

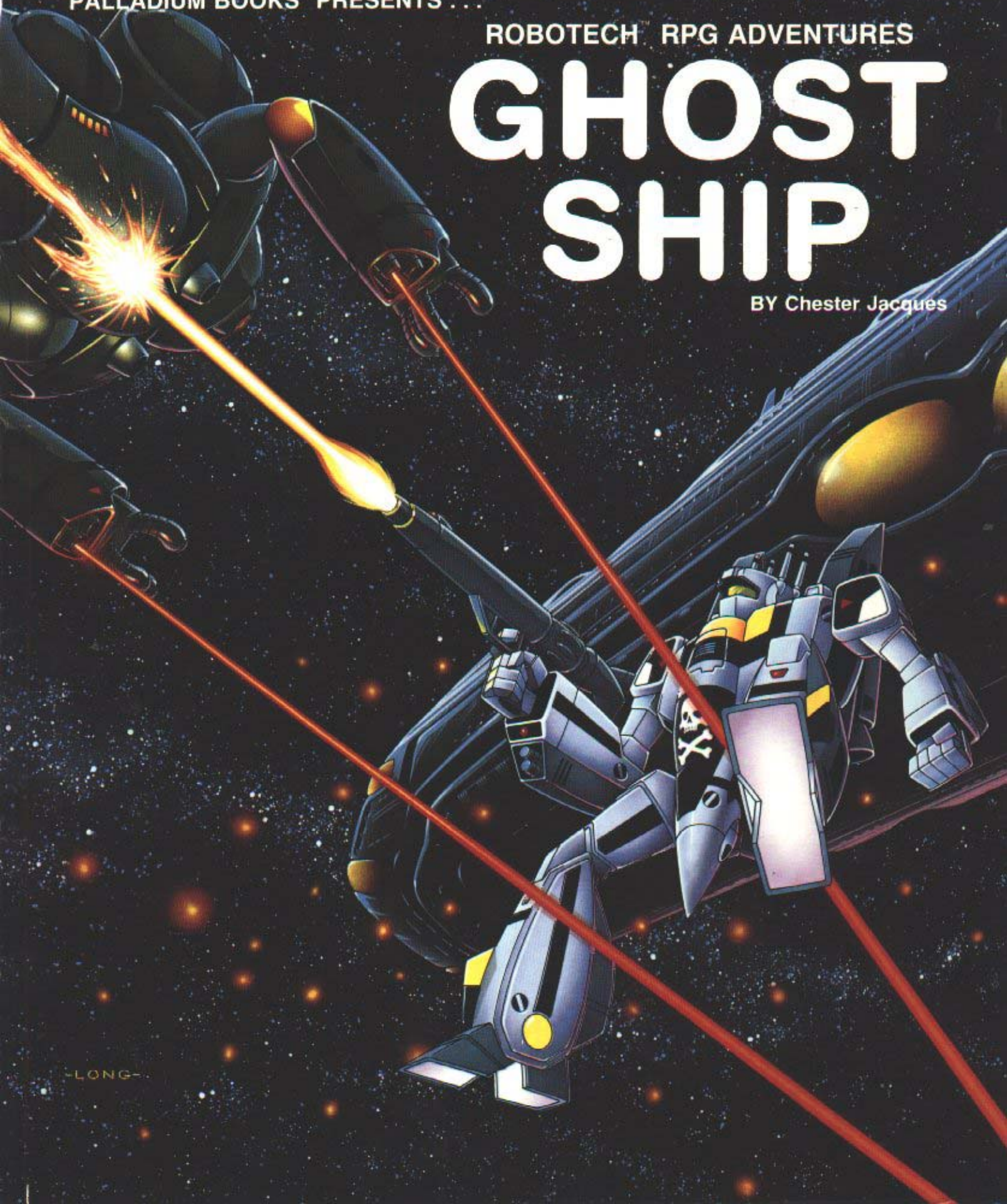
One giant adventure, plus random encounters,  
ideas for more space adventures and the RDF in space.

PALLADIUM BOOKS PRESENTS . . .

ROBOTECH™ RPG ADVENTURES

# GHOST SHIP

BY Chester Jacques



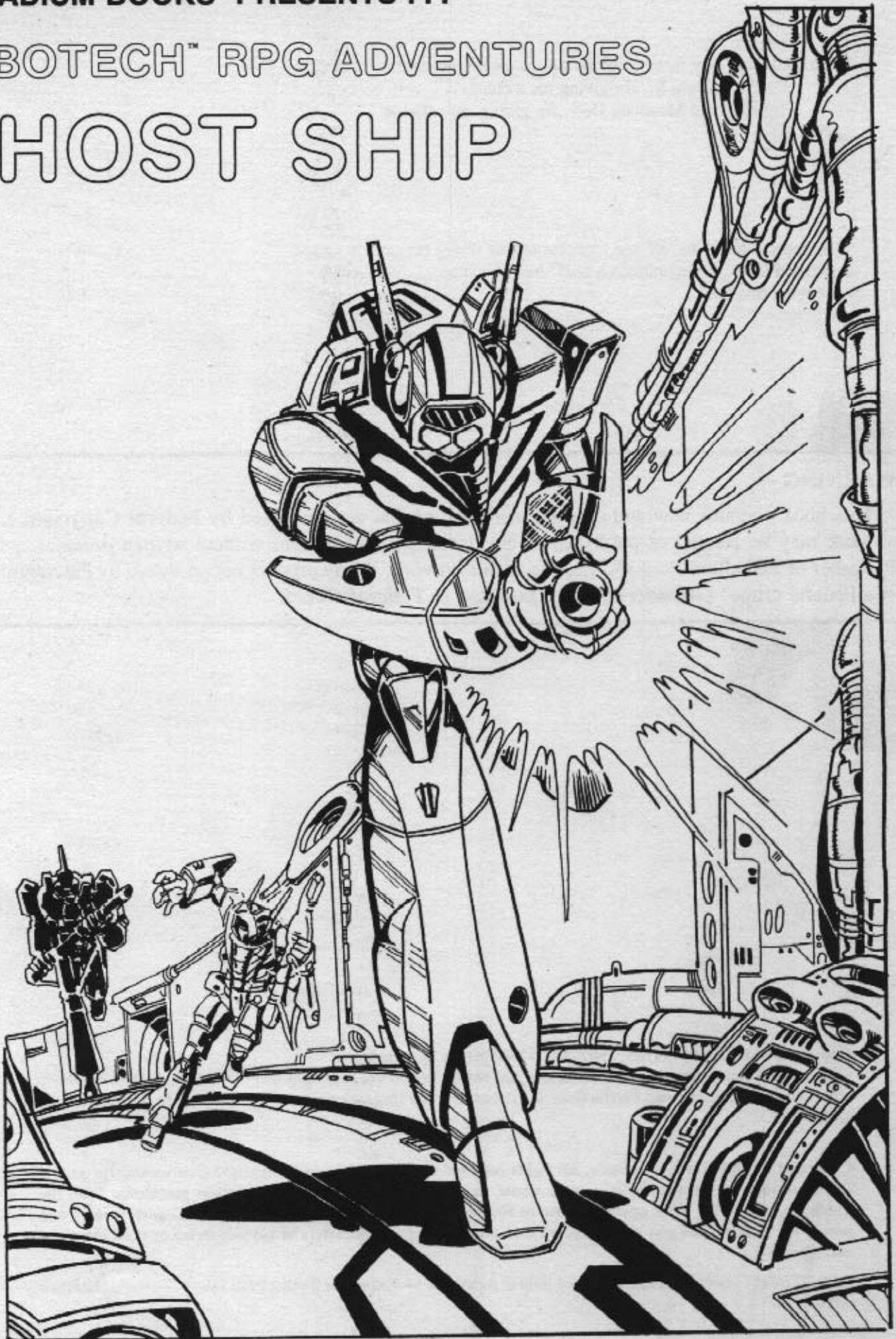
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PALLADIUM BOOKS® PRESENTS ...

ROBOTECH™ RPG ADVENTURES

# GHOST SHIP



**Dedicated To:** My family, for giving me encouragement,  
Kevin S., for giving me a chance,  
and Mountain Dew, for giving me caffeine.

With special thanks to Jeff and Eric, for testing things out, and  
Robin and Dave, for japanimation stuff. And of course . . . you,  
for buying this book.

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PALLADIUM BOOKS® PRESENTS . . .

## ROBOTECH™ RPG ADVENTURES

# GHOST SHIP

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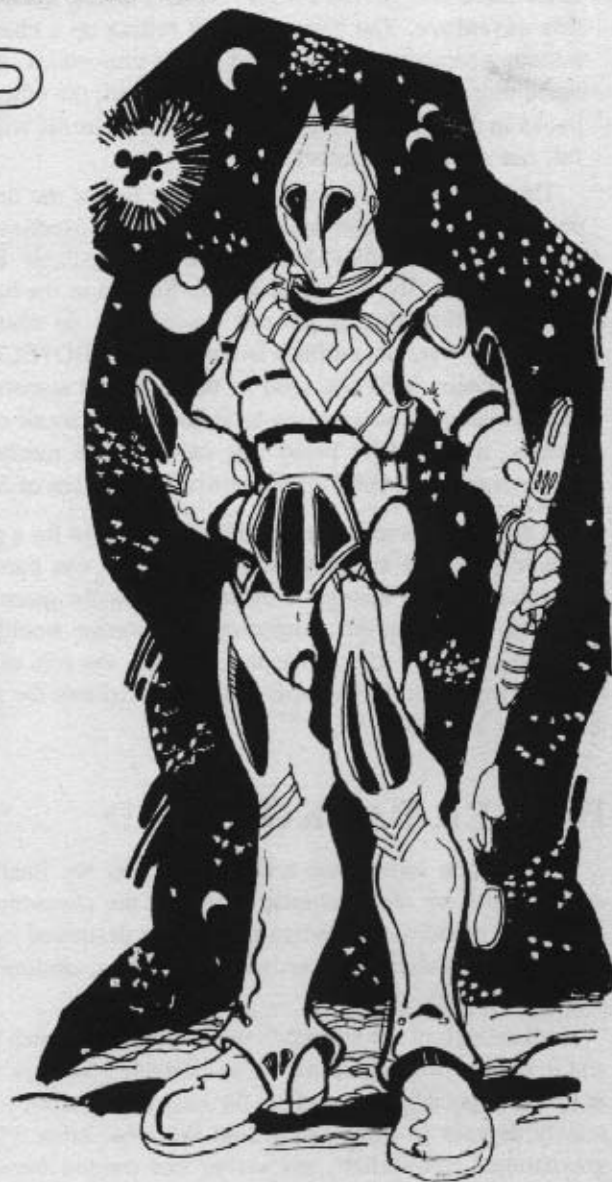
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## PREFACE

Welcome to the latest in the series of ROBOTECH™ supplements from Palladium Books. **Ghost Ship** is designed to be used as an *adventure module*, or a long scenario, for the series. **You must have the ROBOTECH™ Role-Playing Game to play this adventure.** The basic rules for rolling up a character and initiating combat are to be found in that sourcebook, along with much more valuable information. Of course, the other Macross books in the ROBOTECH™ series of supplements will be helpful, but are not mandatory.

This particular adventure takes place before the time period developed in the Southern Cross. However, experimental versions of Southern Cross Mecha can be made available. For details and modifiers, see the Game Master Section in the back of the book. To simplify the general description, no characters or Mecha that were not outlined in the initial ROBOTECH™ Role-Playing Game book are used in this book. If someone would like to change this campaign to include other armor or O.C.C. classes, it should be noted that much of the mecha in later supplements are MUCH more powerful than that of Macross.

The adventure is moderately difficult, designed for a party of between three and six players. More players can participate, although the group may get a bit unwieldy or the game master may have to beef up the antagonists. If someone would like to enter the campaign *after* it has been started, the role of human hostage, waiting to be rescued, can be worked into the game at practically any point.

## PLAYER BACKGROUND

This mission takes place a short time after the final assault against Earth by the Zentraedi forces. In the climactic battle, *thousands* of alien and human ships were destroyed in space. The carnage resulted in a massive ring of debris, circling in orbit around the Earth.

Until enough of the cosmic flotsam spirals down to a flaming end from decaying orbits, there is an effective "*No Man's Land*" in space. Especially crowded are the *LaGrange points*, locations twenty degrees in front and behind the lunar orbit. Places of gravitational equilibrium, any matter that reaches these points becomes stable in orbit.

Both *rebel Zentraedi* and *high-tech bandits* have been using the Debris Points as hideouts, safe from the Robotech Defense Force. Because of this, the RDF has expanded its Space Patrol. The new Space Patrol has been trained to work in the harsh rigors of space, especially in regard to the special dangers presented by the debris. The two remaining A.R.M.D. Space Platforms have been beefed up to include more Veritechs, both Super type, and those with Rocket Sleds. There is also a detachment of Destroids on each A.R.M.D. **Game Master Note:** The fledgling Southern Cross Tactical Armored Space Corps (T.A.S.C.) and Cosmic Unit (C.U.) might also be assigned to the space patrol.

## Mecha Space Propulsion System

A special propulsion system has been devised for Destroids, the *Space Maneuvering and Propulsion Pack*. It is only useful in the zero G vacuum of space. The large, bulky propulsion unit can be bolted to the back of any destroid *except* the M.A.C. II.

Forward movement at *top speed* is limited to a mere **mach one (670mph/1070kmph)**; weight: 1.8 tons; M.D.C.: 110.

*Changing direction with the space pack* requires an ability that only destroids have, the legs can pivot independently from the body. In a free-fall condition, pivoting the legs clockwise will ALWAYS twist the body counterclockwise, and vice versa. Thus, piloting to the left requires one to spin his legs to the right, and hitting the gas.

The destroids also have special electromagnets built into the bottom of their feet that help them stay attached to ships when firing missiles. The magnets lock it in place to prevent any possible kickback. This does **NOT** give destroids the ability to walk up walls, but will anchor them to floors when switched on.

# THE ADVENTURE BEGINS

*This adventure can take place between the years 2015 and 2020.*

### Game Master Read:

Your team has been called together by Colonel Stueben, commanding officer of the Space Armor Two, the A.R.M.D. platform in Earth orbit. He looks you all over with a critical eye, and finally speaks:

"An, *apparently*, abandoned Zentraedi vessel has drifted from space out near Debris Point Two. Because of your record, your crack fighting squad (**Note:** They can be the best, or a ragtag group of expendable jerks, depending on their record) has been chosen to explore this ship and bring back information. You will be allowed to take all the standard equipment that you would like, so please check with the supply officer as to what you may need (*See Game Master Notes*).

"The ship itself is a modified Zentraedi Cruiser. These ships are usually four levels thick, and can contain up to 1700 full-sized Zentraedi warriors. The vessel is the type normally used for scouting and reconnaissance, and this one shows *much* 'exterior' damage.

"No RDF ships have encountered any Zentraedi vessels in months, so the exact purpose of this ship is unknown. High Command has theorized the ship may have either 'space-folded' here recently with a new attack force, or may be a trap by a gang of rebels. Hopefully, it is just a derelict, a ghost ship, that has floated out of the debris ring.

"Sensors have shown that there is no electrical activity or biological readings coming from the ship. Normal procedure would be to either destroy the lifeless hulk, or tow it in for salvage. Unfortunately, there have been a number of yet unexplained disappearances during the last six weeks in the space quadrant between the Moon and Mars Base that may be connected with this ship.

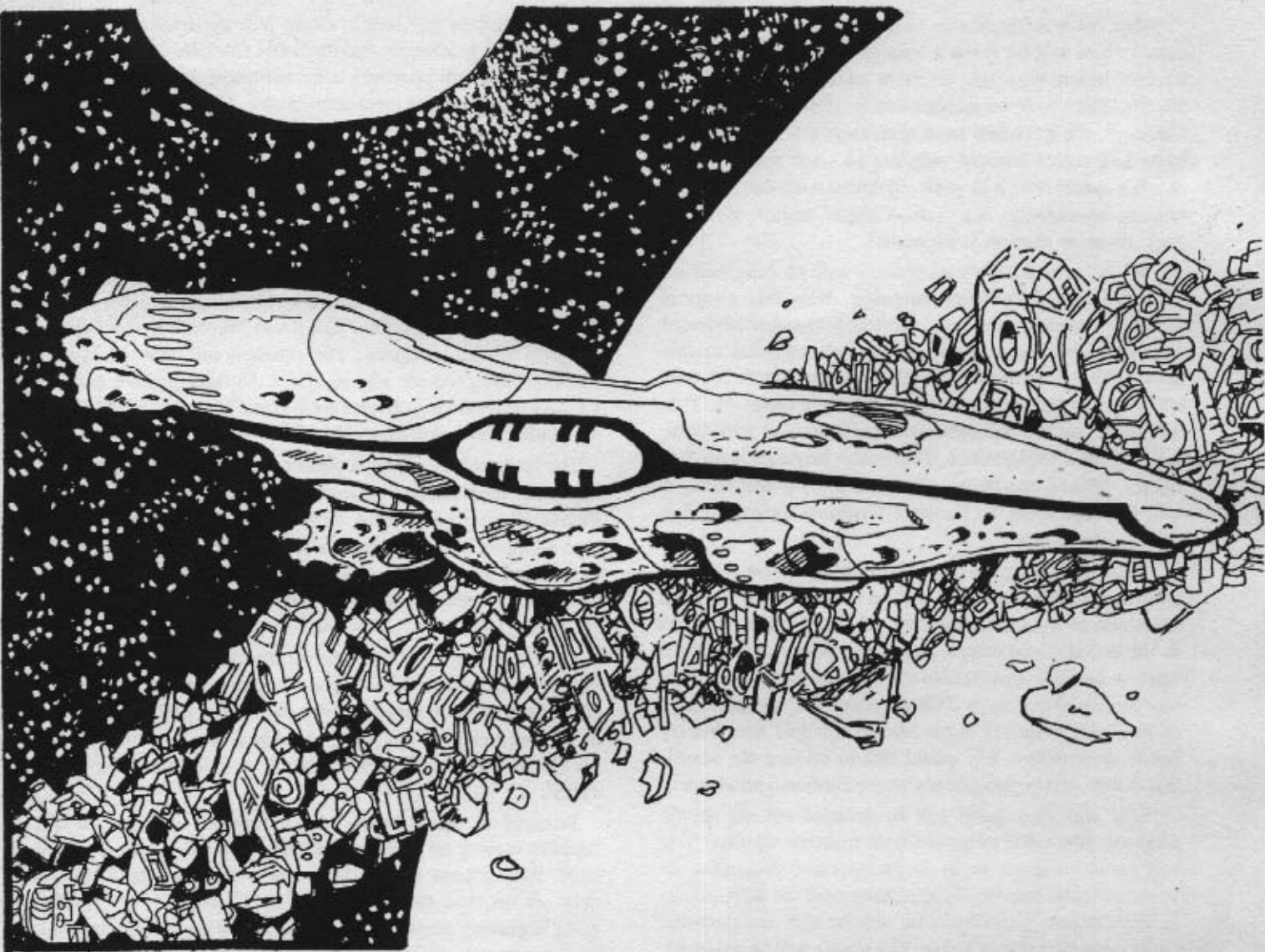
"A *Cats-Eye Recon patrol* has vanished in the debris belt, and a *research vessel* was found in ruins, with all hands missing. Two other spacecraft are overdue, and may have suffered the same fate. Whether this is the work of ambitious high-tech bandits or Zentraedi terrorists is not known. No demands or claims have been received from any group, but that does not rule out the possibility of foul play.

"You and your party will be dropped off via shuttle transport about 300 miles (480km) from the derelict. You will go in on space packs or jet boosters, depending on your particular mecha. By appearing near the debris point in this fashion, you should be able to fool any potential radar systems that may be on. *The shuttle* will be unarmed, but will contain one *spare* Veritech and Gladiator. The shuttle will wait for you at or near the drop-off point.

Remember, some things are automatic, such as oxygen supplies turning on when internal mecha sensors indicate a vacuum. But cameras remain OFF unless someone mentions that they are on, and then remain on until switched off. Another thing beginning players often forget is that their characters only have two hands. Comments such as "I never leave my destroid without my back-pack, rope, flashlight, Wolverine, two energy rifles, and a bazooka," better be followed by the character starting up a Jeep, since no single human could lug **all that** stuff around.

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## THE GHOST SHIP

The outside of the alien vessel does show some damage, mostly confined to the *undercarriage*. The game master should tell the players that their characters see no lights or signs of activity, and there are NO electrical or heat readings coming from the ship. All small RDF craft can fly right up to the hull without molestation. The craft truly seems dead.

However, the shuttle or larger vessels coming close to the ship will trigger the *passive* mass-detectors set up by the Zentraedi. If measuring a large mass heading directly towards the scout ship, the sensors will trip an automatic response. Eight large laser cannons will take aim on the vessel and fire, completely destroying it. Characters will have to find another way home if this happens to their shuttle. The mass-detectors will NOT register anything smaller than a shuttle or large asteroid.

As the group of fearless explorers gets closer to the ship, they will be able to see more. All the ruptured sections seem to have been sealed off from space. Large hull sections have metal slabs *welded* over ruptures, and some *makeshift* airlocks have been installed. Still, no readings can be obtained from any sensors from outside the ship.

When any member of the recon squad touches the ship for the first time, the game master should roll percentile dice. Rolling 01-84 denotes nothing of consequence, but values between 85-100 mean the party has spotted a small device near their location. A disk about a foot in diameter and painted to match the ship, it is wired to the vessel. Sensors will show no current running through it. If it is pulled off or destroyed (MDC of 1), there will be a large shower of sparks from the wiring. Obviously, this disk, and the hundreds like it on the exterior, has the ability to mask any electrical readings. A sensor reading from the immediate area of where the disk was will now show heat and electrical activity inside the ship. **GM Note:** These energy dampers will remain on until someone turns them off in the *communication room*, level two. Since the devices mask all energy signals, radio calls from the RDF recon team will NOT get out of the hull. Calls to the shuttle will never be responded to, *unless* someone leaves the ship or turns off the damping field. Thus, the recon team is effectively cut off from the outside world. If someone inside DOES try calling outside, they should simply be told the shuttle does not respond.

## GAINING ENTRY

In order to keep up the appearance of a dead vessel, the Zentraedi scout ship has kept all the airlocks *unlocked*. If the explorers decide against using (or even trying) the airlocks, they will have to blow a hole in the ship. They should be reminded that this *will* alert any inhabitants as to their presence and location. It will also cause decompression inside the vessel and destroy valuable information, or worse yet, harm any human hostages in the immediate area. Mecha lasers can be used to cut a hole in the vessel, but will require at least 10 minutes and will still cause decompression in that small part of the ship. The hull can take 60 M.D.C. points per 40ft (12m) area.

**The airlocks** are standard Zentraedi design. A simple touch of a sensor plate, or the flashing of a known coded light-signal, will open the outer door. The inside of the lock will hold up to 10 mecha at a time, and requires 20 seconds to cycle open. Touching a plate in the ceiling automatically starts the recycling mechanism. The outer door **MUST** be closed, or the system will not operate.

Once inside the airlock, a Zentraedi standard gravity field will take over affecting everyone (1.3 Earth normal). All humans *outside* of mecha will feel slow and heavy under this strenuous gravity (speed attributes are reduced by 3), but will suffer no damage or other debilitation. There is normal air in the airlock and throughout the ship. This means the humans will not need artificial devices to breathe, although the air has a definite musty smell to it. The mustiness may lead characters to think the ship may be unoccupied after all.

Inside the ship, mecha sensors will show light and heat throughout the vessel. Obviously, there were some kind of energy dampers in use that hid these readings and gave the appearance of abandonment. **GM Note:** The airlock doors have a MDC rating of 100 each (100 for the inner door, and another 100 for the outer door). If a pilot should leave his mecha in an airlock, there is only a 9% chance that it will be discovered by a Zentraedi. Roll once every hour. If the mecha is found by the Zentraedi, the missiles will be immediately removed and an intruder alert sounded. The human mecha will be hauled down to the laboratory room on the third level for examination.

## GENERAL SHIP INFORMATION

**The corridors** are wide, able to hold three mecha walking side by side, and usually 300ft (92m) high. All are well lit, unless otherwise noted. **Most doors** are unlocked, and are approximately 100ft tall and 40ft wide (30.5×12m). They slide into the walls, with no visible hinges or mechanism. A sensor in the doorway detects motion towards it, and opens automatically, unless locked or damaged. **Locked doors** can only be unlocked with the special *key-card*. The average interior door has a MDC of 20. **The floors and ceilings** can take 40 MDC per 40ft (12m) square area, while the walls can take 30 MDC per the same area.

**Using explosives/missiles** to blow any hatch might damage the interior room. Regardless of whether a blast causes enough mega-damage to actually force the door open or not, a blast will cause the following damage:

- 01-25 Lucked-out, interior undamaged.
- 26-50 Interior slightly damaged; about 75% is still in working condition.

- 51-75 Room very damaged. Any computers are smashed. Only 25% is operational or salvageable.
- 76-00 Totally demolished.

**Lasers** can be used to cut holes into doors. *The time of cutting is related to the size of the hole needed.* **Human size hole in door:** 30 seconds; **Mecha size hole in door:** 10 minutes.

**The elevators** are all functional. They run the depth of the ship, with airlock type doors on each level. The controls are automatic, requiring a simple touch on the console to activate. Of course, this pad is designed for Zentraedi hands, 28ft above the ground. The elevator uses a force generating system, with *no wires* to cut. Each elevator can hold up to 300 tons, and has the same MDC as the rest of the hallway (walls — 30 MDC, floors — 40 MDC).

Next to each elevator shaft is an **emergency stairwell**. This has steps 10ft (3m) high, and connects all levels. The Zentraedi use the stairs only in extreme situations.

Most rooms (90%) have a **waste disposal chute**, an eight by ten foot (2.5×3m) opening in the wall with a hinged door over it. On levels one through three, these all lead directly down and over to the *Waste Recycler* on level four. Rooms on level four have large trash cans, most of which are never dumped.

There are also *air vents* near the ceilings of most (85%) rooms, leading out into the halls. The vents have a MDC of 5, and are five feet by ten feet (1.5×3m) in size. There are automatic sealants that will drop in front of each vent in case of air leaks. **GM Note:** If it is unclear exactly which level the party might have entered into, roll percentile dice and look at this table.

- 01-25 Level One
- 26-50 Level Two
- 51-75 Level Three
- 76-88 Level Four (front)
- 89-00 Level Four (back)

If, at any time during the scenario, any member of the RDF squad is spotted and identified, an **alarm** will sound through the entire ship. All lights will turn red, with only emergency equipment remaining in operation. **Internal sensors** will be turned on, and have a 90% chance of discovering each mecha in the halls or rooms. Loose humans, and micronized Zentraedi, on foot are too small to register on sensors. Large Zentraedi will be noted, but assumed to be crew members.

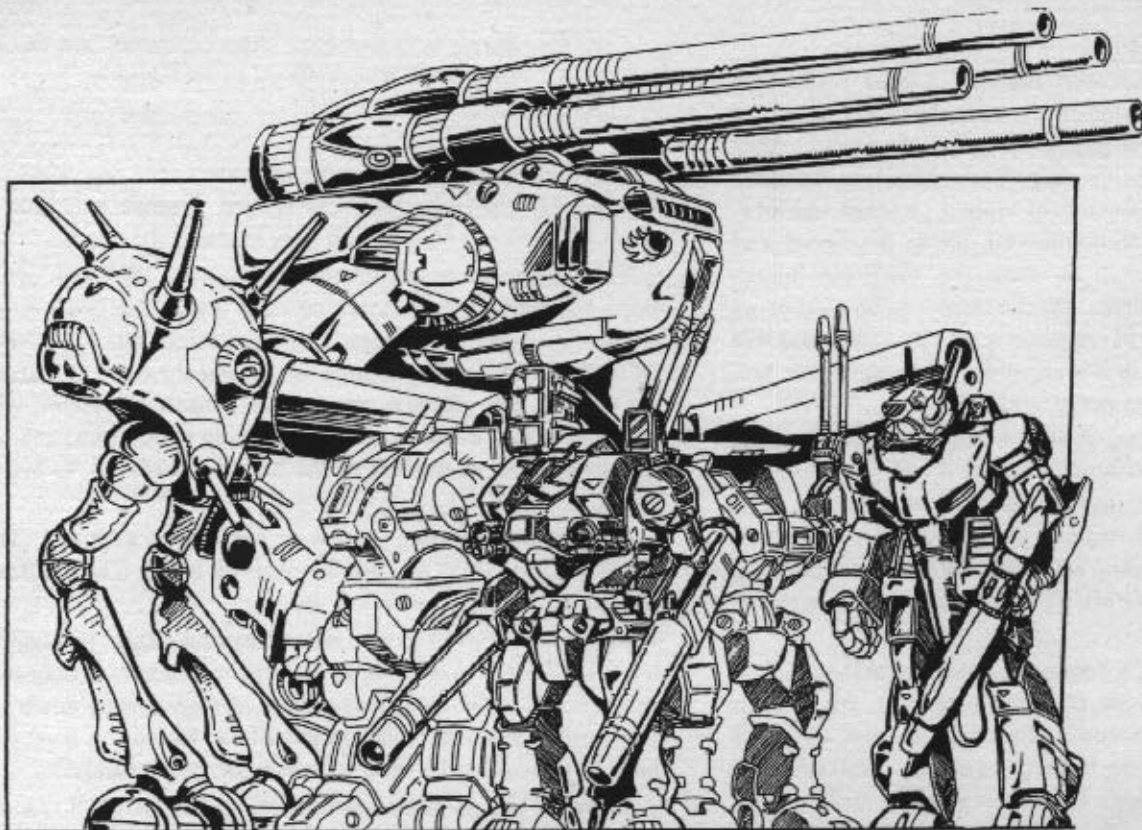
A **security squad of armored enemy Zentraedi** will congregate on the most recent sensor reading to try to capture and "escort" the invaders to an uncomfortable examination. The game master should adjust the number of opponents to best accommodate the playing group and their level of experience.

## LEVEL ONE

### General Information

The ceilings on this level are 100ft (30m) tall. The lights in the corridors are an off-white, with just a small flickering noticeable. There is some clutter on the floor, primarily plastic sheets (used as paper by the Zentraedi) and broken bits of machinery. None of the sheets have anything in legible handwriting, and the fragments of metal are mangled or rusted and unidentifiable.





#### Game Master Notes

An explosion on this level will alert two Zentraedi guards who are on patrol. Both are carrying maces. Neither is wearing armor (it does get hot in the ship, you know). Unfriendly sorts, they will fight first, and then forget the questions. One has purple hair, one has dark green, otherwise they appear identical.

#### Purple-Haired Zentraedi Guard

**Real Name:** Boyu

**Hit Points:** 28 MDC S.D.C.: 3000 or 30 MDC

**Alignment:** Miscreant

**Attributes:** P.S. 16000, all other attributes are average.

**Height:** 57ft (17m) **Weight:** 11,000lbs (5000kg)

**Weapons & Armor:** No armor, but he is carrying a 12ft (3.5m) battle-mace which inflicts 3D6 mega-damage.

**Attacks Per Melee:** Three

**Personal Possessions:** If searched, he is carrying a scrap of plastic (five feet wide!) that says, in Zentraedi, "Don't forget to feed the prisoners on level four." He will refuse to answer questions if interrogated.

**Personality:** Hates humans.

#### Green-Haired Zentraedi Guard

**Real Name:** Jefe

**Hit Points:** 29 MDC S.D.C.: 3000 or 30 MDC

**Alignment:** Miscreant

**Attributes:** P.S. 1500, all other attributes are average.

**Height:** 57ft (17m) **Weight:** 11,000lbs (5000kg)

**Weapons & Armor:** No armor, but he is carrying a 12ft (3.5m) battle-mace which inflicts 3D6 mega damage.

**Attacks Per Melee:** Three

**Personal Possessions:** None

**Personality:** None

#### LEVEL ONE, ROOM 1 — WEAPON SYSTEMS

Above the entrance is Zentraedi lettering. A quick computer analysis translates the word "Weapons." The door is tightly closed and locked. Without the card-key (which most officers have), forcing it open or cutting through it with lasers are the only other ways to gain access. Game masters, read the interior descriptions ONLY if the characters gain entrance.

#### Interior Description

The interior of the room is a huge square, 400×400ft (120×120m). There are consoles attached to the wall, all of them 25ft (7.5m) off the ground. A computer terminal is located in the center of the room, forming a doughnut effect for the total shape of the area. It reaches up to the ceiling, and it is impossible to see behind.

Sticking out from the terminal on the right-hand side is what appears to be the toe of a Zentraedi boot. No noise can be heard from behind the terminal, and it may be just a piece of metal instead of a boot.

#### GM Information

This room controls all of the outside weaponry for this level. Depending on how much damage was inflicted getting through the door, most of the circuitry is still operational.

There are four Zentraedi guards hiding behind the terminal that must be dealt with. Generally a good-natured quartet, a detonation of explosives, or a noisy entrance, will set them on their guard, ready for any tricks. They will wait in ambush, two facing each way, without moving. (The console has a MDC of 40.) All the guards have identical stats (being clones):

#### Weapon Room Guards

**Hit Points:** 25 MDC each. S.D.C.: 2800 or 28 MDC each.

**Alignment:** Anarchist

**Attributes:** Average

**Height:** 59ft (18m) each. **Weight:** 15,000lbs (6800kg) each.

**Weapons & Armor:** Each is using a Zentraedi energy rifle that does 4D6 mega-damage. Along with the rifles, they have 25 clips, each holding 20 shots. None are wearing armor.

**Attacks Per Melee:** Four each, with a +2 bonus to hit.

**Personality:** Loyal to the Zentraedi cause. Will fight to the death.

**Personal Possessions:** Guards number one, three, and four have nothing of interest outside of their guns. Guard number two has a Zentraedi switch-blade in his pocket. A blade five feet long springs out of the handle when the button is pressed. It will cause 2D6 × 10 S.D.C. damage (NOT mega-damage).

The computer console controls most of the cannons on the ship. Destroying this, will disable one fourth of the exterior missile turrets.

Interfacing with the computer (if it is undamaged) will only provide limited information. However, before using the computer, the roll for computer operation skill must be successful. Even then, the character has a 50% chance of alerting the security system for EACH request of information. If the Zentraedi are alerted, the screen will go blank and a loud siren will sound on the side of the doorway.

There appears to be nothing else of any interest in the room. A detailed search (not just glancing around) will reveal that some of the cables on the floor have been gnawed on by something with very large teeth. There is no indication of what it might be.

#### Game Master's Hints on Handling the Computer

Say that the group decides to ask for information, and they've rolled a 72. No alarm is sounded, and information will appear on the screen (in Zentraedi lettering). Be sketchy, never offering information they didn't specifically ask for (unless you've got something hideous you want to spring on them somewhere). Remember, this is a computer, it is not going to provide anything the characters did not request. For instance, if they ask, "Where are the prisoners at?" the computer should reply, "Laboratory, level four." It should not say: "Room 17, level four. Take the third elevator and you can't miss it." If they ask for a map of the entire ship, they should get the same basic, and somewhat general, map they received from the RDF. This terminal is for information only, and will not transmit data to other terminals.

### LEVEL ONE, ROOM 2 — WEAPONS LOCKER

#### Interior Description

This small unlocked room is crammed full of Zentraedi weapons. There are racks of missiles, almost stacked to the ceiling. Judging by their size, they are all short range types. They are for the Light Artillery Pod, but should fit all standard RDF mecha (any RDF Zentraedi member will confirm this).

The missiles have no labels on them nor does the rack, and it is impossible, even for a Zentraedi, to tell by looking what each type can do. There is a small colored stripe along the tail of each missile which may be some new identification code. There are many missiles with red, blue, grey, or green stripes. There are only ten missiles with a yellow band on them.

There are twenty standard assault rifles, and fifty laser pistols. In boxes by the door are hundreds of ammo clips for both weapons. All look in perfect shape, ready to be loaded and used at a moment's notice. Near the boxes are thousands of rounds

of ammo for the Battle Pod's Auto Cannon. *None* of these will fit into any type of human mecha. **GM Note:** Make certain that any player whose character takes missiles keeps track of how many were taken and which *colors* he is shooting each melee. As game master, you should roll at least the initial damage yourself, without telling the players what kind of volley they've just lobbed. After all, they won't know what the missiles do until they shoot one. All the missile explosions look pretty much alike. Only the amount of damage would vary from each shot.

#### The missiles are as follows:

Red Striped: Fragmentation warheads, 1D4 × 10 M.D.

Blue Striped: High Explosive, 1D6 × 10 M.D.

Grey Striped: Armor Piercing, 1D6 × 10 M.D.

Green Striped: Plasma, 1D6 × 10 M.D.

The Yellow Striped rounds are not explosive, but do release large, billowing clouds of nerve gas. The gas *ONLY* affects humans, and causes 2D10 points S.D.C. damage AND paralysis if breathed. The paralysis lasts 1D4 hours. The cloud takes 10 minutes to disperse under the best of conditions (which is longer than any one human can hold their breath), and will affect anyone not in mecha or wearing closed body armor.

If someone has the bright idea of blowing up an entire weapons locker, let's hope they have a time-delay bomb in their arsenal. If not, the demolition skill must be used to manufacture one. A failed roll means that the time-bomb being made explodes in his/her/their face. If successful and a detonation does occur, (the floor of the locker is reinforced, most of the blast will go outward), and the resulting damage (1500 MD) will blow a hole out into space. Anyone standing within a 200ft (60m) radius, even behind walls, will take 1D6 × 100 MDC damage, while anyone within 500ft (150m) will take 3D6 × 10 points mega-damage. The decompression from all the air rushing out into space will also kill any humans on this level who are not wearing an air supply.

Of course, any attempts at secrecy are ludicrous after making the whole ship reverberate from the explosion. If the recon squad wasn't destroyed by the blast, they are *SURE* to be discovered by the now alerted Zentraedi. The mission should be immediately scrubbed, with everyone getting the heck out of there and trying to avoid capture.

### LEVEL ONE, ROOM 3 — CLOSET

#### Interior Description

The unlocked room is small, able to hold about six mecha side by side. It is simply a storage area; orderly, but unused. Everything is covered in a thick layer of dust that will leave footprints. There are piles of folded clothing (all Zentraedi, *EXTRA* large), and a shelf full of freeze-dried, grey nutrient (tastes as good as it sounds) in twenty gallon, plastic containers. In a clean area is a rack of ten giant test tubes. Each is stoppered and contains a yellow liquid, about ten gallons. There are no labels on the tubes. If exposed to air, the liquid in the tubes immediately turns to gas, with large billowing clouds. The gas defies all sensor readings, and looks perfectly harmless. In fact, it is the same nerve gas used in the yellow coded missiles, affecting *ONLY* humans. It causes 2D10 points of damage and paralysis if inhaled. Paralysis lasts 1D4 hours, and the cloud will take an hour to dissipate in the closet if the door remains closed. It dissipates in 10 minutes if the door is open, but this is guaranteed to attract the two guards on duty in this level.



The clothing CAN be used as disguises worn over Veritechs in Battloid mode only. It will not fit over any extra armor the fighters may have, and has only a 38% chance of fooling a Zentraedi from a distance (over 500ft, or 150m). Close up, there is no way that even the dumbest foot soldier will fall for it.

This is an excellent place for the recon party to relax or hide. The sensor in the ceiling is broken, and a ship-wide search with detection equipment will not reveal the group's whereabouts. Of course, a physical search by the Zentraedi foot soldiers will turn them up.

## LEVEL ONE, ROOM 4 — STORAGE BAY

### Interior Description

This is the docking area and storage bay for level one. Under normal conditions, there would be nearly 800 Battle Pods here. Now the bay is filled with broken and twisted mecha. It looks like an elephant's graveyard, only larger. None of the mecha look repairable, and some aren't even recognizable as being anything but modern art.

Shards of metal are littered throughout the area, mostly pieces of pods. Gun barrels and bits of battle pod feet are strewn about. This is more than the normal kind of war damage. It looks like there was a battle INSIDE the hangar. Of the eight airlocks that lead out of the bay, six have been fused shut from the inside. They appear to have been welded by a laser, and one of the melted doors has a symbol carved into it. It is a circle around a diamond. This symbol is new, and is NOT on the RDF computer translator key-pad. None of the other airlocks have any markings.

There are scraps of clothing tossed about, with the smallest rags being a "mere" seven feet long. On one bright blue bit of cloth is a silhouette of a human female, sprayed with red paint. There is also an outline of a rat, but it is about three times normal size. Nothing else can be discerned from the trash.

Near the center of the bay is a large circle, fifty feet in diameter. There is nothing on the floor inside this area. Next to the clean patch is a small blue square, also painted on the floor. Stepping on the blue square activates the disposal pit, the large circular area. The floor immediately gives way over the pit, and a suction will pull anything standing in the circle area, down through the main bowels of the ship and into the recycler. The recycler, a large grinder and shredder (inflicts 800 MDC per 50 square foot, or 15 meter, area) which processes the metal into scrap. The grinder has a MDC rating of 1000. The pit closes automatically. Pieces of mecha can be found at the waste recycling center on level four, room 6.

If the group avoids getting recycled, but stays in the bay for more than 2D6 rounds, they will hear a loud scurrying noise coming from under some of the pods. The next round, 3D6 giant mutant rats will come pouring out of everywhere. The rats are the result of hideous genetic research on Earth mammals, each is ravenous and looking for a good meal.

### Mutant Rats

**Hit Points:** 20 each. **S.D.C.:** 20 (natural leather armor).

**Attributes:** I.Q. 2, P.B. 1, Spd. 11

**Weight:** 88lbs (40kg). **Height:** 5ft long, 2ft tall (1.5 x .6m).

**Disposition:** Mean and hungry. Will try to eat ANYTHING that moves. Hate fire (fire does double normal damage).

**Attacks Per Melee:** Two; bite does 3D6 normal damage, not mega-damage.

If more than half the rats are destroyed quickly (say someone gets in a few lucky stomps with a mecha), the rest will run away and hide under the rubble of battle pods. If attacked while under the rubble, they will run into two foot holes chewed into the floor. These conduit tunnels run the length of the ship, but are too small for any human.

These rats (or their family and friends) will randomly return to investigate this food-that-shoots-back. A roll of 1-4 on a twenty-sided die will bring them back, with another 3D6 rats swarming out of the "woodwork."

## LEVEL ONE, ROOM 5 — ENGINE ROOM

### Interior Description

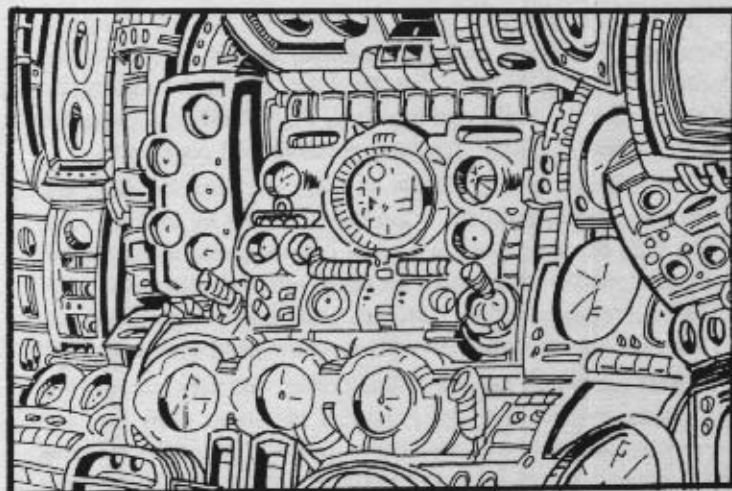
An extremely large control room with hundreds of dials and levers. Each dial and gauge is changing every ten seconds, displaying different data and graphs. This room actually is quite intimidating to a non-technician. Translating some of the labels reveals such exciting information as "Internal Temperature Modulation Factor" and "Refractive Chemical Enzymatic Reaction Coefficients."

There is no access to the actual engine on this level. There seem to be no levers for actually turning on the main drive, but there are so many buttons and controls that it would take a long search to be sure (several hours confirms that this is just a systems monitoring room). Only mechanical engineers and electrical engineers will be able to recognize that much of the controls are meaningless. The "controls" are designed by the Robotech Masters to look much more difficult than they really are, just to impress the Zentraedi on how difficult it is to fly a ship.

If the party insists on translating signs all day, this is what some of them translate into (game masters, feel free to add your own jargon.) Roll percentile dice:

- 1-10 Velocity Potential Logarithmic Figures
- 11-20 Interior Shell Viscosity/Thickness
- 21-30 Phase Lock Loop Attenuator
- 31-40 Linear Variable Differential Transformer
- 41-50 Intermediate Vector Boson Scintillation Counter
- 51-60 External Sub-Vacuum Space Indicator
- 61-70 Super-Conducting Static Hydrolysis Discharge
- 71-80 Thermo-Coupled Activator Switch
- 81-90 Gravitationally Independent Mass Detector
- 91-00 Structural Integrity Indication Meter

All this room REALLY does is tell whether the power is turned on in the main engine. The levers on the walls will cause



lots of dials to light up, and an occasional siren to sound (5% chance for each lever or button activated). Searching for an ON switch will reveal a knob labeled "Functional Internal Photon Exciter." It is already in the active position. Turning it off will just leave the squad standing in the dark, since it is simply a light switch.

There are no guards here, since this isn't an "active" control room. However, there is a 10% chance of an encounter every minute that anyone stays in the room.

The Zentraedi squad that inspects the room every so often is composed of four unarmed men with clipboards. Their duty is to copy down all the readings from the equipment, and pass the information on to an officer (who usually ignores it). They have normal stats for unarmored, full-sized Zentraedi, and will not fight except to defend themselves. Zentraedi clipboards cause 2D6 points of normal damage when thrown, and 4D6 points of damage when used as a fly swatter or like a bludgeon; they have a +4 to hit (they are seven feet long/2 meters!), and have one MDC each.

No one in the squad has any information about hostages, but will gladly complain to everyone about the giant mutant rats that seem to be taking over the ship. They normally bring their information down to level three, room 5.

## LEVEL TWO

### LEVEL TWO GENERAL INFORMATION

This level is the cleanest of the entire ship, with no litter on the floor. All the lights in the ceiling are functional, and the halls are quite bright. Sounds of footsteps can be heard at all times. This is the proof that the vessel was not too damaged in the battle, since EVERYTHING looks operational here and the area is obviously occupied.

This is the command level, with officers and soldiers walking almost constantly up and down the corridors. All Prowl rolls have a -15% because of the heavy traffic and the good lighting. There is a 75% chance of a Zentraedi Hover Platform (20 MDC, travels 50mph/80kmph at maximum speed) being by the door/elevator where the RDF recon party gains entrance. Note: All Zentraedi know how to operate the hover platforms and it is the standard mode of transportation for officers.

### LEVEL TWO, ROOM 1

#### — MAIN LASER CONTROL ROOM

##### Player Information

The room is locked tight. Only a passkey card will open this one quietly. Near the closed door, only five feet (1.5m) from the floor, is a ventilation grille. It is ten feet wide and three feet high, with slats running vertically. It looks like a human could fit in by only breaking two slats; three, if the person is wearing armor. Each slat has an S.D.C. of 40.

There are sounds coming from inside the room. Listening carefully, the characters can surmise that it appears to hold two Zentraedi quietly talking to each other. It is impossible to determine from the outside if any more members of the crew are in there.

##### GM Notes

The slats have a S.D.C. of 40 (not mega-damage) each. Breaking these with a Veritech or Gladiator hand will cause some

noise, perhaps enough to warn those inside (1-40% chance). *Gas grenades* can be thrown into the grille if someone is carrying them. *Gas missiles* will not fit through the slats. They will explode out on the grille and wall, causing a massive cloud of whatever type of gas was fired to fill the hallway. However, this will blind most Zentraedi for two rounds.

There is only one Zentraedi soldier on guard inside, along with one technician. Neither is wearing armor. The guard's outfit is completely black, and he has a pair of battle maces wedged into his belt. The maces are welded to a length of chain, making a giant pair of nunchuka. The technician is unarmed.

##### Zentraedi Ninja Guard

**Hit Points:** 12 MDC. **S.D.C.:** 3800 or 38 MDC.

**Alignment:** Principled

**Height:** 60ft (18m) **Weight:** 12,000lbs (5450kg)

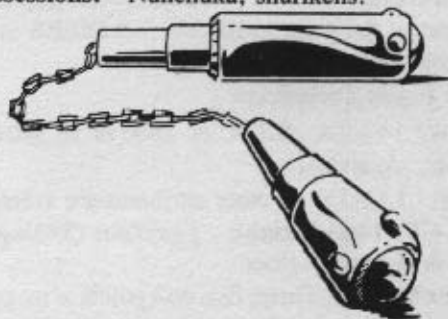
**Attributes:** I.Q. 12, M.E. 13, M.A. 12, P.S. 21 (2100, inflicts 5 points MD with bare fists), P.P. 19, P.E. 10 (1000 hit points/10 MDC), Spd. 100

**Skills:** Pilot mecha — all, mecha combat — power armor, weapon systems, hand to hand: expert, hand to hand: martial arts, pick locks — 75%, escape artist — 70%, detect ambush — 90%, gymnastics, body building, W.P. chain, W.P. knife, W.P. energy rifle.

**Weapons & Armor:** No armor, but he has a pair of giant nunchuka, causing 1D8 mega damage, and three shurikens made of old battle pod armor, each four feet wide (1.2m) and causing 1D4 mega-damage when thrown.

**Attacks Per Melee:** Five; +6 to strike with nunchuka, +3 to hit with shurikens, +3 to dodge, +7 to roll.

**Personal Possessions:** Nunchuka, shurikens.



**Personality:** Loyal to the Zentraedi cause. Took martial arts training to increase his effectiveness as a fighter. Learned it all from stolen video tapes with badly dubbed English. Always screams vowel combinations when attacking.

##### Zentraedi Laser Technician

**Hit Points:** 6 MDC. **S.D.C.:** 1500 or 15 MDC.

**Alignment:** Principled

**Attributes:** I.Q. 19, all other attributes are average.

**Height:** 53ft (16m) **Weight:** 9,000lbs (4100kg)

##### Interior Description

To be read only after the party gains entrance: Controlling all the exterior laser weapons for the ship, this room looks quite cluttered. There are controls for activating and deactivating the automatic defenses, and a few dials to show power levels to each gun battery. The laser turret controls are currently turned off.

It is apparent that there is still power going to all eight of the forward guns, and the four laser turrets. The main laser cannon



appears to be permanently off, judging from the destruction of its controls. It looks like a small battle may have been fought here, because of the burns on the counter tops and the broken panels. Most of the laser scorch marks are on the ceiling, and the floor is gouged as if someone heavy had tried to stomp quite hard.

#### GM Notes

Smashing the panel with a piece of metal, such as a mecha fist, will conduct electricity along the path of least resistance. This would tend to be through the mecha, with a 40% chance of delivering a 4D6 normal damage shock to the pilot.

There is also a chance of grounding through the entire electrical system of the attacker. Roll percentile dice: 01-15 means the current passed into the delicate mecha internals, with a 50% chance of EACH system being rendered inoperative. Roll independently for communication, sensors, weapons, computers, and movement. A roll of 1-50% means that system is fried, and it will take an electrical engineer three hours to replace each of the damaged systems.

A close search of the room will uncover a human-size RDF laser pistol under one counter. It has been very thoroughly smashed flat. There is no blood on it, and it is impossible to tell if it had been used, because the power cell is shattered.

## LEVEL TWO ROOM 2 — COMMUNICATIONS ROOM

### Interior Description

This unlocked room is the center of all communications for the ship. It is used for the monitoring of all the sensor data, and to maintain contact with the rest of the fleet. The technician on guard is one of the most intelligent SOLDIERS around. He is unarmed, but looks very mean.

#### Zentraedi Radio Technician

**Hit Points:** 14 MDC. **S.D.C.:** 1800 or 18 MDC.

**Alignment:** Anarchist

**Attributes:** I.Q. 15, all other attributes are average.

**Height:** 47ft (14m) **Weight:** 13,000lbs (5900kg)

**Weapons & Armor:** None

**Attacks Per Melee:** Three; fists do 4 points of mega-damage.

**Personality:** Short and fat (for a Zentraedi), he can be easily intimidated. He will send any message if threatened with bodily harm.

All actual communications seem to involve the two large devices mounted on the walls. One is clearly labeled (in Zentraedi) RADIO, while the other is marked SENSORS (both have 20 MDC). While it is easy to tell the function of each, using them is a different matter. Instead of using dials to select the frequency, it appears the technician says out loud what channel he wants. The system is set up to recognize only the operator or his immediate clone brothers.

The radio device is currently tuned to the sub-space frequency the Zentraedi fleet uses. By using a small version of the warp system, radio communications across light-year distances can be instantaneous. All messages start in the control room, are relayed to here, and routed on to the rest of the fleet. Equipment here is used mostly for relaying commands, although there is a microphone nearby for emergency voice-only broadcasts. It would take an electrical engineer with radio: scrambler skill about two hours to convert this to RDF frequency.

The sensor device is much more complex than the radio. It controls all the data, internal and external, that goes to the control room. With the proper technical background, the sensors can be tuned to detect anything larger than 10ft (3m), both inside and outside the ship. Alarms are monitored here, and turned on or off. All information is channeled through the ship's computer.

Closer inspection reveals: There is a large box on the wall, obviously not a part of the original equipment from the Robotech Masters. It has one large switch, and a light bulb. Throwing the switch or destroying the box (10 MDC) will deactivate the energy dampening field, which is currently masking the ship's activity from outside sensors. This is the only way to make the ship show up as "live" to outside observers/sensor probes. Until this device is switched off, no radio signals can be transmitted from inside the ship to any other vessel. *This includes the waiting RDF shuttle.*



If the energy damper is deactivated, the space shuttle can be contacted with normal radio signals from within the Zentraedi ship. Should the characters call their shuttle out from the debris point and to the Zentraedi vessel, it will be fired upon by the main laser cannons of the Zentraedi ship. The cannons are completely automatic, a preprogrammed defense maneuver against larger asteroids and vacuum-junk. Of course, the recon squad can simply call for a rendezvous inside the debris point. *See the game master section in the back of the book for details on space movement, combat.*

Even if the squad does not call for help, deactivating the energy dampening device will cause the Zentraedi ship to register as "live" on RDF Space Platform Two. The Robotech Defense Force will immediately place a Veritech squad on red alert. If the recon squad is not heard from within 18 hours, they will arrive in force, make a siege on the vessel and attempt to rescue any prisoners. Everyone who survived the recon mission will receive a commendation. Please check the back of the book for suggested experience points to be awarded.

## LEVEL TWO, ROOM 3 — BRIDGE

**Game Master Reads:** Access to this room is obviously limited. The door is locked, and listening at the door only reveals a sort of murmuring. It is hard to tell whether the noise comes from people talking, or from a large amount of machinery running.

**GM Notes:** There are four *armored guards* with energy rifles posted at the inside of each door. They will only allow those with proper credentials to enter. Since this vessel is on a solo decoy mission right now, any officers that are not immediately recognizable will be stopped by the sentries with guns drawn. Zentraedi wearing regulation soldier clothing will be stopped, escorted into the hall, and questioned.

### Interior Description

The entire city block size area is filled with holographic screens. The data is changing slowly, subject to the whim of the command center and the data operator. The 15 screens are currently showing views of various interior hallways, looking for the intruders. If any major confrontations have occurred up to this point, the scenes of destruction will be displayed.

The screens themselves are 250ft tall, 300ft wide (75 × 90m), and have a thick bulge near the center of the bottom frame.

The **command center** is a visible bubble, high up in the balcony. It is reached by a single set of stairs, used only by the captain and his first officer. The captain and first officer are present, looking down upon the control screens. They are unarmed, and are standing inside the observation bubble (the glass of the bubble has a MDC rating of ten). **GM Note:** The screens have a MDC rating of 25 per 40ft square area (12 meters), after which the screen goes dead and transparent. The bulging section is an antigravity generator and a radio link. It receives data from the main computer and displays it, along with keeping the display aloft. This spot only has a MDC rating of 15. Destroying it drops the entire screen assembly onto the floor, and has a 20% chance of knocking the next one over, which has a 30% chance of destroying the next one, and so on. There could be an incredible display of domino theory in action. **Note:** The small target bulge is difficult to hit, so all rolls to strike are -5.

There is a large microphone in the command bubble that picks up the slightest mutter of the commander, and relays it to the communications room. The requested data is then sent by a special shortwave frequency to be displayed. A small keyboard near the command bubble entrance is provided for emergency requests, but it is seldom used.

### Zentraedi Captain

**Real Name:** Kevan

**Hit Points:** 65 MDC. S.D.C.: 5,000 or 50 MDC.

**Alignment:** Unprincipled

**Attributes:** I.Q. 15, M.E. 10, M.A. 8, P.S. 2500, P.P. 14, P.E. 1700 (17 MDC), P.B. 12, Spd. 120

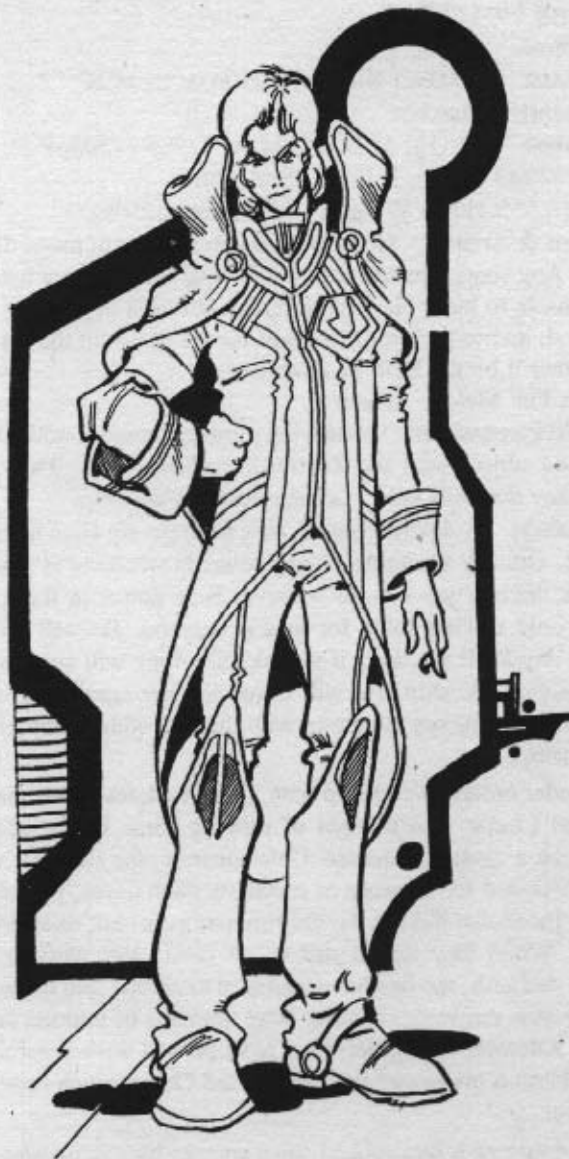
**Height:** 62ft (19m) **Weight:** 13,000lbs (5900kg)

**Weapons & Armor:** None, but fists do 5 points mega-damage.

After one attack round he will grab a piece of pipe from the wall and use it as a battle mace. This does 2D4 + 5 points mega-damage.

**Attacks Per Melee:** Four; +6 to strike.

**Personal Possessions:** Is carrying a gold embossed credit-card shaped object with the Zentraedi emblem on it. This is a passkey card that will unlock ALL the doors on the ship.



**Personality:** Kevan is extremely loyal to the Zentraedi cause.

In the 163 years since his emergence from the cloning chambers, his devotion to the Robotech Masters has been unswerving. He has greeted the opportunity to complete this spy mission with enthusiasm. His job is to covertly gather human hostages and test some of the nerve toxins on them. He has managed to hijack several ships without arousing the RDF, until now.

His first officer's attempts to create super pests out of macronized rats has proven a failure, and they have gotten loose on his ship. Other than that, this operation has been pretty successful. Even the Robotech Defense Force hasn't realized how close they are to being defeated by the *new* gas about to be released on Earth.

If any trespassers are noticed in the control room, the captain will first shout out a short order into the microphone, and then leap into action with a hunk of pipe. The order will call into the room seven officers, *three* of which are wearing male power armor. They will arrive in two melee rounds, unless the communication room has been destroyed already. In that case they will enter only after hearing the sounds of battle.



### Zentraedi First Officer

**Real Name:** Chetar

**Hit Points:** 35 MDC. S.D.C.: 2500 or 25 MDC.

**Alignment:** Anarchist

**Attributes:** I.Q. 16, M.E. 14, M.A. 5, P.S. 1500, P.P. 12, P.E. 1300 (13 MDC), P.B. 12, Spd. 130

**Height:** 55ft (17m) **Weight:** 11,500lbs (5250kg)

**Weapons & Armor:** None, but fists do 3 points of mega-damage. Any shots directed at him will send him ducking behind a console to hide. He will not come out until everything has settled, and will try to take credit for the defeat of the losers, whether it be the RDF or Zentraedi.

**Attacks Per Melee:** Three

**Personal Possessions:** Is carrying a gold embossed, credit-card shaped object with the Zentraedi emblem on it. This is a passkey that will unlock all the doors in the ship.

**Personality:** A devout coward, this whimpering alien hates to fight. Quickly changing loyalty towards whatever is convenient, he is a yes-man to whoever is in power at the time. The only driving force for him is survival. He will gladly help any RDF attackers if it looks like they will succeed in destroying the ship. He will never scheme against anyone, but simply follows the group with the best odds at any given moment.

Under orders to come up with a way to defeat micronians, it was Chetar who thought of running some Earth rodents through a cloning chamber. Unfortunately, the chamber was not designed for growing or shrinking alien tissue, just cloning. Those that did not die did turn out huge, but uncontrollable. While they would still be an ideal "soft weapon" to drop on Earth, the rats have managed to escape into the ship. They now run loose, causing large amounts of internal damage. Attempts to capture them have proved unsuccessful. It is a blot on his record that has caused Chetar much consternation.

As a result, he is now looked down upon by his commander, and is trying to get back in his good graces. The testing of the new nerve gas seems to be going fine, and the prisoners react well to it (that is to say they have bad reactions to it). The imminent defeat of the humans will most certainly make amends for his previous failure.

### THE OTHER OFFICERS

The three officers in the male power armor will fight to the death. The suits provide the aliens with the strength and power of mecha, however, the optional shoulder mounted particle beam cannon and/or plasma cannon are not included to avoid inflicting massive internal damage to the ship. See the **ROBOTECH™** RPG, pages 90-91, for details on the power armor. The other four officers all have 40 MDC each and are armed with Zentraedi laser pistols (does 1D6 MD per blast). All will fight to the death.

A lengthy battle, more than six minutes (24 melees), will bring 1D6 battle pods to investigate the disturbance. If any of the Zentraedi get out of the room, a general alarm will be sounded, bringing 3D4 + 1 tactical battle pods to the area within one minute (4 melees).

## LEVEL TWO, ROOM 4 — PROTOCOLURE CHAMBER

### External Notes

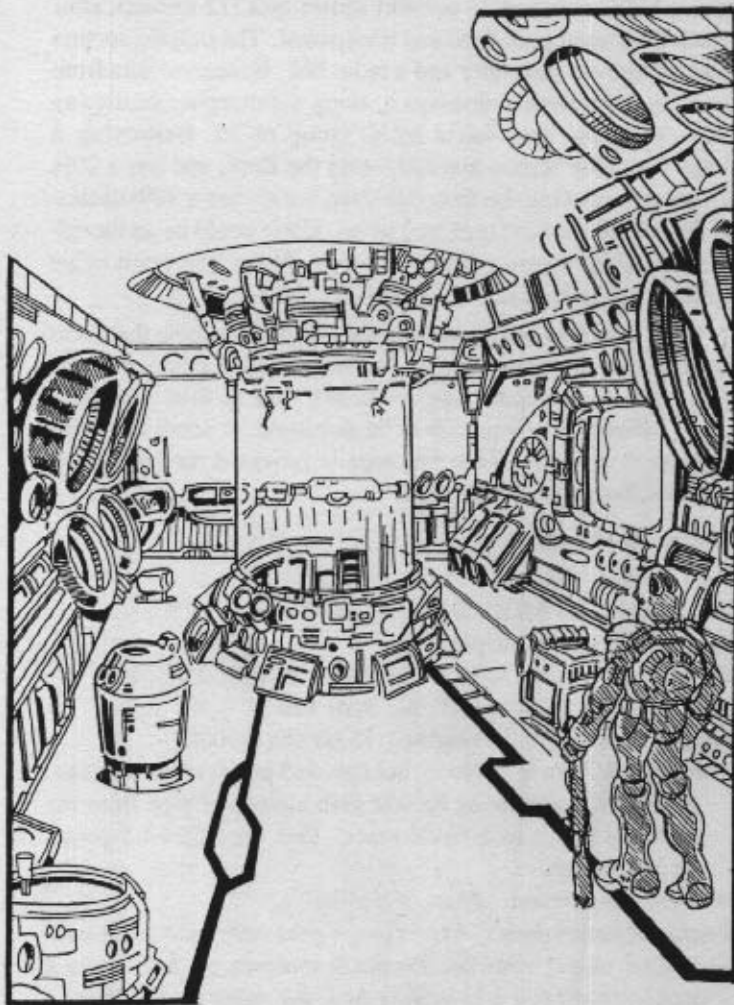
Here is the secret of the entire Zentraedi race, the reason the Robotech Masters created them in the first place. Protoculture. The seeds of the Flower of Life. Harnessed inside each seed is the power to fuel machinery, clone armies, warp space, and create the vast Robotechnology that is the heart of RDF resources. Whoever controls protoculture can control the galaxy.

This is the most highly guarded room in the entire "ghost" ship. Even while pretending to be dead, the vessel has a half full allotment of the precious fuel. It is protected by armored soldiers with assault rifles at all times. The door, actually a miniature airlock system instead of a standard entry portal, is locked at all times. A pair of soldiers in male power armor patrol the hallway every 15 minutes.

The inner door (20 MDC) can only be opened by a control operated by a guard inside the room. He will scan the airlock with the closed circuit camera before he will cycle in ONE person at a time.

### Interior Description

The main feature of the room is the cloning chamber. Not as large or as advanced as some of the newer types, this is still an impressive piece of equipment. It is mostly a large glass-like tube, fifteen feet in diameter, with a control panel in front. The tube runs up to the ceiling, and contains wisps of a greenish



gas. It appears as though the gas is thickening near the bottom, and turning more solid with every glance.

When active, a single cell of a Zentraedi (or mutant rat) can be cloned into an entire person in this chamber. There is a small slot for tissue samples, and a sliding panel in the front for leaving the tube. There is also a huge fire extinguisher near the tube. **Note:** Humans can *not* be enlarged nor made smaller by a clone chamber.

There is a helmet hanging from the ceiling by a thick cable. The helmet is the method for programming and putting "memories" into the clones before they leave the room. *The computer* decides what brain pattern is given to each clone. This is chosen by a complex formula, including knowing what skills are needed by a particular ship or even squad inside the ship. The computer CAN NOT be reprogrammed. There is also a rack of clothes and boots along one wall for the "newborn" clones.

#### GM Notes

The tube has a MDC of 40, and the helmet 4. If the *base* of the tube receives more than 20 MD points of damage (say someone blows a few missiles up near the bottom of the chamber), the entire Protoculture supply will explode. This will blow up the entire room, inflicting 2D4 × 100 points of damage. There is also a 40% chance that it will cause a chain reaction that will blow up the entire ship within five minutes (20 melees), taking EVERYONE aboard it to a fiery death in space. The protoculture chamber can be incapacitated by destroying the control panel (60 MDC) or cutting off its power supply, without causing an explosion or chain reaction. It is only the gas which is so volatile.

The controls run automatically, simply requiring a tissue sample in the correct place to activate it. It takes two hours to clone a full size Zentraedi, and any interruption of the process (power loss or destruction of the chamber) will ALWAYS kill the clone. This is not the same as micronization. In fact, this station CAN NOT micronize anyone.

Currently, a clone is being created. In one more hour, another soldier will be ready to strive for the Zentraedi cause.

## LEVEL TWO, ROOM 5 — CONFERENCE ROOM

### Interior Description

The unlocked door leads into this quiet room, obviously used for conferences. The main feature is a simple, plain table in the center, 15ft high, and 150ft in diameter (5 × 45m). Around it are ten Zentraedi-sized chairs. Looking closer reveals that eight of the seats are ripped and probably uncomfortable, and that the table has deep scratches.

There is a thin layer of dust all around the walls, except for the one wall across from the door. That entire section has a dull sheen, and is of a smooth texture. There is a large switch on the end of the wall, near the corner. The switch is in the off position.

The dust on the floor has had paths worn through it, with a large path leading to the shiny wall by the switch, and a much thinner path leading straight to the base of the table.

#### GM Notes

The entire shiny wall is actually a communication screen, and can be turned on by flipping the large switch in the corner. The screen is hooked up directly to the bridge, and allows two-way

communication. It is currently deactivated. If turned on, anyone in the conference room will have a view of the captain and first officer (see Bridge, this level). Of course, the Zentraedi commanders can also see the person who turned on the screen. An alarm will be sounded, and 20 armored guards will arrive in two minutes.

Under the table is a tiny, human-sized trap door. It is a simple hole cut in the floor with a plate covering it. There is a rope tied to the base of the table leading down under the plate. The cord will hold 400 pounds (180kg) of weight (one average player with armor at a time under these gravity conditions), but any more than that will snap the rope in two. The hole is 5 × 5ft (1.5 × 1.5m), leading down to the *water storage room* (level three, room 8).

## LEVEL TWO, ROOM 6 — ENGINE ROOM

The door is locked, but unguarded. Nothing can be heard from within.

### Interior Description

If entrance is gained, the characters will see a small, plain room. There is a Zentraedi seated in the one chair facing a console panel. The sole operator looks quite surprised to see you . . .

#### GM Notes

As always, the condition of the room and its occupants depends on whether explosives were used to gain entry. Only a percentile roll of 75 or higher will leave the engine and computer operational after an explosive entrance. Damage to the systems in this room will leave the ship without sublight drive, and severely limit its usefulness as an attack vessel. While it can warp (space fold) into a battle, it CAN NOT move once the battle has started, and can only warp out again.

The single officer stationed here never has the initiative in the first melee round, even if there was an explosion to gain entry. Of course, if the damage to the room was great enough, he might be a huge red stain on the console, but even then he doesn't attack first.

### The Zentraedi Operator (Pilot)

**Hit Points:** 45 MDC. **S.D.C.:** 9000 or 9 MDC.

**Alignment:** Anarchist

**Attributes:** All average.

**Height:** 55ft (17m) **Weight:** 10,000lbs (4500kg)

**Weapons & Armor:** No armor, but he does have a Zentraedi pistol that will be drawn in one attack round.

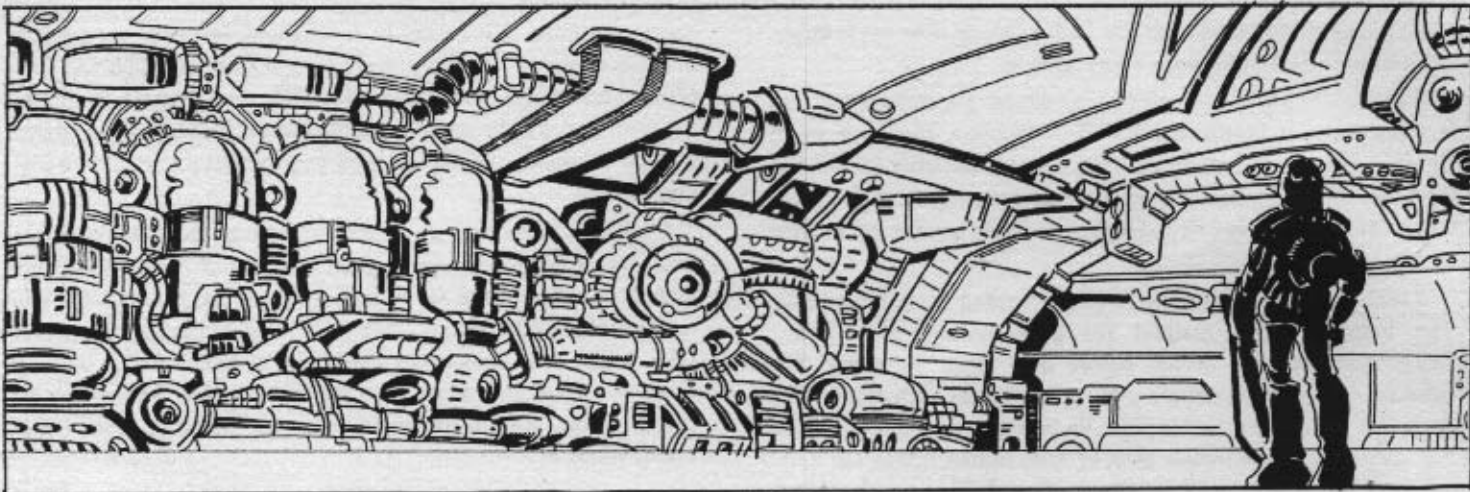
**Attacks Per Melee:** Two; +2 to strike.

**Personal Possessions:** None

**Personality:** Hates being stuck with pilot duty, because nothing ever happens. It's a simple job that even a micronian could do. He distrusts anything to do with Earth (because of an accident with a hungry rat two weeks ago), and will never aid a human, even under penalty of death.

The control panel has a numeric key-pad, and three keys labeled in the Zentraedi language: course, speed and activate. There is a speaker over the panel that relays information from the bridge. There is no microphone here, since the Zentraedi do not rely on verbal confirmation of orders. The captain simply shouts out his direction and speed, and assumes it will be carried





out immediately. Likewise, there is no screen here for viewing, since only the captain has to see where the ship is heading.

This room contains the *main sublight engine* of the ship. When activated, this can propel the vessel at speeds up to C.16, or 1/6 the speed of light. The controls are almost totally automatic. While the Zentraedi aren't stupid, there is little reason to make the controls complex. The operator (always an officer) simply types in a heading and a speed into the main terminal, and hits the button marked activate. Everything else is handled by computer.

If the engine is still operational, the RDF recon team may want to drive the ship somewhere. The correct procedure is known by only a few Zentraedi, and would not be general knowledge to any RDF aliens. To operate the ship: type in the eight digit heading number, **course** button, three digit speed number (per thousandths of C), **speed** button, the **activate** button. ANY variation of this will raise a silent alarm on the bridge, and a squad of five armed security men and two tactical battle pods will come down to investigate.

The panel itself can only take 20 points of mega-damage before it breaks apart and becomes useless. The same alarm will sound on the bridge if the controls are damaged.

Like all other electrical panels, care should be taken on what is used to destroy it. A metal hand (like Gladiators, Veritechs or Power Armor) WILL conduct electricity very well. Anyone punching holes in live panels has a 40% chance of getting a nasty shock (4D6 regular S.D.C. to the pilot). If the punchee is standing on the floor, grounding may occur.

There is also a chance of grounding through the entire electrical system of the attacker. Roll percentile dice: 01-15 means the current passed into the delicate mecha internals, with a 50% chance of EACH system being rendered inoperative. Roll independently for communication, sensors, weapons, computers, and movement. A roll of 1-50% means that system is fried, and it will take an electrical engineer three hours to replace each of the damaged systems.

## LEVEL TWO, ROOM 7 — FOLD ENGINES

### Interior Descriptions

Behind the locked doors lies the space fold engine. The fold engines are one of the supreme examples of the Robotech Masters' science. It's a complex mechanism, far beyond the capabilities of current human Robotechnology to fully under-

stand. Powered by Protoculture, the device creates a "fold" in space allowing a ship to travel great distances in a wink of an eye. Each jump uses huge amounts of energy, and consumes large quantities of protoculture.

The room that houses this incredible warp engine is awe inspiring. The wall with the door is plain, and the door has heavy plating on to keep out unwanted visitors. The other three walls have sensitive equipment covering every square yard. Dials and meters are in abundance, looking like an expensive science fiction movie set. There are three control panels, one on each wall (all three have to be manned to operate the fold device). There are also *six very agitated Zentraedi officers with guns* aimed right at the door. **GM Note:** One of the most sensitive parts of the ship, this room is ALWAYS well guarded and locked. Without the fold mechanism, the ship would take forty years just to travel to the next closest star. The Zentraedi will take no chances on its survival, and will constantly check for sabotage. The door is specially reinforced, with a MDC rating of 125.

Only officers are allowed in the room. Three of the officers are in battle armor, guarding the doorway with rifles. The other three are armed with laser pistols, and are ready to operate the fold system at a moment's notice from the bridge. All have average stats for Zentraedi officers, and are very careful when firing. Two suits of officer's battle pods are in the corner of the room to be used under desperate conditions.

Any shot in this room that does not connect with living tissue (i.e. a missed shot in a melee) has an 85% chance of hitting and damaging the warp engines beyond repair. Any direct hit of more than 20 points of mega-damage will also disable the ship, stranding it in space. Consequently, the officers will try to take the combat out into the hall.

If the room is overrun without damaging the warp engines, it would still be impossible for any member of the RDF to operate. It takes special training for the officers to set all the controls correctly, and they will not show any "micronian scum" how to do it. Turning the fold mechanism on without setting all the dials correctly will send the ship into a blind jump. All aboard will be teleported out of known space, and no one will EVER be heard from again.

## LEVEL TWO, ROOM 8 — OFFICER'S QUARTERS

### Interior Description

This room could only be considered plush by Zentraedi standards. The spartan atmosphere is accented by the tidiness of the room. Everything shines and sparkles as if it had been polished for hundreds of years by thousands of enlisted men, which, of course, it probably has. There are just two beds visible, and neither of them are bunks. This alone is enough to signify high ranking officers. The beds are larger than most, with tightly tucked sheets. There are no pillows.

There is a small shelf above the bed, only five feet wide and twenty long. On it are some personal belongings of the officer who sleeps here. One six foot long comb, a ten foot long mirror, a spare passkey card (that will unlock EVERY door), and a full wine barrel, are all arranged neatly (the wine is quite delicious).

Against a wall is a small closet with a sliding door, partially open. The interior holds three dress uniforms tightly pressed, eight clips of ammo, a standard Zentraedi assault rifle, and an assault rifle with a gold finish on it. The gilded rifle looks outstanding, and is obviously a source of pride to its owner. There is no way of knowing (outside of test-firing) whether it will work or not.

### GM Notes

If someone drinks more than two mouthfuls (or five sips) of the wine, they will be under the influence of alcohol for fifteen minutes per mouthful. This leaves them -2 to strike, -3 on initiative, and -10% on all skills until they sober up. There are no hangover effects.

The gilded assault rifle is a ceremonial gun, much like a dress sword of the RDF. It looks fully functional, and shines quite brightly if brought into the light. It is not loaded, but the clips fit in perfectly. Anyone who loads and then fires it will end up with 1D6+10 points mega-damage because of the kickback. It is ONLY for review ceremonies, not for combat.

## LEVEL THREE

**General Notes:** This is a well populated level, with the sound of many Zentraedi in the corridors. The conversations have a 10% chance of being overheard by the recon squad. If a member of the RDF team speaks Zentraedi, the voices can be easily translated. The main topics of discussion seem to be the *human hostages* and the *vermin problem*. The general condition of the halls on this level is good, with no visible signs of battle damage. All the airlocks are operational.

Anyone making a loud noise (firing a missile, for example) on this level has a chance of attracting 4D4+1 Zentraedi troops with assault rifles. All of the troops are standard Zentraedi soldiers with no armor, average hit points are 14 MDC, and each has two attacks per melee, unless otherwise stated.

### LEVEL THREE, ROOM 1 — WEAPON SYSTEMS

#### GM Note

The exterior door is locked, but unguarded. Zentraedi lettering over the door will translate as saying "Weapons." A key card will unlock the door easily, otherwise the characters must burn

or blast a hole to enter (see explosives in GM section). Doors have a MDC of 20 unless stated otherwise. Consult the damage table to determine the condition of the room if explosives are used, and alter the interior description accordingly.

### Interior Description

(To be read ONLY if the characters gain entrance.) This is a huge room about 400×400ft (120×120m) square, with a computer terminal in the center of the room and that runs up to the ceiling. There are consoles all along the walls, 25ft (7.5m) off the ground.

All the consoles seem to be operational, with the power registering "on" for all five of the *laser turrets* on this level. There is also a large ventilation shaft by the door with no grate on it. The shaft is only large enough for a human wearing body armor. It leads up and towards the back of the ship. Nothing can be heard from it. **GM Note:** The electrical panels can be easily turned off with the flick of the correct switches, disarming a major portion of the ship's exterior. Smashing the consoles or using the computer should be handled the *same way as in the Level One, Room 1, Weapon System description*.

The computer terminal is hooked into the *gravity control system*. If someone does turn off the artificial gravity (roll for computer programming), the ship is plunged into zero gravity (free fall). This lasts until the backup systems are engaged (4D6 melees.) During this time, anyone without free fall experience will bob around; speed is reduced to ½ and everybody suffers a penalty of -2 to strike, parry, dodge and roll. Gravitational failure is commonplace, and will not excite the Zentraedi to investigate. This isn't a handicap to them either, since all Zentraedi are trained for free fall.

The ventilation shaft leads up to a Zentraedi conference room, level two, room 8. As usual, the shaft is human-size. Inside the air shaft itself would be a really nasty place to meet some random mutant rats, so it is left up to the GM as to whether this should occur. No more than two rats at a time should attack because of the width of the tunnel. Killing the rodents will clutter up the passageway with dead bodies, making it difficult to travel. The character must crawl over the carcasses and/or push the dead vermin ahead.

### LEVEL THREE, ROOM 2 — CREW'S QUARTERS

#### General Notes

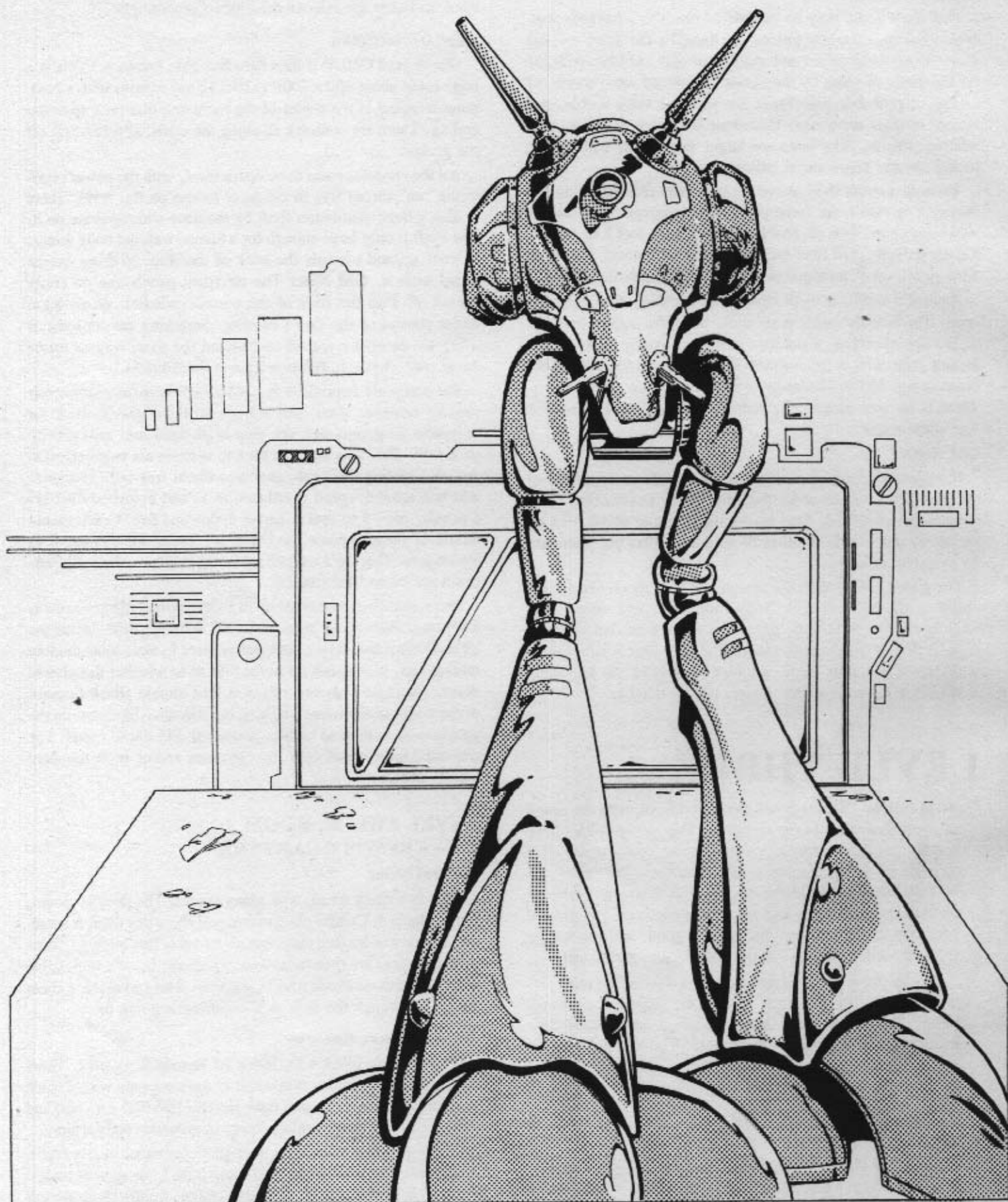
This is a noisy room, with many voices. The door is closed, but not locked. Careful observation will show that there is someone entering or leaving this room about every five minutes. None of the soldiers are seen to be wearing armor, but it's impossible to say what those inside may be wearing. Every so often, a cheer rings out through the door as if a contest is going on.

#### Interior Description

The room is filled with 2D6×10 Zentraedi soldiers. There are no officers in sight. While half of the troops are within reach of their weapons, Zentraedi laser pistols (1D6 MD per shot) and assault rifles, none of them are lounging around in body armor.

There are bunks for more than 1000 Zentraedi in this room, and more than a hundred small (only 25ft/7.5m square) tables. Only a tenth of the room is used anymore, mostly the area near the doors. A huge garment rack is located near the aft wall that





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contains standard soldier's clothing and shoes of all sizes. There are waste disposal drains near the fore section, right next to a huge lavatory. There are always a few arm wrestling tournaments going on in the barracks, with the current champ having a P.S. of 2700, P.E. of 1500, and hit points of 15 MDC. **GM Note:** It would take at least ten sleep gas grenades to affect the entire room.

As in all Palladium games, there is a simple rule for deciding who would win any *purely physical sports* such as arm wrestling and tugs of war. The character with the highest P.S. rating wins. Always. He can prolong the battle, and make it last as long as wanted (to a point), but that character is going to win if he really wants to. Only if the P.S. rating is identical for both combatants will there be any real confrontation. If both have the same level of physical strength, then a real challenge has occurred. The challenger and the champion must start using physical endurance (P.E.) points. By starting low and bidding up, the character with any P.E. left at the end of the contest will win.

**For Example:** Eric, with a P.S. of 22 and a P.E. of 15, arm wrestles the champion of all nastiness, Crhon, who has a P.S. of 22 and a P.E. of 12.

**Eric:** Ah-ha, I say with a confident grin, I can whip that Crhon anytime. I sit down, grasp wrists, and throw all my P.S. into the first lunge.

**GM:** What's your P.S. rating?

**Eric:** Twenty-two. I guess I blew him away, huh?

**GM:** Nope. Both your arms are locked in place, and Crhon has a slow smile coming across his mouth. At last, a challenge, he says.

**Eric:** Uh-oh. Okay, I expend two P.E. points.

**GM:** In a brutish display of power, Crhon endures past your measly two points, and puts five more on the line as he prepares for a long match.

**Eric:** Hmm, if I match that, I'll be down my original two plus another five. I'll still have eight left, so I'll go another two, and grunt out, "Is that the best you can do?"

**GM:** Not wanting to be totally exhausted, Crhon only throws in one more, which now brings the total up to ten.

**Eric:** I'll go one more! We'll see who's the best now.

**GM:** That's it. Crhon collapses, and has only enough strength left to stagger away to a humiliating defeat.

**Eric:** Okay, and I'm down a total of eleven P.E. That leaves my current level at four until I build back my S.D.C. points by normal rest/healing. Boy, that was an exhausting game. I'll bet my arm will be sore for a while.

**GM:** Don't forget. That only comes off your S.D.C. and not your hit points. You're tired, not wounded. It's going to be a few hours before you can do anything really taxing, but you are the new champion of all nastiness. Congratulations.

*The lavatory and the disposal drains* both have pipes leading to the waste recycler on level four. The bathroom is simple and functional, with huge faucets for sinks and showers. Next to the showers is a large pad on the floor. Stepping on this activates a *sonic dryer*, which uses high frequency sound waves to dissipate water.

Any mecha standing on this pad will be buffeted by the sounds which are above the range of normal hearing. Because of the density of the average destroids, a resonant frequency will develop inside those mecha. A loud ringing will start in the

cockpit which will make the pilot deaf for 1D6 melees, and cause a headache for 2D6 minutes. Veritechs will just vibrate like heck, without any sounds being heard.

## LEVEL THREE, ROOM 3 — WEAPONS LOCKER

### Interior Description

The unlocked door slides away to give immediate access to this room. This is the personnel weapons bay, that holds the armament for the crew on this level. It has in its racks 500 Zentraedi laser pistols, 500 Zentraedi assault rifles, and 2000 clips of ammo for both gun types. There are also 3D6 light battle armors hanging in rows against the back wall. The room looks fully stocked, and is quite clean and neat. **GM Note:** Each battle armor has a MDC of 25. Blowing up this room with missiles or explosives (inflicting more than twenty mega-damage points to the ammo) will start a chain reaction that will ignite the ammunition. The resulting effects cause 800 points of mega-damage, blowing holes in both the ceiling and floor. Anyone within a 200ft (60m) radius will suffer 1D4 × 100 MDC, while for those between a 200 and 500ft (150m) radius, the damage is a mere 3D4 × 10 MDC. Of course, this will alert everyone in the crew's quarters (room 2), causing them all to investigate with guns drawn. An officer and 1D6 tactical battle pods will go up within 1D4 minutes and the whole level will be placed on yellow alert. If there is no sign of intruders, the incident will be written off as a freak accident. However, the battle pods and 2D4 soldiers will be commanded to make an inspection of the hallways and opened rooms, just to be safe.

## LEVEL THREE, ROOM 4 — STORAGE

### Interior Description

This is equivalent to a giant broom closet. There is room for 10 mecha to be stored here, and the door does lock from the inside with a deadbolt system. Currently, the room is empty except for some plastic containers near the door. The mops haven't been used in many months by the look of the mold growing on each mop-head. There are also 15 plastic bowls with lids, each holding about fifty gallons (190 liters) of dried, grey paste (food).

The floor has some dust on it, but looks well traveled. Near the back, in a pile of dust, is a human footprint. The bare foot was probably wet at the time it made the print, since the dust flows away from it near the low spot on the floor. **GM Note:** The mops, after the heads have been broken off, can be used as giant bo staves. These can be used by anyone with the correct martial arts training, and cause 1D6 MD. Under one mop is the skeletal remains of a mutant rat. No cause of death is apparent.

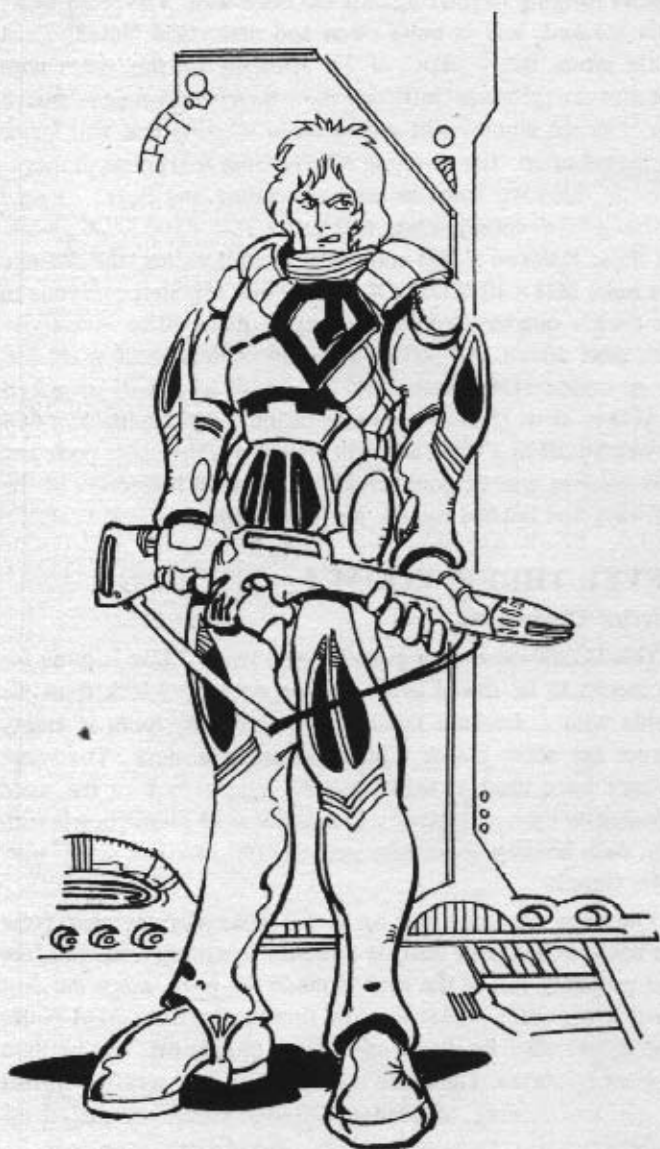
The human footprint is about a man's size 8D, left foot. The dust and traffic have obscured any other signs. The mop is leaning at such an angle that a human could easily climb up it to lock the door. There is no other exit from this room.

The plastic containers all hold dried Zentraedi nutrient, a pasty compound that contains everything needed for an alien's existence. There is three meal's worth in each tub. The containers are airtight, and can hold a human or two after the muck is cleaned out. There would be only enough air for about 5 minutes of breathing if snapped shut.



If the recon team has found some hostages by now, they may have realized one of the problems with rescue. Most destroids and all the veritechs can only fit one extra person inside for the trip through space. The GM should mention out loud about the containers, and their *airtight* seal. The containers could be roped together and pulled towards the shuttle craft. It would be slow (1/2 normal speed) and dangerous, but it is an option.

There is very little chance of detection in this room (1-5% each 24 hours) if the group wishes to relax in it. However, if there is a ship-wide search, the ceiling sensor will alert the Zentraedi to the exact location of the recon squad.



### LEVEL THREE, ROOM 5 — OFFICER'S QUARTERS

#### Interior Description

There is very little to distinguish this room from a foot soldiers' barracks except for its size. There is nothing lavish or extravagant here. There are twenty cots, twelve desks, and one long, closed closet. One bunk has an officer on it, sound asleep. Any loud noise, such as mecha walking, will awaken him. Like all officers, he sleeps with a laser pistol under his pillow.

### Grumpy Zentraedi Officer

**Real Name:** Gareen

**Hit Points:** 19 MDC. **S.D.C.:** 2500 or 25 MDC.

**Attributes:** I.Q. 15, M.E. 10, M.A. 11, P.S. 18 (1800, can inflict 3 MD points with bare fists), P.P. 17, P.E. 14 (1400 hit points/14 MDC), P.B. 12, Spd. 100

**Height:** 52ft (16m). **Weight:** 11,000lbs (5000kg).

**Weapons & Armor:** Zentraedi energy pistol, 1D6 mega-damage per round.

**Attacks Per Melee:** Three

**Personality:** Hates to be awakened, will be grumpy and uncooperative for 3D6 rounds. Loyal to present cause, will not give any information.

**Personal Possessions:** One giant ball-point pen, three feet long. A search of his tunic pocket will reveal a credit-card shaped object. It has a gold embossed Zentraedi emblem on one side, and a large magnetic strip on the other. It is actually a passkey, used to lock or unlock every door on the ship. It must be inserted, emblem side up, into a slot on the side of the doorway to be opened.

The closet contains three standard officer's outfits, and one male power armor. The latter looks in perfect shape. The desks all look clean, except for the one by the door. That one has piles of papers overflowing from it and out down to the floor. **GM Note:** Only by trying the weapon systems of the power armor will it be discovered that all the cannons are broken beyond repair. The suit still has its full MDC left (100 main body), but can not fire any missiles or its armaments. Anyone wearing the armor while walking the halls will be questioned, since it's not standard practice to dress for combat except in certain areas.

The desk near the door has piles of reports on it, all labeled "Engine Room Status" in Zentraedi. There are piles for both the first and second level, with all the pages filled with numbers and graphs. None is more than a day old. The drawers are filled with even more sheets, and three pens. None of the other desks have anything in them.

### LEVEL THREE, ROOM 6 — LABORATORY

#### General Notes

Standing outside of the room that says "Laboratory" in Zentraedi is one armored guard. He will respond to any explosions on this level, and is suspicious of strangers. Otherwise, he would rather be sleeping, judging by the bored look on his face (plus 10% on all stealth rolls). His visor is up, and his rifle is resting against the locked door.

#### Lab Guard

**Real Name:** Unknown

**Hit Points:** 25 MDC. **S.D.C.:** 3300 or 33 MDC.

**Alignment:** Unprincipled

**Attributes:** All average for full-sized male soldier.

**Height:** 55ft (17m) **Weight:** 10,000lbs (4500kg)

**Weapons & Armor:** Standard light body armor, MDC 25, and assault rifle.

**Attacks Per Melee:** Four; each consisting of firing a short burst doing 1D6 mega-damage. He has a bonus of +4 to hit.

**Personality:** Hates guard duty. Loathes humans. Doesn't know why he should be guarding the doorway when the hostages can't escape anyway.

The laboratory has all of its equipment moved out, and is now a holding area for some human hostages. On top of a 15ft (4.5m) tall table is a wire cage holding three captives. Two males and one female, all are dressed in rags and near exhaustion. They are pleading for some food or water. On a counter near the far wall from the door is a pair of filthy Zentraedi bowls, and some grayish muck that smells as bad as it looks.

#### Prisoner One

**Real Name:** Sgt. Fred Wolfram

**Hit Points:** 18 S.D.C.: 34 (currently down to 10).

**Alignment:** Principled

**Experience Level:** 4th level Field Scientist

**Attributes:** I.Q. 13, M.E. 12, M.A. 10, P.S. 9, P.P. 14, P.E. 13, P.B. 15, Spd. 11

**Age:** 29 **Height:** 6ft **Weight:** 190lbs

**Disposition:** Calm thinker. Not always right, but stubborn as hell.

**Insanity:** Hates all Zentraedi, no matter whose side they fight on. Always calls them "Scumtraedi," even to their huge faces.

**Skills:** Computer operations — 90%, computer programming — 65%, paramedic — 75%, basic math, advanced math — 86%, basic radio — 70%, radio: scrambler — 60%, computer repair — 60%, forensic science — 60%, wilderness survival — 60%, botany — 70%, pilot automobile — 92%, pilot destroid, mecha combat, hand to hand: basic, boxing, W.P. pistol, W.P. rifle, W.P. energy pistol, W.P. energy rifle.

**Attacks Per Melee:** Three

**Background:** While on a routine recon mission in outer space, Wolfram was captured during a Zentraedi ambush. He has been held hostage for three months, and is showing signs of severe strain. He has had blood tests for the last two days (at this point, he rolls up his sleeves and shows giant needle marks), but doesn't know what the Zentraedi are up to. He knows that many other captives are somewhere on the ship, but doesn't know where. He will try to crawl into anyone's mecha (except "Scumtraedi," of course), whether there is room for him or not. Like all the unwashed prisoners, he has a definite "air" about him.

#### Prisoner Two

**Real Name:** Adam Samuels

**Hit Points:** 22 S.D.C.: 18 (currently down to 6).

**Alignment:** Principled

**Experience Level:** 4th level Scientist (Biology)

**Attributes:** I.Q. 10, M.E. 18, M.A. 9, P.S. 11, P.P. 16, P.E. 14, P.B. 8, Spd. 10

**Age:** 30 **Height:** 5ft 10in

**Disposition:** Quiet, studious type (nerd). Feels more at home with a test tube or computer than with a television set. Loves his wife, and will do anything to protect her.

**Skills:** Mathematics: advanced — 90%, identify plants — 90%, operate computer — 80%, biological science — 90%, identify tracks — 90%, chemistry: analytical — 88%, trap small animals — 84%, wilderness survival — 78%, cook — 70%, swim — 75%, sail — 75%, tracking — 90%, pilot truck — 82%, hand to hand: basic, boxing, W.P. knife, W.P. rifle.

**Attacks Per Melee:** Two

**Background:** Adam and his wife are biologists for the RDF, studying the flower of life. Over two months ago, while on

a routine space research mission, an apparently abandoned Zentraedi scout ship appeared off the port bow. Sensors indicated the alien vessel was inactive. Before the research team could radio in a report to Earth, lasers from the "dead" ship cut the science vessel in two.

Adam and his wife were in a sealed room running experiments on the protoculture seeds. Captured by the Zentraedi, he was questioned, but refused to talk. He has since been held here in this room. He has had no experimentation done on him, but worries about the condition of his wife.

#### Female Hostage

**Real Name:** Monica Samuels

**Hit Points:** 15 S.D.C.: 12 (currently down to 2).

**Alignment:** Principled

**Experience Level:** 3rd level Scientist (Biology)

**Attributes:** I.Q. 11, M.E. 15, M.A. 8, P.S. 9, P.P. 12, P.E. 10, P.B. 8, Spd. 7

**Age:** 32 **Height:** 5ft 5in

**Disposition:** Quiet librarian-type. Feels more at home with a pencil and graph paper than with a good magazine. Loves her husband, will do anything to protect him.

**Skills:** Mathematics: advanced — 86%, identify plants — 86%, operate computer — 80%, biological science — 85%, identify tracks — 90%, chemistry: analytical — 88%, technical writing — 80%, trap small animals — 84%, wilderness survival — 74%, cook — 74%, swim — 75%, sail — 75%, first aid — 68%, pilot automobile — 92%, sense of direction — 55%, ventriloquism — 44%, speak Zentraedi — 40%.

**Attacks Per Melee:** One

**Background:** With her husband, Monica was a biologist for the RDF studying the flower of life. Over two months ago, while on a routine space research mission, an apparently abandoned Zentraedi scout ship appeared off the port bow. Sensors indicated the alien vessel was inactive. Before the research team could radio in a report to Earth, lasers from the "dead" ship cut the science vessel in two.

Questioned by the Zentraedi, she refused to talk about their progress in studying protoculture. Monica has had no experimentation done on her, but is worried about her pregnant condition. She is four months along, and is just starting to show. She has managed to keep it a secret from her captors, since the Zentraedi are quite ignorant about pregnancy.

#### GM Notes

Within 1D4 minutes after the player characters have entered the laboratory, a purple-haired Zentraedi guard from level one will come down to feed the prisoners. If the guard outside is missing, or the door is unlocked, this guard will go to the crew's quarters and get 2D6 guards to assist him. All of these will carry laser pistols, and have two attacks per melee each. They will see nothing wrong with shooting the hostages in order to stop their escape.

There is food and water for the hostages in the bowls on the counter. While it is nourishing, Fred will insist on getting some of the emergency rations that most mecha have on board. Adam will try to make sure that Monica is well cared for, and is willing to walk through the halls as long as his wife rides with someone.

The scientists have skills that will be important to the recon party. Not only can they track/trap the mutant rats, but the female has a trick she's been saving. If caught out in the open by the



Zentraedi, she will try to throw her voice by using ventriloquism. This has a good chance (75% if the roll for ventriloquism is successful) of confusing the aliens, allowing time for an escape. Monica can speak and understand Zentraedi and can be used to translate any verbal messages that may come over the loudspeakers.

## LEVEL THREE, ROOM 7 — LIFE SUPPORT

### General Notes

The door is locked, but unguarded. Nothing can be heard from the interior except a low hum.

### Interior Description

All life support functions are controlled in this room. The controls are all clearly labeled in Zentraedi for each department. The controls for gravity are across from the door, atmosphere is to the right, lights are on the left, and the switches for waste recycling are near the door. Each section has its own computer terminal hooked up to the appropriate machinery.

The gravity and the atmosphere controls have dials for each level to increase or decrease the pressures on the individual floors. The light control panel has switches for each room in the ship, numbered per level. The waste recycling display is one large flow diagram, with pulsating lights positioned along tubes to a central point, and then back out to the edges of the display.

**GM Note: Gravity** — This controls the artificial gravity throughout the ship, level by level. Each floor may be turned off independently from the rest. If any or all levels are put into free fall, there will be no action by the Zentraedi. They are all trained for zero gravity situations, and are used to minor computer malfunctions. Only if the situation has not changed within an hour will a squad of three soldiers be sent to this room to investigate.

Any RDF personnel not trained in free fall maneuvers or without a space background will be -2 to strike, parry, dodge and roll, until the gravity of the situation has changed. Destroid pilots should turn on their foot magnets to continue walking normally.

Game masters must note that anything kicked up while in zero-G will float in mid-air for a long time. Any hostages will be disoriented during the free fall period, but not seriously. If there has been no rescue in the water storage room, all the escaped prisoners there will drown when the gravity is turned off on level three.

**Atmosphere** — Fresh air is piped to the entire ship, and the main control is here. This control will cause more oxygen to be created from electrolyzing the water in the storage tank, replenishing any lost during decompression or airlock recycling, along with changing carbon dioxide to fresh oxygen.

Attempts to turn off the supply of air to any level will be fruitless. The terminal will not accept any commands for stopping air, only those for decreasing to half pressure or increases to pressure and a half. Only if the control is blown to bits (25 MDC) will there be any loss of atmosphere circulation. Then it will be total, through the entire ship. Alarms will sound, and a repair crew of five unarmed technicians will try to repair the damage. There is only a one hour supply of air in the halls, and the game master should note that the hostages have no air tanks for breathing. This would take care of the vermin problem, though.

**Lights** — Off switches for every room are on one giant panel here. The lights are laid out in four levels, with all rooms numbered, but not labeled. The numbers correspond to the layout of the map given to the RDF team during their briefing.

There are emergency lights that will turn on if the master switch here is thrown, and the backups are completely automatic. There is no way to turn off the emergency lights without turning the main lights back on. The emergency lights are located only in the halls. Playing with the lights will cause a squad of three unarmed technicians to arrive in two minutes.

**Waste Recycling** — This controls the conservation of materials inside the ship. Without the computer operated system of recycling all water and nutrients, the scout vessel would have to restock some supplies every week, instead of every ten years. Turning this off will "kill" the ship, but it will take days for anyone to notice. There is always a two day supply of nutrient on tap for emergencies or battle conditions. **Special Note:** It takes someone fluent in computer operations to operate any terminal, and the skill percentage must be rolled for each action on the computer, and the alien nature also adds a -20% penalty. A failed roll will not set off any alarms.

Smashing the panels with anything metal will cause electricity to be conducted along the path of least resistance. That which would be through whoever is holding the metal. Since this is high voltage control equipment, there is a 50% chance of a 4D6 damage shock traveling through the pilot of whatever mecha is smashing the panel. The shock travels through the pants of the RDF uniform, since the gloves are insulated.

There is also a chance of grounding through the entire electrical system of the attacker. **Roll percentile dice:** 01-15 means the current passed into the delicate mecha internals, with a 50% chance of EACH system being rendered inoperative. Roll independently for communication, sensors, weapons, computers, and movement. A roll of 1-50% means that system is fried, and it will take an electrical engineer three hours to replace each of the damaged systems.

## LEVEL THREE ROOM 8 — WATER STORAGE

### GM Notes

**Water.** The basic element of life. It supplies the ship with drinking material, and air to breathe, and if you were floating in water, you would need ballast — in space no ballast. A huge tank, the size of a football stadium, the chamber is half full of the vital liquid. There is no door to this section. Breaching the walls here will cause a minor flood, washing away everyone who is standing within 500ft (150m) of the hole. It will also kill anyone who happened to be inside the tank at the time. The water will eventually run down the elevator shafts, and settle in level four. This will cover the floor of all rooms on that level with waist deep with water. It will also attract a large squad (4D20) of armed soldiers to investigate the burst reservoir.

A hole in the ceiling of the tank has a human-sized rope-ladder attached. The top of the ladder is in the conference room on level two. The ladder leads down to a 20×10ft (6×3m) raft anchored in the middle of the "lake." This raft is made of old bits of plastic discarded by the Zentraedi and holds a party of four humans.

Refugees who managed to escape from the aliens, they are a ragtag bunch who live off the scraps they can steal without being

noticed. They only come out through the hole in the conference room floor once a day. The four men have been loose in the ship for weeks, and know their way around. They can guide rescuers to any part of the ship, and provide general information on the interiors of all rooms.

The role of refugee/hostage can be done by either non-player characters that the GM has handy, or by any late joining players. Use the characters that each tardy gamer has, and just give this other Information:

The four are all part of a cat's-eye recon team sent out weeks ago. Captured by the Zentraedi, they had a fierce battle in the storage bay of level one. They even lasered the RDF emblem onto one of the airlocks as a symbol of victory.

Unable to leave because of damaged mecha, they dodged giant rats and alien soldiers until they discovered the conference room above. They built a small raft so they could live here in the tank, and are just waiting for a chance to help rescue the other hostages.

They know all the secret plans of the Zentraedi, especially about the new nerve gas being tested here. They have one energy pistol still intact, with only one charge left. They are all willing to fight to the death on orders of an officer.

This is an excellent place to hide mecha, since there are no sensors in the room, only a water level indicator. Of course, the mecha will sink to the bottom, and can only get in or out through a hole that must be cut in the roof. The raft will hold up to 20 people comfortably. Any more than twenty will cause the raft to slowly sink into the hundred foot (30m) depths.

## LEVEL THREE, ROOM 9 — ENGINE ROOM

### Interior Description

This is an extremely large control room, with hundreds of dials and levers. The gauges are constantly changing, with lights flashing over levers every ten seconds. The labels on the readouts translate into phrases like "Fresnel Magnifying Intensifier" and "Bilabial Fricative/Spirant."

There are many large holes on the walls by the floor. Scurrying noises can be heard from them, but nothing can be seen. **GM Notes:** See the random table on level one if more labels are needed. The controls here do nothing but indicate whether the engine is turned on or not (it is on). Actual engine controls are on level two. There are many rat holes in the floor. Roll for random encounters with mutant rats (1-50 means 20 rats attack) or guards (51-00 means 1D6 armed technicians).

# LEVEL FOUR

### General Notes

The bottom level of the scout ship is rarely used, and is more like a cellar than a separate level. The halls show signs of dust and dirt, and lighting is limited to certain patches of un-blown panels (+10% on all prow rolls on this level). While *not* abandoned, this floor does appear to be ignored during most clean-up details. Obviously, officers rarely come down here.

The ceiling on this level is 300ft (90m) from the floor, and all the doors are closed, but not locked. Loud noises can be heard from the area around room number three, and an obnoxious smell comes from near room number five. The rest of the rooms seem dead, at least from the outside . . .

**GM Note:** Any hostages rescued at this point will have heard the Zentraedi mention something about mecha in room three. The aliens also talk of going to room five a lot. No other details can be remembered.

## LEVEL FOUR, ROOM 1 — WEAPON SYSTEMS

### Interior Description

This room controls the outer weapons for this level. Smaller than most other rooms, it seems like a perfect cube, 300ft (90m) on a side. The walls are dark, with large panels turned off. There is the feeling of being inside a giant, metal six-sided die.

There is only one light in the ceiling, centered, and currently off. The automatic lights did not turn on when the door was opened. There is no glow from any of the machinery or terminals. Sensors do not even indicate current going through any of the power lines.

### Game Master Description

At some point in the long career of this vessel, a severe blow was dealt to this level. All the outer weaponry (both missile turrets and all four retractable laser turrets) on the bottom of the ship were destroyed. Since the Zentraedi can not actually fix their ships, the damage remains. Until this scout can return to a Robotech Factory it is partially crippled. The ship is not totally disarmed (remaining outer armaments: 8 forward light lasers, 1 main cannon, and 8 missile turrets). Still, the craft has been designated a spy-ship until full repairs are made.

Since the outer weapons for this level have been destroyed, the room has been deactivated. None of the consoles can be turned on, and the computer terminals are shut off at the source. There are no guards here, and there will not be any unless an alarm is sounded. The ceiling sensor is operational, but currently turned off.

## LEVEL FOUR, ROOM 2 — CREW'S QUARTERS

### General Notes

Although the door is shut, mecha sensors can just make out a muffled sound, like many Zentraedi talking quietly. Together with what the sign over the door translates as, "crew quarters," a little caution is suggested.

### Interior Description

A long room, this is obviously more than just a dormitory. There are bunk beds for 400 soldiers (2D4×10 occupied by



sleeping Zentraedi right now) and chairs for about 100 (currently holding 1D4×10 awake soldiers, polishing their weapons).

Beyond the soldiers are shelves that look like gigantic wine racks. They are half filled with frozen Zentraedi clones, stacked to save space. Put into stasis, the soldiers can be ready at a moment's notice, but are not using vital ship's resources while waiting. Near the end of the first rack is a glass tube, 15ft (4.5m) in diameter. Anyone acquainted with the Zentraedi can spot it as a stasis chamber.

There are also Zentraedi bathrooms here, but outside of the immense size of the plumbing, there is nothing exceptional about them. Sinks and basins are visible, but there are no showers.

#### Game Master Notes

The *stasis chamber* is a device used by the Robotech Masters to fit the largest number of Zentraedi soldiers in the smallest space. A large glass tube, similar to the protoclone chamber, is filled with an inert (nonexplosive) gas. A full sized Zentraedi walks into the enclosure and a lever is thrown into the "stasis" position. The temperature drops quickly, fast enough that all life functions are frozen. It takes only three minutes to fully "freeze" a foot soldier. Once the stasis is complete, an automatic conveyor belt is activated, depositing the sleeper in place on the racks. While in stasis, characters have *four times* normal S.D.C.

It takes ten minutes to fully "thaw" a Zentraedi to fighting level. During this period of grogginess, characters are -10 on initiative, -6 to strike, and -15% on all skills. The reanimation process itself is automatic. One simply pushes a button indicating the number of soldiers needed, and the computer controls the rest. This room has only the active crew members frozen, not the "grunts" who do the actual fighting. Thus, a slow process of animating is adequate. Crews rotate between stasis and awareness, spending one month awake for each year in hibernation.

There are currently 300 Zentraedi "on hold" in a condition close to death. If awakened, they will attack the intruders. While some of them have been in stasis for a century, it is instinctive to try and kill anyone who is not a Master or another Zentraedi.

Turning off the stasis control, located at the base of the tube, will not kill the hibernators. It just makes it extremely difficult to awaken them. It also sets off alarms which ring throughout the ship.

## LEVEL FOUR, ROOM 3 — TRAINING CENTER

### General Notes

This could be considered the recreation room for the standard soldier. A large room with a padded floor, it is a place where mock combats are held at all times to hone fighting skills and to warm-up from stasis. Shots ring out from the closed door, with grunts of "happiness" signaling hits.

### Interior Description

Through clouds of dust and gunpowder, a fierce battle can be seen. 3D10 soldiers are fighting each other, wearing light battle armor and shooting bursts from assault rifles and laser pistols. In the back, near the far wall, is a VF-1S covered in dust.

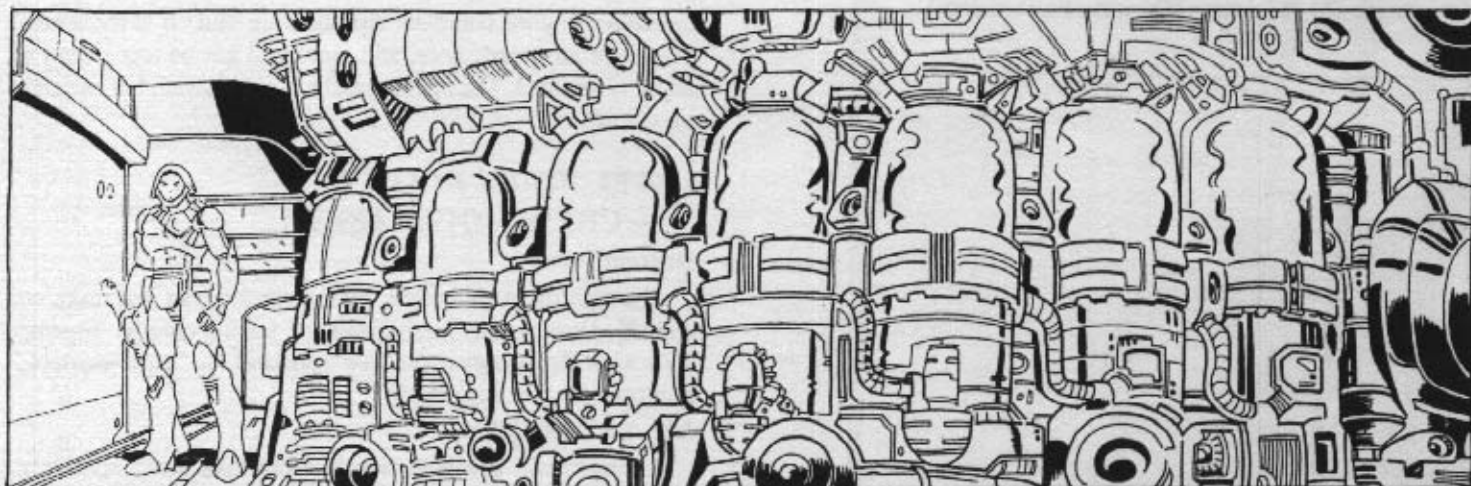
There are racks of guns along the wall, both rifles and pistols. There is also a pair of battle maces welded to a chain, and the largest sword anyone has ever seen. Ten standard tactical battle pods are lined up against the other wall, with another pair fighting. The Zentraedi won't seem to notice anyone standing in the door, so intent are they on "killing" each other.

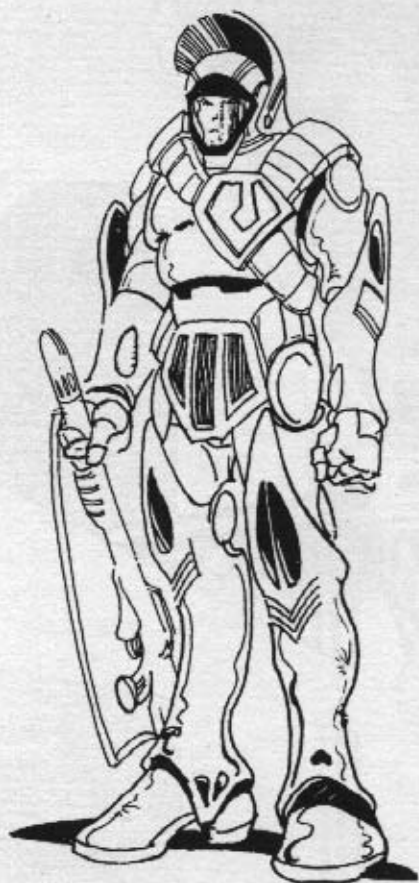
### Game Master Notes

The guns from the racks on the wall all fire like normal. It is only by the observation that no one is getting hurt that the true nature of the ammo will be noticed. The pellets from the rifles are only clay, causing a mere 1D4 SDC (not mega-damage) each. The clay is swept up each day, and reused. The laser pistols only shoot *harmless* beams of light. Of course, the player characters of the RDF recon team, and even the human refugees, will have no idea that these are not real, fully functioning weapons, and will react as if the weapons were real.

The combatants are quite busy fighting each other, and have a -6 for initiative each. Roll independently for every soldier and pod pilot. Once spotted, all the Zentraedi will move back against the wall, trying to get into the battle pods to attack. One of the soldiers will try to grab the battle maces and use them as nunchuka. This causes 1D8 points mega-damage (the user must have a W.P. chain or martial arts training to wield them effectively).

The sword is built out of old veritech armor, and is 33ft (10m) long. This can cause 3D6 mega-damage, and is a very effective weapon at close range only. By delivering cutting blows (a called





shot), a destroid head can be chopped clean off in one swing. This can only be used by the Zentraedi foot soldiers or mecha with hands, such as Veritechs and Gladiators. Finely polished and honed, the sword has no scabbard and must be carried in one hand. Anyone carrying the sword can not use a GU-11, or any other two-handed weapon, until the blade is dropped. A weapon proficiency in swords is not mandatory, but will give added bonuses for use (+1 to strike and parry).

All the battle pods use the same ammo as the mock guns, i.e., clay bullets and beams of light. The soldiers in them will release only one volley before remembering this, and will then rush forward to attack. Using the only means they have, they will try and kill the intruders with deadly kicks that cause a whopping 1D6 MD each.

The pods against the wall look space-worthy, although only upon testing will it be noticed that all even numbered pods have air leaks. The odd numbered pods are all fine, except for strange ammo. There are no normal reloads in the room.

The VF-1S in the back of the room has been used for target practice, and has a thin coating of dust. If entered, all the weapon systems work, but are empty. The head lasers will fire, but the amount of clay covering the muzzles will severely limit any real damage. Until washed out, the lasers will not function. The left leg of the mecha has also been badly damaged, and has only 10 MDC left before it becomes completely inoperative. Otherwise, it is completely space-worthy, with full supplies of standard gear.

#### **LEVEL FOUR, ROOM 4 — STORAGE ROOM**

##### **Interior Description**

A small, closed room, it looks like Zentraedi pack rats have been using this room for their treasure trove. There is only a

hundred foot (30m) circle of "clean" floor, and all the rest of the area is filled with "stuff." There are Zentraedi boots, Veritech hands, old towels, and much more.

There are many Zentraedi plates (8ft/2.5m in diameter, 100 SDC each), two dozen cups (each holds two gallons or 7.5 liters, all are empty), an instruction manual on how to fly a hover platform, three human-sized RDF flight suits (one each in small, medium, and large; no insignia), and a giant handmade mousetrap with one huge, dead mutant rat in it. There are brooms and other cleaning instruments, like buckets and rags, all covered by a thin layer of dust.

##### **Game Master Notes**

This room can only hold three mecha; four, if all are Veritechs in battloid mode. Judging from the dust, this is a safe place to hide in, if needed. No Zentraedi will enter this room in the next three days unless a general search is mounted. The ceiling sensor is filthy, and has only a 20% chance of working.

#### **LEVEL FOUR, ROOM 5**

##### **— NUTRIENT AND WATER DISPENSARY**

##### **Interior Description**

A cafeteria-style room, this area has an uncomfortable smell to any human noses. There are no doors in the doorways, so there is no way to close off this room from the hall.

The tables are the length of football fields, with depressions for plates and cups. Benches run the length of the tables, and centuries of spilled food stains the floor near them. There are pairs of spigots on the wall, with nutrients (no human would call it food, but it contains all the vitamins needed for Zentraedi life) doled out from one, and water from the other. The only utensil used is a combination spoon and fork made of the same metal as the dishes. There are large amounts of cups and plates near the dispensers, and an opening in the wall labeled "trash."

##### **Game Master Notes**

To find out if there are any foot soldiers in the room roll a twenty-sided die. If the number is odd, there is no one there. If the number is even, the number rolled is how many Zentraedi are there, eating and drinking. All are average, none wearing armor, and none are armed.

The openings in the wall (trash) lead to room six, the waste recycler. There are conveyer belts running inside the portals. It is dark inside the openings, and loud grinding noises can be heard from there.

#### **LEVEL FOUR, ROOM 6**

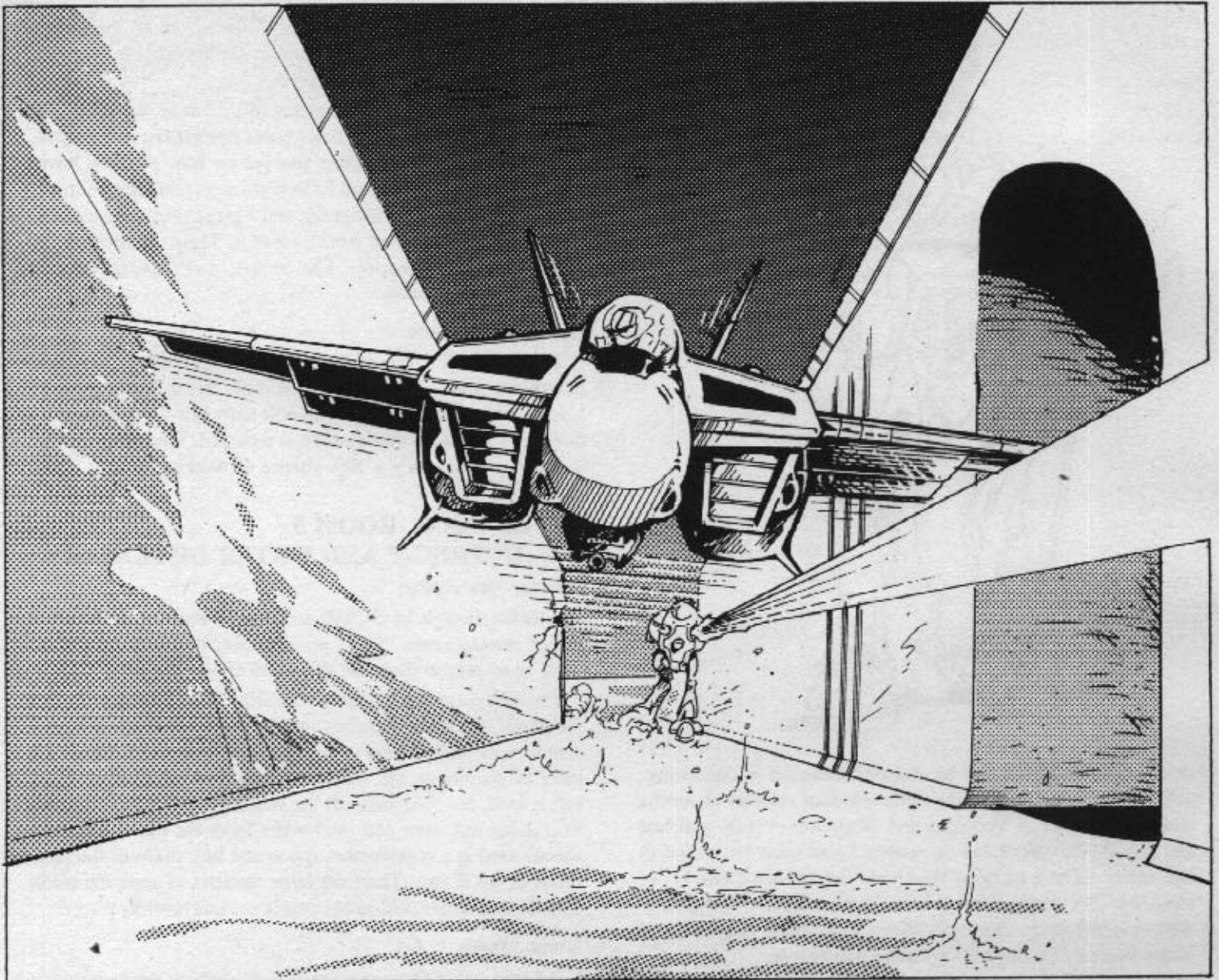
##### **— WASTE RECYCLER**

##### **General Notes**

Like the water tank, this room is closed off to the rest of the ship. The only way to enter is through one of the waste chutes. These chutes come from all the upper levels, where each room has a trash slot on the wall, and from the "cafeteria" next door.

The chutes all lead to a giant hopper where sorting is done. Anything metallic is drawn to one side by a complex magnetic system, and there sterilized in a small oven (400 degrees Fahrenheit, 200 Celsius). Then all plates, cups, and other regular matter is sorted by a conveyer system, and delivered to the appropriate location, clean and fresh.





JEFF BURKE / K. SIEMBIEDA 1988

All the plastic and organic matter is shredded in another hopper, and then reduced to component molecules. This automatic process then recombines the matter into more vile-smelling nutrients and water.

Any mecha that may have fallen through the shredder in the storage bay on level one are here. After being ground up, the pieces fall down here to be sorted. Metal filings are packed into a waste pile to be melted down when needed for plates, forks, etc. This is all handled by computer, since no Zentraedi would stoop to petty manual labor.

## LEVEL FOUR, ROOM 7 — ENGINE ROOM

### Interior Description

This room has dozens of dials and levers. A small room, it seems much more functional than the other levels' engine rooms. The dials seem to indicate power is running to the auxiliary engines.

### Game Master Notes

Although steering is controlled by the command center, the motors can be turned on and off in this room. Currently, engines

are on, but just idling. The ship is dead in space, but ready to go at a moment's notice.

A skilled mechanical engineer will recognize all essential controls just by their readouts and placement. An attempt to disrupt the power supply will cause a silent alarm to sound, and a squad of 10 armored Zentraedi foot soldiers and 2D4 tactical battle pods will come within one minute (4 melees).

If any of the massive consoles receive more than 30 points of mega-damage, smoke and sparks will rise. Since smoke is the secret ingredient of all electronic equipment (whenever the smoke gets out, it doesn't work anymore), the system will become inoperative. This causes an audible alarm that will send 20 soldiers and 3D6 battle pods to investigate.

## LEVEL FOUR, ROOM 8 — HANGAR BAY

### Interior Notes

A large hangar for Zentraedi pods, this should be the showcase of the vessel. Here the awesome power of the giant aliens would be arrayed, ready for any situation . . .

What actually is seen is a big, empty bay area. While a few pods can be seen (4D6), they all show signs of extreme combat

damage. The gun racks and missile bays, huge bookcase-shaped sections in the middle of the room, are empty.

#### Game Master's Notes

All of the pods (two are recon scout pods) are space-worthy. They require someone with pilot Zentraedi mecha skills to actually steer them. None are armed and all are at half MDC.

All the airlocks are functional, despite the damage to the outside of this level. The locks function automatically from the interior. Just approaching an airlock in a pod will open the inner door, and start a cycle of air/vacuum exchange.

#### PURSUIT IN SPACE

If the RDF recon team is routed from the Zentraedi vessel into outer space, the following will give chase:

4D6 Tactical Battle Pods

1D6 Light Artillery Pods

1D4 Heavy Artillery Pods

One Fighter Pod (the last working fighter)

If there is a real possibility of capturing or destroying the fleeing RDF team, another 2D6 tactical battle pods will be dispatched in pursuit within five minutes (20 melees).

If it seems that the RDF interlopers have crippled the ship and will probably escape, the Zentraedi in charge will *attempt to escape*. Escape will also be attempted if it is discovered that the energy dampers have been turned off and the ship no longer appears to be a derelict.

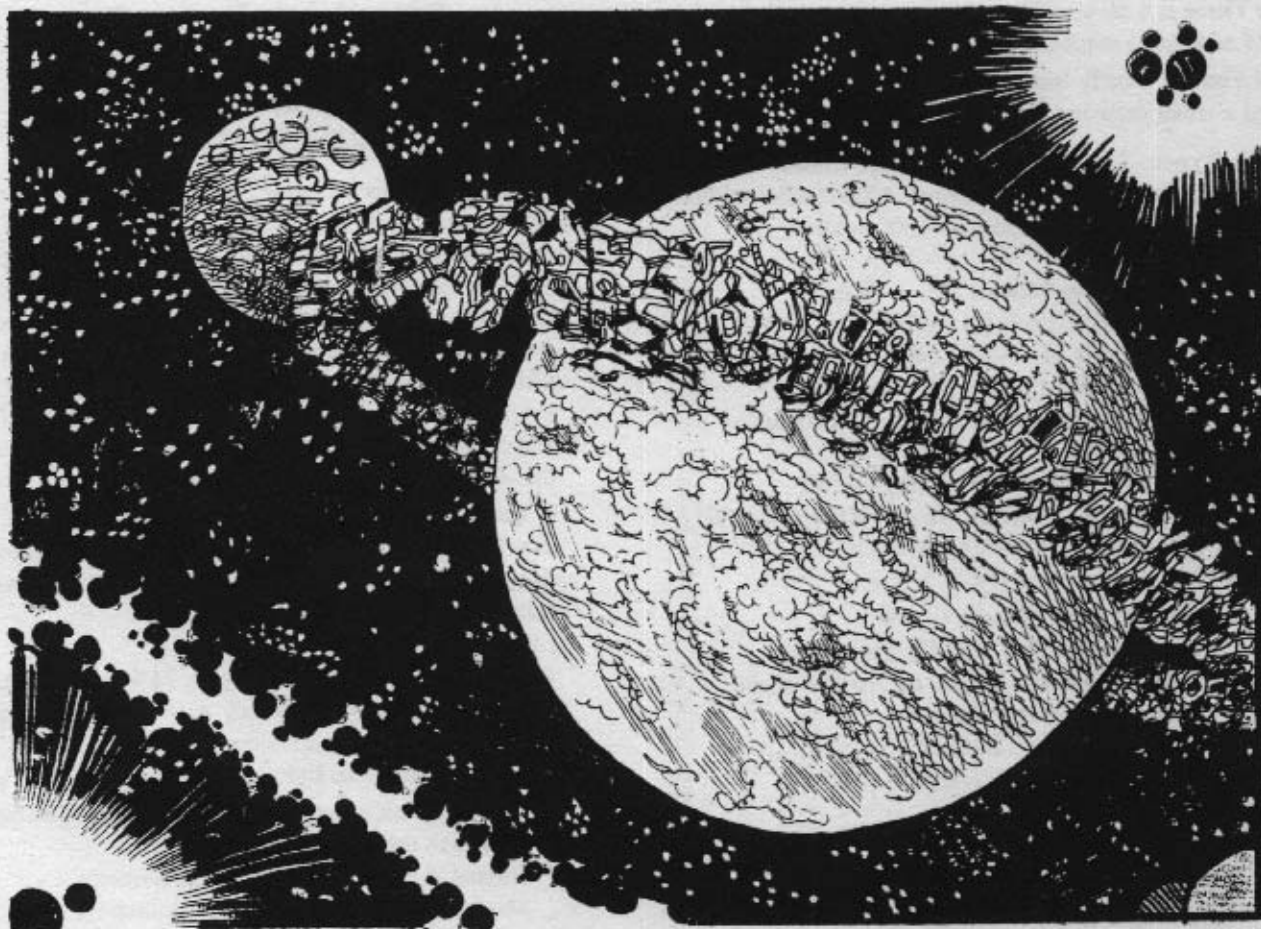
There are two escape tactics that will be used. 1) To space fold to another location. This will either be near Jupiter or Venus,

so that a new assault strategy can be implemented. 2) To quickly fly into the debris ring and hope to be lost among the wreckage. If this happens, the game can continue with the recon team searching for the vessel, or a second adventure can be started next time with the search for this ship and other rogue Zentraedi who may be plotting with these cutthroats.

#### THE WORST POSSIBLE OUTCOME

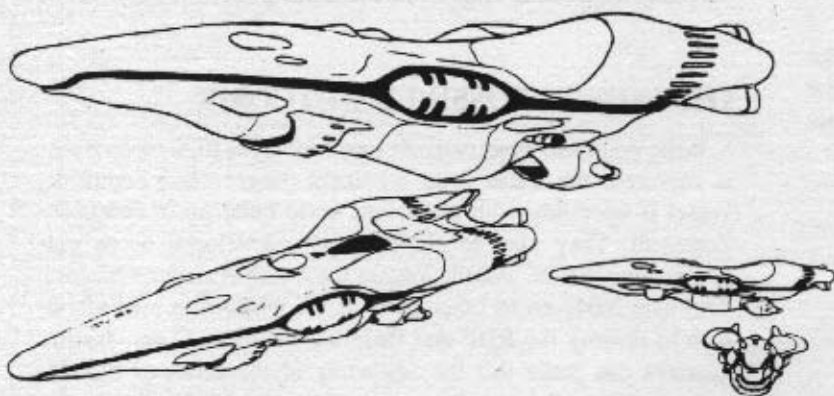
If the Zentraedi spacecraft escapes and/or the RDF recon team is captured, the Earth is in imminent danger. The Zentraedi vessel is operating with a massive troop build up of renegade Zentraedi. They plan to use the newly developed nerve gas against major RDF installations in the South American Sector. And then move on to other parts of the world in a mad blood bath to destroy the RDF and fledgling Southern Cross. **Game masters** can make this the *beginning* of the series of bloody uprisings that climax in the years 2019 and 2020, which will see the obliteration of the traitorous Arkansas Protectorate and most of the rogue Zentraedi rebels.

Certainly, if the ship is not destroyed before it can transport the nerve gas to the planet-side rebels, thousands of humans will pay the price with their lives. Fortunately, the vessel is understaffed, under equipped and damaged. If it can be found again, it should not be very difficult to capture or destroy it. Of course, there is always the possibility of a support force of Zentraedi mecha hidden among the debris ring. Where the GM takes it from here is his choice. Make it as simple or complex as you feel appropriate for your campaign and players.





# GAME MASTER INFORMATION



## ZENTRAEDI CRUISER

(A.K.A. Salan Scout Ship)

The smallest vessel of the Zentraedi Fleet is the Zentraedi Cruiser or Salan Scout Ship. It is commonly used for reconnaissance, assault and support.

**Deck One (top)** is a Battle Pod Hangar containing about 100 combat units and combat crew. Eight exit hatches line the sides.

**Deck Two** is the Command Deck, with a small bridge, communications, navigation, weapon systems control and officer's quarters.

**Deck Three** is a crew and hangar area with several side airlocks and additional mecha.

**Deck Four** is mostly hangar with additional mecha, vehicles, and a small crew area in the bow.

**Vehicle Type:** Combat (infantry) Battle Cruiser

**Crew:** 400 assigned crew/personnel, 1000 combat soldiers and can accommodate and additional 300 soldiers.

### M.D.C. by Location:

Forward Laser Mounts (8) — 50 each

Main Laser Cannon (1) — 700

Laser Turrets (4) — 150 each

Missile Turrets (10) — 100 each

Airlocks/Access Hatches (22) — 100 each

\*Hull per 40ft area (12.2m) — 60

\*Hull per 500ft area (152.5m) — 750

Interior Walls and Hatches per 40ft area — 40

\*Main Engines (2) — 5,000 each

\*Auxiliary Engine (1) — 3,000

\*Forward 1/3 of ship — 20,000

\*The usual M.D.C. conditions apply.

**Speed:** *Main Engine* is sublight to .16 the speed of light. *Auxiliary Engine* is a clumsy Mach 5.

**Gravity Control System:** Internal

**Fold System:** Hyperspace travel.

### Weapon Systems

Main Laser Cannon (1) Retractable Laser Turrets (4)

Forward Light Lasers (8) Heavy Particle Beam — None

Retractable Missile Turrets (10)

### Additional Combat Systems:

Tactical Battle Pods — 620

Light Artillery Pods — 51

Heavy Artillery Pods — 25

Scout Recon Pods — 20

Officer's Pods — 8

Fighter Pods — 48

Male Power Armor — 48

### Other Vehicles:

Recovery Pods — 2

Reentry Pods — 2

Shuttle-crafts — 2

Hover Platforms — 30

### Outer Hull

#### Top Outer Hull

Retractable Laser Turrets — None

Retractable Missile Turrets — 4

Airlocks/Access Hatches — 4

#### Sides Outer Hull

Forward Light Lasers — 2 each side

Retractable Laser Turrets — None

Retractable Missile Turrets — 2 each side

Airlocks/Access Hatches — 8 each side

#### Bottom

Retractable Laser Turrets — 4

Retractable Missile Turrets — 2

Airlocks/Access hatches — 2

#### Front

Forward Light Lasers — 2

Retractable Laser Turrets — 2

Main Laser Cannon — 1

## NOTES ABOUT THE ZENTRAEDI SHIP.

The corridors are wide, able to hold three mecha walking side by side, and are usually 300ft (92m) high. All are well lit, unless noted. **Most doors** are unlocked, and are approximately 100ft tall and 40ft wide (30.5 x 12m). They slide into the walls and have no visible hinges or mechanisms. A sensor in the doorway detects motion towards it, and opens the door automatically. **Locked doors** can only be unlocked with the special key-card. The average interior door has a MDC of 20. The floors and ceilings can take 40 MDC per 40ft (12m) square area, while the walls can take 30 MDC per the same area.

Using explosives/missiles to blow a door may damage the interior room. Regardless of whether a blast causes enough mega-damage to actually force the door open, a blast will cause the following damage:

- 1-25 Interior undamaged.
- 26-50 Interior slightly damaged, 75% still operational.
- 51-75 Room very damaged. Any computer smashed. Other systems only 25% operational.
- 76-00 Totally demolished.

Lasers can be used to cut holes into doors. The time of cutting is related to the size of the hole needed.

Human-sized hole in door — 30 seconds

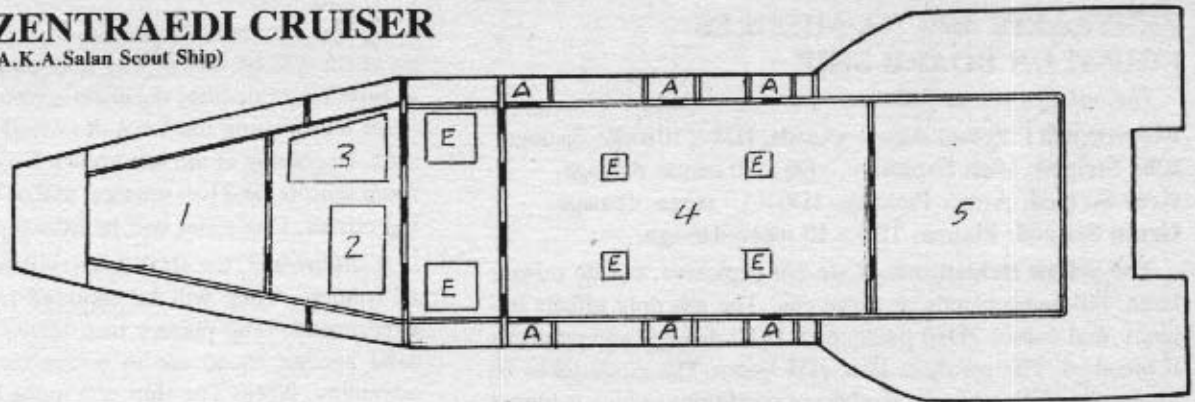
Mecha-sized hole in door — 10 minutes

# ZENTRAEDI CRUISER

(A.K.A. Salan Scout Ship)

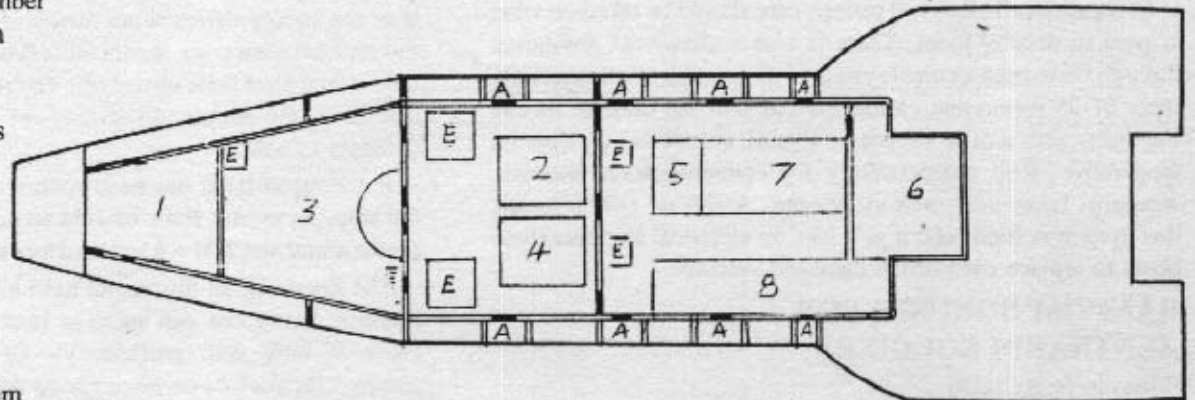
## LEVEL ONE

1. Weapons System
2. Weapons Locker
3. Closet
4. Storage Bay
5. Engine Room



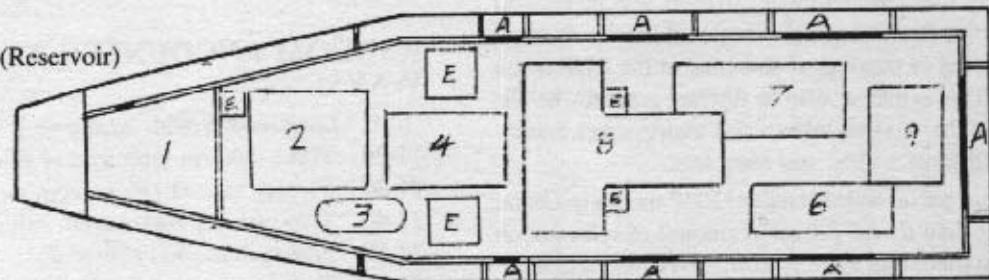
## LEVEL TWO

1. Main Laser Control Room
2. Communication Room
3. Bridge
4. Protoculture Chamber
5. Conference Room
6. Engine Room
7. Fold Engine
8. Officer's Quarters



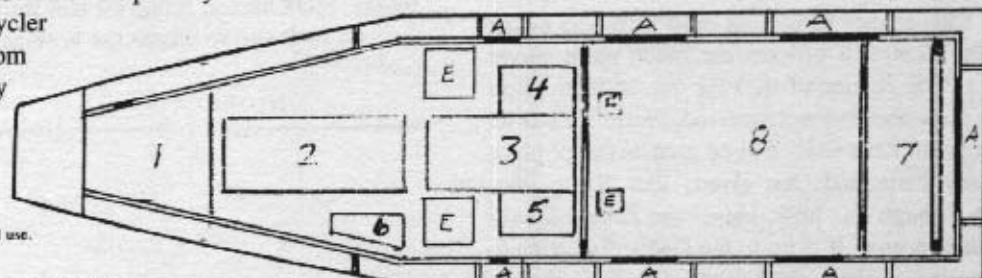
## LEVEL THREE

1. Weapons System
2. Crew's Quarters
3. Weapons Locker
4. Storage
5. Officer's Quarters
6. Laboratory
7. Life Support
8. Water Storage (Reservoir)
9. Engine Room



## LEVEL FOUR

1. Weapons System
2. Crew's Quarters
3. Combat Training Center
4. Storage Room
5. Nutrient and Water Dispensary
6. Waste Recycler
7. Engine Room
8. Hanger Bay



A MEANS AIR LOCK  
E MEANS ELEVATOR

ACCESS HATCH  
AIR LOCK

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## ZENTRAEDI MECHA MISSILES FOUND ON BOARD SHIP

*The missiles are as follows:*

**Red Striped:** Fragmentation warheads, 1D4 × 10 mega-damage.

**Blue Striped:** High Explosive, 1D6 × 10 mega-damage.

**Grey Striped:** Armor Piercing, 1D6 × 10 mega-damage.

**Green Striped:** Plasma, 1D6 × 10 mega-damage.

The yellow striped rounds are not explosive, but do release large, billowing clouds of nerve gas. The gas only affects humans, and causes 2D10 points of S.D.C. damage and paralysis if breathed. The paralysis lasts 1D4 hours. The cloud takes 10 minutes to disperse under the best of conditions (which is longer than anyone human can hold their breath), and will affect anyone not in mecha or wearing closed body armor with an oxygen supply.

## ELECTRICAL PANELS

In regard to all electrical panels, care should be taken on what is used to destroy them. There is also a chance of grounding through the entire electrical system of the attacker. Roll percentile dice: 01-15 means the current passed into the delicate mecha internals, with a 50% chance of EACH system being rendered inoperative. Roll independently for communication, sensors, weapons, computers, and movement. A roll of 1-50% means that system is fried, and it will take an electrical engineer three hours to replace each of the damaged systems.

## RANDOM BONUSES FOR ZENTRAEDI SOLDIERS

Bonus to Strike: 1D6

Bonus to Parry and Dodge: 1D6

MDC: 4D6 + 10 (body armor adds 25 MDC)

## SPECIAL NOTES FOR INSIDE THE SHIP

The aliens in this ship have had extensive (as will be shown) contact with human culture. As such, they will not be shocked or confused by kissing or singing. If someone in the RDF recon squad does try to kiss someone else to distract a guard, he/she should be reminded that kissing takes a full melee attack round. Thus, the alien will have a clear and easy shot.

Using sensors that are on board standard RDF mecha to obtain data inside the ship will reveal the same amount of information every time they are tried; that there is heat, movement and noise in the area. It is very difficult for radar or motion detectors that normally are used for miles-long distances to be focused close enough to give decent readings. Walls are thick enough to confuse most heat sensors. The only way to get dependable readings is to do everything by *line-of-sight*.

Any full-sized (unmicronized) Zentraedi in the recon squad may try to disguise himself as a member of the scout ship's crew. This has an 85% chance of fooling most members of the crew. However, the Zentraedi officers are much more clever and there is only a 30% chance of tricking one of them. Roll for each officer or crew member encountered. **Note:** This is an all male crew, so female Zentraedis will be seen as out of place immediately! If silly commands are given, like "Drop your weapons and jump through this hole, men!" the Zentraedi will know that this is an impostor. It is up to the GM's discretion to how outlandish an order may be, or how convincing the impostor is.

If, after any random encounter, a Zentraedi soldier escapes, an alarm will be raised (this also happens if loud noises, such as missiles exploding, occur on a busy deck). Unless the communications room has been destroyed, a ship-wide search will start. Beginning at the last known location of the intruders, the room sensors (and hall sensors) will be turned on in ever increasing circles. One room will be investigated each round.

If discovered, the RDF team will be surrounded by a group of soldiers. They will be captured (not killed), and held for experiments. The players may then roll up new characters to send another squad out to rescue the first, or run an escape adventure. **Note:** The ship will move to hide in the debris ring to avoid any RDF force that will come to investigate the team's disappearance.

Remember also, that radio signals will not be received by anyone outside the Zentraedi ship. The shuttle craft will respond to signals sent from a character in space, or to any signals sent after the energy dampers are turned off. IF the shuttle is called towards the alien craft, automatic weapons will blast it to pieces, unless they have been turned off. The recon party is free to come and go to the shuttle, since they are too small for automatic defenses to detect.

If the recon team has been spotted in their mecha on board the ship, an assault force of 2D4 tactical battle pods, one male power armor and 2D4 + 4 armored foot soldiers will chase them.

The Zentraedi on this vessel have had extensive contact with humans. Every one can speak at least a smattering of English (40% to 80% skill proficiency). Of course, when chatting amongst themselves or when giving orders, they use Zentraedi. All signs and labels are in the written form of the language.

There is a penalty of -2 to strike, parry and dodge if a Veritech is carrying an extra passenger. If someone is sitting on the pilot's lap it is extremely difficult to steer. So, if a character normally has a bonus of +3 to dodge or hit, he is now +1.

## RANDOM ENCOUNTER TABLE (FOR HALLWAYS)

1-10	Lone soldier with laser pistol.
11-20	Three soldiers with assault rifles.
21-30	Twenty mutant rats (except on level three).
31-40	Two officers with assault rifles.
41-50	Five technicians, unarmed.
51-60	Two armored soldiers with assault rifles.
61-70	Lone technician on hover platform with energy pistol.
71-80	1D4 tactical battle pods.
81-90	Four soldiers with assault rifles.
91-98	Nothing in sight, but the sounds of footsteps are approaching from around the corner or the next room; 1D4 foot soldiers, unarmored, but with assault rifles.
99-00	1D4 human refugees; can lead the recon team to water tank and to where the hostages are being held captive.



## THE RECOVERY POD

The Recovery Pod is a large one, or two man Mecha designed for exploration and retrieval. This is the vehicle that retrieved the disabled Cat's Eye Recon in the T.V. series. Although it is not designed for combat and has no weapons, it can be formidable in hand to hand. Its two main arms are nearly as powerful as the human's Gladiator, and even if they are pinned or destroyed it still has two small, retractable, utility arms to strike with. The two large arms have *retractable electromagnetic hands* which can grasp metal objects in an almost unescapable grip. (G.M. Note: Only the Veritech Fighter with thrusters at full power in Guardian mode, the Gladiator Destroid and Female Power Armor, are strong enough to break its grasp, and even they must exert themselves for one full melee to break free).

The Recovery Pod is an all-terrain vehicle with stilt-like legs which enables it to walk on the most rugged surfaces. Flight capabilities include atmospheric and space travel.

It's number is limited to about one for every 400 Battle Pods. It is often used in conjunction with the Theatre Scout.

### Recovery Pod

**Vehicle Type:** Exploration and retrieval.

**Crew:** One pilot; one copilot or companion is optional.

### M.D.C. by Location:

Retractable Hands (2) — 30 each

Main Arms (2) — 75 each

\* Retractable Utility Arms (2) — 30 each

Sensor Eye (1) — 75

Legs (2) — 75 each

Engines (3) — 60 each

\*Main Body — 300

\*Depleting the M.D.C. of the main body means the pod is completely destroyed and useless. The pilot is likely to be killed.

**Speed:** Walking/running is 120mph (173kmph); flying is 1005mph or Mach 1.5 (1616kmph).

**Length of Body:** 90ft (27.4m)

**Height of Body:** 65ft (19.8m)

**Height with Legs Fully Extended:** 100ft (30.5m) from the ground to its belly.

**Width:** 60ft (18.3m)

**Length of Arm's Reach:** 60ft (18.3m)

**Length of Utility Arm's Reach:** 50ft (15.2m)

**Weight:** 126 tons

**Main Engine:** Reactor type

### Weapon Systems:

None per se; can fight only by hand to hand combat.

### SENSORY EQUIPMENT

**Radar:** Range — 100 miles (160.90km); can identify and track as many as 30 targets.

**Sonar:** Identical to radar.

**Radio and Laser Communications** are of the standard variety, with an average range of 800 miles (1287.2km).

**Radiation:** Detects, measures and identifies radiation. Range: 600ft (183m).

**Heat:** Picks up and measures heat emanations. Range: 600ft (183m).

**Optics Include:** Thermo-Imager

Night-sight

Infrared

Ultraviolet

Telescopic

Range for all is 1000ft (305m)



## HOVER PLATFORM

The Zentraedi have a small hover platform which they use for short-range transportation from one ship to another, as well as quick transport within their massive space cruisers. The platform is an open air structure with no armor or weapons; it's occupants are completely exposed. All Zentraedi know how to operate this simple vehicle.

**Vehicle Type:** Transportation.

**Crew:** Can accommodate 1-5 full size Zentraedi comfortably.

### M.D.C.

\*Main Body — 20

\*Depletion of the M.D.C. of the main body will completely destroy the vehicle.

**Speed:** 50mph (80.45kmph) maximum.

**Weight:** 18 tons

**Weapon Systems:** None

**Bonuses:** None

## OPTIONAL ZENTRAEDI WEAPONS

### Zentraedi Energy Rifle

A Zentraedi sized LASER rifle used by foot soldiers and power armor troops.

**Mega-Damage:** 4D6 per blast.

**Range:** 3000ft (1000m)

**Rate of Fire:** Equal to the character's per melee.

**Payload:** 20 shot energy clip. E-clips are replaceable.

### Zentraedi Blast Rifle

The Zentraedi Blast Rifle is intended for use against Invid Scouts and Shock Troopers. The weapon fires a single blast of coherent energy with each pull of the trigger, but is limited to 10 shots. The weapon however is very unstable and can explode if mishandled or hit by fire.

**Mega-Damage:** 1D6 x 10.

**Range:** 1640ft (500m)

**Rate of Fire:** Equal to the character's attacks per melee.

**Payload:** 10 shots per energy clip.

**Note:** This weapon may explode if hit during combat 38% of the time, or if a natural 1 is rolled. The damage from such a blast is 1D6 x 10 per each shot left in the clip.



## ZENTRAEDI SHUTTLE-CRAFT

The Zentraedi use a small shuttle-craft or life-boat to transport officers and limited personnel from one battle cruiser to another.

**Vehicle Type:** Transport/Space

**Crew:** One (pilot)

**Transports:** Up to 16 Zentraedi

**M.D.C. by Location:**

Pilot Cockpit — 100

\*Main Body — 200

\*Depleting the M.D.C. of the main body destroys the shuttle. Destruction of the cockpit immobilizes it.

**Speed:** 670mph or Mach 1 (1078kmph)

**Length:** 200ft (60m)

**Weight:** 80 tons

**Weapon Systems:** None

## DATA FOR SPACE COMBAT

### SPEEDS

**Space Shuttle:** 350mph (563kmph) cruising speed.  
1450mph (Mach 2.2) normal speed.

**Super Veritech:** 2950mph (Mach 4.3) Jet mode w/o boosters.  
3150mph (Mach 4.8) Jet mode with boosters.  
670mph (Mach 1) Guardian mode.  
150mph (240kmph) Battloid mode.

**Destroids (All):** 670mph (1070kmph) with Space Pack.  
3mph (5kmph); drifting due to the firing missiles, or other weapons, for spurts of movement and change of direction.

### BONUSES

**Space Shuttle:** +3 to dodge.

**Super Veritech:** +1 to dodge plus pilot's bonuses.

**Destroids:** -2 to dodge.

### THE DEBRIS RING

There is a LOT of garbage in the area around Debris Point Two. While the shuttle vehicle will bring the characters close to the suspect scout ship, the *recon squad* still will have to traverse some of the hazardous distance themselves. Of course, as a game master, you don't want anyone damaged before the game actually starts. Tell the players about the panoramic splendor that their characters see, but don't get them into any collisions with shrapnel YET.

The debris field is hazardous and unpredictable. Pieces of old cruisers, destroyers, and Veritechs, ranging in size from small loose screws to 150ft wall slabs, and mangled, two mile long, Zentraedi assault vessels are in orbit. Moving intentionally into the Point will successfully hide any vessel from all sensors, but it takes a lot of guts, and skill, to gamble your ship like that.

Characters *should be reminded* that the debris field is not only an ideal place to shake hostile forces and await rescue, but also a place to regroup and counterattack. As trained space-jockeys, they should know that there is a slight chance of getting hit by a fast piece of debris. In fact, there is a 25% chance of getting hit by something every few minutes. The chance of being hit

increases to 50% if traveling faster than Mach One. While most hits do no damage or result in minimal damage, there is still a chance of being totally disabled. (See *Random Debris Damage Table*).

The floating debris will also block some shots being fired. This can be good or bad, depending on who is firing at the time. All missile shots are -3 to hit while inside the Point, and machine guns, auto cannons and energy blasts (lasers, GU-11s) are -4 to hit (because of being deflected out of the way.)

The shuttle will be behind the Debris Point throughout the adventure, waiting for a call. All the squad has to do is get a signal out of the Zentraedi ship on the RDF frequency, and it will send a distress call for reinforcements and swing around to a rendezvous position.

### INSIDE DEBRIS POINT

**Firing Energy Weapons:** -4 to hit; deflected off floating debris.

**Firing Weapons Close Range:** No penalty if target is within 50ft (15.2m).

**Firing Missiles:** -4 to hit; detonated by floating debris.

**Being Hit by Debris:** 01-25 Struck (see next table)  
26-00 Not hit by anything.

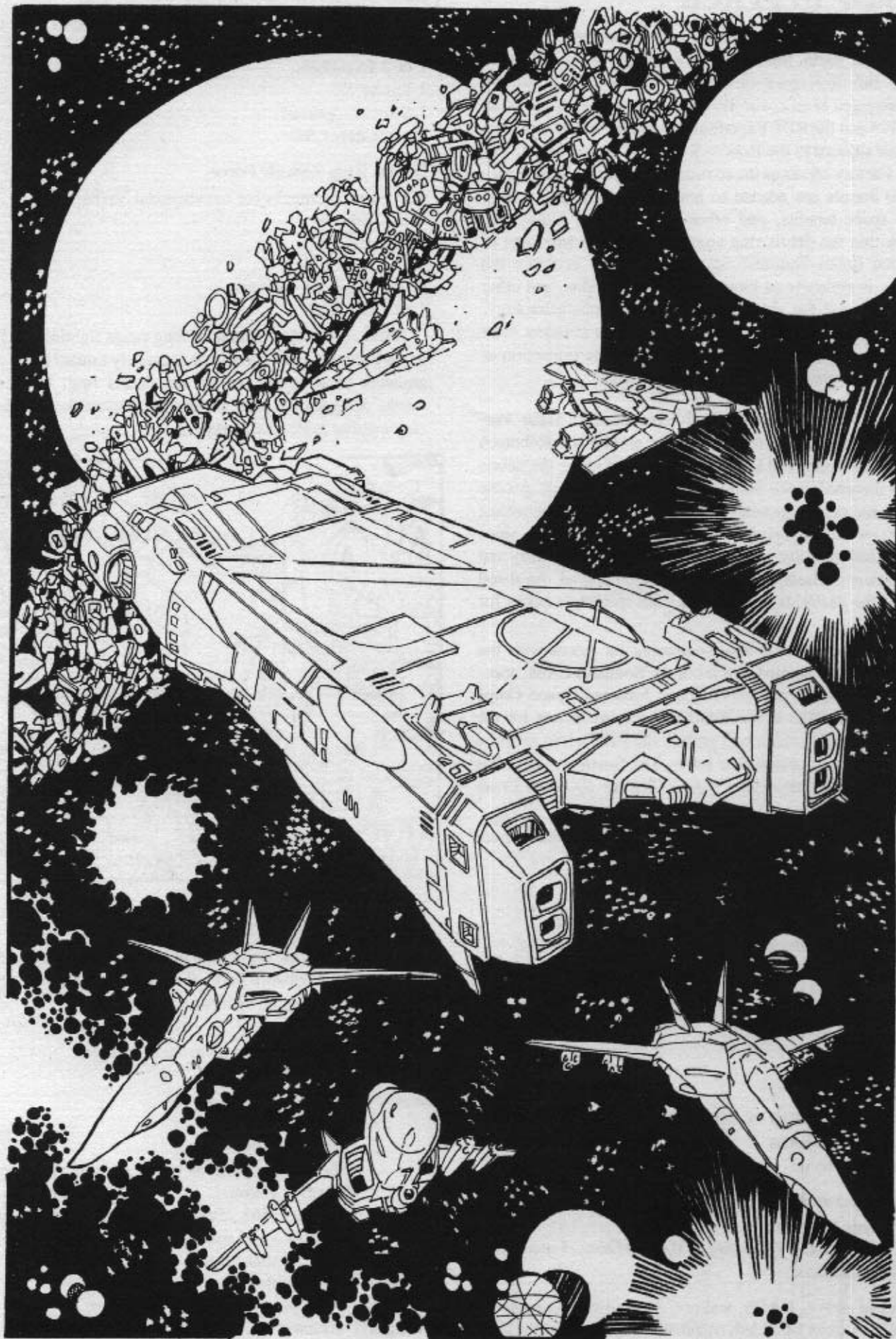
#### Random Damage Table From Debris

- 1-10 Small bolt, slow speed — no mega-damage.  
11-20 Mecha foot, medium speed — 1D6 mega-damage.  
21-35 Piece of pod, medium speed — 1D8 mega-damage.  
36-55 Unidentifiable sharp thing, hits hard and fast — 3D6 mega-damage.  
56-75 Spinning missile shrapnel — 1D4 mega-damage.  
76-85 Half of a Zentraedi soldier (dead) — no mega-damage.  
86-95 Slow Veritech head (VF-1J) — 1D4 mega-damage.  
96-00 Large fast hull section — 6D6 mega-damage.
- Radar:** Useless, cluttered by tons of debris. Only high speed objects traveling faster than Mach one can be distinguished from the rest. But even fast moving targets are hard to follow in the debris field.
- Motion Detector:** Useless, too much movement.
- Collision Warning System:** Useless, too much movement.
- Optics/Visibility:** Obscured.

### SPECIAL EXPERIENCE POINT TABLE (Optional)

Clever, but futile idea (We'll make a trap . . .)	25
Really stupid idea (Let's bomb the armory . . .)	-50
Clever and USEFUL idea (They fell for it!)	100
Critical plan (You two go there, while we . . .)	200
Rescuing a hostage (I'm saved!)	200 each
Becoming a hostage (Don't shoot me.)	-100
Accidentally killing a hostage (Oops . . .)	-100 each
Alerting the RDF (Come in, HQ . . .)	50
Playing in character (Hey, Scumtraedi . . .)	50
Self sacrifice, fatal or not (Look out, Joe!)	500
Disobeying orders (I'm not going in there.)	-100

AND a demotion in rank after returning to base  
Combat bonus (Take this . . .) 50 each occurrence  
Avoiding violence (Walk this way . . .) 100 each occurrence  
Surviving (I'm alive!!!) 100





## THE RDF IN SPACE

The Robotech Defense Force has a strong presence in space. As defenders of Earth, there are three primary reasons that there must be a full-time space division. 1) The Robotech Factory must be protected at all costs. This is the site of the construction of the SDF-3 and the RDF Expeditionary Force, which is preparing for their sojourn to the Robotech Masters' home world. The Robotech Factory serves as the command post for the RDF Space Patrols. 2) Patrols are needed to hunt down Zentraedi rebels, high-tech space bandits, and other hostile forces hiding and working within the debris ring around Earth. The wreckage of four million (plus) Zentraedi spacecraft, which compose the debris ring, is attractive to looters, high-tech bandits, and other nations who covet the secrets and power of Robotechnology. 3) A first line defense force against future alien invaders must be preserved. Along this same line of thought the protection of the Moon and Mars bases is equally important.

**The RDF Space Patrol** is mostly composed of *Super Veritechs*. The supers make routine patrols around the Robotech Factory, Moon Base, and known trouble spots along the debris ring. Full reconnaissance patrols are made daily along specific debris ring sectors by designated space patrols. Reconnaissance and assaults within the debris ring often includes destroids, since high speed and mobility are not required and the versatility and armored power of these dreadnoughts is often crucial. As stated elsewhere, the destroids are outfitted with special jet packs for flight in space.

Of course, the RDF is also combining its forces with the cadets of the newly formed Armies of the Southern Cross, specifically the Cosmic Unit and Tactical Armored Space Corps (T.A.S.C.). The RDF is functioning as the instructors for the two new space units which will replace the RDF's role as space defense within a projected five years. The Southern Cross has its own brand of experimental mecha. *See the Southern Cross section that follows.*

The following data does not take into account combined forces of RDF and Southern Cross patrols.

### **The allotment of RDF Mecha for space patrols.**

- 60% Super Veritechs: VF-1A, J and S body styles.
- 8% Standard Veritechs: VF-1A, J and S body styles.
- 4% Armored Veritechs: VF-1A, J and S body styles.
- 10% Excaliber
- 16% Gladiator
- No M.A.C. II
- 2% Raidar X
- 2% Spartan

### **Standard Recon Sweep or Escort**

- 2D4 + 2 Super Veritechs
- One Cat's-Eye Recon

### **Interceptor Scramble**

- 3D4 + 2 Super Veritechs
- 3D4 + 2 Conventional Veritechs, or 3D4 + 2 Lancer I space fighters can be substituted.

The Logan and/or AJACS, and/or C.U. Battloid mecha of the Southern Cross, can be added, or substituted, to any of the RDF patrols, where applicable.

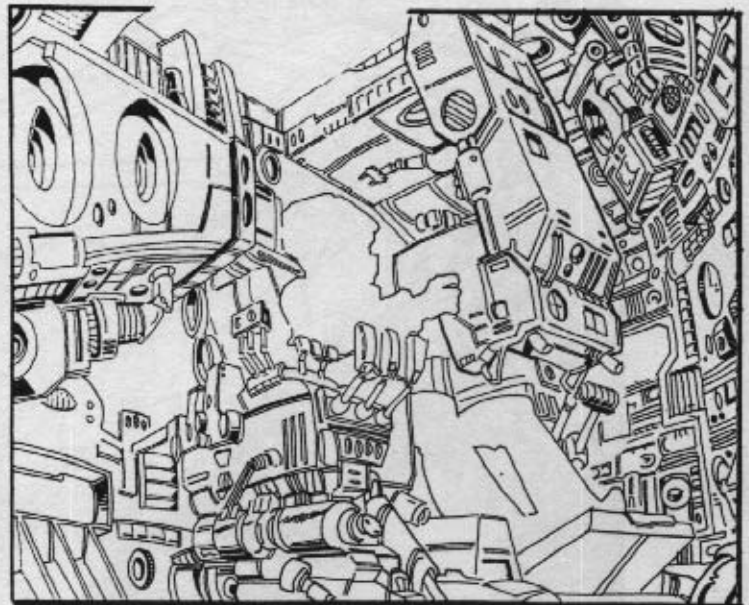
### **Standard Recon Team for the Debris Ring**

- 1D4 Super Veritechs (or conventional Veritechs)
- 1 or 2 Gladiators
- 1 or 2 Excalibers
- 1 Raidar X
- 1 Spartan, optional
- 1D4 Searcher SFV

### **Debris Ring Assault Force**

- 1D6 Super Veritechs (or conventional Veritechs)
- 1D6 Gladiators
- 1D4 Excalibers
- 1 or 2 Raidar X
- 1 or 2 Armored Veritechs
- 1 or 2 Spartans

**Note:** The effectiveness of long-range fighting mecha, such as the Raidar X and Spartan, are extremely limited by the massive amounts of wreckage within the debris ring. Consequently, mecha designed for close combat are preferable. *See the debris ring combat table and modifiers*



## SPACE SHUTTLE

The space shuttle was commonly used for transporting cargo and passengers between Earth, the moon base, the orbiting SDF-1 and A.R.M.D. Space Platforms.

**Vehicle Type:** Space

**Crew:** 4, but can carry up to 40 passengers.

**M.D.C. by Location:**

Wings — 50

Pilot's Cockpit — 75

\*Main Body — 150

\*The same conditions apply as those noted under the Cat's-Eye Recon.

**Speed:** 350mph (563.15kmph) cruising speed, 1450mph (Mach 2.2) normal speed and Mach 5 with booster jets to achieve orbit or for special maneuvers.

**Range:** 20,000 miles

**Length:** 152ft (46.3m)

**Weight:** 90 tons

**Bonuses:** +3 to dodge

# THE MECHA OF THE SOUTHERN CROSS

The Armies of the Southern Cross are only a few years old and are still being groomed to replace the RDF as Earth's defense force. Although the Cosmic Unit and the Tactical Armored Space Corps (TASC) *do* exist, they are still pretty green, having had minimal combat experience. The closest the two Southern Cross space units have come to war experience is minor clashes with high-tech pirates and an occasional Zentraedi space rogue. This is not to say that they are incompetent. The TASC and Cosmic Unit are good dedicated soldiers, they simply lack the experience of the many RDF veterans. It is the job of the RDF space patrol, composed mostly of Super Veritechs, and some Destroids specially fitted for movement in space, to teach the two Armies of the Southern Cross all of their tricks and knowledge. Morale is high between the RDF space patrol and their two new, replacement forces. There is no foolish rivalry or resentment among these dedicated warriors.



## THE COSMIC UNIT

The Cosmic Unit is mostly a defensive branch of the military whose primary operations concern the protection and escorting of space traffic around the Earth and the Moon. They are also charged with the protection of Moon base. The Cosmic Unit's Command Headquarters is located on the moon.

To assist the Cosmic Unit in their hazardous labors, a "new," *non-transformable*, C.U. Battloid has been developed specially for them. The C.U. Battloid is a solid piece of machinery, apparently free of flaws. It works great. However, the experimental, transformable **Logan** (a smaller Veritech Fighter) and the **AJACS** Veritech Attack Copter are plagued with a variety of potentially dangerous flaws which have not been corrected yet. (Note: Remember, this adventure takes place *before* the second Robotech War fought by the Armies of the Southern Cross. Within the next few years, before the coming of the Robotech Masters, the Logan and AJACS will be perfected. As will the Veritech Hover Tank, which is not available for use in space at this time. See the **ROBOTECH™ RPG Book Four: Southern Cross** for complete details about the new armies' weapons, and mecha of the Southern Cross, and the Second Robotech War.

The Cosmic Unit has access to the C.U. Battloid, Lancer I Space Fighter (see RPG, pg 68), Searcher SFV (see RPG, pg 70), Cat's-Eye Recon (see RPG, pg 70), and Space Shuttles (see RPG, pg 69). The newly developed hover cycle is used on Moon base.

The Cosmic Unit uniform and space armor design is in use, but the technique for creating high MDC body armor has NOT been perfected. Thus, the body armor offers only A.R.: 14, S.D.C. 200 (or MDC 2). Likewise, the jet packs have an A.R.: 14, S.D.C.: 100 (or MDC 1).

The Cosmic Unit of the Southern Cross has a battloid designed specifically to assist them in space. A six thruster jet pack is attached to provide maximum movement and mobility. Directional thruster jets in the feet, forearms, front shoulders, and buttock area, gives the massive machine an agility in space one does not expect from something that appears so cumbersome. The propulsion system enables the mecha to function underwater as well.

A unique feature is the towline system built into its chest. The large, circular appendage fires a towline that can be used to haul in wreckage, other battloids or samples. The towline can be fitted with a powerful electromagnetic head, or spike, or grappling hook-type head. The maximum weight which can hauled by one C.U. Battloid is 30 tons.

## COSMIC UNIT SPACE BATTLOID

**Vehicle Type:** Non-Transformable Combat Battloid.

**Crew:** One, and can accommodate one additional passenger.

### M.D.C. by Location:

- Head — 50
- Head Spotlight — 10
- Hands — 30 each
- Upper Arms — 100 each
- Forearms/Shields (2) — 300 each
- Legs — 150 each
- Shoulder Thrusters (2) — 25 each
- Jet Pack — 100
- Jet Pack Thrusters (6) — 20 each
- Chest Towline Housing — 70
- Reinforced Pilot's Compartment — 100
- \*Main Body — 150
- EU-11 or E-20 — 100
- Electromagnetic Pads (feet) (2) — 15 each
- \*If the M.D.C. of the Main Body is depleted, the mecha shuts completely down.

**Speed:** Running — 35mph (56kmph); travel underwater without jet pack — 8mph (12.8kmph), with jet pack — 50mph (80kmph). *In outer space* without jet pack — 10mph (16kmph), with jet pack — 200mph (321kmph). Special maneuvers: Thruster enhanced leap in atmosphere — 30ft (9.1m) high and long; in space can jet to speeds of 200mph. *Bonuses in space* for mobility: +1 to parry, dodge and roll.

**Height:** 20ft (6.1m)

**Width:** 10ft (3m)

**Length:** 8ft 5in (2.5m)

**Weight:** 13 tons without jet pack, 15.6 tons with jet pack.

**Main Engine:** MT 844 Fusion Reactor



## Weapon Systems

There are no weapons built into this mecha. Thus, hand held weapons are the only combat mechanisms available.

1. **An E-20 (pistol)** is usually standard issue because it is a one-handed gun pod, leaving the other hand free for other functions. This is the identical weapon carried by the Logan Veritech Fighter.
2. **Optional use of the EU-11 Gun Pod (rifle).** This is not standard issue, but can be used if needed and available.
3. **Optional use of the Towline as a weapon** is possible, but it does limited damage and can only be fired once every other melee.

**Primary Purpose:** Rescue/Recovery

**Secondary Purpose:** Defense

**Range:** 500ft (152.5m)

**Mega-Damage:** Spike or grappling hook head — 2D4 M.D., or electromagnetic head — 1D4 M.D.

**Rate of Fire:** Once every two melees or less.

**Payload:** 3 magnetic heads, 4 spikes, 4 spiked, grappling hook heads.

4. **Optional Hand to Hand Combat:** Rather than use any weapons, the battloid can engage in hand to hand combat. Restrained punch does 1D4 M.D., full punch — 2D4 M.D. body block — 2D4 M.D., kick — 1D6 M.D., leap kick — 2D6 M.D. and stomp — 1D4 M.D.

## SPECIAL EQUIPMENT

1. **Towline:** Maximum weight capacity: 30 tons.
2. **Electromagnetic Foot Pads** used to adhere and/or walk on metal surfaces.
3. **Can Carry/Lift** 10 tons and twice as much in zero gravity.

## WEAPON COMBAT SUMMARY

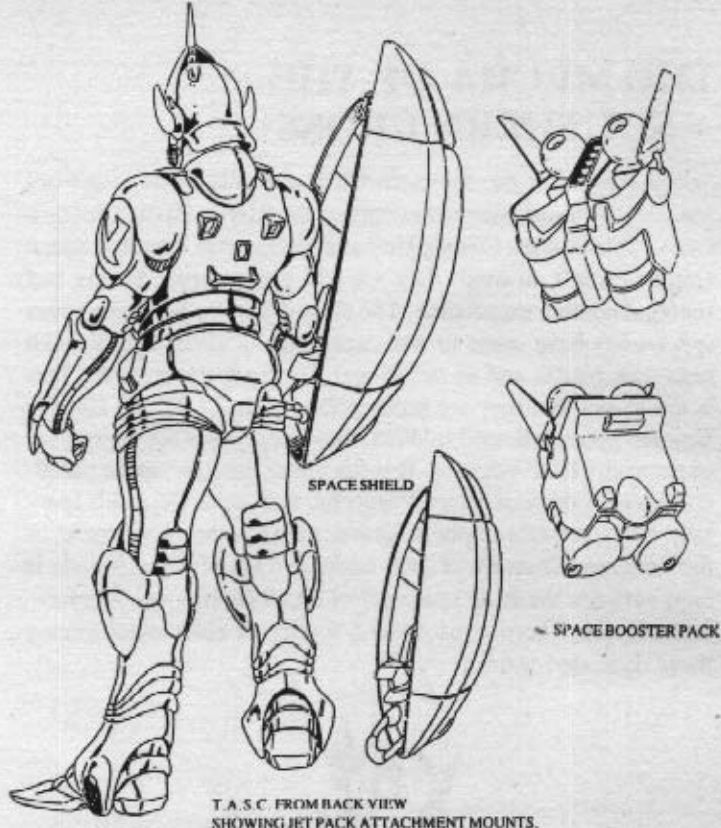
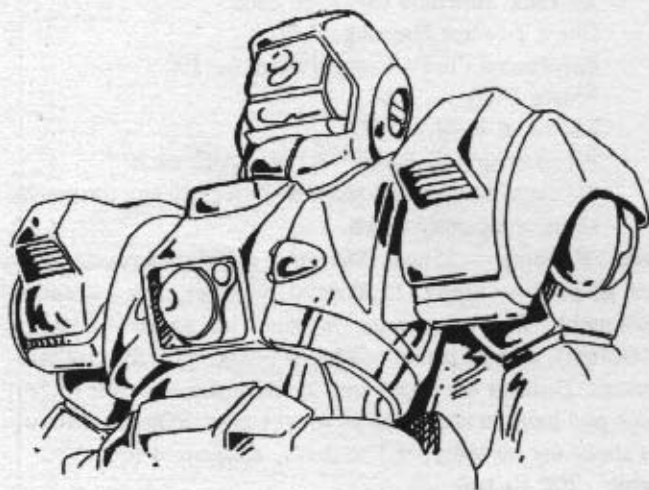
**Attacks Per Melee:** Equal to the combined number of hand to hand attacks of the pilot. Usually 4 attacks per melee at first level.

**E-20 Gun Pod:** 1D4 × 10; Range: 4000ft (1200m).

**Alternate Modes of Attack:**

**Use of the EU-11 Gun Pod:** hand held; see Logan.

**Hand to Hand Combat:** Punch, kick, body block.



## THE TACTICAL ARMORED SPACE CORPS

The TASC is the offensive force in space. It is they who will replace the current RDF space patrol. Two new types of transformable mecha are available to the TASC, the Logan and the AJACS. It is the AJACS attack copter that will become the space corps' main mecha.

Like the Cosmic Unit's, the TASC space armor has been designed, complete with space shield, but the process for creating lightweight mega damage capacity body armor has **NOT** yet been developed. Consequently, the space armor has an A.R. 14, S.D.C. 200 (2 MDC), the detachable jet pack has an A.R. 14, S.D.C. 100 (1 MDC) and the space shield has an A.R. 14, S.D.C. 400 (4 MDC).

The TASC has access to the Logan, AJACS Attack Copter, Lancer I Space Fighter, Searcher SFV and Space Shuttles.

The Tactical Armored Space Corps' main base of operation is situated at the A.R.M.D. Armor Space Platform (see RPG, pgs 66, 67, 68), with additional bases on Earth, Moon Base and Mars Base.

## THE LOGAN — 2nd GENERATION VERITECH AIR COMBAT SYSTEM

The "Logan" (Veritech Fighter), like the original VF-Jet series (Macross), is a *transformable* aircraft. However, there are several distinct differences between the Logan and its predecessor. The Logan is a much smaller, lighter vehicle being less than half the size of the original VF series. The reduced size is to provide greater speed and mobility, although these aspects are actually marginal improvements. The size reduction reflects improvements in the manufacture of Robotech circuitry.

The Logan's weapon systems are quite different from the earlier Veritechs. In jet mode the forward high-powered lasers are

supplemented by a rapid-fire cannon built into the nose. The head lasers are completely gone, and the famous GU-11 gun pod is replaced with the more efficient E-20 energy pod, which resembles a giant pistol. The use of missiles is much more limited. Four short range missiles or two medium range missiles can be mounted on the wings. However, this is an *optional* mode of attack used *only* when extremely heavy combat is anticipated. The reason for this is simple: The Logan can not change to guardian mode until all missiles have been fired. This severely impairs the versatility of the otherwise transformable mecha unit.

In addition to the size and configuration of the Logan, the single greatest difference from its predecessors is that it has only **TWO** modes: *Jet and Guardian*. Battloid mode is not a configuration available to the Logan design. However, this does not impair the smaller Veritech's combat abilities. *First*, the Logan is an assault and defense unit designed specifically for fast, aerial and battlefield combat, and not civil defense or urban combat. *Second*, its small size provides it the versatility to engage in close quarter or urban, ground combat if necessary. The guardian mode is quite satisfactory for ground combat. *Third*, the heavily armored Veritech Hover Tanks serve as the new ground infantry and civil defense units.

A new twist to mecha, as well as battle armor garbed soldiers, is the use of tough, reinforced shields. The complex, metal alloy and laser resistant ceramic coating enables the mecha/soldier to actually parry or block projectiles and energy blasts. The newly developed laser resistant ceramics have also been applied to the mecha itself, making the entire Veritech less vulnerable to laser bombardment. Laser blasts do half damage. Projectile and other energy blasts still do full damage.

It is important to point out that, unlike the original Veritech jet fighters, the Logan is primarily Earthbound and can NOT breach the atmosphere to enter space under its own power. Furthermore, the vehicle does not function particularly well in the vacuum of space. Consequently, the Logan Veritech is rarely used in space. It is the *AJACS Attack Copter* that is specifically designed for space combat.

## LOGAN

**Vehicle Type:** Veritech Fighter (transformable)

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

**M.D.C. by Location:**

Forward Lasers (shoulders) — 20 each

Nose Tri-Cannon — 40

Upper Arms — 50 each

Forearms/Shields (wings) — 300 each

Hands — 30 each

Legs — 100 each

Main Engine Thrusters (2) — 100 each

Wings (2) — 300 each

Tail Fins (2) — 20 each

Retractable Utility Arm — 3

E-20 Gun Pod — 80

Reinforced Pilot's Compartment — 150

\*Main Body — 150

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

**Speed:** Hover (stationary) 3 to 300 feet (.9 to 91.5m) above

the ground, 3082mph (Mach 4.6) with a 60 mile service ceiling in **Jet Fighter Mode**. 1340mph/Mach 2 (2156kmph) and as slow as a complete hover in **Guardian mode**. *Running in Guardian mode* is a maximum of 40mph (64kmph). **Note:** Not as suitable for space flight or operations. Speed in jet mode is a little slower; Mach 4 maximum in space. **Height:**

7ft 5in (2.29m) in jet mode; 12ft (3.6m) in Guardian mode.

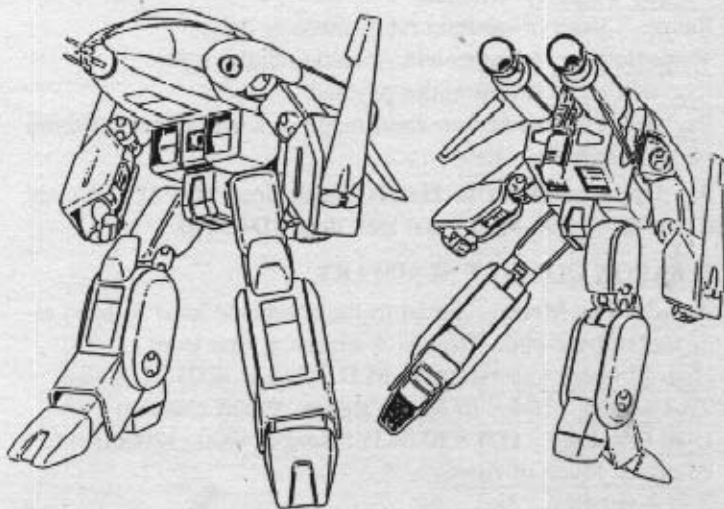
**Width:** 20ft 6in (6.29m) from wing tip to wing tip.

**Length:** 20ft 6in (6.29m)

**Weight:** 6 tons

**Main Engine:** FH-3001 Fusion Turbine

**Range:** Effectively unlimited. The reactor-style power source provides enough energy to operate for about four years of constant use. The average life span of the power system is 8 years before requiring replenishment of protoculture.



### Weapon Systems

**1. Forward High-Powered Lasers:** A pair of lasers are built into what might be viewed as the shoulders of the Veritech Fighter for dog fights and assault. They can be fired in both jet and guardian modes. Angle of fire is fixed to fire forward only.

**Primary Purpose:** Assault

**Secondary Purpose:** Anti-Missile

**Range:** 4000ft (1200m)

**Mega-Damage:** 6D6 M.D. per twin blast. If one laser is destroyed, reduce damage by half.

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

**Payload:** Unlimited

**2. Rapid-Fire Tri-Cannon:** This is the main weapon of the Logan, inflicting massive damage. It is limited to a fixed forward mounting in the nose of the mecha, which restricts firing to straight ahead. To fire up, side to side, or other angles, the entire torso must be moved. However, the fluid, easy movement attained from the symbiotic link between pilot and machine makes this a simple maneuver.

**Primary Purpose:** Assault

**Secondary Purpose:** Anti-Vehicle

**Range:** 8000ft (2400m)

**Mega-Damage:** 1D6 x 10 per each blast.

**Rate of Fire:** The number of blasts is equal to the pilot's combined number of hand to hand attacks.

**Payload:** Unlimited



3. **E-20 Energy Gun Pod.** This Veritech handgun is a standard issue armament for all Logan Veritechs. It is a smaller, improved version of the GU-11 gun pod.

**Primary Purpose:** Assault/Defense

**Range:** 4000ft (1200m)

**Mega-Damage:** 1D4 × 10 per blast

**Rate of Fire:** The number of blasts is equal to the pilot's combined number of hand to hand attacks.

4. **Optional Missiles.** The Logan Veritech can carry and fire a limited number of short or medium range missiles. However, this is only done when a first strike, long-range assault is anticipated. Otherwise, the addition of missiles prohibits the transformable nature of the vehicle, and therefore its versatility and success as a combat mecha. The base commander must authorize all use of missiles.

**Primary Purpose:** Assault

**Range:** Short or medium range missiles only.

**Mega-Damage:** Varies with specific missile types.

**Rate of Fire:** 2, 3 or entire payload.

**Payload:** A total of four short range or a total of two medium range missiles.

5. **Optional Hand to Hand:** Punch does 1D4 M.D., body block — 1D6 M.D., and kick does 1D4 M.D.

#### WEAPON COMBAT SUMMARY

**Attacks Per Melee:** Equal to the combined hand to hand attacks of the pilot. Usually 4 attacks at first level.

**High-Powered Lasers:** 6D6 M.D.; Range: 4000ft (1200m)

**Tri-Cannon:** 1D6 × 10 M.D.; Range: 8000ft (2400m)

**E-20 Gun Pod:** 1D4 × 10 M.D.; Range: 400ft (1200m)

**Alternate Mode of Attack:**  
2 to 4 missiles.

Hand to Hand Combat.



## THE AJACS VERITECH ATTACK COPTER

The Veritech Attack Copter is a versatile mecha designed specifically for space combat, but is also capable of land, or air combat. The basic frame and structure is taken directly from the Veritech Hover Tank. The difference arises from the AJAC's modifications to enable the basic hovercraft to be space-worthy.

As a deep space combat machine the AJACS has no peers. It is twice as agile in space as on land or in an atmosphere. In its element (space) the AJACS can easily outmaneuver the standard space combat fighters, attaining a space speed of Mach 5 and displaying superior maneuverability made possible by the thruster/movement jets built into its feet, arms and helicopter blades. Add its weapon systems of lasers and missiles and some believe it is even superior to the old VF series Veritech Fighters.

Weapon systems include a high-powered laser built into the

helicopter's nose (head, when in battloid mode), a heavy-duty pulse laser in the arm, and a complement of missiles. The lasers are perfect in an atmosphereless environment, while the medium range missiles give it even greater range and destructive potential.

In an atmosphere the mecha's jet speed is reduced to Mach 2.5, and a comparatively sluggish 240mph (386kmph) traveling as a helicopter. Yet it is the helicopter aspect that provides the AJACS its true versatility. As a helicopter it has vertical take-off and landing (VTOL) capabilities, can stop and hover in mid-air at any altitude, fly low to the ground and even maneuver in an urban environment. Maximum altitude with jets engaged is a service ceiling of 60,000 feet.

Although the AJACS Attack Copter is a Veritech mecha, it has only two modes of transformation: Helicopter, with jet speed and flight capabilities, and Battloid, with space mobility. As previously stated, it is specifically designed as a space combat vehicle and functions equally well in both modes. Unlike its atmosphere-bound cousins, the AJACS does not have any special arm shield. Thus, it can not parry or block energy or projectile attack without blowing its arm to ribbons.

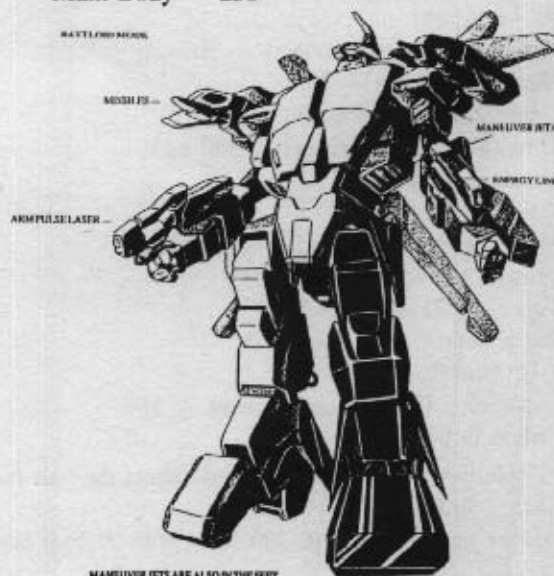
## AJACS VERITECH ATTACK COPTER

**Vehicle Type:** Veritech Attack Helicopter (transformable)

**Crew:** One; plus one passenger can also fit in the pilot's compartment.

#### M.D.C. by Location:

Head — 60  
Arms — 100 each  
Hands — 40 each  
Arm Turbo Thrusters (2) — 50 each  
Legs — 200 each  
Tail Section — 125  
Tail Fins (3) — 20 each  
Helicopter Blades (4) — 40 each  
Blades Rotor (1) — 70  
Wings (2) — 125 each  
Jet Thrusters (2) — 100 each  
Missile Pods (2) — 100 each  
Forward, Head Laser — 50  
Arm Pulse Laser — 100  
Reinforced Pilot's Compartment — 150  
\*Main Body — 250



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

**Note:** Destruction of the tail fins, helicopter blades, rotor, tail section, and wings, will not impair *flight in space*. However, destruction of the tail section will prevent the mecha from transforming into battloid mode. Loss of a wing also means the loss of the missile rack attached to that wing.

*Loss of one or both wings in the atmosphere* will prevent jet speed, but helicopter flight is unimpaired. Loss of the tail section will severely hamper flight, making jet speed impossible; helicopter speed is reduced by half, can NOT transform and is minus -4 to strike and dodge.

**Speed:** Hover as helicopter (stationary) with no height restriction, maximum *helicopter speed* is 240mph (386kmph), maximum *jet speed* is 1675mph/Mach 2.5 (2695kmph), but doubled in space to Mach 5. *Running in Battloid mode* is 35mph (56kmph). *Speed in space as a battloid* is a maximum of 50mph (80kmph). **Note:** Designed for space combat the AJACS attack chopper has directional thrusters in its feet, arms and helicopter blades.

**Height:** 9ft (2.7m) in helicopter mode, 26ft (7.9m) in battloid mode.

**Width:** 18ft 5in (5.8m) from wing tip to wing tip in both modes; 8ft (2.4m) from shoulder to shoulder.

**Length:** 25ft (7.6m) in helicopter mode, 7ft (2.1m) in battloid mode.

**Weight:** 13 tons

**Main Engine:** FD-1001 Fusion Turbine

**Range:** Effectively unlimited, with an average life of 8 years.

#### Weapon Systems

1. **Forward High-Powered Laser:** One high-powered laser is built into the nose of the Veritech attack chopper, and located in the head during battloid mode. In helicopter mode the laser is fixed, shooting straight ahead. As a battloid the head/laser can turn 45 degrees to the right, left, up and down. The laser can fire in both modes.

**Primary Purpose:** Assault

**Secondary Purpose:** Anti-Missile

**Range:** 4000ft (1200m)

**Mega-Damage:** 3D6 M.D.

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

**Payload:** Unlimited

2. **Arm Pulse Laser:** Mounted on the right arm is a large, heavy-duty, pulse laser that appears to be a hand held gun pod (but it is actually attached to the arm). If necessary, the laser can be detached and mounted on the left arm. This weapon is exclusive to the AJACS Copter.

**Primary Purpose:** Assault

**Secondary Purpose:** Anti-Vehicle

**Range:** 8000ft (2400m)

**Mega-Damage:** 1D4 x 10

**Rate of Fire:** Equal to the pilot's combined hand to hand attacks.

**Payload:** Unlimited.

3. **Missile Pods:** Mounted on each wing is a missile pod which contains a battery of medium range missiles. Both

missile launcher pods are armored to avoid detonation by enemy attacks.

**Primary Purpose:** Assault/Defense

**Missile Type:** Any medium range, guided missiles. Usually fragmentation, high explosive (heavy), plasma and/or armor piercing.

**Mega-Damage:** Varies with missile type.

**Rate of Fire:** In volleys of two or four. Remember, each volley, even if four missiles are fired, counts as one attack. The number of missile volleys which can be fired per melee is equal to the pilot's combined hand to hand attacks.

**Range:** Varies with missile type.

**Payload:** Each of the two missile pods contain 8 missiles, for a total of 16.

4. **Optional Use of the EU-11 Gun Pod.** This is the identical weapon used by the Veritech Tank. While it is not standard issue, the weapon can be easily used if available. See *Veritech Hover Tank* for exact statistics.

5. **Optional use of the E-20 Gun Pod.** This is not a standard issue weapon, but can be used if needed and if available.

6. **Optional Hand to Hand Combat.** Rather than fire any weapons, the Veritech can engage in hand to hand combat. Restrained punch does 1D4 M.D., full punch — 2D4 M.D., power punch — 3D4 M.D., kick 1D6 M.D., stomp — 1D4 M.D.

#### WEAPON COMBAT SUMMARY

**Attacks Per Melee:** Equal to the combined hand to hand attacks of the pilot. Usually 5 attacks at first level.

**High-Powered Laser:** 3D6 M.D.; Range: 4000ft (1200m)

**Arm Pulse Laser:** 1D4 x 10 M.D.; Range: 8000ft (2400m)

**Missile Launcher Pods:** Damage and range vary with missile type. Payload: 16.

**Alternate Modes of Attack:**

Use of EU-11 Gun Pod: Hand held; see *Veritech Tank*.

Use of E-20 gun Pod: Hand held; see *Logan*.

#### PENALTIES For The Logan and AJACS

At this point in history, around 2015 or 2016, the Armies of the Southern Cross are only about two years old and still in the development stages. The new mecha are unproven, experimental test units riddled with minor flaws and problems, thus the following penalties apply to the Logan and AJACS under the following conditions.

**Roll each time a built-in weapon system is used (like an auto-cannon).**

**Roll Percentile Dice**

- 1-20 No problem, works perfectly.
- 21-28 Laser targeting system goes out for 1D6 melees; -2 to strike.
- 29-37 Radar goes dead for 2D6 melees; -2 to strike and dodge.
- 38-44 Weapon jams, will not shoot for 1D4 melees.
- 45-52 Transformation system stalls, can not change form for 1D6 melees.
- 53-60 Radio communications blinks out for 1D4 minutes.
- 61-69 Collision warning alarm, complete with alarm and flashing red lights, snaps on every melee a weapon system is in use. It is very unnerving and distracting; -1 to strike, parry and dodge.



- 70-76** All internal lights blink off for 1D6 melees. The pilot must operate by control board lights and touch; -1 to strike, parry and dodge.
- 77-80** Weapon jams for one full melee (15 seconds).
- 81-00** No problem, works perfectly.

**Roll each time a transformation is executed.**

*Roll Percentile Dice*

- 1-13** Short circuit, control panel catches fire, pilot's compartment fills with smoke until the fire is put out. -4 to strike, parry and dodge until the fire is extinguished.  
**Note:** The mecha will not transform if this occurs four times.
- 14-40** No problem, perfect transformation.
- 41-48** Transformation smooth, but thruster engines stall for 1D4 melees.
- 49-60** No problem, perfect transformation.
- 61-70** Transformation smooth, but one arm is immobilized for 2D6 melees.
- 71-80** Transformation complete, but sluggish response. Loses one attack each melee for 1D6 melees.
- 81-90** No problem, transformation smooth as silk.
- 91-00** Power failure; everything is temporarily dead for one full melee.

**Other Factors:** Only the *GU-11 gun pod* is available as the standard hand-held weapon for all mecha, RDF and Southern Cross.

## SPACE PIRATES

High-tech bandits have moved into space and plunder the debris ring for valuable bits of technology, scrap metal and protoculture reserves. The RDF space patrol, along with the newly formed Cosmic Unit and Tactical Armored Space Corps (AJACS & Logans) of the Southern Cross, try to keep piracy down to a minimum. However, the **E.B.S.I.S.** (Eastern Bloc Soviet Independent State) has recently placed a petition before the fragile world government indicating that the debris ring does not belong to any one nation or government and is a resource that can be extracted by anyone. The petition further indicated that the E.B.S.I.S. had every intention to drawing on this out space resource and would respond to any act to prevent what they call "space excavation" as if it were an act of aggression against the E.B.S.I.S. nation. The E.B.S.I.S. space station is nearly completed (half of it built from space wreckage), and RDF and the Southern Cross space patrols have already had several minor skirmishes with the E.B.S.I.S. spacecraft and their new, experimental series of battloids. (See the *Southern Cross supplement*, pages 71-75, for details).

To make matters worse, the E.B.S.I.S. is offering protection to high-tech bandits (for a fee) in what they call the "Freedom of Space Exploration Act." They contend that the E.B.S.I.S. is acting as the defender of the freedom of interplanetary exploration and development by all free and independent nations. Of course, this is just another political move to secure its position as a world power. By moving this matter into the political arena, it gives them greater clout and an excuse to lock horns with the RDF and Southern Cross.

## SPECIAL EQUIPMENT OF HIGH-TECH SPACE BANDITS

### COMBAT SHUTTLE

The combat shuttle looks like a standard shuttle except that it has been retooled for combat.

**Vehicle Type:** Space

**Crew:** 3

**MDC by Location:**

Wings (2) — 60 (armored)

Pilot's Cockpit — 75

\*Main Body — 170 (armored)

\*As always, depleting the MDC of the body means the vehicle is destroyed. If a wing is sheared off the vehicle will be crippled, reducing speed by 100mph (160kmph), -2 to dodge, and reentry into Earth atmosphere is impossible.

**Speed:** 350mph (563.15kmph) cruising speed, 1340mph normal speed (Mach 2; a little slower than a standard RDF shuttle because of the additional armor.) A special booster rocket is needed to blast it into space from the Earth.

**Range:** 18,000 miles

**Length:** 152ft (46m)

**Weight:** 96 tons

**Bonuses:** +1 to dodge.

**Notes:** Has radar with a 200 mile (321.6km) range and standard, long-range, audio/video laser communications.

### Weapon Systems

**1. Forward Mounted Auto-Cannons** in the nose.

**Primary Purpose:** Anti-missile

**Mega-Damage:** 4D6 per blast.

**Range:** 4000ft (1200m)

**Rate of Fire:** 20 rounds per burst.

**Number of Attacks:** Four per melee.

**Payload:** 480 rounds, enough for 22 bursts.

**Note:** The nose cannons are fixed and can fire only straight ahead.

**2. Medium Range Missiles** can be fired from the cargo bay.

**Primary Purpose:** Assault

**Mega-Damage:** Varies with missile type, usually high explosive or fragmentary.

**Range:** Varies with missile type, approximately 40 miles (64.3km).

**Rate of Fire:** 1, 2, 3, or 4

**Payload:** Four

**3. Short-Range Missiles** are also launched from the cargo bay.

**Primary Purpose:** Assault

**Mega-Damage:** Varies with missile type, usually high explosive or fragmentary.

**Range:** Varies with missile type, approximately 2 miles (3.2km).

**Rate of Fire:** 1, 2, 3, or 4

**Payload:** Twelve short-range missiles.

### OTHER EQUIPMENT

High-tech space bandits are known to use *rebuilt* mecha, especially Gladiators, Excalibers, and Veritechs in battloid mode (non-transformable). Some have also purchased the *E.B.S.I.S.*

*Battloids*, the Soldier and Recon Destroyer. Rogue Zentraedi and Zentraedi mecha, mostly Tactical Battle Pods, are also employed. Salvaged Zentraedi items commonly utilized by the bandits include hover platforms, recovery pods, cyclops and reentry pods. Occasionally, Lancer I Space Fighters, the unmanned Lancer II, Searcher SFV and a more primitive version of the Cat's-Eye Recon (and conventional shuttle craft), are also used by the bandits.

The Soviet's intervention and protection of independent salvage enterprises (mostly illegal) has stimulated space piracy within the debris point to horrific proportions. It has also agitated the Zentraedi who see this as an opportunity to regain some power.

## THE E.B.S.I.S. BATTLOIDS

The **E.B.S.I.S. Battloids** are huge, massive machines patterned more on the old RDF Gladiator and VF series Veritech Battloid rather than the move to smaller, faster mecha by the Southern Cross. One reason for the larger size may be to accommodate the nuclear power source and generators of the mecha. Since protoculture is not readily available, the E.B.S.I.S. has opted for more conventional power systems. Only top officers have protoculture based mecha. However, the ingenuity of the E.B.S.I.S. has compensated well for the lack of protoculture enhanced mecha. Voice actuated controls, combat computers, and their "tele-mental" helmet, has produced impressive, quick responding battloids. The *tele-mental helmet* is tied directly into a computer system that reads electromagnetic impulses from the human brain and translates them into mechanical responses.

By the beginning of the Second Robotech War, the E.B.S.I.S. had amassed a formidable army of battloids. However, except for a few minor skirmishes, the Soviets will elect to stay out of the Second Robotech War. It is a move that will drain the Southern Cross, splinter the last vestiges of the United Earth Government, and make the E.B.S.I.S. the world power at the war's end. This will be a short-lived dominance that will end in obliteration at the hands of the invading *Invid* less than a decade later.

## THE E.B.S.I.S. SOLDIER BATTLOID

The Soldier Battloid is a mass produced, one man, frontline, infantry unit designed specifically as a land-based war machine. It can be easily recognized by its "Popeye"-like arms, very round contours and bulbous features. Two, huge power cords wrap around the chest and back. Its feet are cleated for better traction and two, small, jet thrusters, built into the calves of both legs, provide additional lift and speed. Augmented by the leg thrusters, the Soldier Battloid can perform jet boosted leaps and trudge through deep snow, mud, and swamps, and it even provides limited underwater and space capabilities.

The only built-in weapon system is the E.B.S.I.S.' now infamous, *plasma generator*. This unique device generates and fires bolts of plasma energy (Mega-Damage). The small square mouth-like appendage in the head is the weapon nozzle.

The only other weapon used by the Soldier Battloid is the A.K.G.-47, 55mm, three barrel, gun pod. Yes, your suspicions are right. The A.K.G.-47 is the Soviet version of the RDF *GU-11*

*gun pod*. Except for a few stylistic changes, the weapon even looks identical to the out moded GU-11.

**Note:** E.B.S.I.S. battloids are NOT laser resistant nor do they utilize parrying shields.



### E.B.S.I.S. SOLDIER BATTLOID

**Vehicle Type:** Non-Transformable Combat Battloid

**Crew:** One; no passenger.

**M.D.C. by Location:**

Head — 60

\*Head Plasma Weapon Nozzle — 30

Hands — 20 each

Arms — 70 each

Legs — 120 each

Leg Booster Jets (4) — 10 each

\*\*Power Cords (2 front/2 back) — 25 each

Reinforced Pilot's Compartment — 100

\*\*\*Main Body — 200

A.K.G.-47 Gun Pod — 75

\*The small size of the plasma weapon nozzle makes it a difficult target to hit, especially if the battloid is moving. Thus, the following penalties apply when somebody is attempting to hit (called shot) the weapon nozzle: -4 to strike standing still or -8 to strike when battloid is moving.

\*\*The power cords are perhaps the battloid's most vulnerable weakness. If one is destroyed there is no affect. Two destroyed reduces the plasma attacks to 2 per melee and reduces the battloid's speed by 25%. If three are destroyed, the plasma generator can fire only once per melee and speed is reduced by half. Destroy all four cords; the plasma weapon can NOT fire and speed drops to 10mph, and the mecha will shut down/immobilize within 2D4 minutes.

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

**Speed:** Running is 50mph (80kmph), leap — 10ft high and across, jet boosted leap — 20ft (6.1m) high and across. Underwater with booster leg jets — 8mph (12.8kmph).

**Height:** 35ft (10.7m)



**Width:** 15ft (4.6m)  
**Length:** 9ft (2.7m)  
**Weight:** 18 tons  
**Main Engine:** KR-T66 Fusion Reactor

### Weapon Systems

1. **Plasma Ejector/Generator:** The plasma weapon nozzle is located in the lower face plate of the head. It is from this nozzle that bolts of plasma energy can be fired. To shoot at different angles the entire head must turn. 180 degree rotation left and right and 45 degrees angle up and down, are the limits of head movement.

**Primary Purpose:** Assault/Defense

**Range:** 2000ft (600m)

**Mega-Damage:** 6D6 M.D.

**Rate of Fire:** Limited to two per melee to prevent overheating.

**Payload:** Conditionally unlimited; 40 blasts maximum within one hour or less. Regenerates at a rate of 10 per hour.

2. **AKG-47 Gun Pod** (rifle) is essentially the GU-11 gun pod, 55mm, three-barreled gun pod. Standard issue to all units.

**Primary Purpose:** Anti-Personnel

**Secondary Purpose:** Assault/Defense

**Range:** 4000ft (1200m)

**Mega-Damage:** Does 3D6 M.D. — short burst, 6D6 M.D. — long burst or 1D6 × 10 M.D. for full melee burst.

**Primary Purpose:** Anti-Personnel

**Payload:** 200 rounds per clip equals 20 short bursts or 10 long bursts or 5 full melee bursts or any combination thereof. Additional ammo clips can be engaged, but require half a melee, meaning that the player loses half his attacks that melee.

3. **Optional Hand to Hand:** Punch does 1D4 M.D., or full punch does 2D4 M.D., body block — 1D4 M.D., kick — 1D6 M.D., stomp — 1D4 M.D.

### WEAPON COMBAT SUMMARY

**Attacks Per Melee:** Equal to the combined number of hand to hand attacks of the pilot. Usually four at first level.

**Plasma Ejector:** 6D6 M.D.; Range: 2000ft (600m).

**AKG-47 Gun Pod:** 3D6, 6D6 or 1D6 × 10 M.D.; Range: 4000ft (1200m).

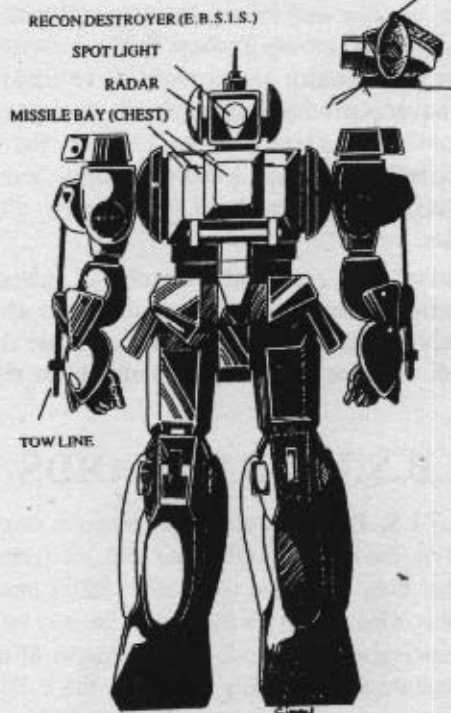
**Alternate Mode of Attack:**

**Hand to Hand Combat:** Punch, kick, block, flip, stomp.

## E.B.S.I.S. RECON DESTROYER BATTLOID

The Recon Destroyer is an awkward looking monstrosity with disproportionately skinny arms, massive legs, semicircular shoulder connections, rectangular chest, square head with oval sensor dishes . . . , a walking geometrical design nightmare. Despite its odd appearance, the Recon Destroyer is a devastating war machine. *Its sole purpose is to seek out and destroy the enemy.* To implement this, the battloid has been fitted with numerous sensors and a sophisticated radar system. As an all terrain vehicle the feet are cleated for better traction. And both arms have a special towline for firing grappling hooks and spikes for climbing and retrieving objects. The towline can support a weight of up to 30 tons and can be fired a distance of up to 800ft (240m).

Weapons are limited to the hand held AKG-47 gun pod, and an array of short range missiles which can be fired from the chest.



## E.B.S.I.S. RECON DESTROYER BATTLOID

**Vehicle Type:** Non-Transformable Combat Battloid

**Crew:** One; no passengers.

**M.D.C. by Location:**

Head — 40  
 Head Spotlight — 10  
 Oval Radar Dishes (2) — 10 each  
 Hands — 20 each  
 Arms — 70 each  
 Towline Shoulder Housing — 20  
 Chest Missile Bay — 150  
 Legs — 200 each  
 Reinforced Pilot's Compartment — 100  
 \*Main Body — 200  
 AKG-47 Gun Pod — 75

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

**Speed:** Running — 35mph (56kmph) maximum. Leaps are limited to 10ft (3m) high and 20ft (6.1m) across. Underwater capabilities are limited to walking along the bottom at 15mph (24kmph).

**Height:** 36ft (11m)

**Width:** 20ft (6.1m)

**Length:** 10ft (3m)

**Weight:** 20 tons

**Main Engine:** KR-T66 Fusion Reactor

### Weapon Systems

1. **A Short Range Missile Pod** is located in the chest. The missile compartment/launcher is armored, protecting the missiles from detonation by enemy fire. The rectangular chest panel, with the square area in the center, flips open to reveal a battery of missiles. The chest panel must open to fire.

**Primary Purpose:** Assault/Defense

**Missile Type:** Short range, guided missiles; specific warheads vary widely. All warheads (listed in the Robotech RPG Book One on page 39) are available in any combination.

Range: Varies with specific missiles, usually about 2 miles.  
Mega-Damage: Varies with missile type.  
Rate of Fire: One at a time or volleys of two, three, four, six, or eight, fired simultaneously. Remember, a volley counts as one attack.  
Payload: 32 total, short range missiles. Manual reload, from somebody outside, requires proper equipment and takes 6 melees.

2. **AKG-47 Gun Pod:** See the Soldier or Juggernaut Battloids for description.

3. **Optional Hand to Hand Combat:** Restrained punch does 1D4 M.D., full punch — 2D4 M.D., body block — 1D4 M.D., kick — 1D6 M.D., stomp — 1D4 M.D.

4. **Optional use of the Towline** as a weapon is possible, but inflicts minimal damage.

Primary Purpose: Climbing/Excavation

Range: 800ft (240m)

Mega-Damage: 1D4 M.D.

Rate of Fire: Once per each arm, per melee.

### SPECIAL EQUIPMENT

1. **Rotating Arms:** The arms of the battloid can rotate in a 360 degree circle.

2. **High Intensity Spotlight** in the head with visible and infrared, light beam. Range: 500ft (150m).

3. **Long-Range Laser Communications System.** Range: 1200 miles, or indefinitely by satellite relay.

4. **Advanced Radar and Sensory Unit** mounted on the head. Radar can identify and track 50 targets simultaneously.

### Other Sensors Include . . .

Heat: Can pick up and pinpoint heat emanations. Excellent for tracking and night fighting. Range: 600ft (180m).

Motion: Detects and registers movement within, 600ft (180m) radius.

Radiation: Detects and registers levels of radiation, pinpointing areas of specific concentration. Range: 1600ft (488m).

Seismic: Detects and measures seismic disturbances, including heavy movement by 2 or more mecha, or truck/troop/vehicle convoy. Range is limited to 1000ft (300m).

### WEAPON COMBAT SUMMARY

**Attacks Per Melee:** Equal to the combined number of hand to hand attacks of the pilot. Usually four at first level.

**Short Range Missiles:** 32 — total payload. Damage and range vary.

**AKG-47 Gun Pod:** 3D6, 6D6 or 1D6 × 10 M.D.; Range: 4000ft (1200m).

**Alternate Modes of Attack:**

**Towline:** 1D4 M.D.; Range: 800ft (240m)

**Hand to Hand Combat:** Punch, kick, stomp, block, flip.

## RDF "SURPLUS"

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

All RDF Mecha of the E.B.S.I.S. are rebuilt and suffer the following penalties:

1. Minus (—) 50 M.D.C. from the main body.
2. Minus (—) 25 M.D.C. from reinforced crew compartment.
3. Minus (—) 20% from speed (reduced mobility).
4. Lack of energy weapons.

**Note:** The conventional E.B.S.I.S. vehicles listed in the *RDF Manual*, pages 31 and 32, are still in use, as are the weapons, equipment and vehicles listed in the *ROBOTECH™ RPG*, pages 76-81.

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

Technologically, most of the cities and developed areas have progressed to be about equal to the late 1980's. Manufacturing capabilities are a bit less, about equal to the mid 1970's. Remote areas are on a par with the 1930's and, in some areas, back to peasant farms and nomadic wandering. The technology and ability to create and manufacture mecha, energy weapons, or to utilize Robotechnology, is new to the E.B.S.I.S. The Soviets are sophisticated and resourceful enough to repair and modify (always a few tech levels lower) old, RDF and-Zentraedi mecha. They have also created their own non-protoculture powered mecha.

The E.B.S.I.S. is a potential hotbed for trouble. They are building a substantial Battloid army, complete with energy weapons. Activity in the black market arena remains high in the area of high-tech piracy and mecha retrieval. See the *R.D.F. Manual*, pgs 28-32, for full details about the E.B.S.I.S.

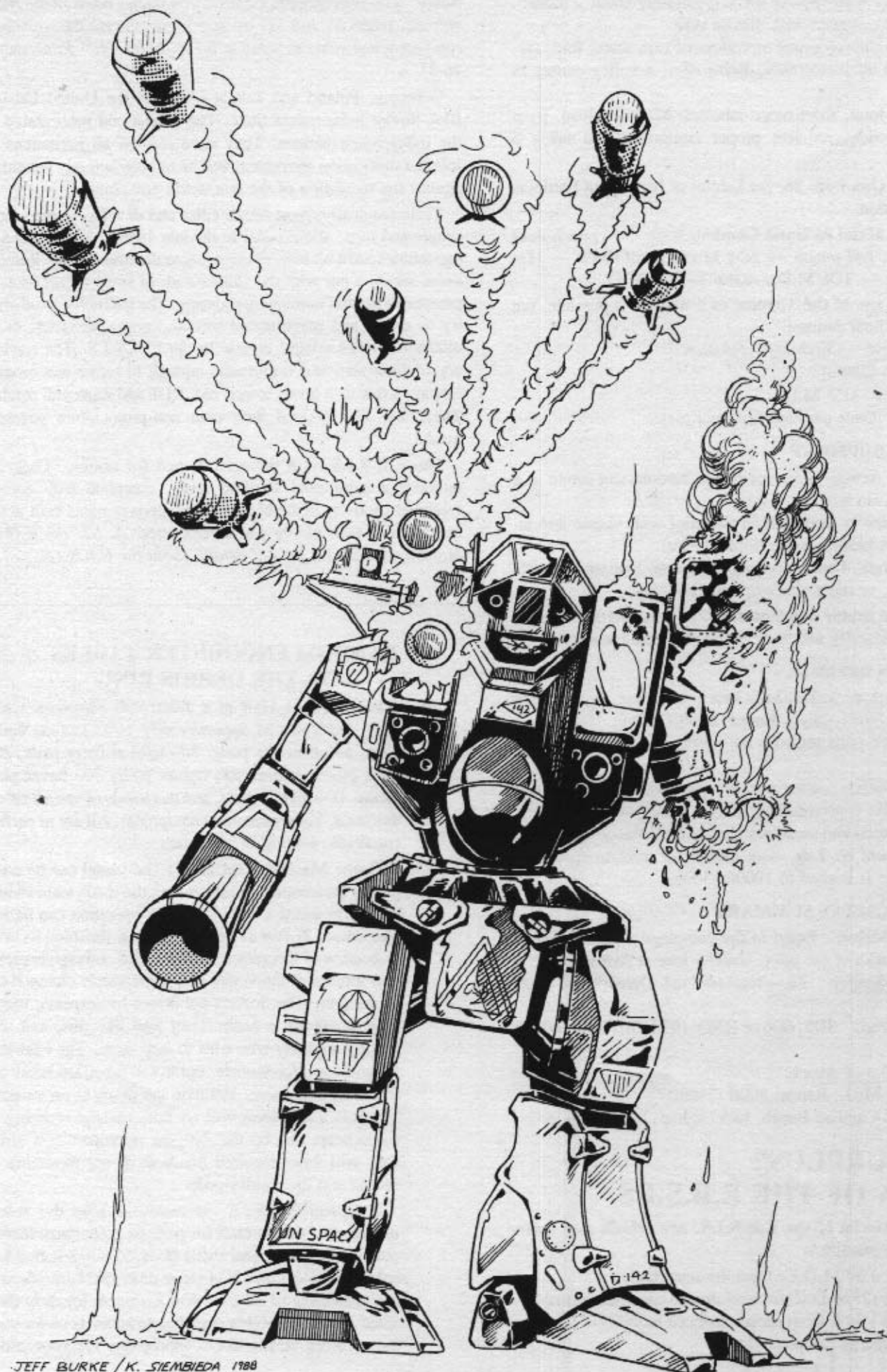
## RANDOM ENCOUNTER TABLES FOR THE DEBRIS RING

**1-10 Derelict Front Half of a Zentraedi Flagship.** Crew dead, but contains approximately 6000 tactical battle pods, 540 officer's pods, 800 light artillery pods, 200 male power armor, 300 fighter pods, 300 hover platforms, 1D6 reentry pods, and thousands of assault rifles, uniforms, body armor and equipment. All are in perfect condition, waiting to be looted.

**Game Master's Option:** 1) The vessel can be completely unoccupied, which means the recon team should remain to guard it until a salvage operation can be implemented. 2) Just as the RDF team is finishing its brief inspection of the vessel, an E.B.S.I.S. salvage/exploration force sees the vessel and immediately claims it for themselves. The Soviets are driven to desperate measures to capture a magnificent find like this, and will destroy anybody who tries to stop them. The RDF can scramble reinforcements, but it will take 1D6 hours before help can arrive. Till then the group is on its own. The E.B.S.I.S. force will act immediately, working on the concept that by the time the reinforcements arrive they will have acquired hundreds if not thousands of mecha and the reentry pods.

A typical E.B.S.I.S. operation such as this would include two shuttle craft (or perhaps a Zentraedi reentry pod), 2D4 + 2 tactical battle pods, 2D4 + 2 E.B.S.I.S. soldier battloids and 2D4 recon destroyer battloids, and a human crew of 24 plus 4D4 Zentraedi loyalists (full-sized Zentraedi). GMs, feel free to increase or decrease these forces as you deem appropriate for your game.





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3) A group of Zentraedi rebels notices the space patrol hovering around the wreckage. They really do not care what is in the ship, they just want to strike out and maybe kill some slimy humans. Of course, if the opportunity arises, they will replace their damaged mecha with new mecha from the ship. A typical group of wandering Zentraedi rogues is likely to consist of 2D4 + 2 tactical battle pods, 1D4 light artillery pods, and 2D6 foot soldiers in full battle armor (space suits) riding hover platforms (two on each platform); all are armed with assault rifles. One officer in an officer's pod or power armor leads them. They will *not* fight to the death.

4) The humans have beat a Zentraedi recovery team to the vessel, but now they are returning in force. Game masters, be careful not to trap the characters in a situation for which there is no escape. The humans should be able to retreat if they must, hide, and then carefully follow the massive convoy to their main base of operation, or even hide in the mecha or re-entry pods being salvaged by the Zentraedi. The main base will be: 1-20 — Zentraedi Control Zone in South America, 21-40 — An E.B.S.I.S. space station, 41-60 — A secret Zentraedi installation hidden within the debris ring, 61-80 — The Arkansas Protectorate in the North American Sector, 81-00 — A huge Zentraedi base in the Congo Quadrant of the African Sector.

The Zentraedi salvage operation includes 1D4 + 1 reentry pods, 2D4 + 1 recovery pods, one theatre scout recon pod, 2D4 Zentraedi in male power armor, 4D6 tactical battle pods, 1D4 officer pods, 1D4 fighter pods, 1D4 heavy artillery pods, and 2D4 × 10 foot soldiers in full battle armor (on board reentry pods).

**11-20 Ragtag High-Tech Bandits:** 1D4 × 10 astronauts are on board a battered shuttle-craft. An equally battered pair of Searcher SFVs travel on either side of the shuttle.

\* The only threat is a rebuilt Lancer I Space Fighter bringing up the rear. The Lancer I is in pretty good shape, but is -2 to dodge and is missing one laser cannon (so 3 remain). If outnumbered or successful combat seems unlikely, the bandits will surrender peacefully, except the Lancer I pilot who will try to escape by himself.

**21-30 Three Large Cargo Shuttles** are waylaid on their way to Moon Base. The Zentraedi, or high-tech bandits, (GM's choice) need the supplies to bolster their own dwindling reserves. One shuttle has pulled away and seems to be safe, with no pursuers. One is crippled and floating dead, while the other is battered, but clearly operational (although not for long unless something is done quickly).

Zentraedi raiders will include 2D4 fighter pods, 4D6 + 4 tactical battle pods, 1D4 officer pods, 1D6 light artillery pods, three recovery pods and one reentry pod (with another 2D6 tactical battle pods and 2D4 × 10 Zentraedi foot soldiers in body armor, inside).

A human raiding party will consist of 3 small normal shuttles, 1D4 tactical battle pods, 1D4 rebuilt excalibers, and 1D4 rebuilt gladiators refitted for maneuverability in space. A fourth shuttle has been refitted as a combat craft. The forward nose is an auto-cannon that does 4D6 MDC per burst, with four attacks per melee. The cargo

bay opens to fire short-range missiles. All are fragmentary types, holds a payload of 12 missiles, rate of fire is 1, 2, 3, or 4 per melee.

**31-40 A terrorist group of Zentraedi has hijacked a transport shuttle** on its way from Earth to Moon Base. The four Cosmic Unit escorts have already been executed. One of the 56 hostages will be killed every hour until the RDF meets their demands. The demands include 550 short-range missiles suitable for female power armor and enough protoculture to refuel at least two dozen mecha.

The player characters are given the missiles, 400 of which are defused, and one third of the protoculture demanded. They are to exchange the material for the hostages. A shuttle craft will accompany the team to carry the hostages home. If there is an opportunity to rescue the hostages and take down the terrorists, the group is to do so. Otherwise, the characters are to wait 20 minutes and track down the terrorists. A homing device is built into several of the active missiles.

The possible terrorist groups responsible (or make up your own). Select one:

**The Khyron's Death's Teeth**, a band of psychotic Zentraedi warriors bent on avenging Khyron's death by destroying human life. They will always fight to the death. The hostage holders include: Two female officers in power armor, but each has only 12 short-range missiles each, 2D4 soldiers in male power armor and armed with plasma cannon shoulder mounts and laser pistols, one recon scout pod, 1D4 tactical battle pods, and a Zentraedi shuttle-craft. This is the toughest and deadliest of the terrorist groups.

**The Fold Fiends**, a ragged group of barbaric rogues who live by plundering and selling their services as mercenaries. The hostage holders will include: 1D6 tactical battle pods, one light artillery pod, and a reentry pod containing 1D6 × 10 foot soldiers in body armor and an officer's pod.

**The Recriminators**, a small but deadly group of Zentraedi female aces. The hostage holders will include 2D4 + 2 aces in female power armor; all but two are entirely out of missiles. The leader has a full complement of missiles and her lieutenant is limited to 36 short-range missiles. All other weapon systems are fully operational. A reentry pod awaits their call to pick up their spoils. Another female officer in power armor, 1D6 tactical battle pods and 2D4 foot soldiers are on board.

**The New Legion**, a terrorist outfit loosely affiliated (and some say supported) with the E.B.S.I.S. Their goal seems to be revenge by sabotage, small raids and political embarrassments such as this hostage situation. They will fight to the death only if cornered. The hostage holders will include 2D6 foot soldiers in body armor, 1D6 + 1 tactical battle pods, one recon scout pod, one officer's pod mounted in a "armored vehicle," and another 1D4 tactical battle pods on board a Zentraedi shuttle-craft.

**The Furies**, a new group that no one has ever heard of until this incident. The hostage holders include: 1D4



fighter pods, one female officer in power armor (has 3D6 missiles), one recovery pod, 1D4 tactical battle pods and one reentry pod.

Note: All terrorists will rendezvous at a secret hideout within the debris ring, where there will be reinforcements at least equal in number to the group holding the hostages. Each terrorist organization will release the hostages in a fair swap of goods. However, there will be hell to pay when they find, they have been tricked.

- 41-50 A random encounter with a human, bandit exploration team.** The bandits will try to claim affiliation with a neutral nation or the E.B.S.I.S. and try to get out of this without combat. If requested to be escorted to a RDF base for identification and clearance, the bandits will scatter, fighting only if attacked first. They will not fight to the death.

The bandit force includes two shuttle-craft occupied by 6 passengers each, one Searcher SFV (fitted with two short-range, armor piercing missiles) and a battered looking combat shuttle (has only 79 MDC).

- 51-60 E.B.S.I.S. and Zentraedi exploration force** with a taste for RDF (and Southern Cross) blood. These guys will attack with murderous intent and flee only if they begin to suffer severe damage. The group includes 1D6 + 1 E.B.S.I.S. soldier battloids, two E.B.S.I.S. recon destroyer battloids, two Type III rebuilt Gladiators with rocket booster back-packs, 1D4 tactical battle pods, and one recovery pod.
- 61-65 Zentraedi scouts.** Two fighter pods followed by 1D4 tactical battle pods, will flee rather than fight, but will fight to the death if pursued.
- 66-71 Anti-Unification Rebels** (humans) have been sabotaging RDF and the world government's satellites. One such rebel has just been caught in the act. Rebel forces include one combat shuttle (with 6 personnel), two regular shuttles (with 10 personnel), one Searcher SFV, and one E.B.S.I.S. recon destroyer battloid. The recon destroyer will fight to the death and will blow itself to bits if capture seems imminent. The Soviets can not afford to be linked to the Anti-Unification Rebels.
- 72-75 A "Cyclops" Reconnaissance Pod** headed for home. It will fight only if attacked or if pursued. It will not lead the RDF to its base, but will call for reinforcements if the pursuers do not give up. 1D4 female power armor units and/or 1D6 + 1 fighter pods will come to the cyclops' aid within five minutes.
- 76-84 A major, high-tech bandit force,** includes a cat's-eye recon (so they are prepared for the RDF or Southern Cross space patrol), 1D6 + 1 lancer I space fighters (re-built), one unmanned lancer II, 1D4 + 1 combat shuttles, and 1D4 standard shuttles. Two E.B.S.I.S. military advisors are on board one of the standard shuttles.
- 85-90 3D6 Zentraedi in Tactical Battle Pods** wish to defect to the RDF, but are being pursued by a Zentraedi force that intends to destroy the traitors. The Zentraedi attackers include: two female power armor units fully loaded, one officer's pod in an armored vehicle, 1D4 fighter pods, and 2D4 tactical battle pods. Looks bad! The defectors will fight alongside the RDF, but half are

already war damaged (-10 MDC main body).

- 91-00 A cluster of 6D6 battle pods,** a reentry pod and dozens of miscellaneous Zentraedi paraphernalia, is discovered floating among the debris. Report, and wait until a salvage crew can pick it up. Chance of encountering bandits or hostile forces is a remote, 1-21%.

## MORE RANDOM SPACE ENCOUNTERS

The debris ring, and especially the debris points, are filled with more than just derelict Zentraedi Scout Ships. For more space combat in other scenarios, use the following table:

- 1-12 E.B.S.I.S. controlled Zentraedi reentry pods** (1D4), each carrying 2D20 battle pods. The Eastern Block Soviet Independent State has been trying to become a force to reckon with in space. By convincing full-sized Zentraedi to join with their cause, their presence is now evident in the immediate orbit around Earth. They rarely officially engage in combat with the RDF, but instead send their giant alien flunkies, or high-tech bandit allies,

Not a part of the great rebellion, the male Zentraedi are driven by a simple emotion: revenge. They are out to destroy any remnants of the Robotech Defense Force. Although working for the E.B.S.I.S., they all proudly fly the insignia of the Zentraedi. They will shoot to disable any RDF craft, to capture the mecha in as good a shape as possible. Then they are allowed to "interrogate" the prisoners . . .

- 13-25 High-tech bandits,** with one lancer I space cannon and three lancer II drones. The bandits make their living off of scrounging up useful parts of mecha and selling them on the black market. A small squad of RDF, captured intact, would mean vast riches to all of the pirates. Even destroyed, the mecha and ships will bring in quite a haul for parts.

The bandits appear out of the debris points where radar is useless for tracking. Each of the bandits has a knack for dodging all the loose garbage floating in orbit. Because of their long experience in flying among the debris, the lancer I has an extra +2 to dodge, above normal bonuses.

The bandits will initially try to disable the recon squad. However, once fired upon, they will cheerfully blow the squad into smaller, more manageable bits. They will not lead anyone back to their base, hidden in a large piece of wreckage (five airtight Zentraedi rooms), and will answer no questions if captured. They will not fight to the death and if out-gunned, will scatter and try to hide among the debris.

- 26-38 Female Zentraedi** (1D4 + 1) in power armor. Originating from the South American Control Zone, they are in orbit, looking for a good fight with a small force. They will not attack the A.R.M.D. and will leave if the odds become unmanageable for them.
- 39-50 Eight tactical battle pods,** one recon scout pod, and one officer's pod with armored vehicle. This group of hostile aliens is out to *destroy* everything in range. Almost out of supplies, frustrated and crazed, the foes will surrender

only if the officer is killed, otherwise they will all fight to the death.

**51-62** Large meteor shower, with 4D6 huge rocks hurtling towards the squad. Each rock has a MDC rating of 1, and must be targeted individually. Each also has a 25% chance of hitting a member of the party, and causing 1D6 mega-damage.

**63-75** Disabled Veritech. Radios receive an emergency distress call from a VF-1J on patrol. The signal is weak, and the pilot says he is running out of air because of decompression. The Veritech is near a large hunk of debris.

This is really a trap set by the high-tech bandits. Behind the debris is a squad of three male Zentraedi power armors and 1D4 tactical battle pods. The renegades have been paid to capture some more mecha, in as good a condition as possible. The bandit's Veritech can't fire any weapons, and isn't ready to sell, so the bandits came up with this scheme. The debris is too thick for sensors to penetrate, and provides excellent cover for the bandit Veritech during the battle (it will flee immediately after combat is initiated).

**76-88** Theatre Scout Recon Pod on patrol. Definitely hostile and will fight to the end, rather than face capture. If beaten, the escape pod will fly down to the South American Free Zone. It will not radio out any signals to its headquarters, nor leave any clues to its mission.

**89-00** A Super Veritech (VF-1S) pilot has gone berserk. The pilot has suffered severe shell shock, and will try to kill anyone who approaches. He sees everybody as Zentraedi. He is not to be harmed, but must be brought in for medical help. Repeat, he is not to be harmed.

The pilot has turned off his radio, and will not respond to any communications. At one time he was an ace, shooting down dozens of enemy in fierce combat. With a bonus of +4 to hit, he was a formidable foe. Now he has gone renegade, snapping under the pressure. His *fully loaded* super veritech is dangerous, but he must be captured. With the correct psychiatric help, he will be a valuable member of the RDF again.

## AN EXAMPLE OF PLAY

*An example of play might go like this:*

The game master reads: "As you enter the room, you are astounded by the amount of weaponry laying about. This is obviously a storeroom for guns, the local armory. Behind one rack of guns against the wall you see the shadow of a human-shaped figure, although the shadow is at least fifty feet tall." (The game master does NOT say what causes the shadow, since he only tells them WHAT IS VISIBLE from their location).

**Rick:** "I think we should sneak over there and check it out."

**Alex:** "Not me, I'm playing a gung-ho character and I'm gonna blast that 'Scumtraedi' back to protoplasm. EAT HOT GU-11 PELLETS, SLIMEBALL. I fire a spray into the area where he must be hiding, behind the gun rack."

Of course, only the *game master* knows the rest of the description, that the shadow is just that, a shadow, cast by hanging coveralls. There is nothing behind the gun rack, but one player has started a combat situation.

**GM:** "Okay, roll for initiative." The GM rolls his dice behind a screen, and automatically gives the first move to the attacker. After all, gun racks don't move very quickly.

**Alex:** "I rolled a six, but you said I made it? Okay, a short burst does 3D6 mega-damage, which, in this case, comes to . . . 15 points. That'll teach him to sneak around."

**GM:** "Alright, the book says that if anyone is stupid enough to shoot at a fully loaded gun rack that 100 points of mega-damage will be caused by the fireball from the exploding ammo. Your mecha is knocked off its feet, and you take 100 points off your main body MDC. By the way, the explosion has alerted two guards that were in the next room, and it has also blown a hole in the ceiling. You can stay and fight, or exit up."

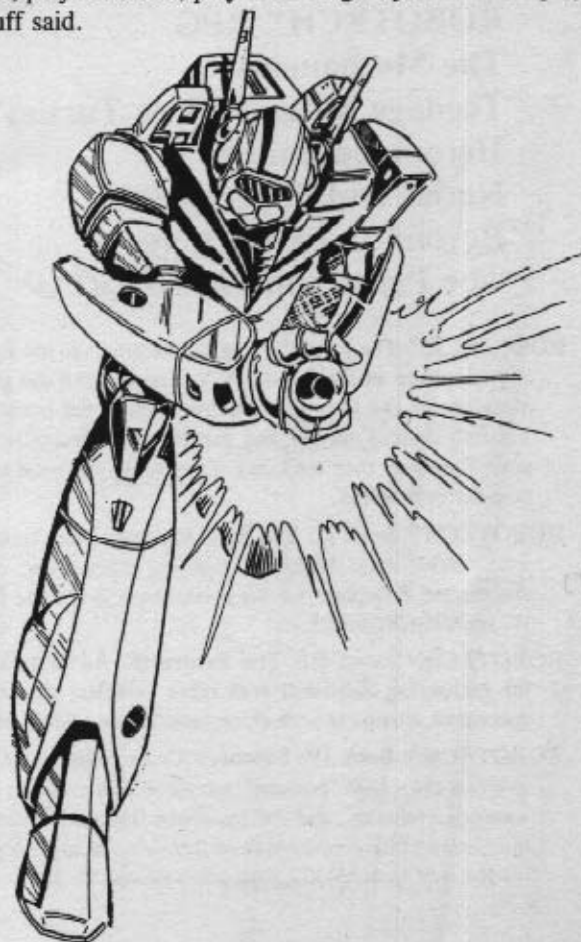
**Rick:** "I quickly look around. What do I see?"

**GM:** "The smoke is thick (as he quickly checks the map), but the next level up seems to be a hallway."

**Rick:** "Well, my destroid can't fly, so I'm outta here."

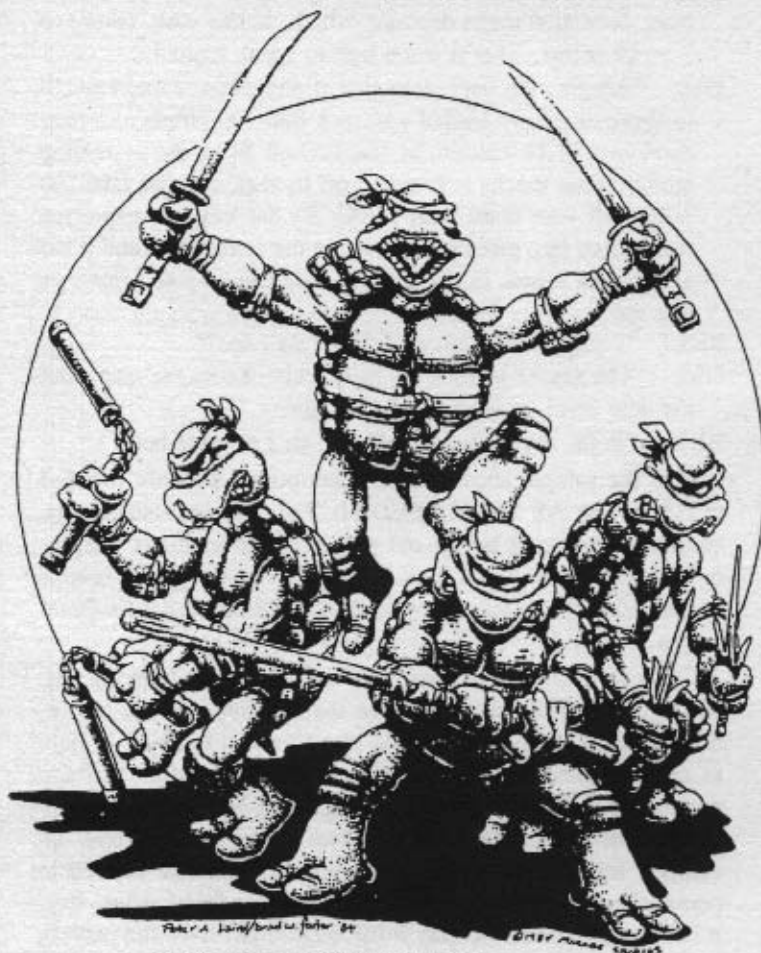
Like the sample above, room descriptions are only released to the players AS THEY NEED IT. They are not told that the shadow is just cast by an old pair of RDF coveralls that are mounted in the top of a gun. If they had investigated, instead of immediately shooting, they could have discovered it for themselves.

Of course, the most important aspect of this book is this: HAVE FUN! Feel free to change the situations as you see fit, or as circumstances arise. If the players seem to enjoy it more as their characters explore the Zentraedi broomcloset, just add more stuff for them to find. Add YOUR favorite Robotech villains to the frays, and any non-player characters you have developed for another scenario can just as easily be slipped in; personalize it, adapt, adjust, and allow room for changes. Play it loose, play it serious, play it for laughs, just have fun playing it. 'Nuff said.





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