40 Targeting System and/or HUDS are lost. None of the usual mecha or weapon bonuses apply and -2 to strike.
- 41-50 Radar/Sonar is inoperable.
- 51-60 All optics are lost. Includes IR, thermal, telescopic, etc. Must rely on normal vision only, and is -4 to strike, parry, and dodge due to the smoke cloud and lost optics.
- 61-70 All Communications lost. Nothing but crackling static.
- 71-80 Spotlights, searchlights, and headlights are out and will not respond.

- 81-90 Pilot must operate by board lights, emergency lights, and touch. -1 to strike, parry, and dodge and -20% on piloting skill.
 - 91-00 One secondary (minor) weapon system is down (player or G.M.'s choice of which), or the vehicle is slow to respond (reduce speed by 25% and the attack per melee by one).
- Note:** The Gladius has specially shielded systems to protect it against disrupter missiles and similar disturbances. When inside



the cloud, the Destroid will only lose its radar and communications, as well as the pilot being visually impaired by the smoke. All other systems are fully operational, and radar and communications are restored 1D4 melee rounds after the mecha leaves the cloud.

Duration of Down Time: The disruption cloud begins to disperse after 1D6 melee rounds (15 to 90 seconds), plus one melee round for each extra missile in a volley. Disrupter missiles can be programmed to detonate in overlapping patterns so that they create a wall or circular area of smoke and disruption. All disrupted systems return to proper working order 1D4 melee rounds after leaving the cloud.

Rate of Fire: One at a time, or in volleys of 2, 3, 4 or 5.

Payload: Five missiles per launcher for a total payload of twenty.

3. Combat Assault Defense System (CADS) (2): These two forearm blade systems are oversized predecessors to the CADS-1 cyclone system.

Primary Purpose: Close Combat

Secondary Purpose: Defense and Clandestine Operations.

Maximum Effective Range: Reach is about 18 feet (5.5 m).

Mega-Damage: A cutting slash does 4D6 M.D., a stabbing strike or punch does 5D6 M.D., while a power punch inflicts 1D6×10 M.D. (but counts as two melee attacks).

Number of Attacks: Equal to the pilot's combined number of hand to hand attacks.

Bonuses: +1 strike, +2 to parry or block missiles.

Note: When activated, the CAS arm units are protected by the same renewing force field as its blades, which gives them unlimited M.D.C. to parry without fear of damage as long as the blades are extended. Even energy beams can be parried and missiles blocked. Straight, unmodified dice rolls are used to parry energy beams. The usual bonuses can be used to block missiles, but if the missile's blast radius is larger than 12 feet (3.65 m), the main body will be caught in the blast and take half damage. Only four missiles or less can be blocked this way. Any missiles beyond that number strike the main body normally.

4. GU-1X Rail Gun. The Gladius is normally issued the GU-1X gun pod because of its smaller size and good damage potential. Being an electromagnetic rail gun, the GU-1X will not fire while inside of a disrupter missile cloud (its firing surge is dispersed).

Primary Purpose: Assault

Secondary Purpose: Defense

Maximum Effective Range: 4,000 feet (1,220 m)

Mega-Damage: See VF-1X.

Payload: See VF-1X.

5. Optional Hand to Hand Combat: Same as the Gladiator except for damage, plus paired weapons.

Mega-Damage:

Full Strength Punch — 1D4 M.D.

Power Punch — 2D6 M.D.

Kick — 1D6 M.D.

Body Block — 1D4 M.D.

Also see number three for vibro-blade damage and bonuses.

Light Insurgence RDF Battloid

The large scale construction of battloids (humanoid robots like those used by the E.B.S.I.S.) will be adopted by the **Armies of the Southern Cross**, but it is the RDF who initiated the development of them. Destroids are large and rather hulking, with low speeds, heavy weapons and only the most basic human-shape — they are very much tanks with legs. While Veritech fighters are versatile, incredibly fast, and powerful, they are expensive to produce. As a result, the RDF created a small, fast mecha for use as a versatile and inexpensive ground unit to engage in infantry support, rescue, reconnaissance, search and destroy, and clandestine operations. A small robot vehicle is perfect for the infiltration of rogue Zentraedi territory which includes some of the densest forests and jungles in the world. The end result was the development of the *Insurgence Battloid* (as well as some of the other *smallish* mecha described in this section).

This battloid is lightly armored and very quick on its feet. It has two built-in, retractable forearm lasers and a powerful missile gun pod that directly precedes the RL-6 cyclone weapon. The body is designed to accommodate passengers rather than weapon systems. The cockpit holds four people, typically a pilot, two military specialists (one is also the co-pilot) and a communications officer or field scientist. The military specialists are deployed to engage in espionage and sabotage on foot, outside of the mecha (usually in light M.D.C. body armor). The communications officer monitors the sensors and recording equipment.

The Insurgence Battloid is uniquely versatile and will greatly impact the future capabilities of mecha. Over 4000 would be put into service before the REF leaves the Earth.

Vehicle Type: Non-Transformable Battloid.

Crew: Four: one pilot, two military specialists and a communications officer.

M.D.C. by Location:

* Searchlights (2; shoulders) — 20

* Hands (2) — 30 each

Forearms (concealed lasers) — 90 each

Upper Arms (2) — 65 each

Legs (2) — 130 each

* Thrusters (4; feet & back) — 40 each

** Sensor Head — 75

RL-2 Missile Launcher (gun) — 75

*** Main Body — 180

Reinforced Pilot's Compartment — 125

* A single asterisk indicates small and/or difficult targets to hit. An enemy attacker must make a called shot to strike and even then is -2 to do so.

** Depleting the M.D.C. of the sensor head will destroy the advanced sensors and recording equipment (see below).

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

Speed: Running speed is an impressive 145 mph (232 km). Running combined with jet propelled leaps can increase running speed to 200 mph (320 km), but the mecha is -4 on initiative,

-2 to strike and parry, is not likely to see traps or hidden enemies, and will be noisily crashing through trees and underbrush. Thrusters in the feet and back enables the Battloid to leap up to 200 feet (61 m) into the air and can keep it suspended in the air, in hover mode, for up to 20 minutes before the thrusters begin to overheat. Thruster assisted jets can also hurl the mecha 200 feet (61 m) lengthwise and rocket it through water at a speed of about 50 mph (80 km). The thrusters are also used to give the Battloid better balance and to scale the sides of mountains, buildings or giant spaceships quickly (50 mph/80 km), with little chance of falling.

Height: 24 feet (7.3 m)

Length: 7 feet (2.1 m)

Width: 10 feet (3 m) from shoulder to shoulder.

Weight: 20.5 tons

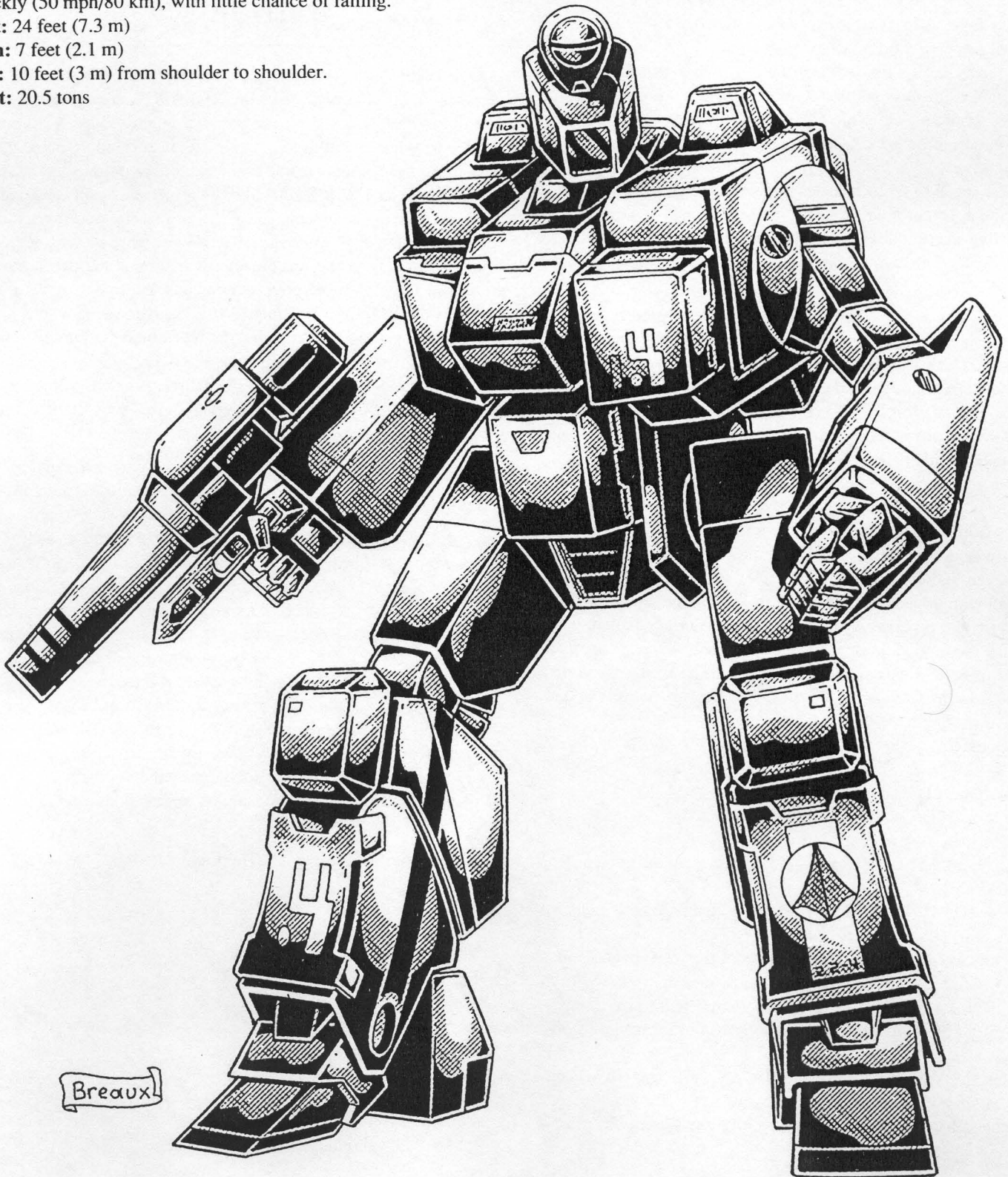
Weapon Systems

1. **Concealed Forearm Lasers (2):** Located in retractable housings in the forearms are a pair of high-powered lasers. These weapons can be fired independently or as a pair. Each weapon is usually controlled by a different gunner in order to double the number of attacks per melee.

Primary Purpose: Assault

Secondary Purpose: Defense

Maximum Effective Range: 3,000 feet (914 m).



Mega-Damage: A single high-powered blast does 5D6 damage! The two lasers fired at a single target inflict 1D6×10 damage.
Rate of Fire: Equal to the combined attacks of the gunner.
Payload: Effectively unlimited.

2. RL-2 Missile Launcher. This small gun pod is a direct predecessor to the RL-6 Rocket Cannon used by the VR-038 Cyclone. The larger size of the mecha version used by the Insurgency Battloid allows for a greater payload and the firing of multiple mini-missiles.

Primary Purpose: Assault
Secondary Purpose: Defense
Maximum Effective Range: 6,000 feet (1,829 m).

Mega-Damage: 5D6 M.D. per mini-missile; the RL-2 can only fire high explosive mini-missiles.

Rate of Fire: One at a time, or in volleys of two or three.
Payload: 24 mini-missiles per ammo drum. Changing the drum takes one whole melee round (15 seconds). Spare drums can be carried in an ammo sack hooked to the waist or slung over the shoulder or neck.

Note: The speed of these missiles and their short effective range means there is no time to shoot them down. They must be dodged like a normal gun pod, but the explosion can still be rolled with for half damage (normal missile rules apply in that regard).

3. Optional Use of the GU-1X: Like many of the prototypes detailed here, the Insurgency Battloid can be issued the experimental GU-1X gun pod (see the VF-1X entry for full details on the GU-1X), or the old GU-11 gun pod as an additional or alternative weapon.

4. Optional Hand to Hand Combat: The Battloid can engage in melee combat, but its comparatively small size and light armor makes it an unimpressive opponent. However, the mecha is fast and agile, able to duck an attack and slip away.

Bonuses from Combat Training: One additional attack per melee round (in addition to the pilot's) at the pilot's levels of one, three, seven and eleven. +1 to strike, +1 to parry, +3 to dodge, +4 to roll with impact or fall, and +2 to leap dodge: an automatic dodge just like a parry, with no loss of attacks per melee. The Battloid is so quick and mobile that the pilot can leap, hop, and skip out of harm's way without penalty (similar to the Cyclone, see *Robotech RPG Book Five: Invid Invasion* for details about the Cyclone).

Mega-Damage:
Punch — 1D4 M.D.
Kick — 1D6 M.D.
Jump Kick — 2D6 M.D. (counts as two attacks)
Body Block — 1D4 M.D.
Jet Propelled Body Block/Ram — 2D6 M.D. (counts as two melee attacks).
Stomp — 1D4 M.D., but is only effective against targets that are 6 feet (1.8 m) tall or smaller.

5. Special Advanced Sensors: Because of the intelligence gathering nature of the Battloid's missions, it is equipped with a complete system of advanced sensors and recording devices to aid the pilots in successfully completing their mission objectives.

1. Radar: Maximum effective range is 250 miles (400 km) and tracking capabilities can follow 75 targets.
2. Infrared and Visible Light Searchlights: Maximum effective range is 400 feet. (122 m).

3. Optics: Infrared, ultraviolet, passive nightvision, heat sensors, and telescopic sensors.
4. Full recording systems: Includes audio and video recording equipment (eight hours per tape, with 24 tapes as standard equipment). The camera system has telescopic (20× magnification) and macro lenses with automatically adjusting filters and light amplification system.

T-99 Surgut

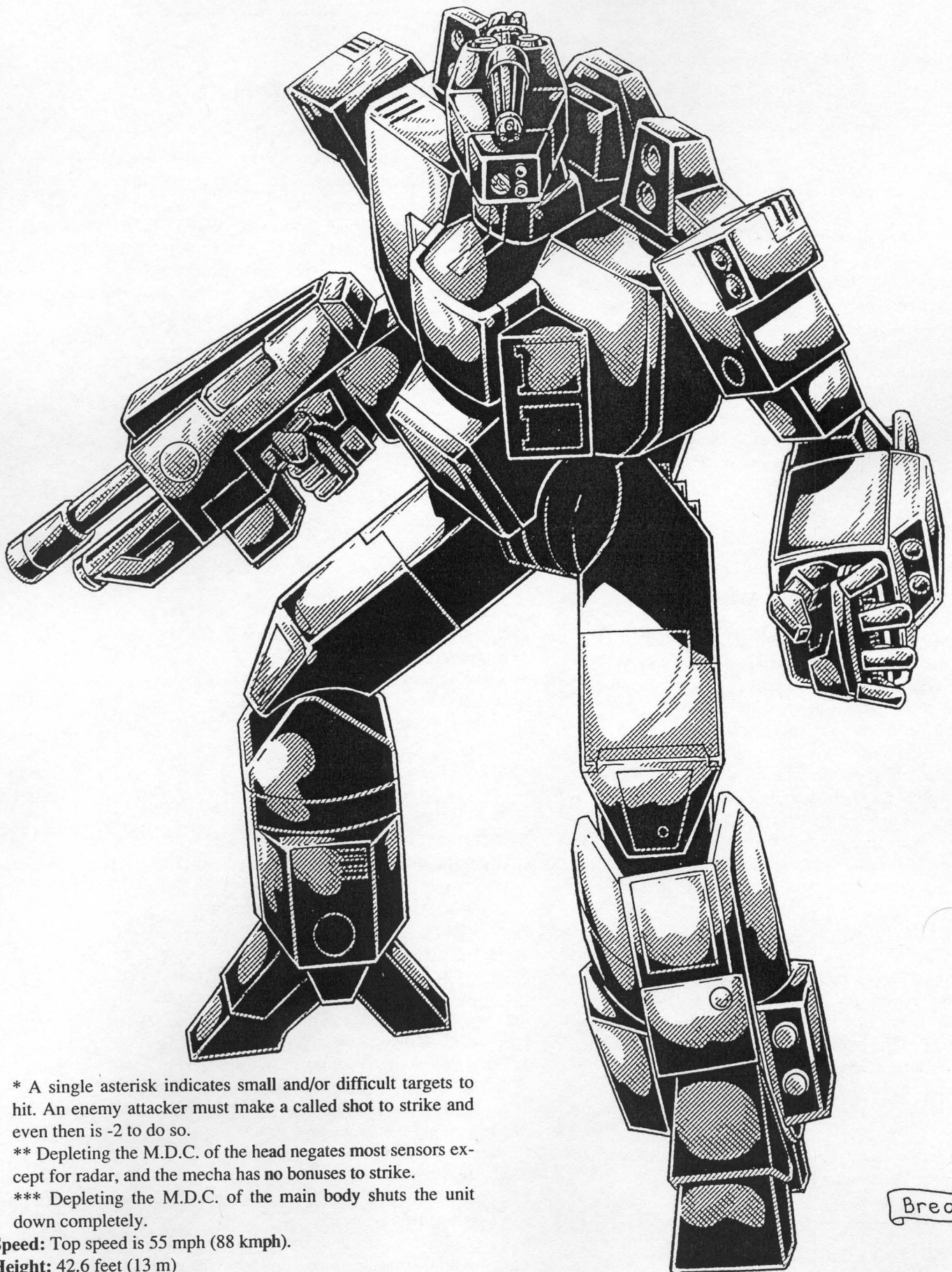
E.B.S.I.S. Battloid

One of the Soviets' best successes in battloid creation, the Surgut is really a knock-off of the RDF's VF-series Veritech in Battloid mode. Only a short run of a few hundred were built and these were deployed in the South American and Indo-China Sectors before the Soviets created their own, more unique and heavier designs. The E.B.S.I.S. Surgut is a reasonably reliable Battloid that has the advantage of tricking casual observers into believing it is the more powerful RDF Veritech. However, this would ultimately prove to be a disadvantage as high-tech bandits, local militias, rebel governments and Zentraedi forces opposed to the RDF and/or United World Government would not trust people who operated mecha that resembled the famous (and feared) RDF robots. This means the E.B.S.I.S. would lose many opportunities with potential allies because of their Battloid's association with the enemy — another reason why they would soon make dramatic design changes.

Although the Surgut Battloid resembles a Veritech Fighter, it cannot transform and is not quite as agile as the RDF mecha. At the height of its production, the VT-99 Surgut only numbered about 460. According to official sources, most of these robot vehicles were lost during E.B.S.I.S. conflicts with the Zentraedi in the Indochina War of 2016. **Note:** One in eighty is a reconstructed VF-series Veritech, captured or salvaged and restored by Soviet engineers. These mecha *can* transform into all three combat modes, are powered by protoculture, and can fly! They have all the abilities of the standard Veritech and are impossible to distinguish from the T-99 Surgut Battloids until they change shape. Although some degree of Robotechnology has fallen into the hands of the Soviets, they were unable to duplicate it and have virtually no access to protoculture, which is what gives the giant robots their power source, agility and responsiveness to the pilot.

Vehicle Type: T-99 E.B.S.I.S. Battloid.
Crew: One
M.D.C. by Location:

- * Head Rotary Cannon — 20
- ** Head (1) — 70
- Hands (2) — 30 each
- Arms (2) — 75 each
- Legs — 120 each
- *** Main Body — 220
- Reinforced Pilot's Compartment — 100
- GU-11 Gun Pod (knock-off) — 100
- Tokarov 97 Gun Pod — 75
- * Missile Box Launchers (8) — 50 each



* A single asterisk indicates small and/or difficult targets to hit. An enemy attacker must make a called shot to strike and even then is -2 to do so.

** Depleting the M.D.C. of the head negates most sensors except for radar, and the mecha has no bonuses to strike.

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

Speed: Top speed is 55 mph (88 kmph).

Height: 42.6 feet (13 m)

Weight: 22.5 tons

Range: Effectively unlimited. Both the protoculture powered T-99 and the nuclear powered VT-99 have average operating lives of ten years.

Breaux!

Veapon Systems

Head Laser/Rotary Cannon: A tri-barrel, 30mm, rotary cannon is mounted on the head of the Battloid. The cannon fires depleted uranium shells at tremendous rates of fire, like a gatling gun, and inflicts mega-damage.

Primary Purpose: Assault
Secondary Purpose: Defense
Range: 4,000 feet (1,200 m)

Mega-Damage: 1 M.D. per depleted uranium round, 2D4 M.D. for a short burst, 4D6 long burst, and 1D6x10 M.D. for a full melee burst.

Rate of Fire: Bursts only for the cannon; its high rate of fire means a full melee burst only uses one attack, but while that particular weapon is tied up for a full melee round, the pilot may use the handgun or launch missiles.

Payload: 100 short bursts, 50 long bursts, or 25 full melee bursts for the cannon.

Box Missile Systems (8): The legs, forearms, shoulders, and chest(2) each have a rectangular missile launch box attached to them. Each holds a pair of short-range missiles; total payload is 16 missiles.

Primary Purpose: Anti-armor
Secondary Purpose: Defense
Range: Varies with missile type, but commonly 5 miles (8 km) for armor piercing.

Mega-Damage: Normally 1D6x10 for armor piercing, but any short-range missile can be used.

Rate of Fire: The missiles can be fired singly or in pairs.

Payload: Each pod holds 2 short range missiles for a total of 20.

Tokarov 97 Gun Pod: The Tokarov 97 is the top quality Soviet gun pod. It combines aspects of the GU-11 with the Zentraedi Blast Rifle. It was too expensive to produce on a large scale, so only the T-99's received it as standard issue. The weapon's designers, their plans for the weapon, and the only production facility for them, were destroyed in a Zentraedi revolt near Moscow in April of 2016.

Primary Purpose: Anti-armor and mecha.
Secondary Purpose: Defense
Range: 4,000 feet (1200 m) for the 50mm gun pod and 1,500 feet (455 m) for the laser.

Mega-Damage: 1D4x10 M.D. for the coherent laser blasts. The gun pod does 3D6 M.D. on a short burst, 5D6 M.D. on long bursts, and 1D6x10 M.D. for a full melee burst.

Rate of Fire: Single shot for the laser. Bursts only for the gun pod (full melee burst uses two attacks/actions); equal to the number of attacks of the pilot. Despite the weapon's over-under configuration, each barrel must be fired separately.

Payload: 15 laser blasts and 200 rounds of ammo for the gun pod. That equals 20 short, 10 long, or 5 full melee bursts for the pod.

Optional Hand to Hand: Damage and bonuses are the same as the VF-series Veritech Jet Fighter.

Aggressor
Assault VTOL (RDF)

The Aggressor VTOL is a non-transformable jet with Veritech-like legs in a Guardian mode arrangement, developed by the RDF (it does not have hands and arms). It is a heavy combat and assault craft similar to the Guardian VTOL, but with far more armor and firepower. The Aggressor is literally a flying tank with the speed of a jet fighter and the versatility of a helicopter. It carries a powerful auto-cannon in its underbelly and a payload of missiles (from mini-missiles to long-range missiles) on its wings. Like the other mecha detailed here, the Aggressor will evolve into and/or be replaced by the REF mecha.

Vehicle Type: Aggressor VTOL non-transformable assault fighter.

Crew: One

M.D.C. by Location:

- Legs (2) — 200 each
- Wings (2) — 100 each
- Wing Weapon Pods (2) — 100 each
- Belly Auto-Cannon — 75
- Missile Launchers (2; wings) — 100 each
- * Main Body — 300
- Reinforced Pilot's Compartment — 200
- * Depleting the M.D.C. of the main body shuts the unit down completely.

Speed: 670 mph/Mach 1 (1078 kmph) maximum or as slow as a complete hover. Walking speed is limited to a maximum of 30 mph (48 km).

Height: 22 feet (6.7 m)

Width: 25 feet (7.6 m)

Length: 32 feet (9.7 m)

Weight: 20 tons

Weapon Systems

1. High Speed, Accelerated Auto-Cannon: This weapon fires high explosive armor piercing rounds. It is identical to the one on the UF-14 Supersonic Interceptor.

Primary Purpose: Anti-Aircraft

Secondary Purpose: Assault

Maximum Effective Range: 6,000 feet (1829 m)

Mega-Damage: 1D4x10 M.D. per 10 round burst.

Rate of Fire: Bursts only.

Payload: 1,800 rounds. Enough for 180 bursts.

2. Wing Pod Weapon Mounts (2): These pod mounts can hold any of the VWC system weapons or sensor pods. Each wing has a single mount, allowing for a pair of one kind of pod. Medium-range missiles are standard.

Primary Purpose: Anti-Aircraft

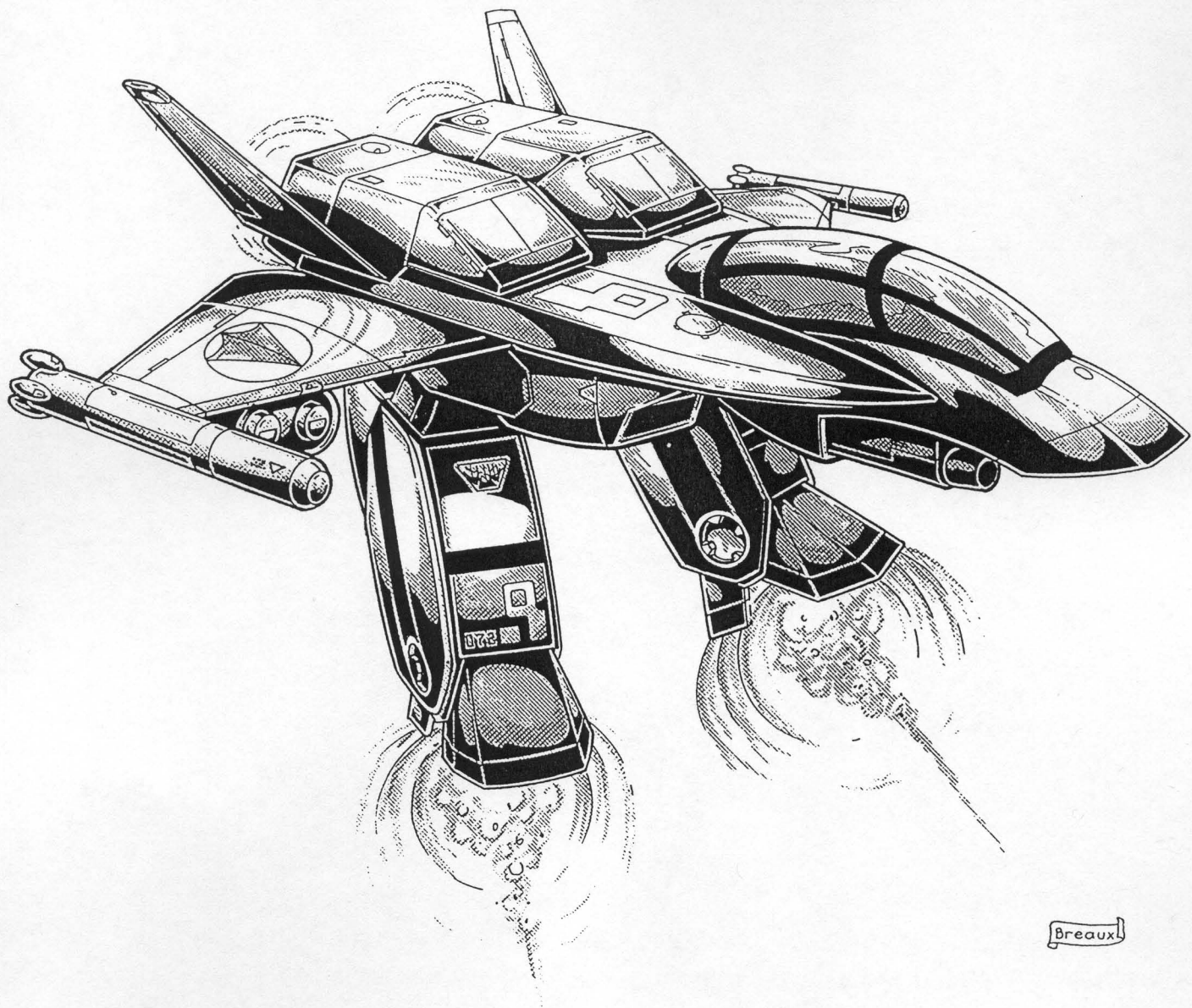
Secondary Purpose: Assault

Maximum Effective Range: Varies with missile type, but usually about 40 miles (64 km).

Mega-Damage: Varies with missile type, but usually 2D4x10 M.D. for high explosive (med.) or armor piercing medium-range missiles.

Rate of Fire: Medium-range missile pods can fire in volleys of one or two.

Payload: Two (2) medium-range missiles.



3. Wing Mounted Long-Range Missiles: On the ends of each wing is mounted a single long-range missile. They are usually fired as soon as a target is identified on radar (usually dozens of miles away) and for that reason, no protective covering or housing is provided to protect them from enemy fire.

Primary Purpose: Anti-Aircraft

Secondary Purpose: Assault

Maximum Effective Range: Varies with missile type, but usually 1,000+ miles (1,600+ km)

Mega-Damage: Proton Torpedoes are common; 4D6×10 M.D.

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

Payload: One on each wing for a total of two.

4. Short-Range Missile Launchers. Located on the top rear of the aircraft at the forward part of the two rear thrusters are two short-range missile pods.

Primary Purpose: Assault

Secondary Purpose: Defense

Maximum Effective Range: Varies with missile type, but usually 3-5 miles (4.8-8 km).

Mega-Damage: Varies with missile type, but normally 1D6×10 M.D. for High Explosive (med.) or armor piercing short-range missiles.

Rate of Fire: One at a time, or in volleys of two, four, six, or eight.

Payload: 32 missiles total, 16 per launcher.

5. Optional Hand to Hand Combat: Limited.

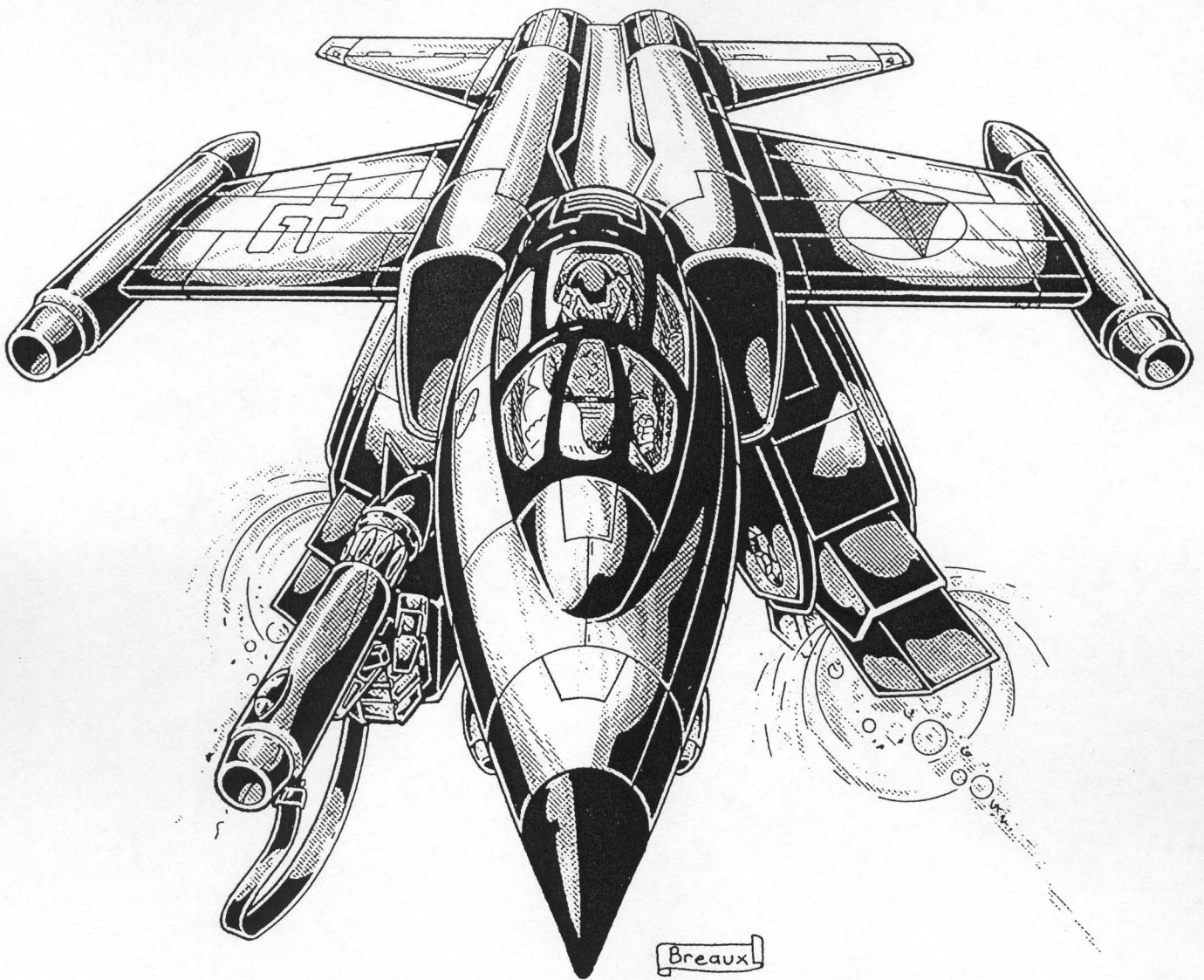
Mega-Damage:

Body Block — 1D6 M.D.

Kick — 1D4 M.D.

* Flying Kick — 4D6 M.D.

* The flying kick is performed by building up speed (about 35 to 45 mph/56 to 72 kmph) at a low altitude (6 to 30 feet/1.8 to 9.1 m) depending on the target's height) and kicking or sideswiping a target while flying by. It uses two melee attacks and requires at least 100 feet (30.5 m) to execute. Game Masters may require a piloting roll for this tricky maneuver (-15% is applicable). It can also be performed by any veritech in guardian mode and the Guardian VTOL.



Guardian VTOL (RDF)

The Guardian VTOL was originally designed as a civil defense aircraft, with all of the capabilities of a jet and helicopter, yet with the versatility, agility and firepower of a Veritech in Guardian mode. The Guardian VTOL is a non-transformable jet with Veritech-like legs and a single robotic arm. As a non-transformable vehicle, the Guardian VTOL only needs one arm for use of a weapon and utility purposes.

The Guardian VTOL aircraft's secondary use is as a light reconnaissance mecha. It is sent in low over trees or other terrain to collect intelligence and scout out enemy positions. As a combat unit, it is used to support ground troops or to engage enemy foot soldiers, light armor, helicopters, or missile attacks.

Vehicle Type: Guardian VTOL non-transformable reconnaissance and defense fighter.

Crew: One

M.D.C. by Location:

Hand (1) — 30

Arm (1) — 70

Legs (2) — 135 each

Wings (2) — 80 each

Weapon/Sensor Pods (2; wings) — 50

Wing Weapon Pods (1 VWC per wing) — 100 each

Wing Tip GU-11 Gun Pods — 100 each

GU-11 (hand-held) — 100

* Main Body — 175

Reinforced Pilot's Compartment — 150

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

Speed: 670 mph/Mach 1 (1078 mph) is standard cruising speed, but the fighter can reach a maximum of Mach 2, or as slow as a complete hover. Walking speed is limited to a maximum of 35 mph (56 km).

Height: 13 feet (4.0 m)

Width: 18 feet (5.5 m)

Length: 32 feet (9.7 m)

Weight: 21 tons

Weapon Systems

1. High-Powered Lasers: Built into each side of the nose of the fighter, this pair of lasers is identical to the high-powered lasers of the VF series Veritech fighters.

Primary Purpose: Assault

Secondary Purpose: Anti-Missile

Maximum Effective Range: 4,000 feet (1220 m)

Mega-Damage: 6D6 M.D. per twin short burst.

Rate of Fire: Short bursts only.

Payload: Effectively unlimited.

2. Wing Pod Weapon Mounts (2): These pod mounts can hold any of the VWC system weapon or sensor pods. Each wing has a single mount, allowing for one VWC modular pod per wing (2 total).

Primary Purpose: Assault

Secondary Purpose: Defense or crowd control

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

Mega-Damage: Varies with missile type, but usually 1D6×10 M.D. for armor piercing short-range missiles. Because of its active aerial nature, the Guardian VTOL is less likely to carry crowd control missiles than the Defender.

Rate of Fire: Varies; see the Versatile Weapon Configuration System description for the fire rates of each pod type. Short-range pods are the most common and fire in volleys of one, three, or all five.

Payload: Varies with pod configurations, but will commonly have 5 short-range missiles per pod for a total payload of ten missiles.

3. Twin Wing Mounted Pod Guns. These are the primary weapons of the Guardian VTOL. One is mounted on the end of each wing. The fire paths of the two guns generally converge at a range of 2,500 feet (762 m) to 4,000 feet. (1220 m). Any target closer than 2,500 feet (762 m) can only be engaged with one of the pod guns unless it is wider than 20 feet (6.1 m).

Primary Purpose: Assault

Secondary Purpose: Defense

Maximum Effective Range: 4,000 feet (1,200 m)

Mega-Damage: Does 3D6 M.D. short burst, 6D6 M.D. long burst, or 1D6×10 M.D. for a full melee burst per pod gun. Each burst uses only one attack, but the full melee burst ties the weapon up for an entire melee round. Double the number of dice rolled if both are fired at a single target, and triple the dice if the two pod guns and the GU-11 are all fired simultaneously at one target.

Rate of Fire: Burst fire only as detailed above.

Payload: Each pod gun has enough ammunition (300 rounds) for 30 short bursts, 15 long bursts, and 7 full melee bursts. Once their payload is depleted, pod guns require a base with proper equipment and 3 minutes (12 melee rounds) to reload. Reloading in the field takes twice as long if the proper equipment is unavailable.

4. GU-11, 55 mm, Three Barrel Gun Pod. The RDF did not have to look far for a versatile weapon system with adequate damage capabilities to supplement the Guardian's pod guns. Its fully functioning arm made the GU-11 an easy and ideal choice.

Primary Purpose: Assault

Secondary Purpose: Defense

Maximum Effective Range: 4,000 feet (1,200 m)

Mega-Damage: 3D6 M.D. short burst, 6D6 M.D. long burst, and 1D6×10 M.D. for a full melee burst (only uses two actions, but the weapon is unavailable for an entire melee round).

Rate of Fire: Burst fire as detailed above.

Payload: 200 rounds of ammunition per clip provides enough ammo for 20 short bursts, 10 long bursts, and 5 full melee bursts. Changing clips takes half of a character's melee attacks/actions.

5. Optional Hand to Hand Combat: It is limited by the location and design of the legs and arm, but the Guardian VTOL can still engage in limited melee combat.

Mega-Damage:

Punch — 1D4 M.D.

Power Punch — 2D4 M.D.

Body Block — 1D6 M.D.

Kick — 1D4 M.D.

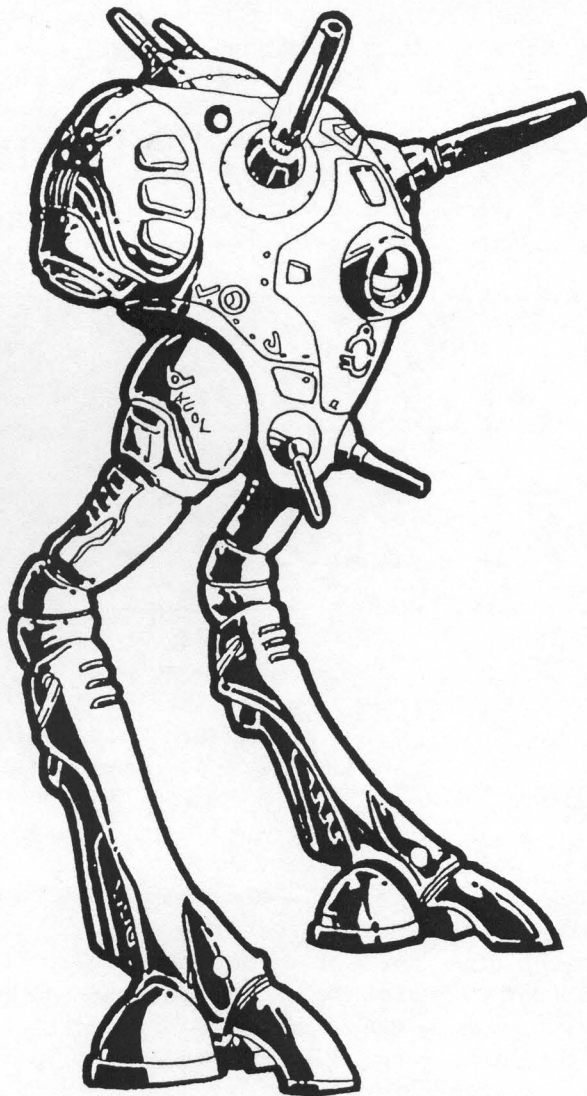
Flying Kick — 4D6 M.D.; the flying kick is performed by building up speed (about 35 to 45 mph/56 to 72 kmph) at a low altitude (6 to 30 feet/1.8 to 9.1 m, depending on the target's height) and kicking it or sideswiping it while flying by. It uses two melee attacks/actions and requires at least 100 feet (30.5 m) to execute. Game Masters may require a piloting roll (-15%) for this tricky maneuver. It can also be performed by any veritech in guardian mode and the Aggressor Assault VTOL.

Zentraedi Mecha (New)

This section details the Zentraedi Officer's Pod, Male Power Armor, and Female Power Armor as modified by Zaria and her technicians. Before getting to the mecha stats, some details need to be presented to help bring those modifications into full perspective. The standard Zentraedi mecha, especially the Battle Pods, are designed to be used by a massive army of clones serving heartless masters. Consequently, the Zentraedi warriors were considered to be expendable cannon fodder by the Robotech Masters. If one was killed, they simply made another. Since the Zentraedi warriors have been effectively brainwashed into believing that death on the battlefield was both glorious and heroic, few had any qualms about such a noble end to their lives. This being the case, the Zentraedi Battle Pods were cheaply produced weapon platforms and exoskeletons without a reinforced pilot's compartment and little M.D.C. armor. A Zentraedi mecha that reaches exactly zero M.D.C. will be a smoking, powerless husk that the pilot can climb out of, but any additional damage will go directly to the pilot or even cause it to explode, killing anyone inside.

Since the Zentraedi have been defeated in the First Robotech War and troops and mecha are no longer available on an infinite level, the Zentraedi have come to a new perspective about mortality. The influence of Micronian morals and culture has also been attributed to a higher regard for life — particularly their own. This has led some rogue Zentraedi forces to modify their mecha with additional armor, safety features and weapons. Their numbers dwindle daily and they must now fight to preserve their race as well as to destroy the hated Micronians.

Zaria, unlike the Robotech Masters, does not worry about controlling the Zentraedi soldiers under her command, she worries about building a strong and resilient army that will not crumble under the power of the RDF. As a result, many of her troops have upgraded mecha with more than the normal M.D.C., reinforced pilot compartments and enhanced combat systems. This means that depleting the M.D.C. of a (upgraded) Battle Pod no longer kills the pilot and the mecha can withstand more damage than an enemy might expect. In addition, many have additional weapon systems that can catch an unwary opponent by surprise.



Zaria Upgrades for Standard Battle Pods:

Roughly half of the common egg-shaped Battle Pods that run and leap on ostrich style mechanical legs typically have an additional 1D4×10 M.D.C. plus a reinforced pilot's compartment with 30 M.D.C. points. 5% are heavily armored with an additional 65 M.D.C. (reduce speed by 20%) and a reinforced pilot's compartment with 30 M.D.C. points. 2% also have hybrid weapon systems like one or two additional auto-cannons or GU-11 gun pod mounted on the side or top of the unit. The rest are the standard Battle Pods — Zaria's resources are limited.

Each of the Battle Pods upgraded by Zaria's technicians is outfitted with a leg clamp to carry either a Zentraedi assault rifle or laser rifle that can be used by warriors who need to abandon a crippled Pod.

Officer's Pods and power armor have even more dramatic improvements and are presented in the next few pages.

Male Power Armor (Zaria)

Zaria has changed the role of the male power armor from that of a specialty unit into a mainline combat mecha by adding firepower, armor, and melee capabilities. The modified power armor can be considered the equivalent of a Zentraedi *Destroid* unit. It has low mobility and speed, but impressive weapon systems.

Vehicle Type: Modified Zentraedi Male Power Armor.

Crew: One full-sized Zentraedi.

M.D.C. by Location:

* Shoulder Particle Beams (2) — 75 each

* Hands (2) — 25 each

Head — 75

Arms — 65 each

Legs — 100 each

* Zentraedi Energy Rifle — 40

* Buzz Saw — 50

** Main Body — 200

* A single asterisk indicates small and/or difficult targets to hit. An enemy attacker must make a called shot to strike and even then is -3 to do so.

** Depleting the M.D.C. of the main body shuts the unit down completely. Future attacks do damage to the pilot.

Speed: The character's running speed is doubled. Average speed is about 30 mph (48 kmph).

Height: 58 feet (17.6 m)

Weight: 6.5 tons, which does not include the weight of the Zentraedi inside.

Weapon Systems

1. Rotary Buzz Saw: The segmented bulb in the chest of the power armor blossoms into a collection of mega-damage blades that rotate at high speeds and are designed to cut into M.D.C. armor during close combat. The pilot simply grapples with his opponent and lets the blade do its job.

Primary Purpose: Assault

Secondary Purpose: Defense

Range: Approximately 7 feet (2.1 m)

Mega-Damage: 1D4×10 M.D.; each strike of the buzz saw counts as one melee attack/action — although holding an opponent close to the chest and unleashing the blade to tear him apart will count as two attacks (one to hold him close and one for the buzz saw attack).

Rate of Fire: Each attack with the buzz saw counts as one melee action.

Payload: Effectively unlimited use.

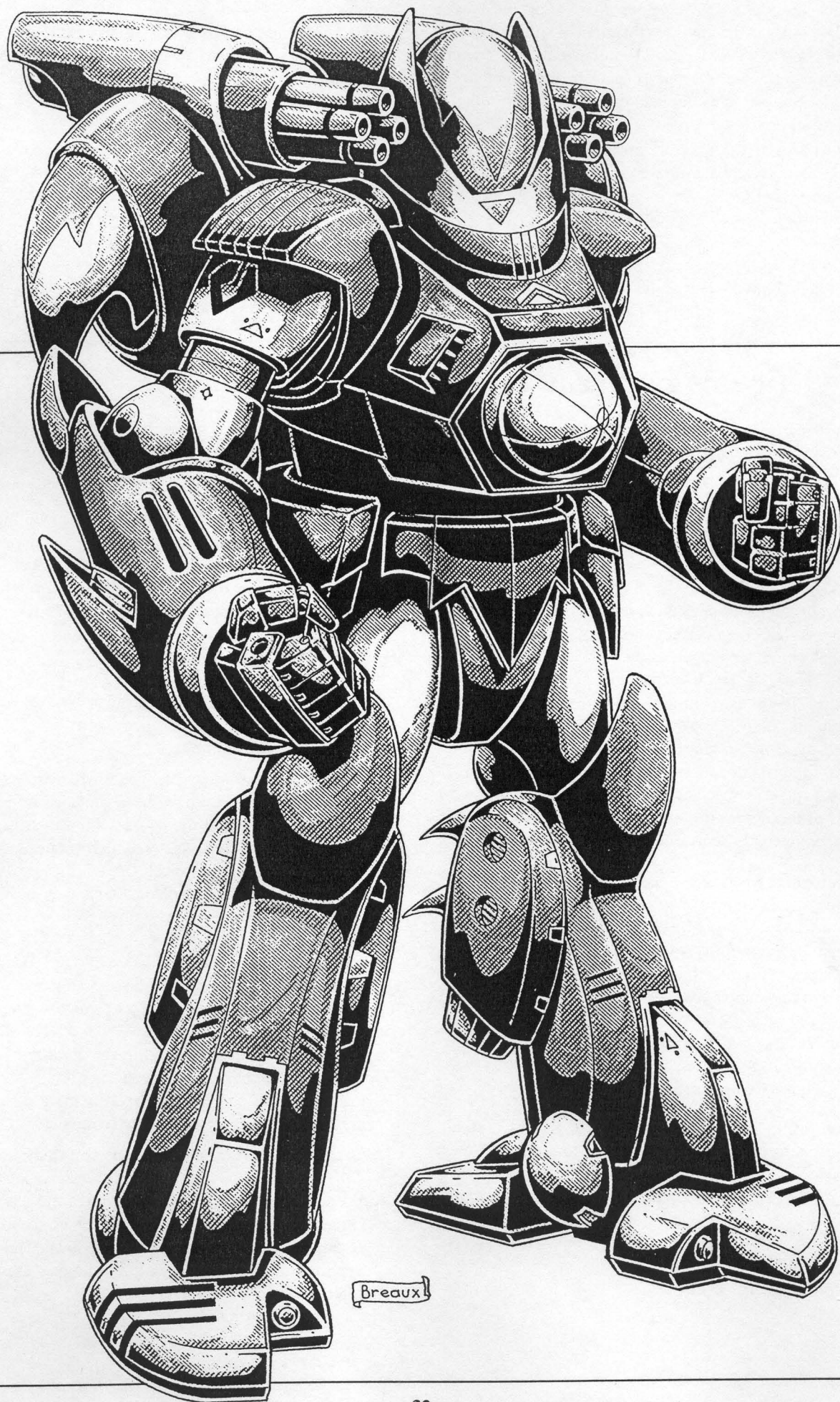
2. Shoulder Particle Beam Guns: Each shoulder has a multi-barrel particle beam weapon mounted on it. Each weapon can fire independently, or simultaneously at the same target.

Primary Purpose: Assault

Secondary Purpose: Defense

Range: 4,000 feet (1,200 m)

Mega-Damage: Each barrel does 1D10 M.D. for a total of 1D4×10 M.D. per weapon. A simultaneous blast from both weapons does 2D4×10 M.D.



Rate of Fire: Each weapon typically fires a volley of four blasts (1D4×10 M.D.) but can be fired in increments of 1D10 as a warning shot or for other reasons. A simultaneous attack from both shoulder weapons counts as one attack. The total number of attacks per melee is equal to the number of attacks of the pilot.

Payload: Unlimited

3. Zentraedi Energy Rifle: A laser version of the assault rifle.

Issued as an auxiliary or back-up weapon.

Primary Purpose: Assault

Secondary Purpose: Defense

Range: 3,000 feet (1,000 m)

Mega-Damage: 4D6 M.D.

Rate of Fire: Single blasts; equal to the number of attacks of the pilot.

Payload: 20 shot energy clip.

4. Optional Hand to Hand: Hand to Hand Bonuses from Combat Training: Identical to the Zentraedi Male Power Armor bonuses.

Punch — 1D8 M.D.

Power Punch — 2D8 (or 4D4) M.D.

Kick 1D6 — M.D.

Body Flip — 1D4 M.D.

Body Block — 1D4 M.D.

Stomp 1D4 M.D.; victims of a stomp attack must be smaller than 12 feet (3.6 m) tall.

Special: +1 additional attack per melee in close combat or wrestling when the buzz saw is used; can hold an opponent with his hands and still unleash the saw.

Super Officer's Pod (Zaria)

Zaria would dearly like to have these pods as her front-line assault units in the army she will build, but they are as expensive for her to build as they were for the Masters. At the end of the adventure, **Darkness Flowering**, only a handful of these special "super" mecha have been built and several are likely to be destroyed in the course of the adventure.

The **Zarian Officer's Pod**, as most rogue Zentraedi call it, is built and designed with the micronian technicians' superior uses of Robotechnology (as compared to that which went into the original pods), and as a result, it receives better bonuses and more armor than the original Officer's Pod without losing speed or maneuverability. Only Zaria's most loyal or skilled officers will be issued these mecha until mass production is available. The ability to mass produce her mecha is part of her goal. If Zaria escapes in the final encounter, she will carry out her plan and hundreds of these powerful war machines will fall into the hands of murderous rogue Zentraedi!

Vehicle Type: Zarian (redesigned Zentraedi) Officer's Pod.

Crew: One full-sized Zentraedi.

M.D.C. by Location:

* Large Particle Beam Belly Cannon (1) — 75

* Auto Cannons (2; shoulder/arm sockets) — 35 each

Particle Beam Cannons (2 top) — 80 each

Legs (2) — 120 each

* Missile Pods (2; chest) — 55 each

** Main Body — 200

Reinforced Pilot's Compartment — 75

* A single asterisk indicates small and/or difficult targets to hit. An enemy attacker must make a called shot to strike and even then is -3 to do so.

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

Speed: 250 mph (400 kmph) running. 675 mph (1,080 kmph) flying.

Height: 60 feet (18.2 m)

Weight: 46.5 tons

Weapon Systems

1. Large Particle Beam Cannon: The large particle beam cannon has been moved to an underbelly mounting, giving it a wider range of movement, particularly against ground troops, and greater protection from enemy attack since it is protected by the body of the mecha. The cannon can rotate 180 degrees and has a 90 degree arc of fire.

Primary Purpose: Assault

Secondary Purpose: Anti-Aircraft

Range: 10,000 feet (nearly 2 miles/3.2 km)

Mega-Damage: 5D10+25 M.D. per blast

Rate Of Fire: Two per melee.

Payload: Effectively unlimited.

2. Large Auto-Cannons (2): The small auto-cannons on the original Officer's Pod have been replaced by larger versions located in what were the sockets for the arms (the weapon arms are gone). These cannons can rotate 360 degrees and have a 180 degree arc of fire!

Primary Purpose: Assault and Anti-Personnel

Secondary Purpose: Defense

Range: 4,000 feet (1,200 m)

Mega-Damage: 2D6 M.D. short burst, 4D6 M.D. long burst, or 1D4×10 M.D. for a full melee burst. Double the damage if both cannons are fired at the same target (which is not always possible).

Rate Of Fire: Bursts only; equal to the number of attacks of the pilot. A full melee burst uses two attacks.

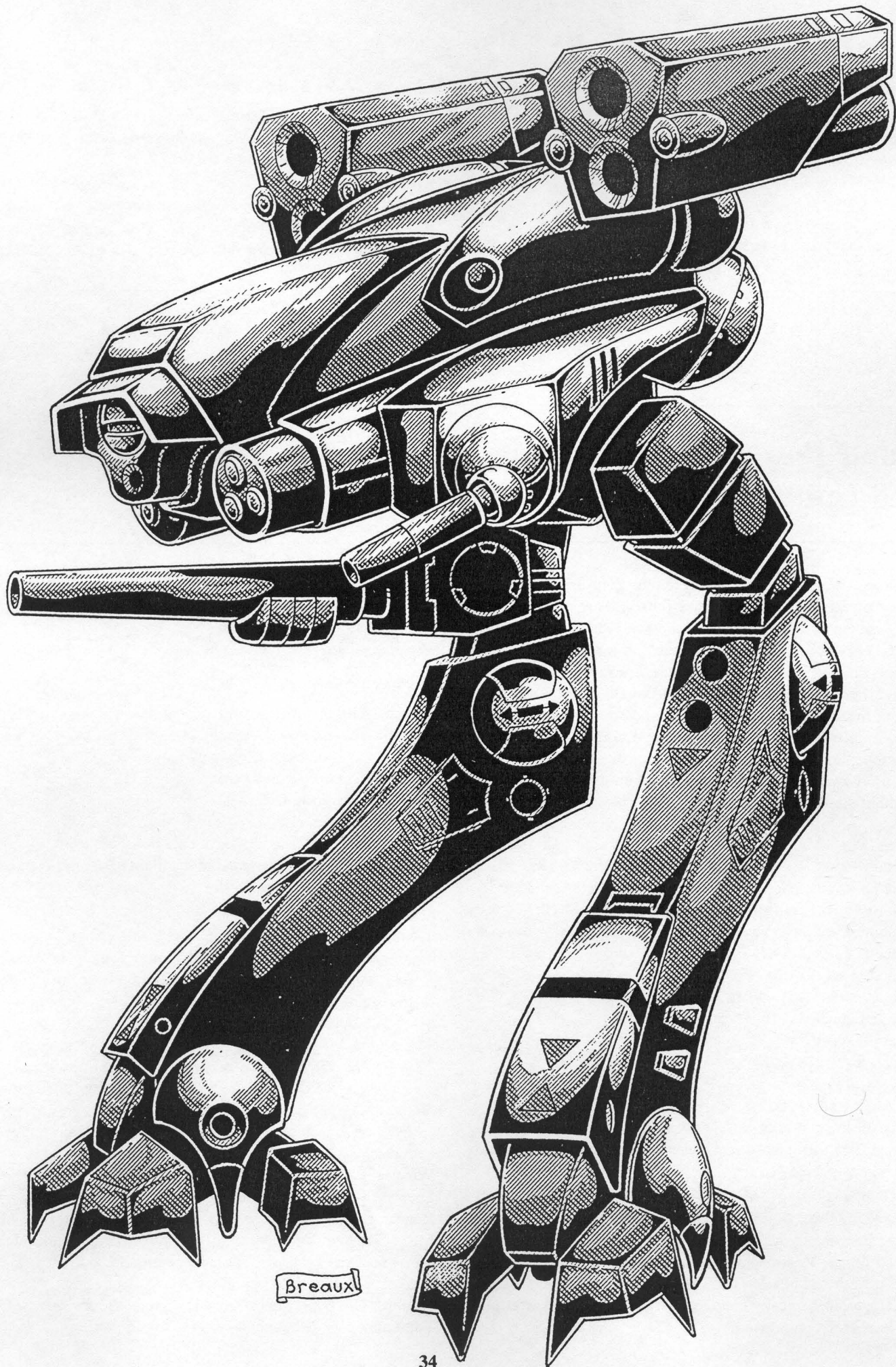
Payload: Each cannon has 400 rounds for a possible 40 short bursts, 20 long bursts, or 10 full melee bursts.

3. Particle Beam Cannons (2; top mounted): Zaria's version of the Officer's Pod has no weapon arms. Instead, the weapon appendage that once made-up the forearm section is mounted on the upper thrusters. The two weapon appendages face forward but can move 50 degrees up or down. The particle beam cannons can fire one at a time or simultaneously at a single target.

Primary Purpose: Assault

Secondary Purpose: Anti-Spaceship

Range: 6,000 feet (1,830 m)



Mega-Damage: 4D10 M.D. per single blast or 2D4×10 M.D. double blast.
Rate Of Fire: One single or double blast equal to the combined hand to hand attacks of the pilot.
Payload: Effectively unlimited.

4. Forward Missile Pods: A fixed forward missile launcher is located on both sides of the sensor eye.

Primary Purpose: Assault
Secondary Purpose: Defense
Range: Varies by short-range missile type.

Mega-Damage: Varies by missile type.
Rate of Fire: One at a time or in volleys of two.
Payload: 12; six per launcher.

5. Optional Hand to Hand: Training and bonuses are identical to the Zentraedi Officer's Pod, but some of the combat moves are different (remember, no arms).

Kicks — 1D6 M.D.
Jump Kick — 2D6 M.D.
Body Block/Ram & Stomps do 1D4 M.D.; a stomp attack can only be used against targets that are less than 12 feet (3.7 m) tall.

Female Power Armor MPA Shell Unit (Zaria)

Zaria has created a unique suit of female Zentraedi Power Armor that offers greater variety and power. This mecha effectively comes in two parts, the outer shell and the inner or "core" unit. **The core** is a new, armored battle suit for the female pilot of the mecha. **The outer shell** looks almost exactly like a suit of Zentraedi Female Power Armor with similar weapon systems, but Zaria has had the armor upgraded and some of the weapon systems improved or modified. Once the M.D.C. of the shell unit has been depleted, it can be instantly jettisoned, like "pop-off" armor, to allow the MPA Core Unit freedom to engage in combat without the outer armor.

Vehicle Type: Mecha Power Armor Shell Unit; Non-Transformable.

Crew: One, but the pilot must be wearing the Shell Core Unit.

M.D.C. by Location of the Outer Power Armor Shell:

- * Communications Antenna - 10
- * Face Plate - 60
- * Chest Guns (2) - 40
- * Forearm Guns (2) - 50 each
- Missile Launchers (4) - 75 each
- Arms - 80 each
- Thrusters (2) - 75 each
- Legs - 100 each
- ** Main Body - 200

* The very small size and/or location of these items make them difficult to hit. Attackers are at -6 to strike on a called shot when attacking them.

** Depleting the M.D.C. of the main body shuts the unit down completely, and it will be ejected in one action.

Note: Because the Core Unit is built to the same scale as a full-sized female Zentraedi, it fits into the MPA Shell Unit the same as a flesh and blood pilot. This means the arms and legs of the Shell are mechanically operated and the Core unit's extremities do not extend into them.

Speed: Running speed is 100 mph (160 kmph), and flying speed is a maximum of Mach 4, or as slow as a complete hover.

Height: 58.6 feet (17.7 m)

Weight: 40 tons

Weapon Systems

1. Chest Guns: Identical to the dual auto-cannons on the Zentraedi Female Power Armor. They fire simultaneously at the same target unless one is destroyed.

Primary Purpose: Assault
Secondary Purpose: Defense
Range: 4,000 feet (1,200 m)

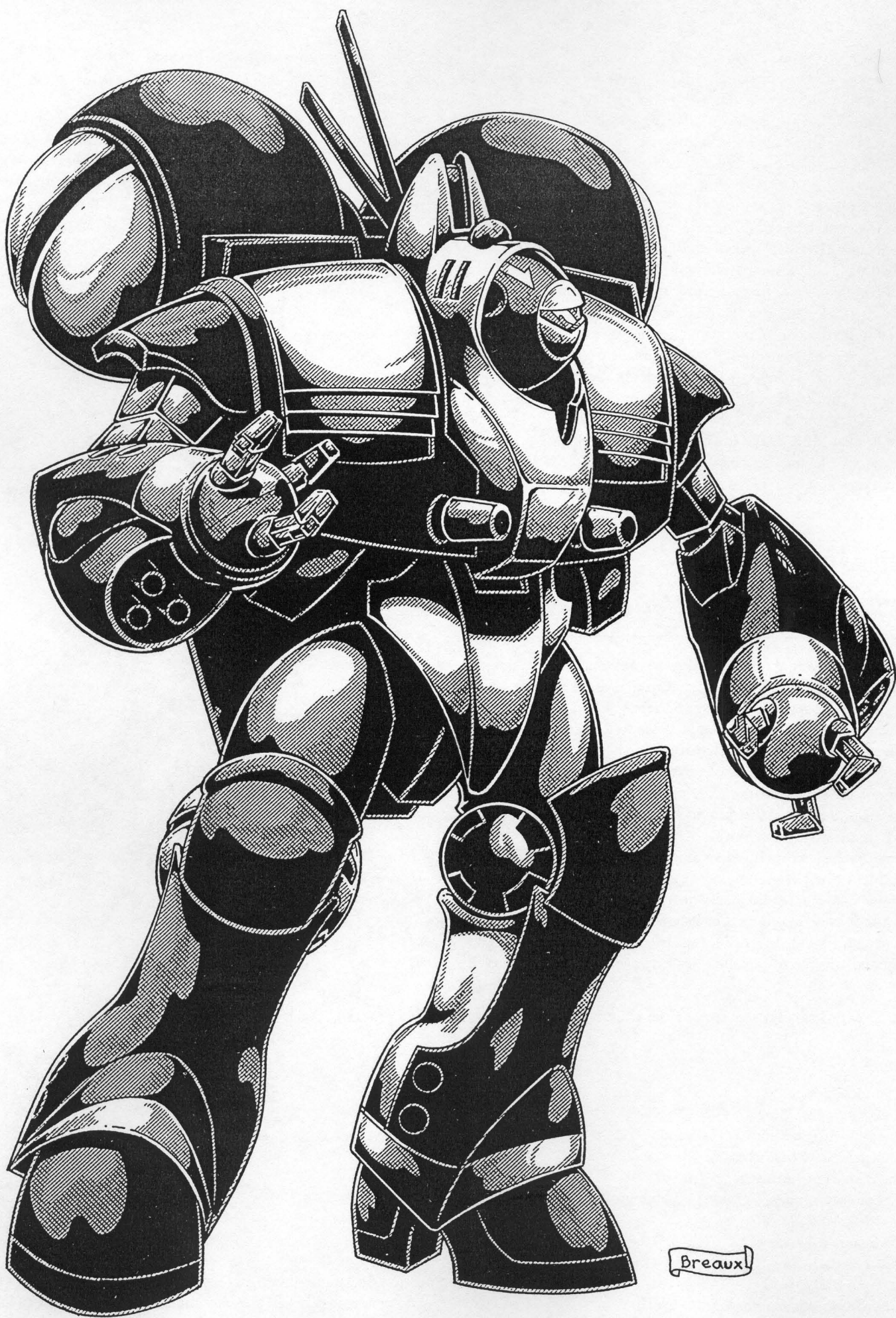
Mega-Damage: 4D8 M.D. per double burst.
Rate of Fire: Burst only; equal to the number of attacks of the pilot.

Payload: 80 twin blasts.

2. Short-Range Missile Systems: The MPA Shell has the same missile system as the standard Zentraedi Female Power Armor, but half of them are controlled by a defense computer instead of the pilot.

The defense computer reacts when a missile volley locks onto the MPA by firing a pair of missiles to intercept them (+4 to hit, 75% chance of destroying an entire volley). The actions of the defense computer do not affect Zaria's number of attacks per melee. It operates on its own with no specific numbers of attacks, but it can only handle three volleys per melee round; a fourth would be ignored.

Primary Purpose: Assault/Defense
Secondary Purpose: Defense
Range: As per short-range missiles. Usually 2 or 3 miles (4 km).
Mega-Damage: Varies with missile type, but normally high explosive or armor piercing short-range missiles.
Rate of Fire: Singly or in volleys of 2, 4, 8, or 12.
Payload: Hip Launchers - 22 each; 44 total (22 for defense).
Top Launchers - 22 each; 44 total (22 for defense).



Top Launcher reload - 22 each; 44 total (22 for defense).
Total payload is 132 short-range missiles with 66 reserved for defense and controlled by the defense computer.

3. High Speed, Triple Barrel, Pulse Lasers: Zaria's technicians have modified the pulse lasers to a design similar to the RDF laser, but on a larger scale.

Primary Purpose: Assault
Secondary Purpose: Anti-armor

Range: 2,000 feet (610 m).
Mega-Damage: 1D6 M.D. per blast, 2D6 M.D. for a rapid triple burst, 5D6 M.D. for a long burst, and 1D6x10 M.D. for a full melee of continuous fire per each arm. Both of the arm guns can be fired at a single target for double the listed damage, but they are normally fired independently.

Rate of Fire: Aimed, burst, or wild with damage as listed above.
Payload: Unlimited. It draws from the power of the mecha.

4. Optional Hand to Hand: The same as for the Female Power Armor. Kicks and punches do 1D8 M.D., and Body flips and stops do 1D4 M.D. Hand to Hand Bonuses for Shell Combat Training are identical to the bonuses for the Zentraedi Female Power Armor.

Core Unit (Zaria) Power Armor MPA

The Mecha Power Armor or MPA has several applications, including deception, concealment, surprise, layered armor, and firepower. The MPA Core Unit is a 52 feet (15.7 m) tall suit of power armor designed and built to be close to the dimensions of a full-sized female Zentraedi. Because it does not transform, it has less of the sensitive areas of a Veritech and can thus carry more armor on its slight frame. A powerful thruster system in the back, feet, and shoulders provides flight, and built-in weapons give it surprising firepower. Although the Core Unit can utilize gun pods, it normally does not due to its ability to fit inside the MPA Shell. The melding of the two machines creates a much more stable and solid mecha that surpasses all flying vehicles in armor and firepower. On its own, the Core Unit is fast and powerful enough to engage an average RDF Veritech or Destroid and survive to tell the tale. However, it lacks weapon diversity.

Vehicle Type: Mecha Power Armor Core Unit; Non-Transformable battloid.

Crew: One

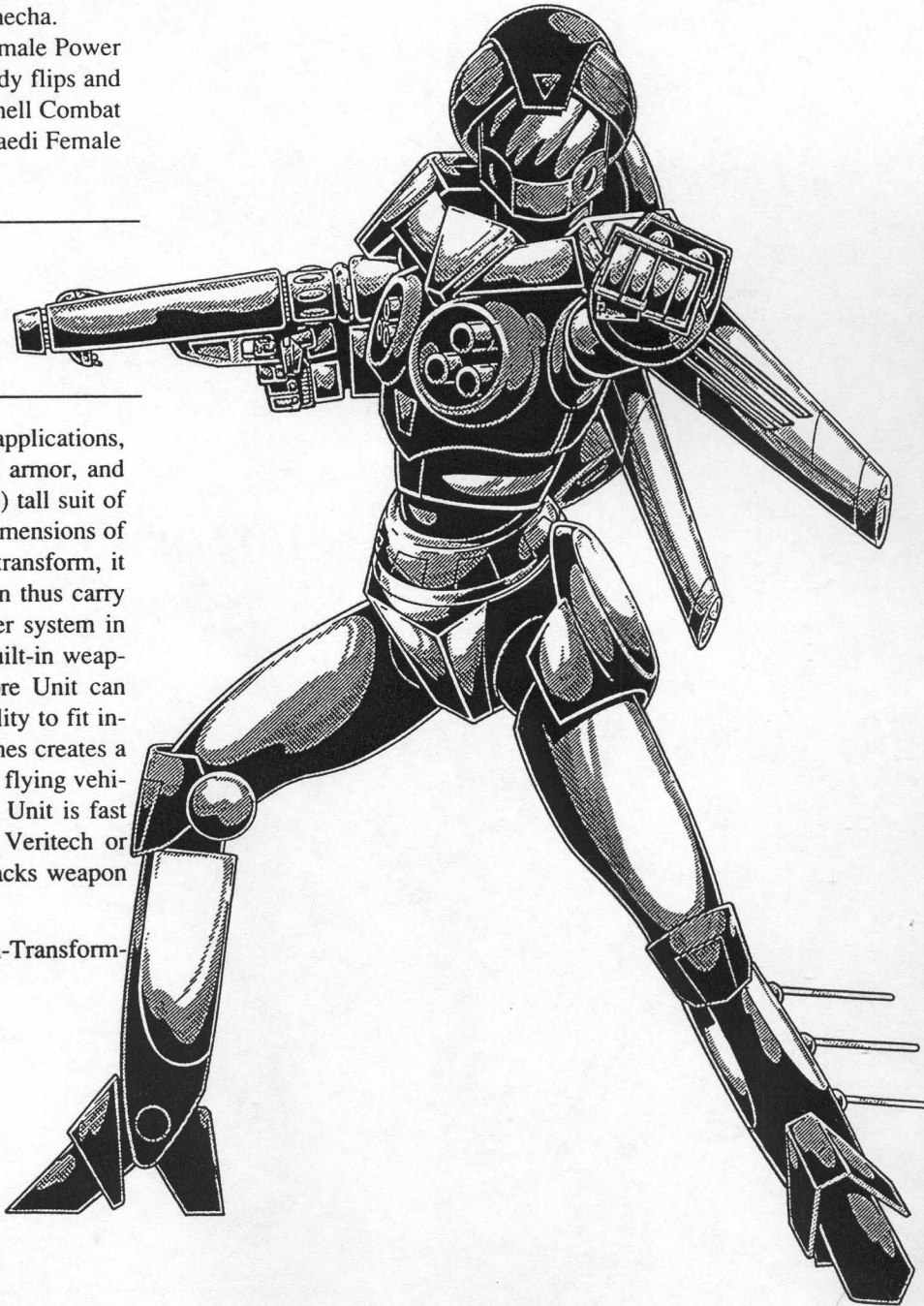
M.D.C. by Location:

- * Chest Guns (2) - 50 each
- * Forearm Missile Pods (2) - 30 each
- Shoulder Missile Launchers (2) - 45 each
- Main Wings (3) - 75 each
- ** Secondary Wings (4 groups) - 30 per group
- Arms - 70 each
- ** Thrusters (6) - 45 each
- Legs - 110 each
- *** Main Body - 150
- Reinforced Pilot's Compartment - 200

* The very small size and/or location of these items make them difficult to hit. Attackers are at -5 to strike on a called shot when attacking them.

** Destroying half of either of these targets reduces dodge bonuses by -1. Destroying half of each (3 thrusters and 2 secondary wing groups) lowers dodge bonuses by another -1. If the other two secondary wing groups are destroyed, another -1 is incurred (-3 total), and destroying all six thrusters makes flight impossible. The loss of one main wing reduces the dodge bonus by -1, but flight is not impaired. The loss of two wings results in uncontrolled flight and necessitates an emergency landing.

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



Speed: Maximum running speed is 75 mph (120 kmph). The power armor also enables the character to leap 50 feet (15.2

m) high or lengthwise from a standing position, double if a running start is made. Flying speed is Mach 2 maximum, or as slow as a complete hover.

Height: 52.4 feet (15.9 m)

Weight: 22 tons

Weapon Systems

1. Chest Guns (2): These are compact versions of the rapid-fire, triple-barreled forearm guns on the MPA Shell Unit. They only fire in pairs, which gives them exemplary damage, but firing is limited to a fixed forward position in front of the mecha.

Primary Purpose: Assault

Secondary Purpose: Defense

Range: 2,000 feet (600 m)

Mega-Damage: 2D6 M.D. per double blast, 4D6 M.D. for a twin short burst, 1D6×10 M.D. for a long burst, and 2D6×10 for a full melee of continuous fire.

Rate of Fire: Bursts only; equal to the number of attacks of the pilot.

Payload: Unlimited.

2. Short-Range Missile Launchers (4): The MPA Core Unit does not have the defense system of its Shell counterpart. Its total payload is less than 1/4 of the Shell Unit's.

Primary Purpose: Assault

Secondary Purpose: Defense

Range: As per short-range missiles. Usually 2 or 3 miles (4.8 or 6.4 km).

Mega-Damage: Varies with missile type, but normally high explosive or armor piercing short-range missiles.

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

Payload: Forearm Launchers - 2 each; 4 total.

Shoulder Launchers - 8 each; 16 total.

Total payload is 20 short-range missiles.

3. Optional Use of Gun Pods: The power armor clad warrior can use any giant-sized guns, whether they are Zentraedi or intended for use by RDF or E.B.S.I.S. mecha — usually captured or stolen.

4. Optional Hand to Hand: The same as for the Veritech. Kicks and punches do 1D6 M.D., and Body flips and stops do 1D4 M.D. Hand to Hand Bonuses for MPA Core Combat Training are identical to the bonuses for the Zentraedi Female Power Armor, but add one additional attack per melee for pilots of third level or greater experience.

Other Combat Prototypes

RDF M.D.C. Body Armor

One of the first successes in the miniaturization of Robotechnology was the development of personal mega-damage body armor. As with most of the mecha and equipment in this book, the body armor represents a stepping stone between the technologies of the *Macross/SDF-1 era* and that of the later *Southern Cross* and *REF/SDF-3* time periods. The armor is still being developed and lacks the impressive 50 M.D.C. of later types, but when compared to the currently available S.D.C. hard armor, it is a definite improvement.

All RDF battle armors have the following systems: insulated for fire resistance up to 245 degrees Centigrade, radiation shielded, tinted, light sensitive visor, gas filtering with artificial circulation, 4 mile (6.4 km) short range radio, and an independent oxygen supply/purge system.

Light Combat Armor: The techniques and designs applied in this armor will be the key elements in the success of the later Southern Cross and CVR-3 armors. It is fully articulated and imposes no penalties on the wearer, even when piloting a Veritech or other demanding vehicle. As with the prototype mecha, these suits are not yet in widespread production or distribution (they will be by the time the REF leaves Earth's defense in the hands of the Armies of the Southern Cross), so availability is left up to the Game Master. The light combat armor is likely to be more common than the heavy armor. **M.D.C.:** 15; **Weight:** 25 lbs. (11.3 kg).

Heavy Combat Armor: The heavy combat armor is rather reminiscent of the S.D.C. infantry combat armor in that it is par-



tially restrictive in movement and is not suited to the piloting of demanding mecha like the Veritech. However, to the foot soldier on the frontline, it is a godsend. With thick M.D.C. plating, the armor has nearly 60% of the M.D.C. of a Zentraedi Battle Pod! At this point in development, the plating to achieve this protection is rather thick, especially when compared to conventional body armor. Apply the following penalties to a character using the RDF Heavy Combat Armor: -1 to strike and parry, -2 to dodge, and -15% to prowl, climb, swim and the performance of similar physical skills. **M.D.C. 30; Weight:** 35 lbs. (15.9 kg).

Micronian Power Armor

The name comes from the fact that it is based on the same concept and design as the Zentraedi male power armor, only human (aka micronian) size. A typical suit of micronian power armor is roughly seven and a half feet tall, from head to toe, with micro-enhancement motors for increased strength and speed. Its being slightly larger than human-size also allows for an increased amount of M.D.C. armor plating. The power armor is lacking in firepower compared to the giant-sized suit, but does have adequate capabilities. Its primary role is as a heavy support unit for foot soldiers active in the field.

The suit runs on protoculture which means it responds instantly to thought and body movement, and can move silently and swiftly despite its bulky appearance. Its production, even as a prototype, will be limited, but much of its technology will live on in the Cyclone. **Note:** This power armor is commonly issued the Lightning weapon system when on combat missions. It is a favorite among loyal, micronized Zentraedi soldiers within the RDF.

Model Type: RDF Heavy Combat Armor

Crew: One. The suit functions as oversized body armor.

M.D.C. by Location:

Missile Launchers — 20

Heavy Laser — 5

Main Body — 95 (includes arms, legs, and head)

Speed: Running speed is 60 mph (96 kmph). Flying speed is 175 mph (280 kmph).

Physical Strength: Adds +12 to the pilot's P.S. attribute.

Height: 7 feet, 6 inches (2.3 m)

Width: 4 feet (1.2 m)

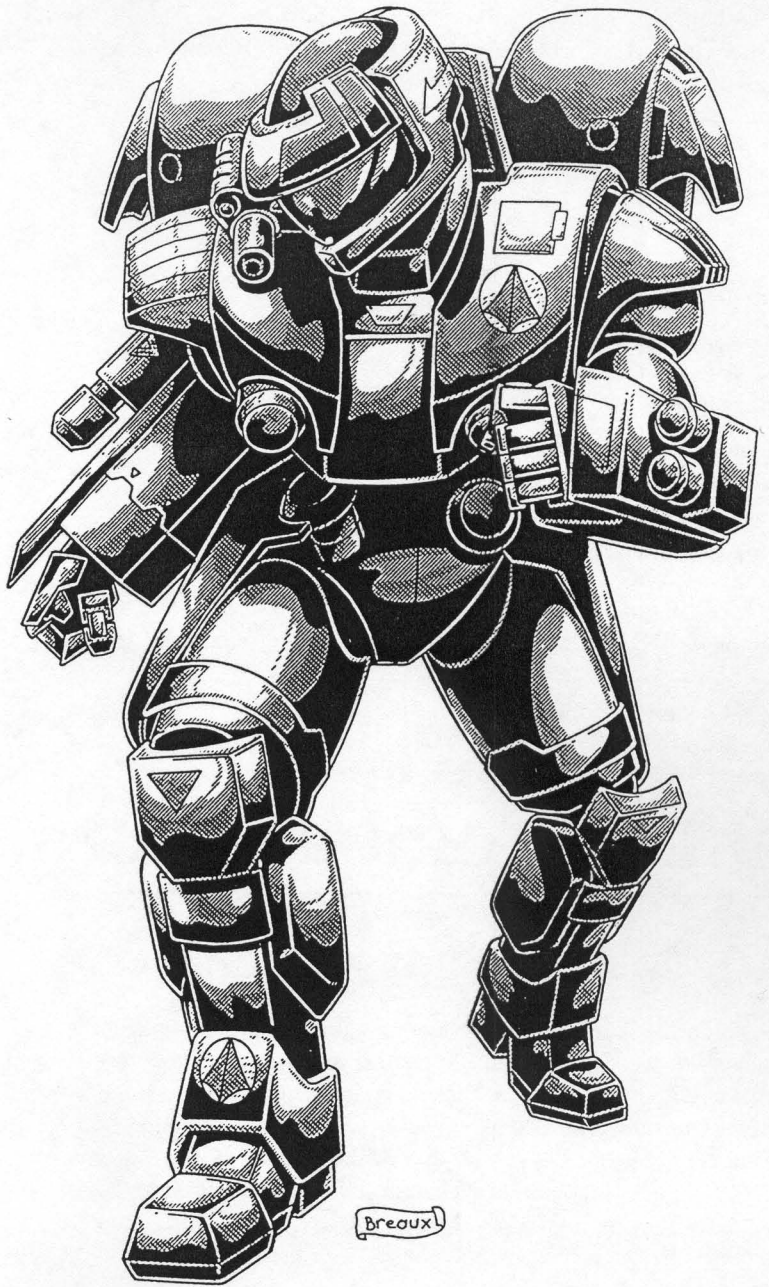
Weight: 300 lbs (136 kg)

Cargo: Can attach a pair of small boxes (18×20×18 inches) to the hips and a larger box (18×20×24 inches) can be attached to the lower back, across the waist. A backpack can also be carried on the back or slung over the shoulder.

Weapon Systems

1. Built-in RDF Heavy Laser: Mounted on the right shoulder of the micronian power armor is an RDF heavy laser. It has a 90 degree vertical arc of fire with an 180 degree horizontal sweep and is slaved to the helmet. Wherever the pilot looks, the laser aims and is +1 to strike. The laser is powered by its own protoculture cell that increases its normal payload by 8 times and adds to its range.

Primary Purpose: Assault



Range: 1,200 feet (365 m)

Mega-Damage: 2D4 M.D. per single blast, 3D6 M.D. for short bursts, 6D6 M.D. for long bursts, and 2D4×10 M.D. for a full melee burst!

Rate of Fire: Standard; aimed, burst, or wild.

Payload: Equal to four standard power packs; 80 single blasts, 64 short bursts, 40 long bursts, or 4 full melee bursts.

2. Unguided Mini-Missiles: Making use of the new unguided mini-missiles, the power armor is outfitted with them for hard hitting and knock-down power.

Primary Purpose: Anti-Armor and Anti-Aircraft.

Secondary Purpose: Defense and Anti-Missile.

Range: Approximately one mile (1.6 km).

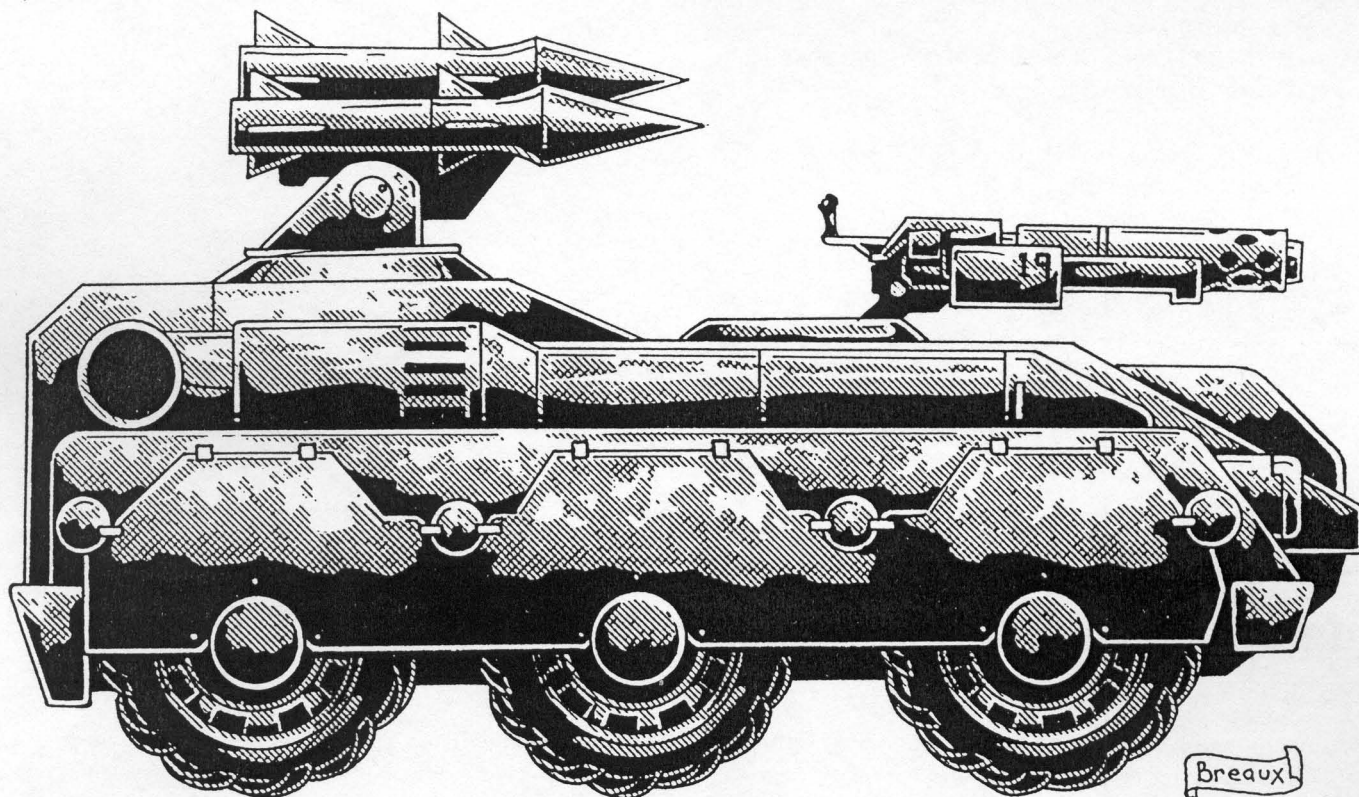
Mega-Damage: 1D4×10 M.D. per missile for armor piercing.

Rate of Fire: One at a time or in pairs.

Payload: Two per arm (4 total).

3. Conventional Weapons: The power armor wearer can also use conventional weapons such as S.D.C. rifles, grenades and so on, as part of his overall armaments.

4. **Optional Hand to Hand Combat:** The power armor uses standard S.D.C. combat rules for hand to hand purposes, except its *power punch* does 100 S.D.C. or one mega-damage point; counts as two melee actions. The power armor also adds the following bonuses: +1 on initiative, +1 to dodge, and at third level proficiency: +1 attack per melee round (in addition to the wearer's other bonuses from attributes and combat skills).



AZO-Recon II

Always at odds with armed law enforcement personnel, the high-tech bandits of Robotech Earth must find ways to compete with giant, rogue Zentraedi equipped with mega-damage weapons and mecha, for territory, salvage and loot. To even the gap between them, the humans augment their vehicles with M.D.C. plating and mega-damage weapons, particularly missiles and cannons (they also use land mines and booby traps). Modifying a military vehicle is considerably less expensive than reconstructing Destroids, although the wealthiest bandits will count a handful of such rebuilt behemoths among their armaments.

The Anti-Zentraedi Outfitted AZO-Recon II is one of the more notable of many vehicles that have had mega-damage armor and weapons added in an attempt to make it competitive with the giant Zentraedi and their mecha. Although such measures do work, they are by no means the only answer to combating the Zentraedi. Stealth, cunning and trickery can make for a deadly combination that increases one's odds dramatically.

The modified Recon II is not likely to be a match for even a single battle pod in a head-to-head battle, but it is likely to be the heaviest vehicle at a bandit/mercenary's disposal. Those bandits lucky enough to acquire a GU-11 Gun Pod or mini-missile pod will mount it on the AZO Recon II in place of, or alongside standard missiles. RDF heavy lasers are good replacements for the M-89s.

Crew: Pilot and two gunners, plus two passengers.

M.D.C. by Location:

Rocket Launchers — 10

Hatches (2) — 4 each

Machineguns (2) — 2 (200 S.D.C.)

* Wheel Skirts — 10

** Wheels (6) — 75 S.D.C. each

*** Main Body — 2D6+30

* The M.D.C. of the wheel skirts must be depleted before damage can be done to the wheels.

** Destroying three or more wheels will immobilize the vehicle.

*** Depleting the M.D.C. of the main body will shut the vehicle down and further damage carries through to the pilot, crew, and passengers. The exact amount of main body M.D.C. varies depending on the quality and composition of the additional plating.

Speed: 45 mph (72 kmph) maximum on land. 10 mph (16 kmph) in water.

Length: 25 feet (7.6 m)

Weight: 6.2 tons

Cargo: A 4x4x1.5 foot (1.2x1.2x0.45 m) area in the rear normally stores ammunition. In an emergency, supplies or personnel (six maximum) can ride on top of the vehicle.

Weapon Systems

1. **Top Mounted, Double-Barreled, M-89 12.7 mm Machineguns (2):** These weapons are modified from their single barrel versions to the double-barreled configuration found on the Excaliber. Each gun can be fired manually or by remote control from inside the vehicle. They have 360 degree rotation and a 180 degree arc of fire.

Primary Purpose: Assault

Range: 2,000 feet (610 m)

Mega-Damage: 2D4 M.D. for a short burst, 4D4 M.D. for a long burst, and 1D4×10 M.D. for a full melee burst.

Rate of Fire: Bursts only.

Payload: 1,000 rounds per gun. That equals to 100 short bursts, 50 long bursts, or 15 full melee bursts.

2. **Anti-Tank Missiles:** A rack of anti-tank missiles gives the AZO a powerful punch when needed, but the payload is limited and reloading during combat is impossible.

Primary Purpose: Anti-Armor

Secondary Purpose: Assault

Range: Approximately one mile (1.6 km).

Mega-Damage: 1D4×10 M.D. per missile, with a blast radius of 20 feet (6.1 m).

Rate of Fire: Singly or all four.

Payload: Four anti-tank missiles.

3. **Optional: GU-11 Gun Pod:** This is the giant, transformable Veritech's famous rifle. It can be attached above the anti-tank missile rack and used as a cannon or M.D.C. machinegun (typically can only face forward, but can be elevated 90 degrees). Standard GU-11 ammo-clip or belt feed can be used (the latter triples the normal payload).

4. **Optional: Mini-missile Pod:** This is typically a recovered or stolen VWC weapon pod that is used in place of the standard anti-tank missile rack. In some cases, the pod is simply mounted on top of the vehicle, in others it is built into a turret that can rotate 360 degrees.

Primary Purpose: Anti-Armor

Secondary Purpose: Defense and Anti-Missile.

Range: One mile (1.6 km)

Mega-Damage: High explosive mini-missiles inflict 5D6 M.D. each.

Rate of Fire: The weapon pod can fire volleys of 2, 4, 6, 8, or 12.

Payload: 12 missiles.

Versatile Weapon Configuration (VWC) System

The search for a truly versatile heavy weapon system for the RDF and later REF Veritech fighters went through many stages before finally arriving at the Alpha and Beta fighters' Multi-Missile Systems. The Multi-Missile System bypasses the massive singular damage of larger missile types in favor of large volleys of small ones, but earlier options were less extensive and less variable.

Originally, Veritechs had two or three wing pylons on each wing. A single missile could be attached to each pylon, giving the Veritech four to six missiles. The idea behind the VWC system was to attach a complete weapon system to each of the pylons. Thus, a total of six pylons meant a total of six VWC weapon pods. This also meant a combination of missile types and guns could be used, rather than limiting the weapons to six heavy missiles.

Five different VWC modular weapon pods are available: Gun pods, mini-missile pods, short-range missile pods, medium-range missile pods, and long-range missile pods. Three VWC pods can be mounted on each wing. Typically, an identical pair of VWC pods are placed on the same vehicle, one on each wing. This means the Veritech can have a total of three different modular weapon systems selected from five possible VWC types. Never are all six VWC pods different, although all six may be the same (i.e. six missile pods, six gun pods, etc.). Of course the modular design means that the configuration and types of weapon pods can be changed as needed or desired for each mission, giving the Veritech impressive firepower and weapon versatility.

Penalties and Problems: The increased weight and air drag reduces the Veritech's speed by 10% and VWC systems cannot be used with/on an Armored Veritech. Additionally, there is a chance that pods that have lost half or more of their M.D.C. will be torn off the pylons if the Veritech exceeds Mach One (roll percentile; 01-50 means the damaged pod falls away). There is also a 01-42% chance of a VWC pod overheating and jamming if they are fired frequently for more than five minutes (20 melee rounds; roll for each weapon). To keep them from jamming, they need a five minute break/pause after every two or three minutes of use in combat.

Pod Mega-Damage: A typical VWC pod of any type has 100 M.D.C. points.

The Six Types of VWC System Pods:

1. **Pod Gun:** Typically a pod gun is mounted on the inside pylon closest to the body of the aircraft (typically one per wing). They are GU-11 gun pods modified for vehicle mounting and with a self-loading ammocanister for a much greater payload. These are fixed to the wings and cannot be detached for use as a hand-held weapon, nor can they be reloaded without proper equipment.

In jet mode, they are used to strafe enemy ground targets. In guardian mode they can fire in conjunction with the Veritech's GU-11 to saturate a target while flying or from a hovering position. Lightly armored buildings or slow moving vehicles are the usual targets for this weapon system. The pod guns are fixed forward and can fire individually or simultaneously, but cannot fire at more than one target at a time.

Since the pod guns are mounted in a fixed position on the wing, the entire Veritech must turn to change their aim. Consequently, they are most effective against large or stationary targets, in close-combat dogfights, or against slow moving targets. Targets moving faster than 75 mph (120.7 kmph) require a "called shot" to hit, and those traveling more than 100 mph (160 kmph) cannot be hit unless they are moving directly in front of the attacking Veritech. Also note that the fixed nature of these weapons means that a hovering Veritech using a full melee burst cannot dodge or its aim will shift. This means that only half damage from the attack will be applied, and the pilot still uses his two attacks for the burst.

Primary Purpose: Assault

Secondary Purpose: Anti-Armor

Range: 4,000 feet (1,200 m)

Mega-Damage: When fired independently, the gun's damage is identical to the GU-11 gun pod: 3D6 M.D., 6D6 M.D., and 1D6x10 M.D. for short, long, and full melee bursts respectively. When multiple gun pods are used and fired simultaneously, multiply that damage by the appropriate number (x2 to x6 depending on the number of gun pods hooked to the Veritech).

Rate of Fire: Bursts only as stated above.

Payload: Each VWC pod gun has a special ammo canister with 2000 rounds giving each 200 short bursts, 100 long bursts, or 50 full melee bursts!

2. Mini-Missile Pods: Probably the single weapon system most responsible for the development of the *Multi-Missile System* later incorporated in the REF Veritech designs. Each VWC mini-missile pod holds comparatively large numbers of small, very short-range missiles (one mile/1.6 km). They are especially effective when used to counter enemy missile volleys, when engaging an enemy at close range, or when attacking a large or stationary target. Perhaps the only drawback to these missiles is their one mile (1.6 km) range and the fact that they are not guided in any way. Thus, they receive no bonuses to strike (or dodge) except for a +2 weapon systems bonus; no bonuses from Veritech training, laser targeting, etc. This weapon pod is commonly placed center wing.

Primary Purpose: Anti-Armor

Secondary Purpose: Defense and Anti-Missile.

Range: One mile (1.6 km)

Mega-Damage: High explosive mini-missiles inflict 5D6 M.D. each.

Rate of Fire: Each weapon pod can fire volleys of 2, 4, 6, 8, or 12. That means each pod can fire its entire payload in one melee action if so desired (not recommended).

Payload: Each mini-missile pod holds 12 missiles. A total of 72 mini-missiles if all six wing pylons (three per wing) have mini-missile pods!

3. Short-Range Missile Pods: The original short-range missile racks of the Veritech fighter held three missiles each, but the new VWC pod holds five. A Veritech can now carry nearly twice as many short-range missiles.

Primary Purpose: Anti-Armor

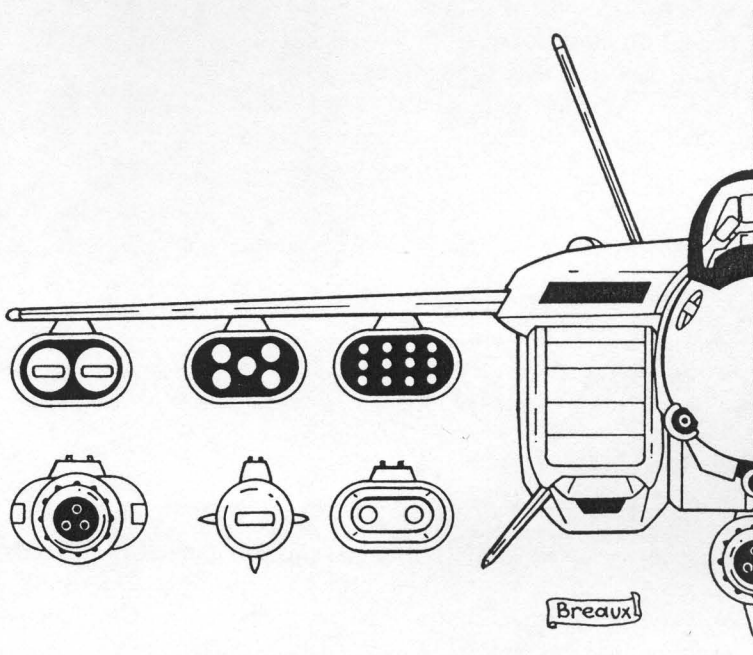
Secondary Purpose: Assault

Range: Varies with missile type (2-5 miles/3.2-8 km).

Mega-Damage: Varies with missile type. A wide mix is often used and will change with specific missions.

Rate of Fire: Each pod can fire volleys of 1, 3, or all 5.

Payload: 5 missiles per VWC pod.



4. Medium-Range Missile Pods: With the use of the VWC pods, Veritechs can now use medium-range missiles.

Primary Purpose: Anti-Armor

Secondary Purpose: Assault

Range: Varies with missile type.

Mega-Damage: Varies with missile type. A wide mix is often used and will change with specific missions.

Rate of Fire: Each pod can fire volleys of 1 or 2.

Payload: Each medium-range missile pod holds 2 missiles.

5. Long-Range Missiles: Each pylon still holds only one long-range missile.

Primary Purpose: Anti-Armor

Secondary Purpose: Assault

Range: Varies with missile type.

Mega-Damage: Varies with missile type. A wide mix is often used and will change with specific missions.

Rate of Fire: Each pod can fire its missile, for a volley of six missiles if only long-range missiles are carried.

Payload: Three long-range missiles per wing for a total of six.

6. Sensor Pods: These pods greatly enhance the sensor capabilities of an aircraft outfitted with them. The sensor pod will have any three of the following:

Radar: Maximum Effective Range: 325 miles (523 km) and capable of tracking 280 targets simultaneously while identifying 120 of them.

Sonar: Can be considered a sort of underwater radar. Maximum Effective Range: 8 miles (12.8 km) and capable of tracking 280 targets simultaneously while identifying 120 of them.

Heat/Thermo-Imaging: Maximum Effective Range is 2000 feet (610 m) and allows the pilot to see through darkness, shadows, and smoke.

Nightvision: A passive light image intensifier that allows sight in near darkness to 1,800 feet (550 m). It does not work in total darkness, but infrared does.

• **Infrared Beam:** Invisible to normal vision, but not other IR systems, this beam can illuminate an area 90 feet (27.4 m) wide up to 2,000 feet (610 m) away.

• **External Audio Pick-up:** Identical to that of the veritech, but at twice the range (600 ft/183 m).

• **Enhanced Combat Computer:** Adds an additional +1 to the mecha's normal strike and dodge bonuses, and increases the number of targets that can be tracked via radar and targeting by 25%.

PBC-FW Mecha Field Cannon

It is frequently necessary for the RDF to establish an immediate secured area in enemy territory whether it is the securing of a landing or EVAC zone, establishment of an emergency post, or reinforcement of a critical position. There is not always time to airlift in an entire Destroid squad, and Veritechs may be away, engaged in combat or holding a defensive line. To solve this problem, the Robotech scientists have created a mecha cannon that can be operated by a single Gladiator Destroid, Battloid, or Veritech of any variety in Battloid mode. They have converted the PBC-11 particle beam cannons used in the arms of the Excalibur into a stable, tripod mounted field weapon that can be used by the Gladiator or Veritech like a giant, tripod mounted, rapid-fire energy machinegun or mini-cannon. It can be carried into combat in the arms of the mecha or strapped to its back, but the weapon must be securely mounted before it can be fired (otherwise the blast is -5 to strike and will knock the mecha down — requiring 1D4 melee actions to get back up).

The Particle Beam Cannon Field Weapon (PBC-FW) is disassembled for transport into three parts: the cannon, its mount/tripod, and power pack. It takes three melee actions to put the weapon together; triple for those not trained and practiced in the quick assembly of the device. The cannons are also used as a mobile perimeter defense weapon for bases, outposts and cities. This field cannon is rarely assigned to mecha patrols.

Primary Purpose: Perimeter Defense and Troop Support.

Secondary Purpose: Anti-Armor and Assault.

Range: 8,000 feet (2438.4 m)

Mega-Damage: 2D4×10 M.D. per blast

Rate of Fire: Four blasts maximum per melee round. If the operating mecha has additional melee round attacks it may use its standard weapons at that time.

Payload: A fully charged power pack provides 20 blasts.

New Occupational Character Classes (O.C.C.s)

These new O.C.C.s are rather specialized and optional. Game Masters who feel they are not appropriate for his or her campaign world don't need to use them — players should respect their Game Master's decision and not give him or her a hard time about it. That having been said, most G.M.s and players should find the new O.C.C.s fun, logical and easy to slip into their campaign as either player characters or NPCs.

E.B.S.I.S. Infiltration Operative O.C.C.

E.B.S.I.S. soldiers operating in South America, Indochina and Africa are commonplace. The character can be a loyal soldier committed to his nation and its military, an undercover agent, a defector, mercenary (retired from the army), or a villain who ultimately serves only himself.

An E.B.I.S.I.S. "soldier" can belong to any of the *equivalent* RDF military O.C.C.s, but the **E.B.S.I.S. infiltration operative** is a special kind of *military specialist* trained to operate in hostile wildernesses, including deserts, jungles, and swamps, while using the areas' natives to aid his cause and conceal his actions from the enemy. The E.B.S.I.S. has been active in subverting the United World Government (UWG) and getting independent kingdoms, organizations (political, civil and criminal) and fledgling nations to ally themselves with them or at least trade and work with the E.B.S.I.S. rather than the UWG. The infiltration operative enters an area and tries to slowly win the hearts and minds of the indigenous people to trust and befriend the E.B.S.I.S. (in preference over the RDF). To achieve this goal, they will often help the people by supplying them with information, advisors, food/grain, medical supplies, inexpensive equipment, and even protection by means of a military presence (conventional or mecha troops). In many instances, infiltration operatives are able to mold an effective guerrilla fighting force from the local population willing to support E.B.S.I.S. interests as well as their own.

A large number of E.B.S.I.S. infiltration operatives are currently assigned to South America and the Zentraedi Control Zone (ZCZ), where they play a large part in organizing, running, and concealing the black market network. The E.B.S.I.S. has always wanted to get its hand on a fully operational Veritech, but continually failing that, they eagerly sweep up used or damaged mecha for study, reconstruction and salvage. E.B.S.I.S. opera-

tives have a wide range of training and duties, and because they often work alone in the wilds, they are more like a combination of field scientist, psychologist, and guerrilla fighter than conventional soldiers.

Optional E.B.S.I.S. Infiltration Operative O.C.C.

Attribute Requirements: I.Q. 12, P.E. 12; a high M.A. and physical attributes are also useful, but not required.

O.C.C. Skills:

- Intelligence (+15%)
- Disguise (+5%)
- Escape Artist (+10%)
- Land Navigation (+10%)
- Wilderness Survival (+15%)
- Radio: Basic (+10%)
- Basic Electronics (+5%)
- Pilot Automobile (+5%)
- W.P. Automatic Pistol
- W.P. Semi and Fully Automatic Rifle
- W.P. of choice

* Hand to Hand: Expert

* Hand to Hand: Expert can be upgraded to Martial Arts at the cost of one "other" skill.

Other Skills: Select 9 other skills. At least 2 must be espionage, 2 physical, and 2 science or mechanical. If Swimming and S.C.U.B.A. is taken, then the character was trained as a S.E.A.L.-like commando and receives +20% to that skill and demolitions (if taken).

Communications: Any (+10%)

Domestic: Any

Electrical: Basic only (see above).

Espionage/Military: Any (+10%)

Mechanical: Any, except Veritech mechanics or Mechanical Engineer.

Medical: First Aid or Paramedic only.

Physical: Any (+5% when appropriate).

Pilot: Any, except Veritech.

Pilot Related: Any (+5%)

Science: Any (+5% on Mathematics)

Technical: Any (+15% on Demolition skills)

Weapon Proficiencies: Any

Authorized Clearance Upon Assignment: Usually limited by the operating environment and a need to be unobtrusive, however, the operative will be given any reasonable or critical equipment needed to complete his mission. This can include mecha (refitted RDF Destroids or E.B.S.I.S. Battloids), sensors and optics, energy or heavy weapons, vehicles, and personal specialty equipment based on skills (like lock picks and explosives).

Standard Equipment: Automatic pistol, semi or fully automatic rifle with 10 extra clips, two smoke grenades, wrist radio, uniform (matches assigned region's military attire or is a nondescript green/khaki), 150 ft (45.5 m) of nylon rope, four spikes, a small hatchet, canteen, backpack, sunglasses, wide brim hat, passive nightvision binoculars, flashlight, several knives, combat body armor, and a Jeep or other all-terrain vehicle.

Monthly Wages: 1,800 credits per month for enlisted men at levels 1-5; 6th level or higher gets 2,200 credits. These low salaries are often supplemented with gifts and promotions on the operative's return after a successful mission. Operatives

in the field often earn extra money from salvage sales, black market operations, and for evil or anarchist operatives, overseeing drug smuggling or other criminal operations.

Personal Savings: 5D6x1,000 credits

Experience Level: Same as Military Specialist O.C.C.



High-Tech Bandit O.C.C.

These specialized mercenaries make their living from salvaging mecha, spaceship and military parts, weapons, armor, energy supplies, electronics, communications equipment, and other valuable odds and ends. Many are the equivalent of self-serving adventurers or mercenaries, but others are unscrupulous criminals who lie, cheat, steal, smuggle, mug, and murder to get their valuable goods. The high-tech bandit is typically a capable fighter (let's face it, his competition is pretty rough), but combat is not his forte; he hires mercenaries for that. These salvage experts are a melding of technician, survivalist, and tinkerer. Although all of them know how to find and evaluate salvage, electronic, mechanical, and military, many do not bother to learn how to rebuild or reuse their finds. It is much simpler for them to simply resell it, but those that do repair, rebuild, and reuse salvage are under much less pressure to keep finding new resources to plunder, and get a better price at resale. Such highly skilled bandits often find lucrative work in Zentraedi camps, with fledgling nations, the black market, and the E.B.S.I.S.

Many high-tech bandits are not despicable rogues or murderous thieves (despite the O.C.C. name). A significant number are adventurers or soldiers of fortune, disgruntled with military life and who have ventured into business on their own, using their unique talents and skills. These men and women will usually have a personal or group code of honor and ethics, do not engage in drug trafficking nor do they trade with or service Zentraedi forces (they consider those who do to be traitors to the human race). Some even make a career plundering rogue Zentraedi, criminal groups and the E.B.S.I.S.

Attribute Requirements: None, other than a strong back and a willingness to work hard as a member of a team. A good I.Q. and high physical attributes can't hurt, but aren't required.

O.C.C. Skills:

- Automotive Mechanics (+15%)
- Basic Electronics (+10%)
- Locksmith (+10%)
- Computer Operation (+10%)
- Radio: Basic (+10%)
- Land Navigation (+10%)
- Detect Ambush (+5%)
- Detect Concealment (+10%)
- Pilot Ground Vehicles: Two of choice (+15%; any)
- Read Sensory Instruments (+15%)
- * Hand to Hand: Basic
- * Hand to Hand: Basic can be upgraded to Expert for the cost of one "other" skill or to Martial Arts at the cost of two "other" skills.

Other Skills: Select 8 additional skills but at least one must be mechanical, one communications, and one a W.P.

- Communications: Any (+5%)
- Domestic: Any
- Electrical: Any (+5%)
- Espionage/Military: Any
- Mechanical: Any (+10%)
- Medical: First Aid only.
- Physical: Any
- Pilot: Any, except Veritech (+10%)
- Pilot Related: Any (+5%)
- Science: Chemistry and Mathematics only.
- Technical: Any Weapon Proficiencies: Any

Authorized Clearance Upon Assignment: The high-tech bandit does not belong to a standing army but may belong to a mercenary unit or group with resources that can be tapped for special jobs. Available equipment will vary greatly depending on the size and prosperity of the group, but could include any land or air vehicles, mecha, tools, heavier equipment, explosives, combat body armor and weapons.

Standard Equipment: Mini-tool pack, tool box, flashlight, signal and marker flares, binoculars, goggles, sensory equipment (thermometers, Geiger counters, range-finding scopes, etc.), utility belt, wrist radio, work clothes, camouflage fatigues, backpack, sidearm, lightweight battery pack (for emergency power), survival knife, and some personal items.

Monthly Wages: Vary widely. Those that work regularly with an established clientele may have some semblance of a regular income of 1D4×1000 credits per month, but it fluctuates and can rise as high as three times that much when pickings are good. Working for a mercenary unit or organization is likely to offer some measure of military protection, compan-

ionship, food, and transportation at no additional cost to the salvage team. Such work will usually pay 1,500 to 2,500 credits plus the perks already mentioned.

Freelance and independent salvage teams will usually split the profits and/or goods of their *joint* labors and spoils equally among its members. An extra share or other bonus (gets to keep a weapon, tool, armor, vehicle, etc., at no cost to him) will go to those who made a big find, acted heroically or performed some special service.

Personal Savings: 4D4×100 credits to start.

Experience Level: Same as Field Scientist O.C.C.

Mercenary O.C.C.

The mercenary is a freelance soldier. They work for money and their loyalties often shift with the flow of it, but while under contract, most will see to it that the contract is fulfilled, often in the face of a higher offer. Members of a mercenary unit will have wide and varying skills. Specialists within its ranks will belong to specific O.C.C.s like communications engineer or mechanical engineer, but most of them will be skilled soldiers similar to military specialists. This O.C.C. is for the fighters who make up the bulk of the unit.

Mercenaries have a good deal in common with the E.B.S.I.S. operative in that they may operate in desolate regions and maintain relations with the locals. Often, they are hired to augment local military units with their skill and firepower. In South America and around the Zentraedi Control Zone, they find plenty of work as security for high-tech bandits, local militia, neighboring communities, the black market, smugglers, wealthy merchants, the E.B.S.I.S., and occasionally even with the RDF.

The Zentraedi also make frequent deals with mercenaries, especially when planned operations into micronian areas prohibit the use of giants. Nearly all micronized Zentraedi work as mercenaries in the ZCZ. The Wash outside of Manaus is often one large mercenary camp as the soldiers come looking for work, supplies, weapons, and repairs.

Attribute Requirements: I.Q., P.S., P.P., and P.E. above average may be desired, but there are no minimum requirements. If you can fight, pull your own weight, and follow orders, you're in (if the group will have you).

Level Bonus: Since most (but not all) mercenaries are experienced soldiers who have left the military for one reason or another, or have other combat experience (rebel, guerrilla, etc.), the mercenary O.C.C. character can start at level two or three experience (G.M.'s discretion).

O.C.C. Skills:

- Pilot Ground Vehicle (Choose one; +10%)
- Radio: Basic (+10%)
- Weapon Systems (+5%)
- Piloting: One of choice (+15%)
- Land Navigation (+10%)
- Wilderness Survival (+10%)
- W.P. Knife
- W.P. Pistol (Choose Revolver or Automatic)
- W.P. Semi and Fully Automatic Rifle
- W.P. of choice.
- Hand to Hand: Basic *



survival knife, assault rifle with grenade launcher and 1D8 grenades, sub-machinegun or pistol for sidearm (plus 8 ammo clips for each), and 1D6 explosive hand grenades, along with camouflage fatigues, boots, canteen and basic equipment.

Monthly Wages: Roughly equal to military personnel, about 2,200 credits per month, but it can fluctuate or dry-up for periods between jobs. A mercenary group may also split profits and captured equipment, although not necessarily in equal shares; rank has its privileges.

Personal Savings: 3D6×100 credits.

Experience Level: Same as Veritech Pilot O.C.C.

New Zentraedi O.C.C.s

The following are some specialized and beefed-up versions of Zentraedi Occupational Character Classes (O.C.C.s). They may be considered the equivalent of Special Forces soldiers and are comparatively uncommon. In the adventure, Zaria has personally seen to the training of her soldiers in special skills and has a higher number of these than one might normally encounter. In order to reflect their advanced skills and dedication, each Specialist O.C.C. receives a set of additional bonuses that augments either their hand to hand or mecha combat skills.

Zentraedi Battle Pod Specialist O.C.C.

Zentraedi warriors are disposable, even down to the mecha they are issued, but who says certain soldiers can't become so skilled in the use of a Battle Pod that they would be able to go toe-to-toe with a Destroid and win? Although most Battle Pod Specialists are known for their devastating prowess in an Officer's Pod, one should never underestimate a mecha so lowly as even the Tactical Battle Pod. If there is such a thing as an "ace" in ground mecha, these guys and gals are it for the Zentraedi armies. The character has spent his time mastering the systems and capabilities of one or two types of the Battle Pods and become so proficient that he/she has taken them to their utmost performance level. The end result is a higher degree of skill and better bonuses in combat. Battle Pod Specialists usually lead Battle Pod units in combat or help form special squadrons.

The specialized training and skill of the Battle Pod Specialist are reflected in the following bonuses which are applicable when operating any of the Battle Pods (these are in addition to the normal mecha combat bonuses for each specific type):

One additional attack per melee round at levels three and nine.

An additional +3 to roll with punch, fall, or impact.

An additional +1 to strike and parry.

+2 to dodge.

+1 on initiative.

Critical strike on a natural 19 or 20.

Jump kick — 2D6 M.D.; in this case, counts as one melee attack.

Flying Kick — 4D6 M.D.; the flying kick is performed by building up speed (about 35 to 45 mph/56 to 72 km) flying at a low

* Hand to Hand: Basic can be upgraded to Expert for the cost of one "other" skill or to Martial Arts at the cost of two "other" skills.

Other Skills: Select 10 skills from this list.

Communications: Any (+5%)

Domestic: Any

Electrical: Basic Electronics only.

Espionage/Military: Any (+5%), except disguise, escape artist, and forgery.

Mechanical: Automotive, aircraft, and computer repair only (+5%).

Medical: First Aid only.

Physical: Any (+5% when applicable).

Pilot: Any (+10% on ground vehicles, +5% on aircraft)

Pilot Related: Any (+5%)

Science: Mathematics only.

Technical: Any (+10%)

Weapon Proficiencies: Any

Authorized Clearance Upon Assignment: As with the high-tech bandit, the mercenary does not belong to any official military, but some mercenary units can be quite large and operate much like an army. In such a situation, supplies and equipment could be assigned for specific missions. This could include heavy weapons, vehicles, aircraft, mecha (if available), explosives, and specialty equipment.

Standard Equipment: Body armor (normally conventional types as found in *Heroes Unlimited* and *The Palladium Book of Contemporary Weapons*, but M.D.C. combat body armor is not out of the question), backpack, battle harness,

altitude (6 to 30 feet/1.8 to 9.1 m, depending on the target's height) and kicking it or sideswiping it while flying by. This attack uses two melee attacks/actions and requires at least 100 feet (30.5 m) to execute. Game Masters may require a piloting roll (-15%) for this tricky maneuver.

Attribute Requirements: I.Q. 9

O.C.C. Skills

Note: The following skill selections are without human influence or training.

* Pilot Mecha (All Battle Pods) +20%

** Mecha Combat (Choose two Pods. Additional skills cost one other skill each.)

Weapon Systems +15%

Read Sensory Instruments +15%

Hand to Hand: Expert

*Same as Destroid skill except that it applies to Zentraedi Mecha.

**See special bonuses above for details.

Other Skills: Select 10 other skills; one must be physical, one must be mecha combat, and two must be from weapon proficiencies.

Communications: Radio: Basic and T.V./Video only.

Domestic: None

Electrical: None

Espionage: Any (+10%), except impersonation, disguise or forgery. Mechanical: None

Medical: None

Physical: Any

Pilot: Mecha, Space Shuttle, and Jet-Type vehicles only; +10%.

Pilot Related: Any

Science: None, except Basic Math.

Technical: Any (+5%), except Computer Programming.

W.P.: Any

Standard Equipment: Battle Pod of choice, Zentraedi assault or laser rifle, uniforms, standard Zentraedi body armor, and helmet.

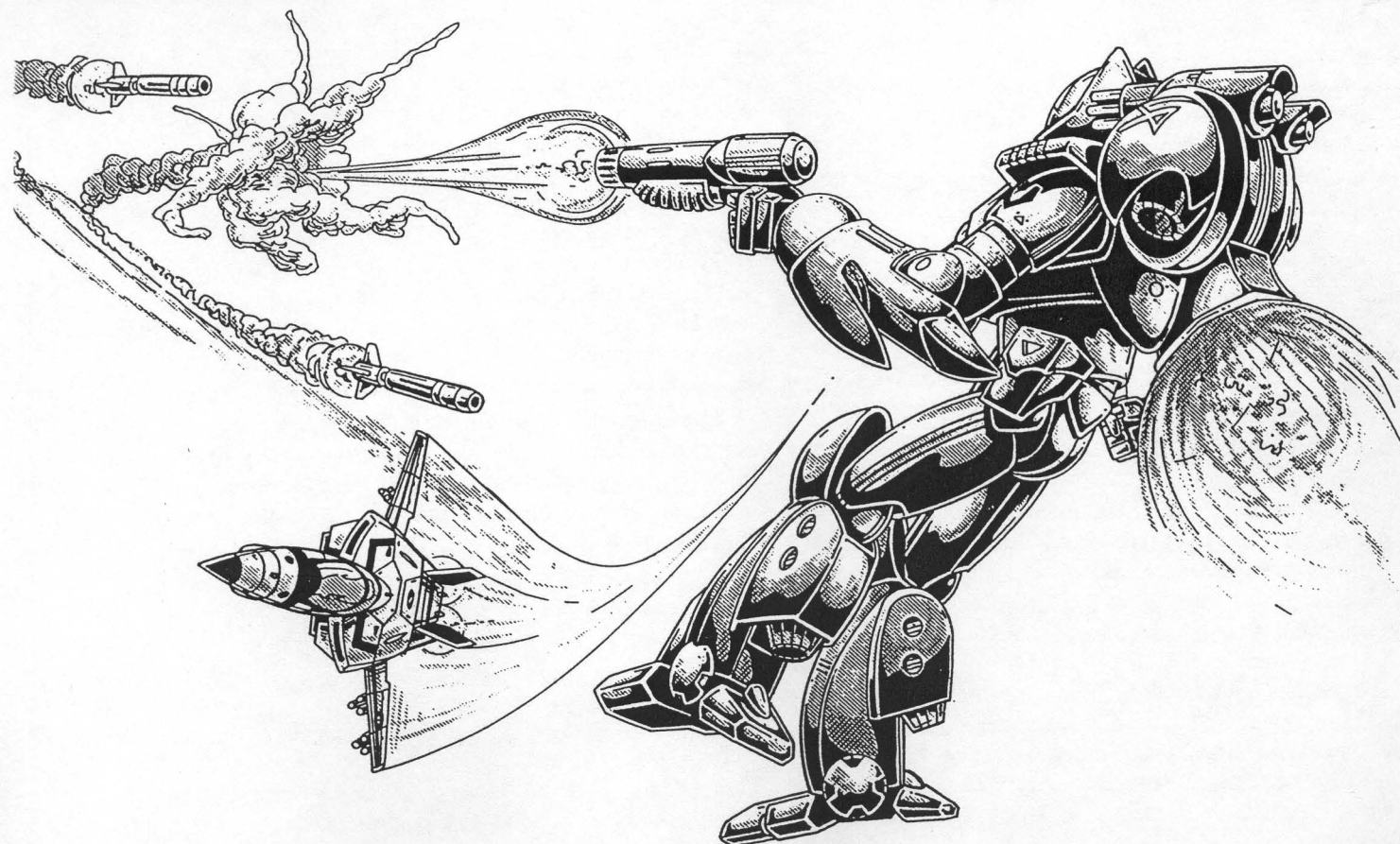
Authorized Clearance Upon Assignment: Laser pistol, Light or Heavy Artillery Pod, Power Armor, Fighter Pods or other vehicles.

Experience Level: Same as the Destroid Pilot O.C.C.

Zentraedi Power Armor Specialist O.C.C.

Possibly the most devastating adversary among the ranks of the Zentraedi is the Power Armor Specialist. Zentraedi power armor is deadly in the hands of soldiers with standard training, and even more effective in the hands of high level officers, but for a specialist, these war machines can become symphonies of destruction. Like Myria Sterling, these pilots are the best the Zentraedi army can field. They are so familiar with the mecha they pilot (there is only one kind for each sex) that they almost become part of the machines and are able to fight and perform maneuvers at amazing levels.

These pilots are always officers and command a number of regular power armor or Battle Pod troops, but when the need arises, a group completely composed of specialists can be assembled. Such units are only used for delicate or very important missions. Even when they are not on special assignments, these pilots always have their mecha fully loaded and in top condition.



The specialized training and skill of the Power Armor Specialist are reflected in the following bonuses which are applicable when operating power armor (These are in addition to the normal mecha combat bonuses for the specific power armor):

- One additional attack per melee at levels two and nine.
- An additional +2 to roll with punch, fall, or impact.
- An additional +1 to strike, parry, and dodge.
- Critical strike on a natural 18, 19, or 20.
- Automatic dodge for female power armor specialists (works just like an automatic parry and does not cost an attack).
- Jump Kick — 2D6 M.D.; in this case, counts as one melee attack.
- Flying Kick — 4D6 M.D.; the flying kick is performed by building up speed (about 35 to 45 mph/56 to 72 km), flying at a low altitude (6 to 30 feet/1.8 to 9.1 m, depending on the target's height) and kicking it or sideswiping it while flying by. This attack uses two melee attacks/actions and requires at least 100 feet (30.5 m) to execute. Game Masters may require a piloting roll (-15%) for this tricky maneuver.

Attribute Requirements: I.Q. 12, P.P. 14

O.C.C. Skills

Note: The following skill selections are without human influence or training.

- * Pilot Mecha (Power Armor only. Additional skills cost one other skill each.) +20%
- Mecha Combat (Power Armor only. Additional skills cost one other skill each.)
- Weapon Systems +20%
- Read Sensory Instruments +20%
- Radio: Basic +10%
- Hand to Hand: Expert
- * Same as the Destroid skill except that it applies to Zentraedi Mecha.

Other Skills: Select 12 other skills; three must be espionage and two must be weapon proficiencies.

- Communications: Any (+5%)
- Domestic: None
- Electrical: None
- Espionage: Any (+20%)
- Mechanical: None
- Medical: Paramedic only (counts as one skill).
- Physical: Any
- Pilot: Mecha, Space Shuttle, and Jet-Type vehicles only; +10%.
- Pilot Related: Any (+5%)
- Science: Basic and Advanced Math only.
- Technical: Any (+5%)
- W.P.: Any

Standard Equipment: Male or Female Power Armor, Zentraedi assault or laser rifle, laser pistol, uniforms, standard body armor, and helmet.

Authorized Clearance Upon Assignment: Any mecha, small spacecraft, or equipment.

Experience Level: Same as the Military Specialist O.C.C.

Zentraedi Melee Specialist O.C.C.

Do your characters laugh at Zentraedi foot soldiers? If the average foot soldier with 71 M.D.C. (16 from hit points, 30 from S.D.C., and 25 M.D.C. body armor) and a club or laser pistol has trouble cutting it, check out the Melee Specialist. These foot soldiers excel in hand to hand combat and are deadly with hand weapons. They are specially trained for clandestine operations and hand to hand combat without mecha. Each has exceptional martial arts type training as well as other close quarters combat techniques and a working knowledge of weaponry.

In play-testing **Darkness Flowering**, the melee specialist, Coralin, beat the crap out of a Gladiator! He would have totally destroyed it if the Destroid's companions had not helped out with laser and P-beam support. An entire unit of Melee Specialists working from ambush and in close quarters can devastate an entire mecha squad. Their first targets are always protruding weapons, gun barrels and sensors. By damaging these specific targets, they cripple their opponents and force them to engage in hand to hand combat rather than with devastating ranged weapons.

The specialized training and skill of the Melee Specialist are reflected in the following bonuses while *outside* mecha (these are in addition to the normal hand to hand combat bonuses for martial arts and other physical skills):

Base of 4000 S.D.C./40 M.D.C.

One additional attack per melee at levels 2, 7, and 12.

An additional +1 to roll with punch, fall, or impact.

An additional +2 to strike, parry, and dodge.

+4 M.D. from punches and kicks.

Double damage from a power punch or jump kick (counts as two melee attacks/actions).

Note: Remember to figure the Zentraedi's hand to hand damage based on the character's strength (1 M.D. of damage for each 4/400 P.S. points). This base damage is added to the M.D. bonus above and any damage bonuses from hand to hand skills. Jump kicks and critical strikes double that total damage.

Attribute Requirements: I.Q. 9 and P.S. 12/1200 or greater.

O.C.C. Skills

Note: The following skill selections are without human influence or training.

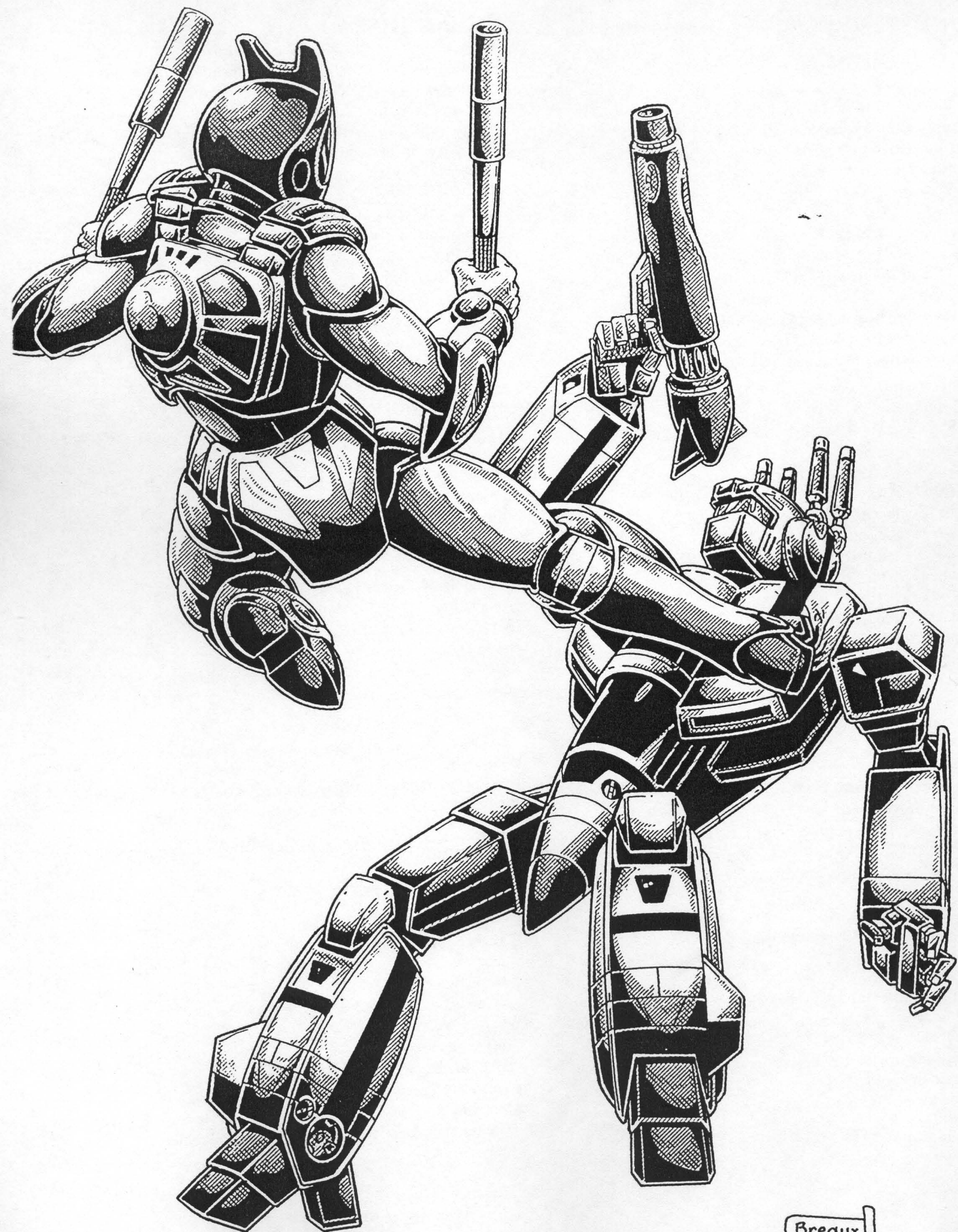
- Weapon Systems +10%
- Read Sensory Instruments +10%
- Boxing
- Wrestling
- Gymnastics
- Paired Weapons
- W.P. Blunt
- W.P. of choice
- Hand to Hand: Martial Arts

Other Skills: Select 10 other skills; one must be a piloting skill. Communications: Radio: Basic, scrambler and T.V./Video only (+10%).

Domestic: None

Electrical: None

Espionage: Any (+10%)



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Mechanical: None
Medical: Paramedic only
Physical: Any
Pilot: Mecha, Space Shuttle, and Jet-Type vehicles only (+10%).
Pilot Related: Any
Science: Basic and Advanced Math only.
Technical: Any, except Computer Programming.
W.P.: Any

Standard Equipment: Pair of Gladiator battle maces (add 1D6 M.D. to punching damage), Zentraedi assault rifle, laser pistol, uniforms, standard body armor, and helmet.

Authorized Clearance Upon Assignment: Recon Scout Pod, Light or Heavy Artillery Pod, Power Armor, or other vehicle.

Experience Level: Same as the Veritech Pilot O.C.C.

The Indochina Quadrant

By Wayne Breaux Jr. & Kevin Siembieda

Greater detailed information about the **Zentraedi Control Zone** and all of South America is presented in the Robotech sourcebook, **Zentraedi Breakout**. Consequently, more detail is devoted to the Indochina Quadrant in this book. Everything the Game Master needs to run the adventure, **Darkness Flowering**, and other spin-off adventures is presented in the book (aside from the **Robotech RPG** rules), but Game Masters may want to consult **Zentraedi Breakout (South America)**, **New World Order (Africa)** and other **Robotech RPG** books for inspiration, subplots, and in-between adventure ideas. The same rules for movement, terrain, and modifiers given here can generally be applied to the jungles of South America.

Indochina Background

Unlike many areas that were devastated by the Zentraedi Global Assault, the Indochina Quadrant was mainly filled with small isolated villages and farmers living in the jungles. These areas were not densely populated and survived the Zentraedi assault largely intact. Only the large population centers were obliterated. The villagers continue to live their lives pretty much as they always had before, but now share the jungle with giant Zentraedi survivors who find the thick flora ideal for concealment from RDF scouts and patrols. In a situation very similar to that of South America, thousands of rogue Zentraedi warriors find refuge in the swamps and forests of Laos, Cambodia, and Vietnam.

Although towns and the occasional small city have grown since the war, the majority of this area's population will be found spread through the land in villages and small towns. The wide-open lowlands and plateaus are home to cattle herders and farmers, while the jungles shelter hunters, farmers, and river fishermen. Most of these people are simple, hard working folk with little need for modern conveniences or equipment. They are distrustful of outsiders, especially tall westerners, and war machines of any kind unsettle them. Vietnam has a history of occupation and foreign military intervention which seems to be continuing with the invasion of the giant aliens.

The quadrant is filled with high-tech bandits who use the jungle for cover, but unlike their counterparts in South America, these bandits are often the soldiers of drug lords dealing in

opium and other criminal organizations. The village farmers are often forced to work the poppy fields instead of their own farms and are helpless to stop the oppression by these military powers. This means they must work additional long hours to feed themselves and their families after they have finished with the their oppressors' labors. These controlled areas are often oppressive places. The people will be skittish, nervous, and reluctant to speak with strangers, especially those with obvious military connections. Player characters who show good will and intentions may be welcomed and accepted by the villagers, provided their presence does not bring them trouble. Any player group who can rid the village of their oppressors will be regarded as benevolent heroes or honored friends. Such a relationship is likely to provide the characters with an ongoing information network, local guides and a safe place to hang their hats. However, there is always another dictator or kingpin who is likely to appear and cause trouble. Likewise, any villains who escape when the characters liberate the village may seek retribution later or come back with more men to reclaim the village — it is the people who will ultimately suffer.

A more likely relationship is guarded indifference by the indigenous population. The locals will be uncooperative and avoid contact with "outsiders" in an attempt to keep the characters from causing trouble for them. They know that their leaders do not want them talking to strangers and will punish them if they inadvertently help visitors who may be their master's enemies or competitors.

Note: Despite any similarities between Indochina and South America, there is one major difference in this post-war setting, the concentration of RDF troops is in America, Europe, and the eastern Asiatic nations, not Southeast Asia. This means the Indochina Zentraedi are not restrained by a Control Zone and only have to deal with or avoid occasional reconnaissance patrols that sweep south from the Asiatic bases. As a result, these giants have more freedom to move about and gather supplies, soldiers, ammunition, vehicles, and technicians to repair and build for them than anywhere else in the world. The unrestricted Zentraedi bide their time in Indochina making deals with surviving E.B.S.I.S. organizations similar to **Korinav** in South America and stockpiling weapons, armor, equipment, and mecha. The situation is perfect for the establishment of a fortified Zentraedi stronghold (as seen in **Darkness Flowering**).



Zentraedi Factions in Indochina

There are several large factions of Zentraedi in these jungles. The southern territories have fewer Zentraedi and are closer to the oceans (which provide more food) resulting in more stable relations, but occasionally, violent factions from the north do make their way down to Cambodia and South Vietnam to cause trouble.

The general lack of a common enemy in Indochina (e.g. the RDF) leads to rivalry and fighting between many of the Zentraedi factions. The greatest animosity is between the male and female Zentraedi of Indochina. There is constant conflict between the two sexes in the northern territories: Burma, Thailand, and northern Laos and Vietnam. Battles erupt over territory, salvage rights, food, slaves, supplies, and the slightest provocation. The true power in the north lies with the female Zentraedi, but a pair of male armies are holding their own in the current rivalry.

Unit 19

Unit 19 was a special infiltration and sabotage team for one of Dolza's fleet commanders. Doing missions not unlike the special forces teams of Earth, these giants would maneuver into enemy territory with little equipment and on foot (no mecha) to destroy or disable key targets. They were deployed in reentry capsules to Earth during the Global Assault to disable micronian command areas and the Grand Cannons. They stowed their Battle Pods in the lightly bombarded Indochina Quadrant and prepared to make their move when the war escalated and the Zentraedi fleet attacked. By the time they had regrouped and were ready to move out, the battle was over. Using the skills given them by the **Robotech Masters**, the new arrivals decided to gather information on their new surroundings before moving on. The RDF might be patrolling the area heavily or even looking for them specifically. As the 18 giants observed, and eventu-

ally made contact with, the native micronians, they fell under the eye-opening spell of micronian culture and made a decision to stay in the concealing jungle and participate in this thing called culture.

A local order of monks introduced the warriors to the discipline and beliefs of their martial arts. The Zentraedi absorbed it quickly and took it upon themselves to help and protect the villagers they had adopted. By using their size for farming and combat, the warriors keep all micronian and Zentraedi threats from their adopted homeland.

Each member of the original unit is an 8+1D4 level military specialist, and nearly 25 other Zentraedi have joined their ranks as defenders of several local villages. Their unique training provides Unit 19 personnel with a one time bonus of +3 to M.E., +2 to P.S., +1 to P.P., and +4 to P.E. They also receive the Martial Arts skill. These Zentraedi are perfectly adapted to life as members of the local micronian community. Through the practice of their martial arts and meditative techniques, they have suppressed their instincts for war and have learned to control their lust for battle. All of them will defend their "fellow" villagers to the death if necessary, but they will always attempt to use reason and persuasion before launching into battle.

The Armies of Cyran

Unlike the culturally integrated members of Unit 19, the **Armies of Cyran** are not human sympathizers. They blame all micronians for the corruption of the great Zentraedi race and the destruction of the Fleet. They hate being stranded on this horrible world and lash out in acts of cruelty fueled by their hatred and frustration. Furthermore, they have grown to hate the **Robotech Masters** because they are micronians and the ones who started this whole Robotech legacy. Bitter and vindictive they embrace their warrior ways and the call to war as their reason for existence. This has brought them into conflict with members of Unit 19 and other non-allied forces. They have even attacked Intara members because of their allegiance to the

Robotech Masters. The Cyran Zentraedi will attack nearly any micronians on sight, unless they are extremely outgunned, which is rare here in the north.

Cyran's armies are a collection of like-minded soldiers from a variety of commands and survivors from downed spaceships. They include males and females with stores of mecha, weapons, and ammunition. This army operates out of a buried Landing Ship that is undetectable from the air and all but close inspection on the ground. Cyran's army is fundamentally identical to the standard crew (approximately 36,000 troops) listed under the *Zentraedi Landing Ship* in **Robotech RPG Book Three: Zentraedi**, with all combat troops awakened from stasis. They are equipped with mecha and ammunition for all troops!

Intara

The females of **Intara** are the most powerful of the Zentraedi factions in the north. Their armies come from three downed Zentraedi spaceships. The three crafts were part of the *Intara Battle Group* under the command of Illisia. The other 18 ships in the fleet were destroyed or crashed elsewhere. Now that they are trapped on Earth, Commander Illisia is determined to keep her people isolated from both the male armies and the micronians that put them here. To this end, she has established a termination perimeter around the Intara ships and camps. Any micronian or male Zentraedi vehicle or personnel found in this zone is immediately destroyed or chased away by squadrons of female power armor or Fighter Pods. The area is obviously marked with signs in Zentraedi that read "Military Sector. No Admittance," as well as the bones and mecha debris of fools who did not heed the warning. It is an effective warning that serves to deter most male soldiers and native micronians (humans) in the area.

The Intara army is 50,000 strong and includes the crews of three crippled spacecraft. All are female. Their mecha stores are some of the best on the planet (Zentraedi wise). Commander Illisia has made the salvage and capture of *Quedlunn-Rau* (female power armor) suits a priority, even going as far as to raid other female bases and camps. As a result of these aggressive tactics, Intara has 4,200 fully functioning suits of female power armor and 9,700 with only half of their M.D.C. and no chest impact cannons. They have also procured 1057 Officer's Pods in perfect condition, an additional 350 damaged Pods missing one or both weapon arms and with half their normal M.D.C., 412 Tactical Battle Pods, plus 1640 Fighter Pods. Their armories are equally well stocked, containing nearly half a million missiles, 30,000 Zentraedi assault rifles, 42,000 laser rifles, 20,000 laser pistols and 40,000 suits of combat armor! These ladies are powerhouses by anybody's standards and the other groups cannot compete against them. If this force did not ascribe to a strict isolationist policy they could take over this part of the world. Their main base consists of three Landing Ships that are located at the bottom of a large lake near the Khon Kaen crater in pre-war Thailand.

Illisia intends to gather as many female Zentraedi into a single massive army and dig in. Once that is accomplished, they will fortify their positions and wait for the arrival of the **Robotech Masters** — she believes that if she and her troops can stay "pure" the Masters will accept them back into their ranks. Once she has established a strong position, her current tactics will shift slightly and she will offer alliances to other female

Zentraedi warriors in Indochina. Allied females can join Intara's armies and move into the main base. Allied male Zentraedi would be given the opportunity to establish camps within the vicinity of Intara, but they must remain segregated and obey the rules and regulations set by the Intara.

The E.B.S.I.S. had contacted Commander Illisia and her armored legion with offers of alliances, aid and support. She agreed to an exchange of Zentraedi mecha for a brigade of micronian technicians, then had her troops seize the techs without delivering the mecha, and backed out of the deal violently. Over 900 E.B.S.I.S. soldiers died and over 1500 were injured during an assault against the Intaran forces that devastated the E.B.S.I.S. troops.

The captured micronian techs are isolated from each other as well as from the greater female Zentraedi population. They are treated as low-life slaves and put to work doing repairs, modifications and construction. Acts of sabotage are punished harshly through torture and finally death. The addition of these techs has enabled Illisia to rebuild, repair and enhance her mecha reserve. Within a year, half of the Intara damaged mecha will be fully operational.

The E.B.S.I.S. fear they have opened Pandora's box, and have leaked misleading information about this Zentraedi army in hopes of luring the RDF to take action against the women. This ploy has worked, bringing the RDF to investigate. However, faulty intelligence and bureaucratic blundering could create a titanic conflict that could threaten to tear the region apart; not even the Soviets have a genuine idea of this army's true strength, dramatically underestimating the females' resources.

The Shape of Things to Come

The Intara armies and their allies are likely to be the only remaining Zentraedi force of any significance on Earth (with the exception of Manaus) when the **Robotech Masters** arrive (see **Southern Cross**). Game Masters can use them as a change of pace for Southern Cross players tired of fighting Bioroids.

The downed Robotech Masters Mothership mentioned on page 103 of **Invid Invasion** will crash nearly on top of Intara's main base while attempting to rendezvous with the giants near the end of the Second Robotech War. As the time line moves into Invid Invasion, Manaus will have fallen and its surviving Zentraedi will be scattered across the continent. Less than 2,000 will survive the Invid's invasion. Intara will fare slightly better, but mainly because they will hide and wait as directed by the **Robotech Masters** (see the **Invid Invasion** sourcebook, page 103, for details on the Masters/Zentraedi situation in Indochina during the Invid invasion).

Southern Indochina

Compared to the north, southern Indochina is in a sort of calm disorder. The Zentraedi here are not as numerous and do not gather in large armies. The south also has a more stable micronian social system than the war-torn north. Small collectives of villages or towns are governed by appointed councils of elders and share resources and equipment. These collectives often leave large offerings of food in the jungles to appease the Earth Spirits (Zentraedi) and fend off their wrath. This often works and many of the villages have little trouble from the local Zentraedi.

Travel Through The Indochina Quadrant

The Zentraedi assault of the First Robotech War devastated the major population centers of the quadrant. Only large craters and rubble remain where Bangkok, Saigon, Hanoi, and other cities once stood. As an example, the Phnom Penh crater is 32 miles (52 km) wide and 1,000 ft (305 m) deep. Its bowl contains a lake that is four miles (6.4 km) wide, surrounded by several miles of thick jungle, rice paddies, and farming villages. Most of these craters have become lakes, swamps or rice fields and have made the land all the more difficult to traverse. The rest of the countryside is not as war scarred as the rest of the world, but signs of the war are everywhere. Huge chunks of metal that might have once been the engines of the miles-long Zentraedi spaceships, twisted pillars of metal from crashed ships, the rusting remains of Battle Pods, giant skeletons of alien warriors, the flattened remains of a village or military installation, and craters and scars dug into the land can be found everywhere. However, the vegetation of the rain forests grows so quickly that the plants have already reclaimed or covered most of these remnants of destruction.

Anyone who has seen pictures or movies of Vietnam has an *idea* of how dense the jungle there can be, but experiencing it first-hand is another thing entirely. Even men on foot can have trouble moving through it. It is necessary to cut and hack one's way through the dense weave of vines, trees, shrubs, and bamboo. In the post-war setting of Robotech, it is even worse. There are no roads or trails except for game or foot trails. Larger travel-ways were either obliterated by the Zentraedi assault, or in the less populated regions, have become overgrown. As a result, travel on foot is rather slow when moving through uncut jungle. A group can generally cover no more than two miles (3.2 km) in an hour, and such a pace will be exhausting; one mile (1.6 km) an hour is more likely. The lead cutter position must be rotated hourly. If it is not, 1D6x10 minutes of rest will be necessary after every hour of work. Running through the jungle is equally difficult, with a 45% chance of falling or getting tangled every melee round. Missile craters, some filled with water or quicksand and covered by leaves or vines, only add to an already difficult terrain. In addition, snakes, wild dogs, biting insects, wild boar, jungle cats and other animals roam the forest and represent danger to humans.

The sheer volume of the jungle surroundings makes it difficult to find or follow tracks, even those of giants. The Game Master should apply penalties based on terrain: -25% in dense jungle, -20% in light rain forest, -40% in shallow water or rice paddies, and -80% through rivers, streams, swamps, or lakes. Anything larger than 40 feet (12 m) tall, like mecha or Zentraedi giants, are tracked at half the penalties just previously listed, but even a mecha trail can be lost in the jungle. The thick growth can fall back to cover tracks, or those tracks can cross other mecha trails, causing confusion. Also, remember that these jun-



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A few of the villages have even adopted some giant Zentraedi (2D4 warriors), who serve as their defenders or help in labor like digging trenches, irrigation, building bridges, etc.). Many Zentraedi use micronian slaves to learn about Earth culture as well as having them provide food, shelter, and technical skills including sewing, general repairs, and construction).

Others are plagued by marauding gangs of giants or tyrants who conquer and enslave villages who cannot fight back. These conquerors can be one or two giants or a small group of 3D6. Still others find themselves controlled or abused by their fellow nan in the form of drug traffickers, smugglers, bandits, dictators, and despot rulers. Each of these factions needs the food, shelter, and concealment that a village or town provides. Each action is also inclined to *take* what they want rather than trade or purchase them. The weapons and vehicles used by these oppressors are likely to be old, pre-war, E.B.S.I.S. S.D.C. models. They would prove to be little opposition against an RDF or E.B.S.I.S. (or Zentraedi) mecha squad. However, the soldiers using them were trained by Soviet operatives and know how to place their fortifications amid civilian structures, use mines and explosives, make booby traps, and are aware of the futility of engaging M.D.C. mecha in open warfare. They will instead resort to guerrilla tactics, hit-and-run assaults, and sabotage to even the odds.

gles are crawling with enemies; it is not a stroll through the park. Travelling too quickly or carelessly can lead a character into a trap or ambush.

Mecha can walk through the jungle at 5-10 mph (8 to 16 km) without creating an extremely noticeable trail. Careless pursuers may miss signs of passage and trampled foliage will spring back into place within 2D4×10 minutes. Travelling any faster than 10 mph (16 mph) will break and crush plants, topple small trees and leave deep tracks. The giant robotic machines will also make so much noise that an enemy a mile (1.6 km) away will hear them coming. Furthermore, fast moving mecha are -40% to detect ambush or concealment, are -1 on initiative and are likely to miss any enemy, even giants, hiding in the surrounding foliage. Such a fast trek, especially by a mecha squad (4-10 units), will create a passable trail for people on foot to use. Such a trail can be followed at up to 3/4 normal running speed.

Veritech can fly through the jungle at a slow pace of 20-30 mph (32-48 km) in guardian mode and suffer no mega-damage, but will cut through the branches of trees that will mark their passage as obviously as the passage of ground units. Of course, a Veritech or VTOL prototype can fly just above tree top level, stop, slowly descend through the trees and land in battloid or guardian mode to continue more slowly on foot. However, at tree top level they barely see through the interwoven network of leaves, vines and branches to the jungle floor below. Flying in jet or guardian mode at speeds faster than 100 mph (160 kmph) will result in the mecha taking 3D6 M.D. per 1,000 feet (305 meters) traveled. At speeds exceeding 200 mph (320 kmph), the Veritech receives 6D6 M.D. per every 1000 ft (6305 m) traveled.

Another point to remember is that the enormous clutter of trees and other vegetation in a jungle setting will render motion sensors nearly useless (-60% to related Read Sensory Instrument rolls) and make radar below tree top level impossible. The heat and humidity will also interfere with heat or thermal sensors (-30% to related rolls), and the thick trees make the use of radar within their cover impossible. The thick canopy in rain forest terrain will even conceal most flying targets from both radar and normal sight.

The jungle is not the only topography of the Indochina Quadrant, but it is the terrain characters will find themselves in as they investigate the Outpost Bases in **Darkness Flowering**. The southern areas of the Quadrant contain a myriad of features from overgrown rice paddies and fields of razor grasses to deep, watery swamps, steep hills and mountains. As the characters follow the Mekong River, they will encounter several changes in the terrain. Below is a list of some of what they can encounter. When the characters are in a jungle area, choose the terrain type from the tables below and apply both the listed modifiers and those previously listed in this section (they are cumulative). Jungle travel is hell.

Travel Along the River

Roll percentile or choose whichever one is appropriate.

01-15 Solid River Bank: Bank averages 1D6 feet (0.3 to 1.8 m) above the current water level, is a sheer cliff, and solid as a rock. Getting in and out of the river may be difficult. A thick forest of bamboo grows along the river bank. Beyond it is a moderate to dense jungle.



16-30 Soft River Bank: The banks here (out to a distance of 60 ft/18.3 m) are soft and squishy. While not quite sucking mud, it nevertheless impairs movement. Men on foot will have their speeds reduced by half, and mecha or vehicles will be slowed by 30%.

31-45 Muddy River Bank: Along this stretch, the river actually seeps over its banks, creating a sucking, muddy mess. Walking speed is reduced by 75% and mecha speeds drop by half.

46-65 Swamp: The Mekong frequently extends beyond its banks to create a swamp. The swamp extends 1D6 miles (1.6 to 9.6 km) along the river's length (longer if rolled again) and 1D10 miles (1.6 to 16 km) into the jungles on either side. Swamp shallows are only 1D6 feet (0.3 to 1.8 m) deep but thick mud covers the bottom and travel can be difficult. Walking speed is reduced by 65% (50% if the character can swim) and mecha speed drops by 35%.

66-86 Thick Rain Forest: The normally dense jungles grow into vine and bush-choked rain forest that often extends over the river to form a canopy. The extensive intermingling of the foliage makes rain forest terrain nearly unpassable. A path must be cut for anything to make its way through. Speed for both men on foot and mecha is reduced by 75%. A mecha could proceed much quicker, at 1/2 speed, but the noise it will make will be heard for a half mile away (0.8 km).

87-00 Rock or Rubble: The river runs through a section of hard, rocky terrain. This can be the rubble of a city, natural formations, or the remains of a spacecraft. Travel is the same as on a solid river bank, but following trails is done as if tracking in a rain forest (-20%).

Note: If characters decide to circle around difficult terrain, they leave the river and move into the jungle. If they should decide not to follow the river and proceed over land, they must move through the jungle. In either case, use the table below to determine terrain away from the river. This table can also be used in place of the one above to determine the terrain surrounding the river as the characters travel along it. As above, the Game Master can choose a specific terrain or roll the appropriate dice. The terrain covers 4+1D6 miles (8 to 16 km) or as the Game Master determines. If the characters decide to try and cut through the jungle instead of following the river to get to the Outpost Bases or to skip one of the bases, roll once for each hour of travel on the Adventure Scenarios table (page 100 of *Robotech The Role-Playing Game*) to see what they encounter. The jungles are not safe.

Through the Jungle

Roll percentile dice or choose whichever one is appropriate. The terrain covers 4+1D6 miles (8 to 16 km) or as the Game Master determines, unless stated otherwise.

01-10 Rock or Rubble: A section of rocky terrain formed by the rubble of a city, a natural formation, or the remains of a spacecraft (or huge chunks of debris strewn across an area). Travel is the same as on solid, level ground, but following trails is done as if trekking through a rain forest.

11-20 Thick Rain Forest: The normally dense rain forest grows into a vine and bush-choked canopy. The extensive intermingling of the foliage makes rain forest terrain nearly unpassable. A path must be cut for anything to make its way through. Speed for both men on foot and mecha is reduced by 75%. A mecha could proceed much quicker, at 50% speed, but it will be heard for at least a half mile away (0.8 km). Only a mecha moving slowly along at 5-10 mph (8 to 16 km) is quiet enough not to give away its position.

21-30 Moderate Forest and Solid, Level Ground: No trouble to traverse. Normal penalties for jungle travel apply.

31-35 Ruins of a City: The pulverized remains of a city are partially overgrown with jungle, grass and weeds. The rubble is unstable and very uneven, making for treacherous travel. Cautious passage reduces speed by 65% for both men and mecha. Traveling any faster runs the risk of falling or getting trapped in a cave-in. There is a 30% chance of such a mishap per each minute of fast travel for humans and 60% chance for giants and mecha. Falling into a basement or sink hole will cause only minor damage but will take 4D6×10 minutes to free the trapped people, equipment, vehicle or mecha. There is also a chance that rogue Zentraedi or bandits are in the area and may attack (G.M.'s choice).

36-45 Crater: One of the multitude of impact craters from the Zentraedi Global Assault. They average 1D10 miles (1.6 to 16 km) in diameter and 2D6×100 feet (61 to 366 m) in depth. Roll a second time or choose the terrain within the crater:

01-40 A shallow lake.

41-60 A swamp or mud flat.

61-80 A dust bowl; no life, low amounts of radiation.

81-00 A grassland, easy traveling for a change.

46-50 Ravine: Similar to the crater, but linear instead of circular. A deep gash or steep depression that is 1D10×100 feet (30.5 to 305 m) deep, 3D6×100 feet (91 to 549 m) wide, and 2D6 miles (3.2 to 19.3 km) long. Determine the terrain in it by choice or a second roll (use the crater table above).

51-55 Overgrown Rice Paddies: Abandoned to grow wild for one reason or another, these muddy, flooded fields will sink underfoot, slowing progress. Men on foot are slowed by 25% and mecha by 15%.

56-65 Large Hills: Each hill is 1D10×100 feet (30.5 to 305 m) tall, rising up through the current terrain, or the terrain switches to hilly jungle. Hills reduce travel by an additional 10%.

66-75 Level Grasslands or Fields of Flowers: Either an open grassland or crops (50% chance of being poppies) 3D6 miles (4.8 to 29 km) in diameter. Travel is pleasantly smooth and easy but the characters will be out in the open and easily seen from the edge of the forest or from the air. A poppy field may indicate the presence of a drug processing or harvesting village. Guards, enforcers or high-tech bandits may be in the area and will attack the adventurers as a potential enemy. An encounter with a local person or group is also possible (friend or foe; Game Master's option).

76-80 Razor Grass: More like small trees, this grass can grow as tall as 18 ft. (5.5 m) and cuts like a knife. It will not damage mecha, but it will slow them by 25%. Men on foot in full M.D.C. armor will also be unhurt but slowed to half speed. Unarmored travelers will have to travel around the area or suffer 3D6 damage for every 10 feet (3.0- m) travelled.

81-90 Muddy Flats: The ground stays muddy and soft most of the year; may be a shallow crater. The clinging, sucking mud slows men and conventional vehicles by 50% and mecha by 25%.

91-00 Swamp: Extensive lowlands filled with water create large, swampy areas. Water is 1D6 feet (0.3 to 1.8 m) deep, with a thick mud covering the bottom. Walking speed is reduced by 75% (50% if the character can swim) and mecha speed drops by 35%.



Adventures

Concepts by Wayne Breaux Jr.
Written by Wayne Breaux Jr. & Kevin Siembieda

Darkness Flowering

Darkness Flowering is a gloomy excursion into the heart of the Robotech mythology, protoculture. Since Zor discovered the amazing applications of this cosmic plant as a biologically generated energy source, war, oppression, and violence has followed it across the universe. **Darkness Flowering** mimics the very history of protoculture. Through the use of protoculture, Lieutenant Zaria gains enlightenment that leads her to make accomplishments through brute force and determination, until chaos erupts.

The adventure should have a dark, foreboding feel, a kind of psychological suspense. The characters will know that something is terribly wrong, but they will have no idea exactly what it is. As they investigate further, things get more and more insane. To help carry the dark mood, the first two segments of the adventure are set deep within the concealing jungles of the Indochina Quadrant. The third part is set in the dark towers of a concrete jungle, Manaus. The rain forests of the Congo is another possible setting this adventure, but fleshing out the setting is left up to the individual Game Master.

Design Notes

The Indochina Quadrant has been chosen for the setting not only because of the appropriate conditions there, but also because it is likely to be far from the normal American Quadrant campaigns, and that isolation is vital to the desperate mood and mysterious plot of the story. Characters should realize that the only help they are going to get comes in the form of missile support from the **CVS Phobe**, and if she is severely damaged by a surprise assault, that won't happen. The players are very far from friendly skies and in an alien land they do not know. They are on their own and possibly out of their league. Cunning, caution and finesse will be needed to accomplish their mission.

The Game Master should read the entire adventure and get a good feeling for what will be happening. The most important element is *Lt. Zaria's* state of mind. Read her character information and adventure background to get an idea of how to play her. She is the centerpiece of the adventure. Knowing her personality and insanities will help carry the mood of these adventure segments. Even when she is not directly involved, the results of her handiwork will be all around the characters.

Description is also important to keep the heavy feel that something sinister is going on. Even if the characters are inside environmental armor or mecha, the humidity, insects and restrictive jungle terrain will plague them. Also, from those sealed en-

vironments, the jungle will be amazingly quiet, too quiet, so that it may seem surreal. Travel through the dense foliage will be torturous, even for mecha. As the trees, leaves, and branches are pushed aside or cut, they will impair the pilot's sight, startle animals, create grating/scratching noises on armor, and greatly add to the alienness and paranoia of the situation.

As for the pace of action, the Game Master is free to give the adventure any feel he likes, from straight out firefights, non-stop action and roller-coaster thrills to a horrible gauntlet of the extremes of war, or an atmosphere of tension and foreboding with sudden eruptions of battle. The idea is to have fun. The adventures, as presented here, should be seen as a tight outline from which you can build and modify your adventure (and/or spin-off campaigns) as it best suits you and your gaming group.

Setting Adjustments for Other Robotech Campaigns

Darkness Flowering is set in the Macross segment of the Robotech saga, but for those gamers currently running campaigns in other settings, it can easily be adjusted for use in them. Macross and the First Robotech War are only the first chapter of the Robotech saga. The Destroids, Veritechs, mecha and Zentraedi can be found throughout the later settings, although not mentioned prominently in later books because there were very few of them. Some RDF mecha and veteran pilots do remain on Earth to help man isolated bases and to train the fledgling and inexperienced soldiers of the *Armies of the Southern Cross*.

Zaria and her troops could very well have remained hidden all these years, developing the plot as outlined in this book at a later point in time. Game Masters should have fun combining elements from the later eras with this scenario.

The following sections give tips for integrating **Darkness Flowering** into Southern Cross, Invid Invasion, and Sentinels campaign settings.

Macross Options

The adventure is written to be used in a Macross-set campaign using the **Robotech Role-Playing Game** book, so no changes are needed. One setting *option* that may be of interest, however, is the use of mecha from all three eras in one setting. Such use would set the campaign near the end of the fifteen years between Macross and Southern Cross and just before the SDF-3 folds away to Fantoma. In this situation, VF series Veritechs, Logans, AJACS, RDF Destroids, and SC Battloids would be mainstream mecha, but all REF mecha, like the Cyclone and Beta Fighter, would still be in the testing stages.

The still experimental state of REF mecha means they are not likely to be as powerful as later versions, which will help balance them against the earlier mecha. Modify REF prototypes by reducing their total M.D.C. by 20% and missile capacities and weapon damage by 30%. Of course, certain weapons and mecha (like the Shadow Fighter) are not even in the developmental stages yet. The opponents here would be the few remaining Zentraedi (mostly in Indochina), and a strong E.B.S.I.S. presence both in Europe and South America. It is also possible that an advance Robotech Master and Bioroid team or force could make an appearance to stir up more trouble.

Southern Cross Adjustments

As mentioned above, Zaria and her unit could easily be operating as RDF soldiers in the Southern Cross setting. If so, little needs to be changed in the adventure, except for the Manaus area. Here are two suggestions for handling it. The first is that Manaus and parts of the Control Zone remain a Zentraedi stronghold in South America. The RDF could not subjugate these last remaining rogues so they gave the responsibility of maintaining the ZCZ to the Southern Cross Armies just before they left Earth. This likely turn of events would preserve the entire adventure as presented, and only require a possible name replacement here or there.

The other option is to build on the *Intara* subplot in Indochina (although we'd recommend using the *Intara* and Indochina setting to build new and exciting adventures). It is well established that Zentraedi do survive within the Indochina Quadrant right through the Invid occupations. It is likely that a large number of these are *Intara* soldiers.

It is also known that a Robotech Masters' mothership crashlands in Indochina during the Second Robotech War with the Southern Cross defenders. Using this information can add great depth to adventures set in this time period. Both Zaria and the Robotech Masters would desire an alliance with the *Intara* and/or other Zentraedi warriors, and the mecha they could produce would be frightening. The climax of the adventure could have the player characters penetrating a Masters' Mothership to find Zaria's Factory! Epic adventure to say the least.

Invid Invasion Adjustments

This setting changes dramatically from the others, but the adventure will still fit well. The lack of an organized military means that Zaria will not be assigned and neither will the characters, so a new plot needs to be used. If it is necessary to get the characters to the jungles of Indochina (or South America, you can easily switch them), have the group hear rumors like "There's an old soldier down South," "There are bases in the jungle filled with RDF mecha," or "The Invid don't go near the place (a lie)." There can be all kinds of other things to lure them to this area, such as weapons, equipment, protoculture, etc.

When the characters arrive at the outposts, which are concealed from the air, the Air defenses are not operational. The group will have to walk from one base to the next. As they near each base, an alarming number of destroyed Invid mecha litter the jungle, scores and scores of them. They were shot down by the AA systems, which is why they do not shoot at characters — they are empty, but lock-ons may still occur. The player characters will also be surprised to find the Zentraedi here. Most humans of this period believe that the only Zentraedi survivors left Earth with the REF; all others are said to have been eradicated (wrong).

On the bases, everyone is insane or paranoid and will attack any foreigners or "spies." It will be obvious to the characters that the bases are old, possibly first war remnants. It will also be obvious that the RDF occupants seem to have killed each other. The bases are located amongst a field of alien plants (mutant Flowers of Life) that give off spores similar to those detailed in the adventure, but without any of the beneficial effects. They simply make people violent, paranoid and insane. Characters should be allowed to figure this out by saving throws, increased

edginess, and perhaps dramatic evidence (changes) in an expendable non-player character or two, so that they do not become infected (Remember CVR-3 armor is a sealed environment).

After their battle with Zaria (which should reveal the MPA core unit), the characters should be damned curious to know where she got it. They can track her to another jungle base where more new mecha are discovered, and finally, to a large city. The city can be as far away as New York or as close as some ancient jungle ruins with a new city built around it. The people of the city will be fearful of the group's mecha. The player characters must leave them hidden in the jungle or they will receive no cooperation.

The rest is up to the Game Master, but here are a few suggestions.

1. Change the factory to a buried hangar of some kind, either a secret military storage area, or the surviving part of a buried spacecraft. Zaria found the mecha and will not give it up (she is quite mad). The G.M. can have other prototype mecha and equipment as described in this book (or your own designs) located in the same buried hangar. **Note:** A handful of mecha and supplies might be available in an old RDF or Southern Cross base that was partially destroyed in the war and is buried under tons of earth and debris. The only catch is that an Invid Stilt Hive base has been built on top of it or within 2000 feet (610 m). This could make for an exciting side adventure and enable the characters to sneak in and replenish their supplies.

2. Another option is to have Zaria and the Invid build mecha together (change the MPA's color to red). In this case, the face plate of the outer shell would be the characteristic sensor eye and destroying the face plate will only destroy the targeting system and special optics. If that should happen, Zaria will fire all remaining missiles and jettison the outer shell. Zaria would be an E.B.S.I.S. operative or RDF Veritech pilot instead of a micronized Zentraedi. Destroying the "factory" in this scenario would mean killing the brain of the hive where Zaria takes refuge.

Sentinels Adjustments

There are few adjustments to be made on **Darkness Flowering** for use in a Sentinels campaign. Most of them are setting/plot adjustments. During the SDF-3's travels through the Robotech Masters' Empire, a planet much like Earth is detected. Investigating, the REF discovers that it is covered by dense jungles and is inhabited by micronians (evolved from Tirolians) and Zentraedi. Initial contacts meet with hostility from the Zentraedi still loyal to the Masters, but it is quickly learned that they were abandoned there when several Landing craft, a Flagship, and a Robotech Masters' Mothership crashed. The Masters were killed, and no one ever answered their distress calls, so they settled and began to build a new life. Using Minmei's songs and other cultural images, the REF can quickly win over the general population, and a series of outpost bases will be authorized near an area of very uncooperative rogue warriors (called barbarians by the natives).

Now we return to the plot of the adventure as Zaria is given the outpost assignment and eventually contact is lost. The player characters are sent to investigate, as per the adventure, with the same results, but a few minor changes need to be made.

A) If the player characters have Alphas and Betas, all enemy encounters should be doubled, so 10 Zentraedi become 20.

B) Zaria's mecha has twice as many mini-missiles and an additional 100 M.D.C. points.

C) The triple-barreled pulse lasers have been replaced with 35mm tri-barrel guns identical to those in the GU-XX gun pod (1D4×10 medium burst from each arm, 60 medium bursts per arm, 4D4×10 MD for a full melee burst with both arms on a single target).

D) The information on Manaus can be used for a nearby city that Zaria has allies at. All information given there is pertinent, except the people were once Tirolians and the architecture will reflect Tirolian culture.

Part One: Into the Darkness

Briefing & Gathering of a Robotech Strike Force

The player characters will be called to a small briefing room in the Command Center of their duty base. The room is not in the same hall as their usual mission briefing rooms, and they will realize from the fully outfitted, high-tech displays and view screens that this is one of the RDF's intelligence rooms. Important missions and tactics are discussed here by people of rank privy to secrets.

A tall, thin officer wearing the uniform of a high ranking military specialist enters from a side door and sizes up each character in turn. He takes his time and moves to the podium at the head of the room. Any questions directed at him before he reaches the podium will receive a stern look and silence. If any of the characters are standing, he asks them to sit. He hits a switch and the lights dim. A hologram of the Indochina Quadrant springs to life in the center of their table. He leans over the podium and begins to motion with a laser pointer as he addresses them.

"Gentlemen (and ladies), this is Indochina. If you are unfamiliar with the history and state of the quadrant, I will provide files for you at the end of this briefing. The lack of an RDF presence in this area has allowed the rogue Zentraedi free reign to build up their numbers and fortify their positions. E.B.S.I.S. forces operating in the area have been completely helpless in preventing this build-up. As a result, intelligence reports several Zentraedi armies of 4,000 to 10,000 troops dominate the region. This is not good. (G.M. note: The estimated numbers and information about the enemy is *not* accurate).

"Such troop build-ups are of great concern to the RDF. To disrupt and contain the enemy, the RDF has established a series of small RDF military bases in that quadrant. The troops mission there: to gather intelligence, directly combat the Zentraedi threat, disrupt large enemy gatherings, and serve as a staging center with support from our Eastern Bases. The plan was for the establishment of four linked bases along the Mekong River in order to

cut Southern Indochina in half and allow for heavy Veritech patrols over the adjacent jungles. To lead and direct operations, High Command chose Quedlunn-Rau ace, turned Veritech pilot, Lieutenant Zaria. Her firsthand knowledge of Zentraedi mecha and tactics, her vast combat experience, and exemplary service under the Sterlings in the ZCZ made her the most logical choice. Once the small bases were completed, the construction of a larger, permanent base could begin."

"A fully loaded CVS submersible, the CVS **Phobe**, took Commander Zaria and her troops, plus enough supplies to build and feed the four military outposts, to the South China Sea, anchored near the mouth of the Mekong River, and acted as a temporary base of operations until the first two Outpost bases were completed. Commander Zaria and her troops met with immediate success, liberating several villages in their patrol radius, provided valuable intelligence, and completed Outpost Base One. Reports became irregular upon completion of OPB-2. Despite certain irregularities, the completion of Outpost Base #3 was reported and construction of OPB-4 begun. Because of the unique and dangerous settings of these OPBs, High Command ignored the increasingly sporadic reports offered by Lt. Zaria. She appeared to be doing her job, and executing her mission with exemplary quickness.

"Three weeks ago, radio transmissions from the Indochina operations ceased. After a week of silence, a squadron of Veritech fighters were dispatched to investigate. Contact was lost within 12 hours.

"Ten days ago, a Cat's Eye team located the wreckage of the six Veritechs. There were no survivors. The team appeared to have been caught off guard by a massive anti-aircraft assault. Six days ago, a second squad of Veritechs skirting the area was shot down, and 36 hours ago, an orbiting reconnaissance satellite was vaporized by a particle beam as it attempted to photograph the sites along the river. Lt. Zaria and her troops have vanished and are regarded as Missing In Action. They are presumed to be captives of the enemy, but we fear the worst.

"The top brass have decided to dispatch a ground-based *Strike Force* to infiltrate the area and investigate. Using the jungle as cover and avoiding radar detection from the air should enable that team to reach the bases and make a thorough investigation.

"You have been selected as that Reconnaissance and Response Team. Phase one of your mission is to determine what has happened, who is responsible, the extent of damages, whether there are survivors or hostages, and report what you find to your assigned Command Ship.

"Your second set of objectives is to disable the automated anti-aircraft systems at each base. They are NOT to fall into the hands of the enemy, the E.B.S.I.S., or bandits. Destroy all sensitive data and sabotage equipment that represents serious danger or concern if they fall into the wrong hands.

Phase three, locate Lieutenant Zaria. Intelligence suggests she is free and active in the region. We presume she is engaged in covert actions against the enemy. However, there is a slim chance that she has *gone native* and is again allied to the Zentraedi. This is an extremely remote and, frankly, unimaginable scenario, but one which you must consider. In any case, locate, retrieve and return Lt. Zaria, alive, to the Commander of the CVS **Phobe**.

“Once that has been accomplished, your final agenda is the rescue of hostages and surgical strikes against those responsible. These strikes will be to cripple the perpetrators’ operations, not destroy it. You’re probably facing a small Zentraedi army of an undetermined size. Hit the key enemy personnel (leaders), destroy lines of communications, ammo and supply dumps, power supplies, and retreat. Guerilla tactics are advised.

“Officers on the CVS Phobe may suggest targets and response, but you may be unable to communicate for intervals of days or weeks at a time. This means you are likely to be called upon to make judgements and take action in the field based on your own recognizance — let’s be smart and make them good. The rescue and EVAC of hostages and injured RDF personnel should be your TOP priority. Do not jeopardize the lives of our people on foolish heroics!

“Approach by air is impossible, so ground-based infiltration in battloid mode or with Destroids will be necessary. Once in the area, you will determine the best means to reach each of the bases and complete your mission. The CVS Phobe is waiting to take you to the South China Sea where it will function as your base of deployment and operations as well as supplying heavy support and artillery if necessary and able.”

“In addition to hostile Zentraedi and bandits, the E.B.S.I.S. has a modest presence in parts of the quadrant. Officially, the E.B.S.I.S. neither supports or condemns our activities in Indochina. Unofficially, they welcome our help, and it was they who provided us with the initial intelligence regarding Zentraedi troop build-ups in that part of the world. However, while they should not be considered a threat (unless corrupt rogues in league with criminal organizations), they will not offer any assistance other than some basic intelligence through RDF High Command. Even the slightest assistance will come at the discretion of individual Soviet officers operating in that quadrant. It is best to regard the E.B.S.I.S. troops as a potential enemy and avoid contact with them.

“The specific details and timetable of your mission is available on computer from your Commanding Officer. Thank you, (ladies and) gentleman. Good luck. You are scheduled to be on the CVS Phobe in eight hours.”

When the briefing is over, the characters can ask a handful of questions, but most of the data they need will be on computer disks available from their CO. They will have eight hours to collect their belongings and be ready for transport to the CVS Phobe. Mecha, including experimental prototypes, may be assigned at base and transferred to the submersible aircraft carrier or already be waiting for them on the ship. Necessary field equipment will be supplied to them from CVS Phobe, but they will be allowed to take other “special” items (a favorite or personal weapon, good luck charms, etc.) with them as well. From their duty base, the group will fly, in Veritechs or troop transport, to the CVS Phobe. The ship sails exactly eight hours after the briefing. Special equipment, mecha and supplies will be supplied.

Background & Preparations

If the characters take the time to make a few quick phone calls, they can gather information about Lt. Zaria and even speak to one of the Sterlings or some of Zaria’s former base-mates in

the ZCZ; they will be given clearance and all calls will go through. These people can give the characters some idea of what Lt. Zaria was like before she left for the Indochina mission. All have only the highest praise for her, citing her loyalty, dedication, combat skills, leadership abilities, and cool head under fire. She was resourceful and careful to never underestimate the enemy. Furthermore, from all accounts, she was a friendly, energetic officer happy to be micronized, serve the RDF, and glad to enjoy human culture.

She happily accepted the transfer from the Zentraedi Control Zone (ZCZ) to her own command in Indochina where she hoped to have the chance to make a name for herself. She was eager to accept the challenge and was confident that she could bring the renegades under control. There was no reason to believe she could not successfully complete this mission, unless intelligence reports grossly understated the enemy forces in the area (which they did).

Shortly after her unit received commendations on completion of Outpost Base One, Zaria’s reconnaissance units discovered the remains of a Zentraedi craft covered by the jungle. Her reports confirmed that the Zentraedi vessel had been stripped of any valuables long ago, and her investigation found nothing of importance or anything threatening. Construction of the other bases continued.

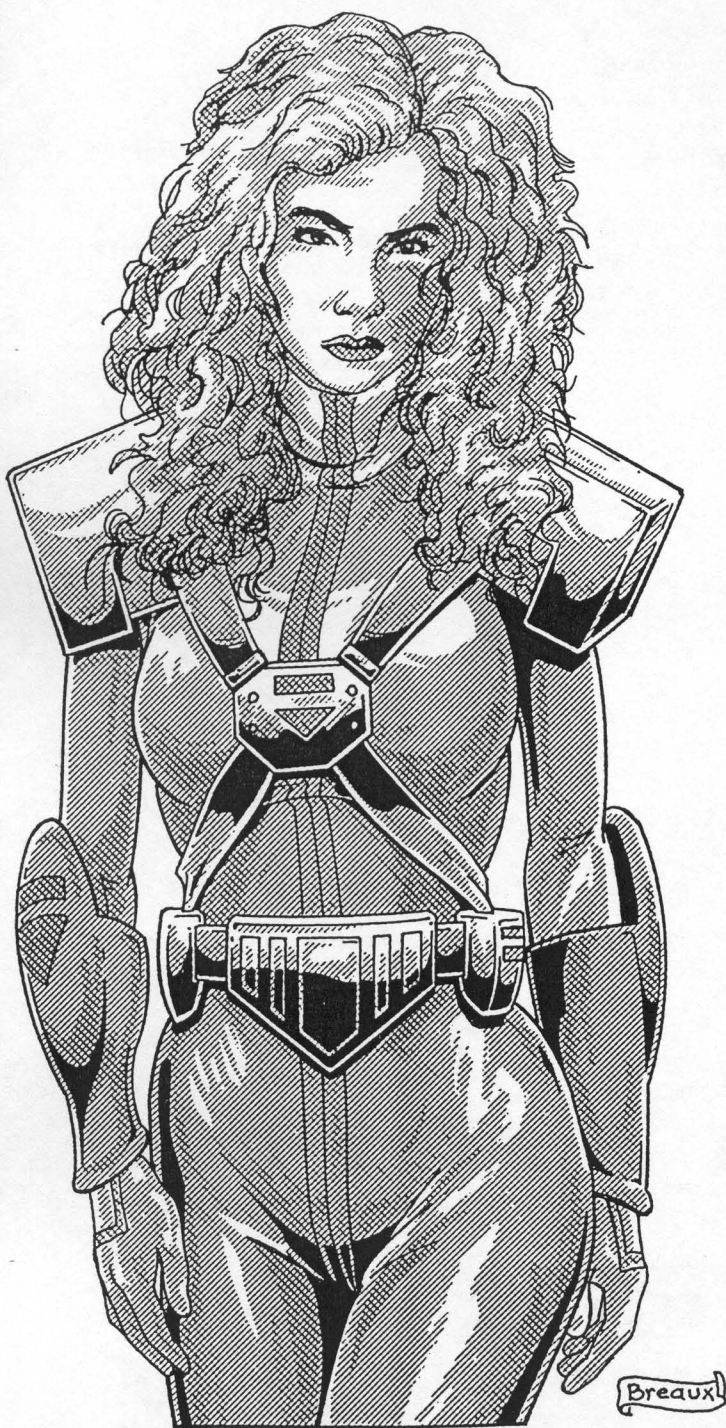
Game Master Info

Notes: Players should not read this material or their enjoyment of the adventure may be compromised.

The ruins Lt. Zaria reported were the remains of a Zentraedi Flagship. Although Zentraedi survivors had stripped the vessel of valuables years ago, it was not quite as empty or benign as she believed. The vessel had been ravaged in the final battle of the First Robotech War and fell to Earth. A large portion of what remained was sheared off upon reentry and only a third of the great 3.5 mile (5.6 km) long spacecraft had crashed northeast of the Phnom-Penh Crater in the jungle.

Among the few surviving areas of the craft was a specimen storage bay. Although the Zentraedi have no technical or scientific skills, they would often collect and store specimens and artifacts for delivery to the Robotech Masters. In this particular case, several canisters of protoculture *spores* were part of the inventory. These particular samples were from plants that had grown on an alien planet with a toxic atmosphere. The strange gases mutated the spores and changed their effects on humans. Instead of inducing hallucinations and possible precognition (see **Robotech RPG Book Five: Invid Invasion, pg 67**, for exact effects), when inhaled or ingested these spores heightened a person’s natural abilities, most commonly their prime skills and attributes. However, the increased level of awareness is more than mortals can long endure, and it led to agitation, paranoia and ultimately insanity.

The wreckage was so mangled, the exploration team had to work their way in on foot. Commander Zaria personally led the expedition to explore the derelict hulk. The damage to the vessel



had ruptured one of the storage containers, filling the room with dormant spores. As the team entered the area, they were exposed to and effected by them. Even worse, the mutant seeds were unwittingly carried on their clothing to base and got into the air supply exposing all OPB-1 personnel to them for a prolonged period of time (G.M. note: Did any spores inadvertently get carried outside and take root in the fertile soil? If so, there could be patches of these dangerous plants growing within a five mile (8 km) radius of the derelict spaceship or near the base).

Under the influence of the mutant protoculture, Lt. Zaria turned into a combination mad scientist and aggressive invader bent on turning the local Zentraedi into a powerful army to conquer the world. Most of the other base personnel also fell under the spell of the powerful mind-altering spores. Their personali-

ties and view of the world (and duty to the RDF) became twisted. Many suffered from paranoia, dementia or obsession. Within a few weeks, the entire team had succumbed to delusions and madness; those who did not fell victim to the madmen. Many perished as a result of foolish acts, suicide raids against the enemy, or killed each other in fits of madness. Others fled into the jungles (some with, and others without their mecha) never to be seen again (G.M.'s do what you will with this bit of potential).

Only Zaria seemed to keep her head. Her normally sharp intellect was heightened by the mutant spores and she quickly realized what was happening. Seeing the possibilities, and with long-term plans already forming in her now deranged mind, she found the other spore canisters and took them back with her. Over the following weeks, she slipped spores into the food and air supply of the two established bases and into that of the work crews constructing the second pair. The insanities manifested rapidly and widely in a short period of time. Zaria blocked all outgoing transmissions, with the exception of hers in Outpost Base Four. From there, she continued to update the RDF with false information until her own plots became too demanding and then she reported less and less frequently. The rapid mental deterioration, the operation's isolation, and Zaria's attempts to maintain a facade of order and progress kept the outside world from realizing anything had gone wrong until it was too late.

Once the most violent madmen had been dispatched, she was able to manipulate the others to follow her and engage in a secret mission of their own. She was especially diligent in gathering technicians and mecha and mechanical engineers. With her heightened perceptions from exposure to the spores, Zaria noticed small imperfections in current mecha designs and was inspired to make improvements. The newly enlightened scientists, technicians, and mechanics were put to work building her new war machines. Their protoculture-induced delusions seemed to link them all somehow, enabling them to work as if they were each part of a shared intelligence. However, those same insanities manifested themselves in their work, and except for Zaria's MPA core unit and power armor, the machines that followed were often twisted, nightmarish versions of their former appearance. These technicians have become obsessed with repair and improving Zentraedi mecha and weapon systems. It is all they do. Thus, they are not a threat to Zaria's leadership or plans.

The spores' effects have also awakened old alliances in Zaria. She has recruited a number of Zentraedi rogues from the surrounding jungles to replace the RDF soldiers she has lost. She has proven to be a capable leader that has earned her the respect of the giants. She has rekindled in them the warrior spirit, giving them the drive and opportunity to fight and conquer. They also believe that Zaria's former intimacy with the RDF will give them an edge against the hated micronians. It is a belief that is well founded. Zaria will monitor radio conversations, break codes, be able to second-guess characters using her knowledge of procedure, and has an in-depth knowledge of standard RDF combat tactics, deployment patterns and mecha. **Note:** Her familiarity with conventional RDF mecha designs may be a reason to assign the player characters *prototypes*.

Zaria appears before her growing army of Zentraedi in the Female Power Armor Shell, so they believe that she has been returned to full size and trust that she has betrayed the RDF. In a

gesture to show her commitment to them, she has distributed RDF weaponry in the form of GU-11 gun pods and missiles to her troops and plans to repair and *upgrade* the armor of their Battle Pods with the help of her insane RDF technicians.

Zaria has anticipated a ground penetration and has taken steps to prevent such tactics. At three mile intervals along the river, she has had anti-mecha mines planted. Every six miles (6, 12, 18, 24, etc.) has a mine 200 feet (61 m) from each bank. Odd numbered miles (3, 9, 15, 21, etc.) have a mine 0.5 miles (1685/510 m) from each bank. This set-up insures that a penetration team on the river or its banks as well as one a quarter to a half mile in the jungle will encounter a booby trap. Each mine is an AM-2 "Watchdog" programmed to attack non-Zentraedi targets. Zaria and her RDF pilots have reprogrammed them to accept non-RDF override codes and to attack RDF mecha. Each mine fires a single small, but powerful, missile that has a range of 500 feet (152 m), a blast radius of 20 feet (6.1 m), and a damage roll of 1D6x10 M.D.

To supplement the automated mines, Zentraedi soldiers have been stationed in two camps, one on each side of the river at a location ten miles (16 km) south of Outpost Base One and 100 feet (76.2 m) from the river banks. Both of these groups will set up ambushes on their respective sides of the river if they hear an AM-2 or other loud combat (M.D. combat can be heard up to 5 miles/4 km away). They also ambush characters who do not take adequate steps to travel undetected, such as by prowling and moving as silently as possible through the jungle.

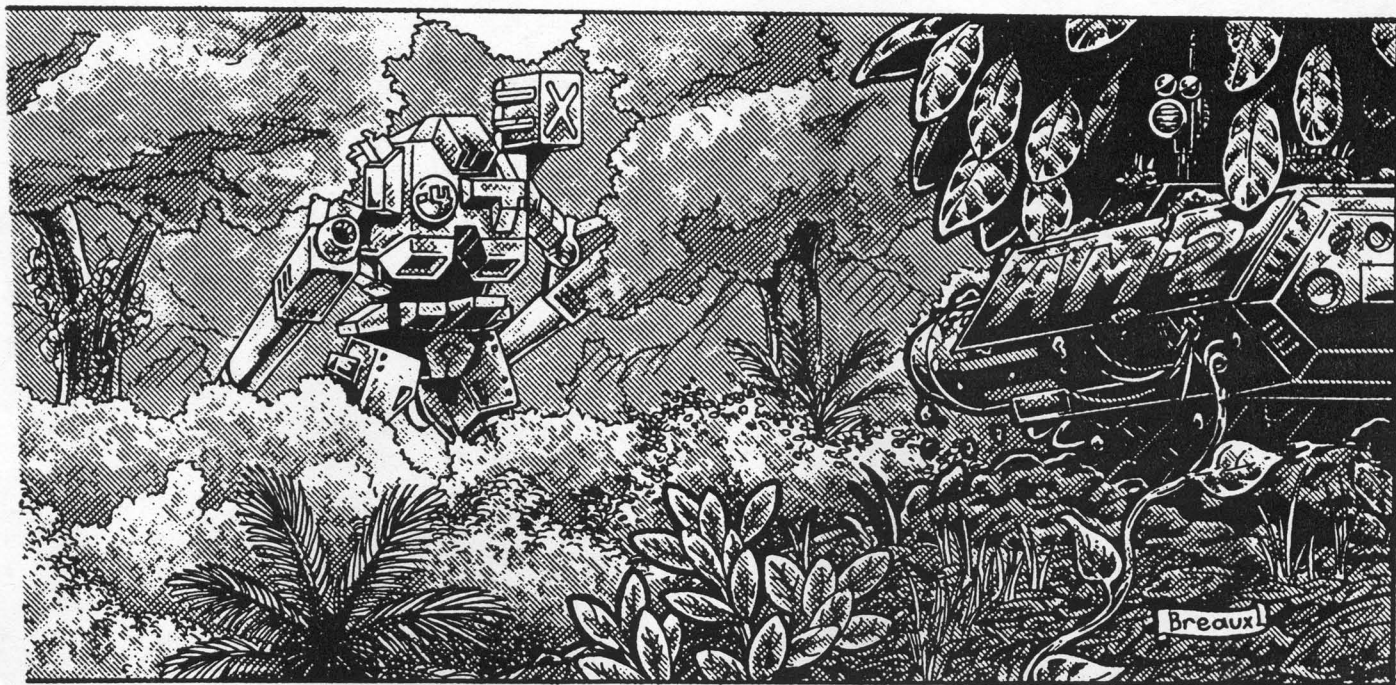
Once one of the Zentraedi ambushes is sprung, the team on the opposite bank will come to reinforce their comrades. There is a total of ten Zentraedi, four on foot in 25 M.D.C. battle armor with GU-11 gun pods and six in standard Tactical Battle Pods. Each team has three Battle Pods and a pair of foot soldiers. The Pods have their full 50 M.D.C. and appear to be in pristine condition from the reconditioning by Zaria's techs.

The AM-2's nearest the river and the Zentraedi warriors will check boats or mecha travelling on, along or flying above the river. Barges or large rafts with tarp-covered mecha will be ig-

nored by the mines and may slip by the Zentraedi, since they are mostly listening for engines and looking for mechanized vehicles and aircraft. A normal prowling roll using the group's highest percentage will get them past the giant warriors without being noticed. **Prowling Note:** It is possible to prowl when using giant Battle Pods, Destroids, Battloids, or Veritech's, depending on the situation and terrain, but there are penalties. A mecha trying to sneak up on people does so at -20% when underwater or in a dense fog or moving through smoke, -30% in the jungle, and -40% in an urban setting (city or city ruins) or light forests. It is impossible for a 50 foot (15.2 m) tall robot to prowl unseen in open areas. Yes, it is difficult for a towering, multi-ton war machine to move around undetected, but with the right environment, cover, and care (maximum speed 10 mph/16 km) it is possible. Game Masters should also use common sense. A human in the middle of an open field, or equipped with all kinds of sensors, is not going to have a Zentraedi sneak up behind him. These are guidelines, if the G.M. warns that the cover and situation makes prowling unlikely or impossible, the sneaking mecha cannot prowl/sneak-attack no matter what the player may roll. **Also note** that micronians receive a bonus of +10% when prowling against giant Zentraedi soldiers without mecha and sensors.

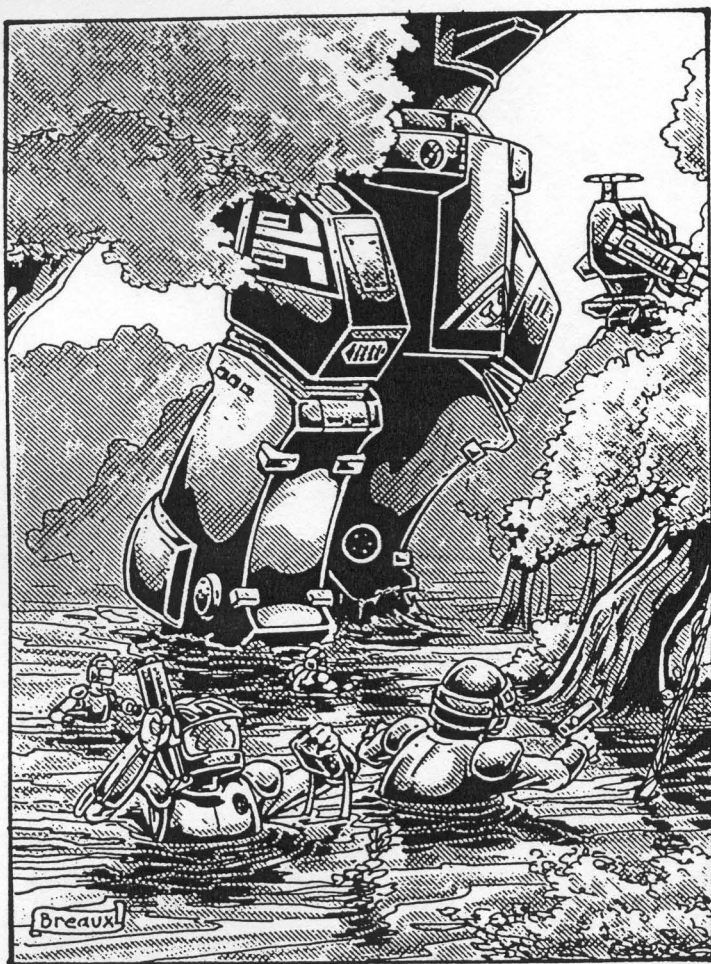
The Outpost Bases

All four bases are laid out in fundamentally the same way. Consequently, all four will have many identical structures and features, so the general information presented on Outpost Base One applies to them all. Any differences will be noted in their respective sections. The original complement of mecha for each base has been destroyed, stolen, or taken into the jungle by fleeing soldiers, but a listing of the mecha, vehicles and supplies that were originally assigned to the base will be presented for the Game Master. This gives the G.M. the option of letting player characters recover replacement mecha, vehicles, spare parts, ammunition and supplies if the player group should need them. It also gives the G.M. more material for subplots; i.e. high-tech



bandits have taken over the base or stolen the equipment. An insane mecha pilot is terrorizing the local villagers. The E.B.S.I.S. or other forces have taken, or want to seize this valuable equipment and they clash with the player group, and so on. The location and exact condition of any remaining equipment and mecha is left entirely up to the Game Master based on his group's needs and the subtleties of the adventure and subplots.

As mecha and equipment take a beating through the course of the adventure, characters may want to repair these items themselves rather than go back to the CVS Phobe and lose the ground they have already secured. In some cases, it may be impossible or foolish to go back to the ship for any reason, especially if they are deep in hostile territory. As mentioned previously, there should be enough spare parts, weapons, and ammo remaining in the bases or available by capturing (or trading for) them from bandits and others to keep the group operational in the field. Such tactics are recommended and may even get the player characters extra experience points for being clever and resourceful.



The characters' trip up the river will most likely include an instance or two of very loud mega-damage combat. Any Zentraedi or high-tech bandit within ten miles (16 km) will come to see if the battle left salvage. Zaria may also send someone to investigate or to rearm the OPB air defenses while they are out. A group that goes back to the CVS Phobe, especially if they fly, is likely to find an ambush or other nasty surprise waiting for them.

Searching the bases: The characters' orders require them to search each of the bases and determine the extent of damage while looking for information on the cause, as well as enemy ac-

tivity and evidence of hostages. Since the only areas on base that are mecha-sized are the mecha repair and storage facilities, characters will have to get out of their mecha and search the buildings on foot. The events that have transpired within the OPBs are horrible, and the G.M. should make every attempt to convey the sense of shock that the bases will incite. The fact that RDF soldiers have killed each other and/or themselves as they were consumed by insanity should bother even the gruffest gung-ho types. It is not necessary to get graphic, but keep reminding the characters of the environment they are in. This is not a treasure hunt. It is war, and not the kind RDF characters are used to.

The mainframes on each base are still active and linked to each other to control the anti-aircraft systems. As the characters shut down these computers, the anti-aircraft weapons will go off-line, making low-level flight from that base to the sea much less dangerous.

Support from CVS Phobe: If the characters should run into deep trouble, they can call the CVS Phobe submersible aircraft carrier for artillery or air support (QF-3000 E Ghosts or Veritech Fighters). Characters must make a Read Sensory Instruments roll and a Radio Basic roll to call in their exact position for an artillery or missile strike, but as the charts show, support from the Phobe will take time to arrive, even at speeds exceeding Mach 4. Only long-range missiles and aircraft/Veritechs can reach any of the bases. See **Robotech RPG Book Two: RDF Manual** for complete details on *Prometheus II Class* submersible aircraft carriers like the CVS Phobe and *Daedalus II Beachmaster Class* supercarriers.

A trio of QF-3000 E Ghosts and a squadron of (6) Veritech Fighters have been assigned to the mission and are available for air support at a moment's notice. However, air support should be called upon only if absolutely necessary, because Zaria's missiles and hostile Zentraedi are quick to attack RDF aircraft. If it becomes absolutely necessary, the CVS Phobe can send a pair of Super Veritechs to retrieve the team, but such a case will be for the extraction of the team only, not air or ground support.

The table below gives the travel time to each base for both missiles and supersonic aircraft/mecha in combat melee rounds and minutes.

Flying Time from the CVS Phobe

Vehicle	Distance To Base	Travel Time Required
QF-3000 E (at Mach 4.8)		
OPB-1	(145 miles/232 Kilometers)	3.0 minutes/12 melees
OPB-2	(175 miles/280 Kilometers)	3.5 minutes/14 melees
OPB-3	(225 miles/360 Kilometers)	4.5 minutes/18 melees
OPB-4	(275 miles/440 Kilometers)	5.25 minutes/21 melees

Long-Range Missile (at Mach 2.8)

OPB-1	(145 miles/232 Kilometers)	4.6 minutes/19 melees
OPB-2	(175 miles/280 Kilometers)	5.1 minutes/20 melees
OPB-3	(225 miles/360 Kilometers)	6.0 minutes/24 melees
OPB-4	(275 miles/440 Kilometers)	6.5 minutes/26 melees

Super Veritech (at Mach 4.4)

OPB-1	(145 miles/232 Kilometers)	3.0 minutes/12 melees
OPB-2	(175 miles/280 Kilometers)	3.5 minutes/14 melees
OPB-3	(225 miles/360 Kilometers)	4.5 minutes/18 melees
OPB-4	(275 miles/440 Kilometers)	5.6 minutes/22 melees

Note: The distances are approximates.

Ground Travel Time from the CVS Phobe

Vehicle Distance To Base Travel Time Required

Destroids & Battloids (including Veritechs in that mode).

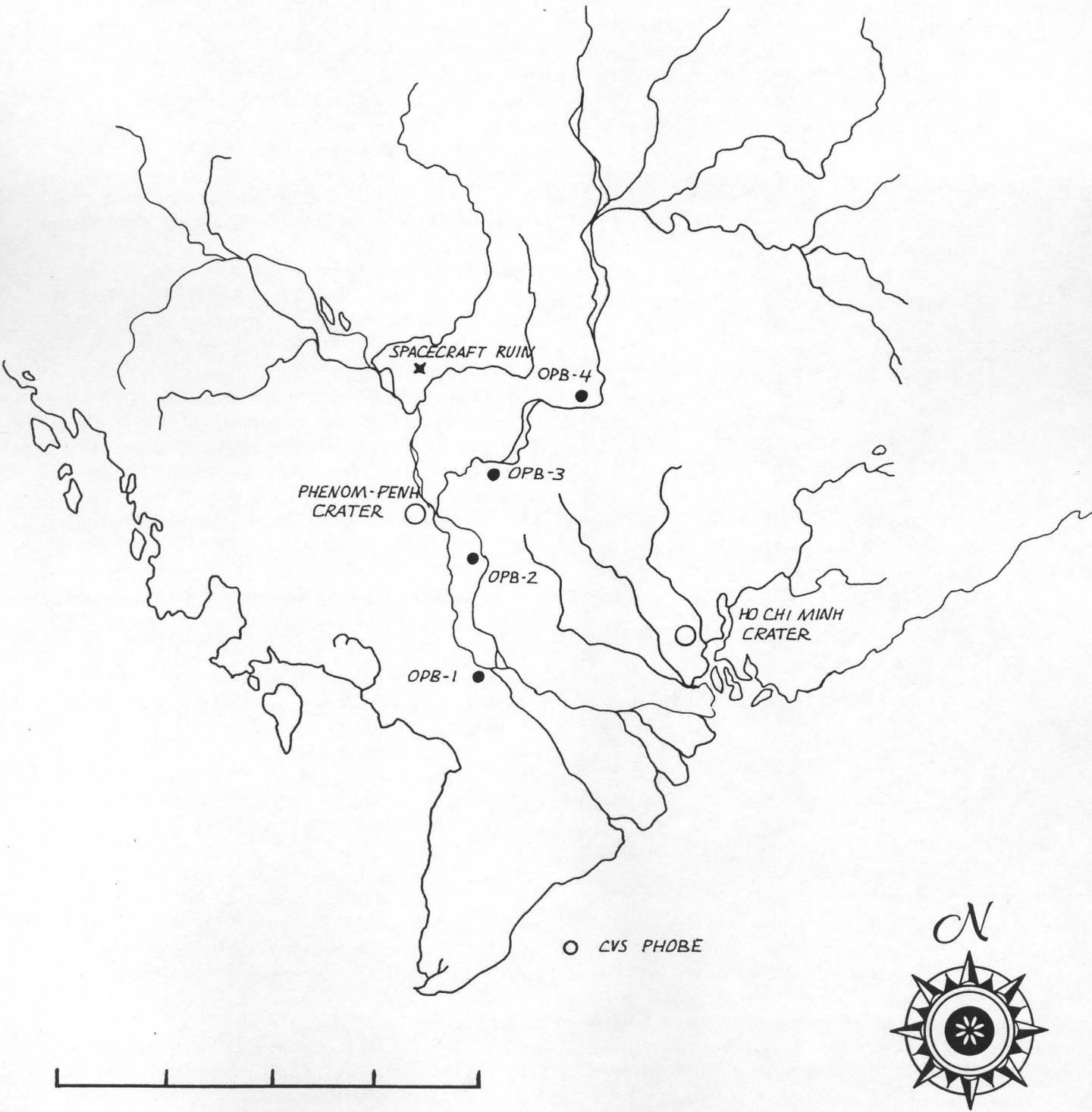
This is at a slow, careful speed and does not account for combat, investigations, searches, rest periods, repairs etc.

OPB-1 (145 miles/232 Kilometers) approximately 5-10 days

OPB-2 (175 miles/280 Kilometers) approximately 7-14 days

OPB-3 (225 miles/360 Kilometers) approximately 10-18 days

OPB-4 (275 miles/440 Kilometers) approximately 15-24 days





Getting to OPB-1

Theoretically, the all-environment, all-terrain design of most RDF mecha would make walking up the river to the outposts seem to be the fastest and easiest way to get to them. However, Zaria is well aware of RDF mecha capabilities and has littered the length of the Mekong with mines and bombs. Buried in the mud of the river bottom, anti-mecha mines are undetectable. After the first few encounters with them, the player characters should recognize the folly of river travel and pull their mecha out of the water before they are blown to pieces.

If they insist on continuing through the river or along its banks, they will continue to be bombarded by mines and missiles. Each mile (1.6 km) of travel will result in two attacks from AM-1 mines (each does 1D6×10 M.D. to a mecha's foot/leg) and two AM-2 "smart" mines (1D6×10 M.D., guided missile, 300 ft/91.5 m range). The low visibility, poor performance of sensors under swift moving water, ineffectiveness of radar detecting the enemy below tree-top level, and the close proximity of the attack (no time to react), means attacks from the AM-2 Watch Dog mines cannot be dodged or the missiles shot down before they strike.

In addition, Zentraedi warriors under Zaria's command as well as rogue Zentraedi and bandits keep an eye on key positions along the river. The latter groups do so to rob river boats, travelers and smugglers — they may or may not attack well armed RDF mecha. Zaria's troops are looking for RDF invaders and will strike using hit and run guerilla tactics. Remember, explosions or the sounds of a firefight makes stealth impossible, may

reveal one's position, and may attract enemy reinforcements or other combatants. Despite the slowness of travel and dangers present in jungle travel, it is actually the safer way to go, especially if stealth is important.

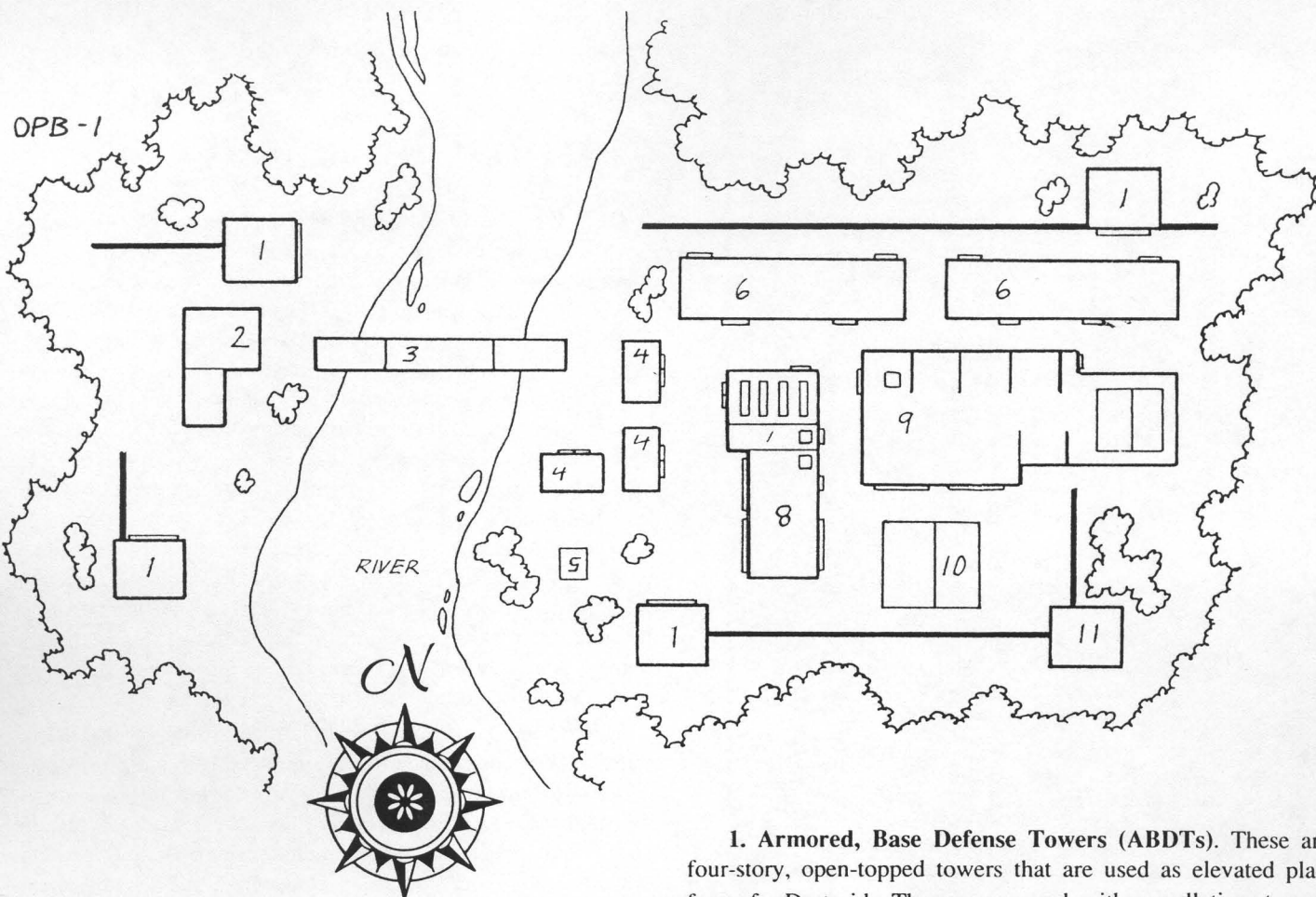
Outpost Base One

OPB-1 is the oldest and most dishevelled of the outpost bases. It was the first base to become infected by the insanity inducing spores and suffered the most acts of violence, murder and destruction (Zaria was able to influence and control the others affected later). All of the soldiers stationed at this outpost have been killed, committed suicide or have run off into the jungles. The entire base is abandoned. Debris litters the area and several of the buildings have sustained damage from weapon assaults (GU-11 and P-beam cannon damage is easily identified). Some sheds and conventional vehicles appear to have been thrown or squashed by Destroids or Battloids. Characters will also find the remains of vandalized vehicles, smashed computers, overturned tables, walls covered in bullet holes, insane ramblings painted on the walls, evidence of arson and explosions, and the bodies of the deceased. The most disturbing aspect of all this is that the damage is clearly self-inflicted; none of this is the result of an enemy attack or looting.

Most of the damage is superficial; it just looks worse than it really is. The communications room is trashed and most of the field radios are gone (stolen?). However, a handful of computers, field equipment, weapons and even *some* mecha and spare parts remain (items are limited and/or scarce). The base still has full power, security doors can be secured, and the mainframe computer that controls the Air Assault (AA) system is on-line (see area 2 on the map).

Once the characters have secured the outpost, they should conduct their investigation, while documenting the damage and assessing what might have happened (take written notes, audio recordings, video-recordings, still photographs, etc.) and make their formal report. Afterwards, the decaying bodies will have to be identified (if possible via dog tags and rank), collected and buried — burning them will attract attention. After all this is completed (takes a day or two if the group hustles), they can use OPB-1 as a shelter to rest, and refuel, reload, refit, or repair their weapons, equipment and vehicles/mecha. It can also be used as a temporary base of operations for further investigations of the area and the second, nearest OPB. There is plenty of food and drinking water in the kitchen freezers and storage area, personnel quarters, and bunker-like fortification as well as the AA system (needs to be reprogrammed to attack the enemy, not RDF aircraft and mecha, and disabled before the group leaves the base to move on).

Eventually, high-tech bandits or rogue Zentraedi may show up, looking for trouble and spoils of war, but for the moment, OPB-1 is safe and secure. Zaria has taken what she needs or wants and is not likely to return, although she may send a squad of her Zentraedi warriors to check on the place once in a while. Such a squad should quickly return to report what they find rather than attack our heroes, but many of her troops are undisciplined and overzealous, so they might attack (G.M.'s choice). If these foolish warriors attack, the RDF investigators can buy themselves a few days of extra time if they can capture or slay



all of these Zentraedi. Zaria will not dispatch a second group to investigate why the others have failed to report back for 2D4 days. However, if even one escapes, he'll warn her of the groups' presence and 3D4 Zentraedi mecha troops, plus 10 armored foot soldiers, will attack within 12 hours. The G.M. can determine the final number, strength and composition of attackers.

Destroying the bunker or taking the mainframe off-line will also alert Zaria of trouble and troops will be sent to investigate. There is also the possibility that one of the river ambush teams may visit the base, especially if there is a disturbance or obvious activity (typically six Battle Pods and four foot soldiers).

OPB-1 Description & Map Keys

General descriptions in each area are given, but the Game Master can modify them and/or add specific items, clues and information for the player characters to find and use.

The spores that caused all the trouble have all been used up so the outpost is safe for human habitation. Likewise, Lt. Zaria has collected all (unless the G.M. has other plans) the spores from the wreckage of the derelict spaceship, so it too is safe to investigators. Encountering (capturing or befriending) a raving lunatic soldier or finding a diary belonging to one of the missing or dead RDF soldiers from any of the OPBs could help our heroes figure out what caused all this and hint at Lt. Zaria's state of mind (or at least raise the question of whether she was exposed or not).

1. Armored, Base Defense Towers (ABDTs). These are four-story, open-topped towers that are used as elevated platforms for Destroids. They are armored, with crenellations to protect the mechanical juggernauts while providing them a height advantage. Each crenellation shield/plate has 125 M.D.C. An attacker needs to roll a 12 or higher on a *called shot* to hit the mecha behind them. Large mecha doors at the base of the tower open to an elevator platform that raises the mecha to the top and locks into place. Excaliber and Raidar X units are most commonly used in ABDTs (a MAC II Monster will not fit). The top of a Destroid in an ABDT is about 75 feet (22.9 m) above ground, which puts the mecha's weapons level with the tree tops for clear fire at their full ranges. It also allows their radar to scan tree-top level and detect low-flying targets (but still at -50% accuracy/skill level). The tower facing the jungle is empty and in perfect condition, but the others all show heavy damage and the partial remains of a destroyed Excaliber or Raidar X in each. More troubling is that it appears that the attack originated from inside the base.

2. Anti-Aircraft Bunkers. These connected bunkers house one-quarter of the deadly AA system. The larger, square bunker houses a long-range missile launching system with 60 reflex multi-warheads (+5 to strike, 2 attacks per melee, 4D6×10 M.D. damage), and the smaller, rectangular bunker has a single heavy particle beam cannon with a 200 mile range/322 km (1D4×100 M.D.). The bunkers are sealed tight, and the blast doors do not respond to the assigned command and operating codes (provided by RDF High Command).

The only way in is to blast through the armored walls (200 M.D.C. per 15 ft/4.5 m), and that would make a lot of noise. If characters resort to this, remember that the jungles are filled

with high-tech bandits, Zaria's river squads, and Zentraedi rogues that are constantly looking for salvage opportunities or a fight. The sounds of explosions or battle are likely to attract a host of potential adversaries from a five mile (8 km) radius.

The bunker will also explode if its M.D.C. walls are breached. A self-destruct mechanism will detonate all of the remaining missiles. The resulting explosion does 2D6×1,000 mega-damage to most everything caught between numbers 4 and 1 on the west side of the compound. Mecha caught in the blast will only take 4D4×10 damage because the impact will hurl them into the river which cushions the blast and protects them from subsequent plasma damage. However, the pilot (and crew) will be stunned for 2D4 melee rounds. Such an explosion will destroy all of OPB-1's above-ground numbers 4 (all), 2 and 1 (both) on the west bank. The bridge (#3) will be only slightly damaged because it is ground level and an M.D.C. structure. The explosion will create a fireball nearly 300 ft (91 m) tall. Anyone within fifteen miles (24 km) will either see, hear, or feel the detonation.

In light of this, the safest way to disable the antiaircraft system is to find the mainframe and have a character with the Computer Operation skill shut it down (or destroy it). The bunkers' self-destruct mechanisms are Zaria's innovations, so the RDF has no knowledge of them. However, anyone with the intelligence or detect ambush skill will strongly suspect a booby trap.

3. M.D.C. Bridge. Constructed to protect mecha from mines floating down the river and used as a means to get personnel and equipment to the other bank. It also opens to allow large river craft to pass. It has 100 M.D.C. (takes 4D6 M.D. from the explosion in number two).

4. Supply Buildings. Storage of essential supplies. Each building contains food and medicine, parts and fuel, or tools and ammunition. Each is lightly armored (3 M.D.C.), except the fuel shed which is heavily armored (15 M.D.C.). Normal S.D.C. weapons will not harm these M.D.C. buildings. Most of the ammunition is for S.D.C. weaponry.

5. Concealed Command Center. This small shed conceals an underground, backup command center. It is an emergency communications area that is used when the main command center is destroyed, or somehow rendered inoperable. The shed has 1 M.D.C., but armor plating under it provides the communications area below with 120 M.D.C. of protection. A six foot diameter (1.8×1.8 m) tunnel links this area to the main command center in area 11. The mainframe can be started up from here, but not shut down. Zaria has sabotaged the communications area in the bunker, but 48 hours of repairs can get things up and running at about 65% efficiency.

6. Barracks. These two buildings housed the soldiers that manned the base. All personnel except for the Veritech pilots (see area 13) had rooms here. Each room is a standard 10×10 feet (3.1 m) area with a single bed, footlocker, wardrobe locker, desk, table, and other small items or personal furnishings. The barrack buildings are armored, with 30 M.D.C. per 10 foot (3.1 m) area of outer wall. The two buildings have broken windows and gouges in the walls from GU-11 gunfire, but the damage is minimal overall. Many of the rooms are undamaged, but the personal belongings (photographs, holograms, letters and cards from loved ones, answering machine messages, etc.) may be unsettling.

7. Mess Hall and Kitchen. The mess hall has seating for 40 people. In the kitchen there is a small express elevator near the exit door that accesses the Veritech pilots' barracks. Normally, it would only be used infrequently, but in an alert or scramble situation, it could supplement the elevator in the motor pool to double the transport capabilities to the pilot's barracks. This area is still well stocked and has enough food to last the player group a year!

8. Motor Pool and S.D.C. Repair Facilities. S.D.C. vehicles and equipment were repaired and stored here. There is a full electronics shop, full mechanical facilities, and the main elevator to the Veritech pilots' barracks below. OPB-1 originally had two AAR-Recon II's, six land rovers, and twelve RDF motorcycles. One of the AAR-Recon II's and three motorcycles are still here.

9. Mecha Repair Facility. This is where all M.D.C. repairs were done. A full mecha mechanical facility, including cranes and forklifts, are located here. The facility has 60 foot (18.3 m) ceilings and a mecha service elevator in the east end that descends to the underground mecha storage area. It can support two Destroids or three Veritechs in battloid mode, and takes two entire melee rounds to cycle up or down. The remains of a destroyed Gladiator are also in the facility. This facility has been shot up and severely damaged, but there are parts and operational equipment to effect repairs on two mecha at once. Characters with the mecha mechanics skill can attempt to repair M.D.C. or structural damage, while those with the mecha electronics skill can work on damaged sensors, computers and communications systems. Some base times for repairs are as follows (all times doubled without proper facilities):

Simple maintenance: 10 to 20 minutes.

System Repairs (radar, radio, targeting computer, etc.): 1D4 hours each.

Total System Replacement (radio, etc.): Add 2D4 hours to repair time.

Major Engine Work: 8D6 hours.

Repairing Weapon System: 1D4 hours each.

Replacing Weapon System: 2D8 hours.

Replacing M.D.C. armor: 1 hour for each five points.

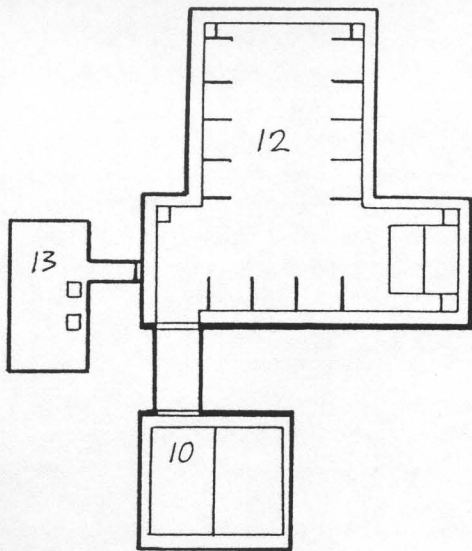
Repairing a Limb (must be done before M.D.C. can be added): 6+1D4 hours.

Replacing a Limb (M.D.C. depleted): 10+1D4 hours.

10. Mecha Combat Elevator. Much faster and larger than the service elevator in area 9, this elevator is used to quickly put support mecha from storage into combat. The elevator can accommodate three Destroids or four Veritechs in battloid mode. It takes five seconds to cycle up and 2.5 to speed down (only when empty). At this rate, it can put three loads of mecha on the surface every two melee rounds. It is in tip-top working order.

11. Command Tower. Designed to look like the ABDTs, the command tower has crenellations and the fully functioning upper half of a Raidar X permanently mounted to its roof. Inside the rest of the tower is the Command and Communications Center. This is where the commanding officers coordinate combat and troop operations. There are three floors in the command tower. The mainframe is on the third. The tower has 250 M.D.C. per 10 foot (3.1 m) area, and an undamaged and unoccupied Raidar X is located at the top of the tower. A destroyed Veritech in guardian mode is near the base of the tower and may offer parts for salvage to other mecha, but the VF itself is beyond repairing. It was obviously shot down by the Raidar X unit.

OPB-1 UNDERGROUND LEVELS



12. Mecha Storage Area. Large mecha bays line the walls of this cavernous area. The 90 foot (27.4 m) tall ceilings are covered with winches and tracks for the overhead cranes. Human-sized catwalks run along the walls, connecting each mecha bay and allowing access to the shoulders of the mecha parked here. A small monorail track shares the wall space with the catwalks, and ladders descend from the catwalks to the floor. Elevators in each corner of the room also allow access to the floor and up to Area 10. There is a number of human-sized doors accessing the catwalks, but the western-most leads to the Veritech pilots' barracks.

In the east wall is the heavy blast door that leads to the mecha armory. It still contains 1,000 GU-11 rounds or other mega-damage ammunition, three long-range armor piercing missiles, and 24 short-range, medium warhead, high explosive missiles (the G.M. can increase or decrease what may be available).

In the south wall is the 75 foot (22.9 m) tall blast door for the combat elevator access tunnel. Just inside the tunnel is a destroyed Veritech in battloid mode and the arm of a Raidar X. The original complement of mecha for Outpost Base One included 3 Raidar X, 4 Excalibers, 4 Gladiators, 1 Spartan, and six Veritechs. It is easy to tell by the equipment in each mecha bay which type of Destroid or Veritech it once housed.

13. Veritech Pilots' Barracks. The need to scramble Veritechs for quick response situations necessitates pilot quarters to be adjacent to the mecha storage areas. Two elevators, one in the mess hall and one in the motor pool, give the pilots direct access to the surface. This area has been vandalized and shows evidence of five different fires, at least one was very bad.

A computer disk can be found with a diary log for the last month of operations. It reports aberrant, delusional and psychotic behavior of "virtually all personnel." The author (not identified) suggests that they have contracted an alien virus that is quickly spreading through the members of the outpost. The person who logged the entry suggests an "alien" virus because people began acting strangely after a reconnaissance team returned from a crashed spaceship someplace beyond OPB 4. The report also expresses personal concern over how Lt. Zaria was handling this situation. Later entries report chaos, murder, sui-

cide and desertion. In the last entry the author states, "I am now certain that I have been affected by this plague. I find it increasingly difficult to concentrate and I am tormented with fear and anxiety. Even the shadows seem to move of their own volition in menacing ways. I know they are out to get me, but I won't let them."

14. AM-2s. There are 4 AM-2s placed just outside the perimeter of each base. Those around Outpost Base One are still programmed against Zentraedi targets and will ignore RDF mecha (unlike those along the river).

From OPB-1 to OPB-2

OPB-2 is near the Phnom-Penh Crater and the ruins of several smaller cities. The entire area is pock-marked by craters and evidence of past and recent conflicts. As a result, there is a general flow of salvage seekers in that area and along the route between the Phnom-Penh Crater and the Ho Chi Minh Crater. The jungles between OPB-1 and OPB-3 directly bisect that route and there are numerous tiny villages and farms throughout the region.

As characters make their way up the Mekong from OPB-1 to OPB-2, and then to OPB-3, they will have a good chance of running into some kind of salvage seeker, adventurer or native. The table below details some of the possible encounters characters may find themselves in. The Game Master should roll three times during the trip from OPB-1 to OPB-2 (or as often as the G.M. feels necessary) to check for such an encounter. In addition to this roll, terrain should continue to be determined.

There will be no ambush teams waiting in the jungles of this region; this time they are hiding in the RDF base. There will also be no AM-2 attacks; they've all been triggered and their missiles launched long ago. However, the units are still *active* and G.M.s should use "ghost attacks" to heighten the suspense. A ghost attack is an empty AM-2 locking onto a target and not firing (no missile; unless reloaded). Mecha warning systems will engage, indicating that a missile system has "locked on" to them. The characters should get edgy each time they are targeted, wondering if they will be attacked or not.

Random Encounters & Salvage Hunters

Roll Percentile or choose one that best fits the game and situation.

These are *encounters* and do not mean the RDF characters will have to engage in combat, but if they do not take steps to avoid contact, the Zentraedi or bandits may react in a hostile manner. Unless noted otherwise, Zentraedi will attack RDF mecha on sight.

00-40 No Encounter. No imminent danger or hostile forces.

41-50 Indigenous Villager. A local villager (or as many as 1D4+1) is encountered. He/she/they can be farmers, hunters, laborers, etc., who live in the region. The character(s) can be hostile (01-33; tries to mislead, trick, rob, or harm the RDF characters, be uncooperative or frightened (34-66; won't help, doesn't know anything, wants to leave), or helpful and friendly (67-00; but doesn't really know much and must get back to his family).

51-55 Crazy RDF soldier. This soldier is a blathering idiot or homicidal maniac. In either case, he/she is dangerous, irrational, and knows nothing of any value (or at least can't articulate it).

56-65 High-Tech Bandits. These bandits are on patrol or returning to camp. They are not looking for trouble, but they will fight to get away. If they think there is a chance for them to secure some valuable salvage, they will take chances, but battling four or more RDF mecha is stupid and they will flee. A typical patrol consists of a Land Rover, an AAR-Recon II converted to a flatbed with an added RDF heavy laser rifle (1D6 M.D.), and 12 men on foot armed with sub-machineguns, one recoilless rifle (1D10 M.D.) and four LAWs (1D6 M.D.); G.M. may adjust this as is appropriate.

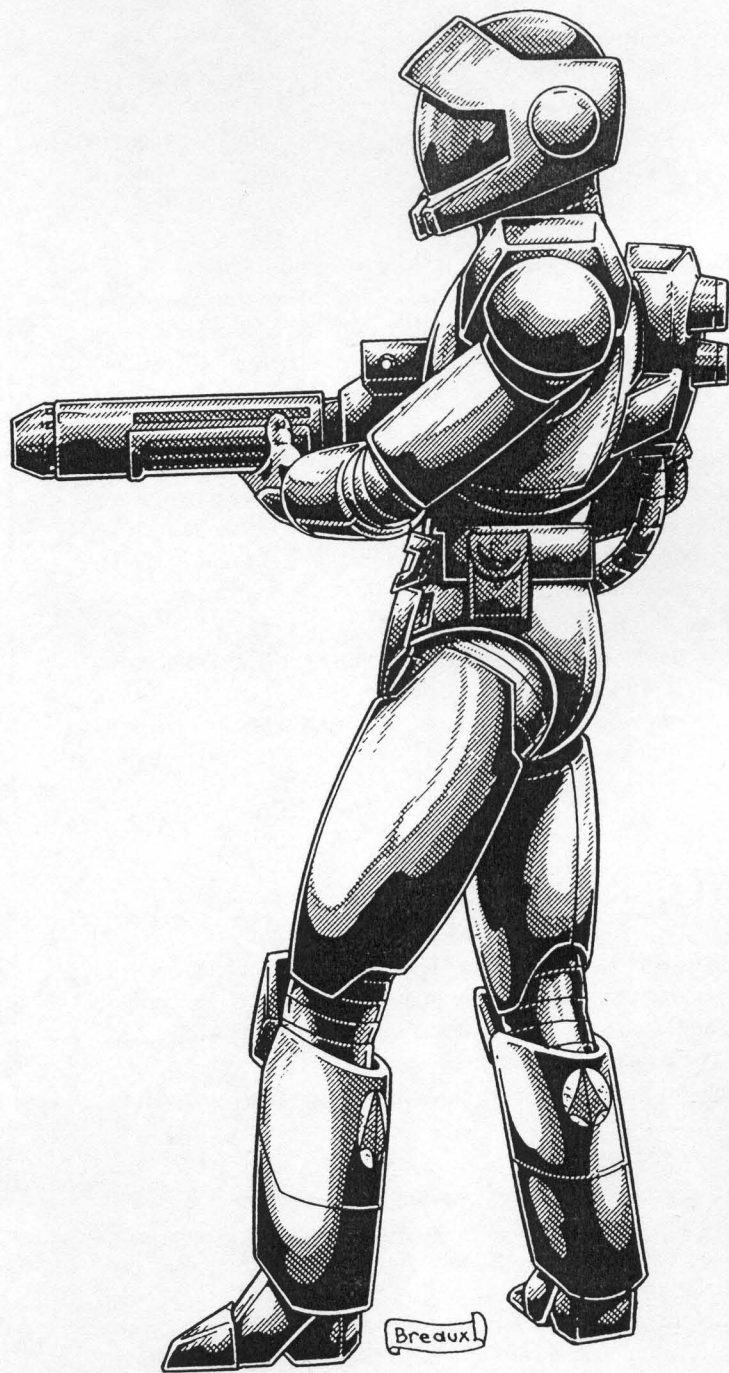
66-70 Zentraedi Rogues. Making their way from one camp to the other, these rogues are not looking for trouble, but they will attack RDF soldiers or mecha if they think they can win. Or they may take some pot-shots before vanishing into the jungle. Their numbers typically include 1D4+1 unarmored foot soldiers with laser pistols or assault rifles, three armored (25 M.D.C.) foot soldiers with laser rifles, two standard Battle Pods (only one particle beam cannon), two Light Artillery Pods (full weapons but only six missiles each), and one male power armor with full weapon systems. All mecha M.D.C. is down 1D4×10%.

71-75 Native Relic Collectors. A trio of elderly villagers and 2D6 younger pilgrims from a jungle village are traveling to the ruins of cities looking for pre-war relics. They travel on foot and dress in the straw hats and loose attire native to these areas. They are unarmed and may consider the characters to be warriors from the gods. A small gift of pre-war relics given to them by the player characters will earn the RDF team valuable information on some of the terrain, bandit activity, and Zentraedi groups currently active in the area. Treating these people poorly will get mean looks and no information (they claim to know nothing).

76-80 Zentraedi Salvage Collectors. This small group travels light, with numerous pouches and large bags replacing their armor. They move through the jungle in search of any useable salvage. They are likely to have some kind of optics (nightvision, thermal optics, etc.) and carry light weaponry, including laser pistols (1D6 MD) and Metal Clubs (add 1D10 to punching damage). Their group will number from 4-8 members on foot and 1D4 Battle Pods. They are not looking for trouble and, in fact, may try to trade goods or information with the RDF team in exchange for M.D. weapons, ammo, or spare parts. They fight only if attacked first and then only to get away. They may attack a weaker opponent to steal valuables, but they won't torture or kill their victims.

81-85 Zentraedi at Work. A Zentraedi salvage team has found the remains of a downed spacecraft and are in the process of salvaging it. There will be 3D4 foot soldiers, 2D4 Battle Pods, and one Officer's Pod or female power armor. They will not take kindly to interruptions especially from hated RDF soldiers, and will tell the characters to leave or die. Threats, rude remarks or hostile gestures on the part of the RDF team members will launch a fight to the death! Politely backing off will avoid an unnecessary battle.

86-90 High-Tech Bandit Salvage Team. A single Zentraedi is a formidable opponent, even without armor and weapons, but the same cannot be said for micronian high-tech bandits. A typi-



cal bandit salvage team will consist of three technicians (mechanics, electricians, scientists, etc.), six guards (mercenaries, soldiers, military specialists, etc.), and a 1D4+1 man weapons crew (LAWs, lasers, vehicles, etc.). All members are armed with S.D.C. assault rifles and grenades. The guards also have 40mm grenade launchers on their rifles and two carry LAW rockets. The weapons crew (usually three) is armed like the guards and man the AAR-Recon II. The vehicle is outfitted with a flatbed to transport large salvage and two M-89 12.7mm machineguns (1D4 M.D. for a short burst, 2D4 M.D. for a long burst, and 4D4 M.D. for a full melee burst, range: 2000 ft./610 m., each has its own gunner). The group is searching the jungles for salvage or moving on to another camp.

The G.M. can opt to have 1D4 E.B.S.I.S. "advisors" in Soviet Battloids to spice things up. These Soviet soldiers don't know anything about the RDF's efforts or operations in this quadrant and may give the group a hard time or even attack.

91-95 Zentraedi Escort Detail. A Zentraedi search team discovered some *important* piece of salvage. The Game Master can decide what that “important” salvage item is. It may be RDF mecha, a supply of protoculture, a protoculture engine, micronization chamber, missile cache, Zentraedi navigation computer or pace coordinate program, etc. These Zentraedi will let the RDF trike force pass by unmolested because their salvage efforts are so important to jeopardize in rash combat; however, our heroes may decide that the item(s) being salvaged are too dangerous and be compelled to destroy it and/or fight the Zentraedi. The giant warriors will fight until their numbers are reduced by 75% – survivors will flee, but they will hold a grudge and may seek revenge if ever encountered again.

There will be at least 2D6 foot soldiers in 25 M.D.C. body armor, 2D4 Tactical Battle Pods, 1D4 Artillery Pods, and one suit of power armor (male or female). In addition, 1D6 Fighter Pods or a pair of female power armor units may join the battle as reinforcements within 1D4 minutes after the battle is initiated.

96-00 Bandits at Work. A bandit salvage team has recovered a severely damaged RDF Destroid and have settled down to ripping it. This group will be twice the size of the salvage team described previously and will have six extra LAWs and a pair of coilless rifles with 40 rounds. 1D4+1 E.B.S.I.S. “advisors” in attroids may be present.

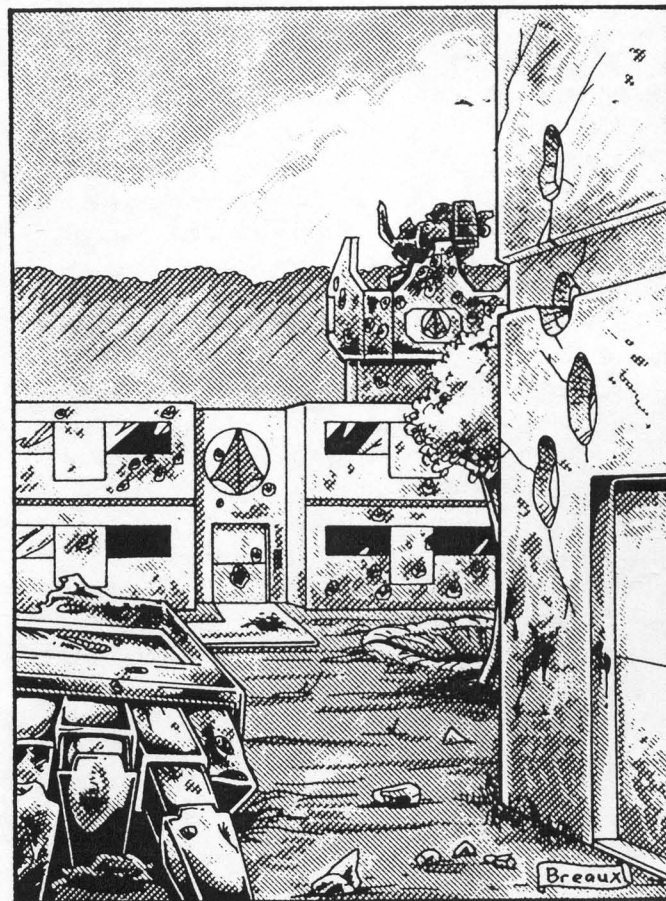
Outpost Base #2

Unlike OPB-1, Outpost Base Two is not totally abandoned. It has similar features, as well as damaged buildings, destroyed vehicles, and dead soldiers, but it also has a group of skilled Zentraedi commandos waiting to ambush any RDF or E.B.S.I.S. investigators (see base descriptions numbers 9 and 12 for details about the ambush). OPB-2 is also the hide-out for Second Lieutenant Anna Mitchels.

She was one of Zaria’s favorite pilots before the spores changed her. Lt. Mitchels was on patrol when the spores were unleashed on the soldiers of the Outpost Bases. She was shot down, deep in enemy territory and it took her weeks to make her way back to OPB-2. As a result, she was not present when the spores were unleashed on the base and is unaffected by them. She found the base in the aftermath of madness in much the same condition that the characters will find it.

Anna spends her days in the back-up Command Center watching and waiting. She will bide her time and eavesdrop on the characters, using the base monitors, to determine if they are friends, spies, or the RDF Strike Force. She knows an RDF Strike Force has been dispatched, but can do little to help them. Any radio broadcasts will be pinpointed by the Zentraedi, and even in her mecha she is no match for all of them. Once the characters reach the base, she may come out to contact them or something to warn them about the Zentraedi ambush (G.M.’s should use her appearance for dramatic effect, because while she is aware of who they are, they know nothing about her). If the characters are attacked by the Zentraedi, she can arrive at an opportune moment to help the group (if they need it) or surprise them by striking from behind. If the group does not need her, she may wait and observe them a little longer before she makes contact (via radio or in person).

Once she meets with the group, Anna can provide some insight into what seems to have happened and that Lt. Zaria is acting strangely and may have joined the enemy (she’s heard the Zentraedi mention her several times as their commanding officer). Other than that, she really doesn’t know much because she arrived *after* whatever happened occurred. She does NOT know about the spores.



OPB-2 Map Keys

- 1. Armored, Base Defense Towers (ABDTs).** Identical to those described under OPB-1, but OPB-2 only has three because it has a MAC II Monster as part of its defenses (see area 15). There are no Destroids in any of the towers.
- 2. Anti-Aircraft Bunker.** Identical to that of OPB-1, except the particle beam cannon is replaced by 40 more missiles.
- 3. M.D.C. Bridge.** Identical to the one at OPB-1.
- 4. Supply Buildings.** Same as those detailed on OPB-1.
- 5. Concealed Command Center.** Identical to the one at OPB-1. Lt. Anna Mitchels uses it as her hide-out to monitor radio transmissions and what few sensors, security and communications systems that still function at the outpost. She does not use the CC to attempt to shut down the AA system because she has discovered the program has been corrupted, reprogrammed and booby trapped. She has been content to wait for an RDF investigation team before she took any action that could make matters worse — she is a good officer and tries to do things by the book. She can make an excellent non-player character addition to the Strike Force, both as a warrior and as a source of information and back-up.



Lieutenant Anna Mitchels RDF Veritech Pilot

Alignment: Principled

Attributes: I.Q. 15, M.E. 12, M.A. 14, P.S. 11, P.P. 18, P.E. 17, P.B. 17, Spd. 20.

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

Level of Experience: 5th

Number of Attacks: 3 per melee

Disposition: Confident, patient, observant and analytical. She takes in everything around her and reacts appropriately. She is remarkably adaptive. She does not grandstand and will rarely talk in combat except to issue orders and warnings. She is a no nonsense soldier committed to her work.

Bonuses: +1 on initiative, +4 to strike, +5 dodge, +5 parry, and +2 to roll with impact or fall.

Bonuses in Mecha: Number of Attacks: 5, +5 to roll, +5 to strike, +7 to parry, +7 to dodge in Battloid, +9 in Guardian, +11 to dodge as a jet fighter.

Skills of Note: All O.C.C. skills, Pilot veritech 82%, plus radio: basic 70%, radio: scramblers 60%, basic electronics 60%, veritech mechanics 50%, hand to hand: expert, auto mechanics 70%, first aid 74%, body building, climbing 70%, swimming 82%, pilot: automobile 96%, pilot: helicopter 76%, pilot Veritech 82%, computer operation 80%, W.P. sword (machete; +2 to strike and parry), W.P. knife (+1 to strike and +2 to parry), W.P. automatic pistol

Profile: The Lieutenant is normally open and friendly, but she has been through a rather tense few weeks. She will be obviously relieved to see the characters and will even join them on the mission if asked, or if the Game Master thinks she is needed. High Command will gladly allow someone intimately familiar with Lt. Zaria and the region to join the mission. She knows the Zentraedi in this area and suspects that Lt. Zaria has forged bonds with some of them. She fears that Lt. Zaria has fallen victim to the madness that has afflicted base personnel and now commands a Zentraedi force.

Equipment: Infantry combat armor (A.R. 14, S.D.C. 200 (2 M.D.C.), .45 automatic, 3 LAW rockets, machete (1D6 S.D.C. damage), a large survival knife (1D4+1 damage), sunglasses, backpack, and a VF-1J Veritech Fighter in fairly good condition (main body has 182 points remaining — she acquired it from the mecha bay just before the ambush team arrived with a salvage force that took almost everything else).

6. Barracks. Same as those on OPB-1, but instead of two buildings, it is a single, two-story structure. It has been ransacked and there is little of value or importance.

7. Mess Hall And Kitchen Area. Same as in OPB-1.

8. Motor Pool and S.D.C. Repair Facilities. Basically the same as in OPB-1, but all vehicles and most tools and equipment have been removed.

9. Mecha Repair Facilities. Basically the same as the one at OPB-1, except there are no mecha or spare parts, although the repair facilities are still operational.

Zentraedi commandos are waiting inside for ambush. As soon as the large doors are opened, they attack. The doors have been reprogrammed so that when one of them is opened, the other four also open. As the doors open, the trap is sprung, and the Zentraedi rush out of the building to press the attack. These are elite commandos and the G.M. should play them as such. The mecha they use has had the armor upgraded by Zaria's technicians.

In addition to a pair of 5th level foot soldiers in Zentraedi battle armor and armed with assault rifles there are the following:

Myktin — Male Zentraedi Warrior & Battle Pod Specialist

Alignment: Miscreant

Attributes: I.Q. 14, M.E. 17, M.A. 12, P.S. 18 (does 4 MD with fists/punch), P.P. 19, P.E. 20, P.B. 11, Spd. 17 (170).

Hit Points: 5000 or 50 M.D.C.; **S.D.C.:** 4000 or 40 M.D.C.

Level of Experience: 8.

Number of Attacks: 3 per melee

Bonuses: +4 to strike, +5 dodge, +5 parry, +2 roll, critical on unmodified 18, 19, or 20, and paired weapons.

Bonuses in Battle Pod: These are the total bonuses from attributes, skills, and Battle Pod training. Number of Attacks: five; +5 to strike, +3 to strike with weapon systems, +4 to roll with impact, +7 dodge.

Skills of Note: Pilot mecha (All Pods) 98%, mecha combat (All Pods), weapon systems 98%, read sensory instruments 95%, hand to hand: expert, body building, wrestling, demolitions 98%, interrogation 80%, W.P. laser pistol (+2 to strike), W.P. laser rifle (+2 to strike), W.P. blunt (+2 to strike and +3 to parry).

Equipment: 30 M.D.C. body armor (upgraded), Zentraedi blast rifle (10 shots, 1D6×10 M.D. damage, range: 1640 ft./500 m).
Mecha: Upgraded Light Artillery Battle Pod: 85 M.D.C., full missile payload, full weapon systems, maximum speed reduced by 15 mph from extra armor (Max Speed 75 mph/121 kmph).

Kimian — Male Zentraedi Officer & Battle Pod Specialist

Alignment: Anarchist

Attributes: I.Q. 21, M.E. 19, M.A. 10, P.S. 22 (does 5 MD with fists/punch), P.P. 15, P.E. 22, P.B. 15, Spd. 15 (150).

Hit Points: 6000 or 60 M.D.C.; **S.D.C.:** 6000 or 60 M.D.C.

Level of Experience: 9

Number of Attacks: 5 per melee

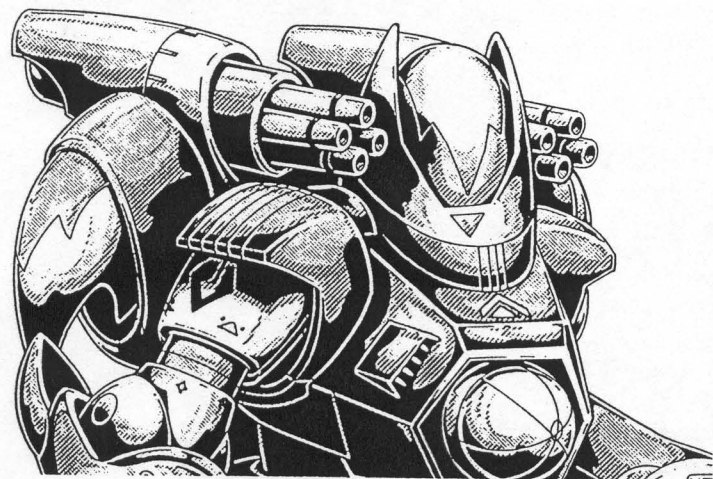
Bonuses: +2 strike, +4 dodge, +4 parry, +3 roll, critical on unmodified 18, 19, or 20, paired weapons.

Bonuses in Battle Pod: These are the total bonuses from attributes, skills, and Battle Pod training. Number of Attacks: Seven; +3 to strike, +3 to strike with weapon systems, +6 roll with impact, +6 parry, and +9 dodge.

Skills of Note: Pilot mecha (all Pods) 98%, mecha combat (Officer's Pod), weapon systems 98%, read sensory instruments 98%, radio: basic 98%, hand to hand: expert, boxing, body building, wrestling, intelligence 97%, wilderness survival 98%, detect ambushes 98%, W.P. laser pistol (+3 to strike), W.P. laser rifle (+3 to strike), cryptography 82%, radio: scramblers 92%.

Equipment: 30 M.D.C. body armor (upgraded), Zentraedi laser rifle (4D6 MD), 20 shots a clip, range 3000 feet (914 m).

Mecha: Upgraded Officer's Pod: 155 M.D.C. main body, full missile payload, full weapon systems, maximum speed reduced by 25 mph from extra armor (275 mph/443 km).



Gianor — Male Zentraedi Warrior & Power Armor Specialist

Alignment: Anarchist

Hit Points: 4200 or 42 M.D.C.; **S.D.C.:** 3500 or 35 M.D.C.

Attributes: I.Q. 10, M.E. 15, M.A. 11, P.S. 17 (does 4 MD with fists/punch), P.P. 20, P.E. 16, P.B. 11, Spd. 10 (100).

Level of Experience: 7

Number of Attacks: 3 per melee

Bonuses: +4 to strike, +5 dodge, +5 parry, +2 roll, and a critical on unmodified 18, 19, or 20.

Bonuses in Power Armor: These are the total bonuses from attributes, skills, and Battle Pod training. Number of Attacks: Six; +1 on initiative, +5 to strike, +3 to strike with weapon systems, +5 roll with impact, +7 parry, and +7 to dodge.

Skills of Note: Pilot mecha (all Pods) 98%, mecha combat (all Pods), weapon systems 98%, read sensory instruments 90%, hand to hand: basic, body building, climbing 85%, radio: basic 80%, wilderness survival 80%, pilot space shuttle 84%, W.P. laser pistol (+3 to strike), W.P. knife (+2 to strike), computer operation 90%, detect concealment 70%.

Equipment: 30 M.D.C. body armor (upgraded), Zentraedi Laser pistol (1D6 MD).

Mecha: Upgraded Male Power Armor: 130 M.D.C. main body, full weapon systems, Maximum speed reduced by 15 mph (25 mph/40 kmph max.) from extra armor.

10. Mecha Combat Elevator. Same as the one at OPB-1.

11. Command Tower. On OPB-2, this structure is not a tower. It is concealed as a supply building, with two levels underground. The mainframe is on the bottom level. Most equipment and valuables have been removed.

12. Mecha storage area. Identical to that of OPB-1, except the original complement of mecha is gone and the other half of the Zentraedi ambush team is hiding inside the mecha stalls, waiting for the mecha elevators to bring them victims. Once one or both of the elevators come to a stop, they will spring out and attack. Besides the Zentraedi, the area contains the remains of a Spartan and a Veritech. The original mecha complement included 2 Raidar X's, 2 Excalibers, 2 Gladiators, 4 Spartans, 1 MAC II (see #15), and 12 Veritechs. The blast doors in the northern wall lead to an open flight tube used by Veritechs in guardian mode for rapid deployment. The south wall has an over-sized door that accesses the mecha combat elevator.

The Zentraedi ambush team consists of the following:

Coralin — Male Zentraedi Warrior & Melee Specialist

Alignment: Aberrant

Attributes: I.Q. 14, M.E. 17, M.A. 12, P.S. 24 (does 6 M.D. with hands/punching), P.P. 23, P.E. 23, P.B. 11, Spd. 18 (180).

Hit Points: 7500 or 75 M.D.C. **S.D.C.:** 6500 or 65 M.D.C.

Level of Experience: 11

Number of Attacks: 4 per melee

Bonuses: +2 on initiative, +6 to strike, +8 dodge, +8 parry, +6 roll, +4 M.D. to damage (10 M.D. punches & kicks), jump kick (critical, 20 M.D.), critical on unmodified 18, 19, or 20, paired weapons, leap attack (critical, 20 M.D.), an Judo-style body flip (10 M.D.).

Skills of Note: Pilot mecha (all pods) 98%, mecha combat (all pods), weapon systems 98%, read sensory instruments 95%, hand to hand: martial arts, body building, wrestling, boxing, W.P. blunt, W.P. paired, and W.P. knife.

Equipment: 30 M.D.C. body armor (upgraded), a pair of Gladiator battle maces (10+1D6 M.D. each).

Mecha: None! Coralin will attack from hiding (surprise action) and attempt to disarm his opponent. His prime targets are hand-held weapons like gun pods because they are easily knocked loose, light M.D.C. weapon barrels, and sensor clusters and antennas. He will also try to keep himself out of his teammates' line of fire and keep out of a missile's blast ra-

dius. Coralin likes to use paired weapon attacks, either using twin strikes or simultaneously striking and parrying. See the optional new character class elsewhere for more details.

Zymon — Male Zentraedi Officer & Battle Pod Specialist

Alignment: Diabolic

Hit Points: 5000 or 50 M.D.C. S.D.C.: 4000 or 40 M.D.C.

Attributes: I.Q. 19, M.E. 14, M.A. 18, P.S. 18 (does 4 M.D. with hands/punching), P.P. 13, P.E. 20, P.B. 17, Spd. 16 (160).

Level of Experience: 7

Number of Attacks: 3 per melee

Bonuses: +2 to strike, +3 dodge, +3 parry, +4 roll, jump kick (critical), critical on unmodified 18, 19, or 20, paired weapons.

Bonuses in Battle Pods and Officer's Pod: These are the total bonuses from attributes, skills, and Battle Pod training. Number of Attacks: 6, +3 to strike, +5 to strike with weapon systems, +6 roll, +5 parry, +5 dodge.

Skills of Note: Pilot mecha (all pods) 98%, mecha combat (officer's pod, Battle Pod, Light Artillery Pod), weapon systems 98%, read sensory instruments 95%, hand to hand: expert, radio: basic 98%, detect ambush 98%, detect concealment 98%, wilderness survival 98%, W.P. energy pistol, W.P. heavy, basic mathematics 98%, wrestling, intelligence 98%.

Equipment: 30 M.D.C. body armor (upgraded), Zentraedi assault rifle (1D6 M.D., 2D6 M.D., or 4D6 M.D. for a full melee burst, range: 4000 ft.\1200 m, 200 round clip), and giant-sized knife (1D4+4 mega-damage).

Mecha: Zentraedi Officer's Pod: 100 M.D.C. Main Body, full weapon systems.

Lenianin — Male Zentraedi Warrior & Power Armor Specialist

Alignment: Miscreant

Attributes: I.Q. 12, M.E. 10, M.A. 13, P.S. 20 (does 5 M.D. with hands/punching), P.P. 17, P.E. 21, P.B. 9, Spd. 14 (140).

Hit Points: 4000 or 40 M.D.C. S.D.C.: 6000 or 60 M.D.C.

Level of Experience: 5

Number of Attacks: 4 per melee

Bonuses: +1 strike, +3 dodge, +3 parry, +4 roll.

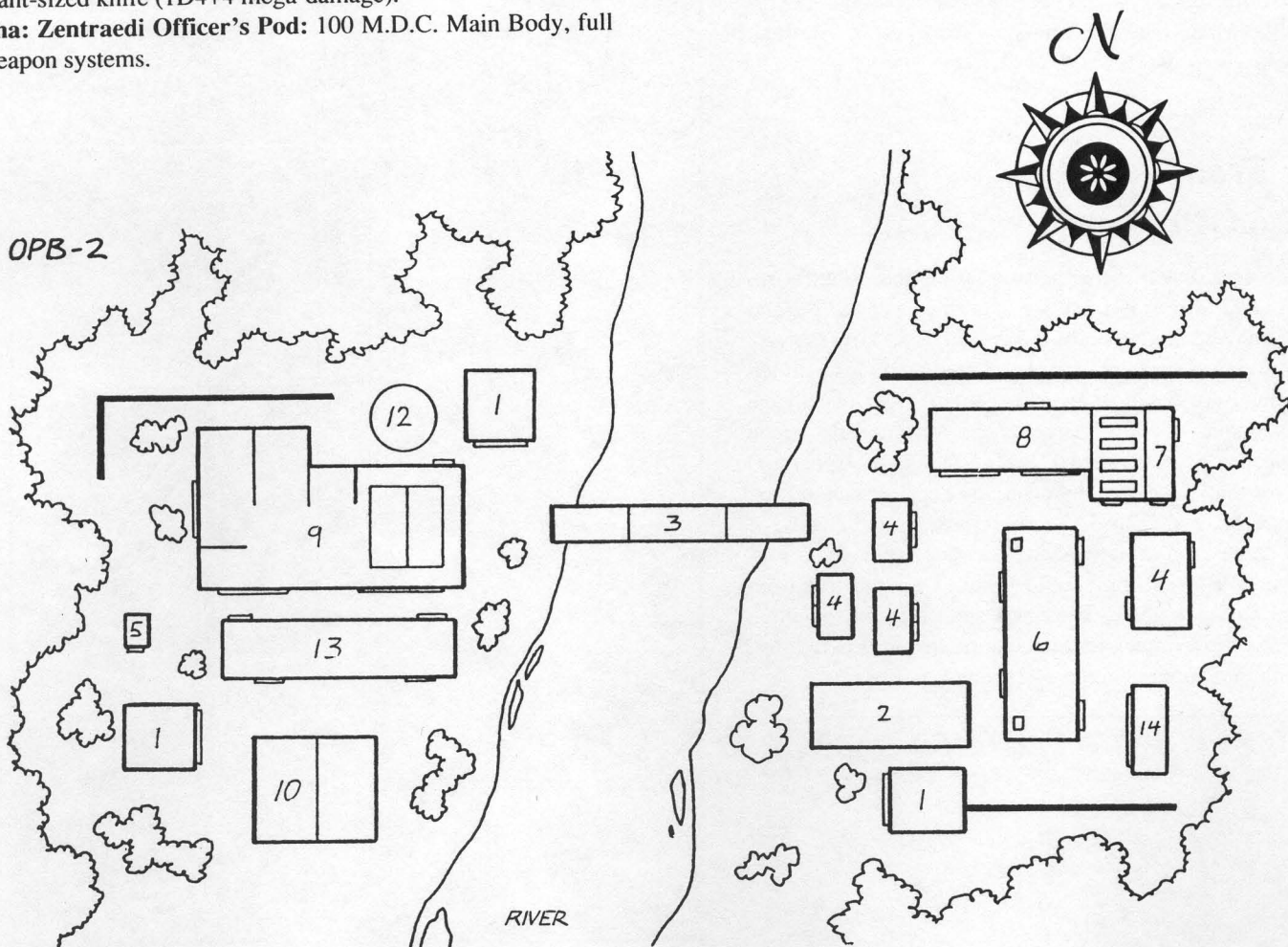
Bonuses in Power Armor: These are the total bonuses from attributes, skills, and Power Armor training. Number of Attacks: Six; +2 to strike, +5 to strike with weapon systems, +7 roll with impact, +5 parry, and +5 to dodge.

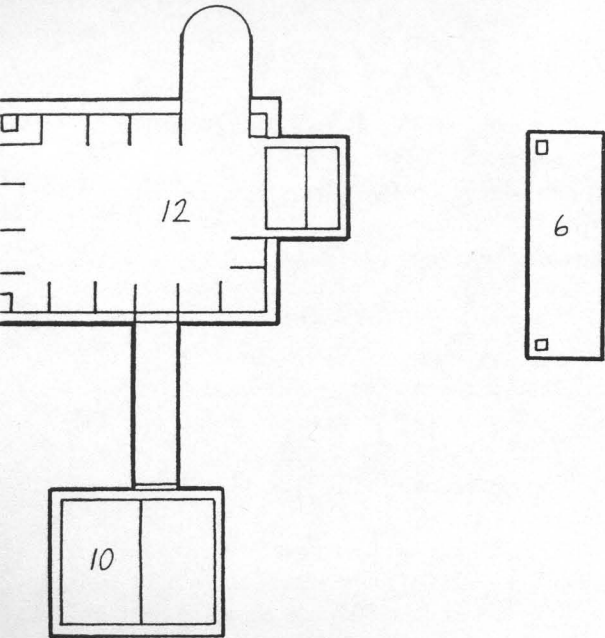
Skills of Note: Pilot mecha (all pods) 98%, mecha combat (all pods), weapon systems 98%, read sensory instruments 75%, hand to hand: basic, boxing, W.P. energy pistol, W.P. heavy, wrestling, wilderness survival 65%, W.P. blunt, radio: basic 75%, t.v./video 65%.

Equipment: 30 M.D.C. body armor (upgraded), Zentraedi assault rifle (1D6 M.D., 2D6 M.D. or 4D6 M.D. for a full melee burst, range: 4000 ft.\1200 m, 200 round clip).

Mecha: Zentraedi Male Power Armor: 100 M.D.C. Main Body, full weapon systems including the shoulder mounted particle beam cannon.

13. Veritech Pilots' Barracks. Instead of being directly adjacent to the mecha storage area as in OPB-1, these barracks are located directly above the mecha area, with immediate elevator access. There is nothing of value left.



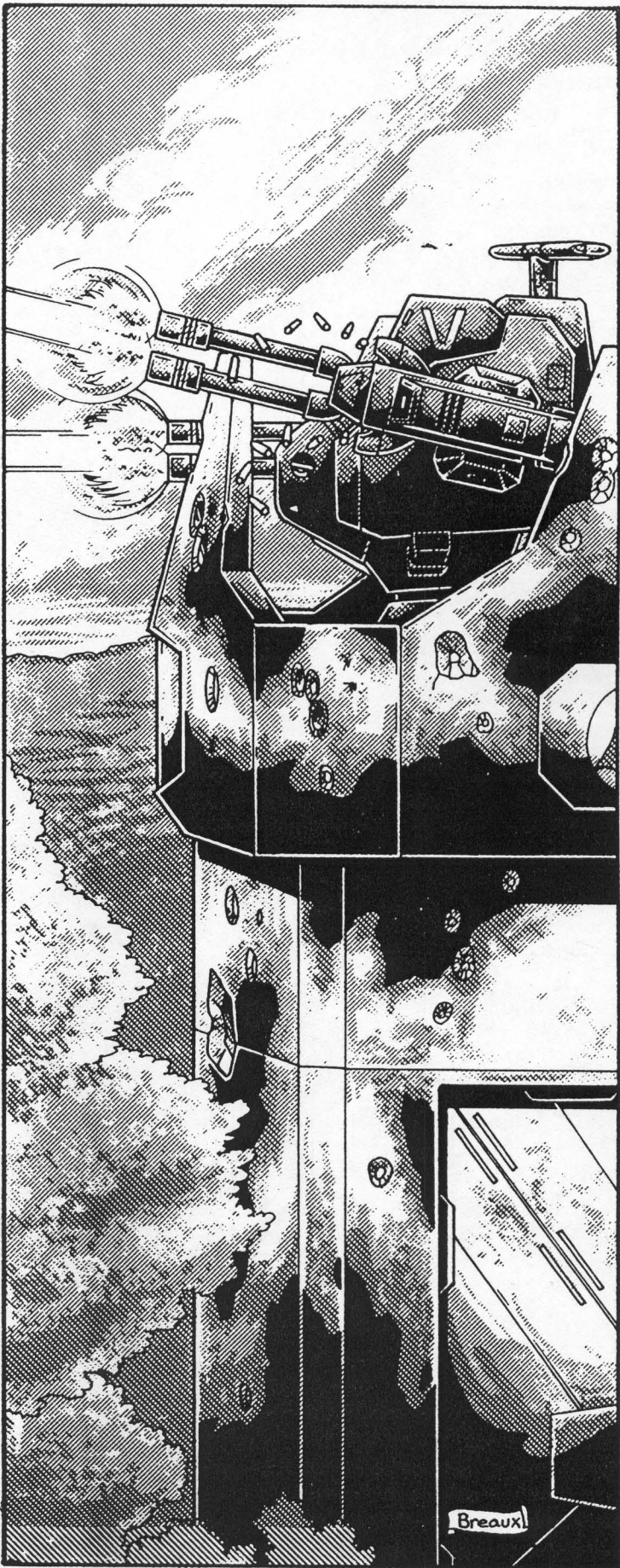


- 14. AM-2s. Identical to those of OPB-1.
- 15. MAC II. OPB-2 had a *MAC II Monster* for heavy anti-aircraft purposes. It is still on the base, undamaged and covered in camo netting! Although it may be useful in defending the base or any other encampment, the characters should be reminded that the MAC II is slow, noisy when tromping through the jungle and easy to spot because of its size.

Getting From
OPB-2 to OPB-3

OPB-2 falls in a diagonal line between the Phnom-Penh Crater and the Ho Chi Min Crater. OPB-3 is northeast of OPB-2 and the Phnom-Penh crater. Numerous tiny villages, farms, small cities and ruins of devastated and abandoned cities also stretch along this trail. As a result, there is a general flow of salvage seekers, indigenous people, mercenaries, adventurers, rogue contractors (giant and small), and E.B.S.I.S. advisors, spies and saboteurs along that route. As characters make their way up the trail from OPB-2 to OPB-3, they will have a good chance of encountering some kind of salvage seeker. The table given previously in the OPB-1 section should be used for the trip from OPB-2 to #3 and vice versa. The G.M. should again roll three dice during the trip to check for encounters. In addition to those dice, terrain should continue to be determined.

Outpost Base #3



Outpost Base Three was reported complete several months ago, but those reports were false. After Lt. Zaria contaminated the food supplies of the soldiers, OPB-3 became a battlefield like the other bases. The crazed soldiers attacked each other, destroyed construction equipment, and fled into the jungle, but unlike the other two bases, OPB-3 still contains RDF personnel. They are the obsessed and insane technicians and soldiers under Lt. Zaria's control. Although still capable of performing their duties, all of these personnel are insane in some way; some more extreme and obvious than others. Specific individuals and their insanities will be detailed in the areas where they are most likely to be encountered, but the G.M. can add additional madmen to the adventure if so desired. It is important to note that among most of the technicians and engineers, there is a strange psychic rapport between them. Each seems to know what the other is thinking in a vague way and each draws on the others' ideas, design concepts and reasoning, especially in regard to their obsession of creating improved Zentraedi mecha. In fact, one will often finish the sentence for another or suddenly begin to help one of the others without being asked or directed toward what needs to be done; they just know.

These "linked" techs view all others as untrustworthy outsiders and fools with narrow perceptions. They work constantly and are harmless to each other, but if threatened by an "outsider," all will come to each others' protection or revenge. They obey Lt. Zaria without hesitation.

OPB-3 Map Keys

OPB-3 is similar in design and functions like the previous two bases. However, unlike the others, its construction is not quite finished, dead bodies aren't strewn all over the place, and it is at least partially inhabited.

The Anti-Aircraft (AA) systems of all the bases is controlled and monitored at OPB-3 (not OPB-4 as RDF intelligence believes). A pair of Veritechs in battloid mode do walking patrol around the base from 12-6 A.M. and 12-6 P.M. Destroids may also be seen, but while the base may look like it's in the hands of the RDF, the mecha and all facilities are controlled by Lt. Zaria, her Zentraedi warriors and madmen.

1. Armored, Base Defense Towers. Identical to those at OPB-1, except these towers are manned and hostile to the RDF! The north tower is located on a little island. The tower is undamaged but apparently unmanned (a giant Zentraedi foot soldier sometimes uses it). The northeast tower near the river is occupied by a Raidar X, as does the southwest tower which faces the surrounding jungle and south side of the base. It is piloted by Sergeant First Class Gabriel Verdun.

Like all the soldiers here, he has been driven insane by exposure to the mutant protoculture spores. Sgt. Verdun was a very careful and perceptive pilot. The spores heightened that perception to the point of paranoia. He now believes that the few survivors on this base went through an enlightening experience with him and, as a result, they are the only people who can understand him. Anyone else is an "outsider" and an enemy. He has taken it upon himself to protect the base and the other "enlightened" ones. Anyone or anything approaching his tower will be attacked as it passes areas numbered 4, 6, 8, and 12. Those beyond these areas are out of his range of action, but he will warn the others by radio that "outsiders" are on the base.

If anyone tries to talk to him, he will not answer except to rave at them about their lack of understanding, narrow awareness, desire to destroy what they don't understand, etc. If the characters go away from the outpost and break off combat, Sgt. Verdun will stop firing on them and radio the other OPB-3 survivors that the danger has passed.



Sgt. 1st Class Gabriel Verdun RDF Destroid pilot (Raidar X)

Alignment: Unprincipled

Attributes: I.Q. 9, M.E. 10, M.A. 12, P.S. 11, P.P. 13, P.E. 14, P.B. 18, Spd. 9.

Hit Points: 28 **S.D.C.:** 25

Level of Experience: 3

Number of Attacks: 3

Bonuses (includes bonuses from the spores): +1 on initiative, +1 to strike, +2 dodge, +2 parry, and +2 roll with impact.

Bonuses in mecha: These are the total bonuses from attributes, training, and hand to hand skills. Number of Attacks: Five; +2 strike, +5 to roll with impact, and +5 to parry and dodge.

Skills of Note: Pilot Raidar X 90%, pilot Excaliber 90%, hand to hand: basic, radio: scramblers 40%, boxing, and W.P. blunt.

Equipment: 9mm auto pistol, two grenades, body armor (200 S.D.C./2 M.D.), and a Raidar X with full weapon systems and payload (for additional details see the Robotech RPG, pg. 63).

2. Anti-Aircraft Bunkers. This system is basically the same as those in OPB-1 and 2, but bigger and in good condition. It has two Particle Beam Cannons (1D4×100 M.D. each with independent fire, or 2D4×100 M.D. if fired at one target) and 96 Rex Multi-warhead long-range missiles! These systems are used to knock enemy (in this case, RDF) aircraft and Veritechs out of the sky. The missiles could also be used to strike the CVS Phobos at sea.

3. M.D.C. Bridge. The island tower has no mecha in it because the bridge is rigged to explode when 5 tons or more of weight is placed on it (like a mecha foot). The resulting explosion destroys the bridge and does 2D6×10 M.D. to anything within 50 ft (15.2 m). Mecha caught in the explosion while on the bridge will fall into the river and lose 1D4 melees getting back onto their feet and back into action.

4. Supply Buildings. Identical to those detailed in OPB-1, except they are in excellent condition and well stocked with basic provisions.

5. Concealed Command Center. The back-up Command Center was to be disguised as a small shed as in OPB-1, but it was barely started before the personnel went mad. It is only a 20 foot (6.1 m) deep rectangular shaped hole in the ground.

6. Barracks Area. Originally, these were to be identical to those in OPB-1, but they were never completed. One is an 18 foot (5.5 m) deep, rectangular hole that is half filled with water. Right next to it is the only finished portion of the barracks, with plenty of rooms to house the two dozen or so soldiers living there. Across from the water pit is another half finished barrack; the concrete floor has been poured and all but the west wall are in place, but other than that, the building is an empty shell.

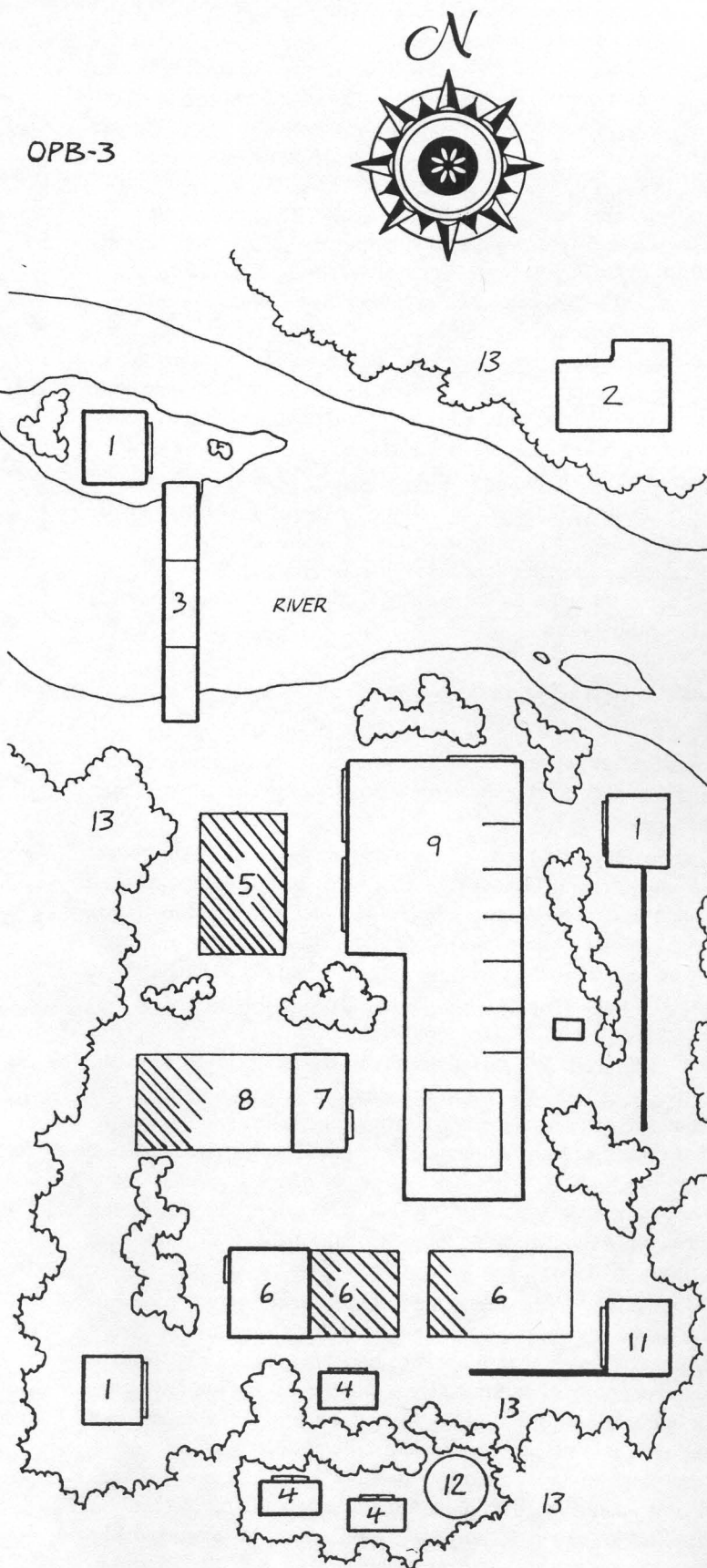
Note: The insane RDF inhabitants have erratic sleeping habits, so some can be found asleep or awake at all hours of the day or night.

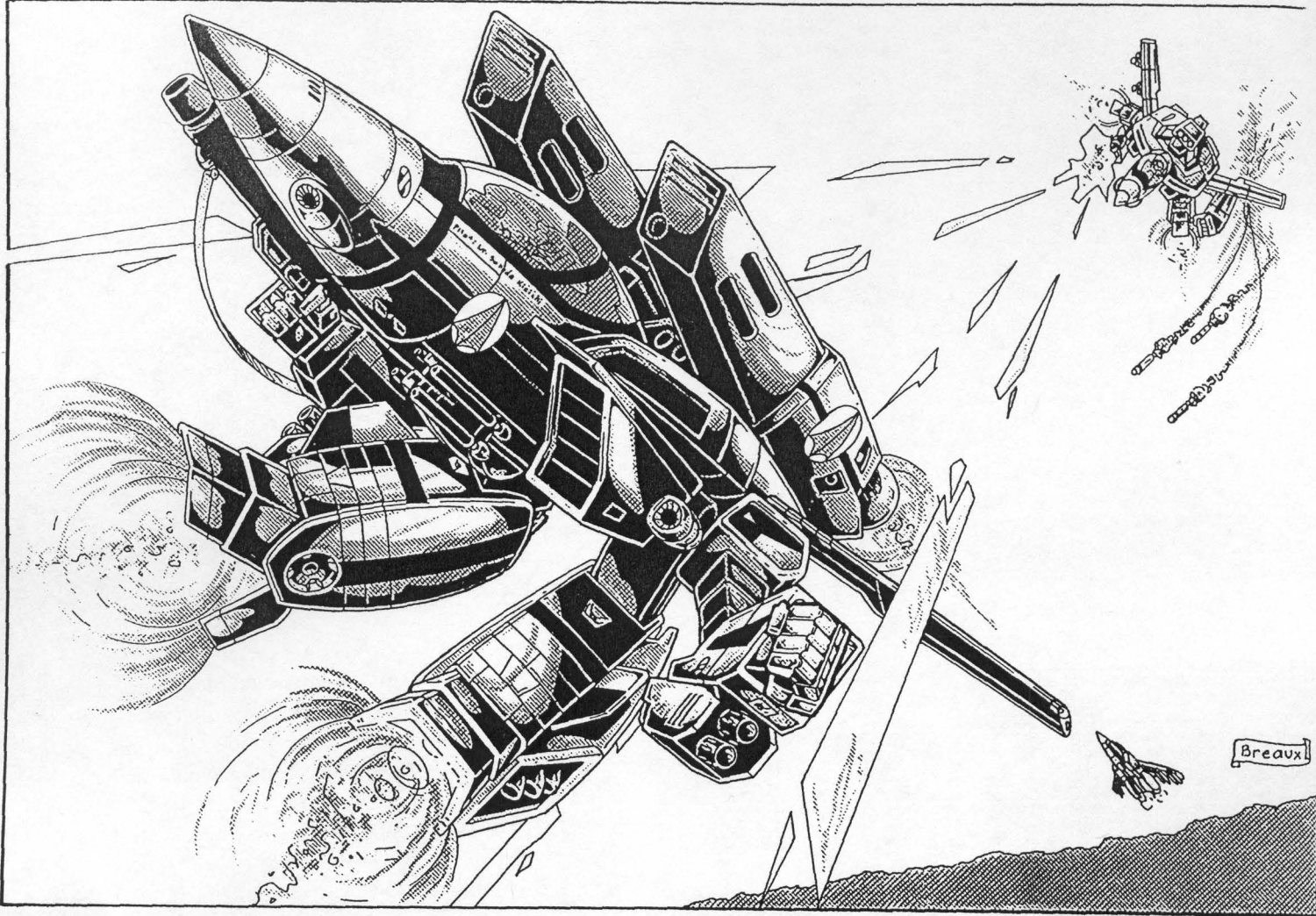
7. Mess Hall and Kitchen Area. Identical to OPB-1. Fully functioning, with food stores.

8. Motor Pool and S.D.C. Repair Facilities. This area was never completed. The Veritech pilots' barracks were to be located beneath the motor pool. Begun but never finished, all that there is a 150 ft. (45.5 m) deep, concrete-lined hole, half filled with water. Floating 6-8 feet (1.8 to 2.4 m) below the muddy surface are three aquatic mines. Any mecha in the water will strike a mine on a roll of 2, 4, or 6 a 20 sided die. Roll for each mecha the mecha is moving around in the water, but regardless of time spent, roll once upon entering and once when leaving the water-filled pit. Each mine does 1D6×10 M.D. There are two functioning construction cranes and four bulldozers abandoned in this area (each has approximately 45 M.D.C.).

9. Mecha Repair Facilities. This building is just a shell with no walls, a roof, doors, and inner mecha bay walls. There are only a couple of ceiling cranes along with the equipment necessary to keep the construction vehicles operating. An Excalibur, Gladiator, and two VF-1A Veritechs are stored here. All have 75% of their maximum M.D.C. and payloads and full weapon systems. The pilots could be nearby or anywhere on the base. If the G.M. thinks his player group can handle it, the pilots will all be in their mecha when the characters enter this area. Otherwise, these mecha could be encountered elsewhere under different circumstances. The mecha pilots are all 4th level and are +1 to strike, dexterity and on initiative thanks to the spores.

The mecha service elevator was never completed. It is a 180 foot (55 m) deep, concrete-lined hole that is half full of water.





10. Mecha Combat Elevator. As with much of OPB-3, the elevator is incomplete. It is a 190 foot (57.6 m) deep, concrete-lined shaft filled with 150 ft (45.5 m) of water. There are no mines here, but there is a surprise: Master Sergeant Sonada Kinichi inside her Super Veritech which is concealed below the surface of the water. Like the others, she is insane. Sgt. Kinichi will sit in her Veritech inside the water-filled pit, waiting to strike. She is likely to remain concealed while the base is under attack, rising out of the pit only when some poor fool comes too close or Veritech Fighters are detected flying overhead or reported on her radio. Her goal is to catch an opponent by surprise (which does work sometimes).

Sgt. Kinichi was a blossoming ace and grandstander, but showed incredible skill and calm under fire. The spores have amplified her delusions of grandeur to the point that she now believes no one is her equal. Her delusions are so extreme that she thinks Myria or Max Sterling (or both) are coming to challenge her. She may even hallucinate and believe she is fighting them in combat with others. Her dream is to beat them both in combat to prove she is the best VF pilot in the world!

Master Sgt. Sonada Kinichi — RDF Veritech Pilot (VF-1J)

Alignment: Aberrant

Attributes: I.Q. 15, M.E. 12, M.A. 14, P.S. 12, P.P. 20, P.E. 18, P.B. 15, Spd. 20.

Hit Points: 45 **S.D.C.:** 25

Level of Experience: 7

Number of Attacks: 3

Bonuses (including spore and insanity bonuses): +1 attack per melee round, +5 strike and parry, +6 dodge, +3 to roll with impact, critical strike on an unmodified 18, 19, or 20, and paired weapons.

Bonuses in mecha (all bonuses included): These are her total bonuses from attributes, training, spores and hand to hand skills. Number of Attacks: Eight! +7 strike, +9 to parry and dodge (+10 to dodge in guardian mode and +12 to dodge in jet mode) and +6 to roll with impact.

Skills of Note: Pilot veritech 88%, pilot jet 94%, hand to hand: expert, W.P. blunt, W.P. energy rifle, and prowl 70%.

Equipment: RDF Sub-machinegun.

Mecha: VF-1J Super Veritech - full weapon systems and payload (see Robotech RPG, pg 53).

11. Command Tower. Identical to the one in OPB-1, but the Raidar X weapon torso has been destroyed. As noted before, the mainframe is still on-line and in control of the Anti-Aircraft (AA) system. This is the *master command computer* that controls and directs the AA system at all four bases. Once this is taken off-line or destroyed, the RDF AA systems will no longer shoot at Veritechs or aircraft over head. Of course, Zentraedi forces and Lt. Zaria's insane Destroid troops may still attack, but the danger is dramatically reduced, as is Zaria's hold over the area.

In the Command Tower, monitoring the mainframe are four communications technicians. They are all schizophrenic and live mostly in a separate reality. Each believes he is part of a computer system designed and controlled (ordered) by Lt. Zaria. They will only answer to her, although they may briefly converse with other insane members of the base. If characters attempt to shutdown the mainframe, the technicians will fight them tooth and nail, screaming about how a shut down will "kill" them all. When only one technician remains, he will "shut down to prevent further loss of information" and fall into a coma. Likewise, all of the other three will somehow know when the computer is shut off, even if in a different area, and fall into a comatose state.

Those in a coma will respond only if given commands in computer language/program codes. Even then, they will all reply like a damaged computer, with plenty of replies like, "data irretrievable" and "system down, please reboot." Only a few useful bits of information will be provided, including a reference to Lt. Zaria's (he calls her COMMAND.COM) "Secret Project." Follow-up questions will get "The special Mecha Project is Classified." They will say little more than that. Normal interrogation techniques will not work on these men.



12. Mecha Storage Area. Never completed in OPB-3, but he rapid VT deployment tube was. It is a 145 foot (44.2 m) leap, dry hole.

13. AM-2s. Identical to those in OPB-1, except for placement. The two around area 12 attack any vehicle (Zentraedi, Cilian, or RDF) that comes within 100 ft. (30.5 m) of the hole.

14. Veritech Pilots' Barracks. Never even started.

Outpost Base #4

Construction was begun on the fourth out post base, but it had not gotten far when Lt. Zaria contaminated the workers. Once she had seized control of as many technicians and mechanics as she could, she moved to a secret base deep in the jungles, to design and improve Zentraedi mecha and armor. Most of the non-tech personnel are stationed on OPB-3 or ran away. The only person left on OPB-4 is Lt. Zaria in her Modified Power Armor and Core system (see Mecha section for details). She put it through a full field test by matching it against an RDF Strike Force. Two crazed, 3rd level Destroid pilots in Gladiators, 1D4+1 Zentraedi foot soldiers, and 1D4+1 Tactical Battle Pods are only a few minutes away and will come to her aid as soon as she calls for them.

OPB-4 Map Keys

Note: The mess hall and kitchen area, motor pool and S.D.C. and repair facilities were never begun on OPB-4.

1. Armored, Base Defense Towers. Only one is complete, but it is empty. The other two are hollow, metal frames.

2. Anti-Aircraft Bunkers. Identical to that of OPB-1, except it has no Particle Beam Cannon and only 60 reflex multi-warheads. It will be inactive if the characters took out the mainframe at OPB-3.

3. M.D.C. Bridge. The bridge was never begun. Only a pile of raw building materials rest near the river bank.

4. Supply Buildings. Identical to those on OPB-1, only empty.

5. Concealed Command Center. Never begun, only marked off.

6. Barracks. The foundations for these structures were barely begun.

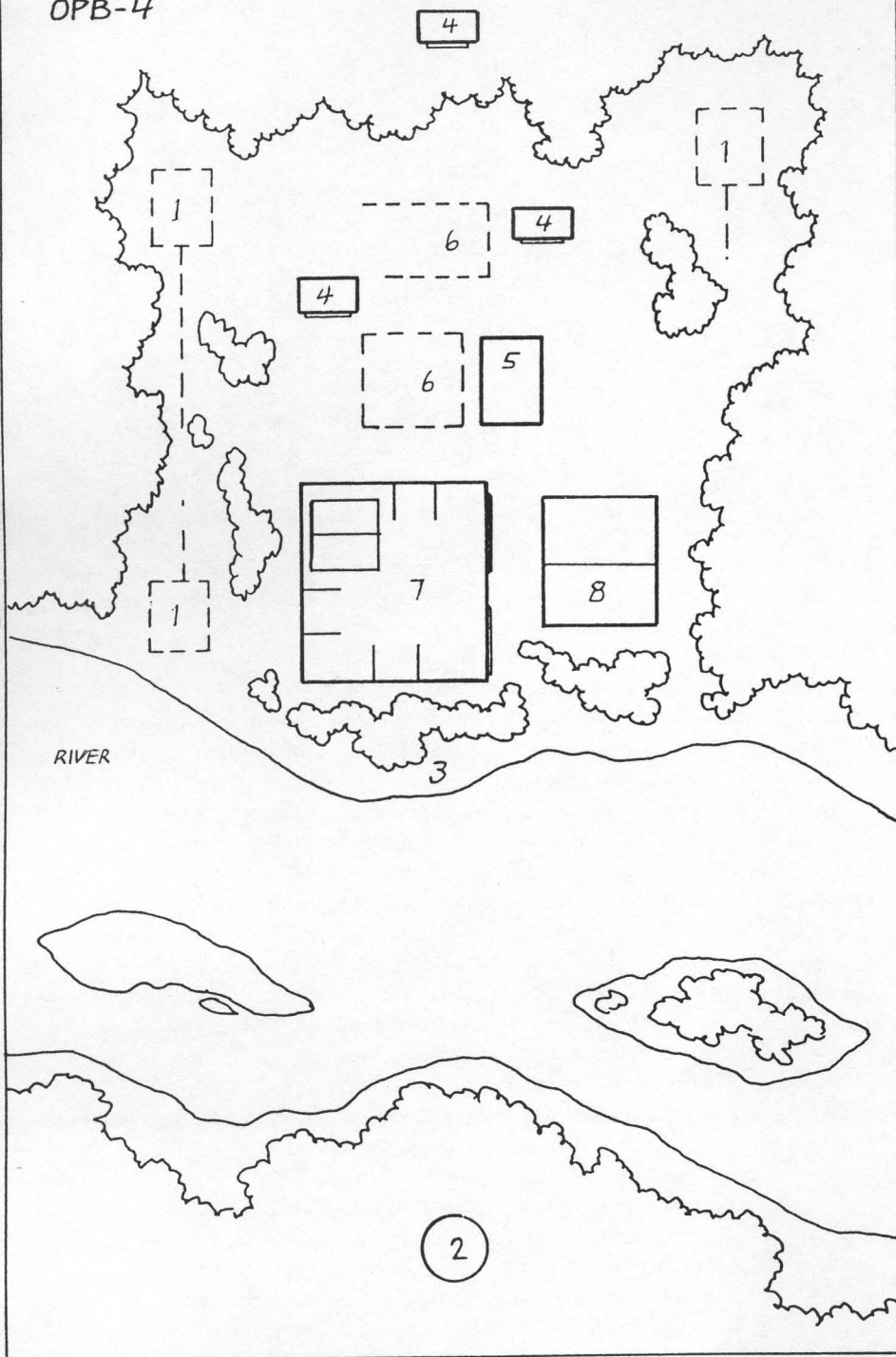
7. Mecha Repair Facility. This area is fully functioning and may surprise the characters. Anyone with the mecha mechanics skill will realize that not only is the facility outfitted with standard repair equipment, but it also has all of the necessary equipment to build mecha parts from scratch. This includes smelting and alloy production machinery, laser mold cutters, and fitting computers. With the right materials (salvaged or raw), someone with the right expertise could build a mecha from design stage to completion. This is where the MPA was built, but none of the molds or design programs are left. They were transferred with the scientists to the secret jungle base. Though this is a vital clue, it does little to answer the characters' questions.

8. Mecha Combat Elevator. Identical to that of OPB-1. It is fully functioning.

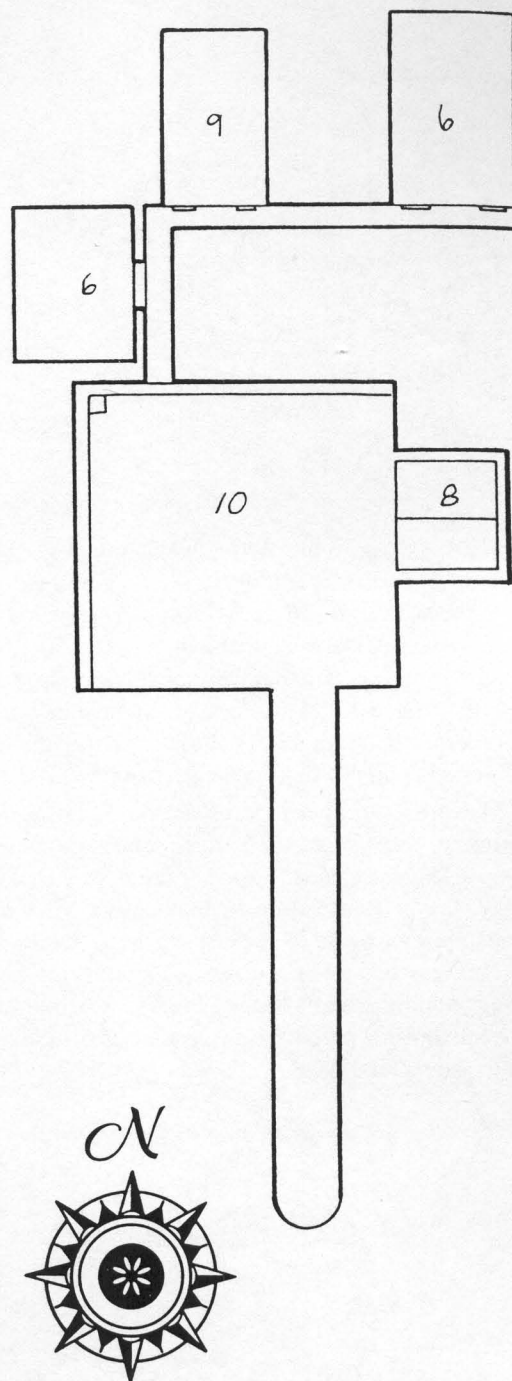
9. Command Tower. Instead of a tower, OPB-4 has a fully shielded (200 M.D.C. per 10 ft/3.0 m) underground command area. Its mainframe is fully operational and on-line. The AA bunker will be inoperable if the characters disabled OPB-3's mainframe. Zaria is using the system for its radar and sensor capabilities (200 mile/320 km range).

10. Mecha Storage Area. Unlike those of the other bases, this mecha storage area has no dividing stalls. They were never erected. Waiting in the northeast corner of this area is Lt. Zaria in her specially designed suit of female power armor. As soon as

OPB-4



OPB-4 UNDERGROUND
LEVELS - HUMAN-SIZED AREA

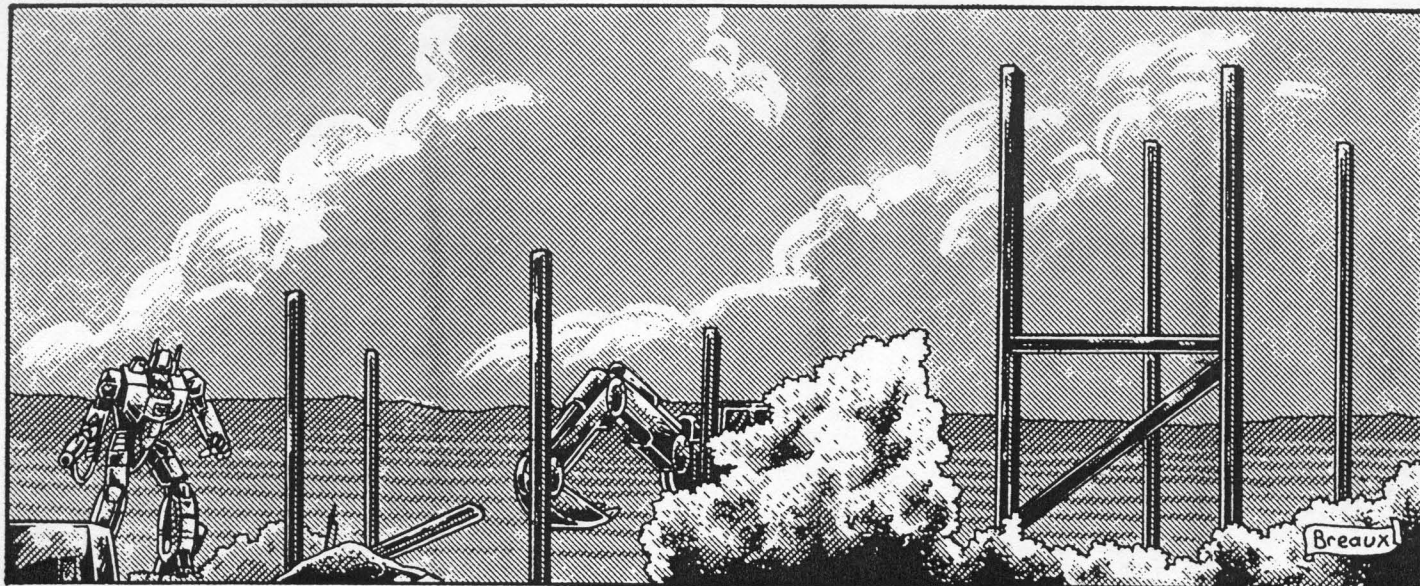


she has a clear shot (a split second before the characters see her), she will fire a volley of four short-range fragmentation missiles into the elevator. There is no time to shoot them down and they cannot be dodged, so the characters can either roll with the impact of the explosion or take damage and attack. Characters who choose not to roll with the explosion will take the full, maximum damage of 160 M.D. Those who do successfully roll with impact suffer 80 M.D. Rolling with impact works like normal and uses one combat attack/action, which Lt. Zaria uses to her advantage as she rockets into the rapid deployment tube access tunnel. Those of our heroes who can fly can pursue Zaria by racing down the access tunnel and deployment tube after her. However, as she leaves the tube, she launches a volley of 20 missiles back

down the tube in an attempt to collapse it. The missiles are not programmed to hit mecha, they are unguided and will fly to the bottom of the tube, but characters who do not try to avoid them may run into one or two.

Destroids and ground troops will have to ride the elevator up, where she may be waiting. The ensuing combat will be pretty straight forward as the characters and Lt. Zaria attempt to destroy each other. If the group has accepted Anna Mitchels into their ranks, Zaria will focus her destructive efforts on her first.

Note: When the outer shell is down to about 50 M.D.C. she will summon her reinforcements (described at the beginning of this section). When the M.D.C. of the MPA's outer shell is de-



pleted, it will descend toward the jungle in a smoking, fiery ball. While still in the air, it will break up in a small explosion as Lt. Zaria jettisons from it and the MPA core is revealed. The second her reinforcements arrive, she will race off at tree-top level, live, and disappear. The reinforcements fight only long enough to hold the RDF Strike Force at bay and then they try to escape. If our heroes retreat, they will not pursue them. Likewise, Zaria's troops will not fight to the death unless forced to.

G.M Note: Zaria needs to escape for later segments of this adventure to take place. If she has problems escaping, i.e. pursued by relentless characters or her armor is crippled, the G.M. can have her perform extreme stunts or evasive actions or send in more reinforcements so she can slip away. Or she can get captured, but rescued by her crazy supporters or her Zentraedi troops. Naturally, Zaria's special MPA core armor and shell suit can be rebuilt (or a second one is available) for the final encounter of the adventure.



Commanding Lieutenant Zaria

Former Zentraedi Female

Power Armor Pilot/RDF 1st Lieutenant

Alignment: Aberrant

Attributes: I.Q. 26*, M.E. 16, M.A. 22*, P.S. 15, P.P. 28*, P.E. 7, P.B. 14, Spd. 15. * Heightened by the spores.

Hit Points: 65, **S.D.C.:** 30

Age: 35 years since emergence from the clone chambers.

Disposition: Efficient and to the point. Zaria will say what needs to be said, then move on. Her actions are all carefully planned and executed with precision.

Level: 9th Level Military Specialist.

Number of Attacks: 4 attacks per melee.

Bonuses: +4 on initiative (a spore bonus), +9 strike, +10 dodge, +10 parry, +3 roll, critical strike on an unmodified 18, 19, or 20, and paired weapons.

Bonuses in mecha (includes all bonuses): Number of Attacks: Seven; +10 to strike, +12 to parry and dodge, +6 to roll with impact; same criticals as pilot.

Skills of Note: Pilot mecha (all zentraedi mecha) 98%, mecha combat (Female Power Armor, Fighter Pod), radio: basic 98%, hand to hand: martial arts, intelligence 98%, impersonation 94%/84%, interrogation 98%, W.P. heavy, W.P. energy rifle, boxing, wrestling, radio: scramblers 92%, cryptography 82%, detect concealment 98%, disguise 98%, aircraft mechanics 97%, basic electronics 92%, pilot veritech 98%, mecha combat: veritech, weapon systems 98%, read sensory instruments 98%, and navigation 98%.

Equipment: RDF Heavy Laser in cockpit.

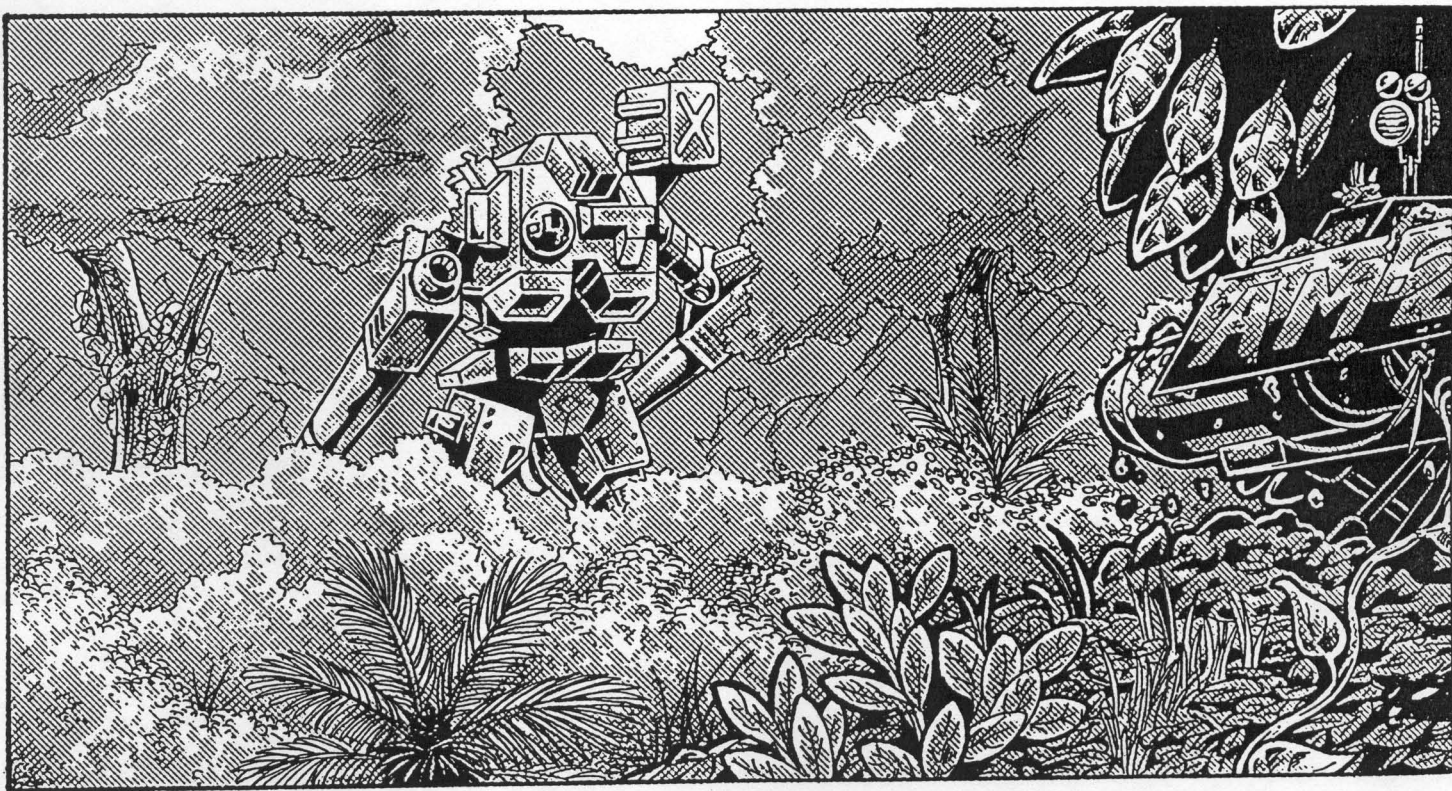
Mecha: Mecha Power Armor: Special Shell and Core MPA power armor system (see Mecha section for full details). She can also pilot a Veritech Fighter or modified Zentraedi power armor (Zaria is still micronized, so she is human-size).

Personal Profile: Zaria was a skilled Zentraedi officer with strong instincts, and excellent leadership abilities. She never really thought things through as much as she relied on her instincts. When exposed to the micronian culture, those strong instincts told her that it was right and she quickly joined the micronian cause. She became a devoted soldier in the RDF and served under Myria Sterling for three years, piloting a Veritech. She had completely rejected her old life under the Zentraedi and their Masters. After her infection by the spores, Zaria's personality has nearly reversed.

She now thinks and plans on a very high level, almost like a computer, and her instincts are all but buried, except during combat. Her devotion to micronian ways has turned to disdain and she seeks to destroy them and everything they stand for. Her new way of thinking prefers the ordered military ways of the Zentraedi, and she now seeks to apply that order

to all around her. This will be accomplished by either destroying or enslaving those who fight her. To this end, she is gathering and building an army of rogue Zentraedi to conquer the world. If this goal sounds insane, remember Zaria has been driven into madness by the mutant protoculture spores. Defeat by the characters will not make her angry or vengeful, because she will see them as worthy adversaries. If they prove to be too much of a hindrance, she will remove them. It's nothing personal, that's just progress.

All of this is not to say that Zaria has no emotions left; she does, and that is perhaps the scariest part of all this. She is literally a thinking, feeling, computer. Think of how hard it is to beat a good computer at chess or similar strategy games. That is how to play Zaria. With her skill and experience combined with a high I.Q., she can often second guess a character's tactical decisions and counter or preempt them. Also remember that Lt. Zaria is extensively familiar with RDF and Zentraedi mecha and will use that knowledge to make called shots on weak points, like weapon systems, to disable her opponents. Furthermore, she rarely acts from impulse and always tries to have one or more back-up plans and escape routes in case the tide of battle turns against her.



Part Two: The Darkness Grows

After completing Part One, the character will be given some leave time to rest and relax before beginning jungle duty as part of the search for Lt. Zaria and her followers. **Operation Search and Find (OSF)** will be an extensive undertaking using the entire resources of two submersible aircraft carriers, the CVS Phobe (once again home to the player characters) and the CVS

Tempest. Once back from their R&R, the players will be briefed on the situation and assigned to duty (G.M. Note: Depending on the situation and the tension back on the mainland, R&R might be postponed until Zaria can be captured). The search is expected to take several months, so the characters will find themselves performing a variety of duty assignments. If they have

proven themselves in the previous adventure(s), they may be given greater autonomy and may even lead the search.

The next few paragraphs present some possible duty details. If the G.M. doesn't wish to run further (or filler) adventures in Indochina, he can simply send his characters on other missions for as long as six months or so. This enables the G.M. to insert his or her own subplots and adventures in this part of the world. In such a case, simply have the characters hear details about various goings-on and move to Part Three.

1. Patrol duties: Patrol duties can be done on foot, walking in mecha, or flying. Patrols are normally used to maintain the presence of military power, to dissuade enemy military activity, observe enemy activities, and to discover and investigate suspicious activity as it occurs. Any of the Indochina terrain types can be included in a patrol, as well as assignments at villages and cities. Patrol duty can be quiet and uneventful, although one should always be on guard. Connections with local residents, informers, mercenaries, merchants and other people can be both helpful in gathering information and fighting boredom.

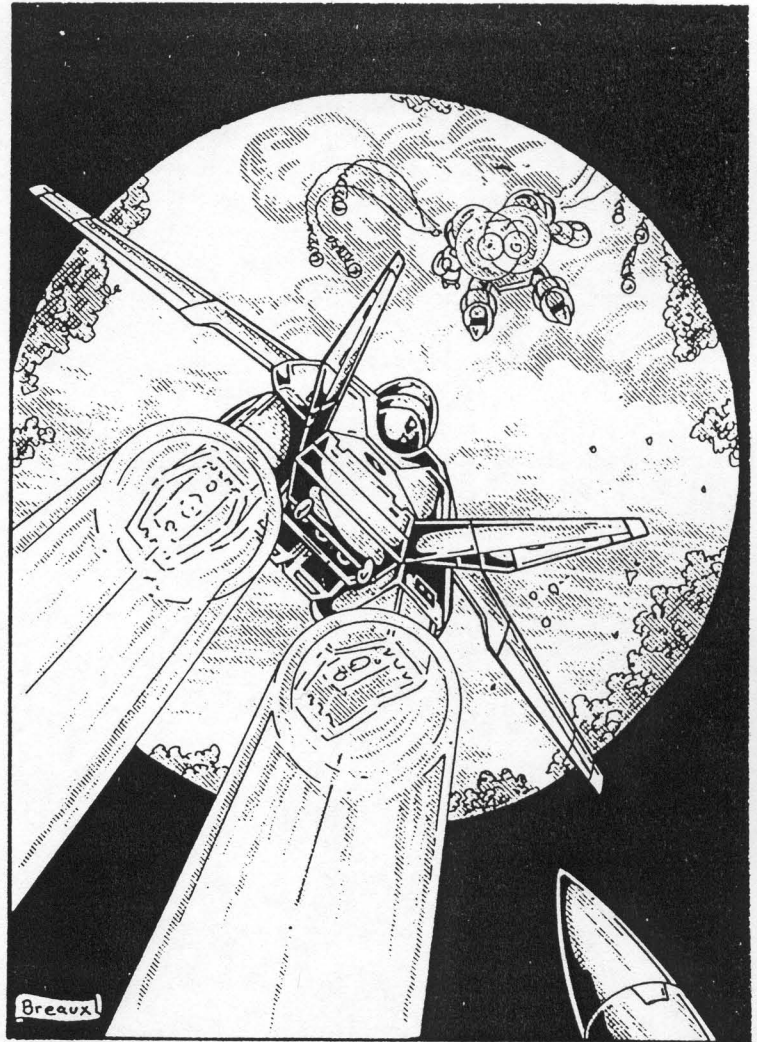
Encounters can run from run ins with the enemy or booby traps to civil unrest. A seemingly innocent gathering of locals can erupt into combat as they are discovered to be bandits, rebels or drug lords; E.B.S.I.S. agents can cause all sorts of mischief and trouble, and Zentraedi rogues may loot a village or attack an RDF patrol in an attempt to acquire weapons or supplies, or just to cause trouble or test their mettle. You get the gist of it. Characters should remember the terrain here is unforgiving, but they should also remember help is usually only a radio call away.

2. Search details: Search details are possibly the most dangerous of the Indochina duties, because they will take the characters into the heart of the jungles and other hostile environments. Often, the only living things they will see will be the enemy, and radio silence is the norm because it could give away the party's position. Search details are conducted both on foot and in mecha.

Search details will encounter natives, Zentraedi, bandits, and their bases of operation. Unless the mission is Search and Destroy (see below), once enemy soldiers or equipment they are to seize them/it or wait for back-up before they move in. Search details are also used to search and recover downed pilots, lost patrols, mecha, evidence of enemy activity/presence, and military equipment/salvage. It is likely that the player characters will be put on the search or reconnaissance detail to find Zaria's camp. This would be one of the easiest ways to move the story along, and it is recommended.

3. Reconnaissance: Nearly all reconnaissance will be done out of mecha because it requires stealth and amicable interaction with the locals (most are afraid of Destroids and Veritechs). Such duty will offer both players and Game Masters a chance for extensive role-playing as the characters bribe, sweet-talk, hustle, earn, win, and ferret out information. Potentially important data for the RDF includes social structure of indigenous communities, their beliefs, loyalties, and habits, details on the topography, history, and artifacts of the region, and the size, procedures, and goals of local political, military, and criminal factions. In many areas, the political/military/criminal factions are all members of the same group. Petty criminal dictators and their henchmen rule villages and towns with scavenged equip-

ment from the war. It is also important to identify Zentraedi camps, bases, their numbers and strengths (mecha, fortifications, etc.), areas of activity, troop movements, unusual behavior, encroachment into other territory, crashed spaceships, protoculture, alliances with local humans, and so on.



4. Air support: In any of the above situations, characters (both player and non-player) may find themselves in over their heads or just plain unprepared. In such cases, a few well placed missiles from a *rescue or support team* would be mighty useful. When on this kind of duty, the characters will spend most of their time on standby, lounging around or monitoring the progress of a particular mission, but once the lights start flashing, they scramble and quite literally fly into the face of danger.

Obviously Veritech and helicopter pilots can zip right into the heart of a situation, but Destroids and foot soldiers can also be part of an air rescue or support team. The difference is they cannot get from point "A" to point "B" without air transportation. Rapid deployment of Destroids into a combat situation is usually done through airlift via heavy transport helicopters. However, because of their great speed and missile power, Super Veritechs or Armored Veritechs are often reserved for the elite air support. It is up to the G.M. as to whether his characters have access to super VTs or other mecha or aircraft.

5. Search and destroy: Typically a reconnaissance or search team will simply report the location of an enemy or fortified

camp, and leave the area. It is the RDF brass who decide the level of the threat and how to best handle it. This frequently means dispatching a *Strike Force* to move in and capture or eradicate the enemy. Of course, in other instances a search and destroy squad may be assigned to both tasks: locate the enemy and destroy (which can include a tactical strike, sabotage, assassination, or an all-out siege).

Some search and destroy missions are more general, with the soldiers in it ordered to destroy any hostile or unfriendly forces they may encounter. Either way, such targets are likely to be Zentraedi rogues, high-tech bandits, mercenaries, smugglers, and so on. Zentraedi are likely to have old, damaged mecha, but should not be underestimated. High-tech bandits are also trouble. RDF soldiers should not let their guard down because they lack mecha. They can be conniving thieves, spies and many do have and use mega-damage weapons and mecha salvaged from RDF and E.B.S.I.S. sources. Many have state of the art E.B.S.I.S tanks and APCs abandoned after the Global Assault. These war machines can have 50 to 125 M.D.C. and M.D. weaponry that can equal a GU-11, not to mention missile launchers of the short, medium and long-range varieties.

6. Escort details: This duty involves the protection of weapon shipments, protoculture reserves, combat vehicles, mecha prototypes, and cargo being brought in or out of Indochina. It can also include protection of visiting dignitaries, military brass, influential locals or prisoners. Escort duty requires that characters look and act their best.

Zaria's Hidden Jungle Base

After escaping the characters in Part One, Zaria made her way to her hidden jungle base where her loyal soldiers and technicians labored at constructing improved Battle Pods and other sinister war machines. By this point, they have been developing and building several prototypes for nearly a year, and have completed the modifications on hundreds of mecha. Zaria waited to make her next move until the RDF search had moved south, where they blundered into *Intara* territory and combat erupted. This has forced the RDF to divide its attention and troops between the search for her, the *Intara*, and other conflicts. With the RDF distracted, she began to slowly move her camp, one piece at a time, to the northernmost jungles in what was once Thailand. The entire process will take three and a half months. At that slow rate, the RDF should not realize what is crawling past their noses while they do battle with the *Intara* and other insurgents (often stirred into action by Zaria's subtle agitation).

The RDF will finally locate Zaria's hidden base (now mostly deserted) through a sudden flurry of activity that draws their attention. If the player characters, for whatever reason, are not part of the search/reconnaissance team that discovers Zaria's camp, they will ultimately be sent to its location. They are chosen either because they did such a good job in Part One or to make up for a sloppy showing. However, the sudden discovery of the

hidden base is not coincidence or good fortune, but all part of an elaborate ruse and diversion.

Around the time that the RDF (and the player characters) find Zaria's secret base, less than 15% of it is operational. At that juncture, her troops in Thailand launch an all-out attack in a refurbished spaceship against the two CVS aircraft carriers. This attack is a diversion that should draw all RDF forces in the quadrant to support the ships (except for those involved in the *Intara* conflict). This will give Zaria, her elite troops and technicians the opportunity they need to fly out to one of the larger islands in the *Andaman Sea* and rendezvous with a rebuilt E.B.S.I.S. nuclear submarine waiting to carry them to South America (see part three).

The hidden base was one of the best equipped in the Indochina Quadrant. Luckily for the characters, few of its resources and modified mecha are present when they arrive (unfortunately they are on their way to South America to cause more trouble). Most of it has been stripped down and the base is practically empty, but not quite abandoned.

Zaria chose the remains of a Zentraedi Quiltra Queleual Landing Ship that had crashed into the jungle during the war as her stronghold these past months. Its massive, armored forward section plowed deep into the earth, creating a make-shift underground bunker (it looks like a large hill). Covered in dirt, grass, trees and other foliage, the artificial hill was completely concealed; the RDF had passed near it numerous times without ever suspecting a thing about it. It has been at this location that Zaria and her insane technicians have improved and modified hundreds of Zentraedi mecha and developed her Shell and Core MPA.

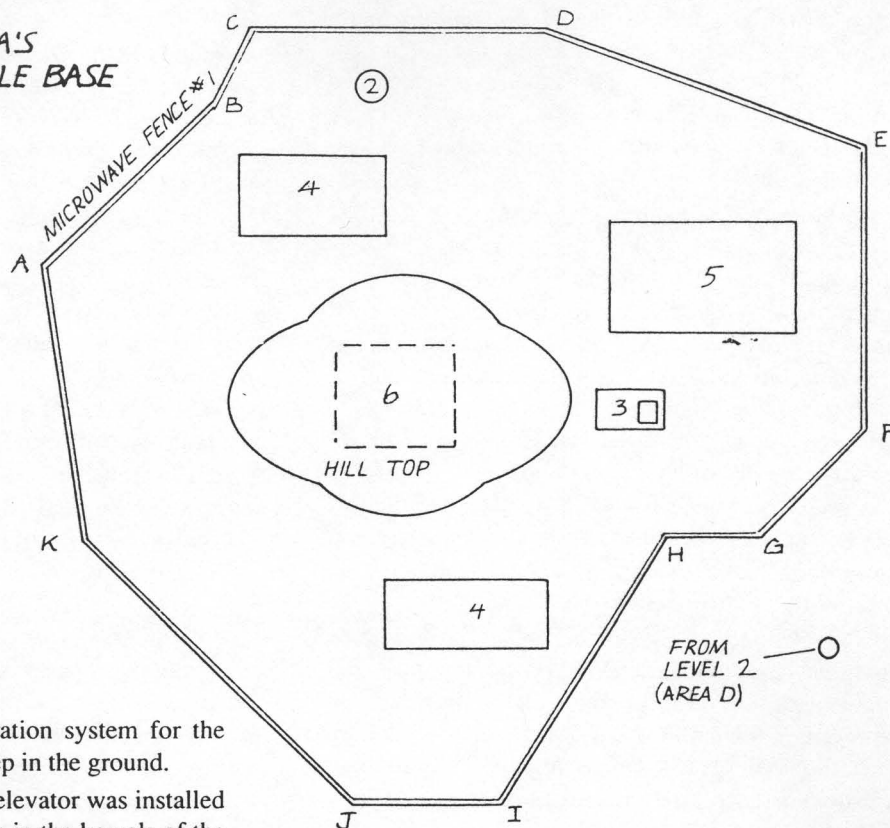
The craft's forward weapons survived mostly intact and her technicians were able to get many of the weapon systems repaired and back on-line, including the main laser cannon. It is unlikely that the characters group will have to face any of these weapons, but the G.M. may use this base for later adventures or for a larger scale battle now. The RDF may even want to convert it for their own military operations; this would make an ideal outpost base for low profile RDF operations.

Our heroes will encounter and battle a handful of Zentraedi warriors and mecha. They may even (at the G.M.'s discretion) encounter a warrior they believe is the renegade Zaria. However, this person is simply a female officer clad in modified female power armor that looks like Zaria's — yet another part of the ruse. By the time they realize this base has been stripped and its personnel moved to a new, secret location, Zaria and her elite troops and new mecha will be long gone from this Sector of the World.

Map Key for Zaria's Hidden Base

1. Perimeter: The outer perimeter of the base is surrounded by a microwave fence. The sending/receiving poles are concealed, but observant characters (those with detect ambush, detect concealment, surveillance systems, or prowl) may notice the cleared areas between the poles on a successful roll of the intelligence, or detect ambush or detect concealment skill. A successful electronics repair, computer repair, or electrical engineer roll will deactivate one segment of the fence (i.e. section AB, BC, etc.)

ZARIA'S JUNGLE BASE



2. A Well: This is a pumping and filtration system for the base's fresh water, which is drawn from deep in the ground.

3. Mecha Combat Elevator: This large elevator was installed to allow access to a mecha storage bay deep in the bowels of the buried Landing Craft. The huge elevator takes two melees to cycle up and down, but it can hold 25 mecha at once! Only a handful remain, the rest are participating in the diversionary assault against the CVS Phobe and its sister ship. There are four Battle Pods, two Reconnaissance Pods, one Male Power Armor (damage; has only 49 M.D.C. points), and one hover platform. 1D4+1 Zentraedi soldiers will be encountered here. They each have 35 M.D.C., three attacks per melee, are +2 to strike, +3 to parry and dodge, and +4 to roll with impact. All wear 35 M.D.C. augmented body armor and carry Zentraedi laser pistols (1D6 M.D.) and laser rifles (4D6 M.D.; 20 shot E-clips, range 3,000 ft/910 m). Two will try to hop into Battle Pods the instant they realize micronians have breached base security. These soldiers will surrender if the odds are too great or they suffer serious damage/injury. The area also contains a weapon bay with 12 Zentraedi laser rifles, 9 Zentraedi laser pistols, 12 medium-range missiles, and three suits of Zentraedi body armor (25 M.D.C. each).

4. Barracks: These two camouflaged structures house the Zentraedi soldiers on active "surface duty." They patrol the grounds of the base and are on stand-by for defense using the mecha located in area #5. Each building houses ten giant Zentraedi and four Tactical Battle Pods.

They are typically foot soldiers with 45 M.D.C., three attacks per melee, +2 to strike, +3 to parry and dodge, and +4 to roll. All wear 25 M.D.C. body armor and carry Zentraedi laser pistols (1D6 M.D.) and blast rifles (1D6x10 M.D. per blast, 10 blasts per clip. Zaria's techs have worked the bugs out of them so they do not explode when damaged.) Those who pilot Battle Pods have four attacks per melee and an additional +1 to strike, dodge, and roll.

5. Combat Ready Mecha: This underground area housed some of the base's defense mecha. It normally held 30 Battle

Pods of all types, but they are participating in the diversionary assault and the area is empty.

6. The Hill: This 220 foot (67 m) hill is actually a buried Zentraedi Landing Craft covered by a 35 foot (10.6 m) layer of the jungle floor. The heavily armored front third of the craft survived impact and is largely intact. It is accessible from the surface through an elevator and a concealed tunnel. "The Hill" has approximately 45,000 M.D.C. and thanks to Zaria's technicians, its forward weapons function, but the Main Laser Cannon would only be used in extreme situations, as it would reveal the base's location and shear off a good portion of its natural camouflage covering. Other areas of the spacecraft remain intact as well, but they are buried under hundreds of feet of dirt. The Zentraedi were lucky to find the mecha bay described in #3, and they have begun several other digging operations, but with little success. Later adventures for the player characters could include the excavation and exploration of other areas of the ship.

The Hill Map Keys

Level One:

Armory & Defenses

1. Forward Weapon Systems: Fully restored and operational, they include the Main Laser Cannon (1D4x1,000 M.D., 45\$ arc of fire from straight up), four light lasers (1D6x20 M.D.), and 2 pop-up missile turrets (medium-range; 2D6x10 M.D. or by missile type, and has a payload of 20 missiles per launcher). The protoculture power plant that powers the base can produce enough energy for one shot of the Main Cannon without drain-

ing or disrupting normal operations. A second shot fired within 12 hours of the first will cause one of the following; roll percentile dice:

01-20 Internal lights dim to half intensity, computers and communications shut down.

21-40 The power plant will shut down for 1D6 hours. All systems are shut down until the power plant comes back on line.

41-60 The power plant will shut down until repaired (2D6 hours of work).

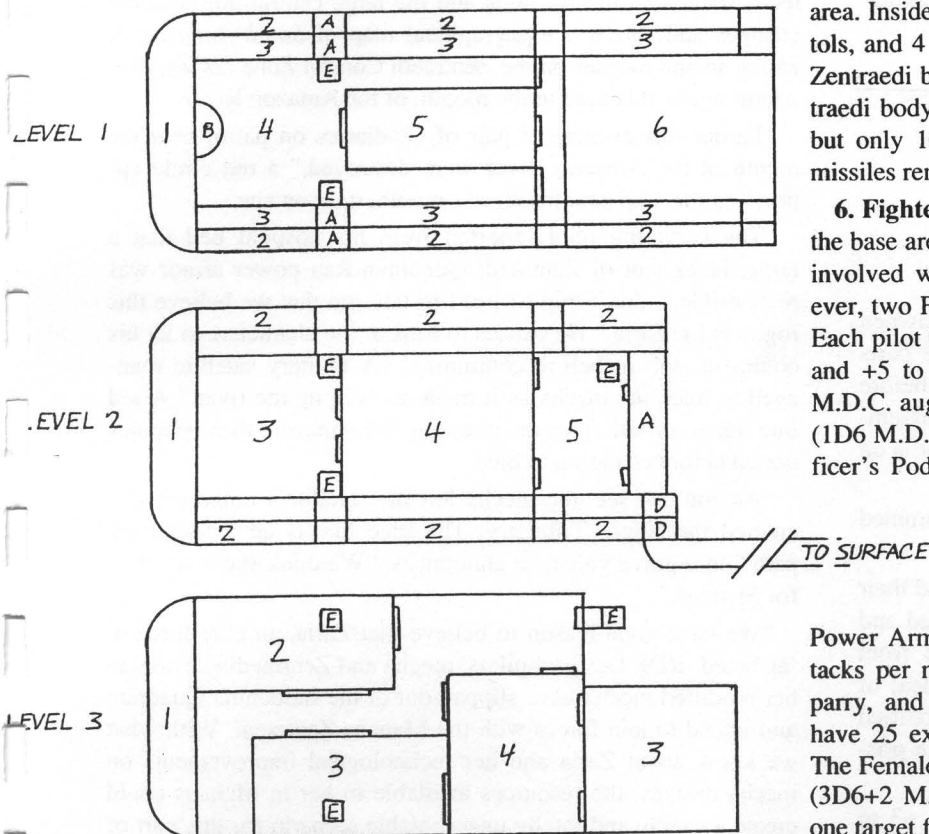
61-80 All weapon systems and internal systems shut down for 3D4 hours.

81-94 Several of the weapon turrets explode (1D4x100 M.D. each to a 100 foot/30.5 radius) and electronics throughout the ship are fired; there are dozens of small electrical fires (smoke could make travel through some areas difficult).

95-97 The power plant burns out! All protocluture is used up and all systems shut down until an alternative power source can be supplied.

98-00 The power plant explodes and vaporizes half the hill! Fortunately, the player characters and most RDF troops escape destruction.

HILL MAP - INSIDE THE HILL



2. Double Reinforced Hull: The outer hull has 100 M.D.C. per 40 feet (12.2 m). Only the "A" hatches access the surface.

3. Reinforced Inner Hull: Same M.D.C. as outer hull, designed to hinder an enemy's ability to breach the spacecraft. For defense purposes, the Zentraedi have outfitted these corridors with automated guns. Anything larger than a jeep will be attacked by the laser defense turrets in the ceiling. Each turret has

20 M.D.C. and is +2 to strike with two attacks per melee round and does 6D6 M.D. each. There are six guns in each hull segment, and each of them can attack a target anywhere in the area.

4. Deployment and Maintenance Area: This area has a large hatch in the ceiling for deploying the mecha in area #6. It also has tools and equipment for the basic upkeep of those robotic vehicles. Because of the elevators here that access the lower areas of the base, the deployment area is well guarded. Eight Zentraedi soldiers of some skill have the responsibility of keeping infiltrators out (normally their numbers are doubled). The area marked as "B" is a heavy defense laser emplacement (2D6x10 M.D., range: 4000 feet/1200 m payload unlimited). One of the foot soldiers will be assigned to operate this weapon, but he may not be in it at all times. It can sustain 100 M.D.C. of damage before becoming inoperable.

Four of the Zentraedi are foot soldiers with 45 M.D.C., three attacks per melee, +3 to strike and +4 to parry, dodge, and roll with impact. All four wear 35 M.D.C. Augmented Body Armor and carry Zentraedi laser rifles (4D6 M.D. per blast/120 blasts per clip). The other four are of similar skill and experience, and pilot Tactical Battle Pods. In the pods, they have five attacks per melee and an additional +1 to strike, dodge, and roll. The Battle Pods are upgraded and have 60 M.D.C.

5. Master Armory: The Zentraedi store all of their weaponry and ammunition here. Its walls have 75 M.D.C. per 40 ft./12.2 m area. Inside there are only 9 Zentraedi assault rifles, 12 laser pistols, and 4 blast rifles left. There are also 8 suits of 25 M.D.C. Zentraedi body armor and 2 suits of 35 M.D.C. augmented Zentraedi body armor. Crates for holding missiles are on one wall, but only 10 short-range and 10 medium-range high explosive missiles remain.

6. Fighter Pod and Power Armor Bay: The heavy mecha of the base are normally stored here, but most of them are currently involved with the relocation and/or diversion operation. However, two Fighter Pods and a pair of female officers are present. Each pilot has 20 M.D.C., four attacks per melee, is +4 to strike and +5 to parry, dodge, and roll with impact. They wear 35 M.D.C. augmented body armor and carry Zentraedi laser pistols (1D6 M.D. per blast). They will be in their mecha, one in an Officer's Pod, two in Fighter Pods and one in a suit of Female

Power Armor with no missiles. Those in the pods have six attacks per melee and an additional +2 to strike, +3 dodge and parry, and +4 roll with impact. The mecha are upgraded and have 25 extra M.D.C. (125 M.D. and 175 M.D. respectively). The Female Power Armor has upgraded triple-barrel pulse lasers (3D6+2 M.D. per blast; the pilot likes to fire them together at one target for 1D4x10 M.D.).

Level Two: Barracks & Living Quarters

1. Forward Weapon Systems.

2. Double Reinforced Hull and Corridor: On this level, the airtight lengths of corridor have been converted to water reservoirs, refrigerator and freezer storage, and vacuum storage for food and other perishable supplies. There is no access to the surface except by the airlock labeled "D." It exits from a concealed tunnel outside of the perimeter fence (also labeled D).

3. Barracks: The heavy air support and rapid response pilots for the fighter pods and power armor lived here. They are all away on operations.

4. Barracks: The bulk of this base's soldiers once lived here. They are all away on operations except for those on guard outside and on Level 1 in the deployment area.

5. Officers' Barracks. The leaders of the base lived here. When Zaria was accepted and took over leadership, a part of this area was used to build multi-level micronian housing for her techs. She lived on the Outpost Bases to avoid revealing to her giant comrades that she was a micronian (in size). At this point in her plans, they trust her enough that the revelation of her stature would do little to affect her allies. A micronian-sized elevator connects this level with the one below.

Level Three: Barracks and Living Quarters

1. Forward Weapon Systems.

2. Assembly Area: This is where the mecha designs spawned by Zaria and her insane technicians were finalized. The parts were collected, assembled, and fine tuned at this location before secret testing began. The area is recognizable as a mecha assembly area, but all of the specialized equipment is missing (it is on its way to South America).

3. Construction Area: It is abandoned now, but hummed with activity only a month ago.

4. Fabrication: This area was used by Zaria's techs and their workers to cast, forge, and fabricate parts. Using salvaged and stolen materials, they were able to make mecha parts from scratch and custom build their war machines. A great deal of equipment is missing from this area. A pair of Zaria's Modified Officer's Pods that guard this location and they don't take prisoners.

Both pilots have 75 M.D.C., Four attacks per melee, +3 to strike and +4 to dodge and roll. They wear 35 M.D.C. augmented body armor have Zentraedi laser rifles (4D6 M.D., payload: 20 blasts, range: 3000 feet/914 m) in their cockpits. Those in the pods have six attacks per melee and an additional +2 to strike, +3 dodge and parry, and +4 roll. Full details and stats on these Battle Pods are given in the Mecha section.

Part Three: Let There be Shadow ...

Briefing

About a week after the characters' mission into Zaria's Indochina base, they are summoned for a mission briefing. It is a swift, secret summons which basically amounts to, "Please come with us. Now. There is a jet waiting." and they are whisked away.

The aircraft lands in the middle of the night, with no lights on the landing strip. The characters are briskly escorted down empty halls to a large Command Center. This is obviously military intelligence, the real stuff. View screens and holograms display information, diagrams, maps, and pictures of every corner of the world. There is an air of controlled urgency and the characters will feel small and out of place. A tall, powerfully built man in his early fifties, wearing the colors of a Colonel in the Intelligence branch, motions the characters to sit at a long table in a relatively private corner of the vast complex.

"I apologize for the brisk pace and secrecy of this evening's activities, but matters of great importance and unfinished business have arisen." He looks over his shoulder where a pair of techs stand waiting. He nods and the large central holo-display changes and shows a topographical map of *South America*. It zooms in and focuses on the Zentraedi Control Zone (ZCZ), then zooms again, this time to the mouth, of the Amazon River.

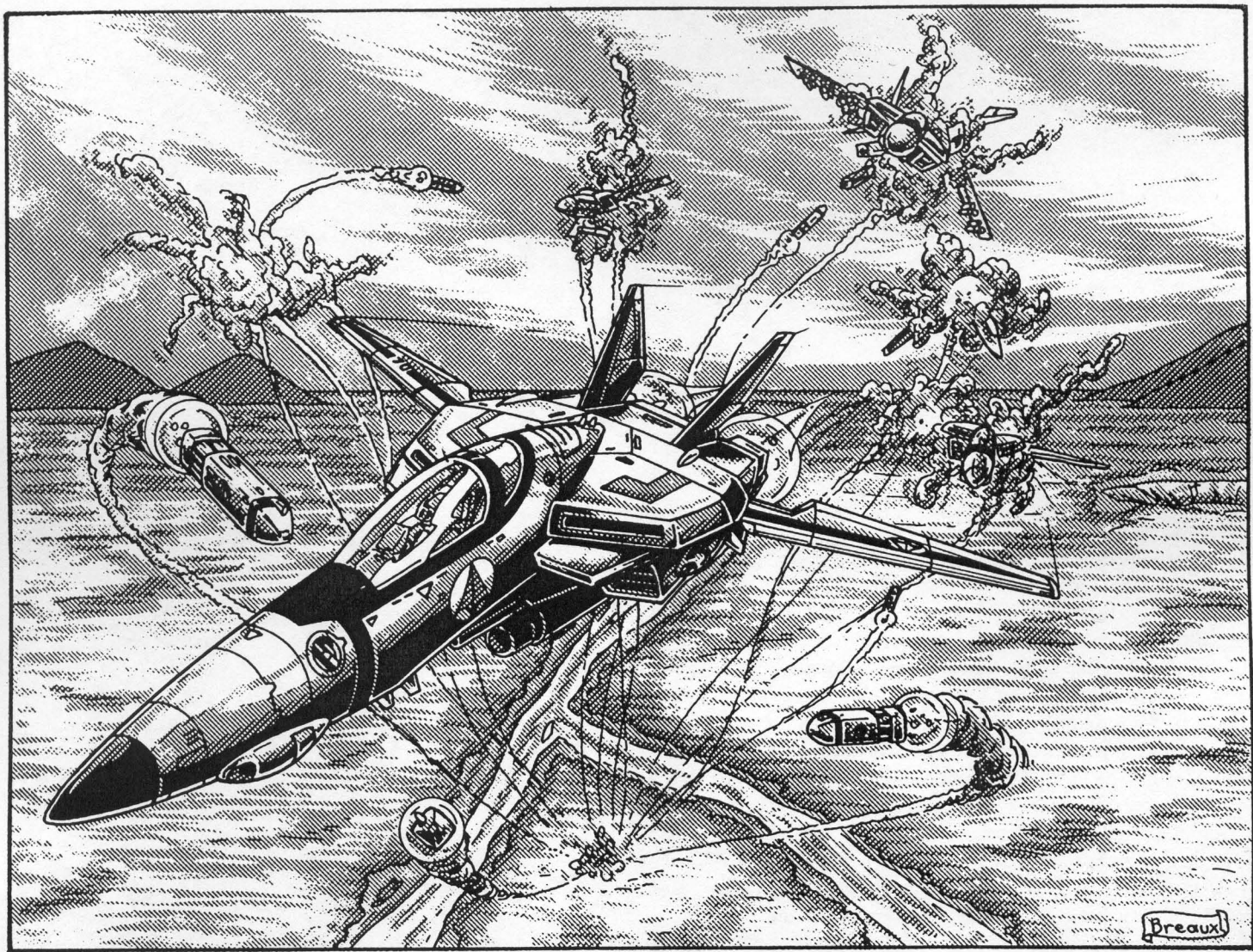
"Earlier this evening, a pair of Gladiators on patrol near the mouth of the Amazon River were destroyed," a red circle appears on the map near the river's mouth, right on cue.

"The surviving pilot reported from his hospital bed that a large, black suit of Zentraedi Quedlunn-Rau power armor was responsible. I don't think I need to tell you that we believe this rogue is Lt. Zaria." He pauses to look at the characters to let his comment sink in before continuing, "A military satellite managed to track the mecha as it made its way up the river." A red line traces a route from the circle up the Amazon, then becomes dotted before changing to blue.

"As you can see, the mecha left the satellite's range when it entered the Negro Tributary. The blue line is an extrapolated path." In a grave voice, he announces, "We think she is heading for Manaus."

"We have good reason to believe that Zaria, an elite force of 'afflicted' RDF Destroid pilots, mecha and Zentraedi warriors in her modified mecha have slipped out of the Indochina Quadrant and intend to join forces with the Manaus Zentraedi. With what we know about Zaria and her technological improvements on mecha designs, the resources available to her in Manaus could create a deadly and totally unacceptable scenario for this part of the world. She has to be stopped! NOW!! Since you have fought Zaria before and know some of her tactics, we have chosen your team as the lead Strike Force. A caravan of Zentraedi in unusual mecha and escorted by RDF Destroids and a pair of Veritechs has reportedly entered the ZCZ. We believe this is Zaria's elite force and insane technicians."

"We believe she has already made contact with the forces at Manaus and intends to have her forces rendezvous with them."



We've already shot down 11 Zentraedi shuttle-craft and a pair of Reentry Pods enroute to Zaria's forces. Having shut the Zentraedi out of the air, they have dispatched an escort team to bring Zaria and her legion of lunatics safely to the city. They have also scrambled numerous ground patrols, and have launched several offensives to keep us busy and our lines around the ZCZ strained. Despite this, we were able to pin-down Zaria's ground troops and wedge a wall of troops between them and Manaus with an offensive of our own lead by Max Sterling. Unfortunately, we cannot hold this position for much longer before the Manaus Zentraedi send enough troops to overwhelm our forces. That is where you come in. We will punch a hole through the back door of the Zentraedi's closed flanks and send you in to locate and destroy Zaria and her madmen. The best chance we have is for a small, seasoned penetration team like yours to enter the ZCZ, make its way toward Manaus, find Zaria's operations and crush it. "Gentlemen (and ladies). This time there is no 'bring 'em back alive.' This is war! And Zaria has just raised the stakes. She and her 'afflicted' RDF mecha engineers and technicians must be considered a deadly enemy. If they get to Manaus with their new mecha designs and technology, the balance of power in this hemisphere will change for ever and millions of people, human and Zentraedi will perish in the aftermath. You must put aside any compassion you have for your fellow soldiers and strike hard, strike fast, and strike with deadly force. Com-

passion with Zaria and her lunatics will get you killed and doom millions! Do I make myself clear!?" He does not actually wait for (or expect) a response, and continues.

"Your primary targets must be Zaria and the engineers and technicians. Destroy them. Once that is done, you are to put as many of the modified mecha out of commission as possible; ideally, destroy them. Don't worry about the madmen piloting our mecha. This wouldn't be the first time a handful of our units fell into the enemy's hands. There's little they can do with them. Zaria and the mecha design team must be eliminated at ALL cost! Do I make myself clear. Her capture should not even be an option. Do not risk the overall success of this mission with misplaced sympathy."

"This will be a very difficult and touchy mission. The Zentraedi are military professionals, cloned and bred that way. They too feel a certain desperateness and urgency regarding Zaria. They will use deadly force against you and fight like demons. We will try to send a second and third team after you for support, and in case you should fail. If your mecha are destroyed and the mission scrubbed, move out of the ZCZ as quickly as possible.

"Once you have destroyed Zaria's operations and successfully completed your mission, make your way to a position 18 miles/29 km north of Manaus and broadcast one of these short

codes." He hands the group leader a pair of colored microchips. "The yellow code is if you manage to get out quietly. The red one will tell us to send a heavy evac unit. Be on the ground, out of mecha, when the evac arrives. Unless there are questions, good luck."

There is only a few minutes for questions before the group is dismissed, placed in mecha (prototypes or conventional, whichever the G.M. and/or players prefer), and sent on their mission. Time is of the essence.

Game Master Data

Zaria has been in contact with the Manaus Zentraedi for over six months. They have heard of her exploits in the Indochina Quadrant and about her modifications to Zentraedi mecha. They want her and her powerful mecha modifications badly. They have used every resource and favor to smuggle her and her elite troops into the Zentraedi Control Zone (ZCZ). They believe together, they can turn Manaus into a free, Zentraedi nation and a global power. Consequently, they will do everything in their power to get Zaria and her forces safely to Manaus. Fortunately, RDF Intelligence was on the ball this time and has tied up Zentraedi forces throughout the Control Zone. This means Zaria and her troops are cut-off from Manaus and have had to fight their way through the last hundred miles. Not willing to risk the lives of her invaluable mecha technicians and designers, they are stuck in a small valley, waiting for the Manaus escort team. The Manaus Zentraedi have asked Zaria to travel ahead to Manaus (she knows the mecha modifications as well as her techs, and carries computer disks in her armor with all the design and manufacturing data they need to implement the new designs), but she has refused. Zaria will not desert her valuable and loyal troops and fears that the RDF is waiting for them to divide their strength and gun her down (she's correct).

The RDF will get the player characters' Strike Force past a powerful Zentraedi force and send them on their way to Zaria. They must hurry and throw some caution to the wind. Even slowed down by Destroids, they should meet Zaria's caravan within three or four hours. If the G.M. likes, the group can encounter any variety of Zentraedi menaces blocking their way, but other RDF Strike Forces and troops will run interference in order for our heroes to keep moving and reach their target (and in the best possible condition).

The specifics of the battle are left entirely to the G.M. and happenstance. By the time the Strike Force reaches Zaria, her caravan will have already suffered some severe damage and is down to only 20% of its original size and strength. Her mecha forces are limited to five modified Tactical Battle Pods, one modified female power armor suit (with half its M.D.C. and missile payload), two modified Officer's Pods (-25% of their M.D.C.), a RDF Excaliber (no missiles and at half M.D.C.), a pair of Gladiators (down 25% M.D.C. and no missiles) and five giant foot soldiers armed with laser rifles. Most of the technicians and engineers are clustered inside a pair of AAR-II's. Three engineers are in a jeep — they'll panic and flee toward Manaus when the Strike Force arrives.



Then, of course, there is Zaria in her Shell and Core MPA. She has expended 2D4x10% of her missiles but has only lost 10% of her shell's M.D.C. She is pissed-off and spoiling for a fight! She will fight like a maniac and take uncharacteristic risks, but will not fight to the death. At some point she will realize that she is about to lose everything and tries to flee to Manaus, abandoning the rest of her troops. Whether some or all of the player characters pursue her is up to them.

Once the battle is done, the Strike Force will need to get out of the ZCZ. However, by that point, the RDF will have been pushed back and Zentraedi will be swarming through the rain forest like angry bees. The group may be found by a band of human mercenaries led by *Penta Romana*, a female RDF communications engineer turned mercenary. The unit monitored the radio and radar narrative of the character's escape and decided to join the action for fun and profit. Any mercenary unit can use several fully functioning mecha in prime operating condition, and the characters can use the protection of the mercenaries (Zentraedi rarely attack such groups because most of them are on the same side, but often only because of a common enemy: the RDF). Penta and her mercenaries will require half of the characters missiles and/or a Destroid as a fee, but that will get the player group a disguise as mercenaries, their military support, knowledge of the area, and the mercs will gladly get them in or out of Manaus. If it becomes necessary, Penta can intervene and rescue the characters from pursuing troops.



Into Manaus

The adventure continues

If Zaria or any of her technicians escaped, they will have found their way to Manaus and the player characters will have to follow. This course of action may not be an option regardless of how badly injured or depleted their mecha may be. Once the Zentraedi overrun the RDF forces and close off the Control Zone, the player characters (and perhaps an NPC Strike Force) represent the RDF's only chance at getting into Manaus and terminating Zaria and/or the technicians (they may also have to recover or destroy the computer data with the design information).

This segment of the adventure is likely to require stealth, subterfuge and cunning. It will be as dangerous as any part of the adventure campaign yet. With Zentraedi, bandits, and E.B.S.I.S. soldiers all around, the group will have to be extremely careful every step of the way.

Once the mercs settle into their camp on the edge of the Wash, the player characters will be able to take a look around. One of the mercs will recommend that the characters check out the Wash on foot, since it is their first time. The camp is secure and guarded, so their mecha will be safe. This will give the lay of the land and prove that these warriors can be trusted.

It doesn't take much looking to realize the Wash is a dirty collection of ragtag soldiers, ruffians, thieves, smugglers, and even less savory types. It is not a pretty or comfortable place (although beds and plumbing are available in permanent mercenary camps). The Wash should be a dark and gritty place to the characters who are used to organized military life, and serves to carry the dark, sinister air begun in the jungles of Indochina.

Another reason for them to be on foot is so their contact, Ronald Moon, an undercover RDF military specialist, can easily recognize them as they pass the weapons tent he runs for the *Silver Swift*. The Silver Swift is an influential member of the area's black market operations, and Ronald has connections on a moderate level. He will introduce the characters to a "Passman," one of the authorities licensed to issue passes into Manaus. The passes for the entire group will cost 1,200 credits or a pair of missiles (which the Passman will gladly arrange to pick up). They can then explore the city of Manaus and collect information for Military Intelligence, but it will have to be done outside of their mecha. No micronian mecha are allowed in the city unless authorized and escorted by a high ranking Zentraedi officer. Game Masters should note that Zaria's production facilities are located in an area restricted to micronian mecha, so the characters will have to be on foot to get to it anyway.

It is probably going to be best for the characters to sneak through Manaus after dark. The Game Master can let the charac-

ZARIA'S MANAUS FACTORY

ters find the factory in one of many ways. Some of the most prominent ways are listed below. Option number one and two are the most challenging and may get a novice group of players in deep trouble, so G.M.s should consider their players' abilities before choosing.

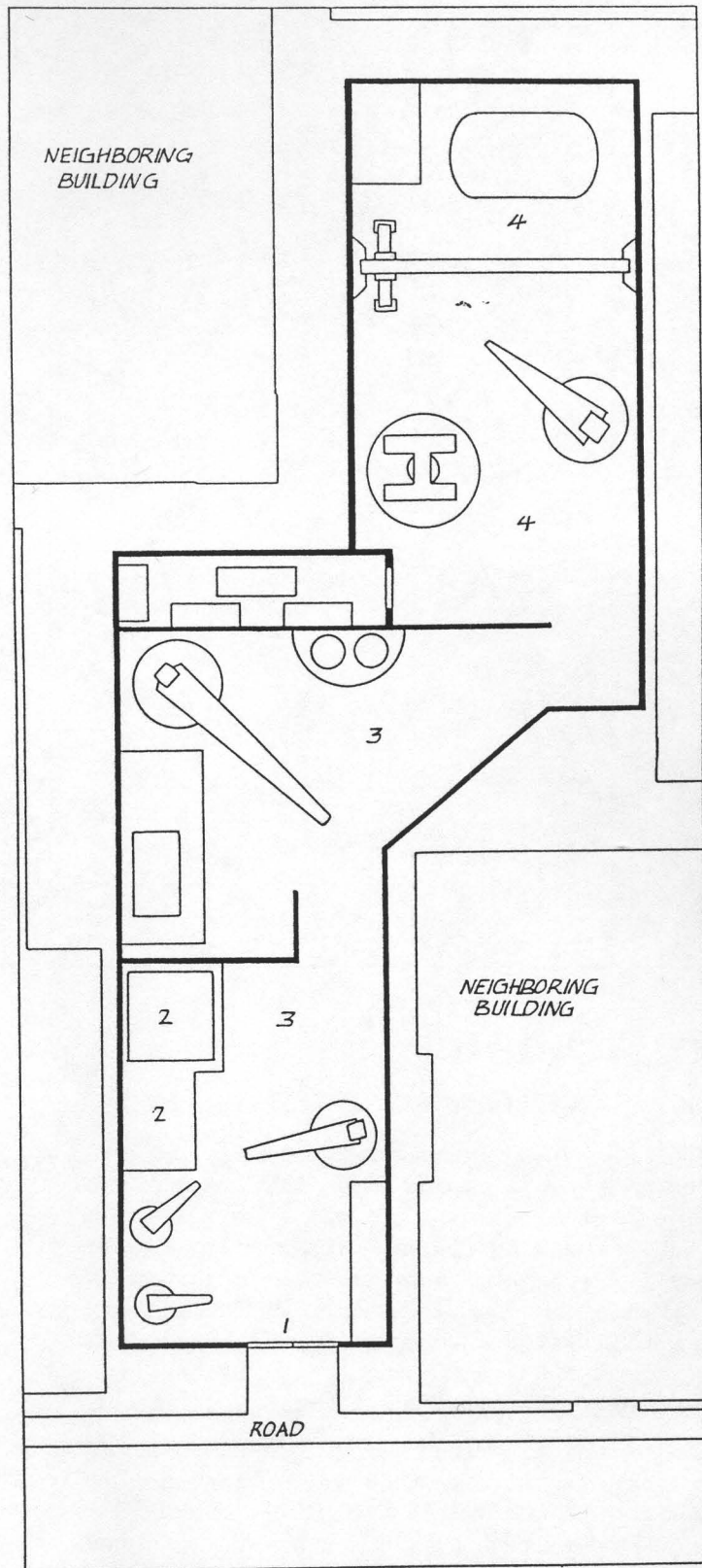
A **Drunk Guard** from Zaria's factory has wandered into the micronian sector and fallen into an alley. As the characters' investigate the loud crashing sound, they will find the full-sized Zentraedi lying there. He is totally drunk and unable to get up. The characters will notice that he wears the same armor as some of the guards they fought in Zaria's jungle base. In his drunken stupor, he will answer any questions put to him and remember none of it later. He can tell them how to get to the factory, that Zaria (and some of her techs?) is there, and even give info about some of the factory's defenses. The characters use this data to investigate further and may be able to slip inside the facility to assassinate Zaria (and any others) and destroy the computer data. They may also be able to sabotage the factory.

One way to get in (if any of the players think of it) is to climb on top of the giant and hide inside openings in his armor. There are lots of places a six foot (1.8 m) human can hide on a 50 foot (15.2 m) giant. The Zentraedi can take them directly into the factory. A Zentraedi foot soldier in enhanced body armor will challenge and reprimand the drunk soldier, but let him into the facility without a body search (he knows the drunken sot). The giant will stagger to his bunk at the facility and pass-out. This will give the group a chance to leave their ride and investigate. While there on foot, they may find an opportunity to find Zaria out of her armor and/or destroy the place by sabotage. In the high risk situations they will find themselves in, the wrong word or move can be disastrous.

Infiltrating the Silver Swift is another way to find out where the factory is or to gain access to restricted areas. This is a dangerous option because the characters will be required to play their roles as traitors and mercenaries for an extended period, under close and intense scrutiny. The easiest way to quickly earn the trust of the Swift is to make them lots of money. The only likely way to pull off a quick rise through the ranks is to quickly and consistently bring them the valuable, high demand RDF salvage. That *could mean* having to attack RDF patrols, something the characters will not want to do. It *may* be possible that they can *get* spare parts or ammo secretly through the RDF, but not if the Control Zone has been sealed tight. Beyond that, marriage into the Swift's ranks is the only other rapid way to the inside.

Zaria is spotted leaving the factory. This is an easy way to get the characters to the factory, but it will take several days. Shortly after their arrival to the city, they are wandering through the city streets when they see the familiar large, black female power armor that covers Zaria's MPA fly overhead or walking down the street. She can be followed at a safe distance to the factory.

Recognizing the Armor of a Zentraedi as the augmented kind Zaria's troops use. They can follow him back to the factory using normal prowl and surveillance rules. The guard does have surveillance systems and may detect a tail (54%). If he does, the characters will know and should break off before he attacks their little S.D.C. bodies with M.D.C. fists. If they do not find the factory because they are discovered, waiting at the spot where they



lost the Zentraedi gives them a 45% chance per day that he will pass by again for another attempt to tail him.

Once they have located the factory complex, their next step is to destroy it and attempt to capture or slay Zaria. Under the cover of darkness, several mecha can sneak through the city of Manaus, but once the fireworks start, they had better be prepared

to get away quickly by abandoning their mecha and fleeing on foot. Manaus security will arrive at the factory in ten melee rounds, with at least two male and one female power armor units, four foot soldiers and a pair of Fighter Pods.

It is up to the Game Master as to whether Zaria stands and fights for the final battle, is killed, or goes underground to return again as a recurring villain. As can be seen in this story-line, she will attempt to move on and continue her operations. She seems to collect allies like a bee collects pollen, so if she lives she is likely to appear again with some new, insidious scheme. One of her likely allies in further endeavors may be the E.B.S.I.S. **If the characters pull this mission off**, they will be promoted, receive several medals and commendations, be given a month of R&R, and a choice of duty posts and prototype mecha.

Factory Map Key

1. Guard Post: Two Zentraedi foot soldiers stand guard just inside the factory doors. They each have 55 M.D.C., three attacks per melee, +2 to strike, parry, and dodge, and wear augmented body armor (35 M.D.C.). Each carries a Zentraedi laser rifle (4D6 M.D.).

2. Fabrication: This area is used by Zaria's techs and their workers to cast, forge, and fabricate parts. Using materials supplied by the Black Talons, they make mecha parts from scratch to custom build their war machines. The area appears to be a fully functioning mecha factory. Partially finished Battle Pods line the walls.

A pair of Zaria's Modified Officer's Pods are guarding the equipment. Both pilots have 45 M.D.C., five attacks per melee, +3 to strike and +4 to dodge and roll with impact. They wear 35 M.D.C. Augmented Body Armor and have Zentraedi laser rifles (4D6 M.D.) in their cockpits. Those in the Pods have seven attacks per melee and an additional +2 to strike, +3 dodge and parry, and +4 to roll with impact. Full details and stats on these Battle Pods are given in the Mecha section.

3. Construction Area: The facilities here are used to assemble the basic parts built in area #2 into full component parts. Mechanical and electronic systems are integrated into arms, legs, and sensor systems which are then transferred to area 4 for full assembly. After hours, this area is locked and left unguarded.

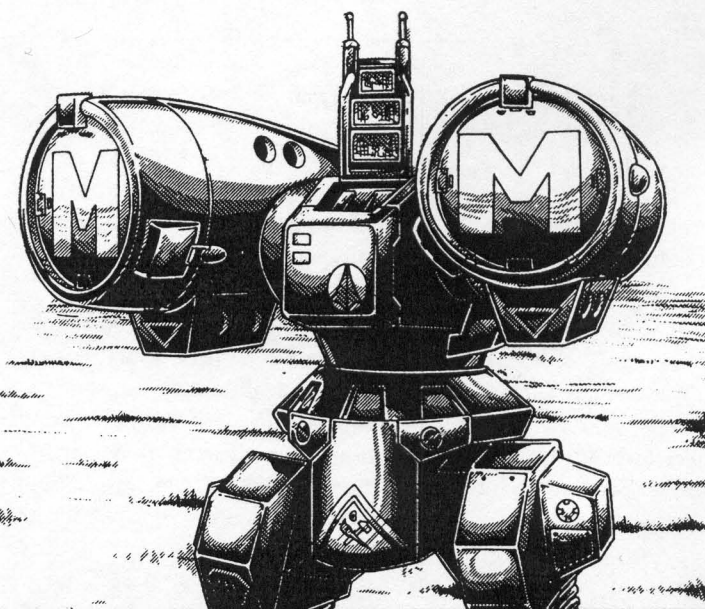
4. Assembly Area: This is where the mecha designs spawned by Zaria and her insane technicians are finalized. The parts are collected, assembled, and fine-tuned here before testing begins. The rear corner of this area has multi-level housing for the technicians and Zaria. This area is guarded by the only Modified Male Power Armor to be produced. Zaria's MPA suit is in the opposite corner and Zaria stands nearby, without any armor, as her micronian self (in Manaus, she no longer guards her secret of having been micronized and can be enlarged at any time).

It is up to the G.M. to decide whether Zaria stands and fights, fights and leaves, or simply flees, while the male protects her. The Male Power Armor pilot has 70 M.D.C. (hit points and S.D.C. combined), five attacks per melee, +3 to strike, +4 to parry and dodge, and +5 to roll with impact. He also has a leap attack, jump kick (both critical strikes), and has critical strikes on a natural 18, 19, or 20. A bare hands punch does 8 M.D. of

damage. In the Power Armor, he has nine attacks per melee, +5 to strike, +6 to parry and dodge, and +8 to roll with impact. The Power Armor also adds 1D8 to the punching damage given above. Full stats for the Modified Power Armor are given in the **Mecha** section.

Note: There are a number of crates filled with missiles and explosives in this area that could easily level the factory if detonated. These can be detonated in several different ways, including launching missiles into them or by setting a few to explode (will need demolitions skill to do the latter). Game Masters who want to reward well played characters should not vaporize them because of bad rolls to escape.

The Game Master can have the characters run into as much trouble as he likes from Manaus to the evac area, or jump ahead and let them get away without further incident.



Manaus

By Wayne Breaux Jr. & Kevin Siembieda

Manaus: Estimated Population

65,000 Zentraedi Warriors (giant)

65,000 Micronized Zentraedi (human-size)

1,600,000 Micronian/human slaves

50,000 Free micronians; mainly mercenaries, traders, and sympathizers.

Note: As many as an additional 2D6×1000 Zentraedi (giant and/or micronized) may be present in the city at any time. Likewise, an estimated 3D6×1000 independent Zentreadi may join the Manaus Zentraedi to defend the city or join them in war against the humans.

Manaus (pronounced "Man now") is the largest city in the **Zentraedi Control Zone**, also known as "The Zone," "Control Zone," and "ZCZ." It is located approximately 400 miles (640 km) south of the northern border of the ZCZ and is situated on a lake along the *Negro River*, a tributary of the Amazon. Its human/micronian population is approximately 1,600,000, with an

estimated permanent population of 65,000 giant Zentraedi and 40,000 to 80,000 “micronized” Zentraedi (giants who have been shrunk to roughly human-size — made possible through the technology of the Robotech Masters, creators and lords of the Zentraedi). The Zentraedi numbers fluctuate daily as patrols, vagabonds, visitors, and independent troops come and go from the city (adjusting the Zentraedi presence plus or minus 10%). These numbers do not account for the Zentraedi population within the **Wash**.

The permanent Zentraedi population within the heart of Manaus, at **The Citadel**, is 28,000. The Citadel’s population is 98% full-sized, but the Zentraedi residents of Manaus outside the Citadel are a mix of giants and micronized. The micronized warriors function as the city’s police force and civil militia (See the **Pathos Unit** for special micronized operatives).

City History

At the close of the *First Robotech War*, a Zentraedi Flagship with heavily damaged engines made an emergency landing in the center of the city of Manaus. Much of the mega-damage spacecraft survived intact, with only four miles (6.4 km) of city crushed beneath it. The battle-damaged engines gave out on touchdown and are beyond repair, so the vessel has become a permanent part of the city’s skyline.

The large number of Zentraedi on board were able to seize control of the city with ease. They enslaved the population and imposed martial law. Although thousands of humans managed to escape, tens of thousands became prisoners of war, and were later forced to serve the invaders as slaves. The city was quickly transformed into a fortified military installation. Mecha and field weapons formed a defensive perimeter around the city, a 50 foot (15.2 m) wall of mega-damage debris built from scrap metal and the wreckage of other vessels found in the jungles. Salvage teams searched the surrounding area for fellow troops, M.D.C. plating, supplies and equipment. Entrenched, they waited for the RDF to come swooping in to deliver a final deathblow. However, their enemy didn’t come.

By the end of the first year, the Manaus Zentraedi realized that the micronians may have won the war, but had suffered such great losses that the RDF’s forces were too limited and stretched too thin to root out all the Zentraedi survivors, or to attack such a well equipped stronghold. As fate would have it, *Khyron’s* forces and other Zentraedi would also find their way to the South American Sector, giving it the greatest concentration of Zentraedi troops in the world!

The Zentraedi leaders at Manaus agreed that the city should be turned into a refuge and stronghold for Zentraedi survivors. Although they initially supported *Khyron*, they quickly recognized him to be insane and severed their ties with him. This caused a schism among the troops, inciting about 25% to leave Manaus to follow *Khyron* and another 20% to embark on campaigns of their own. Many of those who followed *Khyron* would perish in a series of rash and poorly conceived assaults against the Robotech Defense Force, while *Khyron* and *Azonia* destroyed themselves in a suicide run that did little to hurt their hated micronian enemies. Many of those who escaped made their way back to Manaus, or the Control Zone. Meanwhile, the cunning, long-term strategists at Manaus continued to exploit the

resources of the city, enslave and rule its human population, and turned the city into a rebel military installation of unparalleled capability.

Manaus has become a kind of Mecca for the Zentraedi rogue forces within the Control Zone, attracting unaffiliated individuals and small groups to join those at the city. Its presence also attracted high-tech bandits, smugglers, mercenaries and foreign opportunists (like the E.B.S.I.S.). These “outsiders” have provided an avenue for trade of goods, salvage and services that has expanded the resources of the Manaus Zentraedi and helped to establish a communications network within and beyond the Control Zone. Through trade and communications, several loose alliances have been formed with independent groups of Zentraedi and human bandits.

When the RDF finally came to the Sector, in hope of routing the Zentraedi rebels, they found scores of military clans and armies of malcontents operating in the Sector. Many of these were small and/or ill equipped, but the forces at Manaus were a force to be reckoned with and an insurmountable obstacle (without killing thousands of civilians). The RDF’s temporary solution for dealing with the Zentraedi rebels was to force as many as possible into one geographic area or “zone” in which the malcontents could be *contained*. An area around Manaus was so designated, and became known as the **Zentraedi Control Zone (ZCZ)**. In fact, many RDF experts believe that without Manaus, the Zentraedi malcontents would have surrendered years ago.

Micronization Chambers, still intact on the Flagship, have been used for over a decade to reduce the giants to human-size. This tactic enables the giants to conserve food, supplies and resources, mingle and spy on their human slaves, sneak into human territory, etc. — they can be turned back into giants whenever the need or desire presents itself. This is one of the few Zentraedi controlled Micronization Chambers in the world.

Over the following decade, the Zentraedi would slowly absorb some of the micronian ways, despite their best efforts to remain true Zentraedi. Such changes include allowing female Zentraedi into the armies of the males (co-ed armies were previously prohibited), marriage and physical union between Zentraedi males and females (they were previously segregated), and enjoyment of music, art and recreation, particularly sports. However, the males still dominate the command structure, just as they represent the ruling body at Manaus.

A Zentraedi Stronghold

Manaus is the largest city officially (and continuously) controlled by the warrior giants. The dominance of the Zentraedi over Manaus gives them a power base and opportunities that no other Zentraedi rebel force has acquired. Manaus serves as a Zentraedi refuge, a permanent base of operations, a staging ground, and means of development both technologically and socially. It also serves as a symbol of strength and defiance to Zentraedi everywhere.

The conquered human city provides the invaders with all the resources a city has to offer, including housing, manufacturing, repair, and production facilities. The micronian (human) slave population, hired human mercenaries and human sympathizers (those who willingly serve the Zentraedi for one reason or another) provide the Manaus giants with micronian knowledge of



mechanical engineering, science and medicine, as well as a labor force of mechanics, technicians, craftsmen, builders, farmers, administrators, and workers to service the Zentraedi forces. They also maintain the city itself.

The Zentraedi occupying force is *not* concentrated in any one or two areas of the city, except for the heavily armored and defended **Citadel**, but are intertwined among the micronians so as to dissuade military assaults. In addition to this, Manus is a city of large, towering buildings with wide streets, all enclosed by an M.D.C. wall. The extra height of the buildings and wider streets better accommodate the giant warriors and mecha. Tall buildings serve as cover for mecha and troop movement within the city as well as a protective shield — attackers must wonder if the buildings are occupied by innocent civilians; most are. Tall buildings also hinder missile attacks and long-range bombardment.

The Zentraedi's military depots, factories, and strategic areas, except for the Citadel which is solidly armored, are spread throughout the city to maximize the number of enemy targets in a raid. All of these measures, plus the fully-functioning weapons of the Flagship within the Citadel, make Manus an entrenched encampment difficult to invade or destroy, even without regard to the civilian population.

A great majority of the **giant Zentraedi** live in the Citadel, although others live in barrack style encampments scattered in circular patterns around the inside of the city. Thousands of **micronized warriors** reside among the micronians within the general population of the city. A surprising number of these have been won over by Earth culture and have begun to consider their

micronian minions as more than mere slaves. Many loudly disapprove of unwarranted acts of violence and unfair punishment against the slave population. A small number of sympathizers even support the many less violent groups of freedom fighters and help smuggle unjustly accused micronians out of the city.

Humans/micronians live in all areas of the city except the Citadel, but there are many areas in which they are forbidden to go without authorization.

The micronian neighborhoods situated around the Zentraedi barracks and defense towers are often regarded by the giants stationed nearby as a kind of territory. Squabbles over "turf" and "our micronians" are common among the various subdivisions and commands of the Zentraedi military. This has created an almost feudal social substructure between the Zentraedi soldiers and the neighborhoods around their city outposts. In fact, many of the giant warriors are particularly fond of the old Earth terms "Lord" and "Peasant."

The troops are divided into smaller armies, or subdivisions within the main force. Each is responsible for different aspects of command, production, defense or offense, such as perimeter defense and factory defense, manufacturing, city militia/police, communications, transportation, infantry, reconnaissance, armament dispersal, allocations, military intelligence, etc. Each of these subdivisions have their own command structure and certain degrees of power, although all are loyal to the city's High Command.

The city's resources, especially food processing and storage, manufacturing, and communications, enables the Manus Zen-

traedi to maintain a well oiled military force with mecha and equipment in top condition, as well as allowing them to create experimental or modified weapons and mecha. Such modifications are typically minor, namely 25-50% more armor and/or the addition of one or two weapon systems. Such capabilities are not usually available to the average Zentraedi renegade. Remember, these giants were genetically designed and cloned as combat infantry with little to no knowledge in the arts or sciences. They are bred for war and know only the things directly related to frontline combat, such as fighting skills, weapon proficiencies and the piloting of their giant mecha. Furthermore, the Zentraedi warriors' military *programming* makes them hyper-aggressive. Most love to battle and respect power and military leadership. Consequently, the military strength, structure and power base of Manaus is incredibly attractive to many Zentraedi soldiers. As a result, new troops join the already formidable numbers at the city every week. Some are defectors from other renegade groups, while others are small bands or individuals who have tired of struggling to survive on their own and have turned to Manaus for support. Meanwhile, many independent Zentraedi forces in the Sector retain their autonomy, but look to Manaus for advice and as a major trade-center where they can acquire supplies and get their weapons and mecha repaired. Many RDF leaders fear that it is only a matter of time before a vast majority of Sector rebels turn to the Manaus Zentraedi for direction and leadership. Such a development could see the formation of a massive Zentraedi army that cannot be contained.

This means the Manaus Zentraedi are the best equipped, most organized, and powerful alien force on Earth!

The Human Barrier

The **Robotech Defense Force** doesn't dare to attack the city with deadly force for three reasons:

One, the enemy is firmly entrenched, making such an attack a major campaign that would take months and incredible human and military resources.

Two, the cost in mecha, equipment and loss of military troops would be immense — perhaps so catastrophic that the RDF would be irreparably damaged and vulnerable to other forces that could rise up and destroy everything they have built.

Three, the casualties among the human slave population would number into the hundreds of thousands (perhaps millions)! A price nobody is willing to pay. The Zentraedi know this and use it to their fullest advantage.

The blatant use of human slaves/hostages as a means of defense against the human military has been dubbed, "The Human Barrier." Until some way can be devised to circumvent this barrier, the Zentraedi are free to continue their operations with little fear of a serious threat from the RDF. Surgical strikes and sabotage at the hands of spies, plants, and Strike Forces have been effective measures in curbing *some* of the Zentraedi's activities. However, the alien rebels (both giant and micronized/human-sized) are so integrated into the human population, that it is impossible to wage a significant assault without killing hundreds of innocent civilians and injuring thousands more. The crafty Zentraedi have even taken to forcing their human slaves to live in and around factories, storage depots and other strategic locations to dissuade micronian attacks.

Thus, Manaus remains a dangerous, growing enemy power. Needless to say, Manaus is a constant thorn in the side of the RDF. They constantly test the strength of the RDF (and fledgling Armies of the Southern Cross) along the borders of the *Control Zone*, sending raiding parties to loot other cities and supply lines, and instigating trouble among other Zentraedi groups (among both sympathizers and rival forces). They are rumored to have dealings with E.B.S.I.S., and E.B.S.I.S. allied Zentraedi, frequently punch through the thinly guarded, expansive borders of the *Control Zone* to reap havoc in other parts of the world, and generally cause all sorts of trouble and conflict, especially in that Sector.

The Human Power Structure Within Manaus

The RDF established the Control Zone and "relocated" malcontents and rebels to the confines of The Zone in an attempt to "put all the bad eggs in one basket." This ill-conceived scheme has effectively created a nation of alien POWs bent on revenge. The ramifications of this action are yet to be fully realized but will have long reaching effects.

While the Manaus Zentraedi were building their power base, the micronians they conquered were establishing their own alliances and organizations. In the early days of Manaus' conquest, many humans formed resistance groups and underground networks to attack and sabotage the enemy, or to smuggle refugees out of the city. However, as the Zentraedi invaders became more organized, active resistance became increasingly difficult. Human freedom fighters were systematically hunted down, "uncovered and dispatched" (slain).

Ironically, the appalling social-economic conditions of the Sector worked in the Zentraedi's favor. The first Robotech War saw the destruction of over 65% of the planet's people. The United World Government teetered on the brink of oblivion and anarchy reigned. Feudal kingdoms, new nations and would-be conquerors sprung from the collapse of the world government and the carnage of war. For the humans of Zentraedi occupied Manaus, the alternatives outside the city and beyond the Control Zone were often as frightening, distasteful, deadly or imprisoning as living under the invaders. In addition to the countless bands of bloodthirsty Zentraedi rogues fond of killing, enslaving and brutalizing "micronians," the humans had to deal with bands of human brigands and cutthroats of all kinds, including bandits, murderers, slavers, foreign militaries, warring clans and nations, conquering tyrants, famine, disease, and so on. Over the years, literally thousands of humans within and around the Control Zone have voluntarily come to Manaus to willingly serve Zentraedi masters in exchange for some measure of peace and security.

The Manaus Zentraedi have earned a reputation for being relatively fair and benevolent dictators. The humans under their control, even slaves, are not treated with unnecessary cruelty, although they have few freedoms. Resistance fighters and dissidents are treated harshly and without mercy. Zentraedi justice is swift and terrible. Dissidents are usually killed on site or publicly executed after torturous weeks of interrogation.

Some humans immediately agreed to work toward alliances or quickly accepted their inhuman conquerors out of fear, sur-

vival, or personal profit. From *Chronos Ascendant* and their city council to members of the *Pathos Unit*, there are a number of micronians who willingly and loyally support or side with the giant warriors. Although their numbers are comparatively small, they are often quite zealous and fanatical servants with little regard for their fellow humans.

On the other hand, there continues to be a strong underground movement that opposes the Zentraedi occupation. **Freedom** and **The People's Revolution** are the two largest and most noteworthy of the human rebel groups. **Freedom** prefers quiet methods like leaking information to the RDF and smuggling RDF spies in and out of the city, while the **People's Revolution** uses direct and destructive sabotage and assassination as their tools for liberation and protest. The two groups are constantly at odds over each other's methods of operation, but may work together on big missions. **Note:** More information on each of these organizations is given in the *Organizations and Political Powers* section that follows.

Organizations & Political Powers in Manaus

Powers in Manaus Black Talon

Manaus High Command

The Black Talons are the original command crew of the crippled Flagship. They serve as the leaders and High Command of the Manaus Zentraedi. There are currently 160 officers who form the central power structure of the High Command. The Black Talon are the cream of the elite officers. They have a large following that includes fiercely loyal Zentraedi down the chain of command. Together they have built one of the most stable and powerful political organizations in the Sector and the strongest and most stable of all the rogue Zentraedi and malcontents. The strong military structure and discipline gives the Zentraedi troops/citizens an organization they can understand, respect and follow.

The main weakness of their government, may lie in the very strength of Manaus itself: the interaction between micronians and Zentraedi. Such cohabitation and constant contact, even as master and slave, means the Zentraedi are subtly and sometimes dramatically affected by the culture and ethics of the micronians. This has stimulated great change among the giants who once lived in such a controlled and restrictive environment that they were little more than flesh and blood robots, with few choices and no freedom. Such constant exposure to freedom, happiness, civilian life, cohabitation, etc., has been proven to "corrupt" the military mind of the Zentraedi, making them less inclined to fight for no reason. Many others are becoming increasingly sympathetic to the human condition and are concerned for the micronians' welfare and happiness. Such "sentiments" are alien and frightening to many of the Zentraedi leaders. The Black Talons fear it may make them weak and vulnerable.



In an attempt to curb this "corruption" of the mind and spirit, the Black Talons have established the **Citadel** and a handful of other "No Micronian" or "All Zentraedi" zones. They also take every opportunity to send troops out for patrols, maneuvers, or raids in an effort to keep them from getting lazy or soft. However, despite their anti-culture efforts, the Black Talons have allowed female Zentraedi into their ranks and are increasingly tolerant of micronians. The male leaders cite the alliance with Zentraedi females as a military strategy to consolidate and strengthen their power base and deny any implications that they are being affected by the humans.

The Black Talons run Manaus as an occupied city under military command. They enforce strict ordinances and often impose curfews or restrict travel. They will listen to micronian needs and complaints because they have come to realize that some concessions are needed to keep the micronians functioning at peak efficiency, but they are stern masters who treat their charges like the slaves they are.

The average Black Claw male officer is a 2D4+5 level Commander with training as a Military Specialist and/or Battle Pod Pilot. Each has a mecha of choice, typically an Officer's Pod and a suit of male power armor, but have all the mecha, weapons, vehicles, military, and resources of the entire city at their disposal.

Female officers will be combat aces of 3D4+3 level and assigned a suit of female power armor, as well as having access to all the mecha, weapons, vehicles, military, and resources of the entire city.

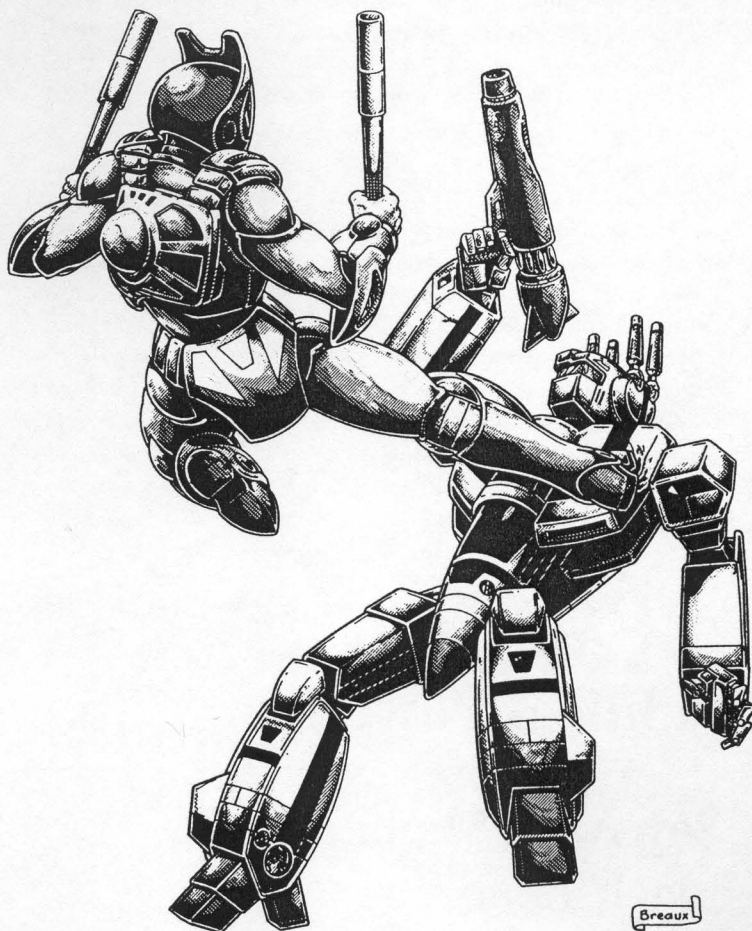
Note: It is the Black Talon who rule the city and command the Manaus Zentraedi war machine.

Relgon Claw

Zentraedi Elite Defenders

The Relgon Claw rose to power shortly after the Flagship crashed in Manaus. These skilled warriors defended that ship against both rogue Zentraedi and human attackers with devastating efficiency. They are skilled in digging in and defending a perimeter as well as close quarters mecha combat and fortifications. They were instrumental in turning Manaus into a fortified city and defended her countless times against enemies from outside and within.

The Relgon Claw is one of the very best trained and equipped Zentraedi military units in Manaus (and perhaps the world). All members of this unit are officers and aces skilled in mecha combat, defense and espionage. They have full access to all equipment, weapons, and mecha, including male and female power armor, Fighter Pods, Battle Pods and special weapons. Soldiers not clad in mecha are always fully outfitted with laser or blast rifles and full Zentraedi battle armor. Through determination and heated competition, the Relgon Claw have secured their position as the protectors of Manaus, and specifically, the Citadel/Flagship. They are also the guardians of the city gates, which gives them absolute authority over every one who enters and leaves. Their years of experience and streetwise senses keep them alert to potential danger and for sniffing out terrorists and spies.



In addition to their training and access to heavy defense weaponry, the Relgon Claw have added to their power by forming an alliance with the Silver Swift black marketeers. Because the Silver Swift is a clan operation, the alliances can only be forged by marriage. To this end, several officers consented to micronization for the official ceremonies and later returned to full size. However, many of them spend a fair amount of time with their spouses as micronians; a fact that bothers the Black Talons, who fear the Relgon commanders may become corrupted by the micronians. The Relgon Claw insists that they are only maintaining diplomatic relations with an influential ally and are quietly infiltrating their ranks. Thus far, the Black Talons are satisfied with such reasoning, and the results of the Relgon Claw's alliance have been profitable for both sides.

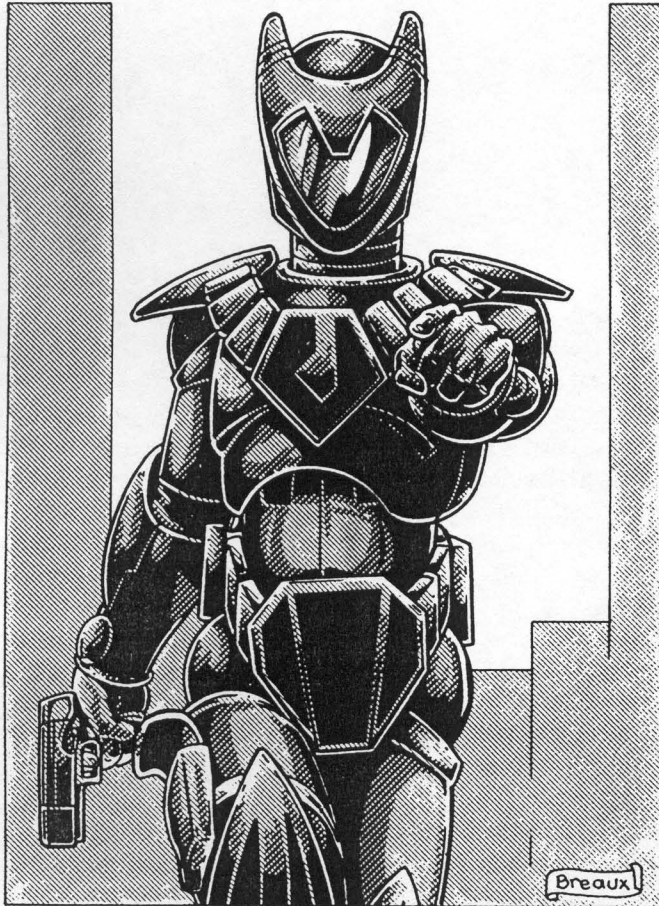
Preceding their alliance with the Silver Swift micronians, the Relgon Claw was the first Manaus division to allow female Zentraedi into their ranks, adding greatly to their raw firepower with the acquisition of 175 suits of female power armor and skilled female pilots.

The average Relgon Claw officer is a 1D4+3 level fighter pilot or battle pod pilot. They have access to any standard Zentraedi Battle Pod or Fighter Pod. They can also be assigned hover platforms, Reentry Pods, Theater Scout Pods and special weapons for various assignments.

Male officers are 2D4+3 level Fighter Pilots, Battle Pod Pilots or Military Specialists. They are assigned an Officer's Pod and a suit of male power armor, and have access to any mecha, weapons or vehicles they require.

Female officers will be combat aces of 2D4+4 level and assigned a suit of female power armor, as well as having access to any mecha, weapons or vehicles they require.

Note: There is one full division of 5760 Relgon Claw elite defenders; all are experienced officers and roughly 36% are female. The Relgon Claw and Black Talons are also the only Zentraedi forces who have maximum military clearance and unlimited access to the Micronization Chambers and all areas of the Citadel. Commander Jivon, is their tough leader.



Pathos Unit

The Zentraedi's Secret Police

Pathos Unit is the designation for a highly skilled group of *micronized Zentraedi* military specialists and human loyalists. They were brought together as a volunteer unit to police the micronian population and function as discreet, surgical strike teams for the surveillance, capture and elimination of micronian terrorists and dissidents. Their secondary functions include protecting the Chronos Ascendant council members, heading the micronian police force, and counter-espionage. They normally work under the auspices of the Micronian City Council, but the group is 100% autonomous and answers only to the *Black Talons* and the Zentraedi High Command. The operations of the Pathos Unit are similar to those of the old CIA or KGB. It enjoys the open power and freedom to conduct surveillance operations, engage in "sting" operations, seize evidence, search homes, and interrogate slaves and citizens without the slightest provocation or tangible

evidence. They have a reputation for being thugs, bullies and storm troopers who spy on everybody and have a license to kill (although capture and torture is more likely).

Pathos Unit soldiers wear stylized, micronian-sized replicas of Zentraedi body armor, painted black. These imposing suits are equivalent to heavy suits of hard armor (A.R. 17, S.D.C. 300 or 3 M.D.C.) and are symbols of fear and tyranny to the general populace of Manaus. There are 1,280 micronized Zentraedi soldiers assigned to the Pathos Unit, with an additional 800 loyal micronians/humans also allowed into their ranks.

The average Zentraedi Pathos Unit soldier is a 1D4+3 level Military Specialist, while officers are 2D4+2 level. They have access to any conventional or heavy weapons, including field lasers that are identical to the RDF Heavy Laser Rifle (pg. 79 of the **Robotech RPG**), and a pair of black Zentraedi Officers' pods outfitted for a four-man crew of micronians. Only the highest ranking Pathos officers have access to these unique mecha, others are given Earth jeeps, motorcycles, AAR-Recon IIs, or Comanchero assault helicopters as a means of transportation.

Human Pathos Unit soldiers are typically 1D4+1 level mercenaries with access to conventional S.D.C. equipment. They will *never* be given mecha or mega-damage weapons, but are allowed to operate conventional human vehicles and aircraft like jeeps, trucks, AAR-Recon IIs and unarmed observation helicopters.

The Pathos Command Tower is a heavily armored, M.D.C. building in the center of town, adjacent to the Micronian City Council building and Police Headquarters. It is connected to both Police Headquarters and the Citadel by secret underground tunnels (not even the micronian members of Pathos Unit know about these tunnels). The tunnels are large enough for vehicles, but a full-sized Zentraedi cannot fit. **Note:** The *People's Revolution* has heard rumors of these tunnels and has searched in vain to find them. If they were ever to find them, they could gain access to the Citadel (the crippled Flagship) and unlimited opportunities to create havoc.

Chronos Ascendant

Worshippers of the Zentraedi

Chronos Ascendant is a small, but influential, group that supports and serves the Zentraedi with religious fervor and cult-like fanaticism. The members of Chronos Ascendant take their names from the most powerful of the mythological Greek Titans, because they honestly believe that the Zentraedi are those legendary giants. They insist that the Zentraedi, and possibly their Robotech Masters, are god-like beings who visited Earth many times in its past. They claim that the Easter Island Monoliths and Egyptian Pyramids were created by early Zentraedi visitors. While all of this sounds crazy, it is feasible if thought about from the proper perspective, and the members of Chronos Ascendant present their beliefs in a very professional, scientific sounding and convincing manner.

The Zentraedi suspect none of this is true, but don't know what may have transpired in their past, and must admit that the Robotech Masters appear to be 100% human. Earth may have

been a space colony or even their motherworld for all they know; the Masters never thought it necessary to share any history with their giant warriors. The Zentraedi **Black Talon** garrison, in particular, enjoys the respect and adoration these people give to them and have appointed them to nearly all micronian positions of power in the city (mainly the city council and mayor). Since these humans are fanatically loyal to the Zentraedi, it gives the aliens even better control of Manus. Many people do not like this arrangement, but there is little they can do about it. With the greatest number of members on the Micronian City Council, Chronos Ascendant members are able to influence and enforce the laws and restrictions of the Zentraedi on a micronian level that is seemingly democratic. These puppets of the giants also spend much time and effort searching out freedom fighters and dissidents. Needless to say, these people are often prime targets for the more violent rebel movements like the People's Revolution and are feared and avoided by most other micronians.

The leaders of Chronos Ascendant are dignified men of learning, well regarded by their Zentraedi masters. Surprisingly, many are businessmen, scholars, leaders, and scientists who believe the giants are "higher beings." They do not worship the giants, only accord them great respect and absolute cooperation to anything that seems fair (which is most everything the Zentraedi decree). The scientists would welcome the Robotech Masters as truly advanced, human space travelers (which could lead to interesting subplots in a Southern Cross campaign), and hope the war is over by the time they arrive so that "peaceful interactions" can be pursued. Most are not evil or self-serving, just deluded.

There are, of course, extremists and fanatics in every organization, and Chronos Ascendant seems to attract more than its fair share. Some low ranking, uneducated members have formed a sub-organization (literally a cult) that worships the giants as gods. They have devised elaborate rituals and means of appeasing their gods through prayer and occasionally, blood sacrifice. Most Zentraedi frown upon these rituals or participate with mild amusement. There is, however, one "Priest" who is gaining favor with the Black Talons for exposing rebels and anti-Zentraedi activists. The extremists are the most fervent about uncovering conspiracies and bringing "traitors" to justice. Unfortunately, they often take justice into their own hands by threatening, stalking, beating, and even killing suspected "traitors." The priest calls himself *Mictlazti*, and he dreams of turning Manus into a "Celestial City of the Gods." His favor with the Black Talons allows him to slowly climb the ladder of power in Chronos Ascendant. He is seen as a valuable "tool" in maintaining peace and control over the Micronian population.

The Typical Chronos Ascendant is an average citizen who works for the Zentraedi as a farmer, laborer, technician or scientist; 1D6 level. The leaders tend to be highly educated spokespersons, politicians, priests, scholars and scientists; levels 1D6+4. The extreme militant "worshippers" tend to be 1D4 level mercenaries, retired soldiers, and peasants; 60% of these are uneducated and illiterate. They have limited access to conventional S.D.C. weapons and equipment; primarily clubs, knives, swords, revolvers, and rifles. Leaders in this fanatical fringe may have access to mega-damage weapons and explosives (the Zentraedi look the other way).



Silver Swift

The Manus Black Market

Silver Swift is an old organization that ran the black market and controlled most of the city with organized crime. When the Zentraedi arrived, they quickly geared up their weapons and black market operations to adapt to the new atmosphere and still maintain much of their position of power and influence.

The Silver Swift is a clan operation with 354 related core members and 800 associated-clan operatives (not actually part of the family, but have served the clans for generations) within the city. Freelancers and fringe operatives nearly triple the clan's numbers to 3,200.

Eleven of their elder members (by rank, not age) are married to micronized Zentraedi officers of the Relgon Claw division. Officially, the Zentraedi High Command has sanctioned these marriages as a political means to infiltrate and influence this powerful and useful human organization, but rumors suggest that at least three of the marriages are more than a "name only" political arrangement. Conjugal and emotional connections with micronians concerns the Zentraedi leaders, but for the moment, they ignore them and focus on the positive things such an illicit union can do for them in controlling the human population.

The alliance has increased the strength and resources of both organizations. Each has gained power and wealth in their respective circles and are major forces in the underworld of Manus. The Silver Swift Clan accepts Zentraedi rule without resistance. Of course, this is largely because their lives and business have not been dramatically affected by the Zentraedis rise to power. If anything, the Clan has become more powerful than ever. Still, many members turn a blind eye to the activities of the freedom fighters and suspicious purchases. However, this ambivalence may change in the next few years as the Zentraedi successfully infiltrate the ranks of the Clan.

Although they put great emphasis on their black market dealings (buying, selling and transporting illegal goods), the Silver Swift Clan still controls nearly all of Manus' illegal activities. These operations are many and varied. They range from street corner kids with sharp perception and good memories working as lookouts, con artists and hustlers, to drug dealing, gambling, prostitution, smuggling, robbery, fencing "hot" items, etc. Their organization includes black market merchants, administrators, technicians, engineers, con artists, spies, gamblers, thugs, and

fully-outfitted squads of highly trained commando "enforcers." The Silver Swift clan also controls the Trade and Commerce committee, while the Relgon Claw Zentraedi are in command of the city's perimeter protection, including maintaining and garrisoning the walls. Together, they literally dictate the flow of people and goods (both legal and illegal) into the city. This also gives them access to black market goods and supplies, including mega-damage weapons, armor and mecha, making their soldiers and operatives the best equipped of the human forces.

The current head of the clan is *Louisa Santiago*, a vibrant, aggressive woman in her mid-forties. She is attractive and seductive, as well as a brilliant, resourceful and a strong leader. She is the mastermind who has run the clan for the past eleven years. Her daughter, *Milana*, is one of the clan members that married into the *Relgon Claws*.

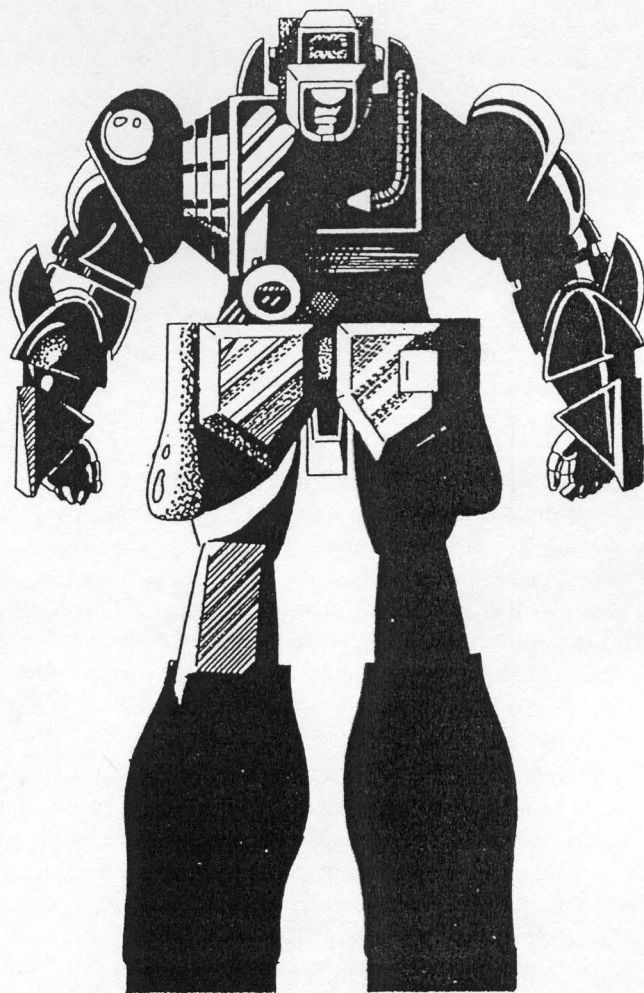
The Manaus black market has only one serious competitor, the Korinav. Rivalry and violence have increased between these two as Korinav continues to make advances in the Wash and inside the city itself. So far, the conflicts have been among the two rivals, but as the Korinav continue their aggressive overtures and sell goods to freedom fighters, the Silver Swift Clan may involve their Zentraedi allies. The giants will be quick to crush any outsiders who threaten their power base by supporting the freedom fighters or damaging the Silver Swift criminal organization which they now influence. Involvement of the Manaus Zentraedi could mean war against the entire Korinav organization, not just the faction causing trouble in Manaus.

The average member of the Silver Swift organization is equal to a 1D4+2 level thief, smuggler, mercenary or soldier. The leaders will be seasoned veterans that are the equivalent of 1D6+5 level military specialists or mercenaries (virtually any military O.C.C.). **Note:** Except for the eleven recent marriages, all Silver Swift clansmen are human. However, the eleven Zentraedi give the Silver Swift some connection and influence with the Zentraedi military and power base, particularly the Relgon Claw and Pathos Units.

Korinav

The Regional Black Market

The establishment of the Korinav originates with the E.B.S.I.S. The second Soviet government had sent operatives into the Sector to establish a covert operation that would serve as a black market smuggling ring. This criminal organization would ultimately supply the E.B.S.I.S. with spies and informants throughout the Sector and enable them to subvert local governments by supplying their enemies with black market weapons and equipment. They also sought to establish secret alliances by winning over the hearts and minds of natives. Through their operatives, the E.B.S.I.S. commanded and backed several prominent rebel, bandit, mercenary and anti-unification organizations to those ends. However, they had to move carefully and develop slowly or risk discovery and sanctions by the United World Government.



The First Robotech War actually helped the Korinav organization prosper and rise to power. Being located in the jungle wilderness, they were spared the devastation that shattered the rest of the planet. As a quasi-military operation, the high-tech bandits and smugglers were like a small independent army able to mobilize and go wherever the pickings were best. The RDF had its hands full and the various government agencies in the Sector were either destroyed or crumbling under the crisis, so the Korinav could take bold action without fear of retribution. The organization also enjoyed greater autonomy because the E.B.S.I.S. had its share of problems and gave them a comparatively free hand in South American operations. Salvage and the sale of RDF and Zentraedi mecha, spaceships, weapons and equipment was easy and profitable. In the postwar years, the thousands upon thousands of displaced Zentraedi, fledgling kingdoms, and warring clans provided the Korinav with a plethora of new clients — the Korinav are allied to nobody in the Sector and will sell to whoever can afford their goods and services (in fact, they frequently supply both sides of a conflict). They have flourished in this environment of anarchy and have built a powerful black market organization of smugglers, scavengers, thieves, spies, and mercenaries. A small, but powerful, private army (assisted by mercs) has successfully defended their power base against the few who have dared to oppose them. Korinav participates in or profits from nearly half of the smuggling along the Amazon, and nearly 75% of the illegal Robotechnology trade in the Sector!

The large organization is controlled by three regional directorates (South, Central, and Northern South America) composed

of nine officers who receive orders from the Soviet High Command, but in the last few years they have engaged in their own activities without permission or consultation with the Motherland. The criminal organization considers itself to be a power unto itself and feels little loyalty to the E.B.S.I.S. This sentiment is the result of leaders and troops indigenous to the Sector and the sheer sense of power. However, Korinav has not yet officially severed its ties to the Motherland — although this seems inevitable.

As their operations expanded through South America, the Korinav black market eventually edged in on the Silver Swift clan in Manaus, and their local operations have clashed ever since. Like a pair of high-tech thieves' guilds, the two have carried on a legacy of subterfuge, backstabbing, and discreet eliminations. Silver Swift has always had a strong hold over Manaus, while Korinav controls the surrounding jungles and rivers. Although the Korinav's territory is expansive and they deal with numerous outlaw bands of humans and rogue Zentraedi, as well as help to supply warring kingdoms and clans, they covet the Manaus territory. It calls to them like a valuable jewel that is forever denied them. In addition, the Manaus market is almost comparable to all their other holdings combined, so it is a prize worth winning.

The creation of the *Wash* has given them their first major foothold in the Silver Swift's territory. They have taken control of nearly 60% of the black market operations there, but clashes between them, the Silver Swift and Zentraedi are frequent and bloody. Further encroachment into Silver Swift territory will lead to a violent gang war which the Korinav are likely to lose (remember, the Silver Swifts are unofficial allies of the Manaus Zentraedi and the elite Relgon Claw).

The average member of the Korinav is equal to a 1D4+1 level thief, smuggler, mercenary or soldier. The commanders will be seasoned military veterans that are 1D6+4 level officers or mercenaries (virtually any military O.C.C.). 25% are E.B.S.I.S. military officers and advisors, 10% are rogue Zentraedi, and 1% are RDF deserters. **Note:** The E.B.S.I.S. has recently been supplying the Korinav with experimental *Battloids* for field tests (see *Southern Cross* for details concerning Soviet mecha). The core of the Korinav has about 8,000 operatives, with an additional 12,000 associated merchants, bandits, mercenaries, informants, and rogue Zentraedi, plus a small army of 2200 combat troops (all roughly 1D4+2 level; 50% are loyal E.B.S.I.S. troops and include some Soviet *Battloids* and rebuilt, salvaged RDF mecha, 25% are loyal giant Zentraedi and 25% indigenous natives). Of course these operatives are scattered over a huge area of the South American Sector. Approximately 900 are active in and around Manaus.

Freedom

Resistance Fighters

The people who make up the movement called "Freedom" want their city back from the Zentraedi. Unlike some of the more militant groups, Freedom recognizes the fact that the people of Manaus are never likely to usurp control without the help

of outside forces. They believe that the RDF represents their best chance of reclaiming their city, so instead of physically fighting for their city (and losing), its members collect intelligence on the Zentraedi forces and pass it on to RDF operatives. They also smuggle RDF spies, officers and saboteurs in and out of the city, as well as information, equipment and supplies.

Though they feel that all-out war with the Zentraedi is suicide, and terrorist actions are too dangerous and barbaric, most Freedom members support sabotage against carefully selected military targets where civilians are not endangered. Even these actions are carefully orchestrated to avoid bringing retaliation down on the enslaved people of Manaus. The *People's Revolution* (described elsewhere in this section) and other militant groups engage in opportunistic acts of sabotage and armed combat that frequently ends in civilian casualties or brutal punishment of innocent citizens. Such irresponsible actions have frequently put these two rebel groups at odds. However, each has been known to provide the other with life saving information, helped to cover for one another's activities and assist each other in subtle ways.

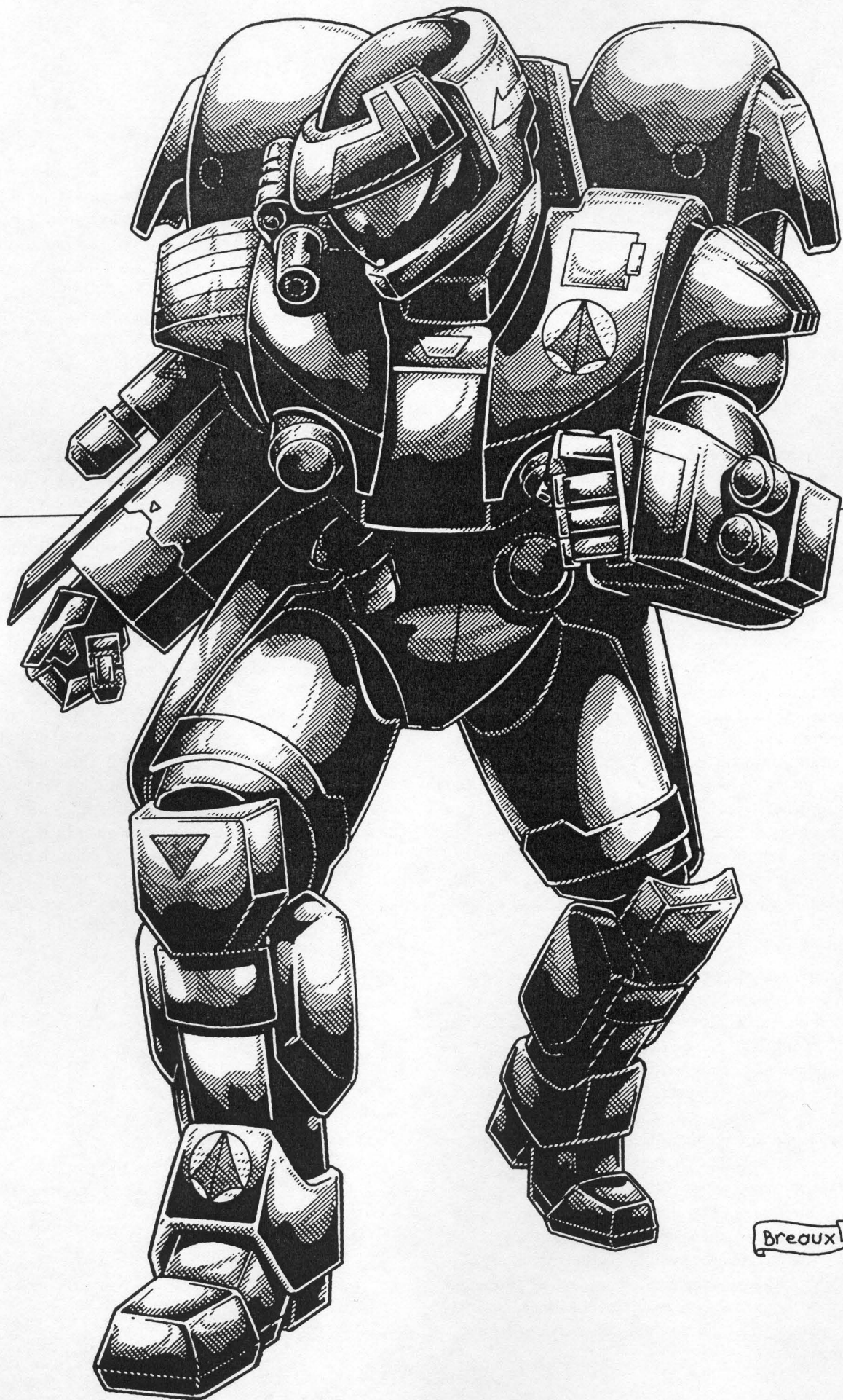
Any RDF characters in Manaus or the Wash are likely to be known to Freedom. They have contacts with most of the RDF operations in the quadrant and usually work with operatives within the city limits. They can provide RDF secret agents, escaped prisoners and downed pilots with information, weapons, equipment, food, a hiding place, medical treatment, and a means of escape from the city. Furthermore, if there is trouble brewing, like a character's cover being blown, or suspicious activities, Freedom will discretely warn him.

The average member of Freedom is equal to a 1D4+1 level mercenary or military O.C.C. The commanders will be seasoned military veterans that are 5th to 9th level mercenaries, communications officers, field scientists or pilots. **Note:** Members of this organization are not pacifists and they *will* fight the enemy with deadly force whenever they deem it necessary. They are just very careful about choosing their fights and try not involve or harm innocent people.

People's Revolution

Freedom Fighters

These rebels believe that direct confrontation with their Zentraedi masters is suicide, but they are ready to die rather than live as slaves! Unfortunately, they seem willing to sacrifice not only their own safety but that of other citizens to strike a blow to the enemy. To them, the end justifies the means and civilians caught in one of their attacks are "unfortunate casualties of war." Members of the People's Revolution tend to be bold, aggressive and selfish, as well as, reckless and willing to endanger everybody around them for "the greater good" of the cause. They have little patience with diplomats and planners, like Freedom, and prefer action rather than plots. However, they have executed some complicated assaults that certainly required a good deal of plotting and planning, and are quick to come to the aid of all "enemies" of the Zentraedi tyrants, including Freedom. Their daring-do and self-sacrifice have made them respected martyrs



and heroes to some, but have branded them as fanatics and extremists to others.

The People's Revolution is responsible for 70% of all terrorist acts against the Zentraedi and they have killed or injured hundreds and have damaged millions of credits worth of property. One saying among the people of Manaus is that in the eye of a hurricane, one will find a member of the People's Revolution. If there is a serious battle, one can bet that the People's Revolution was involved. This has earned them the hatred of the Zentraedi who spare no expense hunting them down and making public spectacles of their executions. Their members are prime targets for the *Pathos Unit*, and even those suspected of knowing dissidents in the People's Revolution are placed under scrutiny and may be harassed and threatened to betray their "terrorist" friends. Likewise, the Pathos Unit is targeted by the People's Revolution for sabotage, assassination, and assaults, or made to look foolish or more tyrannical than they really are.

Most other organizations avoid them like the plague and some have even been known to come to blows with them, particularly Freedom. The methods and ethics of the People's Revolution and Freedom are diametrically opposed. The militant combatants of the Revolution engage in street combat, ambushes, sabotage and guerrilla warfare, with explosives and booby traps being their favorite means of attack. Although Freedom loathes their methods and tactics, they still provide these extremists with select information and occasional discreet aid to escape the clutches of the Zentraedi and avoid traps.

The goal of the People's Revolution is to topple or at least weaken the Zentraedi power structure to the point of igniting civil unrest or outside intervention that will defeat the invaders or drive them from the city. They see themselves as martyrs willing to die in order to win freedom for others. Using home-made explosives and what weapons they can smuggle in from the Wash, they strike at important military targets and those with public significance to the Zentraedi political and propaganda machines, including ceremonies, public addresses and parades. Their efforts have been so successful that all Zentraedi formalities and processions are now held only in the Citadel or as a means to lure the freedom fighters into the open (they are only too glad to oblige them).

RDF characters, terrorists, weapon smugglers, mercenaries and adventurers opposing the Zentraedi will be welcomed by the People's Revolution, especially if they are Military Specialists skilled in demolitions. The Revolution would love to have as many trained soldiers as possible on their side. Any aid, equipment, or supplies needed by characters will be supplied if they consent to join them on a dangerous attack or mission against the enemy. They can easily get their hands on any S.D.C. equipment or vehicles and may have access to a small number of mega-damage weapons and explosives.

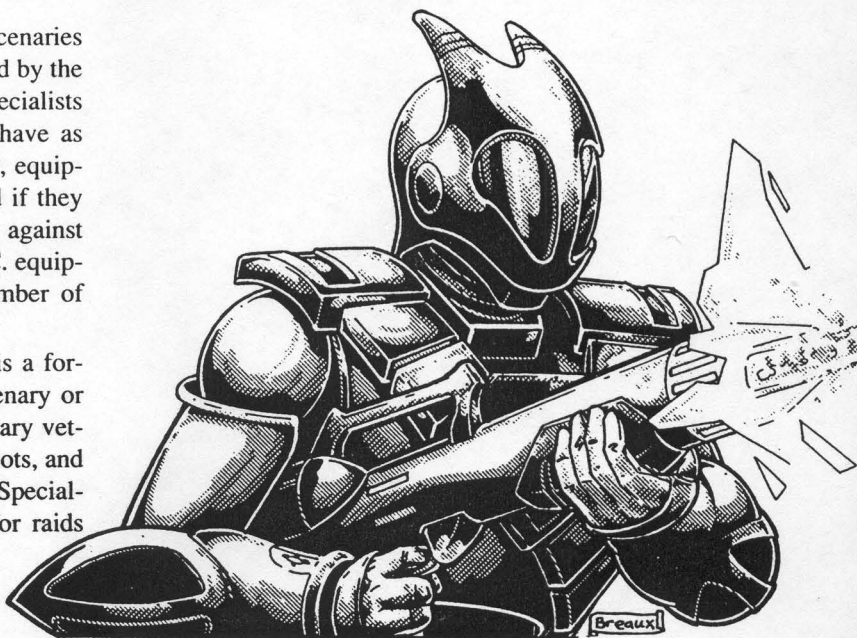
The average member of the People's Revolution is a former soldier roughly equivalent to a 1D4+1 level mercenary or military O.C.C. The commanders will be seasoned military veterans that are 5th to 9th level mercenaries, soldiers or pilots, and several are former commandos (1D6+4th level Military Specialists). The commandos function as field commanders for raids and sabotage missions.

The Wash

A semi-permanent camp or shanty town of tents, temporary shelters, housing, vehicles, mecha, and shops extends around the perimeter of Manaus for about two miles (3.2 km). Known collectively as the Wash, this area is where visiting bandits, mercenaries, smugglers, adventurers, and rogue Zentraedi camp while waiting for passes into the Manaus to engage in trade, to find temporary work, or to join Manaus Zentraedi.

In the early days of Manaus' occupation, the waits could last weeks, but now typically last only a few days. However, since those early days, the Wash has become a little city of transients and low-lives in its own right, which means a healthy amount of trade transpires within its boundaries. Enterprising merchants from Manaus began to set up temporary shops to sell goods and take orders. Black market representatives from Silver Swift and other groups walked the camps on foot, drumming up business. Eventually, those temporary shops became permanent, and a marketplace of sorts sprang up in the dirty, scraggly city. Now, the marketplace is a sprawling collection of mish-mashed huts and tents selling everything one can buy — for the right price and with the right connections. However, such items acquired at the Wash come with no guarantees and items are likely to be stolen, refurbished, broken or fakes. Furthermore, cutthroats and brigands of all kinds ply their trade in this ghetto. The least dangerous are prostitutes, card sharks, and fortune-tellers, while bandits, smugglers, gang members, and murderers make up the worst. This is the best city to get supplies and equipment.

High-tech bandits are a common sight here. Each of the "regulars" (there are scores of them) have developed a reputation for the type and quality of salvage they sell. These reputations also mean they each have a number of regular buyers that prefer the type of goods the bandit provides. It also means newcomers won't be trusted, nor will goods be sold to them. Belonging to a known mercenary unit, however, is often credentials enough to conduct business. Many of the bandits, black market-



eers, and merchants will be reluctant to deal with new faces unless a “regular” will vouch for him.

The Zentraedi rulers of Manaus allow the Wash to continue, because it keeps the dissidents, rogues, and troublemakers out of Manaus. It also gives them an opportunity to do some spying on independent Zentraedi bands, pick up on news and rumors, and monitor criminal activity that may lead them to freedom fighters and troublemaking outsiders. Additionally, they can secretly supply their soldiers and loose allies in the field without parading military hardware through the city in front of the micronians (any of whom could be leaking information to the enemy).

At any given time, there are approximately 18,000 to 30,000 people in the Wash. This number does fluctuate, and during major offensives by various Zentraedi bands, it can swell to 50,000. Many mercenary and Zentraedi units that regularly visit Manaus have established permanent or semi-permanent campsites within the Wash, plastered with their logos and insignias. These mercenary camps commonly include simple barrack style structures made of wood. An average mercenary camp covers several thousand square feet and will be marked off with anything ranging from ropes to a wall, warning signs, soldiers, a line in the dirt, or nothing at all. Some units use their markers as trademarks (like the line in the sand) and sayings often spring up regarding them (“Keep your eyes on the ground, a line might be there” or “Watch the ground for lines. Looking at the faces will get you killed”).

The Wash is an open city with very few walls or barriers, but getting from the Wash into Manaus is not an easy task. Remember, Manaus is surrounded by a mega-damage wall with eight gates and towers. Each entranceway is guarded around the clock and the slightest suspicious behavior will summon reinforcements. Additionally, mechanized patrols along the wall are doubled at night and fly-bys overhead are constant.

Entering and leaving the city requires passing through the gate with a valid pass and a sentry inspection. The pass for micronians or Zentraedi on foot is good for four days; the number of trips in and out of the city is unlimited on each day, but may be delayed by quotas. A pass can be obtained from any mid-level black marketeer (called a Passman), micronian noble, or Zentraedi officer from *within* the city. The usual cost is about 1,000 to 1,500 credits or equal merchandise trade (weaponry is preferred). Passes give the bearer access to all areas open to his race, with the usual restrictions based on rank or standing. Humans are often refused entry and those who gain access are restricted to only a few areas.

Mecha are not allowed into Manaus! Only known and loyal citizen soldiers are allowed to operate these weapons of destruction while on assignment, authorized for repairs, or joining the Manaus Defense Forces. Human mecha are *never* allowed into the city unless escorted by a member of the Relgon Claw or Black Talon. Mecha are allowed inside the Wash, although if too many arrive at the same time, the Manaus Zentraedi will seal the city gates (preventing people from leaving or entering) until 70% of all the mecha troops leave the shanty town and travel a comparatively safe distance away; typically 500 to 1000 miles (800 to 1600 km) depending on the type of mecha. The Manaus government may also raid any section of the Wash that is suspected of conspiracy or crime against the great city. Deadly force is frequently used against any who resist or fail to cooper-

ate in the slightest. Such raids are surprisingly uncommon, about once a month — the Black Talon are only tolerant to a point.

Manaus Map Key

Some Key Places of Note

1. The Wash. The Wash is a sprawling encampment of temporary dwellings used by Zentraedi soldiers and mercenaries visiting Manaus. It is an open-air city with no definite boundaries and no permanent streets. Its borders and population fluctuate regularly, and little law or order beyond respect and physical might rule here.

Some of the major operations and/or permanent sites in the Wash are given below.

a) Silver Swift Operations. Although their true power lies within the city of Manaus itself, the Silver Swift Clan is not powerless in the Wash. They have a number of shops and locations for trafficking the goods of their trade. Weapon shops and brothels provide lucrative business in the Wash, followed closely by gambling tents and city passes. The Silver Swift control roughly 30% of the black market and criminal activities of the Wash.

b) Korinav Operations. Korinav has much more extensive operations than Silver Swift in the Wash, but their activities are more black market oriented than the diverse criminal operations of the Silver Swift. Korinav tents and stores carry mostly weaponry and military supplies, including a surprising supply of RDF and E.B.S.I.S. mecha parts. The few criminal activities run by Korinav operatives include brothels, dice tents, and the service of spies, assassins and mercenaries.

c) Permanent Mercenary Camps. A ghetto of ragged and shabbily constructed buildings. Each “camp” houses and caters to a specific mercenary unit each time it visits the Wash. Each area is marked by the unit’s insignia and outfitted with all of the necessities available (running water, beds, kitchen, etc.). Because player characters are likely to fall in with the Black Widows, their camp is marked and detailed separately.

d) Black Mambas’ Permanent Camp. The Black Mambas have one of the nicer permanent camps because their leader, Penta Romana, likes to rest comfortably when off duty. Although far from mansions, the Mambas’ buildings are of sturdy construction, have solid wood floors in every room (a rarity in Wash construction; rugs are more common in other camps.), windows (another rarity usually provided by holes or gaps in building material), electricity supplied by an independent generator, running water, porcelain tubs and toilets (real luxury here), ceiling fans, curtains, beds and other comforts. Their camp area also has an enclosed garage for vehicle and mecha repairs (4 of them). A line of metal poles, 10 ft (3 m) apart, marks the borders of the camp. Each building has a large, red hourglass symbol painted on it.

There are 40 combat personnel in the Black Mambas and 24 support personnel. Besides the Mambas’ mecha, which includes a refitted Gladiator, two non-transformable veritechs in battloid

MANAUS
ZENTRAEDI CITY

JUNGLE

THE WASH

THE WASH

JUNGLE

RIVER

THE WASH



mode, and an Excaliber (all with full weapon systems and 80% of their M.D.C.), they also have a fully outfitted Commachero, two AAR-Recon IIs, six Land Rovers (with armor equal to 5 M.D.C.), ten RDF Motorcycles, and a pair of L.V.T. Adventurer IIs.

2. Walls. A 50 foot (15.2 m) tall, M.D.C. wall surrounds the city of Manaus. The fortifications are designed to keep enemies out, hinder a ground assault and mark the outer perimeter of the city. It has 800 M.D.C. per 50 foot (15.2 m) radius. Along its length are firing ports for Zentraedi defenders equipped with assault and laser rifles.

3. Gates and Guard Towers. At key places along the wall are eight gates that allow entry into Manaus. Each gate is heavily reinforced and has 300 M.D.C. It is also flanked on either side by a guard tower manned by full-sized Zentraedi soldiers. Each guard tower is topped by a light laser turret from the downed spaceship so it is a devastating weapon (2D6×10 M.D., range: 30 miles/48 km), in addition to the anti-aircraft laser (3D6×10 M.D., range: 30 miles/48 km). Each guard tower is manned by a pair of foot soldiers; in addition, each gate is normally monitored by a pair of Zentraedi foot soldiers with another pair in standard Tactical Battle Pods. Each guard tower has a computer that tells the guard if a pass is valid or if quotas have been filled.

4. Micronian Sectors. These areas are standard human neighborhoods except for the wide streets and proliferation of tall buildings. Occasionally, Zentraedi-sized benches, seats, or computer terminals will take the place of one or more buildings. Pathos Unit and micronized Zentraedi police officers are common sights on these streets.

5. Zentraedi Sectors. These areas are a mix of giant-sized and micronian housing. Such residential areas will house full and micronized Zentraedi only. They are mostly located near the military structures, but a number are placed throughout the city to spread out the micronian civilian centers for strategic reasons. Humans live near by and are used as laborers in these areas.

6. City Military Installations and Defense Towers. Spread throughout the city in a circular pattern are a number of defense towers and military outposts/installations. Most of these are manned by micronized Zentraedi, but all are built to accommodate full-sized warriors. Each has an armory, mecha complement (10-50 Battle Pods of all types), weapons tower built from the salvaged nose of a Destroyer with refurbished weapons: two light lasers (2D6×10 M.D., Range: 30 miles/48 km) and two retractable lasers (1D4×100 M.D., Range: to the horizon, or 100,000 miles/160,000 km, but only effective to the range of radar and sensors which is usually 200 miles/320 km), a barracks for 50-75 full-sized soldiers, a barracks for 160 to 320 micronized soldiers and a communications tower with sensors and command center.

7. The Citadel. The Citadel is a walled military base in the heart of Manaus. The core of the Citadel is that of the crippled Zentraedi Flagship. It is a huge structure that covers nearly a four mile (6.4 km) length of town and is a half mile (0.8 km)

wide. Its irreparably damaged engines were removed and used as scrap to help build the wall. This has also provided more space for mecha, supplies, equipment and troops. The giant vessel houses three-quarters of the full-sized Zentraedi and mecha in the city and can accommodate a total of 50,000 giant troops and their mecha! The Citadel acts as the Command Headquarters and home of the Black Talon.

Nestled inside the cavernous belly of the Citadel are fully functioning artificial food production plants used to keep the craft's crew fed on extended space voyages by synthesizing nutrients and minerals into foods, and currently serves to support their great numbers in one place with only auxiliary supplies needed from the micronians. It also contains four Micronization Chambers/protoculture chambers, stasis chambers, a bio-scan chamber, laboratory, hyperspace communications system, life support system (many levels and sections can be sealed airtight and the air purified and circulated indefinitely), and nuclear generators capable of powering a city twice the size of Manaus for 50 years. Needless to say, these facilities are well guarded by the Relgon Claw and other trusted soldiers. In many cases, their existence and specific locations are unknown to the general troops.

Several smaller spacecraft, including a pair of Salan Scout ships, have been similarly converted to ground structures, in the immediate vicinity to form an impressive military stronghold that is bolstered by the fact that it is surrounded by thousands of civilian micronians.

The Citadel compound is roughly 6 miles (9.6 km) in diameter and consists of the three spacecraft-buildings and an immense courtyard that functions as a parade ground and landing field. Reconstruction and fortification of the structures provide the outer walls with 10% more M.D.C. in hull areas than normal for spacecraft (see Palladium's **Robotech Book Three: The Zentraedi** for full stats on Zentraedi spacecraft and weapons). The entire area is enclosed by a 30 foot (9 m) tall wall (same M.D.C. ratings as outer city walls) and is well guarded at all times. Six full-sized guards and four-man mecha patrols pass a given area every five minutes. Battle Pods are piloted either by full-sized or micronized Zentraedi in modified mecha. There are 20 to 80 pods on patrol around the Citadel at any given time. Don't forget that the Citadel is filled with thousands of combat ready troops and mecha eager to leap into action in an instant and the outer hull is bristling with laser and missile turrets.

Note: No one is allowed inside the Citadel without proper authorization or an invitation from a high ranking officer or Black Talon Commander, and an escort may be required. Not even loyal human Pathos Unit soldiers are allowed in, only Zentraedi and special guests (a rarity).

8. Zaria's Factory. This production facility is situated in a micronized Zentraedi residential area. Characters will have to be very careful and sneaky or accompanied by a Zentraedi soldier to move through this area. The factory is detailed fully in the Factory Map Key section found in the **Let There Be Shadow...** segment of the **Darkness Flowering** adventure.