

# Superdeformed Fortress Macross



**A Sourcebook for *Risus: The Anything* by S. John Ross  
By Zamiel Al'Shaitan**

The home of ***Risus: the Anything RPG* by S. John Ross** is Cumberland Games & Diversions, at <http://www.cumberlandgames.com>

This, as well as the other works of Zamiel Al'Shaitan can be found at <http://lordzamiel.is.dreaming.org>

# Sourcebook Information

This sourcebook sprouted from the desire to run a Robotech or Macross (or even Orguss, but that'd require more work than I'm putting into this ;) style game, without the horrific 2-hours or more required to make a viable character (even though all Palladium system characters seem to end up looking alike in the end ;)

This will be a (rather) serious-toned game, however jaunts into absurdity are sure to manifest themselves.

If you want "purity" of your Macross, you may wish to eliminate the evil american influence of Robotech on your campaign by removing such things as the Cyclones, and renaming the units... but what fun would that be? ;-)

## Character Creation

Characters will be created as the *Risus: the Anything RPG* handbook states; 10 dice, +1 for Hook, +1 for Tale, no more than 4 dice in a cliché. All characters should begin play with at least 1 relevant military/mecha cliché, such as "VF-1 Series Valkyrie Pilot", "Experimental Veritech Test Pilot", "Military Police Cyclone Rider", "Destroid Pilot" or even "Mecha Engineer" to explain their existence in the campaign.

Pumping and double-pump cliché are allowed, funky dice are not used.

# Common Cliché:

As usual, these are only a sampling of appropriate cliché, feel free to create others (or modify these to suit your purposes.) As stated before, it is recommended to have at least 1 military or mecha-related cliché, otherwise you might end up sitting on some moon base or space platform while the others are out having fun ;)

<b>Communications Engineer</b>	Being an Audio & Visual communications network specialist. Setting up & troubleshooting satellite and laser transmission systems and use this data to coordinate Destroid and Fighter pilots. May or may not include training in the use of Destroids (often a Raider X or Gladiator) used as a field command, or Cyclone systems.
<b>Cyclone Rider</b>	The cyclone rider is specialized in the use of the man-sized cyclone riding armor. They are the elite special forces, often used for covert operations, reconnaissance, rescue missions, demolitions, and intelligence. The cyclone rider is considered an expert in the use of all forms of cyclone.
<b>Destroid Pilot</b>	Specializing in piloting large, non-transformable ground mecha, may include space training. Proficiency in all weapon and sensor systems common to Destroids, as well as systems specific to each unit.
<b>Electrical Engineer</b>	Building, repairing, and jury-rigging all manner of electronics, including Mecha systems. To be able to completely overhaul/rebuild/repair something as technically demanding as a Valkyrie, a character likely requires both Electrical Engineer and Mechanical Engineer, or Mecha Engineer.
<b>Experimental Veritech Test Pilot</b>	Piloting previously-untested Veritech fighters, piloting darn near anything that flies, passable familiarity with all systems common to Veritechs.
<b>Field Scientist</b>	Jack of all Trades, the field scientist is often a standard member of recon squads. Being competent medics, being able to jury rig mecha to get them back in fighting order (though a more complete repair may be beyond them).
<b>Freedom Fighter / Mercenary</b>	Taking up arms against a hostile alien enemy, being members of an organized militia or guerilla organization which provides training, weapons and armor, and support. Many such organizations are headed by ex-military personnel, and provide training in the use of cyclones or hover tanks.
<b>Mecha Engineer</b>	Building and repairing mecha systems, including electrical, mechanical, and ordinance systems, designing new mecha designs and configurations. Cannibalizing salvage and making it work with the systems currently installed in a mecha.
<b>Mechanical Engineer</b>	Building, repairing, and jury-rigging all manner of mechanical devices, including Mecha systems. To be able to completely overhaul/rebuild/repair something as technically demanding as a Valkyrie, a character likely requires both Electrical Engineer and Mechanical Engineer, or Mecha Engineer.
<b>Military Police</b>	Enforcing the laws, bringing wrong-doers to justice, using small police mecha such as Cyclones and Hargun.
<b>Military Specialist</b>	Small-arms combat, espionage, blowing stuff up. May include basic destroid training and experience, most notably with multi-role units such as the Gladiator and Excalibur as well as Cyclone/Hargun training.
<b>Nomad Scout</b>	Living off the land in post-war earth. Being a skilled cyclone rider, as well as using more traditional mounts such as motorcycles, trucks, jeeps and horses. They often carry ancient weapons such as bows or spears, as well as energy weapons.

<b>Nonmilitary Personnel</b>	These are people who are not affiliated with the military (or larger resistance cell) but have the desire to be free. They will not have any training in mecha piloting, but may be skilled in many other areas.
<b>Rock Star</b>	Being the idol to millions, being able to bring alien civilizations to their knees by simply singing, dancing, or playing a musical instrument. Depending on the era (and the series) you may be the helpless little girl, the transvestite cyclone rider, or the secret spirita-weapon.. or (more likely) you just like to sing.
<b>Veritech Fighter Pilot</b>	Military personnel focusing on flying and fighting in Veritech fighters, including weapons systems training and hand-to-hand combat. May include training in VF-1 series Valkyries, Alpha fighters, Beta fighters, Logan and/or AJACS. Veritech pilots are often also trained in VR-05x "Battler" Cyclone use.
<b>Weapons Engineer</b>	Designing and building new weapons systems, jury-rigging and repairing damaged systems, deciphering how that blasted alien weapon system works, and more importantly, how to build one yourself...
<b>Zentraedi / Zentran / Meltran</b>	Being giant-sized, able to grapple or go hand-to-hand with mecha. Being stuck in that tank of goop to be "micronized" down to human size, or restored to greatness. Piloting mecha that offers no more protection than an aluminum foil suit.

## Common Hooks

These are just some hooks to help you get started in creating your character. As always, these are only designed as a guideline.

<b>Arrogant</b>	This person (usually a pilot) is so incredibly arrogant that it endangers their life. Yeah, they might be a hotshot fighter pilot, but this [guy/gal] knows (thinks) they're the best – and they'll prove it to you, too...
<b>Coward</b>	This is the person that avoids conflict whenever possible, and will probably run and hide or worse, just freeze when the shooting starts.
<b>Flashbacks</b>	The character tends to have melodramatic flashbacks at the worst possible time – in the middle of fighter combat, while the base is under attack, etc. and just sits or stands there for a few minutes re-living the experience.
<b>Kid</b>	You're short, have a high-pitched voice, and you're not allowed to pilot jack squat. Now what fun is being a kid when only the grown-ups get to pilot the alien-smashing mecha?!
<b>Luck</b>	We're not talking <i>good</i> , or even necessarily <i>bad</i> , just <i>strange</i> ... One minute you could be annihilating aliens left and right with single shots of your handgun (good) and the next minute a 5-mile wide asteroid lands on you (bad) but you survive, barely – unfortunately the planet you were on was destroyed, and, and, and...

# Types of Conflict

The most common types of conflict in this setting will be presented here: Bartering / Haggling, Mecha Combat and Personal Combat.

## **Bartering / Haggling**

In the post-war future, money has no value in many places – a more primitive (and functional) barter system is used where goods or services are exchanged. This type of conflict is to see how badly “taken” one party or the other is.

## **Mecha Combat**

Mecha combat is large-scale conflict between war machines such as valkyries, battle pods, cyclones, tanks, etc. Normal people cannot participate in this conflict type unless piloting a vehicle or using an anti-vehicle weapon (such as a bazooka or rocket launcher).

## **Personal Combat**

This is small-scale person to person (or people) combat involving guns, knives, fists or the like.

# Common Personal Equipment

This section only covers a brief selection of gear, focusing on combat-related bonus-die equipment. Most other items would simply be considered "tools of the trade".

## **CVR-Series Cyclone Armor**

This is a common armor type, it is lightweight, strong, and is required to transform a Cyclone-type veritech ride armor into battloid mode. Armor must be breached before the person inside can be damaged. CVR-4 is heavy combat armor designed for intense combat, but due to its increased bulk all cliché rolls are at -2 while worn.

*CVR-3 Cyclone Armor(1)*

*CVR-4 Cyclone Armor(2)*

## **FAL-2 Automatic Pulse Laser Rifle**

This is a laser submachinegun, lightweight, high capacity and good reliability make it a popular weapon. The Soviet Koskov 47 is an identical weapon.

*FAL-2 Automatic Pulse Laser Rifle(2)*

## **Gallant H-90**

The Gallant H-90 is the standard combat weapon of the REF and RDF. It is a small, maintenance-free weapon of high reliability and good power. The power of the weapon can be increased by adding a rifle stock which contains an additional energy cell.

*Gallant H-90 Pistol Configuration(1)*

*Gallant H-90 Rifle Configuration(2)*

## **M-35 "Wolverine" Assault Rifle**

The M-35 is a 4.45mm caseless rifle with a grenade launcher. The rifle itself grants no bonuses (it is a "standard tool.") The rifle holds 4 grenades.

*M-35 "Wolverine" Assault Rifle(0)*

*M-35 "Wolverine" Grenades(2)*

## **RL-6 Heavy Rocket Cannon**

Though it is designed as the standard weapon of the VR-038-LT Cyclone, the RL-6 Heavy Rocket Cannon may also be used by infantry as a shoulder-mounted weapon. The RL-6 only carries 6 rounds and is large and unweildy (-1 to cliché rolls) to those not wearing powered armor.

*RL-6 Heavy Rocket Cannon(3)*

Other common equipment of note includes multi-optics binoculars, goggles and helmets, communications radios, small-caliber conventional (bullet) weapons and laser weapons,

# Common Mecha

Though there are many more variants, only the most well-known will be presented here. For game purposes, a vehicle or mecha has two cliché, one representing its structure and one for speed, and its weapons as bonuses to the character's piloting/mecha cliché. Damage done (due to losing combat rounds, or failed piloting rolls) comes from the vehicle cliché, if this cliché is reduced to 0 the vehicle is inoperable and probably destroyed.

Missiles may be fired individually, or in groups. For every missile after the first that is fired, +1 is added to the cliché roll to strike.

## AGACS

The AGACS is a Jet/Helicopter/Battloid veritech mecha for atmospheric or space use, designed as a small, maneuverable platform. It has pulse lasers mounted on each arm unit, as well as dual missile launchers.

*AGACS(3)*

*Speed(4)*

*Pulse Lasers(+2)*

*Medium Missiles(+3) – 12 rounds*

## Alpha Fighter

The alpha fighter is a descendant of the valkyrie, but is smaller, faster and better armed and armored than its predecessors. It is capable of joining with the beta fighter in "Legioss" mode, making the 2 vehicles act as one larger, heavier war machine.

*Alpha Fighter(4)*

*Speed(3)*

*GU-XX Gun Pod(+3)*

*MM-60 Multi-Missile System(+0) – 60 rounds*

## Battle Pod (Zentraedi)

The Zentraedi battle pod is the most common mecha of the Zentraedi. It offers very little protection but good mobility and firepower. There are also Artillery battle pods which carry 12 light, or 4 heavy missiles.

*Battle Pod(2)*

*Speed(2)*

*Dual Particle Beam Cannons(+3)*

*Dual Autocannons(+1)*

*Top-Mounted Laser Guns(+0)*

*Light Missiles(+0) – optional, available on artillery battle pods only, 12 rounds*

*Heavy Missiles(+2) – optional, available on artillery battle pods only, 4 rounds*

## **Beta Fighter**

The Beta fighter is designed as a support unit for the alpha fighter, providing greater thrust and additional weaponry. The beta fighter (as well as the alpha-beta Legioss) is capable of mach 8.5, able to reach space without additional help. It is capable of joining with the alpha fighter in "Legioss" mode, making the 2 vehicles act as one larger, heavier war machine.

*Beta Fighter(4)*

*Speed(6)*

*GU-XX Gun Pod(+3)*

*MM-405 Super Multi-Missile System(+0) – 80*

*Medium Missiles(+1) – 6 rounds*

*Heavy Missiles(+2) – 2 rounds*

## **Cyclone**

The Cyclone veritech ride armor is the most advanced veritech to date. It changes from a motorcycle configuration to a battloid power armor suit. Most are armed with mini-missiles as well as the standard Gallant H-90 sidearm. The VR-038-LT nicknamed the "38 Lite" is not equipped with mini-missiles, however the RL-6 Heavy Rocket Cannon is standard. The VR-041 Saber Cyclone is also equipped with the "CADS" system of close-combat arm mounted blades, and the VR-052 "Battler" Cyclone carries 4 plasma missiles on it's arm shields.

*Cyclone(3)*

*Speed(3)*

*Mini Missiles(+0) – VR-041 and VR-052 only, 12 rounds*

*RL-6 Heavy Rocket Cannon(+2) – VR-038-LT only, 6 rounds*

*CADS System(+2) – VR-041 only*

*GR-97 Plasma Missiles(+2) – VR-052 only, 4 rounds*

## **Excalibur**

The excalibur is a multi-role destroid with a large variety of weapons. It's main mode of attack are it's particle beam cannon "arms" and missile pods.

*Excalibur(4)*

*Speed(2)*

*Particle Beam Cannon Arms(+4)*

*Short Range Lasers(+0)*

*Auto Cannons(+0)*

*Grenade Launchers(+1)*

*Light Missiles(+0) – 24 rounds*

*Medium Missiles(+1) – 6 rounds*



## **Gladiator**

The gladiator is a high mobility front line destroid, designed to get up close and destroy enemies.

*Gladiator(4)*

*Speed(3)*

*Short Range Lasers(+0)*

*Auto Cannons(+0)*

*Grenade Launchers(+1)*

*Dual Light Missile Launchers(+0) – 12 rounds total*

*GU-11 Gun Pod (+2) – Optional*

*Battle Mace(+2) – Optional, hand to hand weapon*

## **Hargun / Garland**

The hargun and garland are large, advanced cyclones, some wheeled, some hovercraft. The more primitive hargun models require external assistance transforming to battloid, as the arms and legs are external units. Unlike the VR-xxx series cyclone ride armor, the hargun/garland are not power armor suits, but a true mecha. The standard armament for the Hargun & Garland are the GU-11S gun pod, a smaller version of the GU-11 used by the original VF-1 series valkyries, though it is still a large rifle. All garland and Hargun carry a beam saber, an energy projection sword for melee combat, as well as magnetic tow cables for capturing escaping vehicles as well as rescue.

*Hargun or Garland(4)*

*Speed(3)*

*GU-11S Gun Pod(+2)*

*Beam Saber(+2)*

*GU-21 45mm Recoilless Rifle Gun Pod(+4) – Optional, fin-stabilized grenade rifle, 30 rounds*

## **Legioss Mode Alpha-Beta**

The legioss mode combines the alpha and beta fighters into one larger, more powerful war machine. The large war machine gains the benefit of the beta's great speed, and the armaments of the alpha. When connecting, both vehicles must be in jet form, however once connected they may change into a guardian mode, or the alpha may change into battloid mode, with the beta remaining intact.

*Legioss(8) – Damage sustained is split evenly between fighters if disconnecting, any damage before joining is subtracted from the legioss at joining.*

*Speed(5)*

*GU-XX Gun Pod(+3) – from alpha*

*MM-60 Multi-Missile System(+0) – 60 rounds, from alpha*

*Medium Missiles(+1) – 6 rounds, from beta*

*Heavy Missiles(+2) – 2 rounds, from beta*

## **Logan**

The logan is a small, cheap, and quickly produced veritech fighter with only 2 modes, jet fighter and guardian.

*Logan(2)*

*Speed(3)*

*Triple barrel Pulse Ion Cannon(+2)*

*Pulse Laser Gun Pod(+3)*

*Medium Missiles(+1) – 8 rounds, must be fired before transformation*

## **MAC**

This is the largest destroid (or any other mecha) ever piloted by man. It boasts incredible firepower and armor, but is incredibly slow.

*MAC(6)*

*Speed(1)*

*(4) 40cm Auto Cannons(+5)*

*(2) Laser Cannon Arms(+4)*

## **Officer's Battle Pod (Zentraedi)**

The officer's battle pod is a larger, more heavily armed and armored mecha used by zentraedi officers. It's main cannon is a powerful particle beam cannon, and it is fitted with two smaller particle beams on it's arm units. This battle pod also sports 6 light missiles.

*Officer's Battle Pod(4)*

*Speed(3)*

*Main Cannon(+5)*

*(2) Particle Beam Cannon Arms(+4)*

*Light Missile Launchers(+0) – 6 rounds*

## **Raidar X**

The raidar x is an anti-aircraft destroid fitted with long range laser or auto cannon arms. It also boasts an advanced radar system for tracking targets. The raidar x gains a bonus of +2 to cliché rolls to shoot at flying targets.

*Raidar X(4)*

*Speed(2)*

*Laser (or Auto Cannon) Arms(+3)*

## **Spartan**

The spartan destroid is simply a pair of large missile launchers on legs. It's heavy missile launchers are used as support weapons for frontline forces, as well as long-range strikes.

*Spartan(4)*

*Speed(2)*

*(2) Heavy Missile Launcher Arms(+2) – 44 rounds total*

## **Super Valkyrie**

The Super Valkyrie is a common VF-Series valkyrie (see below) to which additional armor and missile systems have been added. The Super valkyrie can reach mach 5 and reach space unassisted.

*VF-Series Super Valkyrie(5)*

*Speed(4)*

*GU-11 Gun Pod(+2)*

*Head and Nose Lasers(+0)*

*Medium Missiles(+1) – 44 rounds total*

Option 1: *Light Missiles(+0) – 24 total, must be fired before changing modes*

Option 2: *Medium Range Missiles(+1) – 12 total, must be fired before changing modes*

Option 3: *Heavy Missiles(+2) – 6 total, must be fired before changing modes*

## **VF-Series Valkyrie**

This is the original veritech fighter, capable of changing from jet fighter, to guardian (or "gerwalk") configuration, to battloid (or "soldier") mode. These jets are adapted well to space, atmosphere or even under water. 3 heavy missiles, 6 medium, or 12 light missiles may be mounted under each wing, but must be fired before changing modes. The GU-11 Gun Pod is the standard weapon of the Valkyrie.

*VF-Series Valkyrie(3)*

*Speed(3)*

*GU-11 Gun Pod(+2)*

*Head and Nose Lasers(+0)*

Option 1: *Light Missiles(+0) – 24 total, must be fired before changing modes*

Option 2: *Medium Range Missiles(+1) – 12 total, must be fired before changing modes*

Option 3: *Heavy Missiles(+2) – 6 total, must be fired before changing modes*

## **Veritech Hover Tank**

The veritech hover tank is a tri-mode hovercraft/tank/battloid. In hovercraft mode, it is a fast patrol unit, but only the EU-11 may be fired. In tank mode, its speed is slowed to a crawl (1), but the 220mm Pulse Laser cannon and triple barrel 36mm plasma pulse cannon may be fired. In Battloid mode it has great mobility, and all weapons may be fired, but the 220mm pulse laser cannon is at -4 to cliché rolls due to it's awkwardness.

*Veritech Hover Tank(4)*

*Speed(3)*

*220mm Pulse Laser Cannon(+5)*

*Triple Barrel 36mm Plasma Pulse Cannon(+3)*

*Mauser EU-11 Laser Gun Pod(+3)*

### **Zentraedi Female Power Armor**

This is often regarded as the most lethal zentraedi mecha – it is light, incredibly fast, and boasts impressive firepower. It is only assigned to female officers.

*Zentraedi Female Power Armor(3)*

*Speed(5)*

*Dual Chest Auto Cannon(+3)*

*(2) Triple-Barrel Pulse Lasers(+2)*

*(4) Light Missile Launchers(+2) – 126 total rounds*

### **Zentraedi Male Power Armor**

The zentraedi power armor is used as a battle suit, a spacesuit, and heavy labor. It cannot fly in an atmosphere, though it has maneuvering jets for space (and underwater) use.

*Zentraedi Male Power Armor(2)*

*Speed(1)*

*Impact Cannon(+2)*

*Shoulder-Mounted Particle Beam Cannon(+3) – Optional*

*Shoulder-Mounted Plasma Cannon(+3) – Optional*

# The Enemy

Depending on your campaign, "the enemy" could be the Zentraedi, Zentran/Meltran, Robotech Masters' Bioroids, Invid, or something else.. Here I will attempt to briefly cover these.

## Bioroids

Bioroids are the clone forces of the Robotech Masters. They appear like humans, and pilot large, nontransformable humanoid mecha which use sled-like hovercraft for rapid transit. The "common" blue bioroid is a sturdy opponent, and the red bioroid is a dangerous opponent, indeed.

*Blue Bioroid(4)*

*Speed(2)*

*Weapons Drum(+3)*

*Red Bioroid(5)*

*Speed(2)*

*Bioroid Blaster(+5)*

*Anti Gravity Skysled(2)*

*Speed(4)*

## Invid

The invid are an alien race of creatures that appear much like bipedal slugs. Most of their mecha are crab-like, with a wide upper shell and two arm-shields at the front, and are all capable of flight.

*Invid Scout(2)*

*Speed(4)*

*\*No ranged weapons, hand-to-hand only!*

*Invid Trooper(4)*

*Speed(2)*

*\*No ranged weapons, hand-to-hand only!*

*Armored Scout(3)*

*Speed(4)*

*Dual Pulse Beam Cannons(+1)*

*Invid Shock Trooper(4)*

*Speed(2)*

*Twin Plasma Cannons(+2)*

## Zentraedi

The zentraedi are the giant warrior-conquerors of the Robotech Masters that appear much like humans. They pilot battle pods and power armor in combat, and the males and females remain separate. A zentraedi can participate in mecha combat natively when not micronized, and as such cannot normally be harmed by a normal human without anti-mecha weaponry. Zentraedi are susceptible to becoming confused by emotional attacks, such as music.

*Zentraedi(3)*

*Zentraedi Laser Rifle(+1)*

# Credits

## **Risus: the Anything RPG by S. John Ross**

<http://www222.pair.com/sjohn/risus.htm>

Without Risus, there would be no Superdeformed Fortress Macross Sourcebook for Risus ;-)

## **The Unofficial Robotech Reference Guide**

<http://www.3dgamedev.com/robotech/ReferenceGuide.html>

Had some useful info about mecha designs. All around good stuff.

## **Robotech Research**

<http://www.robotechresearch.com/>

Same as above ;-)

## **Macross Mecha Designs**

<http://www.steelfalcon.com>

See above ;-)

## **Risustalk Mailing List**

<http://groups.yahoo.com/group/risustalk/>

Without players and developers there'd be no Risus community – thanks guys (and gals)!

## **[LordZamiel.is.Dreaming](http://lordzamiel.is.dreaming)**

<http://lordzamiel.is.dreaming.org>

Home to my sourcebooks, including **Superdeformed Fortress Macross**, **BUGHUNTERS**, Fantastic Fantasy Adventures in RisusLand and companion bestiary, It's LINT! the "life as lint-kind" mini-sourcebook, and **STOOPER HEROES**.

Note – Due to the requests of the Risustalk mailing list, page 2 has NOT been left blank – you're welcome ;)