Palladium Books® presents:

# ROBOTECH
## SHADOW THE CHRONICLES
# Roleplaying Game
# Core Rule Book

Harmony GOLD

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# Palladium Books® Presents:

# ROBOTECH®
## —THE—
## SHADOW CHRONICLES
## ROLE-PLAYING GAME

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Game Rules by: **Kevin Siembieda**

# Contents

## Have you ever role-played before?

If you have never played a role-playing game before, you are about to take your first step into a realm of *adventure* and *imagination* the likes of which you have never experienced.

If you *are* familiar with role-playing games, welcome to the world of **Robotech®**.

## So what is a traditional, pen and paper role-playing game, or RPG?

**It is part improvisational theater** where YOU, the player, assume the identity of a character you create. Only you don't wear costumes and act on a stage, you play a character in the comfort or your own home and interact with other players. *Character creation* is fun and simple and gives birth to a memorable and lasting *player character*.

**It is part "let's pretend,"** just like you played when you were a child, because you imagine *your character* in the world of **Robotech®: The Shadow Chronicles®**. That means you are **a hero** set decades into the future in an alternate Earth and time in which aliens have invaded the Earth three times.

*Your character* is **a soldier** dedicated to freeing Earth from the grip of its current alien conqueror, the *Invid*. You may be a veteran of previous military campaigns from one or two of the previous *Robotech Wars*, or you may have been born in deep space on a battlecruiser, Mars Base, or off-world at some other human space colony. If the latter, Earth is the *legendary home world* you are see-

# This book

This book is many things.

On one hand, it is a *guide* to **Robotech® The Shadow Chronicles®** and the **Robotech® The New Generation TV series**. It is packed with never before seen art, stats and information about the mecha, weapons, and characters in **Robotech® The Shadow Chronicles**. Future sourcebooks will offer even more insight, art and information about all generations of **Robotech®**, past and present.

**However, this book is first and foremost a game.** A role-playing game. All you need to play are this book, dice, a few friends, and a good imagination. If you love to read, act, or write stories, then a pen and paper role-playing game is right up your alley. Read on.

ing for the very first time. If the former, Earth is the home you haven't seen in a decade or more.

Whichever the case, you are part of the **United Earth Expeditionary Force** under the command of *Admiral Rick Hunter*. The fleet has come *home* to free humankind from the shackles of alien domination.

## The Enemy

**Your opponent is the mysterious Invid.** Mechanized alien beings who have conquered the Earth and enslaved humans for nearly a generation.

Action in the **Robotech® The Shadow Chronicles®** time-line starts with a bang, as fierce battles with the Invid ignite at *Reflex Point* and in orbit around the Earth. It is a battle that is joined by resistance fighters, patriots and soldiers, like *Scott Bernard*, who were part of a previous, failed attempt to liberate the Earth before you.

As the battle rages, treachery erupts from within your own ranks as a trusted ally reveals himself to be an unexpected enemy. Even if Earth is wrested from the hands of the Invid, there is a new enemy and new adventure to unfold in the tales of **Robotech® The Shadow Chronicles®**. This is the exciting world you are about to step into, if you dare.

## Role-playing is about imagination unleashed

At first glance, a pen and paper role-playing game (RPG) may seem old fashioned or complex, but it's not.

These RPGs are *advanced games* limited only by your imagination. That means you can play and do almost anything you can imagine within the parameters of the story and setting.

It is so advanced that you don't need electricity or a mechanical game platform to play them, only your mind.

You are not limited by the constraints of videogame graphics, a computer, game engine, or special visual effects. If you can imagine it, you see it, as if you were there, inside your mind's eye.

Your memories of game sessions/adventures are just as vivid as those you have from watching an exciting movie or playing a dynamic videogame.

Best of all, *YOU* are one of the characters who drive the story. YOU shape that story as it unfolds. Your words, actions and heroic deeds are crucial to saving people, defeating the enemy and stopping disaster.

In effect, **YOU** are shaping the future of this wondrous, fictional realm. Your
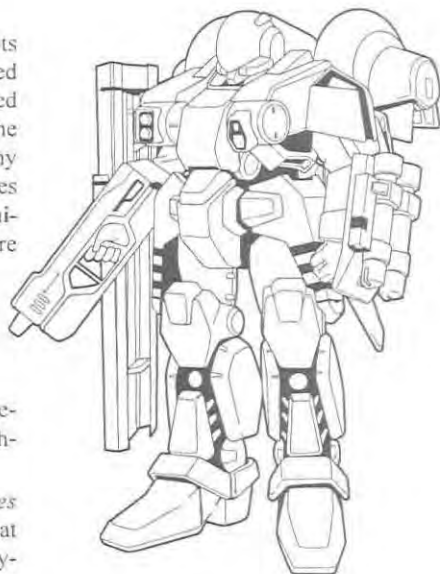
characters are the *new heroes* of the **Robotech®** universe.

Cool, eh?

## Are role-playing games hard to learn?

Not really. They may seem intimidating at first. After all, this whole book is the game. And there are game terms, data blocks and ideas that may seem strange to you at first. Take a breath, relax and realize that this is all about having fun, reading, imagination, teamwork, and gaming. It's "let's pretend" with formal rules for "big kids" of all ages.

Furthermore, you don't need to understand all the rules or everything about the **Robotech®** world. Players can focus on their characters. It's the person in your playing group who offers to be the *Game Master* who has to understand the rules and concepts better than the players need to. He or she is also the one who creates and orchestrates the adventures you play. But even the Game Master doesn't need to memorize all the rules and details, that's why you have *this book* as your *guide* and *reference*.

## Understanding the sci-fi setting

Players will have a better grasp of the world setting, the characters, enemies and goals, if they have seen the **Robotech® The Shadow Chronicles** DVD movie or any of the *Robotech®* *television series* (also available on DVD): *The Macross Saga, The Robotech Masters* and *The New Generation*.

HOWEVER, this book presents all the rules, background, good guys, bad guys, mecha, equipment and character details you need to play. And it's all presented as interesting, illustrated, reading material.

**Additional Robotech® books** called *sourcebooks* will provide more details, info, new characters, new enemies, and equipment as well as *adventures* and adventure ideas for the Game Master to build his game sessions and offer more challenges and rewards for the player characters.

## Well, those are the basics

If you are up for a fun read and trying something new, we think you'll love **Robotech® The Shadow Chronicles® RPG**.

**For Robotech fans**, even if you don't play the game, this book contains a wealth of information, mecha statistics and artwork you are bound to enjoy. All of it is loyal to the **Robotech®** anime that you know and love.

And this RPG is just the first in a *series* of **Robotech®** role-playing games and sourcebooks that will give you insight, behind the scenes secrets, and little known history, as well as provide endless hours of role-playing game fun.

Enjoy.

*– Kevin Siembieda,*
*Game Designer & Publisher, 2008*

# THE INVID INVADERS

**Game Note:** As the core book that launches your adventures in **Robotech®** **The Shadow Chronicles®**, our goal is to present you with the *fundamental data* to recreate that time-line, setting, action and adventure. More than that, we want you to be able to go beyond the tales of *The Shadow Chronicles®* movie and *New Generation TV series* and create your own, new adventures. After all, role-playing games are all about endless possibilities and fun.

**This section presents** stats and information about the **Invid** suitable for the setting and events depicted in **Robotech® The Shadow Chronicles®.** More information and details about the Invid and their 13 years on Earth, their culture, hives, leaders, experiments in bio-engineering, evolution in the Genesis Pits, additional mecha, weapons and characters, as well as Earth resistance fighters, human civilization and the New Generation characters will be presented in **Robotech® The New Generation Sourcebook,** coming soon.

## MENACE FROM THE STARS

The **Invid** are the third alien race to invade Earth, and the first to conquer and enslave the human race.

**It all began in 1999,** when a mysterious, alien spaceship crash-landed on Earth in the South Pacific. It contained new technology that humans were able to reverse engineer and was named Robotech. These discoveries gave birth to the first generation of *Veritech Fighters* and other technological won-

ders. The fear that the alien owners would someday come to reclaim their lost vessel, rechristened the Super Dimension Fortress One (SDF-1) united human civilization, but the aliens would return sooner than expected and their onslaught would shake the entire planet.

**First came the Zentraedi** in 2009, giant alien humanoids who served the mysterious *Robotech Masters.* By 2012, the Zentraedi Armada had decimated much of the planet, but in the end they were defeated by Earth's defenders – the *United Earth Defense Force* (UEDF).

A new flagship, the SDF-3, was launched in 2022 to lead the *United Earth Expeditionary Force* (UEEF). A new breed of heroes prepared for colonization among the stars, while searching for the homeworld of the Robotech Masters with the hope of brokering a lasting peace.

As fate would have it, the **Robotech Masters** and the United Earth Expeditionary Force would miss each other. While the UEEF was away from Earth, the Robotech Masters and their legion of *Bioroids* would arrive on Earth in the year 2029. The Masters would launch countless battles against Earth's valiant defenders, the *Armies of the Southern Cross,* but in the end, they too were defeated. However, the damage was done. The Robotech Masters inflicted severe damage upon the strongholds of human civilization and its military defenders.

Worse, the final conflict with the Robotech Masters unleashed the spores of the *Flower of Life,* the natural source of the mysterious fuel known as *Protoculture,* which powers most Robotech

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mecha. A catastrophic explosion scattered the Flower of Life across the planet, particularly North and South America, which attracted the attention of the Invid.

**When the Invid arrived in 2031**, the *Armies of the Southern Cross* were so weakened by constant battles with the *Robotech Masters* that they could offer little resistance against the overwhelming numbers and raw power of the *Invid*. Earth is said to have fallen in a matter of hours. The soldiers who survived the onslaught were forced to go underground and form resistance groups to oppose the alien invaders.

Even after years of conflict and servitude under the **Invid**, the aliens remain an *enigma* to humans (just as humans remain a mystery to the Invid). **Invid** appear to have a dual nature, as they can be both *energy beings* as well as *flesh and blood beings*. They are sometimes referred to as "parasites" by humans, because of their ravenous need for the Flower of Life as well as their enslavement of the Earth. Wherever Protoculture or the Flower of Life is found, the Invid are certain to arrive to conquer it.

**The Invid are led by the Regess.** This being might be considered the "queen bee" of the *Invid hive community*. Like a queen bee, she leads and directs her people in life and war. Her "children," the Invid, are loyal and obedient to her every command, especially the less evolved (and least human) along the evolutionary scale. She communicates with her children through a form of telepathy, as do Invid Hive Brains via links and transmission stations at the various hives located around the world.

To her own people, the **Invid Regess** is a benevolent, god-like figure able to covert her people into pure energy and transport them across the universe. This is how she brings her entire civilization to Earth from across the cosmos. With the *Flower of Life* adapting and proliferating so easily in the Earth environment, the Regess comes to believe the planet is *destined* to be the Invid's *new home*.

Tragically, the Invid were forced to abandon their previous homeworld, a planet called *Optera*, after its ecosystem was decimated by the Robotech Masters' Zentraedi Armada. Since that terrible and fateful event, the Invid have been searching the universe for a new home where they might evolve to a higher plane of existence. Unfortunately, humans have no place in the Regess' plans, and she intends to annihilate most of the remaining human population, keeping only a tiny percentage as slaves to work the farms and Protoculture processing plants.

One of the Invid race's great strengths under the guidance of the Regess is its ability to adapt and evolve at an incomprehensible rate. Evolution that should take millions of years takes places in a matter of weeks. The Regess and the Invid ultimately seek enlighten-

ment and aspire to evolve into the perfect life form.

# ALIENS IN AN ALIEN LAND

It is important to understand that the Regess and her Invid are not necessarily evil, just so completely alien that human beings are seen as savage and unpredictable *animals*. The Regess herself is dangerously indifferent to other life forms. She does not direct her forces to destroy and enslave the people of Earth out of spite, hate or revenge, but out of callousness. Humans simply represent an obstacle to the achievement of her ultimate goals: To claim Earth as the Invid's new homeworld, to cultivate and keep safe the *Invid Flower of Life*, and to evolve her children into a superior life form.

For the most part, the destruction of humans is carried out with the same cold, unthinking indifference a human might feel as he goes about the methodical extermination of a cockroach infested building. The bugs are not perceived to be the rightful inhabitants of the building, nor evil, but simply as disgusting and annoying pests that must be eliminated before the place can be fixed up and occupied. Likewise, the terrible *experiments* to which some humans are subjected are performed with the same scientific indifference as experiments on a guinea pig or lab rat. The Invid Regess and her children don't see what they do as horrible or cruel; after all, they are experimenting on *human* "*animals*," nothing more.

It is this *lack* of human emotions, empathy and understanding that makes the Invid the heartless monsters they are. They are completely alien and have little compassion for the human condition. Even though both Invid and humans utilize Protoculture in their technology, the applications and methods of their technologies are utterly different. The Regess can alter the genetic structure of an Invid in a matter of minutes, seemingly create the hives out of thin air and erect the Genesis Pits, but human technology is alien to her.

Her children, the Invid people, have very little autonomous thought and understand even less. That is why a human can turn off his Protoculture powered mecha and abandon it in plain view without fear of it being destroyed or confiscated. If the Invid does not sense an *active* Protoculture engine or energy source, it ignores the item. The Invid Regess, herself, might not be fooled by such a blatant ploy, but her troops see only a chunk of meaningless metal. If there is no sign of life, danger or Protoculture, then it is as unimportant as the rock laying next to it. This is also why the Invid ignore crashed spaceships, and ancient abandoned military bases or buildings that contain human mecha, vehicles, ammunition and other supplies. **First**, they don't recognize any of these inanimate objects as having any significance. To them, they are all worthless pieces of junk. **Second**, a particular place, building or spacecraft has no perceived value or importance. If it moves, including automated machines, make it stop moving! Non-movement means no life and no threat. If it has Protoculture, destroy it or capture it. No creatures other than Invid are to possess Protoculture. The Invid generally ignore most life forms too, attacking only when that life form takes a threatening or hostile action, causes trouble, is too close to a hive, or the Regess commands its de-

struction. The knee-jerk reaction to a perceived threat is to *destroy* it and move on. The enemy is *the enemy*. Destroy without mercy. This is the Invid way.

The **Invid Scouts, Troopers** and **other forces** are all soldiers locked inside efficient *killing machines*. The typical Invid Scout or Trooper is an extension of the Invid Hive Brain and the will of the Regess. They function exactly like worker bees of an Earth beehive: They obey the queen, do as she commands them, and defend the hive and their queen, without thought for their own personal well-being. They fight to the death and serve the queen. Their sole purpose is to fight, guard, defend and die in the service of the Regess. There is no fear, no hate, no remorse, no sorrow or hesitation, only instinctive, mindless duty.

This does not change until the Regess begins to evolve her elite forces into human-like beings. However, the human form comes with emotions that confuse the evolved Invid. Unable to understand or control powerful emotions such as love and anger, the human-like Invid "Princes" and "Princesses" often respond like children who are frightened and confused by their feelings, or venting emotions in extreme ways such as rage. (This is all depicted in the *New Generation* television series, and will be covered in the *Robotech® New Generation Sourcebook*.)

# INVID AND HUMAN

Under Invid domination, the role of humans is that of *slave, henchman* and *pawn*. Earth is turned into a giant *farm colony*, and humans are used to cultivate

the Flower of Life and to process it into *Protoculture* for use as a *bio-energy* power source.

Although the Invid have conquered the already decimated Earth and enslaved its people, the aliens have little understanding of human beings. As a result, people who are not forced into slavery may be taken captive and studied like lab rats. These studies include physical and psychological experimentation, torture and mutilation.

Some human Earth communities survive by staying under the Invid's radar. That usually means rejecting technology and machines that use Protoculture. Other humans choose to *serve* the Invid as sympathizers in exchange for the aliens' protection and/or the limited use of technology. Some human communities even come to rely on the Invid, almost as if they were partners. Many other humans are just too afraid to take a stand. They kowtow to Invid domination, doing as they are told, and not getting involved with freedom fighters or resistance movements. After all, the Invid only seem to target and destroy those who openly oppose them or use Protoculture (like the weapons, Cyclones and Veritechs of the Expeditionary Forces). Don't make waves, behave, and don't oppose the Invid, and you can live a decent life. In short, it's safer to accept one's fate and not get involved with the resistance.

# THE SOLDIER'S PERSPECTIVE

The soldiers of the United Earth Expeditionary Force and other human space colonies consider the Invid to be vicious and aggressive *monsters*, inhu-

man parasites who covet and seek to control all Protoculture and the Flower of Life. There has been little interaction between these humans and Invid except in combat. Consequently, the Invid are regarded as ruthless, murderous fiends who conqueror entire worlds, the Earth included, in their mad quest to possess all Protoculture in the universe.

Admiral Hunter seeks to drive the Invid invaders from the Earth, free humankind from alien domination, and rebuild human civilization. To that end, he authorizes two Earth Reclamation Missions to liberate the Earth.

Renowned hero, **Lancer,** was part of the first operation, spearheaded by the *10th Mars Division* in the year 2038. **Scott Bernard** was part of the second operation in 2042 A.D. launched by the *21st Mars Division.* Both fleets grossly underestimated the capabilities of the Invid and suffered mass destruction at the hands of the enemy. However, *survivors* from both operations, as well as many soldiers from the earlier Robotech Wars, formed resistance groups to harass the enemy and help their fellow humans.

In 2044, true to his promise, **Admiral Rick Hunter** returns to Earth with a massive space fleet intent on repelling the Invid from Earth. The focus of their attack is the Invid nerve center known as *Reflex Point,* a massive hive compound where the Invid Regess is located.

This is where the movie, **Robotech® The Shadow Chronicles®,** starts. However, its main focus is on the conflict in outer space, above the Earth, the treachery of the Haydonites, and the new trouble and adventures that result. The original *Robotech® New Generation TV series* focuses on the battle taking place on the Earth's *surface,* the battle of Re-flex Point, and the fate of the New Generation heroes we have followed all series. Of those heroes, only *Scott Bernard* and *Ariel,* an evolved Invid Princess, are active participants in the events shown in **The Shadow Chronicles®** movie. The New Generation Sourcebook will delve into more about the Invid, evolved Invid, and the Regess. The information that follows is data on the Invid mecha and warriors.

# INVID MECHA

## ALL Invid mecha have the following sensors & features

**1. Protoculture Powered:** Protoculture is used as a form of bio-energy to power all aspects of the Invid mecha, from weapons to flight capabilities.

**2. Alien Technology Recognition System (ATRS):** Invid technology is organic in nature and bio-mechanical in its execution and use. In fact, except for these Invid evolved into human form, pilot and machine are one. When an Invid Hive Brain or the Regess performs a *transmutation,* both Invid mecha and the pilot inside are transformed, or evolved, simultaneously. Their unique bio-mechanical technology means that, other than the most highly evolved Invid (Commanders on up), Invid do not use nor recognize radio, radar, infrared, thermal imaging, motion detectors, or most other forms of human technology and mecha. Since pilot and mecha of the less evolved Invid are truly "one," this means most Invid spend their lives *inside* their mecha. What humans might consider a machine part of that Invid mecha is, in effect, a mechanical extension of the pilot, which is why Invid Mecha *bleed* when severely damaged or destroyed.

The Invid mecha's pilot's compartment is a *life support system*, complete with a life-giving *nutrient pool* where the Invid pilot sits completely immersed. The green nutrient fluid is derived from the processed husks of the Flower of Life. The only exceptions are the more highly evolved, human-like Invid, including the Regess and Regent.

As a result, the Invid's ability to *recognize* the purpose and use of human technology, machines, weapons and vehicles is very limited among the lower ranks. The percentage listed below, by Invid type, is the number to roll on percentile dice to see if an Invid recognizes the use, value or danger represented by an inert (not operating/powered off) piece of technology, including human mecha, vehicles, weapons and explosives. If the number rolled falls within the Invid's range to *Recognize Alien Technology* (including human tech) it recognizes the item and will destroy or confiscate it. If the number rolled is higher than the Invid's RAT percentage it completely ignores the item, leaving it where it rests, and moving on.

Perception Level by Caste Type:
**Invid Scout:** 01-15%
**Invid Fighter Scout:** 01-17%
**Invid Trooper:** 01-20%
**Invid Shocktrooper:** 01-25%
**Invid Enforcer:** 01-35%
**Invid Soldier:** 01-35%
**Invid Hive Brain:** 01-45%
**Invid Commander:** 01-60%
**Invid Overlord:** 01-60%
**Invid Regent:** 01-70%
**Invid Regess:** 01-80%
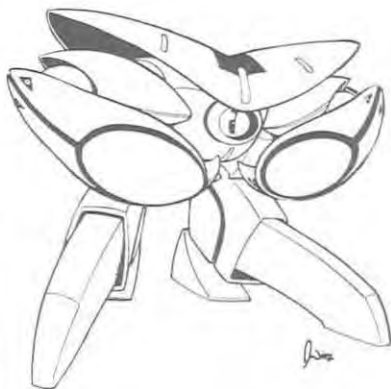
Invid are aliens who, for the most part, are unfamiliar with humans or their technology, but they are not stupid. Furthermore, since Invid Mecha are designed for war, their default reaction is to *destroy* the source of any threat, destroy any attacker, to give pursuit with the intent to destroy any attacker in retreat, and to "acquire" (take into their possession) or destroy any device in human possession that contains Protoculture.

**Note:** Human weaponry that uses Protoculture, including human mecha like the Cyclone, Alpha, Beta, Shadow Fighter, and other mecha, vehicles, weapons and devices, *are recognized* by the Invid by their unique *Protoculture signature*! In fact, Invid are astute at recognizing even subtle variations in Protoculture energy and able to recognize a Gallant pistol or rifle from a Cyclone or Alpha entirely by its energy signature. However, shut off the Protoculture engine or feed, and the device becomes a meaningless hunk of machinery, unless the Invid was in pursuit and saw the pilot bail out from the Protoculture powered vehicle. Again, the Invid aren't stupid, so they will destroy a mecha that they know just attacked, threatened and/or

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tried to evade them. However, manage to escape their sight, hide, and turn off the Protoculture engine or feed, and the human attacker and his mecha are effectively invisible to his Invid pursuers.

**3. Protoculture Sensor:** This is a powerful sensor that can detect the distinct energy signature of Protoculture when it is actively being used/expended. The sensors detect all sources of Protoculture and can target and track as many as 142 targets within range. This sensor picks up the presence of active Protoculture energy *even before* the target is in visual range, but only provides the Invid a *general sense of location*, direction of movement and approximate speed of travel from the energy source, not its exact location. Visual confirmation is necessary for targeting and combat. The energy signal(s) is displayed on a radar-like screen, with each target indicated as a small, yellow blip.

Sensing Range: One mile (1.6 km) distance. Can sense Protoculture energy signals through walls, inside buildings, through the hull of a spaceship and up to 300 feet (91.5 m) underground; double for the *Invid Scout* and *Fighter Scout*. Also see *Optics* and *Targeting*.

Limitations: Although quite formidable, the sensor's Achilles' heel is that it can only register and track Protoculture energy that is *in use*. Even small amounts of Protoculture, such as that used in the Gallant handgun, are detected. However, the moment the Protoculture engine, furnace or power supply is *turned off*, the signal disappears and can *NOT* be sensed or traced; the signal is gone. The best an Invid can do is fly over to the area of the general location from the last known reading and do a visual search. Since the Invid do not

understand human machinery (it all looks the same to them), a human can stop his mecha in the middle of a field, turn it off (stopping the Protoculture energy signal), and run and hide. Of course, it is best to hide or camouflage the mecha, but there is a good chance the investigating Invid will not recognize the mecha and go right past it without incident. See *#2, Alien Technology Recognition System* for more details about this.

**4. Optical Enhancement System:** The Invid have basic optics system, because they tend to rely on their Protoculture based senses.

Basic Optics: Roughly equal to normal human vision.

Telescopic Magnification: 3,000 foot (914 m) range with a 20 foot (6.1 m) field of vision and a x5 magnification.

Passive Nightvision: Amplifies ambient light to see in the dark and at night. Range is 1,000 feet (305 m) and requires at least starlight to function; does not work in absolute darkness.

Protoculture Optics: The Invid's reliance on Protoculture has allowed them to evolve to *see* Protoculture energy. Range is 2000 feet (610 m). Not only can Invid see Protoculture energy signatures, but they can see them through the hide of mecha, spacecraft, walls and up to 100 feet (30.5 m) underground!

The Invid are so attuned to Protoculture that they can recognize even subtle variations in Protoculture energy, enabling them to recognize the specific mecha, weapon or vehicle that contains it by its visual energy appearance.

**Note:** In all cases, Invid respond to Protoculture in the hands of any being other than the Invid, by seizing or destroying it and the person or people who

were in possession of the Protoculture. However, shut off the Protoculture engine or power supply and the Protoculture visual instantly disappears. Of course, the Invid know where it was just a second ago and are +20% to recognize a weapon, mecha or vehicle that was just active and left out in the open. Furthermore, Invid chase down and capture – or more likely destroy – anyone who was *seen* using the protoculture powered device. Thus, abandoning the item in plain sight and fleeing after visual contact has been established, is not a good strategy for escape. The character must at least momentarily lose visual contact and hide himself, and shutdown the device/mecha. Even then, the Invid will search the immediate area and attack anyone they flush out.

Everything is seen through a red haze, as if looking through a ruby filter. This is not to be mistaken for infrared vision. Invid do not have infrared, ultraviolet, or thermal imaging optics/sensors, and only the most human Invid pilots, including those who pilot the *Commander* and *Overlord*, as well as the Regent and Regess, have full color vision like humans.

**5. Protoculture Targeting System:** The protoculture targeting system locks onto any target that is *actively using and emitting Protoculture energy.* This would apply to the Alpha, Beta, Cyclone, Veritech Fighters, old Destroids, mecha of the Southern Cross, and any Protoculture powered spacecraft, vehicle, generator, weapon or device.

Range: Same as optics, typically up to 3000 feet (914 m).

Targeting Bonus by Invid Type:

+2 to Invid Scout, Fighter Scout and Trooper.

+3 to Invid Soldier and Shock-trooper.

+4 to Invid Enforcer, Commander and Overlord.

**6. Electro-Magnetic Sensors:** These sensors pick up magnetic energy waves and fields. This enables the Invid to sense and see natural lines of magnetic energy and use them like highways to navigate and travel, as well as sense and see weapons, spacecraft and other devices that might generate or affect magnetic fields.

**7. External Audio Pickup:** A sound amplification listening system. Range: 200 feet (61 m).

**8. External Speaker System:** The Invid Soldier, Overlord and Commander (sometimes also called the Royal Command Battloid) have a loudspeaker system that amplifies and projects the pilot's voice from normal voice levels up to 90 decibels like a bullhorn. **Note:** Invid Mecha piloted by less evolved Invid pilots lack the ability to speak.

**9. Telepathic Communications System:** Invid use a form of telepathy to communicate. All Invid can communicate among themselves up to a range of 2 miles (3.2 km). Only the Invid Hive Brain, Regent and Regess have a much greater range. **Note:** The less evolved Invid pilots (Scout, Fighter Scout, Trooper, Shocktrooper, and Enforcer) don't even have vocal cords and can't speak. They must use telepathy to communicate.

Invid Hive Brains: 200 mile (320 km) radius. However, a Hive Brain can extend its range by communicating with other Hive Brains and using them as relay stations to send its transmission to the next Hive, which can, in turn, forward it on to the next Hive Brain, and so

on. Likewise, the receiving Hive Brain can simply transmit the received data to the next Hive Brain or transmit all or a specific portion of the information to any or all Invid under its jurisdiction (e.g. a warning that attackers are coming).

The Regess: The telepathic communications abilities of the Invid Queen are effectively unlimited and can reach across the cosmos to Invid everywhere. The Regess may also narrow her range to the Invid in a particular region, a specific Hive or even a specific individual Invid. She can also focus to see through the eyes of her "children" – up to as many as 10 at a time.

The Regent: The "King" of the Invid is less evolved than the Regess but has similar powers. However, his range is limited to a 3000 mile (4800 km) radius of transmission. **Note:** The Regent is nowhere near Earth and is presumed to have been destroyed by the UEEF in a battle far away from Earth before the battle of Reflex Point.

**10: Invid Inner Pilot Compartment:** In most cases, from Invid Scout to Enforcer, the Invid pilot sits in a bath of nutrient fluid similar in color and odor to the pilot's own blood. This bath is necessary to keep the Invid pilot alive. Without it, he dies. The only exceptions are the Invid who have evolved into humanoid form. Their cockpit is not filled with nutrient fluid, has air, and is more like the controls of the UEEF mecha.

**11. Invid Achilles' Heel:** With the exception of the most advanced human-like Invid, mecha from the Invid Scout to the Enforcer have a critical weak spot, the *sensor eye*. A direct shot to the sensor eye that depletes its M.D.C. (typically 20 points) will destroy the eye and penetrate the pilot compartment directly behind it. The result is a *critical hit* that either kills the pilot (causing his blood and nutrient fluid to leak out of the mecha) or causes the nutrient fluid to gush out of the mecha. Without the life giving nutrient fluid, the pilot gasps and dies in a matter of 2D4x10 seconds, reacting similarly to a human dying from a lack of oxygen or breathing a toxic gas. In either case, the Invid pilot dies and the mecha collapses into a heap.

Strike Penalty: The sensor eye is a difficult target to hit. It is shielded from the top by armor acting as a hood, meaning it can only be hit from straight on or below eye level (i.e., from ground level looking up). Even then it is a difficult target to strike, and even more so if the Invid is moving, especially at high speeds.

Consequently, to hit the sensor eye, an attacker must make a "Called Shot" and suffers the following penalties: -4 to strike a stationary Invid target, -6 to strike a slow moving target (under 60 mph/96 km) and -11 to hit a fast moving and/or weaving/dodging target.

**12. Weapon Note:** Specific weapon systems vary from Invid to Invid, but regardless of the type of weapon, its *range* is always doubled in the vacuum of space. (Flying speed also doubles.)

**13. Typical Invid Patrols:** These common breakdowns for typical Invid patrols are provided here as an easy point of reference. In situations of extreme danger or large numbers of enemies, the numbers listed below will be adjusted appropriately (double, triple, etc.) and one or two Enforcers, Commanders and/or Overlords may join the group.

**Reconnaissance Patrol:** 1D4+1 Invid Scouts and 1D4 Fighter Scouts or Troopers.

**Aerial Patrol:** A pair of Invid Scouts, 1D4 Fighter Scouts and 1D4 Troopers or Shocktroopers.

**Ground Patrol:** 1D4+1 Invid Soldiers and 1D4 Troopers and/or Shocktroopers; or 1-2 Invid Scouts, 1D4 Invid Troopers, 1D4 Shocktroopers and one Enforcer.

**Space Patrol:** 1D4+2 Invid Scouts or Fighter Scouts equipped with long-range booster. There may be 1D4+1 additional Invid Fighter Scouts, Troopers or Shocktroopers trailing behind to offer support.

**Reinforcement Squad:** A group of reinforcements responding to a Scout's call is 1D4+1 Fighter Scouts, 1D4 Troopers, and two Shocktroopers.

**Heavy Patrol** or **Seek and Destroy Squad:** A pair of Invid Scouts, 1D4 Fighter Scouts, 1D4+1 Troopers or Shocktroopers, and one or two Invid Enforcers, Commanders or Overlords.

**Standard Hive Patrol (when all is calm):** 1D4 Invid Scouts, two Fighter Scouts, and 1D4 Troopers or Shocktroopers flying around the perimeter of the Hive.

**Hive Perimeter Patrol on Alert (when intruders are anticipated):** When the Hive is under alert, it deploys 1D4+1 Invid Scouts, 1D4+1 Fighter Scouts, 1D4+2 Troopers, 1D4+4 Shocktroopers, 1D6+4 Soldiers and 1D4 Enforcers. Plus *1D6 Mini-Patrols* composed of 1-2 Scouts, 2-3 Fighter Scouts and 1-2 Troopers or Shocktroopers flying around the Hive perimeter. There are also likely to be *4D4 Invid Troopers and 4D6 Shocktroopers* buried three feet (0.9 m) underground at strategic locations around the Hive to spring into action when an active Protoculture source comes within 200 feet (61.5 m) of them. This is a common ambush technique.

**Hive Defense Patrol** *Inside* the **Hive:** 1D6+2 Invid Soldiers and two Troopers or Shocktroopers.

**Occupied Human City or Farm Compound Patrol:** 1D4 Invid Scouts or Fighter Scouts, 1D4+1 Troopers or Shocktroopers, and one Enforcer flying on patrol, plus 1D6+2 Invid Soldiers and 1-2 Troopers on ground patrol.

In large scale offensives, the Invid Scout and Fighter Scout may swarm in massive numbers as large as a brigade, battalion and even one or more armies. However, they usually break off into smaller units and, as usual, work to penetrate the enemy's line of defense to start attacking fortified positions or spacecraft, as the case may be.

# INVID MECHA DESCRIPTIONS

### LISTED BY CASTE AND TYPE (LOWEST TO THE HIGHEST)

**Invid Scout**

**Invid Fighter Scout** (a.k.a. Armored Scout)

**Invid Trooper**

**Invid Shocktrooper**

**Invid Enforcer** (a.k.a. Pincer Command Unit)

**Invid Soldier**

**Invid Commander** (a.k.a. Royal Command Battloid)

**Invid Overlord** (the first transformable Invid Mecha)

**Invid Regent** (Invid King, leader of a rival Invid faction in space)

**Invid Regess** (Invid Queen and Supreme Leader)

# INVID SCOUT



## STATISTICS:
MECHA CLASS:   BATTLOID
CREW:          I PILOT
WEIGHT:        45 TONS

DEPTH:         3.25M
HEIGHT:        2.5M
BR             75M
MA                      64 KPH
MAX                       KPH
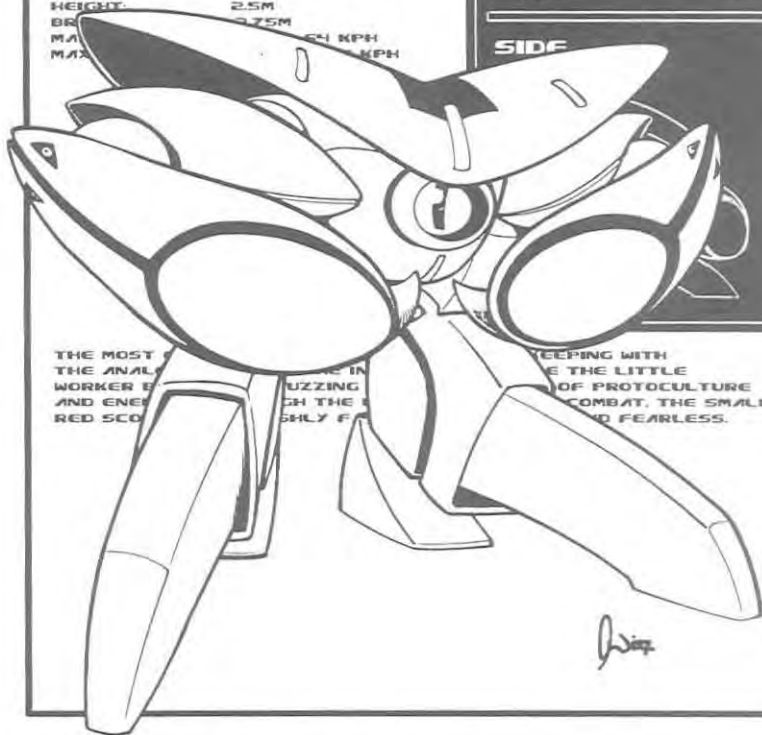
**FRONT**

**SIDE**

THE MOST          E IN          EEPING WITH
THE ANAL                        E THE LITTLE
WORKER            UZZING        OF PROTOCULTURE
AND ENE           GH THE        COMBAT, THE SMALL
RED SCO           HLY F         D FEARLESS.

The cherry red **Invid Scout** (and Invid Fighter Scout) is the eyes and ears of the Invid combat forces. These reconnaissance mecha are small, fast, and maneuverable. The Invid Scout is suitable for all environments and terrain, including space and underwater. In space, the legs of the Scout are removed so it can attach itself to a large booster unit to engage in long-range space reconnaissance missions and attack runs. The Scout searches for Protoculture, enemies, and

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threats to the Invid people and Hive or area to which it is assigned in particular.

The Scout has no long-range weapon capabilities, but it is far from defenseless. Each arm has a large, blade-like claw capable of chopping and tearing through the Mega-Damage armor of human mecha, the hulls of spaceships and the walls of fortifications. Invid Scouts and Fighter Scouts are notorious for engaging enemy spacecraft in groups or swarms, where they get in under the long-range guns and past combat fighters, to rip apart the vessel's hull, knock out weapon systems, disable thrusters, and inflict so much damage that the vessel is either rendered immobile or explodes. Of course, the speedy Invid Scouts always try to fly away moments before a damaged spacecraft explodes, but they are perfectly willing to sacrifice themselves in suicide attacks for the greater good of the Invid civilization.

Invid Scouts are fast, maneuverable, quiet, stealthy and fearless. Whenever the Scout finds Protoculture in the hands of the enemy, it notifies the Hive or nearby combat patrols to take action. If no help is available, the Scout may quietly follow at a distance or attack with slashing claws.

Invid Scouts may be sent out on patrols in pairs or groups of three, four, five or six, but may also operate as a member of a larger and diverse group of Invid mecha. Most patrols are small groups with 4-10 members.

**Typical Invid Scout reconnaissance group** is 1D4+1 Invid Scouts and 1D4 Fighter Scouts or Troopers.

**Typical Invid Scout patrol** is a pair of Invid Scouts, 1D4 Fighter Scouts and 1D4 Troopers or Shocktroopers.

**Sometimes Also Known As:** Iigaa.

**Vehicle Type:** Fast-Attack Combat and Reconnaissance mecha.

**Crew:** One lower caste Invid pilot.

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

Finger/Claw (2) – 30 each

Forearms (Shields; 2) – 115 each

Upper Arms (2) – 70 each

Legs & Feet (2) – 100 each

Main Engine Thruster (rear; 1) – 65

* Sensor Eye (1) – 20

** Main Body – 100

* The sensor eye is the most vulnerable place on the Invid's mecha and its destruction will kill/destroy the Invid pilot inside by punching right through the crew compartment. The sensor eye is a small target surrounded by armored shielding and requires an attacker to make a successful "Called Shot" with the following penalties: Shooting at a stationary target -4, moving target -6, and fast moving target -11 to strike.

** Depleting the M.D.C. of the main body will shut the mecha completely down, rendering it immobile and useless. The Invid pilot is still alive inside, but trapped and will die, unless retrieved, within six hours.

**Speed:**

Running: 40 mph (64 km).

Leaping: 100 feet (30.5 m) high or 120 feet (36.6 m) across.

Flying: Able to hover stationary and perform VTOL (Vertical Take-Offs and Landings). Maximum flying speed is 680 mph (1088 km/roughly Mach One) in an atmosphere, double in space (1360 mph/2176 km).

Space Booster: The legs can be removed and a large, heavy booster connected to the main body. In an atmosphere the

booster offers a top speed of 4020 mph (6432 km or roughly Mach 6) and is capable of launching into outer space. In space, the booster increases speed up to a maximum of 5440 mph (8704 km or Mach 8), but 2720 mph (4352 km or roughly Mach 4) is typical cruising speed.

Underwater: 20 mph (32 km) walking on sea floor, 120 mph (192 km or 104 knots) propelled by thrusters.

**Statistical Data:**

Height: 8.3 feet (2.5 m).

Width/Breadth: 12.3 feet (3.75 m).

Length/Depth: 10.7 feet (3.25 m).

Weight: 4.5 tons.

Physical Strength: Robot P.S. of 30.

Cargo: Can carry up to 1.5 tons.

Skills & Abilities of Note: Camouflage (including self) 60%, Detect Ambush 40%, Detect Concealment 30%, Intelligence 80%, Land Navigation 90%, Math: Basic 98%, Navigation 80%, Prowl 45%, Tailing 80%, and Tracking (People) 30%.

## Weapon Systems:

1. **Mecha Hand to Hand Combat:** The Invid Scout is designed to engage in hand to hand combat and literally tear enemy spaceships, vehicles and mecha apart with its clawed arms.

Attacks per Melee: Four.

Hand to Hand Damage: The Invid Scout has two large claws designed for chopping, ripping and tearing apart enemy mecha, vehicles, spacecraft and fortifications. Thus, their chop and rip/tear damage is greater than punch, stomp or kick damage.

*Punch/Forearm Strike:* 1D4 M.D. on a restrained punch, 1D6 M.D. on a full strength punch, and 2D6 M.D. from a power punch, but the latter counts as two melee attacks.

*Claw Strike:* 3D6 M.D. full strength or 6D6 M.D. from a power claw strike (power punch/strike always counts as two melee attacks).

*Kick or Stomp Strike:* 2D4 M.D.; power kick/stomp is not possible.

*Flying Body Block/Ram:* 1D6 M.D. per every 100 mph (160 km) of speed. Plus there is an accumulative 10% chance per 100 mph (160 km) of speed of knocking an opponent of equal size or up to 50% larger off its feet or an airborne enemy 1D6x100 feet (30.5 to 183 m) off course. In either case, the victim loses initiative and two melee attacks. This attack counts as two of the Invid's melee attacks.

Special Combat Moves: Block missile strikes and weapon blasts with the shielding of their oversized forearms. To block, roll 1D20 to parry (plus bonuses). A successful parry means the forearms take ALL the damage from any missiles or weapon blasts that strike. Note that this tactic may result in the arms being blown off.

Hand to Hand Bonuses: +2 on initiative, +2 to strike, +3 to parry, +1 to disarm, +2 to dodge on the ground, +4 to dodge in flight, +6 to dodge at maximum speed, +1 to roll with impact.

2. **Sensors & Features:** As is standard for Invid.

3. **Special Equipment: Space Booster.** Exclusively used by the Invid Scout and Fighter Scout, a large rocket booster can be attached in place of the legs. It provides greater speed and distance capabilities in space, and is ideal for high speed space combat, pursuit, interception, space dogfights, and to escape the gravitational pull of a planet.

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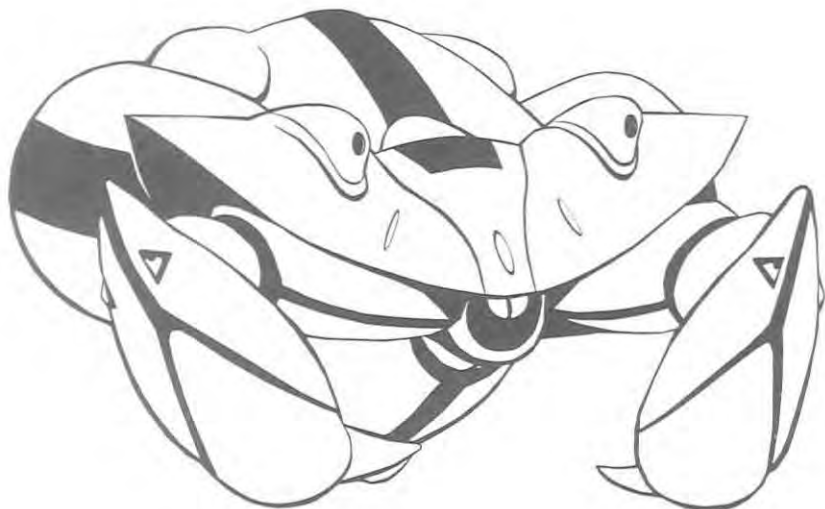
**Vehicle Type:** Optional rocket system.
**Crew:** None; controlled by the Invid Scout pilot.

**M.D.C. by Location:**
Small Thrusters (2; one on each side) – 30 each
Main Thruster (1) – 100
Secondary Thrusters (2) – 40 each
* Main Body – 150

* Depleting the M.D.C. of the main body destroys the booster, leaving the Invid Scout to fly under its own power. Destroying both of the secondary thrusters reduces the maximum speed by 25% and reduces the usual dodge bonus by one. Destruction of the main thruster, but leaving the two secondary thrusters operational reduces speed by 75% and reduces the dodge bonus by half.

**Speed & Stats for the Invid Scout Space Booster:**

Booster Flight Capabilities: Increases the Scout's speed to a maximum of 4020 mph (6432 km or roughly Mach 6) in an atmosphere and up to 5440 mph (8704 km or Mach 8) in outer space.
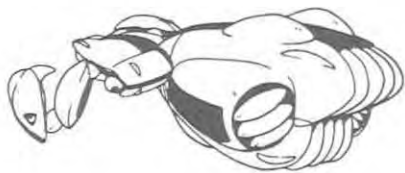
Bonuses with Booster: +2 to dodge.

Height of Booster: 8 feet (2.4 m).

Width of Booster: 12.3 feet (3.75 m).

Length of Booster: 14.6 feet (4.45 m).

Weight of Booster: 3.5 tons.

Cargo Area: None.

Weapon Systems of Booster: None.

# INVID FIGHTER SCOUT

**FRONT**

**SIDE**

STATSTICS:
MECHA CLASS: BATTLOID
CREW: PILOT
WEIGHT: TONS

DEPTH:
HGT

THE FIGHT...
COMBAT MECHA OF THE...
AIR AND SPACE ENVIRON...
OF THE STANDARD INVID...
PLASMA CANNONS TO...
BASED TARGETS W...
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IN SPACE.

The Invid Fighter Scout is the upgraded, combat version of the Scout. It is slightly more heavily armored and is equipped with a pair of light plasma cannons on the top of its carapace without sacrificing speed or maneuverability. Although capable of scouting, this unit is deployed as a "fast-attack" mecha used to intercept and engage enemy aircraft in dogfights, attack spaceships, and strafe ground troops, installations and ground vehicles with equal skill and speed. Like its Scout cousin, the Invid Fighter Scout also has shielded forearms and wicked

claws to chop, slash and tear at enemy mecha, vehicles, spaceships and fortifications. As a result, this versatile vehicle is suitable for reconnaissance, defense and offense, long-range combat, aerial fights and hand to hand combat.

**Also Known As:** Armored Scout and Fighter Iigaa.

**Vehicle Type:** Fast-Attack Combat and Reconnaissance Mecha.

**Crew:** One lower caste Invid.

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

Light Plasma Cannon (2) – 30 each

Fingers/Claws (2) – 30 each

Forearms (Shields; 2) – 125 each

Upper Arms (2) – 80 each

Legs & Feet (2) – 110 each

Main Engine Thruster (rear; 1) – 90

\* Sensor Eye (1) – 20

\*\* Main Body – 125

\* The sensor eye is the most vulnerable place on the Invid's mecha and its destruction will kill/destroy the Invid pilot inside by punching right through the crew compartment. The sensor eye is a small target surrounded by armored shielding and requires an attacker to make a successful "Called Shot" with the following penalties: Shooting at a stationary target -4, moving target -6, and fast moving target -11 to strike.

\*\* Depleting the M.D.C. of the main body will shut the mecha completely down, rendering it immobile and useless. The Invid pilot is still alive inside, but trapped and will die, unless retrieved, within six hours.

**Speed:**

Running: 40 mph (64 km).

Leaping: 100 feet (30.5 m) high or 120 feet (36.6 m) across.

Flying: Able to hover stationary and per-

form VTOL (Vertical Take-Offs and Landings). Maximum flying speed is 680 mph (1088 km/roughly Mach One) in an atmosphere, double in space (1360 mph/2176 km).

Space Booster: The legs can be removed and a large, heavy booster connected to the main body. In an atmosphere the booster offers a top speed ofs 4020 mph (6432 km or roughly Mach 6) and is capable of launching into outer space. In space, the booster increases speed up to a maximum of 5440 mph (8704 km or Mach 8), but 2720 mph (4352 km or roughly Mach 4) is typical cruising speed.

Underwater: 20 mph (32 km) walking on sea floor, 120 mph (192 km or 104 knots) propelled by thrusters.

**Statistical Data:**

Height: 9 feet (2.7 m).

Width/Breadth: 12.3 feet (3.75 m).

Length/Depth: 10.7 feet (3.25 m).

Weight: 5 tons.

Physical Strength: Robot P.S. of 30.

Cargo: Can carry up to 1.5 tons.

Skills & Abilities of Note: Camouflage (including self) 60%, Detect Ambush 40%, Detect Concealment 30%, Intelligence 80%, Land Navigation 90%, Math: Basic 98%, Navigation 80%, Prowl 45%, Tailing 80%, and Tracking (People) 30%.

## Weapon Systems:

1. **Two Light Plasma Cannons:** These weapons are mounted on the top of the Fighter Scout's carapace above the shoulders on the main body. Both plasma cannons are usually fired simultaneously at the same target as a dual system, but can be fired individually and in rapid-fire bursts. Each

cannon can move up and down in a 90 degree arc.

Primary Purpose: Assault.

Range: 4,000 feet (1219 m).

Mega-Damage: 2D6 M.D. per one, single blast or 4D6 M.D. as dual, simultaneous blasts at the same target; dual blast counts as one melee attack. 6D6+6 M.D. as a rapid-fire strafing burst of approximately six pulse blasts from both cannons simultaneously at the same target, but counts as three melee attacks and does NOT get a bonus to strike against relatively small or fast moving targets like Cyclones or even Veritech fighters.

Rate of Fire: Each blast counts as one of the Invid Fighter Scout's five attacks per melee round. Dual blasts count as one melee attack, but a rapid-fire burst counts as three.

Payload: Unlimited.

Bonus: +1 to strike with plasma weapons. This bonus is in addition to any bonus from *Protoculture Targeting* (+2 when applicable).

2. **Mecha Hand to Hand Combat:** Slashing claws tear enemy spaceships, vehicles and mecha apart.

Attacks per Melee: Five.

Hand to Hand Damage: *Punch/Forearm Strike:* 1D4 M.D. on a restrained punch, 1D6 M.D. on a full strength punch, and 2D6 M.D. from a power punch, but the latter counts as two melee attacks.

*Claw Strike:* 3D6 M.D. full strength or 6D6 M.D. from a power claw strike (power punch/strike always counts as two melee attacks).

*Kick or Stomp Strike:* 2D4 M.D.; power kick/stomp is not possible.

*Flying Body Block/Ram:* 1D6 M.D. per every 100 mph (160 km) of speed.

Plus there is an accumulative 10% chance per 100 mph (160 km) of speed of knocking an opponent of equal size or up to 50% larger off its feet or an airborne enemy 1D6x100 feet (30.5 to 183 m) off course. In either case, the victim loses initiative and two melee attacks. This attack counts as two of the Invid's melee attacks.

Special Combat Moves: Block missile strikes and weapon blasts with the shielding of their oversized forearms. To block, roll 1D20 to parry (plus bonuses). A successful parry means the forearms take ALL the damage from any missiles or weapon blasts that strike. Note that this tactic may result in the arms being blown off.

Hand to Hand Bonuses: +2 on initiative, +2 to strike hand to hand or with plasma cannons, +3 to parry (including blocking missiles and energy blasts with its shielded forearms), +2 to disarm, +2 to dodge on the ground, +4 to dodge in flight, +6 to dodge at maximum flying speed, and +1 to roll with impact.

3. **Sensors & Features:** As is standard for Invid.

4. **Special Equipment: Space Booster.** Same as the Invid Scout.
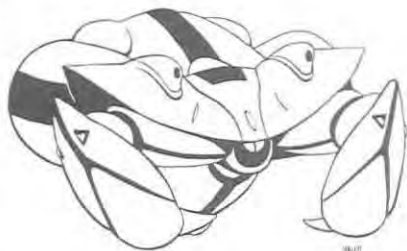
# INVID TROOPER

**FRONT**

**STATISTICS:**

MECHA CLASS:  BATTLOID
CREW:  1 PILOT
  10 TONS

  3.6M
  5M
  4M
  96 KPH
  482 KPH

CLAWS

PRIMARY  LABOR

THE SEN  LNERABLE PLAC
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CREW COM  . IT IS A SMALL TA
BY SURRO

The Invid Trooper is the standard heavy infantry unit of the Invid swarm. It stands a frightening 14.4 feet (4.4 m) and is surprisingly fast and maneuverable for its size. The purple brute can hover and fly, but it is much slower than the Invid Scouts. However, the Invid Trooper is physically tougher and stronger than its little red brothers. Its huge, three-clawed hands can cut through mecha like a hot knife cuts butter, and the claws can move to grab small ene-

mies, like the Cyclone or the arm or weapon of a Veritech, as well as pick up and carry items. This also makes the Invid Trooper double as a heavy load worker within the hive community.

Invid Troopers and Invid Soldiers, usually under the command of one or more Enforcers, Commanders or Overlords, are deployed as guards, perimeter patrols, and pacification forces in and around human communities under Invid control. The Troopers keep the peace, make sure the human slaves stay obedient, and suppress riots, resistance fighters and trouble from outsiders. They also patrol and defend Protoculture processing centers, Invid Hives and other places with strategic importance.

Troopers are also used to *capture* human rebels for enslavement, experimentation or interrogation. To this end, Invid Troopers are skilled at setting up ambushes and laying in wait. A favorite ambush tactic is to use their claws to dig and cover themselves back up with dirt, snow or ice and lay in wait for an unsuspecting resistance fighter to come within range. Ever patient and insidious, Troopers are ready and able to wait, buried for days and even weeks at a time, so that they might eventually spring their trap at a strategic location. The Troopers' Protoculture sensors detect anyone who approaches with active Protoculture and can see the energy when it comes within visual range even through several yards/meters of packed earth. When the target walks into the ambush zone or comes near enough, the Invid Troopers rise from their hiding place below the surface and attack.

As the lumbering foot soldiers and strongmen of the Invid army, the Trooper and Shocktrooper are two of the

most common and numerous of the Invid Mecha.

**Also Known As:** Gurab.

**Vehicle Type:** Combat and Labor Control Mecha; Battloid Class.

**Crew:** One lower caste Invid pilot.

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

    Finger/Claw (2) – 30 each

    Forearms (Shields; 2) – 230 each

    Upper Arms (2) – 110 each

    Legs & Feet (2) – 190 each

    Main Engine Thruster (rear; 1) – 90

    * Sensor Eye (1) – 20

    ** Main Body – 170

* The sensor eye is the most vulnerable place on the Invid's mecha and its destruction will kill/destroy the Invid pilot inside by punching right through the crew compartment. The sensor eye is a small target surrounded by armored shielding and requires an attacker to make a successful "Called Shot" with the following penalties: Shooting at a stationary target -4, moving target -6, and fast moving target -11 to strike.

** Depleting the M.D.C. of the main body will shut the mecha completely down, rendering it immobile and useless. The Invid pilot is still alive inside, but trapped and will die, unless retrieved, within six hours.

**Speed:**

Running: 60 mph (96 km).

Leaping: 30 feet (9.1 m) high, 40 feet (12.2 m) across without booster assistance, or 120 feet (36.6 m) up or across augmented by jet thrusters.

Flying: Able to hover stationary and perform VTOL (Vertical Take-Offs and Landings). Maximum flying speed is 300 mph (480 km) in an atmosphere, double in space (600 mph/960 km).

Underwater: 20 mph (32 km) walking on sea floor, 80 mph (128 km or 69 knots) propelled by thrusters.

**Statistical Data:**

Height: 14 feet, 4 inches (4.4 m).

Width/Breadth: 10 feet, five inches (3.2 m).

Length/Depth: 12 feet (3.6 m).

Weight: 10 tons.

Physical Strength: Robot P.S. of 44.

Cargo: Can carry up to 2.2 tons.

Skills & Abilities of Note: Camouflage (including self) 50%, Detect Ambush 50%, Detect Concealment 30%, Hide Underground to Set Ambush (Special) 80%, Intelligence 60%, Land Navigation 80%, Math: Basic 98%, Navigation 80%, Prowl 45%, Tailing 75%, and Tracking (People) 30%.

## Weapon Systems:

1. **Mecha Hand to Hand Combat:** Slashing claws tear enemy space-ships, vehicles and mecha apart. Each hand has three, large slashing claws.

Attacks per Melee: Five.

Hand to Hand Damage: *Punch/Forearm Strike:* 1D6 M.D. on a restrained punch, 3D6 M.D. on a full strength punch, and 6D6 M.D. from a power punch, but the latter counts as two melee attacks.

*Claw Strike:* 4D6+3 M.D. full strength or 1D4x10+9 M.D. from a power claw strike (power punch always counts as two melee attacks).

*Kick or Stomp Strike:* 2D6 M.D. To stomp, the target must be 10 feet (3 m) tall or smaller.

*Power Kick/Stomp:* 4D6 M.D., counts as two attacks.

*Flying Body Block/Ram:* 1D6+2 M.D. per every 100 mph (160 km) of speed. Plus there is an accumulative

15% chance per 100 mph (160 km) of speed of knocking an opponent of equal size or up to 50% larger off its feet or an airborne enemy 1D6x100 feet (30.5 to 183 m) off course. In either case, the victim loses initiative and two melee attacks. This attack counts as two of the Invid's melee attacks.

Special Combat Moves: 1. Block missile strikes and weapon blasts with the shielding of their oversized forearms. To block, roll 1D20 to parry (plus bonuses). A successful parry means the forearms take ALL the damage from any missiles or weapon blasts that strike. Note that this tactic may result in the arms being blown off.

2. Hide under earth, snow or ice to set up a surprise attack or ambush.

Hand to Hand Bonuses: +2 to strike, +3 to parry (including blocking missiles and energy blasts with its shielded forearms), +3 to disarm, +2 to entangle, +1 to dodge on the ground, +3 to dodge in flight, and +1 to roll with impact.

2. **Sensors & Features:** As is standard for Invid.

# INVID SHOCKTROOPER



**STATISTICS:**

| | |
|---|---|
| MECHA CLASS: | BATTLOID |
| CREW: | 1 PILOT |
| WEIGHT: | 11.5 TONS WITH GUN PODS |
| DEPTH: | 3.6M |
| HEIGHT: | ...0M W/GUN PODS |
| BRE... | |
| MAX ... | |
| MAX F... | |

**ARMAMEN...**
2 X TRIPLE CL...
2 X PLASMA CANN...
SIDES OF THE MECHA

The Invid Shocktrooper is another standard, front-line infantry mecha. Like the Trooper, the Shocktrooper has limited flight capabilities and the same basic body configuration. The big differences are heavier armor and a pair of large plasma cannon pods mounted over the shoulders. The weapon pods can fire at the same target (with bonuses to strike) or two different targets (without the bonus to strike). The plasma cannons make excellent ground to air weapons against aerial opponents as well as against armored vehicles, mecha and ground troops.

Shocktroopers often work hand in hand with Invid Troopers and Invid Soldiers, but may also accompany Scouts and Fighter Scouts as well as other Invid mecha. Invid Shocktroopers perform the same duties as their unarmed Trooper brethren and might be thought of as mobile artillery and troop support, like a tank. They also use the same ambush techniques as the Trooper, including burying themselves underground and laying in wait for enemy soldiers and enemies using Protoculture.

**Also Known As:** Heavy Trooper and Heavy Gurab.

**Vehicle Type:** Heavily Armed Mainforce Mecha; Battloid Class.

**Crew:** One lower caste Invid pilot.

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

Plasma Cannons (2) – 100 each

Fingers/Claws (3 per hand) – 30 each

Forearms (Shields; 2) – 230 each

Upper Arms (2) – 110 each

Legs & Feet (2) – 190 each

Main Engine Thruster (rear; 1) – 90

\* Sensor Eye (1) – 20

\*\* Main Body – 200

\* The sensor eye is the most vulnerable place on the Invid's mecha and its destruction will kill/destroy the Invid pilot inside by punching right through the crew compartment. The sensor eye is a small target surrounded by armored shielding and requires an attacker to make a successful "Called Shot" with the following penalties: Shooting at a stationary target -4, moving target -6, and fast moving target -11 to strike.

\*\* Depleting the M.D.C. of the main body will shut the mecha completely down, rendering it immobile and useless. The Invid pilot is still alive inside, but trapped and will die, unless retrieved, within six hours.

**Speed:**

Running: 60 mph (96 km).

Leaping: 30 feet (9.1 m) high and 40 feet (12.2 m) across without booster assistance, or 120 feet (36.6 m) up or across augmented by jet thrusters.

Flying: Able to hover stationary and perform VTOL (Vertical Take-Offs and Landings). Maximum flying speed is 300 mph (480 km) in an atmosphere, double in space (600 mph/960 km).

Underwater: 20 mph (32 km) walking on sea floor, 80 mph (128 km or 69 knots) propelled by thrusters.

**Statistical Data:**

Height: 15 feet, 7 inches (4.8 m) due to the cannon pods.

Width/Breadth: 12 feet (3.6 m).

Length/Depth: 12 feet(3.6 m).

Weight: 11.5 tons.

Physical Strength: Robot P.S. of 44.

Cargo: Can carry up to 2.2 tons.

Skills & Abilities of Note: Camouflage (including self) 50%, Detect Ambush 50%, Detect Concealment 30%, Hide Underground to Set Ambush (Special) 80%, Intelligence 50%, Land Navigation 80%, Math: Basic 98%, Navigation 80%, Prowl 40%, Tailing 70%, and Tracking (People) 30%.

## Weapon Systems:

1. **Plasma Cannon Pods (2):** Mounted above each shoulder is a Plasma Cannon Pod. The cannons can move side to side in a 45 degree rotation, and swivel up and down 90 degrees, making them effective against ground and air vehicles. In outer space, the Invid Shocktrooper flies with cannons pointed forward, offering support to

their faster and more maneuverable Scout brethren from a distance and converging on large, heavily armored targets like spacecraft.

The weapon pods can fire simultaneously at the same target with a bonus to strike, or they can point and fire at two different targets without benefit of the bonus to strike either target. As a rule, however, both Plasma Cannon Pods are usually aimed at the same target. **Note:** The mouths of the twin cannons always glow white just before they are about to shoot.

Primary Purpose: Assault and Anti-Aircraft/Mecha.

Range: 4,000 feet (1219 m).

Mega-Damage: Fire bursts of three plasma discs doing 6D6 M.D. per successful strike from one cannon, or 1D6x10+6 M.D. from a simultaneous burst from both plasma cannons (6 plasma discs) at the same target.

A strafing run unleashes a stream of (2D6+6) plasma discs down a line of attack hitting everything in its path unless the enemy makes a successful dodge. However, this loosely directed shooting down a line of fire at multiple targets typically results in only one plasma disc hitting any of the targets in the strafing run, doing 2D6 M.D. per target struck.

Bonus: +2 to strike with plasma burst attacks. This bonus is in addition to any bonus from *Protoculture Targeting* (+3 when applicable). Strafing attacks do not get a bonus to strike.

Rate of Fire: Each three disc or six disc *burst* counts as one melee attack, but a strafing run counts as two.

Payload: Unlimited.

2. **Mecha Hand to Hand Combat:** Slashing claws tear enemy space-

ships, vehicles and mecha apart. Each hand has three large, slashing claws.

Attacks per Melee: Five.

Hand to Hand Damage: *Punch/Forearm Strike:* 1D6 M.D. on a restrained punch, 3D6 M.D. on a full strength punch, and 6D6 M.D. from a power punch, but the latter counts as two melee attacks.

*Claw Strike:* 4D6+3 M.D. full strength or 1D4x10+8 M.D. from a power claw strike (power punch always counts as two melee attacks).

*Kick or Stomp Strike:* 2D6 M.D. To stomp, the target must be 10 feet (3 m) tall or smaller.

*Power Kick/Stomp:* 4D6 M.D. Counts as two melee attacks.

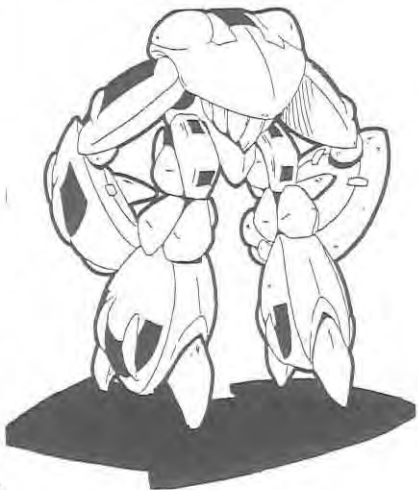*Flying Body Block/Ram:* 1D6+2 M.D. per every 100 mph (160 km) of speed. Plus there is an accumulative 15% chance per 100 mph (160 km) of speed of knocking an opponent of equal size or up to 50% larger off its feet or an airborne enemy 1D6x100 feet (30.5 to 183 m) off course. In either case, the victim loses initiative and two melee attacks. This attack counts as two of the Invid's melee attacks.

Special Combat Moves: 1. Block missile strikes and weapon blasts with the shielding of their oversized forearms. To block, roll 1D20 to parry (plus bonuses). A successful parry means the forearms take ALL the damage from any missiles or weapon blasts that strike. Note that this tactic may result in the arms being blown off.

2. Hide under earth, snow or ice to set up a surprise attack or ambush.

Hand to Hand Bonuses: +2 to strike, +3 to parry (including blocking missiles and energy blasts with its shielded forearms), +3 to disarm, +2 to entangle, +1 to

dodge on the ground, +3 to dodge in flight, and +1 to roll with impact.

3. **Sensors & Features:** As is standard for Invid.



# INVID ENFORCER

FRONT

**STATSTICS:**

| | |
|---|---|
| MECHA CLASS: | BATTLOID |
| CREW: | 1 PILOT |
| WEIGHT: | 28 TONS |
| DEPTH: | 6.4M |
| HEIGHT: | 9.7M |
| MAX GROUND SPEED: | 95 KPH |
| M‗‗‗‗‗‗EED: | 725 KPH |
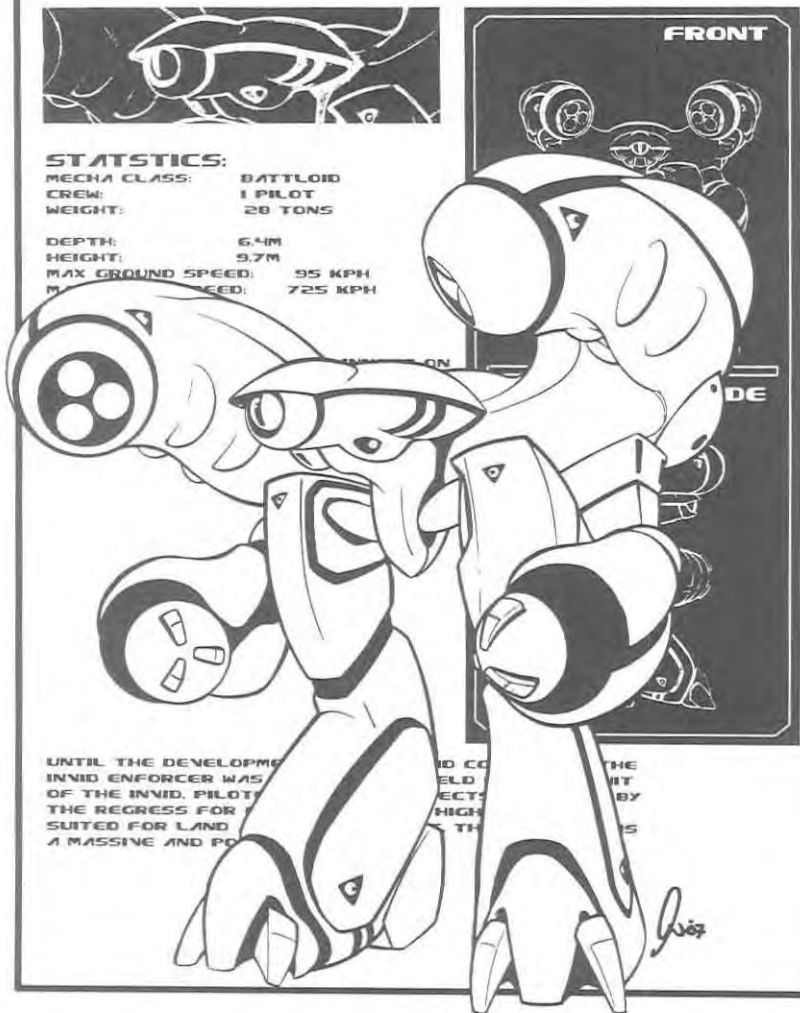
UNTIL THE DEVELOPM‗‗‗
INVID ENFORCER WAS ‗‗‗
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The Invid Enforcer might be considered the *heavy artillery!* Its two massive beam cannons fire a powerful blast that merges into a single beam and unleashes massive amounts of damage. However, the Enforcer (sometimes known as the Pincer) is more than a heavy, mobile combat unit, it serves as a squad leader and troop commander. Before the Regess evolved the Commander and Overlord mecha, the Enforcer was the main command unit of the Invid army. Since the advent of the higher caste, the Enforcer serves under the Commander and Overlord and may be thought of as the rank of lieutenant, captain and major in the Invid legions, while the Commander and Overlord hold the positions of generals and colonels. The giant Enforcer is capable of leading and directing Invid troops, managing all sorts of offensive and defensive military operations, and launching attacks at enemy fortifications and entrenched positions on the ground and in outer space.

Unlike the lower caste Invid under the Enforcers' command, this is an intelligent, evolved Invid and capable of assimilating data, forming strategies and tactics, and making decisions. Thus, the Enforcer is far more clever and treacherous than any of the Invid under its command. To make matters worse, the Enforcer is heavily armored, maneuverable and possesses devastating weapons. Its big beam cannons are so strong that they can melt down a Cyclone in a matter of a few melee rounds and completely vaporize it in minute or two.

The Enforcer command unit is a leader and director, so it is very rarely encountered alone. Instead, it is usually found leading a seek and destroy squad or surgical strike, commanding a large number of troops (from platoon to bri-gade size), supervising operations at a Protoculture farm, factory or occupied town, or engaged in some other specialized or strategically important operation. Numerous Enforcers will also be active at any Invid Hive. The Enforcer command mecha is answerable only to a highly evolved Commander, Overlord, Hive Brain and the Regess. **Note:** One in every 100 Invid Scouts/Fighter Scouts, one in every 20 Invid Troopers or Invid Soldiers, and one in every 10 Shock-troopers is an Enforcer. There can be no doubt that the Enforcers wields tremendous firepower and is arguably as formidable as the Invid Commander and Overlord.

**Also Known As:** Invid Pincer and Gamo.

**Vehicle Type:** Heavy Weapons Command Mecha; Battloid Class.

**Crew:** One higher caste Invid pilot.

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

Particle Beam Cannons (2; large) – 250 each

\* Recessed Mini-Plasma Weapons (2) – 15 each

Claw Pincer Hands (2) – 50 each

Forearms (2) – 150 each

Upper Arms (2) – 110 each

Legs & Feet (2) – 270 each

Main Engine Thruster (rear; 1) – 150

\* Sensor Eye (1) – 50

\*\* Main Body – 390

\* The sensor eye is the most vulnerable place on the Invid's mecha and its destruction will kill/destroy the Invid pilot inside by punching right through the crew compartment. The sensor eye is a small target surrounded by armored shielding and requires an attacker to make a successful "Called Shot" with the following penalties: Shooting at a

stationary target -4, moving target -6, and fast moving target -11 to strike.

Any other item marked with a single asterisk is a small and/or difficult target to strike and also requires a "Called Shot" and suffers the same penalties as the sensor eye.

** Depleting the M.D.C. of the main body will shut the mecha completely down, rendering it immobile and useless. The Invid pilot is still alive inside, but trapped and will die, unless retrieved, within six hours.

### Speed:

Running: 59 mph (95 km).

Leaping: 30 feet (9.1 m) high and across without boosters, or 100 feet (30.5 m) up or across augmented by jet thrusters.

Flying: Able to hover stationary and perform VTOL (Vertical Take-Offs and Landings). Maximum flying speed is 453 mph (725 km) in an atmosphere, double in space (906 mph/1449 km).

Underwater: 20 mph (32 km) walking on sea floor, 90 mph (144 km or 78 knots) propelled by thrusters.

### Statistical Data:

Height: 32 feet (9.7 m).

Width/Breadth: 30 feet (9.1 m).

Length/Depth: 21 feet (6.4 m).

Weight: 28 tons.

Physical Strength: Robot P.S. of 50.

Cargo: Can carry up to 2.5 tons.

Skills & Abilities of Note: Detect Ambush 60%, Detect Concealment 50%, Hide Underground to Set Ambush (Special) 70%, Intelligence 70%, Land Navigation 90%, Math: Basic 98%, Military Fortifications 75%, Navigation 90%, Tailing 40%, and Tracking (People) 45%.

## Weapon Systems:

1. **Twin Particle Beam Cannons (2):** A pair of massive beam cannons curl over the shoulders of the Invid Enforcer. When fired in tandem, the two beams merge into one to inflict heavy damage. The cannon housing is mounted on the main body, hanging over the shoulders like two giant caterpillars. Both always fire simultaneously in a directed beam of particle heated energy. If one cannon is destroyed, the other is rendered useless.

The cannons always point forward, but the entire cannon platform tilts up and down for various angles of fire up to 90 degrees. The three rotating inner nozzles of the cannon can also adjust about 30 degrees for accurate shooting. However, since the cannons always point forward, the Invid Enforcer must move its entire body to fire at a target to its side, behind, or above it. A favorite tactic is to fly several hundred feet (200-1000 feet/61 to 305 m) above the ground and blast opposing ground units. In outer space, the legs fold straight back and the cannons tilt to shoot forward, down or in a 30 degree upward angle.

Primary Purpose: Assault, Anti-Spacecraft and Anti-Fortifications.

Range: 4,000 feet (1219 m).

Mega-Damage: A light dual blast from both cannons does 1D6x10 M.D.! A heavy blast does 2D6x10 M.D.! Beams from both cannons fire simultaneously to merge into one powerful beam. Each blast counts as one melee attack regardless of the level of damage.

A strafing run unleashes a steady stream of destructive energy inflicting 6D6 M.D. to everything it hits, including

the ground or road below. Only a successful dodge escapes the destructive blast. Mega-Damage is less than a normal full blast, because the strafing run is not a focused attack but a continuous beam directed across a particular area.

Bonus: +2 to strike per light or heavy blast at the same target. This is in addition to any bonus from *Protoculture Targeting* (+4 when applicable). Strafing attacks do not get a bonus to strike.

Rate of Fire: Each blast, whether light or heavy, counts as one melee attack, but a strafing run counts as two.

Payload: Unlimited.

Note: The mouths of the cannons always glow white just before they are about to shoot.

2. **Mini-Plasma Weapons (2):** Recessed into the front of the main body on either side of the Sensor Eye is a mini-plasma weapon. These weapons can fire simultaneously or individually, and destroying one does not incapacitate the other. To attempt to shoot out one of the mini-plasma guns, the attacker must make a "Called Shot" and has the same penalties as shooting at the sensor eye.

Primary Purpose: Close Combat and Anti-Personnel.

Range: 2,000 feet (609 m).

Mega-Damage: A single blast does 3D6 M.D., a simultaneous double blast (two energy bolts, one from each gun) fired at the same target does 6D6 M.D.; counts as one melee attack.

Rate of Fire: Each single or double blast counts as one melee attack.

Payload: Unlimited.

Bonus: +1 to strike per single or dual blast. This bonus is in addition to any bonus from *Protoculture Targeting* (+4 when applicable).

3. **Mecha Hand to Hand Combat:** The Invid Enforcer has minimal close combat fighting capabilities. Its arms are short, its hands are not slashing claws, it is designed for command and ranged combat.

Attacks per Melee: Six.

Hand to Hand Damage: *Punch/Forearm Strike:* 1D6 M.D. on a restrained punch, 3D6 M.D. on a full strength punch, and 6D6 M.D. from a power punch, but the latter counts as two melee attacks.

*Kick or Stomp Strike:* 2D6 M.D. To stomp, the target must be 20 feet (6.1 m) tall or smaller.

*Power Kick/Stomp:* 4D6 M.D. Counts as two melee attacks.

*Flying Body Block/Ram:* 2D6+2 M.D. per every 100 mph (160 km) of speed. Plus there is an accumulative 12% chance per 100 mph (160 km) of speed of knocking an opponent of equal size or up to 50% larger off its feet or an airborne enemy 1D6x100 feet (30.5 to 183 m) off course. In either case, the victim loses initiative and two melee attacks. This attack counts as two of the Invid's melee attacks.

Special Combat Moves: Hide under earth, snow or ice to set up a surprise attack or ambush. The Enforcer also likes to hover above or perch itself from an elevated position and fire down on the enemy.

Hand to Hand Bonuses: +2 to strike, +2 to parry (can not block missiles and energy blasts with its forearms), +2 to dodge on the ground, +3 to dodge in flight, and +2 to roll with impact.

4. **Sensors & Features:** As is standard for Invid.

# INVID SOLDIER



DUDO6
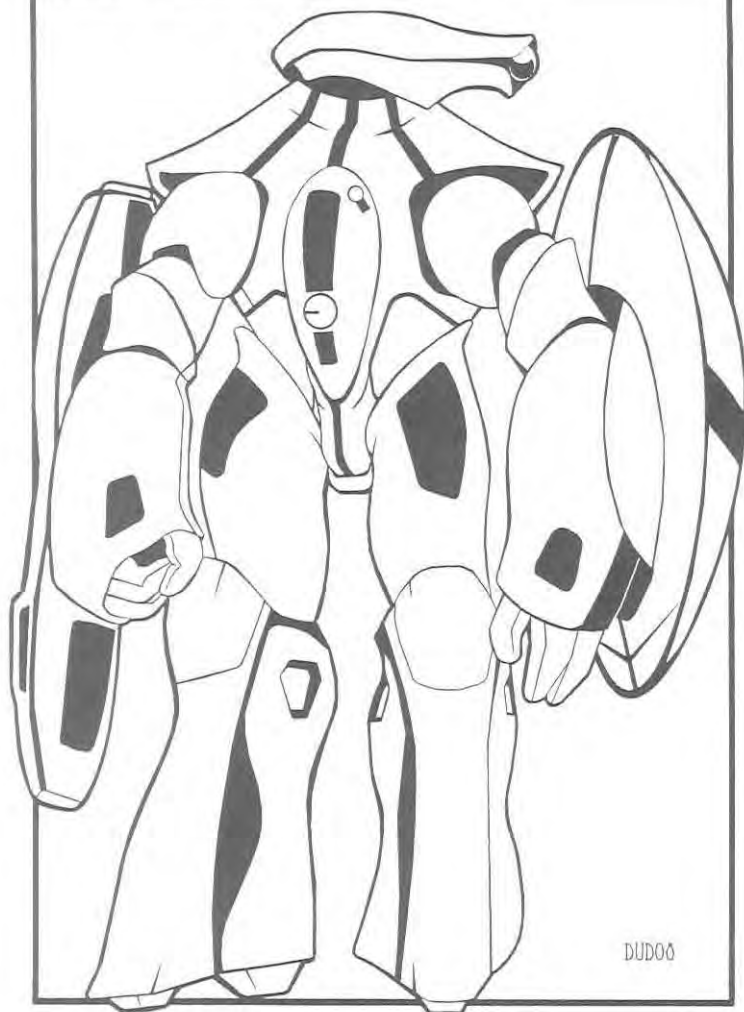
Though the smallest of the Invid at roughly seven and a half feet (2.3 m) tall, the Invid Soldier is still imposing and is not to be taken lightly. Though they are far from human, Invid Soldiers are higher caste Invid with a more hu- manoid form and the ability to speak. This also means they are more resource- ful than the lower caste Invid. They, are intelligent, capable of independent thought, can think on their feet and ad- just their tactics as circumstance dictate.

They may work with any of the other Invid, particularly Invid Scouts, Fighter Scouts and Troopers, and even lead them in operations. However, for the most part, the Invid Soldier is exactly that, an infantry trooper who takes their orders from the Hive Brain, an Enforcer, Commander, Overlord or the Regess. Like most Invid, the Soldier may be used in small squad operations or unleashed en masse as an entire army. They are fiercely loyal and obedient to the leaders and Queen of their people, and are devoid of human emotions such as hate, love, greed and envy.

With the occupation of Earth and other planets with humans and humanoid beings, it became necessary to evolve an Invid that was closer to human size and appearance. Necessary because only the smaller, humanoid Invid Soldier could handle and use human equipment, access human dwellings, buildings and spacecraft without smashing them open, and could more easily command humans. This humanoid size and shape is particularly useful in swarming the ruins of deserted human cities and towns, where the Invid Soldiers can comb the insides of buildings, basements, and other small, "human-sized" dwellings and hiding places. It also enables them to more easily access human equipment and Protoculture power cells. However, the Invid Soldiers fill several roles, including Hive guards, military escorts, interrogators, surgeons experimenting on humans, technicians, slave masters, Flower of Life plantation masters, supervisors over groups of human beings, police and patrollers of occupied cities, and similar duties, as well as general labor. Consequently, they are most commonly found in human communities, the ruins of such communities, and in and around Invid Hives and the mysterious Genesis Pits.

Perhaps the most unusual aspect of the Invid Soldier is that the Hive Brain and Regess can seize complete control over a handful, like possession, and use them as extensions of itself. This is the process used for carrying out biological experiments and other scientific or delicate procedures.

The exoskeleton of the Invid Soldier serves as both battle armor and environmental suit. Like all Invid mecha, the armor is a physical extension of the Invid inside, nutrient fluid coursing throughout, and is never taken off. Without the armor, the organism inside would perish. The armor provides its wearer with enhanced strength, built-in weapons, and all the standard sensors and features of Invid mecha. In addition to lasers built into the forearms, the Invid Soldier also gets a shield that can be mounted to his left forearm and a bazooka-like plasma rifle that attaches to the right arm.

**Also Known As:** Malar.

**Vehicle Type:** Combat and Labor Control Mecha; Battloid Class.

**Crew:** One higher caste Invid pilot.

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

* Hands (2) – 20 each

Forearms (2; laser concealed within) – 55 each

Upper Arms (2) – 50 each

Shield (1; left arm) – 125

Plasma Rifle (1; right arm) – 50

Legs (2) – 100 each

* Jet Thruster (rear) – 32

* Sensor Eye – 30

** Main Body – 100

* The sensor eye remains the most vulnerable place on the Invid Soldier's body. Its destruction kills the Invid pilot inside. However, the sensor eye is a

small target that requires an attacker to make a successful "Called Shot" with the following penalties: Shooting at a stationary target -4, moving target -6, and fast moving target -11 to strike.

Any other location marked by a single asterisk is also a small and difficult target to hit, and has the same requirements and penalties to hit as the sensor eye.

** Depleting the M.D.C. of the main body kills the Invid Soldier.

Note: Invid Soldier's armor can NOT be modified for human use.

**Speed:**

Running: 30 mph (48 km).

Leaping: 30 feet (9.1 m) high or across without booster assistance, or 100 feet (30.5 m) up or across augmented by jet thrusters without actually taking flight.

Flying: Invid Soldiers have limited flight capabilities similar to those of a jet pack. Able to hover stationary and perform VTOL (Vertical Take-Offs and Landings) with a maximum flying speed of 200 mph (320 km) in an atmosphere, double in space (400 mph/640 km).

Underwater: 10 mph (16 km) walking on sea floor, 80 mph (128 km or 69 knots) propelled by thrusters.

**Statistical Data:**

Height: 7 feet, 5 inches (2.3 m).

Width/Breadth: 4 feet (1.2 m).

Length/Depth: 2 feet, 3 inches (0.7 m).

Weight: 480 pounds (216 kg).

Physical Strength: Robot P.S. of 25.

Cargo: Can carry up to one ton.

Skills & Abilities of Note: Camouflage (including self) 75%, Detect Ambush 60%, Detect Concealment 50%, Hide Underground to Set Ambush (Special) 80%, Intelligence 60%, Land Navigation 80%, Math: Basic 98%, Navigation 80%, Prowl 45%, Tailing 75%, and Tracking (People) 30%.

## Weapon Systems:

1. **Concealed Lasers in Forearms (2):** One small, laser weapon is concealed in each forearm of the Invid Soldier's power armor. Both are fixed in one position, able to shoot only in the direction the arm is pointed. Destruction of the forearm (55 M.D.C.) destroys the laser.

Primary Purpose: Defense and Close Combat.

Range: 500 feet (152 m).

Mega-Damage: 2D4 M.D. for a single blast, 3D6+3 M.D. from a three blast burst.

Rate of Fire: Each blast or burst counts as one melee attack.

Payload: Unlimited.

Bonus: +2 to strike. Protoculture Targeting bonus (+4) may also apply depending on the target (Protoculture powered enemies such as the Alpha, Beta, Cyclone, Veritech, etc.).

2. **Heavy Plasma Beam Rifle (1):** Standard issue to the Invid Soldier, the rifle attaches to the right forearm of the exoskeleton where it draws energy from the power armor. When not in use, the rifle is attached to the back.

Primary Purpose: Assault and Defense.

Range: 2,000 feet (609 m).

Mega-Damage: 4D6 M.D. per single blast or 1D4x10+8 M.D. from a triple pulse burst.

Rate of Fire: Each single blast counts as one melee attack and gets full benefit of accumulative bonuses for an Aimed Shot. Reduce the bonus to strike by half when firing a burst.

Payload: Unlimited.

Bonus with the Rifle: +2 to strike. Protoculture Targeting bonus (+4) may also apply depending on the target (Protoculture powered enemies such as the Alpha, Beta, Cyclone, Veritech, etc.).

3. M.D.C. Shield: A large, round energy shield is standard issue for the Invid Soldier. It can be stowed on the back or attached tot he forearm (usually left arm).

Primary Purpose: Defense/blocking incoming missile, explosive and other types of projectile and kinetic attacks. May also be used to block energy blasts, but they do more damage to the shield.

Range: Close combat.

Mega-Damage: When used as a blunt weapon the shield does the same as punch damage +2 M.D.

Special: Self-healing shield recovers lost M.D.C. at a rate of 1D6+4 per hour.

Bonuses: The Invid Soldier may block missile strikes and weapon blasts with the large shield. To block, roll 1D20 to parry with a +2 bonus (no other bonus applies). A successful parry means the shield blocks the attack and takes ALL the damage from any missiles, explosions, or weapon blasts that hit it. However, the shield is designed in such a way that missiles and other explosions inflict only *half damage*. The shield takes no damage from S.D.C. attacks, nor from punch and kick attacks even if they are M.D. When all M.D.C. of the shield is gone, it is destroyed.

4. Mecha Hand to Hand Combat: The Invid Soldier can also engage in hand to hand combat.

Attacks Per Melee: Five.

Hand to Hand Damage: *Punch Strike:* 6D6 S.D.C. on a restrained punch, 1D4 M.D. on a full strength punch, and 2D4 M.D. from a power punch, but the latter counts as two melee attacks.

*Kick Attack:* 1D6 M.D.

*Power Kick:* 2D6 M.D., but counts as two melee attacks.

*Flying Leap Kick:* 3D6+3 M.D., but counts as three melee attacks.

*Flying Body Block/Ram:* 2D6+3 M.D., plus there is an accumulative 70% chance of knocking an opponent of equal size or up to 30% larger off its feet, or an airborne enemy 1D4x10 feet (3.5 to 12.2 m) off course. In either case, the victim loses initiative and one melee attack. This attack counts as two of the Invid's melee attacks.

Special Combat Moves: 1. Block missile strikes and weapon blasts with the large shield. See *#3 M.D.C. Shield*, above.

Hand to Hand Bonuses: +1 on initiative, +1 on Perception Rolls, +2 to strike, +2 to parry without shield, +5 to parry with shield (+2 to block/parry missiles and energy blast with shield), +3 to disarm, +2 to entangle, +2 to pull punch, +2 to dodge on the ground, +4 to dodge in flight, and +4 to roll with impact.

5. Sensors & Features: As is standard for Invid.

# INVID COMMANDER



**FRONT**

**SIDE**

STISTICS:

...LASS... BATTLOID
...UMANOID PILOT

...AT
...TUES)

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INVID HIVES.

The Invid Commander is a battloid evolved to accommodate the high caste, human-like Invid pilot. Unlike all the other Invid mecha before it, the pilot does not sit in a nutrient pool and he can leave the battloid to investigate on foot or pretend to be human. This gives the pilot more versatility all by itself.

The design of the Invid Commander mecha is their counter to the REF's Veritech Fighters. Thus, although a battloid, the Commander is comparable

to the Alpha and Beta when they are in battloid mode, carries a payload of missiles on its back and wields a powerful, dual system cannon on its heavily shielded right arm. The Invid Commander battloid is surprisingly fast, maneuverable and versatile. It is able to go toe to toe with the Alpha and Beta in close-combat and long-range skirmishes. Furthermore, the Commander is piloted by the most evolved and human-looking of the Invid pilots, such as Sera, Corg and others who are the so-called *Invid Princesses* and *Princes*. As if its maneuverability and size were not intimidating enough, the pilots of the Invid Commander have exhibited frightening combat skill and relentless determination in the extermination of Invid enemies.

As the name suggests, the Invid Commander leads Invid troops in all types of combat, from small squad search and destroy missions, surgical strikes, and missions of retribution, to mass troop movements, swarming space attacks, and full scale military sieges. They may also be placed in charge of supervising Protoculture farms and processing plants, captured cities, or even placed in charge of an Invid Hive. The introduction of the Invid Commander (and Overlord) helps reduce the Invid's reliance on the Brains at Invid Hives and central control from the Regess. Instead, the Invid Commander is the voice of leadership in the field, and all lower caste Invid obey without question or hesitation.

The great advantage of the evolved, human-like pilots is that they are more imaginative, cunning and independent. They are able to think for themselves, assess combat situations, devise new strategies and tactics right on the spot, and respond as the situation dictates,

without direct input from the Regess or an Invid Hive Brain. The typical lower caste Invid, including the Enforcer, are loyal and obedient warriors, but their creativity and imagination are limited. This means they follow orders to the letter and fight to the end without hesitation or fear, but do not deviate from their mission, even when strategically advantageous, without a direct order from the Regess or a Hive Brain. By contrast, the pilots of the Invid Commander can respond and adapt to any given situation, make changes to a battle plan in the field of combat, and make adjustments and judgment calls as necessary to counter the enemy on their own accord. While the Invid Commanders report to, and are expected to obey, the Regess, they are not blindly committed to one particular way to accomplish a mission; they are resourceful.

If there is a flaw in the Regess' plan for this evolutionary move to a more human-like stage of evolution, it is that the human-like Invid pilots are unprepared for the range of emotions that come with it. Imagination, a stronger sense of self-awareness, and independent thought is quite the departure from the ordered, linear thought process of the hive mind, and the newly evolved, human-like Invid pilots find the emotions strange, confusing and frightening. Some of the evolved pilots handle these new emotions better than others. Some hesitate or question their purpose or direct orders, while others give in to hot emotions such as hatred, and anger.

The end result is that the behavior of the evolved pilots of the Invid Commanders is unpredictable, which sometimes works to the Regess' advantage, and other times against her. However, the Regess has, at least for the moment,

accepted the independence and willfulness of her elite pilots, and keeps an eye on their development. This means she has allowed some of her evolved children, such as Ariel, to defy her prime directive and continue to act on their own.

Note: During the battle of *Reflex Point*, the Regess ordered the Hives to begin to engage in the transmutation of elite Enforcers into Invid Commanders, but nobody knows how many were created. A few dozen or a couple hundred seem likely, but it could possibly have been a few thousand.

Also Known As: Royal Command Battloid and Gosu.

Vehicle Type: Command Combat Mecha for Humanoid Invid Pilots; Battloid Class.

Crew: One high caste Invid pilot.

M.D.C. by Location:

Shielded Forearm (1; one left arm) – 160

Shielded Main Cannon (1; right arm) – 280

Upper Arms (2) – 130 each

Hands (2) – 50 each

Legs and Feet (2) – 240 each

Jet Thrusters & Missile Pods (2; back of shoulders) – 160 each

* Sensor Eye/Head Laser – 90

** Main Body – 400

*** Pilot's Compartment (1; dark area in the chest) – 150

* This sensor eye/head unit is not like the sensor eye of the lower caste Invid mecha, but is an actual *sensor cluster*. Destroying it knocks out the head laser, Protoculture Sensors, Protoculture Targeting System, Optic Enhancements, Electro-Magnetic Sensors, and any other sensor systems, leaving the pilot to rely only on his own sight and senses. Its destruction will *not*, however, destroy the mecha nor hurt the pilot. The sensor eye/head is shielded between the shoulder plating and missile pods so it is a difficult target to hit. The attacker must make a "Called Shot" and even then is -3 to hit when the Commander is stationary, -5 to hit when moving, and -9 to hit when moving fast.

** Depleting the M.D.C. of the main body shuts the mecha completely down, rendering it immobile and useless. The humanoid Invid Pilot is still alive inside, and may exit the mecha at any time.

*** The pilot sits behind a tinted, transparent hull plate, which is less armored than the rest of the mecha (this is the dark area in the chest of the mecha). Destroying the Pilot's Compartment leaves the pilot vulnerable to further attacks, but it and the pilot inside are difficult targets to hit and require an attacker to make a successful "Called Shot" with the following penalties: Shooting at a stationary target -3, moving target -5, and fast moving target -9 to strike.

Speed:

Running: 70 mph (112 km).

Leaping: 50 feet (15.2 m) high or across without booster assistance, or 200 feet (61 m) up or across augmented by jet thrusters without actually taking flight.

Flying: Able to hover stationary and perform VTOL (Vertical Take-Offs and Landings). *406 mph* (650 km) is maximum flying speed at sea level and low altitudes, *656 mph* (1050 km) at mid-range altitudes starting at 10,000 feet (3048 m), *1125 mph* (1800 km) at 30,000 feet (9144 m) or higher in an atmosphere; double fastest speed in outer space (2250 mph/3600 km).

Underwater: 30 mph (48 km) walking on sea floor, 80 mph (128 km or 69 knots) propelled by thrusters.

**Statistical Data:**

Height: 28 feet, 7 inches (8.75 m).

Width/Breadth: 13 feet, 4 inches (4.1 m).

Length/Depth: 12 feet (3.6 m).

Weight: 28 tons.

Physical Strength: Robot P.S. of 46.

Cargo: Can carry up to 2.25 tons and lift or pull 4.5 tons.

Skills & Abilities of Note: Climbing 80%/70%, Detect Ambush 60%, Detect Concealment 55%, Intelligence 66%, Interrogation 60%, Land Navigation 80%, Math: Basic 98%, Navigation 80%, Prowl 50%, Tailing 70%, and Tracking (People) 45%.

# Weapon Systems:

1. **Main Cannon/Shield and Dual Energy Cannon (1):** Attached to the right forearm is a formidable energy cannon that can fire a powerful particle beam or plasma discs, whichever the pilot deems most effective under the circumstances. The energy cannon is part of a large, outer shield that protects the weapon and may be used to block enemy attacks and missile volleys. When destroyed, the smoldering husk of the shield can be ejected from the arm, leaving the unarmored arm beneath it exposed (80 M.D.C.). It is the standard weapon carried by all Invid Commanders.

Primary Purpose: Assault/Anti-Aircraft/Anti-Armor.

Range: Particle Beam: 2,800 feet (853 m). Plasma Discs: 4,000 feet (1219 m).

Mega-Damage: High-powered particle beam does 1D6x10+10 M.D., while a burst of three plasma discs does 6D6 M.D. but has a greater range.

A strafing run can be performed by unleashing a stream of (2D6+6) plasma discs down a line of attack, hitting everything in its path unless the enemy makes a successful dodge. However, this loosely directed shooting down a line of fire at multiple targets typically results in only one plasma disc hitting any of the targets in the strafing run, doing 2D6 M.D. per target struck.

Rate of Fire: Each single beam or burst counts as one melee attack, but a strafing run counts as two.

Bonus: +3 to strike against *any* target, Protoculture powered or *not*. The Invid Commander gets an additional bonus of +4 to strike when *Protoculture Targeting* mecha sensors are used (effective only against targets using Protoculture and not cloaked by Shadow technology). Strafing attacks do not get a bonus to strike.

Payload: Unlimited. The dual energy cannon is tied directly to the mecha and cannot be removed and used by other mecha.

Note: The mouth of the cannon always glows white just before it is about to shoot.

2. **Concealed Head Gun/Laser Cannon (1):** A medium laser is concealed in the head of the Invid Commander. It is designed to deal with lesser threats, incoming missile volleys and ground forces.

Primary Purpose: Defenses and Close Combat.

Range: 2,000 feet (610 m).

Mega-Damage: 3D6 M.D. per single blast.

Rate of Fire: Each blast counts as one melee attack.

Bonus: +1 to strike against *any* target, Protoculture powered or *not*. The Invid

Commander gets an additional bonus of +4 to strike when *Protoculture Targeting* mecha sensors are used (effective only against targets using Protoculture and not cloaked by Shadow technology). Payload: Unlimited.

3. **Twin Missile Launchers (2):** Built into the back of the jet thrusters are two missile pods containing an array of mini-missiles and short-range missiles.

Primary Purpose: Assault/Anti-Aircraft/Anti-Armor.

Range: Divided between 64 mini-missiles with a one mile (1.6 km) range and 42 short-range missiles with a five mile (8 km) range.

Mega-Damage: 1D4x10 M.D. per Armor Piercing (Medium) mini-missiles. 2D6x10 M.D. per each Short-Range Plasma Missile.

Rate of Fire: One at a time or in volleys of 2, 4, 6, 12 or 24. One volley counts as one attack regardless of the number of missiles in the volley.

Bonus: The short-range missiles are +3 to strike. No bonus for the mini-missiles.

Payload: 64 high explosive mini-missiles (32 in the upper section of each thruster), and 42 short-range missiles (21 in the aft section of each thruster pod).

4. **Mecha Hand to Hand Combat:** Hammering fists, shield and cannon barrel can be used in close combat to pound an enemy into submission. Note that the barrel of the energy cannon is reinforced to be a bludgeoning weapon in hand to hand confrontations.

Attacks per Melee: Six.

Hand to Hand Damage: *Punch/Shield/Forearm Strike:* 1D6 M.D. on a restrained punch, 3D6 M.D. on a full strength punch, and 1D6x10 M.D. from a power punch, but the latter counts as two melee attacks.

*Kick or Stomp Strike:* 3D6 M.D. To stomp, the target must be 15 feet (4.6 m) tall or smaller.

*Power Kick/Stomp and Leap Kick:* 5D8 M.D., but each of these attacks counts as two melee attacks.

*Flying Leap Kick:* 1D6x10 M.D., but counts as three melee attacks and has a 01-66% chance of knocking an opponent of roughly equal size or smaller off its feet or back 1D6x100 yards/meters, plus the victim loses initiative and one melee attack.

*Flying Body Block/Ram:* 1D8+2 M.D. per every 100 mph (160 km) of speed. Plus there is an accumulative 15% chance per 100 mph (160 km) of speed of knocking an opponent of equal size or up to 50% larger off its feet or an airborne enemy 1D6x100 yards/meters backwards or off course. In any case, the victim also loses initiative and two melee attacks. This attack counts as two of the Invid's melee attacks.

Special Combat Move: Block missile strikes and weapon blasts with the shielding of their oversized forearms. To block, roll 1D20 to parry (plus bonuses). A successful parry means the forearms take ALL the damage from any missiles or weapon blasts that strike. Note that this tactic may result in the arms being blown off.

Hand to Hand Bonuses: +2 on initiative, +2 on Perception Rolls, +2 to strike (applies to punches, stomps and kicks), +5 to parry (including blocking missiles and energy blasts with the shielded forearms), +3 to disarm, +4 to pull punch, +3 to dodge on the ground, +5 to dodge in flight, and +2 to roll with impact. **Note:**

An additional +4 strike bonus from *Protoculture Targeting* apples to long-range and hand to hand combat when up against foes powered by Protoculture. This bonus is provided by the sensors of the mecha and does not apply to the pilot when he is outside his battloid.

*Outside of his or her battloid,* the evolved Invid pilot looks human and possesses only human fighting abilities; reduce the bonuses above by half (round down), has four attacks per melee round, punches and kicks do S.D.C. damage equal to a P.S. of 20.

Typical attributes I.Q. 1D6+14, M.A. 1D6+12, M.E. 1D6+12, P.S. Males: 1D4+18, P.S. Females: 1D4+11, P.P. 1D6+13, P.E. 1D6+14, P.B. 1D6+14, Spd is 1D6+18.

5. **Sensors & Features:** As is standard for Invid.

# INVID OVERLORD

Few humans have seen the latest evolution in Invid mecha, the transformable Overlord. Like the Invid Commander, the Overlord is intended to be piloted by the most highly evolved and human-like Invid pilots. Just as the Beta supports the Alpha, so is the Overlord intended to support the Commander. Like the human's Beta Fighter, the Overlord has three modes of transformation, fighter, guardian and battloid modes. It is also a heavy weapon platform of considerable firepower.

The Overlord is the first Invid mecha to incorporate fully transformable configurations and modes of attack. As a fighter, it is a fast, mobile and deadly aerial and space assault weapon. In guardian mode it can deploy its full range of weaponry as well as its slashing forearm claws. In battloid mode, the Invid Overlord can engage in hand to hand combat, grapple with human mecha, run, leap and take full advantage of its humanoid shape, as well as access most of its weapon systems.

Fortunately for the forces of the United Earth Expeditionary Force, the Invid Overlord prototype had not yet been mass produced when the UEEF launched its attack on Reflex Point. However, some completed units must have existed, because the blasted remains of a half dozen or so were found among the wreckage of Reflex Point after the Invid fled the planet. Only time will tell if our heroes will ever face the Regess and her Invid again, and whether or not the Invid Overlord will stand against them as part of her Invid horde.

**Also Known As:** Gosamu.

**Vehicle Type:** Variable Combat Mecha; prototype.

**Crew:** One high caste, humanoid Invid pilot.

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

Plasma Cannons (2; back) – 160 each
* Wings (2; Claw Blades in Guardian mode) – 260 each
Forearms Shields (2; contains wings in battloid mode) – 260 each
* Forearm Guns (2) – 70 each
* Upper Arms (2) – 130 each
Two Fingered Hand (2) – 60 each
Legs & Feet (2) – 240 each
Jet Thruster & Missile Pods (rear/back; 2) – 200 each
* Sensor Eye/Head Laser – 90
** Main Body – 525
*** Pilot's Compartment (1; dark area in the belly) – 170

# INVID OVERLORD

FRONT

SIDE

ST_____KS:

* The sensor eye/head unit is not like the sensor eye of the lower caste Invid mecha, but is an actual *sensor cluster*. Destroying it knocks out the head laser, Protoculture Sensors, Protoculture Targeting System, Optic Enhancements, Electro-Magnetic Sensors, and any other sensor systems, leaving the pilot to rely only on his own sight and senses. Its destruction will *not*, however, destroy the mecha nor hurt the pilot. The sensor eye/head is shielded between the shoulder

plating and missile pods so it is a difficult target to hit. An attacker must make a "Called Shot" and even then is -3 to hit when the Commander is stationary, -5 to hit when moving, and -9 to hit when moving fast.

Any other item marked by a single asterisk indicates a small or difficult target to hit. An attacker must make a "Called Shot" and even then is -3 to hit when the Overlord is stationary, -5 to hit when moving, and -9 to hit when moving fast.

If one wing is destroyed, reduce speed by half and there is a penalty of -30% to fly and perform maneuvers in fighter and guardian mode. If both wings are destroyed the Overlord can hover and fly in battloid mode similar to the Invid Commander; maximum speed is only 160 mph (256 km).

** Depleting the M.D.C. of the main body shuts the mecha completely down, rendering it immobile and useless. The human-like Invid pilot is still alive inside, and may exit the mecha at any time.

*** The pilot sits behind a tinted, transparent hull plate, which is less armored than the rest of the mecha (this is the dark area in the belly of the mecha). Destroying the Pilot's Compartment leaves the pilot vulnerable to further attacks, but it and the pilot inside are difficult targets to hit, requiring an attacker to make a successful "Called Shot" with the following penalties: Shooting at a stationary target -3, moving target -5, and fast moving target -9 to strike.

**Speed:**

Running: 68 mph (108 km).

Leaping: 60 feet (18.3 m) high or across without booster assistance, or 200 feet (61 m) up or across augmented by jet thrusters without actually taking flight.

Flying: Able to hover stationary and perform VTOL (Vertical Take-Offs and Landings). *656 mph* (1050 km) is the maximum flying speed at and around sea level, *1125 mph* (1800 km) at mid-range altitudes starting at 10,000 feet (3048 m), *1750 mph* (2800 km) at 30,000 feet (9144 m) or higher in an atmosphere; double fastest speed in outer space.

Underwater: 35 mph (56 km) walking on sea floor, 140 mph (224 km or 121 knots) propelled by thrusters.

**Statistical Data:**

**Fighter Mode**

Height: 12 feet (3.7 m).

Width/Breadth/Wingspan: 13 feet, 8 inches (4.2 m).

Length/Depth: 30 feet (9.1 m).

**Guardian Mode**

Height: 25 feet, 6 inches (7.8 m).

Width/Breadth: 17 feet, 7 inches (5.4 m).

Length/Depth: 19 feet, 4 inches (5.9 m).

**Battloid Mode**

Height: 33 feet, one inch (10.1 m).

Width/Breadth: 17 feet, 3 inches (5.3 m).

Length/Depth: 15 feet, 5 inches (4.7 m).

Weight: 36 tons.

Physical Strength: Robot P.S. of 50.

Cargo: Can carry up to 3 tons and lift or pull 5 tons.

Skills & Abilities of Note: Climbing 80%/70%, Detect Ambush 60%, Detect Concealment 55%, Intelligence 66%, Interrogation 60%, Land Navigation 80%, Math: Basic 98%, Navigation 80%, Prowl 50%, Tailing 70%, and Tracking (People) 45%.

Regardless of transformation mode, the weapon pods fire simultaneously at the same target with a bonus to strike. They cannot fire at two different targets at the same time. If one cannon is destroyed, the other continues to function. **Note:** The mouths of the twin cannons always glow white just before they are about to shoot.

## Weapon Systems:

1. **Plasma Cannon Pods (2; back):** Mounted on the back, above each shoulder in *Battloid Mode* is a plasma cannon pod. Standing on the ground in battloid mode, the cannons only fire upward and tilt forward only 30 degrees, making them, in effect, anti-aircraft guns. However, if the Invid Overlord is *flying* forward (Superman style) in battloid mode, the Plasma Cannon Pods are facing forward (30 degree tilt, up or down), in which case the pilot can engage the enemy in headlong aerial combat and space dog fights.

*In Guardian Mode,* the plasma cannon pods are used in much the same fashion as the Enforcer, firing forward, up or down 90 degrees, and can move side to side at a 45 degree angle, making them effective against targets on the ground and in the air.

*In Fighter Mode,* the plasma cannon pods are located on the top of the body frame in a fixed forward position, and able to engage the enemy in aerial combat and space dog fights.

Primary Purpose: Assault and Anti-Aircraft/Mecha.

Range: 4,000 feet (1219 m).

Mega-Damage: Fire bursts of three plasma discs doing 6D6 M.D. per successful strike from one cannon, or 1D6x10+6 M.D. from a simultaneous burst from both plasma cannons (6 plasma discs) at the same target.

A strafing run unleashes a stream of (2D6+6) plasma discs down a line of attack hitting everything in its path unless the enemy makes a successful dodge. However, this loosely directed shooting down a line of fire at multiple targets typically results in only one plasma disk hitting any of the targets in the strafing run, doing 2D6 M.D. per target struck.

Bonus: +2 to strike with plasma burst attacks under normal conditions, but an additional bonus of +4 to strike is applied when battling any mecha or vehicle that uses Protoculture as its power source thanks to the mecha's *Protoculture Targeting* system. Strafing attacks do not get a bonus to strike.

Rate of Fire: Each three disc or six disc *burst* counts as one melee attack, but a strafing run counts as two.

Payload: Unlimited.

2. **Light, Dual Energy Cannons (2):** Built into the top of each forearm, above the hand, is a formidable energy cannon that can fire a powerful particle beam or plasma discs, whichever the pilot deems most effective under the circumstances. These forearm cannons are not as powerful as the Plasma Cannon/Shield of the Overlord, but deadly nonetheless.

Primary Purpose: Assault/Anti-Personnel/Defense.

Range: Particle Beam: 1,600 feet (488 m). Plasma Discs: 2,200 feet (670 m).

Mega-Damage: Particle beam does 5D6+5 M.D., while a burst of three plasma discs does 3D8 M.D. but has a bit greater range.

Rate of Fire: Each single beam or burst of three plasma discs counts as one melee attack.

Bonus: +3 to strike against *any* target, Protoculture powered or *not*. The Invid Overlord gets an additional bonus of +4 to strike when *Protoculture Targeting* mecha sensors are used against a foe powered by Protoculture and not cloaked by Shadow technology. Strafing attacks are not possible.

Payload: Unlimited. The dual energy cannon is tied directly to the mecha and cannot be removed and used by other mecha.

Note: The mouth of the cannon always glows white just before it is about to shoot.

3. **Twin Missile Launchers (2):** Built into the back of the jet thrusters are two missile pods containing an array of mini-missiles and short-range missiles.

Primary Purpose: Assault/Anti-Aircraft/Anti-Armor.

Range: 72 mini-missiles: One mile (1.6 km) range.

56 short-range missiles: Three miles (4.8 km) range.

Mega-Damage: 1D6x10 M.D. per Plasma Mini-Missile.

2D6x10 M.D. per each Short-Range Plasma Missile.

Rate of Fire: One at a time or in volleys of 2, 4, 6, 12 or 24. One volley counts as one attack regardless of the number of missiles in the volley.

Payload: 72 Plasma Mini-Missiles (36 in the upper section of each thruster), and 56 Short-Range Plasma Missiles (28 in the aft section of each thruster pod). The short-range missiles are +3 to strike. No bonus for the mini-missiles; line of sight.

4. **Mecha Hand to Hand Combat:** Hammering punches, kicks and slashing wing blades tear enemy spaceships, vehicles and mecha apart. Each forearm has the wing blades pointed down like giant swords in guardian mode, and as forearm blades with tips pointed up past the elbow for parrying and slashing in battloid mode. They are wings in fighter mode.

Attacks per Melee: Six.

Hand to Hand Damage: *Punch/Forearm Strike:* 1D6 M.D. on a restrained punch, 3D6 M.D. on a full strength punch, and 1D6x10 M.D. from a power punch, but the latter counts as two melee attacks.

*Blade Strike:* 4D6+3 M.D. full strength or 1D4x10+8 M.D. from a power claw strike (power punch always counts as two melee attacks).

*Kick or Stomp Strike:* 5D8 M.D., but to stomp, the target must be 15 feet (4.6 m) tall or smaller.

*Power Kick/Power Stomp & Leap Kicks:* 2D6x10 M.D., but all count as two melee attacks.

*Flying Body Block/Ram:* 1D8+3 M.D. per every 100 mph (160 km) of speed. Plus there is an accumulative 15% chance per 100 mph (160 km) of speed of knocking an opponent of equal size or up to 50% larger off its feet or an airborne enemy 1D6x100 yards/meters off course. In either case, the victim loses initiative and two melee attacks. This attack counts as two of the Invid's melee attacks.

Special Combat Move: Block missile strikes and weapon blasts with the shielding of the oversized forearms. To block, roll 1D20 to parry (plus bonuses). A successful parry means the forearms take ALL the damage from any missiles or weapon blasts that strike. Note that this tactic may result in the arms being blown off.

Hand to Hand Bonuses: +2 on initiative, +2 on Perception Rolls, +3 to strike, +5 to parry (including blocking missiles and energy blasts with the shielded forearms), +5 to disarm, +5 to pull punch, +2 to dodge on the ground, +6 to dodge in flight, and +2 to roll with impact. **Note:** An additional +4 strike bonus from *Protoculture Targeting* applies to long-range and hand to hand combat when up against foes powered by Protoculture. This bonus is provided by the sensors of the mecha and does not apply to the pilot outside of his Invid mecha.

*Outside of his or her mecha* the evolved Invid pilot looks human and possesses only human fighting abilities; reduce the bonuses above by half (round down), has four attacks per melee round, punches and kicks do S.D.C. damage equal to a P.S. of 20. Typical attributes

I.Q. 1D6+14, M.A. 1D6+12, M.E. 1D6+12, P.S. Males: 1D4+18, P.S. Females: 1D4+11, P.P. 1D6+13, P.E. 1D6+14, P.B. 1D6+14, Spd is 1D6+18.

**5. Sensors & Features:** As is standard for Invid.

# INVID CARRIER

The iconic "shell" or "clam" shaped Invid Carrier always signals trouble, because it is a mecha troop carrier containing several hundred Invid mecha, typically a mix of *Invid Scouts, Fighter Scouts, Troopers* and/or *Shocktroopers*, with a handful of *Enforcers* and/or *Commanders* to direct and lead the troops.

The Invid Carrier is a large, shell shaped, flying-saucer-like, all-environment vehicle designed for flight in space, in atmosphere and even underwater. Its three huge rear thrusters give it enough power and speed to easily breach Earth's atmosphere. An anti-gravity, system controlled by the four domes seen on its top, provides maximum maneuverability and power. The unique looking transport vehicle opens like a clam to reveal a center staging platform that releases the mechanized Invid troops. Dedicated plasma thrusters in the hatch push the clam-shaped outer doors open.

The troop carrier has but one purpose, to transport and unleash as many Invid mecha on the battlefield at once as possible. This is where the Invid's famous *swarming attack* comes into play. When a single Invid Troop Carrier can unleash 300-450 mecha all at once, it requires an immediate – and often panicked – response from their opponent lest he be overwhelmed by Invid swarms. It is a tactic that has worked to the Invid's advantage countless times.

The Invid Carriers do have one small weakness: If destroyed before its troops are released, the vessel explodes, killing everyone it was carrying. Invid Carriers do not have any weapon systems of their own. This is not usually a problem, because more than one Carrier is usually dispatched at a time, and they are often accompanied by a swarm of Invid mecha to defend them. However, if a large enemy spacecraft or barrage of heavy missiles can manage to strike a Carrier before it opens up to release its troops, and destroy its structural integrity (i.e., wipes out all of its main body M.D.C. or all four Anti-Gravity Domes), the Invid Carrier explodes, destroying ALL mecha held within its hull.

**Also Known As:** Clam Carrier, Mollusk Carrier, & Shell Door Carrier.

**Vehicle Type:** Troop transport.

**Crew:** Four mid-caste Invid pilots. Only one pilot is needed, the other three are back-up.

**Troop Capacity:** 450 Invid Scouts/ Fighter Scouts, or 300 Troopers or Shocktroopers (or mix of both), 225 Enforcers or Invid Commanders, 164 Overlords. In the alternative, the vessel can carry 1,800 to 2,250 Invid Soldiers.

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

Maneuvering Jets (12 small) – 100 each

Maneuvering Jets (4 large) – 200 each

Main Thrusters (3 rear) – 500 each

\* Anti-Gravity Domes (8) – 350 each

\*\* Main Body – 2000

\*\* Depleting the M.D.C. of the main body completely destroys the carrier and causes it to explode, killing everyone inside.

\* Destroying 2-3 of the Anti-Gravity Domes reduces speed by 30% and allows for forward movement only. Destruction of the three main thrusters reduces speed by 70%.
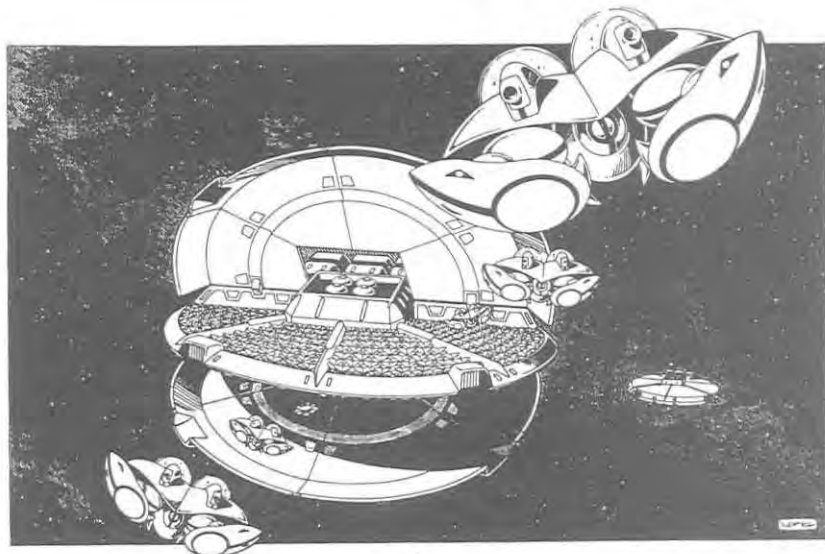
Destroy all eight of the Anti-Gravity Domes (1400 M.D.C.) before it opens to release its cargo of mecha, and the Invid Troop Carrier explodes, destroying the vessel and all the mecha it was carrying. However, each of the Anti-Gravity Domes is vulnerable only from one side (4 top, 4 bottom) and they are comparatively small targets to hit.

**Speed:**

Flying: Stationary hover and VTOL capable to 4020 mph (6432 km, roughly Mach 6) in an atmosphere, but cruising speed is about 670 mph (1072 km, roughly Mach 1).

Space Travel: Sublight.

**Statistical Data:**

Height: 170 feet (52 m).

Width/Breadth: 500 feet (152.4 m).

Length/Depth: 508 feet (155 m).

Weight: 5670 tons.

**Weapon Systems:** None.

**Special Bonus:** +4 to dodge in an atmosphere, +6 to dodge in space.

# The Haydonites
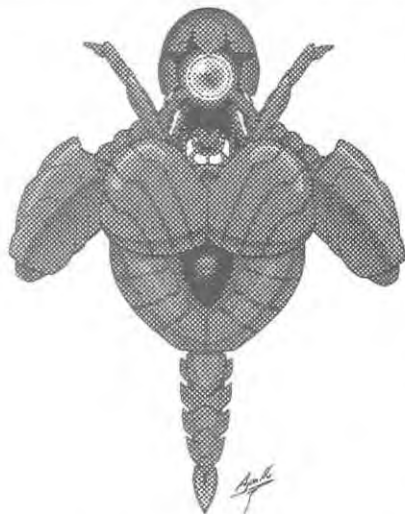


The Haydonites were one of a number of alien races the United Earth Expeditionary Force (UEEF) encountered on their trek to find Tirol, the Robotech Masters' homeworld. Haydonites seemed to welcome and appreciate the help the Expeditionary Force gave them, and returned the favor by becoming a friend and ally. Haydonites generously provided the Expeditionary Force with more advanced technology that made possible the development of Shadow Technology – stealth systems that made UEEF mecha *invisible* to Invid sensors. This gave the Expeditionary Force the element of surprise and a huge tactical advantage against the Invid. Haydonites also helped repair and rebuild the SDF-3 and other spacecraft after the deadly conflict with the renegade *General Edwards*. They went on to help design the *Synchro Cannons, the Neutron-S missiles* and even a superior android body for Janice. Consequently, it was a shock when, after the UEEF's attack on the Invid Regess and her army at Reflex Point, all these Haydonite wonders of technology suddenly stopped working!

It quickly became obvious that the Haydonites were not allies at all, but a

new enemy who had been using humans as pawns in their own secret agenda with an ultimate goal that still remains unclear.

Even when the Haydonites appeared to be the allies of the United Earth Expeditionary Force, they remained quite enigmatic. Consequently, very few hard facts were actually gathered about them. Worse, the Haydonites' betrayal that began with the first Neutron-S missile test has the UEEF questioning and second guessing everything the Haydonites had ever told them or done for them. It is all suddenly suspect and there are more questions than answers. Among the most pressing questions: What does the UEEF verifiably know about the Haydonites? Are there other booby traps hidden within the repairs, technology and designs the Haydonites shared with them? Could the Haydonites' treachery be responsible for the problems with the SDF-3? What is the Haydonites' true agenda? Can the UEEF expect more attacks, sabotage and treachery? The answer to that last question certainly seems to be yes.

The following is what the UEEF thinks it knows about their turncoat adversary, the Haydonites.

# The Haydonite Race

The Haydonites are ancient beings whose scientific knowledge greatly surpasses that of the Expeditionary Force. Some say their technology surpasses all known races, including the Robotech Masters and the Invid. Indeed, The Haydonites are thought to have forsaken their mortal bodies long ago, in favor of cybernetic ones. They wear long, elegant robes that help to conceal their robotic bodies, and the leaders who present themselves as emissaries to other races are little more than a floating, mechanical head and torso draped in regal, hooded robes. Subtle variances in their mannerisms, eye patterns and design elements on their mechanical heads are all that seems to distinguish them from one another.

Haydonites present themselves as benevolent emissaries of knowledge, happy to share their scientific advances with other races, like humans. However, their generosity and assistance is all a ruse, and the amazing Haydonite technology they share, a trap.

Exactly why the Haydonites lure people to them only to destroy them with the very technology they so willingly offered up in the first place remains a mystery.

The Invid Regess knows the Haydonites as "The Children of the Shadow," and considers them an abomination. Clearly, these two civilizations have clashed before, but when, where and why is another mystery waiting to be answered.

Haydonite emissaries and commanders both wear the hooded robes. Soldiers look completely mechanical. It is believed their supreme leader may be a godlike being, reminiscent of the Invid Regess. This being is known as *The Awareness*, but while Haydonites are known to communicate with it, nobody knows where The Awareness is located or even what it is.

For now, all the Expeditionary Force knows with any certainty is that the Haydonites lied to them, betrayed them without provocation, and tried to destroy them. What might come next is anyone's guess.

# Wraith

## Haydonite Aerospace Superiority Fighter

Like everything else about the Haydonites, very little is known about the Haydonite fighter spacecraft, known by the UEEF reporting name "Wraith." Gun camera footage shows a fast and agile non-variable fighter with a very small radar signature and an energy based weapon system. Haydonite Wraith fighters were first encountered by the **Icarus** under the command of Captain Vincent Grant in the Omicron sector while attempting a recovery and rescue mission on the SDF-3. The overall appearance of the Wraith is of a fast, heavily armed insect. The fighters have a roughly teardrop shaped fuselage, with no visible cockpit. Two sets of variable geometry wings are mounted just aft of the blunt end of the teardrop. The fuselage narrows to a point and a bank of engines is mounted fore of the point on the dorsal surface. The dorsal side of the fighter is rounded while the ventral side is flat and mounts the ship's main energy weapons as well as, presumably, other ordnance hardpoints.

They seem to be heavily armed for a ship their size, and damage analysis of the Icarus suggests that their energy weapons are some sort of high-yield pulse laser. So far, the Wraiths encountered have only carried the pulse weapons, but analysis of the ships shows that they would be suited as missile delivery platforms and the existence of heavy ordnance variants is to be assumed. On the other hand, they seem to be very vulnerable to missile attack and showed no evidence of either EWAR capabilities or the usual anti-missile chaff/flare sys-

tems. This may suggest that missile technology may be either unknown or deprecated in Haydonite military tactics.
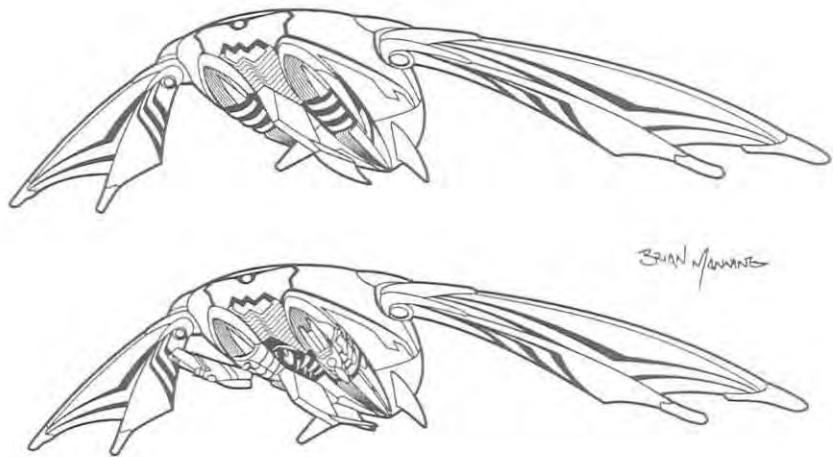
The avionics used in the Wraith are currently unknown. Previous contact with the Haydonites has shown a very technologically advanced society, and it would be safe to assume that their avionics technology is at least the same as the UEEF's, if not better because it would not be limited by the physiology of a human pilot. Wraiths are assumed to carry an avionics package that matches or exceeds the VF/A-6 Alphas, and pilots are cautioned against underestimating these fighters. It has also been theorized that the Haydonites may have Protoculture sensors similar to those used by the Invid, as well as shadow cloaking technology. The Wraith should also be assumed to have aerospace capabilities, though they have only been encountered in space so far. They have a very aerodynamic shape, and analysis shows them to be theoretically very capable in atmosphere. Only time and further examination of Wraith wreckage will answer the mysteries of this new enemy threat.

**Model Type:** Haydonite "Wraith"

**Class:** Aerospace Superiority Fighter.

**Crew:** One (assumed). Two if carrying an Infiltrator unit.

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

* Wings (4) – 80 each
** Engine Port – 75
Pulse Cannons (2) – 35 each
*** Main Body – 250

* Destroying one wing will not have a noticeable effect on the Wraith. Destroying two or more reduces its speed and all combat bonuses by half. Destroying all four wings will render the Wraith uncontrollable and likely lead to a crash.

** Destroying the engine port will disable all propulsion and the Wraith will either drift or crash.

*** Depleting the M.D.C. of the main body will completely destroy the Wraith.

**Speed:**

Flying: Sea Level: Unknown, estimated at 700 mph (1120 km).

33,000 feet (10,000 m): estimated at

55

1,100 mph (1760 km).

98.425 feet (30,000 m): observed at 1,875 mph (3,000 km or Mach 2.4), but greater speeds may be possible.

Double speed in space.

**Statistical Data:**

Height: 13.4 feet (4.1 m).

Length: 34.1 feet (10.4 m).

Wingspan: 106.4 feet (32.4 m).

Weight: 18.5 tons (Estimated).

Cargo: Unknown.

Power System: Unknown, assumed to be equivalent to a Protoculture based system. May use an anti-gravity flight/propulsion system.

## Weapon Systems:

1. **High Yield Pulse Lasers:** These weapons seem to be high yield, rapid-fire pulse lasers on par with anything the UEEF fields, and are the primary ship to ship weapons of the Wraith. They are highly accurate and appear to be fire linked, dishing out a large amount of damage.

Primary Purpose: Ship to Ship Combat.

Secondary Purpose: Ground Attack (Estimated).

Range: 4,000 feet (1,219.2 m).

Mega-Damage: 4D4 M.D. single shot, 2D4x10 M.D. for a five round burst from both cannons.

Rate of Fire: Each single shot or burst uses one of the pilot's melee attacks.

Payload: Assumed to be effectively unlimited.

# Infiltrator

## Haydonite Non-Variable Infantry Battloid

Even less is known about the battloid called the "Infiltrator" than its cousin the "Wraith." The only known encounter with Infiltrator units was between Captain Vincent Grant and Lieutenant Commander Scott Bernard and a pair of Infiltrators aboard the EFS Icarus at Space Station Liberty. Their eyewitness reports describe a four-legged, presumably non-variable combat battloid with one Haydonite pilot. They have huge barrel chests, long forelimbs and relatively short and spindly hindlimbs. Their stance and movement is reminiscent of an armored gorilla.

It is presumed that the Infiltrators are inserted via "Wraith" fighters, as gun camera footage shows them being carried by the speedy fighters. They are said to be relatively slow but heavily armored and able to shrug off lighter yield weapons fire. As reported by Captain Grant and Lt. Commander Bernard, the Infiltrators are piloted by one Haydonite, and can be operated remotely by the pilot when not onboard. During the encounter on the Icarus, one of the Infiltrators was destroyed, but the other was recovered fully intact. This unit is currently undergoing analysis and will hopefully provide great insight into the Haydonites' military technology.

**Model Type:** Haydonite Infiltrator

**Class:** Non-Variable Medium Infantry/Espionage Battloid.

**Crew:** One.

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

    \* Front Legs (2) – 150 each

    \* Rear Legs (2) – 50 each

Leg Mounted Auto Cannons (2) – 25 each

Top Mounted Laser Turret – 25

Pilot Compartment – 150

** Main Body – 300

* Destroying one leg doesn't really affect the Infiltrator much. Destroying two or more legs reduces speed and combat bonuses by 50%, and destroying all limbs renders it immobile.

** Depleting the M.D.C. of the main body will destroy the Infiltrator, rendering it useless.

**Speed:**

Flying: 350 mph (560 km) is believed to be the maximum in an atmosphere, double in space. Can also hover stationary and perform Vertical Take-Offs and Landings (VTOL).

Running: Maximum unknown. Observed at an estimated 90 mph (144 km).

Leaping: Maximum unknown. Estimated 100 feet (30.5 m) high or lengthwise unassisted by jet thrusters. With thruster assistance, the Infiltrator can leap 220 feet (67 m) up or across.

Underwater: Maximum unknown. Estimated at 50 mph (80 km) walking on sea floor; 120 mph (192 km or 104 knots) propelled by thrusters. Maximum Depth: 3 miles (4.8 km).

**Statistical Data:**

Height: 18 feet, 6 inches (5.6 m); 13 feet, 6 inches (4.1 m, body only).

Length: 11 feet, 4 inches (3.5 m, body only).

Width: 15 feet, 8 inches (4.8 m, body only).

Weight: 6.5 tons.
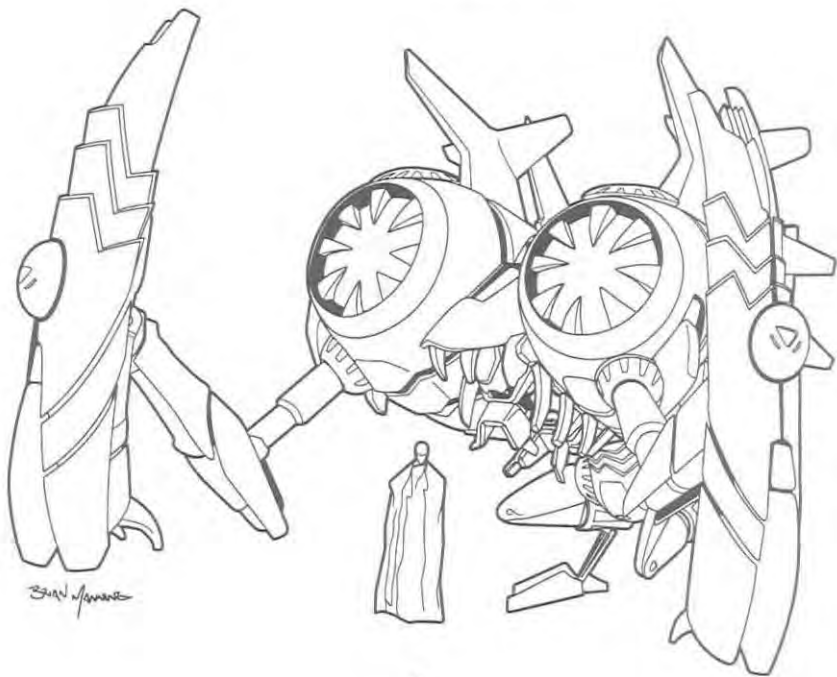
Physical Strength: Robot Strength of 35 (estimated).

Cargo: Unknown.

Power System: Unknown, assumed to be equivalent to a Protoculture based system. May use an anti-gravity flight/propulsion system.

## Weapon Systems:

1. **Ball Mounted Auto Cannons (2):** These weapons are mounted in ball turrets on the "knees" of the Infiltrator's forelimbs. They fire rapid bursts of explosive rounds and are used mainly as anti-personnel and hull breaching weapons.

Primary Purpose: Anti-Personnel and Assault.

Secondary Purpose: Anti-Armor.

Mega-Damage: 1D6 M.D. for a single shot from one cannon. 6D6 M.D. for a burst from one cannon, 1D6x10 M.D. for a burst from both cannons. The explosive rounds have a five foot (1.5 m) blast radius.

Rate of Fire: Every shot or burst counts as one attack.

Maximum Effective Range: 1,500 feet (457.2 m).

Payload: Each leg carries enough ammo for 20 bursts.

2. **Top Mounted Laser Turret:** This dual laser turret is mounted between the shoulders of the Infiltrator. It has a 360 degree range of rotation and a 45 degree range of elevation.

Primary Purpose: Assault and Anti-Personnel.

Secondary Purpose: Defense.

Effective Range: 4,000 feet (1,219.2 m).

Mega-Damage: 1D4x10 M.D. per blast.

Rate of Fire: Each blast counts as one attack.

Payload: Assumed to be effectively unlimited.

3. **Hand to Hand Combat:** The Infiltrator can engage in hand to hand combat if it needs to. Its size and strength make it a formidable scrapper, but its slow speed and comparative clumsiness make it a sitting duck for smaller, faster opponents.

Infiltrators are -2 to all combat moves in hand to hand combat. Stomp 4D6 M.D., Kick 4D6 M.D., Power Kick (counts as two attacks) 6D6 M.D., Block/Ram 5D6 M.D.

# Welcome to the United Earth Expeditionary Force (UEEF)

Your character is one of the brave men and women who have joined the ranks of the **United Earth Expeditionary Force (UEEF)**, a military space force serving under the *United Earth Forces* and born under the auspices of the Space Agency. The UEEF is dedicated to the defense of Earth, but has spent decades in outer space away from their home.

The Expeditionary Force had two goals when it left Earth: One was to colonize other worlds and spread humankind across the stars so the human race could never be eradicated in the event of future alien aggression leveled at mother Earth. The other was to find the homeworld of the Zentraedi's Robotech Masters and establish diplomatic communications to ensure a lasting peace between them and Earth. Armed with their new and constantly improving space fleet, mecha, and weaponry utilizing Protoculture and a new generation of Robotechnology, the United Earth Expeditionary Force left Earth behind.

The Expeditionary fleet's mission quickly expanded, however, into becoming the liberators of worlds enslaved by the mysterious *Invid*. This campaign of liberation and benevolence led to the formation of a loose-knit coalition of alien races calling themselves the Sentinels. Ideas, resources and help from the *Haydonites* and other alien allies would improve upon the technology and combat capabilities of the UEEF including the development of *Shadow stealth technology.*

Nearly two decades of constant battles and triumphs by the Expeditionary Force has made the fleet legendary in some places, notorious at others, and reviled by some. It has also molded the men and women of the UEEF into an experienced and capable fighting space force.

Ironically, while the Expeditionary Force would eventually find the homeworld of the *Robotech Masters*, they would be horrified to learn that while they were seeking the Robotech Masters, the Masters had laid siege to the Earth. Even worse, the Master's ill-conceived attack unleashed the Flower of Life that is the source of Protoculture, and hastened the arrival of the mysterious *Invid*.

The Invid invasion, in turn, decimated the planet and enslaved the humans who survived. This information compelled the UEEF to launch two disastrous efforts to free the Earth from Invid occupation. Without any other recourse, the Expeditionary Force gathered its fleet and returned to Earth orbit to liberate the planet from the clutches of the Invid. It was during this operation that *Admiral Rick Hunter* vanished along with the refitted SDF-3, Shadow technology was thwarted, and the UEEF's *Haydonite* allies proved to be treacherous enemies with their own, as of yet, unknown agenda.

# A Simple Time-Line of Key Events in the Robotech Wars

## 1999: Signs of Alien Life

A giant alien ship crash lands on a small island in the South Pacific called *Macross Island*. The nations of the world, embroiled in a global civil war, call an uneasy cease-fire when it is revealed that the vessel was an alien warship arriving on Earth for reasons unknown.

A simple, fearful question unites the nations of the world: "What happens when the aliens come looking for this warship and track it to Earth?"

The assumption must be that the faceless aliens will be hostile and that Earth could be in serious danger from a possible alien invasion. The fear of a common, alien and unknown enemy galvanizes the global community.

## 2000: January

Evidence confirms that not only does the alien spaceship contain super-advanced technology, but the aliens are forty foot tall giants! In an unprecedented effort of cooperation, the world governments unite and work together to reverse engineer the alien technology and rebuild the alien warship for their own protection. The new alien science is quickly dubbed "Robotechnology" and the unique power source centered around the tech becomes known as "Protoculture."

Development of new weapon systems to defend against the giant alien threat begins.

## 2005:

The nations of Earth form one global governing body known as the **United Earth Government**.

Meanwhile, Robotechnology has been successfully combined with Earth technology and science to create a vast number of advancements and all manner of new technological marvels. Arguably, one of the most impressive of these mar-

vels is the advent of *transformable combat vehicles* called **Veritech Fighters:** jet fighter planes that can change from a jet (Fighter mode) to a jet with legs and arms (Guardian mode) to a humanoid shaped robot configuration (Battloid mode).

## 2009: The First Robotech War

The rebuilt alien spaceship is christened the **SDF-1** and commissioned into the United Earth Defense Force (UEDF; nicknamed by some as the RDF or Robotech Defense Force). The commissioning ceremony marking the SDF-1 as the new flagship of the UEDF is interrupted when a massive alien armada materializes in lunar orbit. This fleet, manned by giant aliens called **Zentraedi**, has come to reclaim the massive space battle fortress. They do so in the name of the mighty Robotech Masters, and the First Robotech War begins. During the first battle, the SDF-1 is accidentally teleported to Pluto, and begins a long voyage back to Earth.

## 2011:

Over its journey home, the SDF-1 takes on the massive Zentraedi invasion force bent on destroying humanity. The Zentraedi are defeated, but not before their devastating bombardment of Earth from orbit destroys billions of people and flattens almost every major population center around the globe. The SDF-1 is badly damaged. Rick Hunter and other heroes emerge. The First Robotech War officially ends with the United Earth Government struggling to restore peace and rebuild a civilization devastated by war.

## 2014:

The SDF-1 and her newly completed sister ship the SDF-2 are destroyed by Zentraedi rebels in a brazen suicide attack.

## 2015:

The United Earth Expeditionary Force (UEEF) is officially formed and a buildup of starships gather in orbit with the help of a captured Zentraedi factory satellite. Many surviving Zentraedi giants agree to a process called "micronization" that makes them human sized, and many of them join the UEEF. The keel of the SDF-3 is laid down in orbit, she is to be the flagship of the Expeditionary Force and the spearhead of their mission to find the Robotech Masters. The UEEF represents Earth's boldest heroes and greatest hope.

## 2022:

The SDF-3 Pioneer is launched under the command of Admiral Lisa Hayes-Hunter and Rear Admiral Rick Hunter. The UEEF begins the long journey to Tirol, homeworld of the Robotech Masters. Earth is left under the protection of the **Army of the Southern Cross** and what's left of the **United Earth Defense Force** (UEDF).

## 2029: The Second Robotech War

After seven years of relative peace, contact is lost with Space Station Liberty. A Robotech Masters mothership is detected in high Earth orbit. The Masters destroy an important communications satellite system and the Second Robotech War begins.

## 2030:

The Second Robotech War ends when rogue Robotech Master Zor explodes a Robotech Masters mothership above the SDF-1 and SDF-2 in an attempt to destroy the Protoculture Matrix contained within. His attempt succeeds in destroying the remaining command structure of the Robotech Masters. Unfortunately, the explosion releases the seeds of the *Flower of Life* contained inside the SDF-1, spreading them across the planet and attracting the attention of the ruthless Invid.

## 2031: The Third Robotech War

Alerted to the presence of their sacred Flower of Life on Earth, the Invid stage a full-scale invasion of the planet. The Armies of the Southern Cross, weakened from the conflicts with the Robotech Masters, are completely destroyed. Many survivors of the Southern Cross and United Earth Defense Force escape Earth in search of Admiral Hunter and the UEEF. Others go underground and form resistance movements against the occupying Invid forces. The Third Robotech War begins.

## 2038:

In a vain attempt to reclaim the Earth from the Invid, the UEEF sends the ill-equipped and ill-fated *10th Mars Division* to assault the Invid headquarters at Reflex Point. The 10th Mars Division is beaten back by the Invid. Many perish in the attempt.

## 2042:

In another attempt to reclaim the Earth, the UEEF sends more Mars Division soldiers, this time the *21st Division*. The 21st is utterly destroyed by the Invid. There are few survivors.

## 2044: The Battle for Reflex Point (present setting)

In a final attempt to uproot the Invid from Earth, the United Earth Expeditionary Force (UEEF) returns with the **SDF-4 Liberator** and the full force of its attack fleet. Without delay, the UEEF lays siege to the heart of the Invid occupation force on Earth.

Contact with *Admiral Hunter* and the *SDF-3* is lost, and *General Reinhardt* authorizes use of the Neutron-S missiles to destroy the enemy (and perhaps, precious Earth along with them).

The Invid Regess recognizes the Neutron-S missiles as possessing technology from the old enemy she calls the "Children of the Shadows" – the treacherous *Haydonites*. The Regess and her Invid children flee the Earth, destroying the Neutron-S missiles on the way and taking *all* Protoculture from the planet Earth.

The Haydonites spring their trap and attempt to annihilate the Expeditionary Force with booby-trapped Shadow technology and Synchro Cannons. For a time, chaos reigns.

## 2044: Right Now!

The Haydonites' plan to wipe out the human race appears to have failed. The Expeditionary Force has survived, the Haydonites (for now) seem to have fled in retreat, the Invid are gone to parts unknown across the universe, and the Earth is free of alien occupation for the first time in a generation.

Although this is all wonderful, there is great uncertainty and trouble.

Human civilization has been shattered. Much of the planet has been decimated by one alien invader after another. The United Earth Government and United Earth Defense Force ceased to exist after the Invid took over the Earth. That leaves the UEEF to pick up the pieces and help humanity find itself. The task is daunting, trouble brews everywhere, and if only this was the least of their problems.

Admiral Rick Hunter and the SDF-3 must be tracked down and rescued. Thanks to the Invid Regess, Protoculture supplies are limited and the only known factory to make more is on the SDF-3! Though they have vanished at least for the time being, it is presumed that the full extent of Haydonite treachery is yet to be discovered. How reliable are the Shadow Fighters and Shadow Technology? Are there more Haydonite booby-traps and sabotage yet to be uncovered? Will the Haydonites return and attack in force? Even if they engage in surgical strikes and acts of sabotage, the UEEF fleet is in danger, and so are Space Station Liberty, Moon Base ALuCE, Mars Base, and Earth itself. Nobody knows the Haydonites' agenda or what they might have in store for the UEEF and Earth in the days to come.

This is the chaotic setting of **Robotech® The Shadow Chronicles® Role-Playing Game**. Read on about character creation, how to play and building adventures. Unleash that imagination of yours and have fun.

# The Young Age of UEEF Warriors

You may note that most characters, including fighter pilots and officers, are as young as 17 and 18 years of age. There are good reasons for this. One is that the constant, ongoing conflict engage in by the United Earth Expeditionary Force (UEEF) regularly depletes the fleet of experienced pilots and troops. Many die in combat, others are injured or become otherwise unfit for duty. To keep the UEEF staffed, they must recruit young.

Another reason is that for those born in deep space, aboard UEEF spaceships, Space Station Liberty and even many off-world colonies such as Mars Base, fighting for the freedom and independence of the human race and delivering other alien people from the hands of the Invid or Robotech Masters has *become a way of life*. Such service and combat is virtually all these space children and colonists know, especially those on the ships, space stations, and military bases of the UEEF. Consequently, many teenagers of both sexes are anxious to join military service and contribute to the heroic and noble cause of liberating the Earth and other worlds from the tyranny of the Robotech Masters and the Invid.
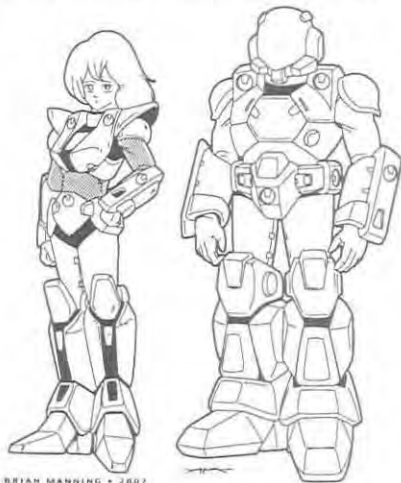


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# Character Creation is Fun and Easy

The nitty-gritty of character creation is all explained in the rules section of this role-playing game book. But here are the basics.

**1.** Each character has **eight attributes.** These are the mental and physical strengths and weaknesses of the character, such as Intelligence (I.Q.), Physical Strength (P.S.) and Speed. The higher the number, the greater that attribute. 9-13 is average.

**2.** Your character needs an **alignment,** the moral code and compass that dictates his or her actions. As heroes of the UEEF, most characters should be a good alignment.

**3.** Your character will also have **Hit Points** (life points) and **S.D.C.** (additional physical punishment he can endure). These are important, but as mechanized warriors of the Expeditionary Force the physical endurance (M.D.C.) of your mecha and body armor are even more important. It's all explained later. The bottom line is smart choices and the mecha your character pilots are crucial to your survival as a soldier.

**4.** What mecha and weapons are available to your character will be determined by the **Occupational Character Class (O.C.C.)** and **skills** you select.

**5.** Skills help define the character and determine his or her range of abilities. Combat, piloting, weapons and all the rest will depend on skills. Skill selection is made easy with the selection of Military Operational Specialty or M.O.S. skill bundles.

Those are the key elements of your character creation. Everything else is background and character building (personalty/disposition, age, etc.). All fun stuff and often important for defining your character and his or her goals.

To make your life easy and character creation fun and fast, you can roll on the tables that follow. Once your character is created and his equipment determined, you are ready to play. All you need are some other players and a Game Master to devise and run adventures. See rules for greater details and character sheets for a useful aid in keeping track of your character stats.

# Optional: Quick Character Creation

The **traditional method** of building a character requires reviewing all the available O.C.C., M.O.S. and skill choices, rolling for attributes, deciding on an alignment, and reading and considerations of all kinds, as described in the rules section.

The traditional method of character creation is fine, fun and gives you, the player, a greater range of random attributes and much more control over the selection of skills and abilities. All that reading and thinking, and choosing, takes anywhere from 45 to 90 minutes. There's nothing wrong with that, and you can design a character completely

around your desires. It is simply a matter of what you prefer.

Using the table that follows, enables players (and G.M.) to create a character in 10-15 minutes. Just roll as directed and follow the suggested guidelines.

**The Five O.C.C.s:** Battloid Ace O.C.C., Fleet Enlisted/Grunt O.C.C., Military Specialist O.C.C., Technical Officer O.C.C. and Veritech Pilot O.C.C.
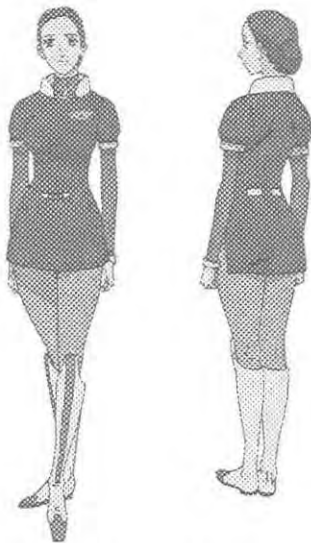


# Optional Table to Quick Roll Your Character

Make a random roll or pick one of the eight categories presented in the table below. Each gives the character at least one mental or physical advantage and suggests the best O.C.C. (Occupational Character Class) and M.O.S. (a set of skills that are the character's Military Operational Specialty) based on that strength.

This is a fast way to roll up (or pick) a character with the attribute or two the player might most desire as one of his best natural aptitudes, followed by the number and modifier of all other attributes to fit the listed archetype (Brainy, Physically Strong, Fast Reflexes, Beauty, and so on).

Then follow the advice about the M.O.S. and O.C.C. best suited to the character's strengths, go to that O.C.C., pick the suggested M.O.S., pick the remaining skills for that O.C.C., and use the following Optional background tables to determine Alignment, Age, and everything else, and you are ready to play in a matter of minutes.

**The random roll method should reduce character creation to 10-15 minutes!** How? It limits your choices, provides character attributes that only require one die roll to finish, points you to the O.C.C. (Occupational Character Class) and M.O.S. (Military Operational Speciality) you should pick from, and quick determines most other aspects of the character quickly, with the roll of percentile dice.

In short, it eliminates a great deal of decision making!

**Attribute Note:** The number of dice to roll for attributes is exactly as listed below. Do NOT roll an extra 1D6 if a 16-18 is rolled. When using this table, only one six-sided (1D6) or four-sided (1D4) is rolled as listed for the end result.

**O.C.C. and M.O.S. Note:** To quick roll your character follow the suggestions below. However, they are *suggestions* and as such, the player may choose a completely different O.C.C. and M.O.S. than recommended.

# Attributes and Suggested O.C.C. and M.O.S.

**01-12% Brainy:** I.Q. 1D6+18, M.E. 1D6+12, M.A. 1D4+10, P.S. 1D6+9, P.P. 1D4+9, P.E. 1D4+8, P.B. 1D6+9, Spd 1D6+11.

Your character is best suited to an M.O.S. that involves mental challenges, assessing data, research, creating/building, learning, engineering, electronics, science, medicine, and strategies and tactics.

Your best O.C.C. is *Technical Officer.*

**13-26% Strong-willed:** I.Q. 1D6+11, M.E. 1D6+19, M.A. 1D6+9, P.S. 1D6+9, P.P. 1D4+13, P.E. 1D6+10, P.B. 1D6+9, Spd 1D6+8.

Your character is best suited to an M.O.S. that involves focus, self-discipline, and challenges.

Your best O.C.C. is *Military Specialist* or *Battloid Ace.*

**27-39% Charismatic:** I.Q. 1D6+10, M.E. 1D6+9, M.A. 1D6+18, P.S. 1D4+10, P.P. 1D4+10, P.E. 1D6+8, P.B. 1D6+14, Spd 1D6+9.

Your character is best suited to an M.O.S. that involves leadership, officer training, teaching, communications, performing, espionage, and subterfuge.

Your best O.C.C.s are probably *Technical Officer* and *Military Specialist.*

**40-51% Physically Strong:** I.Q. 1D4+10, M.E. 1D4+10, M.A. 1D6+10, P.S. 1D6+19, P.P. 1D4+12, P.E. 1D6+15, P.B. 1D6+12, Spd 1D6+11.

Your character is best suited to an M.O.S. that that involves physicality, mechanics, athletics, combat, and strength.

Your best O.C.C.s are probably *Fleet Enlisted/Grunt* or *Military Specialist* (think Marine Commando or Ranger).

**52-65% Fast Reflexes and High Dexterity:** I.Q. 1D4+10, M.E. 1D6+9, M.A. 1D6+8, P.S. 1D6+9, P.P. 1D6+19, P.E. 1D6+9, P.B. 1D6+10, Spd 1D6+17.

Your character is best suited to an M.O.S. that involves the precision use of hands, tools, weapons, targeting, fast physical reaction, combat, building, surgery and other areas where steady and fast hands are a key element.

Your best O.C.C.s are probably *Veritech Pilot, Battloid Ace,* or a *Technical Officer* specializing in Electronics, Mechanical Engineering or Medicine/surgery.

**66-78% Great Endurance:** I.Q. 1D4+9, M.E. 1D6+14, M.A. 1D6+8, P.S. 1D6+9, P.P. 1D6+9, P.E. 1D6+19, P.B. 1D6+9, Spd 1D6+12.

Your character is best suited to an M.O.S. that requires physical durability and mental toughness.

Your best O.C.C.s are probably *Battloid Ace, Veritech Pilot,* or *Fleet Enlisted/Grunt.*

**79-88% A Beauty or Pretty Boy:** I.Q. 1D4+10, M.E. 1D6+8, M.A. 1D6+15, P.S. 1D6+11, P.P. 1D6+8, P.E. 1D6+9, P.B. 1D4+20, Spd 1D6+9.

Your character is best suited to an M.O.S. that involves teaching, communications, performing, trickery or subterfuge.

Your best O.C.C.s are probably *Technical Officer* and *Military Specialist.*

**89-00% Fast as Lightning:** I.Q. 1D4+9, M.E. 1D6+9, M.A. 1D6+8, P.S. 1D6+9, P.P. 1D6+14, P.E. 1D6+10, P.B. 1D6+10, Spd 2D6+20.

Your character is best suited to an M.O.S. that involve quickness and dexterity, including targeting, combat, fast physical reaction, and other areas where fast hands and feet are an asset.

Your best O.C.C.s are probably *Veritech Pilot, Battloid Ace* and *Military Specialist.*



# Ways to Round Out Your Character

Our decades of experience designing games has shown us that players and Game Masters enjoy having as much background and details about their characters as possible.

We aim to please, so we present a series of optional tables that will help players to quickly establish some background, personality and bonuses for the character they are about to create.

Remember, these are *optional tables*, which means a player may make up his own background, disposition, and aspects for his character rather than roll on the tables that follow. HOWEVER, the player should not be allowed to pick and choose which tables he wants to roll on, with the exception of the last three. If the player wants to roll on one table (like *Character Bonuses*) he should roll on them *all*. Roll percentile dice for random determination.

**Note:** The nuts and bolts of creating a character are presented in the Game Rules section. This is the fun, easy background data that helps make your character memorable.

## Alignment

**01-25% Principled:** Good, honest, loyal and law abiding team player.

**26-50% Scrupulous:** Good and trustworthy, but sometimes bends the rules.

**51-75% Unprincipled:** A rogue with a heart of gold. Tempted to take shortcuts and watch out for number one (himself), but when push comes to shove, always does the right thing (even if he hates himself for it).

**76-00% Anarchist:** Self-serving, may choose to be a team player or not.

**Note:** These are supposed to be heroes, so no evil alignments are available.

## Race

**01-75%** Human.

**76-90%** Tirolian (looks human).

**91-00%** Micronized Zentraedi (most look human).

## Sex

**Note:** We have found it is usually best to let the player *pick* the sex of his or her character. For those who would prefer to make a random roll, here's the table:

01-60% Male.

61-00% Female.

# Age

01-05% 15 years old; lied about real age and pretends to be 16 or 17.
06-15% 16 years old.
16-25% 17 years old.
26-35% 18 years old.
36-45% 19 years old.
46-55% 20 years old.
56-65% 21 years old.
66-80% 22-25 years old.
81-91% 26-30 years old.
92-97% 31-39 years old.
98-99% 40-49 years old.
100% 50 years or older.

# Physical Build

01-15% Skinny.
16-40% Lean and athletic.
41-50% Built; muscular and chiseled.
51-80% Average.
81-90% A bit overweight.
91-00% Overweight.

# Height

01-25% Short: Under 5 feet, 8 inches (1.73 m).
26-75% Average: 5 feet, 8 inches to 6 feet (1.73 to 1.8 m).
76-95% Tall: 6 feet, one inch to 6 feet, 6 inches (1.85 to 1.98 m).
96-00% Very Tall: 6 feet, 7 inches to 7 feet (2-2.1 m).
Note: Add six inches (0.6 m) to Zentraedi characters.

# Birth Order

01-25% First Born.   51-75% Middle.
26-50% Second.   76-00% Last.

# Place of Birth

01-10% Born on Earth.
11-20% Born at Moon Base ALuCE.
21-40% Born at Mars Base.
41-80% Born in deep space on a spaceship.
81-00% Born on Tirol or another planet (may be human, Zentraedi or Tirolian).

# Family Ties

01-20% Known family have all perished; last of the line.
21-40% Both parents and a sibling died in combat.
41-50% Lost one parent. 01-50% Father. 51-00% Mother.
51-70% Parents and siblings alive and well; good relationship.
71-85% Parents and siblings alive and well; poor relationship.
86-00% Orphan, never knew parents or biological family.

# Relationship to Teammates

Roll for each character in the player group.
01-10% Sibling.
11-20% Cousin or other relative.
21-40% Just met, no relationship yet developed.
41-50% Friend.
51-60% Old classmate and casual associate.
61-65% Old teammate and casual pals.
66-70% Old teammate and good friends.
71-80% Old rival.
81-90% Finds character a bit annoying, but tolerable.
91-00% Dislikes the other character.

# Special Aptitude Bonuses

**01-10% Sure Shot:** +2 to strike with all types of projectile and energy weapons, from pistols and energy rifles to weapons used by mecha and spaceship cannons. Furthermore, the usual penalties for being off balance, moving, etc., are half. Does not apply to missiles.

**11-20% Natural Battloid Ace:** +5% to Pilot Battloid skill and +8% to Specialty Battloid Piloting (one specific non-transformable mecha which the character pilots better than any other). Also +1 on initiative, +1 to parry, and +1 to pull punch when piloting any type of non-transformable battloid.

**21-30% Natural Veritech Ace:** +5% to Pilot Veritech skill and +7% to Specialty Veritech Piloting (one specific Veritech which the character pilots better than any other; his or her favorite). Also +1 on Perception Rolls, +1 to dodge and +1 to roll with impact when piloting any type of transformable mecha.

**31-40% High Perception and Solid Gut Instincts:** +1D4 on Perception Rolls. Roll 1D4 once when the character is first created in front of the Game Master to determine what this bonus is from that time forward.

**41-50% Quick Reaction Time:** +1D4 on initiative. Roll 1D4 once in front of the Game Master when the character is first created to determine what this bonus is from that time forward.

**51-60% Strongman:** +1D6+3 to P.S. attribute and +1 to pull punch.

**61-70% Fast Learner and Jack of Many Trades:** Select one extra M.O.S., but without benefit of the usual bonuses for it.

**71-80% Quick Reflexes:** +1 attack per melee and +1 to dodge.

**81-90% Fearless:** +1D4+2 to save vs Horror Factor. However, as a result, the character *may* also be a hot shot who takes foolish risks and daring chances.

**91-00% Charismatic/Charmer:** +1D4+2 to M.A., this character is especially likable and affable.

# Outlook on Earth

**Note:** This category should be completely optional. Players should not be forced to roll on this table.

**01-15% Sense of duty.** Earth is the legendary homeworld. It is the responsibility and duty of the UEEF to make certain Earth is liberated, its people set free of alien bondage, and civilization restored. The character is happy to help and may come to like it here, but does *not* see Earth as home, just part of his heritage.

**16-30% Earth is home.** Earth is the homeworld and cradle of humankind. It must be liberated and restored as the center of human culture, civilization and greatness. The character is happy to be "home" and loves every minute on the planet, helping in any way possible.

**31-50% Earth is the legendary homeworld.** Earth is seen through rose-colored glasses as special and wonderful. The character has an unrealistic and fanciful, idealized vision of Earth, its importance and what it should be like. He or she is happy to be "home," but may be in for a rude awakening.

**51-65% Indifferent about Earth.** So it's the birthplace of human civilization. As far as your character is concerned, it's just another planet invaded and occupied by hungry Invid. You could care less about the fate of the planet. That attitude may change, but for now, you're just following orders.

**66-80% Earth is a frightening place.** What is it about Earth that has attracted so many alien invaders to attack it or claim it as their own? What have the various alien invaders done to the planet and to the people of Earth? This character wants to help people, but sees the planet as an alien, hostile and unpredictable environment.

**81-90% Time to call it quits on Earth.** Yes, Earth is special because it is the birthplace of human civilization, but it has been decimated by aliens time and time again. Maybe it's time to rescue as many people as possible, take them to colonies on other worlds, and cut our losses. Whoever is left on Earth can fend for themselves. If sent on assignment to the planet's surface, the character is nervous and negative about Earth and its survivors and suspicious of anyone who is the least bit odd.

**91-00% Earth is a symbol of hope and humankind's future.** The character has a realistic view of Earth and the damage done to it by the Robotech Wars. However, the character believes that it is of the utmost importance to rebuild human civilization because it represents hope, humankind's indomitable will and the crusade to live free. Restoring Earth should boost UEEF morale and stand forever as a symbol of the human spirit. The character is dedicated to these ideals and happy to do anything he can to make it a reality.

## Prejudices & Paranoia

The character doesn't trust or like (may even hate) one of the following, roll percentile dice. **Note:** This category should be completely optional. Players should not be forced to roll on this table.

**01-10%** Any nonhuman people, the more alien the greater the dislike.

**11-20%** Zentraedi, their mecha and spaceships.

**21-30%** Tirolians.

**31-40%** Robotech Masters and Bioroids, specifically, not the Tirolian people in general.

**41-50%** Invid, including evolved Invid (humanoids like Ariel).

**51-55%** Invid drones, Inorganics and Invid technology.

**56-60%** Haydonites.

**61-65%** Shadow Technology.

**66-70%** Exploring strange or alien worlds and places.

**71-75%** Transformable mecha except his own people's.

**76-80%** Robots and androids (even their own).

**81-85%** Space folds and teleportation.

**86-90%** Alien robots and technology.

**91-95%** Robotechnology and Protoculture. Prefers alternative or traditional gear and non-Protoculture power sources.

**96-00%** Singers and musicians; there's just something about them. Doesn't care for music much in general, and especially hates it when amateurs sing, hum or whistle an off-key tune.

## Disposition

**Note:** This category should be completely optional. Players should not be forced to roll on this table.

**01-05% Bitter and hardened by war.** Has little compassion or sympathy for others, especially those who are foolish. Tends to be intolerant, short-tempered and gruff with everyone. Shows

no mercy to the enemy. The carnage of war and the sight of the dead has no obvious impact on this "war is hell, suck it up," soldier.

**06-10% Shy,** timid, tends to be a loner.

**11-16% By the book.** Tends to follow orders to the "T," is very formal, follows procedures and is, well, by the book military. Always against breaking the rules, and hates bending the rules except under exceptional circumstances.

**17-23% Gung-ho,** guts and glory type who sees self as a hero. Likes combat, is quick to action, and hates sitting around, waiting.

**24-29% Worrywart,** nervous and cautious.

**30-36% Hot-head,** quick-tempered, emotional, but basically a good guy or gal.

**37-43% Schemer,** gambler who likes to take chances.

**44-50% Blabber mouth,** nice person, but too talkative and has trouble keeping a secret.

**51-56% Wild man,** cocky, overconfident, takes unnecessary risks.

**57-63% Nice,** friendly, courteous and hospitable. Cares about his teammates and their mission.

**64-70% Snob,** arrogant, feels superior to others.

**71-76% Tough guy,** self-reliant, independent, and a bit of a cocky lone wolf.

**77-83% Paternal,** overprotective of others, especially young characters and green soldiers.

**84-90% Complainer,** constantly aggravated about something.

**91-95% Paranoid,** trusts no one until they have proven themselves trustworthy and loyal many times over.

**96-00% Career Officer** whose number one priority is seeing himself promoted through the ranks to become as important and powerful as possible (whether he/she deserves it or not). Quick to take credit for the accomplishments of the team and individuals whenever he thinks he can get away with it.

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

Battloid Ace O.C.C.
Fleet Enlisted Crewman/Infantry O.C.C.
Military Specialist O.C.C.
Technical Officer O.C.C.
Veritech Pilot O.C.C.

Each player must select an Occupational Character Class (O.C.C.) for his character. The O.C.C. represents the oc-

cupation, background, training and skill range of the character. This is who you are and what you do for the UEEF. All are military based, though some are better suited for combat, while others serve in support roles (communications, engineering, medical, etc.). If you haven't looked over **Character Creation is Fun and Easy,** or the **Optional Quick**

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**Roll Character Creation Tables** that precede this section, you should stop and take a quick look at them.

# Battloid Ace O.C.C.

The Battloid Ace is an elite combatant who specializes in piloting nontransformable mecha such as the **Condor** and **Bioroid Interceptor**. The Battloid Ace is ideal for boarding enemy spacecraft, surgical strikes, punching holes in enemy defenses, and front-line and close melee combat. They are bold warriors who literally make holes in the sides of enemy vessels, bombard fortified positions, disable artillery positions, and lay siege to the enemy on their own ground. In fact, one might think of them as mechanized Marine Commandos who lead the charge in battle to paralyze the enemy and open the way for infantry troops to follow.

Surgical strikes typically involve a squad or platoon of Battloid Aces targeting strategic locations and enemy personnel. This could be taking out a communications tower, spy satellite, space station or enemy space cruiser to bridges, command posts and specific enemy commanders and leaders. Ultimately, they use their expertise and unique brand of fast and deadly fighting to get in, cripple an enemy resource or position, cause destruction and confusion, and get out. This also means they engage in rescue operations and acts of sabotage, as well as infantry siege and support roles.

The Battloid Ace's support role in space combat includes aggressive defense of carriers and other spacecraft.

space stations and outposts from being boarded or destroyed by the enemy. The swarming tactics of the *Invid* are very effective at overwhelming defensive lines and enabling several small Invid squads to get past them. The Invid are notorious for skimming along the surface of the big battle cruisers where long-range weapons cannot touch them, and literally swarming to take down communication towers, key weapon systems and engines and, whenever possible, to destroy an entire space vessel even if it means the Invid's own destruction. These tactics are commonly used by *Invid Scouts, Fighter Scouts, Troopers* and *Shocktroopers*, who land on the outer hull to rip it apart and cripple or destroy enemy spaceships. **Battloid Aces,** whether they are piloting *Bioroid Interceptors, Condors*, or other mecha, excel at these close combat engagements along a vessel's hull. They are skilled at intercepting and destroying the Invid before they can in-

flict serious damage and also use crossfire, ambushes and surprise attacks – laying in wait for them on a spacecraft's surface – to take them out before the Invid know what hit them. And should the Invid engage in hand to hand combat, the Battloid Ace is ready for that too, with a repertoire of punches, kicks and moves to evade, counter and disable or destroy the opponent.

Though there are plenty of human Battloid Aces, this position in the Expeditionary Force is dominated by micronized (human-size) *Zentraedi* and warriors from *Tirol* who have joined the United Earth Expeditionary Force (UEEF) in its quest to liberate worlds from the tyranny of the Invid and Robotech Masters. All are ruthless in battle and as dedicated and loyal to the UEEF as anyone.

## Battloid Ace

**Rank:** Always an officer.

**Alignment:** Any, but most are idealists who long to see the end of treachery and war. Though some crave revenge, most tend to be Principled, Scrupulous, Unprincipled or Anarchist and have the best of intentions.

**Attribute Requirements:** None per se, except for a willingness to serve. An average to high P.P. and P.E., 10 or better, are recommended.

**Common Skill Set:** All start at the base skill unless noted otherwise.

Computer Operation

Language: English

Literacy: English

Mathematics: Basic (+2%)

**O.C.C. Skills:** Basic training skills and skill bonuses common to all characters who take the Battloid Ace O.C.C.

Climbing (+10%)

Forced March

Mecha: Pilot Battloids (+10%)

Mecha: Pilot Ground Veritechs

Military Etiquette (+10%)

Navigation (+15%)

Radio: Basic (+5%)

Sensory Equipment (+10%)

Space Survival (+20%)

W.P. Energy Pistol

W.P. Energy Rifle

W.P. Heavy M.D. Weapons

Zero Gravity Combat

Hand to Hand: Expert, which may be changed and improved by some M.O.S. The best Hand to Hand skill always applies, the other is ignored.

**M.O.S. (Military Operational Specialty):** Each M.O.S. represents the character's area of special training. Pick one of the following. A list of skills and bonuses appears under each M.O.S. description presented at the end of this O.C.C. Read them all and select the one you feel best fits your character's personality and goals.

Combat Specialist

Fighter Pilot

Sapper

**O.C.C. Related Skills:** These are additional skill choices related to the character's military occupation and background. Select two other skills at level one, plus one additional skill at levels 3, 5, 7, 9, and 12.

Communications: Any.

Domestic: Any.

Electrical: Basic Electronics or Computer Repair only (+5%).

Espionage: None.

Mechanical: Basic and Automotive

Mechanics only.

Medical: None.

Military: Any (+5%).

Physical: Any.

Pilot: Any, except aircraft; +10% on ground vehicles.

Pilot Related: Any.

Science: Mathematics only.

Technical: Any (+5%).

W.P.: Any Ancient or Modern.

Wilderness: Land Navigation and Wilderness Survival only.

**Secondary Skills:** Select two skills from the Secondary Skills list in the Skills section at level one, plus one additional Secondary Skill at levels 3, 6, 9 and 12. These are additional areas of knowledge and do not get any bonuses, other than possible bonuses for having a high I.Q. All Secondary Skills start at the base skill level.

**Standard Equipment:** CVR-3 Body Armor, Battloid to match Elite Combat Training, standard weapons for that mecha, one weapon for each W.P. and three PE-Clips for each, two flares, two smoke grenades, a dress uniform, rating specific duty uniform, personal clothes and effects, survival knife, sunglasses, canteen.

**Equipment Available on Assignment:** Depending on the Game Master and the military mission, the characters can be assigned any mission specific weapons, explosive ordnance, armor, mecha, vehicles, and equipment necessary to complete their mission. Battloid Aces also have access to basic ship facilities, base computers, recreation areas, Officers' lounge, mess hall, hospital and assigned room/apartment.

**Monthly Wages:** Pilots from 2nd Lieutenant to Captain (O-2 to O-6) make from 2,000-3,500 credits a month. Squad leaders, flight instructors and CAGs (Commander of Air Group) earn anywhere from 3,500-5,000 credits a month. Pilots higher than Captain are usually pulled from flight duty and are kicked up to administrative and flag officer duties.

**Personal Savings:** 4D6x100 credits.

# M.O.S. Selections Available to Battloid Ace O.C.C.

**Combat Specialist M.O.S.:** Expert at close combat with mecha.

Boarding Spaceships (+10%)

Boxing or Wrestling

Gymnastics or Kick Boxing

Mecha Pilot Specialty: Battloid of choice.

Mecha Elite Combat Training: Two Battloids of choice.

Recognize Weapon Quality (+10%)

Space Survival

W.P. Ancient: One of choice.

W.P. Modern: Two of choice.

Hand to Hand: Martial Arts

M.O.S. Special Gear: Access to heavy weapons as per availability for missions.

M.O.S. Bonus: +6D6+10 S.D.C., +1 attack per melee round, +1 to parry.

**Fighter Pilot:** In addition to being a Battloid Ace, the character is skilled at piloting a wide range of vehicles.

Acrobatics (+5%; includes mecha acrobatics)

Boarding Spaceships (+10%)

Fencing or Aerobic Athletics.

Mecha Pilot Specialty: Battloid of choice.

Mecha Elite Combat Training: Two Battloids of choice.

Pilot: Jet Fighter (+10%)

Pilot: Tanks & APCs (+20%)

Pilot: Two of choice (+10%; any).

W.P. Ancient: One of choice.

M.O.S. Special Gear: Access to any vehicle he can pilot, as well as heavy weapons as per availability for missions.

M.O.S. Bonus: +4D6+8 S.D.C., +1 to P.P. attribute, +1 to strike and dodge.

**Sapper M.O.S.:** Expert at undermining fortifications, breaching hulls, sabotage and surgical strikes.

Basic Mechanics (+10%)

Basic Electronics (+10%)

Boarding Spaceships (+20%)

Demolitions (+12%)

Demolitions Disposal (+10%)

Locksmith (+5%)

Mecha Pilot Specialty: Battloid of choice.

Mecha Elite Combat Training: Two Battloids of choice.

Military Fortifications (+15%)

Military Tactics (+10%)

Trap/Mine Detection or Detect Concealment (+10%)

M.O.S. Special Gear: Access to explosives, missiles, and heavy weapons as per availability for each mission.

M.O.S. Bonus: +5D6+5 S.D.C., +1 on M.E. attribute, +1 on Perception Rolls, and +1 on initiative.

# Enlisted Crewman or Infantry O.C.C.

The Veritech Pilot seems to get the lion's share of the glory in the UEEF, but the Enlisted men and women are the unsung heroes and backbone of any army. They are the grunts in the trenches fighting for a noble cause and doing whatever is asked of them. Enlisted men and women are the heart and soul of the Expeditionary Force. They fill roles in every section of the fleet, and do everything from scrubbing floors to launching Veritech fighters from the flight decks to front-line combat. Most infantry troops are assigned CVR-3 armor, a rifle, basic gear and, when the mission requires it, a series VR-050 Cyclone to give them added battlefield mobility and firepower.

All Enlisted men and women go through basic training, stand watches and perform rotations of the necessary mundane jobs that keep an army running. Though primarily a fighting force, each is trained in an area of specialty as reflected by the different M.O.S. (Military Operational Specialty) provided by their particular O.C.C. (listed below).

All Enlisted personnel start at the bottom with the lowest rank and work their way up through their performance, dedication and commitment to duty. Lower ranking Enlisted men and women usually answer to the Petty Officer (E-4 through E-9) who, in turn, answers to his or her commanding officer.

# Enlisted Fleet Crewman or Infantry Soldier

**Alignment:** Any, but most are idealists who follow in the footsteps of generations of heroes starting with the First Robotech War. They tend to be Principled, Scrupulous, Unprincipled or Anarchist and champion the causes of freedom and justice.

**Attribute Requirements:** None per se, except for a willingness to serve. A decent to high P.S. and P.E., 8 or better, are recommended.

**Common Skill Set:** All start at the base skill.

Computer Operation
Language: English
Literacy: English
Mathematics: Basic

**O.C.C. Skills:** Basic training skills and skill bonuses common to all characters who take the Enlisted O.C.C.

Climbing (+5%)
Forced March

Mecha: Pilot Ground Veritechs
Military Etiquette (+5%)
Radio: Basic (+5%)
W.P. Energy Rifle
W.P. Rifles
Hand to Hand: Basic, which may be changed and improved by some M.O.S. The best Hand to Hand skill always applies.

**M.O.S. (Military Operational Specialty):** Each M.O.S. represents the character's areas of special training. Pick one of the following. A list of skills and bonuses appear under each M.O.S. description presented at the end of this O.C.C. Read them all and select the one you feel best fits your character's personality and goals.

Damage Control
Infantry Heavy/Pig Man
Infantry Point Man
Motorpool Mechanic
Radio Corpsman
Security/Military Police
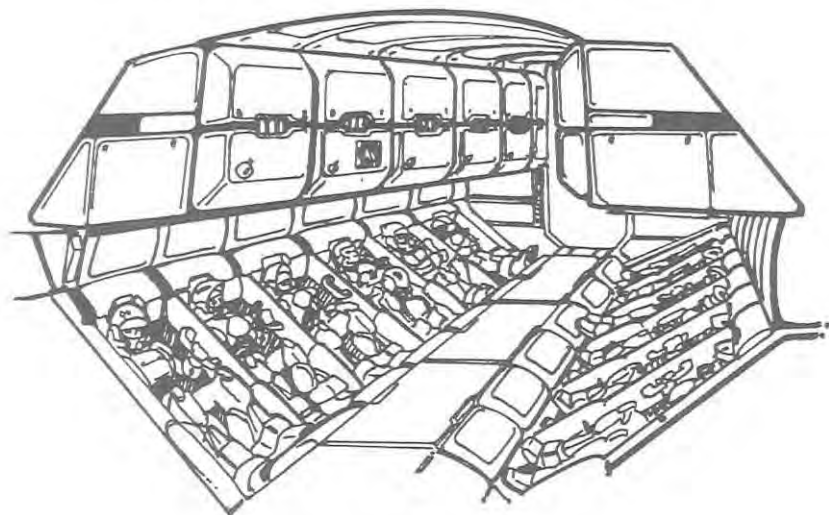
**O.C.C. Related Skills:** These are additional skill choices related to the character's military occupation and background. Select four other skills at level one, plus one additional skill at levels 2, 4, 8, and 12.

Communications: None.

Domestic: Any.

Electrical: Basic Electronics or Computer Repair only (+5%).

Espionage: None.

Mechanical: Basic and Automotive Mechanics only.

Medical: None.

Military: Any (+5%).

Physical: Any except Acrobatics and Hand to Hand Combat.

Pilot: Any except Mecha and aircraft; +5% on ground vehicles.

Pilot Related: None.

Science: Mathematics only.

Technical: Any (+5%).

W.P.: Any Ancient or Modern, except Starship.

Wilderness: Land Navigation and Wilderness Survival only.

**Secondary Skills:** Select two skills from the Secondary Skills list in the Skills section at levels 1, 3, 6, 9, and 11. These are additional areas of knowledge and do not get any bonuses, other than possible bonuses for having a high I.Q. All Secondary Skills start at the base skill level.

**Standard Equipment:** CVR-3 Body Armor, energy rifle, two extra E-Clips, two flares, two smoke grenades, a dress uniform, rating specific duty uniform, personal clothes and effects, survival knife, canteen. The Internal Security Corpsman also gets a suit of CBR-5 Tactical Body Armor which is part of their uniform and gear as M.P.s and Security Specialists. (CVR-3 armor is only worn upon special assignment, when defending a spacecraft from boarders and in front-line combat.)

**Equipment Available on Assignment:** Depending on the Game Master and the military mission, the characters can be assigned any mission specific weapons, explosive ordnance, armor, Ground Veritechs, vehicles, and equipment necessary to complete their mission. Enlisted crewmen also have access to basic ship facilities, base computers, recreation areas, mess hall, hospital and assigned barracks.

**Monthly Wages:** Junior Enlisted men, from E-1 to E-3, make 1,000-1,500 credits a month depending on their rating. Non-Commissioned Officers, E-4 thorough E-9, start at 1,600 credits a month and can make as much 3,500 credits a month depending on their rating and any combat or hazardous duty pay.

**Personal Savings:** Starts at 2D6x100 credits.

# M.O.S. Selections Available to the Enlisted Crewmen O.C.C.

**Damage Control M.O.S.:** First Response personnel who fight fires, clean up chemical and radiological spills, deal with biological agents and are responsible for quick fixes of bulkheads, decks and hulls that are damaged by combat, accident and sabotage

NBC Warfare (+15%)

Damage Control & Disaster Response (+15%)

Excavation & Rescue (+15%)

First Aid (+10%)

General Repair and Maintenance (+10%)

Jury-Rig (+10%)

Mecha Pilot Specialty: VR-040 series Cyclones.

Mecha Elite Combat Training: Cyclones.

Pilot: Tracked & Construction Vehicles (+10%)

Salvage (+5%)

Sensory Equipment (+10%)

W.P. Axe

M.O.S. Bonus: +5% to Computer Operation and Radio: Basic, +3D6+6 to S.D.C., and +1 to P.E. attribute.

M.O.S. Special Gear: CVR-3 Combat Body Armor, VR-041M Cyclone, axe, short-range radio, first-aid kit, special gear for rescue and clean-up including ambulance and construction equipment.

**Heavy Infantry/Pig Man M.O.S.:** The grunt sent in to hold or take a strategic position, lay siege, board ships, and generally engage the enemy in combat.

Athletics (General)

Boarding Spaceships (+10%)

Boxing or Wrestling

Mecha Pilot Specialty: VR-050 series Cyclones.

Mecha Elite Combat Training: Cyclones.

W.P. Heavy Military Weapons

W.P. Modern: One of choice.

W.P. Heavy M.D. Weapons

Zero Gravity Combat

Hand to Hand: Expert

M.O.S. Bonuses: +10% to Pilot Ground Veritechs, and +4D6+8 to S.D.C.

M.O.S. Special Gear: VR-050 series Cyclone and heavy energy rifle.



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**Infantry Point Man M.O.S.:** This is the soldier who takes the lead, or "point," and scouts ahead for his squad or platoon.

Detect Ambush (+10%)

Camouflage (+10%)

Land Navigation (+14%)

Lore: One of choice (+10%).

Mecha Pilot Specialty: VR-030 series Cyclones.

Mecha Elite Combat Training: Cyclones.

Optic Systems (+10%)

Prowl (+10%)

Wilderness Survival (+10%)

W.P. Modern: One of choice.

M.O.S. Bonus: +1 on Perception Rolls, +4D6+6 to S.D.C. and +1D6 to Spd.

M.O.S. Special Gear: VR-038 Cyclone.

**Motorpool Mechanic M.O.S.:** Repair and maintenance of vehicles, particularly ground vehicles. May also fill the role of a driver for officers and the transportation of personnel or supplies.

Automotive Mechanics (15%)

Aircraft Mechanics (+5%)

Basic Electronics (+10%)

Biomechanical Maintenance (+5%)

Combat Driving

General Repair & Maintenance (+10%)

Jury-Rig or Salvage (+5%)

Mecha Pilot Specialty: Silverback (instead of Cyclone).

Mecha Elite Combat Training: Silverback.

Pilot: Truck (+16%)

Pilot: Tracked & Construction Vehicles (+12%)

M.O.S. Bonus: +4D6+4 to S.D.C. and +1D4 to P.S.

M.O.S. Special Gear: Truck or jeep, portable tool kit, work gloves, overalls, goggles, and six extra flares.

**Radio Corpsman M.O.S.:** Specialist in radio operation and communications.

Basic Electronics (+10%)

Communications: One of choice (+10%).

Computer Programming (+10%)

Electronic Countermeasures (+10%)

Laser Communications (+15%)

Mecha Pilot Specialty: VR-030 series Cyclones.

Mecha Elite Combat Training: Cyclones.

Pilot Motorcycle or Hovercycle (+10%)

Running

Sensory Equipment (+15%)

W.P. Handguns or W.P. Energy Pistol.

M.O.S. Bonus: +2D6+4 S.D.C., +1 to M.E. and +1D4 to Spd.

M.O.S. Special Gear: Long-range radio, scramblers, and VR-038 Cyclone.

**Security/Military Police M.O.S.:** Responsible for all internal security, counter-terrorism and the enforcement of rules and military discipline aboard ship. Also responsible for crowd control and shore patrol while on base. Security Corpsmen answer to the ship's Master at Arms, who, in turn, answers to the ship's executive officer.

Crime Scene Investigation (+10%)

Intelligence (+10%)

Interrogation (+10%)

Mecha Pilot Specialty: VR-050 series Cyclones.

Military Etiquette (+10%)

Surveillance (+10%)

W.P. Blunt

W.P. Shield

Hand to Hand: Expert

M.O.S. Bonuses: +3D6+4 S.D.C., +2 to disarm, +1 to entangle, and +2 to pull punch.

M.O.S. Special Gear: CBR-5 Tactical Body Armor, riot baton (does 2D4 S.D.C. damage), riot shield (1D6 S.D.C.), short-range radio and a VR-050 series Cyclone and CVR-3 armor, as necessary.
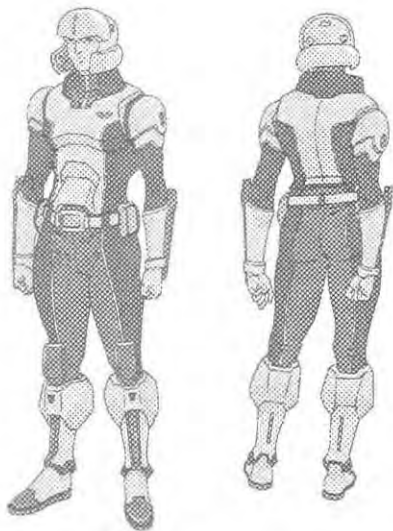
# Military Specialist O.C.C.

The Military Specialist includes the UEEF Marines and other branches of the military who are trained in special operations, including surgical assaults, reconnaissance, rescue, demolitions, weapons, sabotage, and other specialized areas of *combat*.

UEEF Marines and other Military Specialists are rugged and hard hitting, gung-ho, guts and glory types who enjoy the thrill of battle and take solace in the knowledge they are helping others. They take their jobs and status very seriously, and they have a massive sense of esprit de corps. Marine units and Military Specialists tend to have the highest morale in the Expeditionary Force, right behind the flashy Veritech Pilots and Battloid Aces.

## Military Specialist O.C.C.

**Rank:** Always an officer.

**Alignment:** Any, but most are idealists who follow in the footsteps of generations of heroes starting with the First Robotech War. They tend to be Principled. Scrupulous, Unprincipled or Anarchist and champion the causes of freedom and justice.

**Attribute Requirements:** M.E. 10, P.S. 12, P.E. 12. A good I.Q. and P.P. are helpful, but not required.

**Common Skill Set:** All start at the base skill.

Computer Operation (+5%)
Language: English
Literacy: English
Mathematics: Basic (+4%)

**O.C.C. Skills:** Basic training skills and skill bonuses common to all characters who take the Military Specialist O.C.C.

Climbing (+10%)
Forced March
Mecha Pilot: One of choice.
Mecha Elite Combat Training: One of choice.
Military Etiquette (+10%)
Radio: Basic (+10%)
Sensory Equipment (+10%)
W.P. Energy Rifle
W.P. Heavy M.D. Weapons
W.P. Rifles
Hand to Hand: Expert, which may be changed and improved by some M.O.S. The best Hand to Hand skill always applies.

**M.O.S. (Military Operational Specialty):** Each M.O.S. represents the character's area of special training. Pick one of the following. A list of skills and bonuses appears under each M.O.S. description presented at the end of this O.C.C. Read them all and select the one you feel best fits

your character's personality and goals.

Command Officer

EOD/Demolitions/SEAL

Gunnery/Ordnance Corpsman

Marine

Marine Commando

Ranger/Reconnaissance

Special Forces/Espionage

Undercover Ops

**O.C.C. Related Skills:** These are additional skill choices related to the character's military occupation and background. Select three at level one, plus one additional skill at levels 3, 5, 7, 9, 11 and 13.

Communications: Any.

Domestic: Any.

Electrical: Basic Electronics or Computer Repair only (+5%).

Espionage: Any (+5%).

Mechanical: Basic and Automotive Mechanics only.

Medical: None.

Military: Any (+10%).

Physical: Any.

Pilot: Any.

Pilot Related: Any.

Science: Mathematics only.

Technical: Any (+5%).

W.P.: Any.

Wilderness: Any.

**Secondary Skills:** Select two skills from the Secondary Skills list in the Skills section at levels 1, 3, 6, 9 and 11. These are additional areas of knowledge and do not get any bonuses, other than possible bonuses for having a high I.Q. All Secondary Skills start at the base skill level.

**Standard Equipment:** Mission specific Veritech fighter with VR-041 or VR-038 Scout Cyclone or standard VR-052 Cyclone emergency vehicle – or as per mecha skills, which might be limited to only the Cyclone or Battloid. However, most Military Specialists pilot a Veritech or Battloid. Mission specific CVR-3 body armor, Gallant H-90 sidearm with all attachments, 4 extra H-90 Protoculture Energy Clips, canteen, dress uniform, flight suit, personal clothing and effects.

**Equipment Available on Assignment:** Depending on the character's skills, the Game Master and the campaign, characters can be assigned any other Veritech fighter, Battloid or Ground Veritech, any mission specific land vehicles, aircraft or spacecraft, any other firearms, weapon systems and ordnance, optical enhancements, any and all mission specific special equipment and access to computers and special facilities.

**Monthly Wages:** Well trained and well paid, Military Specialists make between 3,500 and 4,500 credits a month. Due to their flight status and security access, Military Specialists are all commissioned officers starting at $1^{st}$ or $2^{nd}$ Lieutenant (O-2).

**Personal Savings:** 4D6x100 credits

# M.O.S. Selections Available to the Military Specialist O.C.C.

**Command Officer M.O.S.:** This character has gone through Officer School and has been trained to assume command and direct troops. Start as a rank of $3^{rd}$ or $2^{nd}$ Lieutenant (O-1 or O-2).

History: Earth (+10%)

Lore: Invid (+10%)
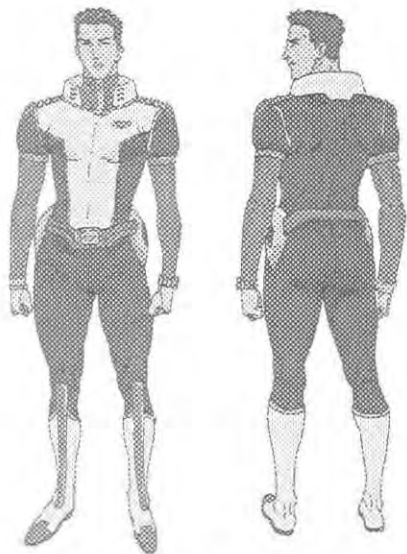
Lore: Robotech Masters (+12%)
Military History (+20%)
Military Sign Language (+15%)
Military Tactics (+15%)
Naval Tactics (+15%)
Public Speaking (+10%)
W.P. Handguns
W.P. Energy Pistol
Zero Gravity Combat

M.O.S. Bonus: +15% to Military Etiquette, +10% to Computer Operation and Radio: Basic, +3D6+8 to S.D.C., and +1 to M.E. attribute.

M.O.S. Special Gear: Access to communications and computer systems. Officers' lounge, conference rooms, war room, private quarters and any standard weapons and mecha necessary for a particular mission.

**EOD/Demolitions/SEAL M.O.S.:** Specializes in the preparation, use and defusing of explosives and munitions in all environments.

Boarding Ships (+10%)
Basic Electronics (+10%)
Demolitions (+20%)
Demolitions Disposal (+20%)
Demolitions: Underwater (+20%)
Field Armorer & Munitions Expert (+10%)
Jury-Rig (+10%)
Military Fortifications (+10%)
Mechanical Engineer (+15%)
Swimming (+15%)
SCUBA (+15%)
Trap/Mine Detection (+20%)

M.O.S. Bonus: +4D6+6 to S.D.C., +1 on initiative, and +1 to P.P. attribute.

M.O.S. Special Gear: Access to explosives and SCUBA gear.

**Gunnery/Ordnance Corpsman M.O.S.:**
Gunnery Corpsmen are responsible not only for the operation and maintenance of the big ship-to-ship guns and missile batteries. but also for all small arms, ordnance and explosives aboard ship.

Basic Electronics (+15%)
Biomechanical Maintenance (+15%)
Field Armorer & Munitions Expert (+20%)
Demolitions (+10%)
Demolitions Disposal (+20%)
Sensory Equipment (+20%)
Weapon Systems (+15%)
W.P. Starship Artillery
W.P. Starship Energy Weapons

M.O.S. Bonus: +4D6+6 to S.D.C., +1 on initiative, and +1 to M.E. attribute.

M.O.S. Special Gear: Access to weapon batteries, machine shops, bomb and missile ordnance, explosives and the facilities to work on them.

**Marine M.O.S.:** Responsible for boarding actions and combat assaults. Largely ground troops dropped onto hostile planets and moons to seize and occupy strategic locations, pacify resistance and uprisings and generally duke it out with enemies.

Boarding Spaceships (+15%)

Body Building & Weight Lifting

Combat Driving

Hand to Hand: Martial Arts

Mecha: Pilot Ground Veritechs

Mecha Elite Combat Training: VR-050 series Cyclones (including the Super-Cyclone)!

Mecha Elite Combat Training: Silverback.

Pilot Automobile or Motorcycle (+14%)

Pilot Tanks & APCs (+10%) or W.P. of choice.

Swimming (+15%)

Zero Gravity Combat

M.O.S. Bonus: +5D6+10 to S.D.C., +1 on initiative, +1 to pull punch.

M.O.S. Special Gear: Any Cyclone or Silverback necessary for the mission, typically VR-052 or 057 Super-Cyclone, and whatever special gear might be necessary for an assignment.

**Marine Commando M.O.S.:** Leads the way in the most dangerous boarding actions and combat assaults; deadly in close combat.

Boarding Spaceships (+15%)

Body Building & Weight Lifting

Boxing or Gymnastics

Demolitions (+10%)

Hand to Hand: Commando or Assassin.

Mecha: Pilot Ground Veritechs

Mecha Elite Combat Training: VR-050 series Cyclones.

Pilot Hovercycle or Motorcycle (+14%)

Swimming (+15%)

W.P.: One of choice (any).

Zero Gravity Combat

M.O.S. Bonus: +5D6+12 to S.D.C., +1 on initiative, +2 to pull punch.

M.O.S. Special Gear: Any Cyclone or Silverback necessary for the mission, typically VR-052 or 057 Super-Cyclone, and whatever special gear might be necessary for an assignment.

**Ranger/Reconnaissance M.O.S.:** Specializes in reconnaissance, scouting, tracking and intelligence gathering.

Detect Ambush or Detect Concealment (+15%)

Intelligence (+15%)

Land Navigation (+20%)

Navigation (+15%)

Prowl (+15%)

Sniper

Tailing (+20%)

Tracking (people; +20%)

Wilderness Survival (+20%)

W.P. Ancient: One of choice.

W.P. Modern: One of choice.

Hand to Hand: Martial Arts or Commando; pick one.

M.O.S. Bonus: +5D6+8 to S.D.C., +1 to P.E. attribute, +1 on Perception Rolls.

M.O.S. Special Gear: Any special gear that might be necessary for an assignment.

**Special Forces/Espionage M.O.S.:** The more deadly end of the spy game involving intelligence, interrogation, sabotage, and harassment of the enemy. Participates in covert operations of all kinds.

Demolitions (+20%)

Electronic Countermeasures (+15%)

Intelligence (+15%)

Interrogation (+15%)

Lore: One of choice (+10%).

Mecha Pilot Specialty: VR-040 series Cyclones.

Mecha Elite Combat Training: Cyclones.

Prowl (+15%)

Surveillance (+10%)

W.P. Knife

W.P. Modern: One of choice.

Hand to Hand: Commando

M.O.S. Bonuses: 5D6+6 S.D.C., +1 on initiative and +1 to strike. Any special gear that might be necessary for an assignment.

M.O.S. Special Gear: CVR-3 Armor, VR-040 series Cyclone and one weapon for each W.P.

**Undercover Ops M.O.S.:** A Military Specialist skilled in deception, disguise and infiltration.

Disguise (+25%)

Escape Artist (+10%)

Impersonation (+15%)

Intelligence (+20%)

Language: Other, one of choice (+15%).

Literacy: Other, one of choice (+15%).

Pick Pockets or Pick Locks (+15%)

Surveillance (+15%)

Undercover Ops (+15%)

W.P. Knife

W.P. Handguns

W.P. Energy Pistol

M.O.S. Bonuses: +4D6+6 S.D.C., +1 on Perception Rolls and +2 to disarm.

M.O.S. Special Gear: Surveillance equipment, disguises, clothing, fake documents, etc., necessary for his other undercover operation.
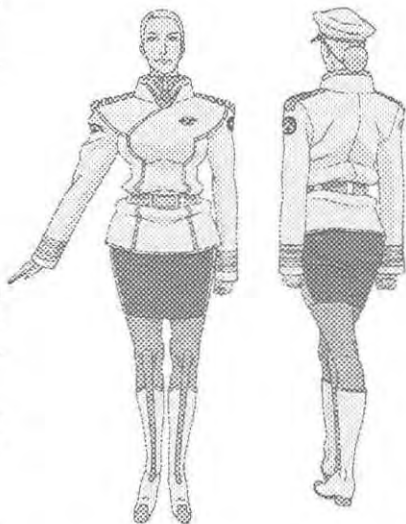
# Technical Officer O.C.C.

If the Enlisted men and women are the heart and soul of the UEEF, Technical Officers are the brains. Usually highly motivated and highly educated, Fleet Technical Officers either come to the fleet through Officer Candidate School, or rise through the ranks of Enlisted to get their commission. Fleet Officers fill a multitude of command and

control occupations on ships and at bases as reflected in the range of M.O.S. options available to them.

While officers are as varied as people, bad officers usually don't last long, either being demoted or shuffled off somewhere they can't do much damage. Bad combat officers tend to have a higher than normal rate of dangerous and sometimes fatal accidents.

## Technical Officer O.C.C.

**Rank:** Always an officer.

**Alignment:** Any, but most are idealists who follow in the footsteps of generations of heroes starting with the First Robotech War. They tend to be Principled, Scrupulous, Unprincipled or Anarchist and champion the causes of freedom and justice.

**Attribute Requirements:** I.Q. 9, M.E. 9, P.E. 10. A good P.S. and P.P. are helpful, but not required.

**Common Skill Set:** All start at the base skill.

Computer Operation (+15%)

Language: English (+2%)

Literacy: English (+2%)

Mathematics: Basic (+6%)

**O.C.C. Skills:** Basic training skills and skill bonuses common to all characters who take the Military Specialist O.C.C.

Climbing (+10%)

Forced March

Military Etiquette (+10%)

Radio: Basic (+25%)

Sensory Equipment (+15%)

Swimming (+5%)

W.P. Energy Pistol

W.P. Energy Rifle

W.P. Handguns

Hand to Hand: Basic, which may be changed and improved by some M.O.S. The best Hand to Hand skill always applies.

**M.O.S. (Military Operational Specialty):** Each M.O.S. represents the character's area of special training. Pick one of the following. A list of skills and bonuses appears under each M.O.S. description presented at the end of this O.C.C. Read them all and select the one you feel best fits your character's personality and goals.

Combat Engineer

Combat Medical Doctor

Communications Officer

Engineering Officer

Flight Crew Engineer

Helmsman/Navigator

Science Officer

**O.C.C. Related Skills:** These are additional skill choices related to the character's military occupation and background. Select four at level one, plus one additional skill at levels 2, 4, 6, 8, 10, 12 and 15.

Communications: Any (+10%).

Domestic: Any (+5%).

Electrical: Any (+10%).

Espionage: None.

Mechanical: Any (+10%).

Medical: Any (+5%).

Military: Any (+5%).

Physical: Any, except Acrobatics, Boxing and Wrestling.

Pilot: Any.

Pilot Related: Any (+5%).

Science: Any (+5%).

Technical: Any (+10%).

W.P.: Any.

Wilderness: None.

**Secondary Skills:** Select two skills from the Secondary Skills list in the Skills section at levels 1, 3, 6, 9 and 11. These are additional areas of knowledge and do not get any bonuses, other than possible bonuses for having a high I.Q. All Secondary Skills start at the base skill level.

**Standard Equipment:** Mission specific vehicle or mecha, mission Specific CBR-5 or CVR-3 body armor, Gallant H-90 sidearm with all attachments, 4 extra H-90 Protoculture Energy Clips, portable tool kit, canteen, dress uniform, flight suit, personal clothing and effects.

**Equipment Available on Assignment:** Depending on the Game Master and the campaign, characters can be assigned any Veritech fighter or Ground Veritech, any mission specific land vehicles, aircraft or spacecraft, any other firearms, weapon systems and ordnance, optical enhancements, any and all mission specific special equipment and access to computers and special facilities.

**Monthly Wages:** Well trained and well paid, Technical Officers make between 2,800 and 3,900 credits a month. Due to their special training Technical Officers are all non-commissioned officers (E-4 to E-7) and commissioned officers starting at 3$^{rd}$ Lieutenant (O-1) or 2$^{nd}$ Lieutenant (O-2).

**Personal Savings:** 3D6x100 credits.

# M.O.S. Selections Available to the Technical Officer O.C.C.

**Combat Engineer M.O.S.:** Specializes in the construction and deconstruction of fortifications, weapons and equipment. Can work on everything from weapon turrets and armored vehicles to spaceship cannons and defenses.

Carpentry (+15%)

Computer Programming (+10%)

Excavation & Rescue (+20%)

Electrical Engineer (+20%)

Fortification (+15%)

Mecha Engineering (+10%)

Mechanical Engineer (+10%)

Protoculture Engineer (+15%)

Truck or Tracked & Construction Vehicles (+10%)

Vehicle Armorer (+15%)

Weapons Engineer (+20%)

M.O.S. Bonus: +10% to Computer Operation and Radio: Basic, +3D6+8 to S.D.C., and +1 to M.E. attribute.

M.O.S. Special Gear: Access to construction vehicles and tools, rescue gear, motor pools and garages.

**Communications Officer M.O.S.:** Comms officers are the eyes and ears of the fleet. They are in charge of all internal and external communications as well as operating the sensors that allow the fleet to see and fight.

Barter (+14%)

Basic Electronics (+10%)

Computer Programming (+16%)

Computer Hacking (+10%)

Cryptography (+12%)

Electronic Countermeasures (+15%)

Language: Other, one of choice (+15%).

Laser Communications (+15%)

Public Speaking or Performance (+15%)

TV/Video (+25%)

M.O.S. Bonuses: +3D6+6 S.D.C., +1 to M.A. attribute and an additional +10%

to Computer Operation and Sensory Equipment.

M.O.S. Special Gear: Access to available communications equipment, radios, recording, and editing equipment and facilities, surveillance equipment, and other related gear for specific operations.

**Engineering Officer M.O.S.:** Engineering Officers are the highly specialized engineers and technicians who design and implement current and new Robotechnology within the fleet.

Electrical Engineering (+15%)

Jury-Rig (+15%)

Mathematics: Advanced (+16%)

Mecha Engineering (+15%)

Mechanical Engineering (+15%)

Mechanical Skills: Two of choice (+15%).

Protoculture Engineer (+15%)

Robotechnology Engineering (+20%)

Starship Engineering (+15%)

M.O.S. Bonuses: +3D6+6 S.D.C., +1 to I.Q. attribute.

M.O.S. Special Gear: Access to engineering stations and labs, construction equipment, tools and vehicles, mecha hangers, internal systems, motor pools and garages.

**Flight Crew Engineer M.O.S.:** These crewmen are responsible for keeping everything running, from flight deck forklifts to capital ships. They work in machine shops, engine rooms and flight decks all over the fleet. They are also responsible for the maintenance of Veritechs, as well as launch and landing operations, and arming and fueling.

Aircraft Mechanics (+15%)

Basic Electronics (+10%)

Basic Mechanics (+10%)

Biomechanical Maintenance (+15%)

Mecha Pilot: One of choice (including Veritechs, but usually Ground Veritechs or Battloids).

Mecha Elite Combat Training: One of choice.

Mecha Engineering (+10%)

Pilot: Jet Fighters (+10%)

Reflex System Mechanics (+15%)

Vehicle Armorer (+10%)

Weapon Systems (+15%)

M.O.S. Bonuses: 3D6+10 S.D.C., +1 to P.E. attribute.

M.O.S. Special Gear: Access to engineering stations and labs, construction equipment, tools and vehicles, mecha hangers, internal systems, motor pools and garages.

**Helmsman/Navigator M.O.S.:** These officers pilot every type of vehicle from the smallest of shuttles to the largest of the capital ships in the fleet. Helmsmen are versed in fight-

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M.O.S. Special Gear: Access to the bridge and navigation systems, computers, starship weaponry (as backup gunners) and related navigational systems. In short, these characters plot courses of travel and fly the ships.
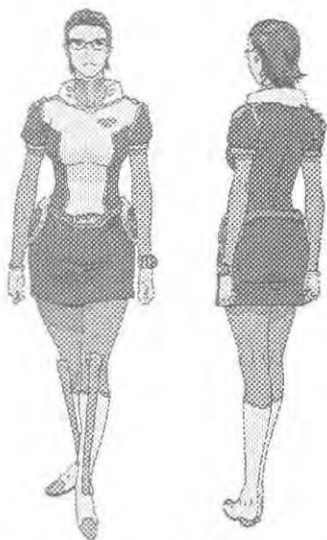
ing with these ships, combat maneuvering and space combat tactics, but are rarely if ever trained in the use of shipboard weapons. They simply put the ship where it needs to be so the Ordnance Corpsmen can put their guns on a target. They are not trained in the piloting of Veritechs or any air or land based mecha, they are strictly ship pilots.

Mathematics: Advanced (+16%)

Navigation (+15%)

Navigation: Space (+15%)

Naval Tactics (+15%)

Pilot Spacecraft: Small and Medium (+10%)

Pilot Spacecraft: Heavy (+15%)

Pilot Spacecraft: Capital/Super-Capital (+20%)

Space Fold Operations (+15%)

W.P. Starship Artillery

W.P. Starship Energy Weapons

Zero Gravity Combat

M.O.S. Bonuses: +3D6+6 S.D.C., +1 to M.E. attribute.

**Medical Officer M.O.S.:** Medical Corpsmen fill many roles including, field doctors, medics, Medical Doctors, surgeons, specialists, pediatricians and first responders on spacecraft, bases, and the field of battle.

Biology (+20%)

Field Surgery (+15%)

Forensics (+10%)

Laboratory Procedures (+15%)

Medical Doctor (+15)

Medical: Three of choice (+15%).

Science: Two of choice (+10%).

W.P. Knife

M.O.S. Bonuses: +3D6+10 S.D.C. and +1 to M.E. attribute.

M.O.S. Special Gear: Access to medical facilities, operating rooms, laboratories, equipment, tools and vehicles (ambulance and VR-041M Cyclone), and related medical and science facilities. **Note:** If a mecha piloting skill is known (can select any piloting skill) the Medic typically selects Ground Veritechs and the VR-040 series Cyclone for his Pilot Specialty and Elite Combat Training.

**Science Officer M.O.S.:** Science Officers may have a civilian education in their specialized field, but still receive basic military training and are commissioned according to their skill level in their respective field of study. They travel with the fleet to research and interpret any new discoveries the Expeditionary Force may make in its travels. Science Officers are usually found sequestered away in their laboratories where they are lost in their research. In the field, they are known to take foolish risks in the name of science. When not on a tour of duty, they also work in research and development facilities at rear bases. While they hold officer commissions, they rarely, if ever, command enlisted men or junior officers who are not scientists or lab assistants themselves.

Computer Programming (+20%)

Computer Hacking (+10%)

Electrical or Mechanical Engineer (+12%)

Laboratory Procedures (+15%).

Lore: One of choice (+15%).

Mathematics: Advanced (+16%)

Pilot: One of choice (+10%).

Research (+10%)

Science Skills: Pick three of choice (+15% each).

M.O.S. Bonuses: 3D6+4 S.D.C., +2 on Perception Rolls, +10% to any Medical skills selected as O.C.C. Related.

M.O.S. Special Gear: Access to lab and medical facilities, equipment, tools and vehicles as necessary for each mission.



# Veritech Pilot O.C.C.

Veritech Pilots are the cream of the crop, the elite of the UEEF's aerospace fighting force. Steely and cocksure, Veritech Pilots are put through a vigorous training regimen that includes not only flight training, but survival and hours of classwork to hone the mind as well as the body. They are trained in piloting conventional aircraft and fighter craft and aerospace combat tactics, as well as well as piloting the nimble and deadly Veritech fighters and Cyclone. They represent the backbone of the Expeditionary Force's ability to project its power and take part in missions as diverse as interception/interdiction, dogfighting, bombing, combat air patrol,

space and atmospheric superiority, air to ground strikes, ground to air attacks, air support reconnaissance, exploration, rescue and fighter escort.

Veritech Pilots are either UEEF Fleet or Marine Corps Aviators. Although the Marine Corps Aviators have their own squadrons and air wings, and follow the UEEF Marine Corps rank structure, they are approved for flight status through the REF Fleet, and answer to the CAG of the ship their wing is assigned to. While Marine Aviators take part in the same kinds of missions as their UEEF Fleet colleagues, they mostly concentrate on ground attack and air support missions in concert with their land-bound Marine Corps brethren.

## Veritech Pilot Officer O.C.C.

**Rank:** Always a commissioned officer starting at the rank of Lieutenant.

**Alignment:** Any, but most are idealists who follow in the footsteps of generations of heroes starting with the First Robotech War. They tend to be Principled, Scrupulous, or Unprincipled, and champion the causes of freedom and justice.

**Attribute Requirements:** I.Q. 12, M.E. 10, P.P. 12; a high P.E. is also helpful, but not required.

**Common Skill Set:** All start at the base skill.

Computer Operation (+10%)

Language: English (+2%)

Literacy: English (+2%)

Mathematics: Basic (+2%)

**O.C.C. Skills:** Basic training skills and skill bonuses common to all characters who take the Veritech Pilot O.C.C.

Climbing (+10%)

Forced March

Military Etiquette (+10%)

Pilot: Airplane (+30%)

Pilot: Jet Aircraft (+30%)

Pilot: Jet Fighter (+20%)

Pilot: Spacecraft, Light & Medium (+15%)

Radio: Basic (+15%)

Sensory Equipment (+15%)

Space Survival (+10%)

Swimming (+5%)

W.P. Energy Pistol

W.P. Energy Rifle

W.P. Handguns

Hand to Hand: Expert, which may be changed and improved by some M.O.S. The best Hand to Hand skill always applies.

**M.O.S. (Military Operational Specialty):** Each M.O.S. represents the character's area of special training. Pick one of the following. A list of skills and bonuses appears under each M.O.S. description presented at the end of this O.C.C. Read them all and select the one you feel best fits your character's personality and goals.

Veritech Alpha Fighter Pilot

Veritech Beta Fighter Pilot

Reconnaissance Veritech Pilot

**O.C.C. Related Skills:** These are additional skill choices related to the character's military occupation and background. Select four at level one, plus one additional skill at levels 2, 4, 6, 8, 10, 12 and 15.

Communications: Any (+5%).

Domestic: Any.

Electrical: Basic Electronics only (+10%).

Espionage: None.

Mechanical: Any (+10%).

Medical: None.

Military: Any (+5%).

Physical: Any, except Gymnastics and Wrestling.

Pilot: Any (+10%).

Pilot Related: Any (+10%).

Science: Mathematics: Advanced and Astrophysics only.

Technical: Any (+5%).

W.P.: Any.

Wilderness: Any (+5%).

**Secondary Skills:** Select one skill from the Secondary Skills list in the Skills section at levels 1, 2, 4, 6, 8, 10, 12 and 15. These are additional areas of knowledge and do not get any bonuses, other than possible bonuses for having a high I.Q. All Secondary Skills start at the base skill level.

**Standard Equipment:** Mission specific Veritech fighter with VR-052 Battler Cyclone emergency vehicle, CVR-3 body armor, Gallant H-90 side arm with all attachments, 4 extra H-90 Protoculture Energy Clips, two flares, two smoke grenades, survival kit, canteen, dress uniform, flight suit, sunglasses, personal clothing and effects.

**Equipment Available on Assignment:** Depending on the Game Master and the campaign, characters can be assigned any type of Veritech fighter or Ground Veritech or any mission specific land vehicles, aircraft or spacecraft, and additional firearms, weapon systems and ordnance, optical enhancements, any an all mission specific special equipment. Also have access to medical facilities, an apartment style housing with 1-3 roommates (fellow Veritech pilots),

Officers' lounge, mess hall, computers and special facilities.

**Monthly Wages:** Pilots from 2nd Lieutenant to Captain (O-2 to O-6) make from 2,000 to 3,500 credits a month. Squad leaders, flight instructors and CAGs (Commander of Air Group) earn anywhere from 3,500 to 5,000 credits a month. Pilots higher than Captain are usually pulled from flight duty and are kicked up to administrative and flag officer duties.

**Personal Savings:** 3D6x100 credits.

# M.O.S. Selections Available to the Veritech Pilot O.C.C.



**Veritech Alpha Fighter Pilot M.O.S.:** This character is the famous Veritech fighter pilot who flies the versatile, transforming *Alpha Fighter, Super-Alpha* and *Shadow Fighter*. He or she may engage in any manner of aerospace combat operations from dog fights and boarding enemy vessels to rescue.

Boarding Spaceships (+10%)

Intelligence (+12%)

Land Navigation (+10%)

Mecha Pilot: One of choice (typically Ground Veritechs).

Mecha Pilot: Veritechs.

Mecha Piloting Specialty: Alpha

Mecha Elite Combat Training: Alpha.

Navigation: (+20%)

Navigation: Space (+10%)

Wilderness Survival (+10%)

Zero Gravity Combat

M.O.S. Bonus: +3D6+10 to S.D.C., +1 on initiative, +1 to dodge, and +1 to P.P. and P.E. attributes.

M.O.S. Special Gear: Access to flight deck, aircraft, Veritechs and light spacecraft, as well as missiles and ordnance as it relates to the pilot's Veritech and specific missions.



**Veritech Beta Fighter Pilot M.O.S.:** A Veritech fighter pilot who flies the famous *Beta, Super-Beta,* and *Shadow Beta.* This character specializes in heavy assault, surgical strikes, bombing and air support.

Basic Electronics (+10%)

Field Armorer & Munitions Expert (+15%)

Land Navigation (+15%)

General Repair and Maintenance (+12%)

Mecha Pilot: One of choice (typically Ground Veritechs).

Mecha Pilot: Veritechs.

Mecha Piloting Specialty: Beta

Mecha Elite Combat Training: Beta.

Military Tactics (+10%)

Navigation (+20%)

Navigation: Space (+15%)

Weapon Systems (+10%)

M.O.S. Bonus: +3D6+8 to S.D.C., +1 on Perception Rolls, and +1 to M.E. and P.S. attributes.

M.O.S. Special Gear: Access to flight deck, aircraft, Veritechs and light spacecraft, as well as bombs, missiles, and other ordnance.

**Reconnaissance Veritech Pilot M.O.S.:** A Veritech pilot (Alpha or Beta) who specializes in reconnaissance and intelligence gathering. These pilots are skilled at recognizing enemy entrenchments, fortifications, artillery placements, camouflaged positions, troop movement and similar from the air. Of course, the beauty of the Veritech is that the pilot can fly in for a closer look at low altitudes (even tree-line) or land and investigate on foot or on a Cyclone.

Camouflage (+15%)

Detect Ambush (+10%)

Detect Concealment (+10%)

Land Navigation (+20%)

Intelligence (+12%)

Mecha Elite Combat Training; same as Veritech of choice.

Mecha Pilot: Veritechs

Mecha Piloting Specialty (typically Alpha or Beta).

Military Fortifications (+10%)

Military History (+15%)

Military Tactics (+15%)

Wilderness Survival (+10%)

M.O.S. Bonus: +3D6+10 to S.D.C., +2 on Perception Rolls, +1 to dodge, and +1 to P.P. and P.E. attributes.

M.O.S. Special Gear: Access to flight deck, aircraft, Veritechs and light spacecraft, as well as missiles and ordnance as it relates to the pilot's Veritech and specific missions.

# UEEF Ranks & Chain of Command

## Enlisted Ranks:

E-1: Technical Recruit

E-2: Technical Apprentice

E-3: Technical Specialist

E-4: Petty Officer 3rd Class

E-5: Petty Officer 2nd Class

E-6: Petty Officer 1st Class

E-7: Chief Petty Officer

E-8: Senior Chief Petty Officer

E-9: Master Chief Petty Officer

**Junior Enlisted,** E-1 through E-3 are the lowest link in the chain of command. They are raw recruits, fresh out of basic and tech school, and everything is new and shiny to them. They tend to be excitable, and are occasionally confused at their place aboard ship/on base.

**Non-Commissioned Officers,** E-4 to E-7, are experienced and seasoned lead-

ers and are found in positions of authority over the Junior Enlisteds, as well as training and drill instruction.

**Senior Non-Commissioned Officers (NCOs),** E-8 and E-9, are the highest of the enlisted ranks and are found mostly in purely administrative and leadership positions, and they answer only to commissioned officers. While there are any number of lower ranks active, there are only usually a handful of Master Chief Petty Officers on active duty in the UEEF at any given time.

## Commissioned Officers:

O-1: 3rd Lieutenant

O-2: 2nd Lieutenant

O-3: 1st Lieutenant

O-4: Lieutenant Commander

O-5: Commander

O-6: Captain

O-7: Rear Admiral

O-8: Vice Admiral

O-9: Admiral

**Junior Officers,** O-1 and O-2, carry the ranks of 3rd Lieutenant and 2nd Lieutenant respectively. They are either fresh faced kids right out of Officer Candidate School or Flight School, or are grizzled NCOs, E-6 through E-9, who have risen through the ranks and have received a commission through skill or political maneuvering.

**Officer ranks** O-3 through O-6 are where the majority of the workaday officers of the fleet are. These officers are the ship commanders, executive officers, pilots, squad leaders, CAGs (Commander of Air Group), medical and technical personnel, and form the bulk of the officer corps.

**Flag Officers,** O-7 through O-9, are the highest ranked of the officers. These

men and women are very experienced and highly decorated, and are usually veterans of the First and/or Second Robotech Wars. The most visible and venerable Flag Officers are Admiral Lisa Hunter, who has retired to become a diplomat, and her husband Vice Admiral Rick Hunter who is a legendary Veritech ace pilot. Both are veterans of the First Robotech War and served on the SDF-1 under Captain Henry Gloval. Flag Officers command flagships and battle groups. As the ranking flag officer, Rick Hunter also holds the title of acting Fleet Admiral.

## UEEF Marine Ranks and Chain of Command

Note: While part of the UEEF Navy, the UEEF Marines have their own rank structure and officer corps. The highest ranking Marine officer is the Commandant, a position that is not currently filled.

### UEEF Marine Enlisted:

E-1: Private
E-2: Private, 1st Class
E-3: Lance Corporal
E-4: Corporal
E-5: Sergeant
E-6: Staff Sergeant
E-7: Chief Sergeant
E-8: Master Sergeant
E-9: Master Chief Sergeant

### UEEF Marine Officers:

O-1: 2nd Lieutenant
O-2: 1st Lieutenant
O-3: Captain
O-4: Major
O-5: Lieutenant Colonel
O-6: Colonel

O-7: Brigadier General
O-8: Lieutenant General
O-9: General

The rank of General is presently vacant. However, Lieutenant General Gunther Reinhardt, as the highest ranking general officer, also holds the title of Commandant and answers only to the UEEF Admiralty.

# Veritech Fighters

One of the most revolutionary developments to rise out of the new science of Robotechnology is the creation of *mecha*. "Mecha" generally refers to humanoid shaped, armored combat vehicles known as "battloids" that look very much like giant robots (but actually have a pilot inside them), and transformable combat vehicles commonly designated as "Veritechs."

The **Bioroid Interceptor** is an example of a *non-transformable battloid*. The famous *Destroids* of the First Robotech War, and the Condor from the Third Robotech War are other examples. A battloid may be thought of as a giant, walking tank, complete with cannons, weapon systems and heavy armor.

It is the *Veritech Fighter* – a combat vehicle that resembles a fighter jet – that is the most famous mecha design.

The **Alpha** and **Beta Fighters** are the current generation of transformable air and space war machines. Each has three modes of transfiguration and appearance: *fighter mode, guardian mode* and *battloid mode*.

**In fighter mode** the mecha looks like a vehicle. In the case of the Alpha and Beta, that appearance is of a combat aircraft. In fighter mode, the mecha behaves and functions like a jet, capable of flight in an atmosphere and outer space at supersonic speeds, engaging in dog fights, and firing missiles and nose lasers. Its fastest speed is in this mode.

**In guardian mode** the Alpha and Beta look like part aircraft and part humanoid robot, complete with arms and legs, but also with obvious aircraft features and flight capability. It can fly fast, but not as fast as when in fighter mode, but also has arms and hands to fire handheld weaponry or to lift and carry. The legs and feet allow for VTOL (Vertical Take-Off and Landings) as well as being able to "walk" around and engage the enemy with a variety of weapon systems.

**In battloid mode** the Alpha and Beta look like a giant, humanoid robot with a torso, arms, hands, legs, and so on. The wings and any semblance to an aircraft are gone, concealed, though the mecha retains limited flying abilities. In battloid mode, the mecha that once appeared to be an aircraft can climb, swim, kneel, lay down, walk, run, leap, and engage in hand to hand combat, as well as fire handheld weapons and other built-in weapon systems.

The *versatility* provided by these three modes of appearance and function makes the *Veritech Fighter* the most adaptable, capable and formidable all-environment combat vehicle known to exist.

# Alpha Fighters

The mighty Alpha has been the premier aerospace superiority mecha of the UEEF for nearly thirty years, with continuous updates and new production keeping the vehicle completely up-to-date. The spiritual successor to the legendary VF-1 Veritech Valkyrie, the Alpha was born from the *YQ-6000 "Wraith" Project*. In 2012, the Wraith was designed to replace the aging VQ-3000 Ghost robot drone fighter. The Wraith prototype showed promise as a
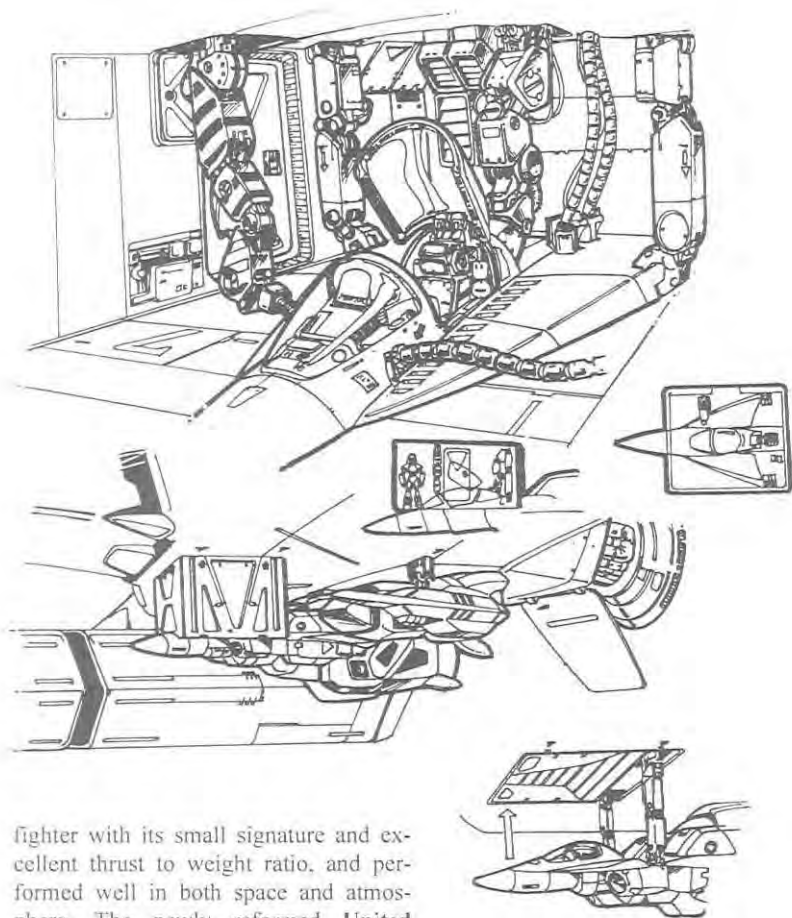
fighter with its small signature and excellent thrust to weight ratio, and performed well in both space and atmosphere. The newly reformed **United Earth Government (UEG)**, needing a replacement for the VF-1, commissioned further tests of the Wraith airframe as well as the expensive and complicated YF-4 Lightning prototype. Eventually, the YF-4 was shelved in 2015 due to cost overruns and the changing tactical needs of the UEG, and the Wraith airframe, now called the YF/A-6, entered into primary testing. The Wraith project was canceled, and *drone fighters* were phased out of production all together. The idea of drone fighters has been re-

cently revisited, however, with the introduction of the *VQ-6X Shadow Drone*.

By 2017, the plans for the final prototypes had been drafted, and in 2020, the new experimental Veritech, by now called the **Alpha**, entered flight testing. The Alpha was thoroughly impressive to the United Earth Expeditionary Force, which quickly developed the Beta Fighter as an attachment, but development problems ensued as a result of overly ambitious design. Production runs

were limited to small numbers almost exclusively for the UEEF for several years until it went into mass production in 2031.

The **Alpha** is classified as an *all-weather, aerospace superiority, Veritech strike fighter*. It has four powerful engines that provide a massive amount of thrust, giving the Alpha a very high thrust to weight ratio. There are numerous attitude thrusters scattered around the fuselage, and a large vectored thruster on the bottom of the airframe grants the mecha VTOL abilities. The Alpha performs well in both space and atmosphere, but is not trans-atmospheric. This means that the Alpha needs to either hitch a ride in a mecha carrier, or be attached to a Beta to be able to escape planetary gravity wells.

**In its role as a "strike fighter,"** the Alpha also performs well as an air-to-air, as well as a ground attack weapons platform. The main weapon system for all Alphas is the *MM-60 Multiple Missile Delivery System*. The sixty, short-range missiles are spread around the mecha in single shot surface launchers and allow the Alpha to carry as much firepower as a Destroid. The Alpha also carries the *EU-13 Pulse Beam Cannon* as its primary air-to-air dogfighting weapon. This triple-barreled *pulse beam cannon* is also well suited to ground attack, and is carried like a rifle while the Alpha is in battloid mode. Along with secondary weapons like *mini-missiles* in the sensor head for point defense and light lasers in the nose, the load out for the Alpha allows it to shine in a number of capacities. This makes the little fighter one of the deadliest mecha in space.

For the past few decades now, the Alpha has soldiered on in the service of the UEEF. The basic airframe is still the same, but the march of technology and the addition of the *Beta Fighter* have both served to improve the viability of the venerable old fighter. There are currently three major standard variations: **VF/A-6I** which is the standard Alpha issued to the majority of pilots, the **VF/A-6H** which is a Communications/Command/Control (C3) version issued to squad leaders and CAGs (Commander of Air Group), and the **VF/A-6Z** which is optimized to be an air superiority fighter.

# Standard Alpha Avionics & Other Mecha Features

All VF/A Series Veritech Fighters have the following sensors and features:

**1. Radar:** VF/A-6I, VF/A-6H and VF/A-6Z model Veritechs are equipped with a powerful radar array with a 140 degree field of view for targeting and 360 degree warning coverage. This radar is designed for aerospace superiority and strike (ground attack) operations and features a low-observable, electronically-scanned array that can track multiple targets in all kinds of weather as well as in outer space. The radar array can also focus its emissions to overload enemy sensors. This gives the Alpha a limited electronic-attack capability and requires an Electonic Countermeasures skill roll to deploy it. If the character doesn't have that skill, he can substitute the Sensory Equipment skill, but at a -15% penalty. The VF/A-6I and VF/A-6Z have a range of 150 miles (240 km) and can track up to 50 targets. VF/A-6H models have an upgraded radar array that has a range of

250 miles (400 km) and can track 144 targets at a time.

2. Communications: Wide band and directional radio communication system with built-in scrambler that transmits both voice and cockpit video. Range is 600 miles (960 km), but can be boosted indefinitely via satellite relay. Secure laser communication with a range of 250,000 miles (400,000 km).

3. On-board Computer System: All Alphas have a powerful on-board computer system that handles all targeting and combat control abilities. The combat computer collects data from all sensors and displays the information on the pilot's HUD. The targeting computer gathers information from radar array and can track up to 50 enemies at once to a range of 150 miles (240 km).

The 6H Command Alpha also has an integrated Identify Friend or Foe (IFF) system for increased command and control, with a database of up to 300 known enemies of the UEDF. This system can identify a target, assign it priority based on known abilities and threat level, and even anticipate known behaviors and tactics. The on-board computers can then connect to the computers of all other Alphas in the squadron (up to 18), and transmit the data to be shared. This grants all Alphas that are linked the bonuses as listed in the description of the 6H Command Alpha. The IFF system can "learn" new enemies by analyzing data from the targeting and combat computers, as well as gun camera footage.

The VF/A-6X Shadow Fighter has a lower-power radar array with the same tracking capabilities as the VF/A-6I and VF/A-6Z, but with a reduced range of 100 miles (160 km). However, this internal system does not have an exterior sensor pod vulnerable to attack.

4. Motion Detector and Collision Warning System: Detects objects within 5000 feet (1.5 km) and alerts the pilot with an alarm and flashing red light.

5. Sensor Pod/Sensor Head: The sensor head and shoulder mounted sensor pod have the following optical sensors and enhancements:

Telescopic Optical Enhancement: 2,000 foot (610 m) range and a 120 degree field of view.

Audio Pickup and Filtration: This system works both multi-directionally and as a shotgun mic. It can pick up sounds as quiet as a conversation at 500 feet (152 m) and can sift through ambient sound for specific noises.

Loudspeaker: Amplifies the pilot's voice up to 100 decibels.

Spotlights: Two tiny, high intensity xenon spotlights with a 1,000 foot (305 m) range.

Infrared Spotlight: Emits an infrared beam that is invisible to the naked eye but can be seen with the right sensors. Range is 2,000 feet (610 m) but is reduced by half in smoke or inclement weather.

Tactical Camera: This camera, called the "gun camera" by pilots, can record up to 180 minutes of footage into memory that can then be downloaded and watched. This footage is usually used for training and combat analysis. It sees directly ahead beneath the fuselage in jet and guardian mode, and sees whatever the sensor head sees in battloid mode.

Thermal Imager: Converts the heat signatures of warm objects into visible images. 2,000 foot (610 m) range and allows the pilot to see through darkness, shadows, smoke, inclement weather and even through walls under one foot (0.3 m) thick.

Nightvision: Passive light amplification that allows the pilot to see in the dark as long as there is at least some ambient light. 4,000 foot (1219 m) range, but is completely useless in total darkness.

**6. Ejection Seat:** There are two separate ejection systems in the Alpha. The first is the Atmospheric Ejection System that is a traditional zero/zero ejection seat that exits through the canopy (fighter and guardian modes) or the back (battloid). The second system is for use in space where the entire fuselage from behind the pilot's compartment forward is jettisoned. This "escape capsule" retains the Alpha's life support system and protects the pilot from both the vacuum of space and enemy fire while waiting to be recovered.

**7. Distress Beacon:** Broadcasts a distress signal on an encrypted UEEF frequency. Range is 250 miles (400 km).

**8. Self Destruct:** A last ditch system to prevent the capture of a mecha. The blast is largely contained and does 1D6x100 M.D. to a 25 foot (7.6 m) area for a mecha with no or few missiles, and 2D6x100 M.D. to a 100 foot (30.5 m) area for a mecha with most or all of its missiles.

**9. Smoke and Chaff/Flare Dispensers:** All Alphas carry both smoke and chaff dispensers to confound radar and confuse enemies. The smoke dispensers have four charges and can make a cloud of thick, white smoke about 60 feet (18.3 m) across. The chaff/flare dispensers have four charges each of chaff and flares and have a 01-75% chance to confuse both radar guided (chaff) and heat seeking (flare) missiles.

**10. Tactical Life Support:** Alphas have a pressurized pilot's compartment

with an internal oxygen supply good for 48 hours. This can be stretched to a week through the external oxygen intakes. The intakes are equipped with scrubbers to filter out chemical and biological agents. The pilot can hook the life support from his CVR-3 armor to the on-board system to extend his personal oxygen supply. It also has heat and radiological shielding to protect the pilot from damaging radiation.

**11. Protoculture Fuel Capacity:** Alphas (and Betas) use small Protoculture fuel cells about the size of a can of motor oil. Sixteen fully charged Protoculture cells give the mecha an active combat life of about one month. Heavy activity and combat reduces the cell's fuel life by *half*. The vehicles can function with half as many cells (8) for about half the period, but the maximum speed and the usual combat bonuses are reduced by half. **Note:** Invid Protoculture cells are the same as used by the UEEF and are interchangeable. Replacing spent cells and recharging empty Protoculture energy cells requires somebody with the Biomechanical Maintenance or Robotechnology Engineering skill.

**12. PSS-001 Shadow Cloaking Device:** *The VF/A-6X Shadow Fighter* is equipped with both an EM/heat dampener system as well as the now notorious *Shadow Cloak* that masks emanations from the Protoculture that powers the fighters. The Shadow Cloak actually creates a fourth dimensional shift and a subtle visual effect, making the Alpha invisible to detection by Protoculture sensors and conventional types of sensors (radar, etc.).

These two systems, combined with a slight difference in the shape of the armor and radar-absorbent materials, make the *VF/A*-6X Shadow Fighter virtually

*invisible* to all forms of conventional sensor detection as well as the Protoculture Sensors of the Invid. The Invid are so reliant upon their Protoculture Sensors that the cloaked Shadow
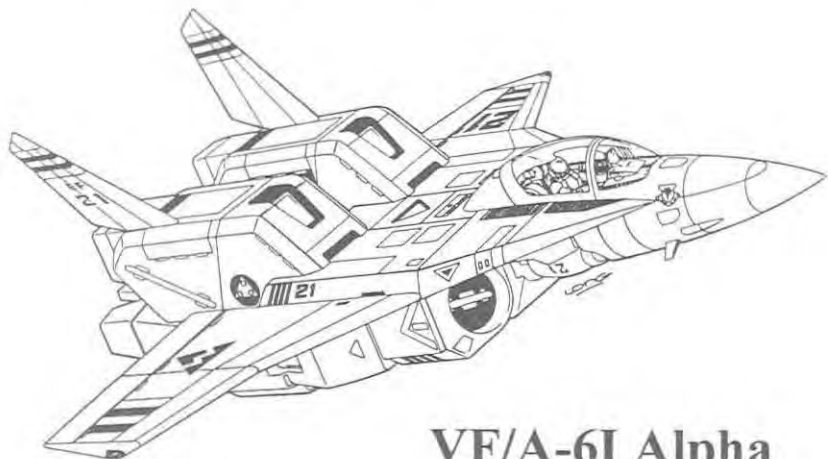


# VF/A-6I Alpha

Fighters can rip them apart with ease. The only way for opponents to see a cloaked Shadow Fighter is with traditional optics (i.e., binoculars, telescopic sight, passive nightvision) that enhance the pilot's own sight and ordinary vision.

Shadow Stealth Bonuses: +2 to initiative, +1 to strike and +4 to parry and dodge. If the Shadow Fighter takes significant damage – more than 66% of main body M.D.C. – there is a 01-80% chance of the stealth and Shadow systems failing.

Note: The *Super Shadow Fighter Alpha* and *Super Shadow Fighter Beta* have a variety of different features including a booster and missile pack and miniaturized Synchro-Cannon! We have NOT included stats for these two mecha because Haydonite treachery took them out of combat immediately. They will be addressed in a future sourcebook.

## Aerospace Superiority Veritech Strike Fighter

The workhorse of the UEEF, the VF/A-6I is the mecha people think of when they think of the Alpha. This model forms the bulk of the Veritechs in the UEEF and will be the only Veritech most pilots will fly. It is produced in a flat olive green and dull-white color scheme and then decorated with unit markings and tail numbers by specific wing commands. It carries on the tradition of distinguishing different Veritech models and has a longer sensor head than the VF/A-6H, with a red sensor window and a thin, single stabilizer fin.

**Model Type:** VF/A-6I

**Also Known As:** The Green Alpha.

**Class:** Single Seat, All-Weather Aerospace Superiority Strike Fighter.

**Crew:** One.

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

Head – 75

* Sensor Pod (1; shoulder mounted) – 45

Hands (2) – 45 each

Forearms (2) – 120 each

Upper Arms (2) – 90 each

Shoulders (2) – 100 each

Upper Legs (2) – 120 each

Lower Legs (2) – 180 each

** Wings (2) – 150 each

*** Tail Stabilizers (2) – 100 each

**** Main Body – 420

Reinforced Pilot's Compartment – 150

EU-13 Gun Pod – 100

* Destroying the Sensor Pod will knock out most of the Alpha's sensors in battloid mode. Radar range is reduced to 10 miles (16 km), and long range radio, laser communications, and the targeting system are disabled until it transforms into guardian or fighter mode. All of this leaves the Alpha at -3 to strike, parry and dodge.

** Destroying even one wing will send the Alpha immediately out of control and it will be unable to fly in fighter mode until the wing is repaired or replaced.

*** Destroying one vertical stabilizer reduces all bonuses and speed by half and the Alpha is very unstable in fighter
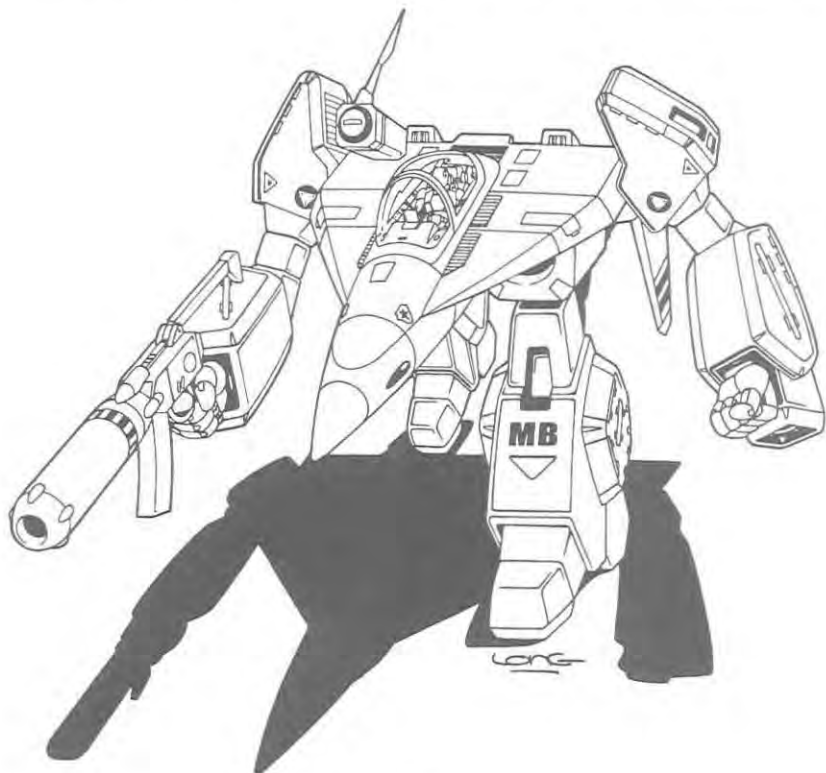
mode, but still flyable (-15% on all skill rolls involving stunts and evasive maneuvers). Destroying both stabilizers sends the Alpha out of control, much like losing a wing. The Alpha is unable to fly in fighter mode until the stabilizers are repaired or replaced. **Note:** The tail stabilizers are small targets to hit and requires an attacker to make a successful "Called Shot" with the following penalties: Shooting at a stationary target -4, moving target -6, and fast moving target -11 to strike.

**** Depleting the M.D.C. of the main body destroys the mecha, rendering it totally useless.

**Speed:**

Flying:

Fighter Mode:

Sea Level: 687.5 mph (1,100 km).

32,808 feet (10,000 m): 1,187.5mph (1,900 km) or Mach 1.55.

98,425 feet (30,000 m) or higher: 1,875 mph (3,000 km) or Mach 2.4.

Guardian Mode:

425 mph (680 km).

Battloid Mode:

195 mph (312 km).

Running: 75 mph (120 km).

Leaping: 75 feet (22.8 m) up or across unassisted by thrusters.

**Statistical Data:**

Fighter Mode:

Height: 15 feet (4.60 m).

Length: 33.6 feet (10.25 m).

Wingspan: 26.9 feet (8.20 m).

Guardian Mode:

Height: 18.8 feet (5.72 m).

Length: 26.2 feet (8 m).

Width: 15.9 feet (4.84 m).

Battloid Mode:

Height: 28.7 feet (8.75 m).

Length: 17.2 feet (5.25 m).

Width: 15.9 feet (4.84 m).

Weight: 16.7 tons (dry).

Physical Strength: Robotic P.S. of 40.

Cargo: There is no cargo space available unless the Cyclone is removed. The Cyclone bay can hold 500 pounds (225 kg).

Power System: Sixteen Protoculture cells. Alphas and Betas are also equipped with a small backup fusion generator which is only good for flight and VTOL activity, and can only be used in jet mode for two hours. Use of the fusion generator prevents transformation and the speed of the mecha is reduced by two thirds.

# Weapon Systems:

**1. EU-13 80mm Pulse Beam Cannon:** The EU-13 is a high output, rapid-fire laser cannon designed as the main energy weapon for the Alpha. It is a three-barreled Gatling-style laser configured as a rifle and does remarkable damage for such a relatively small package, firing either single shots or rapid-fire bursts. This weapon is handheld in battloid mode and is slung below either wing in fighter and guardian modes. It is powered by a rechargeable Protoculture cell that is inserted into the weapon like a magazine, and can be switched for a new one easily.

Primary Purpose: Air-to-Air Combat.

Secondary Purpose: Ground Attack.

Weight: 500 lbs (225 kg).

Range: 4,000 feet (1,219 m).

Mega-Damage: 4D4 M.D. single shot, 1D4x10 M.D. for a five round burst.

Rate of Fire: Each signal shot or burst counts as one melee attack.
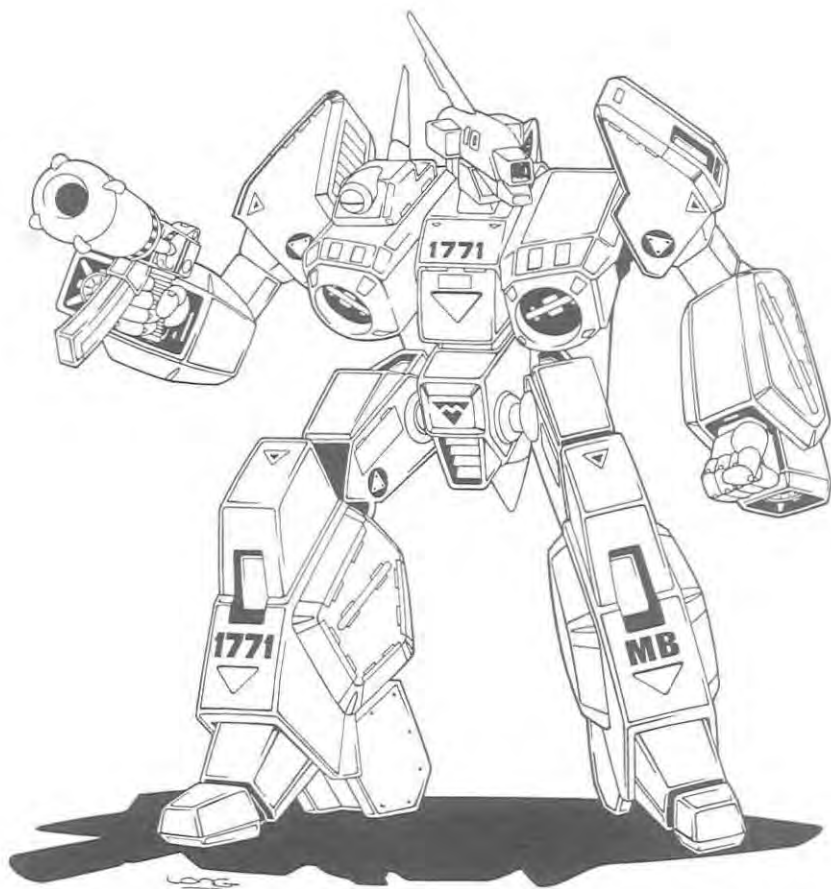
Bonus: +3 to strike with EU-13 Gun Pod.

Payload: 100 single shots or 20 five shot bursts per ammo clip.

**2. LWS-12 Nose Lasers (2):** Two light laser weapons are located along the side the Alpha's nose in fighter mode. They are fixed forward and can be fired individually or as a pair of dual weapons simultaneously.

Primary Purpose: Air-to-Air Combat.

Secondary Purpose: Anti-Missile.

Weight: Not applicable; part of the airframe.

Range: 2,000 feet (610 m).

Mega-Damage: 2D4 M.D. for a single laser, 4D4 M.D. when fired as a pair of dual weapons simultaneously at the same target.

Rate of Fire: Each single or dual blast counts as one of the pilot's melee attacks.

Bonus: +2 to strike with nose laser.

Payload: Effectively unlimited.

3. **MM-60 Missile Delivery System:** Spread out along the surface of the Alpha are a myriad of single-shot missile launchers. The launchers are in the shoulders, forearms, and inside and outside of the legs. Each holds one 190mm anti-mecha short-range missile for a total of 60 missiles! This is considered the main weapon system for the Alpha and it allows the small fighter to pack a heavy punch.

Primary Purpose: Anti-Mecha/Anti-Armor.

Secondary Purpose: Anti-Aircraft and Anti-Spacecraft.

Weight: Each missile weighs about 33 pounds (15 kg).

Range: Five miles (8 km).

Mega-Damage: Varies by short-range missile type. Usually loaded with HEAP (High Explosive Armor Piercing) missiles which deal out 2D6x10 M.D. per missile.

Rate of Fire: One or in volleys of 2, 4, 8, 16, 32 or all. One volley, no matter how many missiles are in it, counts as one melee attack.

Payload: 60 missiles in single shot launch tubes. Eight in each shoulder, ten in each forearm and 12 in each lower leg.

4. **MMDS-8 Missile Delivery System:** On each side of the head are two launch tubes (four in total) that hold two 78mm mini-missiles each (for a total of eight missiles).

Primary Purpose: Defense and Anti-Missile.

Secondary Purpose: Anti-Armor.

Weight: Each missile weighs about five pounds (2.25 kg).

Range: One mile (1.6 km).

Mega-Damage: Per mini-missile, but usually loaded with HEAP (High Explosive Armor Piercing) missiles which do 1D4x10 M.D. per missile.

Rate of Fire: One or in volleys of two or four. Each volley, regardless of the number of mini-missiles, counts as one melee attack.

Payload: Eight mini-missiles total.

5. **Hand to Hand Combat:** The Alpha can engage in hand to hand combat. Its speed and agility make a deadly combination.

Attacks per Melee: See bonuses, below.

Hand to Hand Damage: *Punch/Forearm Strike:* 1D4 M.D. on a restrained punch. 2D6 M.D. on a full strength punch, 4D6 M.D. on a power punch (counts as two attacks).

*Kick:* 3D8 M.D.

*Stomp Attack:* 2D8 M.D., but the target must be 12 feet (3.6 m) tall or smaller.

*Power Kick, Jump Kick and Leap Kick:* 5D8 M.D., but each of these attacks counts as two melee attacks.

*Flying Leap Kick:* 1D6x10 M.D., but counts as three melee attacks and has a 01-66% chance of knocking an opponent of roughly equal size or smaller off its feet or back 1D6x100 yards/meters, plus the victim loses initiative and one melee attack.

*Flying Body Block/Ram:* 3D6+6 M.D. on a body block/ram up to a speed of 300 mph (480 km), not faster. There is a 60% chance of knocking an opponent of equal size, up to 30% larger, as well as smaller opponents off their feet or an airborne enemy 1D6x100 yards/meters backwards or off course. In any case, the victim also loses initiative and two melee attacks. This attack counts as two of the Alpha's melee attacks.

Bonuses with Mecha Elite Combat Training Only: +1 attack per melee round at levels 1, 3, 6, 9, 12 and 15. +2 on initiative, +2 to strike (applies to punches, stomps and kicks), +2 to parry, +2 to disarm, +3 to pull punch, +2 to dodge on the ground, +4 to dodge in flight (any mode), and +2 to roll with impact. **Note:** These bonuses ONLY apply when the pilot has the *Mecha Elite Combat Training skill* in Alpha Fighters. The pilot's own number of hand to hand attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is *outside* the mecha. *Outside of his or her Veritech,* the pilot possesses only human fighting abilities.

6. **Sensors and Features:** As is standard for the Alpha.
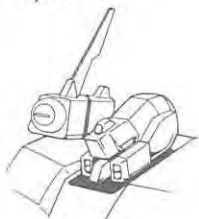
# VF/A-6H Alpha

## Enhanced Aerospace Superiority Veritech Strike Fighter

The VF/A-6H Alpha, known commonly among pilots as the "Blue Alpha" or "Command Alpha" is a variation on the standard VF/A-6I model issued to squad leaders and ship CAGs. The "H" model is equipped with an advanced avionics package that allows it to have command and control abilities within its own squadron. The AAP includes an extensive Identify Friend or Foe (IFF) database and a powerful radar and targeting system capable of identifying and tracking up to 144 targets. The 6H Alpha can then broadcast this information directly to the other mecha in the squadron, enhancing their fighting abilities. The 6H Alpha is produced in a flat navy blue and off-white color scheme and has a smooth sensor head with a milky white sensor window.

**Model Type:** VF/A-6H

**Also Known As:** "Command Alpha" and "Blue Alpha."

**Class:** Single Seat, All-Weather Enhanced Aerospace Superiority Veritech Strike Fighter.

**Crew:** One.

**M.D.C. by Location:** Same as the previous VF/A-6I Alpha.

* Destroying the Sensor Pod will knock out most of the Alpha's sensors in battloid mode. Radar range is reduced to 10 miles (16 km), and long-range radio, laser communications and the targeting system are disabled while in battloid mode.

All of this leaves the Alpha at -3 to strike, parry and dodge. This will also destroy the VF/A-6H's command and control abilities.

**Speed:** Same as the VF/A-6I Alpha.

**Statistical Data:** Same as the VF/A-6I Alpha.

**Weapon Systems:** Same as the VF/A-6I Alpha with exception of the additional sensor system: The special Identify Friend or Foe and Command/Communicate/Control Computers. The IFF and CCC computers on the 6H can link to all other Alphas in the squadron (up to 18) and grants +2 to initiative, +2 to strike and +3 to parry/dodge to all fighters "linked in." This requires a roll on the
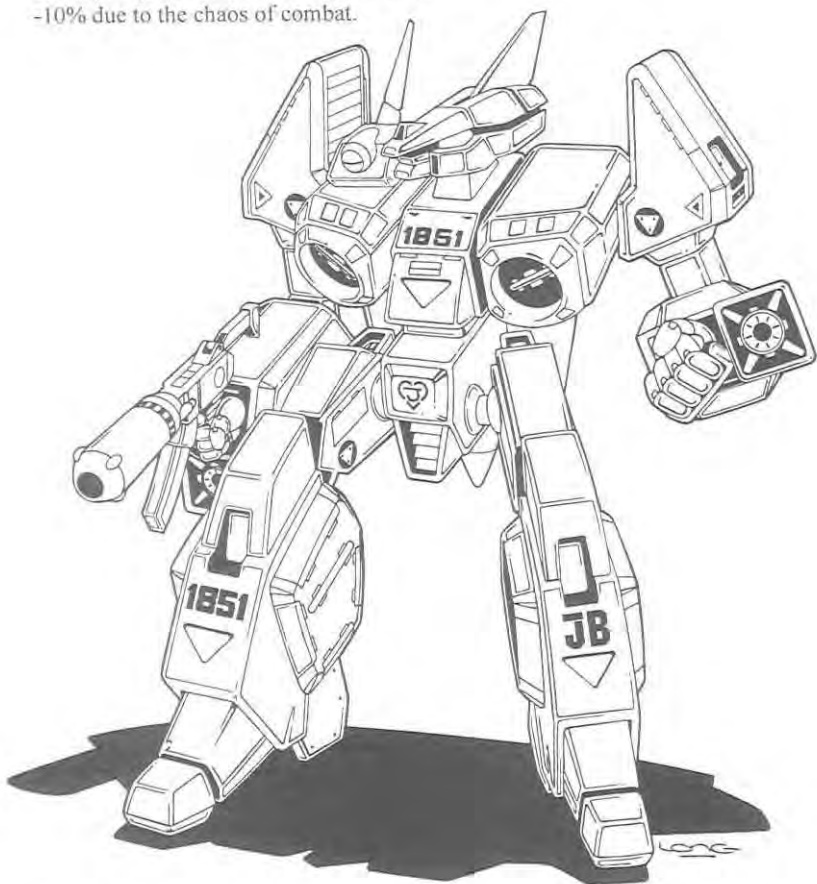
# VF/A-6Z Alpha

## Air Superiority
## Veritech Strike Fighter

The VF/A-6Z *variant* of the Alpha airframe is optimized for *atmospheric operations* and has been given stronger, more efficient engines and improved control surfaces to help it fill this role. The improved engines give the 6Z increased speed in all modes and at all altitudes, and the larger control surfaces make it more agile. Cosmetically, the 6Z is usually painted dark red with off-white trim, and has an elongated sensor head with wide spaced sensor windows and a thick stabilizer fin that adds to the Z's stability in atmosphere.

**Model Type:** VF/A-6Z

**Also Known As:** "Red Alpha."

**Class:** Single Seat, All-Weather Air Superiority Veritech Strike Fighter.

Crew: One.

M.D.C. by Location: Same as the VF/A-6I Alpha.

Speed:

Flying: Some greater speed in an atmosphere than the VF/A-6I and other aerospace Alphas.

Fighter Mode:

Sea Level: 750 mph (1200 km).

32,808 feet (10,000 m): 1,281 mph (2,050 km) or Mach 1.8.

98,425 feet (30,000 m): 2,031 mph (3,250 km) or Mach 2.65.

Guardian Mode:

484 mph (775 km).

Battloid Mode:

230 mph (368 km).

Running: 75 mph (120 km).

Leaping: 75 feet (22.8 m) up or across unassisted by thrusters.

Statistical Data: Same as the VF/A-6I Alpha.

Weapon Systems: Same as the VF/A-6I Alpha, with the following exceptions.

Bonuses: The 6Z enjoys a +2 bonus to all combat rolls in atmosphere, but does not get these bonuses in space.

Note: It also suffers from increased fuel consumption as a result of the stronger engines.

# VF/A-6X Shadow Fighter

## Aerospace Superiority Veritech Stealth Strike Fighter

The Shadow Fighter is a recent development in mecha engineering. It is essentially the VF/A-6I with an updated airframe to reduce radar signature, and a cloaking system. Each Shadow Fighter is equipped with EM and thermal emission dampeners as well as the *PSS-001 Shadow Cloaking Device*, which uses technology from UEEF ally, the *Haydonites*, to mask the energy signatures of their Protoculture powered systems. It does so by creating an energy field that slightly phases the pilot and Alpha into a fourth dimensional shift. In short, the Shadow Fighter is slightly out of phase with our own dimension and is therefore invisible to all means of sensor detection other than optical light.

The external sensor pod of the traditional Alpha has been removed in favor of an array of internal sensors. The weapons load out is much the same, except that the EU-13 Pulse Beam Cannon has been replaced with the *EU-15 Destabilizer*, which is a heavy pulse beam weapon. Cosmetically, the VF/A-6X resembles the 6H Command
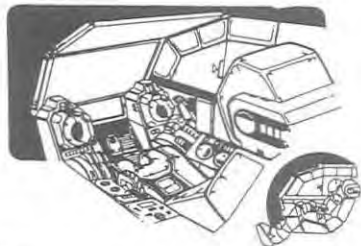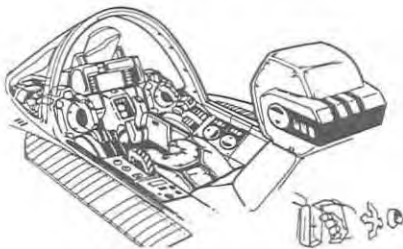
Alpha without the shoulder mounted sensor pod. The fully articulated hands have been replaced by three-fingered claws, and the Shadow Fighter is covered in a black and gray radar absorbing compound with dark purple highlights.

**Model Type:** VF/A-6X

**Class:** Single Seat, All-Weather Aerospace Superiority Veritech Stealth Strike Fighter.

**Crew:** One.

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

Head – 75

Hands (2) – 45 each

Forearms (2) – 120 each

Upper Arms (2) – 90 each

Shoulders (2) – 100 each

Upper Legs (2) – 120 each

Lower Legs (2) – 180 each

* Wings (2) – 150 each

** Tail Stabilizers (2) – 100 each
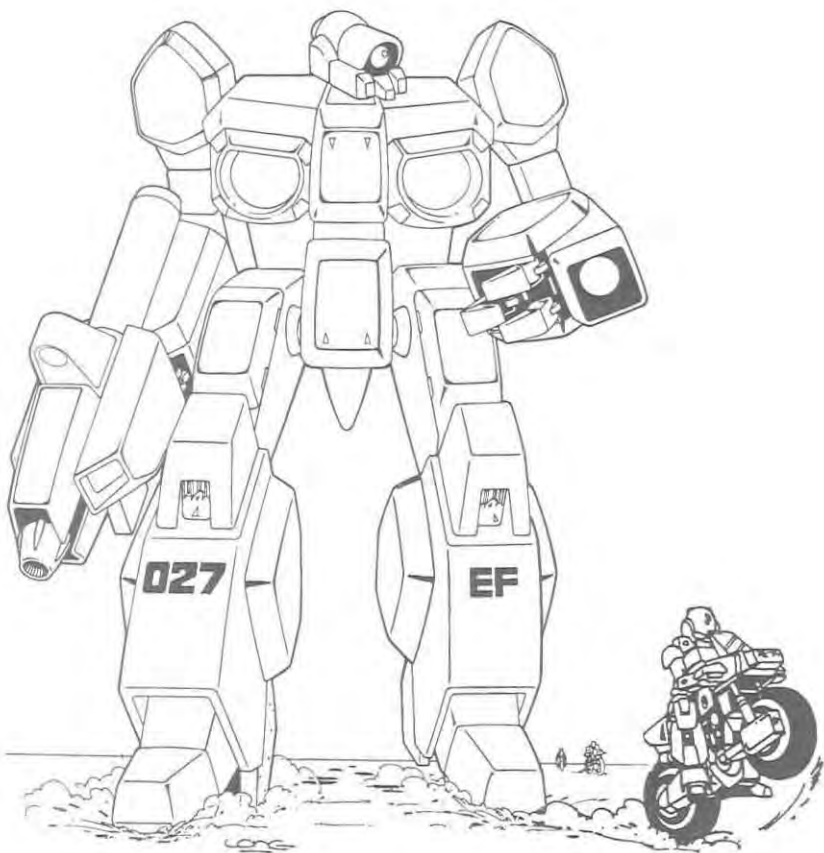
\*\*\* Main Body – 440

Reinforced Pilot's Compartment – 150

EU-15 Gun Pod – 110

\* Destroying even one wing will send the Shadow Fighter immediately out of control and it will be unable to fly in fighter and guardian mode until the wing is repaired or replaced.

\*\* Destroying one vertical stabilizer reduces all bonuses and speed by half and the Shadow Fighter is very unstable in fighter mode, but still flyable (-15% on all skill rolls involving stunts and evasive maneuvers). Destroying both stabilizers sends the Shadow out of control, much like losing a wing. The Shadow is unable to fly in fighter mode until the stabilizers are repaired or replaced. **Note:** The tail stabilizers are small targets to hit and require an attacker to make a successful "Called Shot" with the following penalties: Shooting at a stationary target -4, moving target -6, and fast moving target -11 to strike.

\*\*\* Depleting the M.D.C. of the main body destroys the mecha, rendering it totally useless.

**Speed:**

Flying:

Fighter Mode:

  Sea Level: 687.5 mph (1100 km).

  32,808 feet (10,000 m): 1,187.5 mph (1,900 km) or Mach 1.55.

  98,425 feet (30,000 m): 1,875 mph (3,000 km) or Mach 2.4.

Guardian Mode:

  425 mph (680 km).

Battloid Mode:

  195 mph (312 km).

Running: 75 mph (120 km).

Leaping: 75 feet (22.8 m) up or across unassisted by thruster jets.

**Statistical Data:**

Fighter Mode:

  Height: 15 feet (4.60 m).

  Length: 33.6 feet (10.25 m).

  Wingspan: 26.9 feet (8.20 m).

Guardian Mode:

  Height: 18.8 feet (5.72 m).

  Length: 26.2 feet (8 m).

  Width: 15.9 feet (4.84 m).

Battloid Mode:

  Height: 28.7 feet (8.75 m).

  Length: 17.2 feet (5.25 m).

  Width: 15.9 feet (4.84 m).

Weight: 16.7 tons (dry).

Physical Strength: Robotic P.S. of 40.

Cargo: There is no cargo space available unless the Cyclone is removed. The Cyclone bay can hold 500 pounds.

Power System: Sixteen Protoculture cells. Shadow Fighters are also equipped with a small backup fusion generator which is only good for flight and VTOL activity, and can only be used in jet mode for about two hours. Use of the fusion generator prevents transformation and the speed of the mecha is reduced by 2/3.

## Weapon Systems:

1. **EU-15 Destabilizer 100mm Heavy Beam Cannon:** The EU-15 Destabilizer is a single barreled, 100mm heavy Ion Cannon. In jet mode it is mounted either beneath one of the wings, or on top of the fuselage between the vertical stabilizers, and is handheld in guardian and battloid modes.

   The Destabilizer can fire single shots or five shot bursts, and has the added benefit of being able to punch

holes in Invid force fields. When fired into a force field the weapon makes a hole 10+2D6 feet (2D6+3 m) across that lasts for about two minutes (8 melee rounds). Just long enough to get troops and battloids through. The Destabilizer is powered by an external Protoculture magazine, much like the EU-13, but the two magazines are not interchangeable.

Primary Purpose: Air-to-Air Combat and Anti-Force Field.

Secondary Purpose: Ground Attack.

Weight: 750 lbs (337.5 kg).

Range: 4,000 feet (1,219.2 m).

Mega-Damage: 5D6 M.D. single shot, 1D6x10 M.D. for a five round burst.

Rate of Fire: Each signal shot or burst counts as one melee attack.

Bonus: +3 to strike with Destabilizer Gun Pod.

Payload: 100 single shots or 20 five shot bursts.

2. **LWS-12 Nose Lasers (2):** Two light laser weapons are located along the side of the Alpha's nose in jet mode. They are fixed forward and can be fired individually or as a pair of dual weapons simultaneously.

Primary Purpose: Air-to-Air Combat.

Secondary Purpose: Anti-Missile.

Weight: Not applicable; part of the airframe.

Range: 2,000 feet (610 m).

Mega-Damage: 2D4 M.D. for a single laser blast, 4D4 M.D. when fired as a pair of dual weapons simultaneously at the same target.

Rate of Fire: Each single or dual blast counts as one of the pilot's melee attacks.

Bonus: +2 to strike with nose lasers.

Payload: Effectively unlimited.

3. **MM-60 Missile Delivery System:** Spread out along the surface of the Alpha are a myriad of single-shot missile launchers. The launchers are in the shoulders, forearms, and inside and outside of the legs. Each holds one 190mm anti-mecha short-range missile for a total of 60 missiles! This is considered the main weapon system for the Alpha and it allows the small fighter to pack a heavy punch.

Primary Purpose: Anti-Mecha/Anti-Armor.

Secondary Purpose: Anti-Aircraft and Anti-Spacecraft.

Weight: Each missile weighs about 33 pounds (15 kg).

Range: Five miles (8 km).

Mega-Damage: Varies by short-range missile type. Usually loaded with HEAP (High Explosive Armor Piercing) missiles, which deal 2D6x10 M.D. per missile.

Rate of Fire: One or in volleys of 2, 4, 8, 16, 32 or all. One volley, no matter how many missiles are in it, counts as one melee attack.

Payload: 60 missiles in single shot launch tubes. Eight in each shoulder, ten in each forearm and 12 in each lower leg.

4. **Hand to Hand Combat:** The Alpha can engage in hand to hand combat. Its speed and agility make a deadly combination.

Attacks per Melee: See bonuses, below.

Hand to Hand Damage: *Punch/Forearm Strike:* 1D4 M.D. on a restrained punch, 2D6 M.D. on a full strength punch, 4D6 M.D. on a power punch (counts as two attacks).
*Kick:* 3D8 M.D.

*Stomp Attack:* 2D8 M.D., but the target must be 12 feet (3.6 m) tall or smaller.

*Power Kick, Jump Kick and Leap Kick:* 5D8 M.D., but each of these attacks counts as two melee attacks.

*Flying Leap Kick:* 1D6x10 M.D., but counts as three melee attacks and has a 01-66% chance of knocking an opponent of roughly equal size or smaller off its feet or back 1D6x100 yards/meters, plus the victim loses initiative and one melee attack.

*Flying Body Block/Ram:* 3D6+6 M.D. on a body block/ram up to a speed of 300 mph (480 km), not faster. There is a 60% chance of knocking an opponent of equal size, up to 30% larger, as well as smaller opponents off their feet or an airborne enemy 1D6x100 yards/meters backwards or off course. In any case, the victim also loses initiative and two melee attacks. This attack counts as two of the Alpha's melee attacks.

Bonuses with Mecha Elite Combat Training Only: +1 attack per melee round at levels 1, 3, 6, 9, 12 and 15. +3 on initiative, +2 to strike (applies to punches, stomps and kicks), +2 to parry, +2 to disarm, +3 to pull punch, +2 to dodge on the ground, +4 to dodge in flight (any mode), +6 to dodge when Shadow Stealth System is engaged, and +2 to roll with impact. **Note:** These bonuses ONLY apply when the pilot has the *Mecha Elite Combat Training skill* in Alpha Fighters. The pilot's own number of attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is outside the mecha. *Outside of his or her Veritech,* the pilot possesses only human fighting abilities.

5. **Sensors & Features:** As is standard for the Alpha, except as otherwise noted.

# VF/B-9 Beta

## Heavy Veritech Aerospace Fighter/Bomber

The VF/B-9 project was born of two separate necessities. The first was the need for a modular booster pack to give Alphas trans-atmospheric capabilities, and the second was to replace the aging *SF/A-5 Conbat heavy ordnance strike fighter.* Tested as early as 2022 as the VF/X-7 and designed to replace the Conbat, the Beta was initially shelved due to design problems and a failure of then-current technology to deliver the kind of performance that the UEEF needed. In place of a new heavy fighter, the Conbat remained in use as the primary fighter/bomber of the UEDF. The VF/X-7 project would be idle and nearly forgotten for over a decade before being revived as the *VF/B-9 Beta.*

By 2035, the renewed need for a modular, reusable booster pack for the Alpha Fighter had become abundantly clear. Their non-transatmospheric nature limited the Alpha's operational range to wherever they were shipped. This became more and more of a logistical nightmare as the UEEF Pioneer Expedition made contact with more worlds and the Alphas were expected to operate in and out of atmosphere on a regular basis. At the same time, the venerable Conbat had far surpassed the reasonable life span of its airframe, and more and more *Bats* were being lost to mechanical failure and fatigue. The UEEF's engineers got to work looking for a replacement,
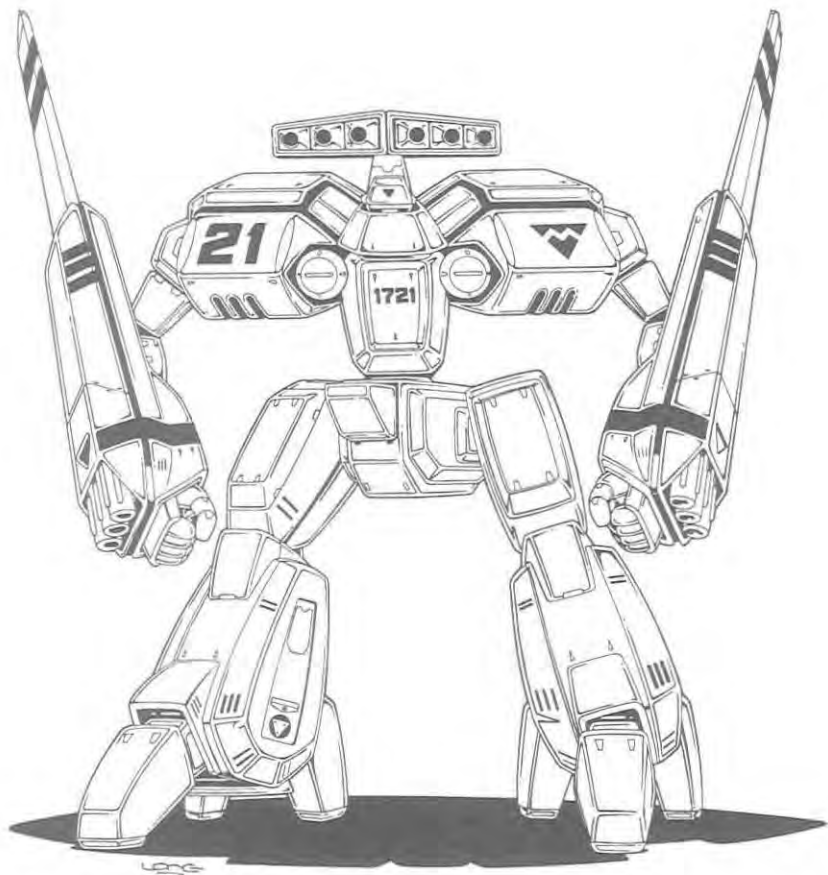
and they found it in the previously shelved VF/X-7. The X-7 was now found to be viable due to technological advancements and was put into testing in early 2036.

**The Beta Fighter** fills both TREAD (TRans EArth Deployment) and heavy fighter/bomber roles remarkably well. As a TREAD booster, the Beta can dock with an Alpha Fighter and serve as a booster attachment. This grants the Alpha the ability to enter and leave the atmosphere at will. It also increases the Alpha's fuel capacity, as well as adding additional missiles to the Alpha's already prodigious missile load out.

As a heavy fighter/bomber, the Beta shines. Built for raw power and being not particularly aerodynamic, Beta pilots lovingly call it the "Flying Brick." Thus, the Beta relies on armor and firepower for its survival as opposed to agility. Able to approach low to deliver dozens of missiles and tons of precision guided munitions, the Beta is perfectly suited to air support and strategic bombing missions. The Beta can also loiter over a battlefield, laying down withering fire

from its pulse cannons, and is a favorite of Marine aviators. Of course, being a Veritech Fighter, the Beta can transform from fighter to guardian mode to battloid mode as circumstance dictates.

Operational since the beginning of 2037, the Beta was immediately distributed throughout the Robotech Expeditionary Fleet to widespread acclaim. Pilots love the mecha for its speed and strike capabilities, as well as the TREAD abilities. Deck crews love it for its ease of maintenance. And UEEF Marines love it because Beta air cover has saved their lives countless times. When deployed with Alpha squadrons, the Betas are often assigned to squadron leaders and CAGs, and mated to the VF/A-6H command Alpha. These Betas are usually unmanned, and serve mainly as booster packs and extra ordnance for the Alpha. When deployed in their own squadrons, Betas usually operate in groups of six with a pilot in an undocked Command Alpha or other reconnaissance aircraft as an observer and C3 craft. There are two main variants of the Beta: the VF/B-9 and the VF/B-9X

Shadow Beta. Both are identical save for color schemes and the stealth and shadow cloaking systems on the Shadow Beta.

## Standard Beta Avionics and Features

**All VF/B Series Veritech Fighter/ Bombers have the following.**

**1. Radar:** Betas are equipped with an X-band pulse-doppler radar optimized for air-to-ground missions. This radar can look down without being confused by ground clutter and can pick out specific targets such as buildings and installations. While being optimized for ground attack, the Beta's radar is also well suited for air-to-air combat and has a range of 125 miles (200 km) and can track up to 174 different targets.

**2. Communications:** Wideband and directional radio communication system with built-in scrambler that transmits both voice and cockpit video. Range is 600 miles (960 km), but can be boosted indefinitely via satellite relay. Secure laser communication with a range of 250,000 miles (400,000 km).
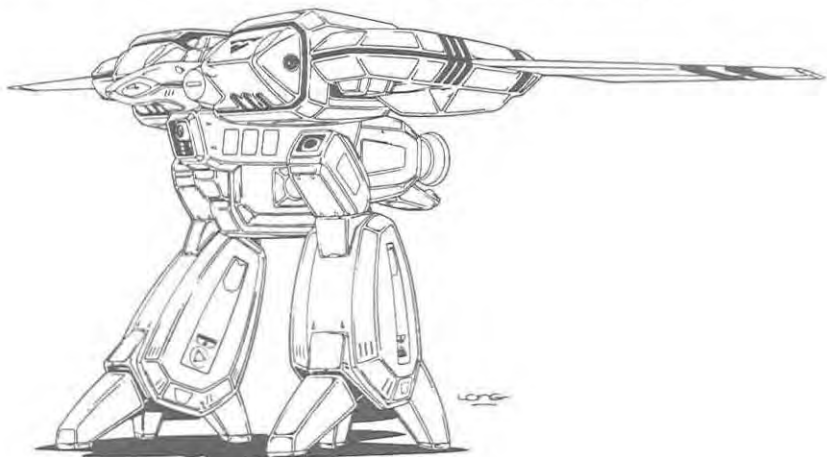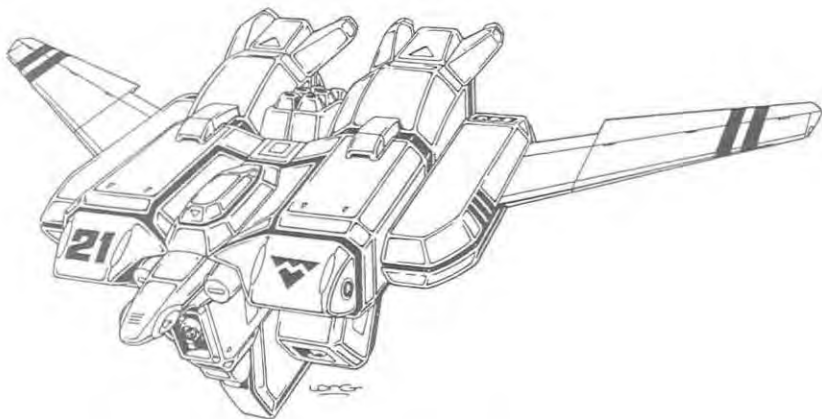
**3. On-board Computer System:** All Betas have a powerful on-board computer system that handles all targeting and combat control abilities. The combat computer collects data from all sensors and then displays the information on the pilot's HUD. The targeting computer takes in information from the targeting system and pulse-doppler radar and can track up to 174 enemies at once to a range of 125 miles (200 km).

**4. Motion Detector and Collision Warning System:** Detects objects within 5000 feet (1.5 km) and alerts the pilot with an alarm and flashing red light.

**5. Head and Sensor Pod:** The head and narrow, back mounted sensor pod have the following optical sensors and enhancements:

Loudspeaker: Can amplify the pilot's voice up to 100 decibels.

Spotlights: Two tiny, high intensity xenon spotlights with a 1,000 foot (305 m) range.

Infrared Spotlight: Emits an infrared beam that is invisible to the naked eye but can be seen with the right sensors. Range is 2,000 feet (610 m) but is re-duced by half in smoke or inclement weather.

Tactical Camera: This camera, called the "gun camera" by pilot can record up to 180 minutes of footage into memory that can then be downloaded and watched. This footage is usually used for training and combat analysis. It sees directly ahead beneath the fuselage in jet and guardian mode, and sees whatever the sensor head sees in battloid mode.

Audio Pickup and Filtration: This system works both multi-directionally and as a shotgun mic. It can pick up sounds as quiet as a conversation at 500 feet (152.4 m) and can sift through ambient sound for specific noises.

Telescopic Optical Enhancement: 2,000 foot (610 m) range and a 120 degree field of view.

Nightvision: Passive light amplification that allows the pilot to see in the dark as long as there is at least some ambient light. 2,000 foot (610 m) range, but is completely useless in total darkness.

Thermal Imager: Converts the heat signatures of warm objects into visible images. 2,000 foot (610 m) range and al-lows the pilot to see through darkness,

shadows, smoke, inclement weather and even through walls.

**6. Ejection Seat:** There are two separate ejection systems in the Beta. The first is the Atmospheric Ejection System that is a traditional zero/zero ejection seat that exits through the canopy (fighter and guardian modes) or the back (battloid). The second system is for use in space, where the entire fuselage from behind the pilot's compartment forward is jettisoned. This escape capsule retains the Beta's life support system and protects the pilot from both vacuum and enemy fire while waiting to be recovered.

**Self Destruct:** A last ditch system to prevent the capture of a mecha. The blast is largely contained and does 1D6x100 M.D. to a 25 foot (7.6 m) area for a mecha with no or few missiles, and 2D6x100 M.D. to a 100 foot (30.5 m) area for a mecha with most or all of its missiles.

**7. Distress Beacon:** Broadcasts a distress signal on an encrypted UEEF frequency. Range is 250 miles (400 km).

**8. Smoke and Chaff/Flare Dispensers:** All Betas carry both smoke and chaff dispensers to confound radar and confuse enemies. The smoke dispensers have four charges and can make a cloud of thick, white smoke about 60 feet (18.3 m) across. The chaff/flare dispensers have four charges each of chaff and flares and have a 75% chance to confuse both radar guided (chaff) and heat seeking (flare) missiles.

**9. Tactical Life Support:** The Beta has a pressurized pilot's compartment with an internal oxygen supply good for forty-eight hours. This can be stretched to a week through the external oxygen intakes. The intakes are equipped with scrubbers to filter out chemical and bio-logical agents. The pilot can hook the life support from his CVR-3 armor to the on-board system to extend his personal oxygen supply. They also have heat and radiological shielding to protect the pilot from damaging radiation.

**10. Protoculture Fuel Capacity:** Betas (and Alphas) use small Protoculture fuel cells about the size of can of motor oil. Thirty-two fully charged Protoculture cells give the mecha a reasonably active combat life of about one month. Constant activity and combat reduces the cell's fuel life by *half.* The vehicles can function with half as many cells (16) for about half the period, but the maximum speed and the usual combat bonuses are reduced by half. **Note:** Invid Protoculture cells are the same as used by the UEEF and are interchangeable. Replacing spent cells and recharging empty Protoculture energy cells requires somebody with the Biomechanical Maintenance or Robotechnology Engineering skill.

**11. PSS-001 Shadow Cloaking Device:** The VF/B-9X Shadow Beta is equipped with both an EM/heat dampener system as well as the Shadow Cloak that masks emanations from the Protoculture systems that power the fighters. These two systems, combined with a slight difference in the shape of the armor and radar-absorbent materials, make the VF/B-9X virtually invisible to both traditional sensors as well as the Protoculture sensors of the Invid. The only way for opponents to see a Shadow Beta is either with traditional optics or with the pilot's own vision. The stealth systems grant the Shadow Beta a +2 to initiative and +4 to parry/dodge. If the Shadow Beta takes significant damage, over half of main body M.D.C., there is

a 75% chance of the stealth and Shadow systems failing.

**Note:** The *Super Shadow Fighter Beta* and *Super Shadow Fighter Alpha* have a variety of different features including a booster and missile pack and miniaturized Synchro Cannon! We have NOT included stats for these two mecha because Haydonite treachery took them out of combat immediately. They will be addressed in a future sourcebook.

**12. Alpha & Beta Link:** The Beta can dock and connect to the Alpha to become one mecha unit. In this capacity, the Beta functions primarily as a booster to enable the Alpha to escape a planet's gravity well and blast into space. In an atmosphere as well as outer space, the Beta also grants the Alpha greater speed. The Beta must separate from the Alpha to transform into guardian or battloid mode, but the Alpha can transform into any of its modes while attached to a Beta functioning in the role of "booster" rocket. While connected to an Alpha, the pilot also has access to all data and tracking of the Beta, and both Alpha and Beta can unleash their missile payloads while connected, but only the Alpha can transform into the other modes. For the Beta to change from fighter to guardian or battloid mode, the two Veritechs must separate. They may continue to watch each other's back and fight in tandem as individual Veritechs working as a team, but the Beta must return to fighter mode to reconnect as a booster for the Alpha.

**Model Type:** VF/B-9

**Class:** Single Seat, All Weather Heavy Veritech Aerospace Fighter and Bomber.

**Crew:** One.

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

Head - 75

\* Back Mounted Sensor Pod - 100

Hands (2) – 100 each

Chest Retractable Missile Bays (2) – 180 each

Shoulder Pop-Up Missile Bays (2) – 160 each
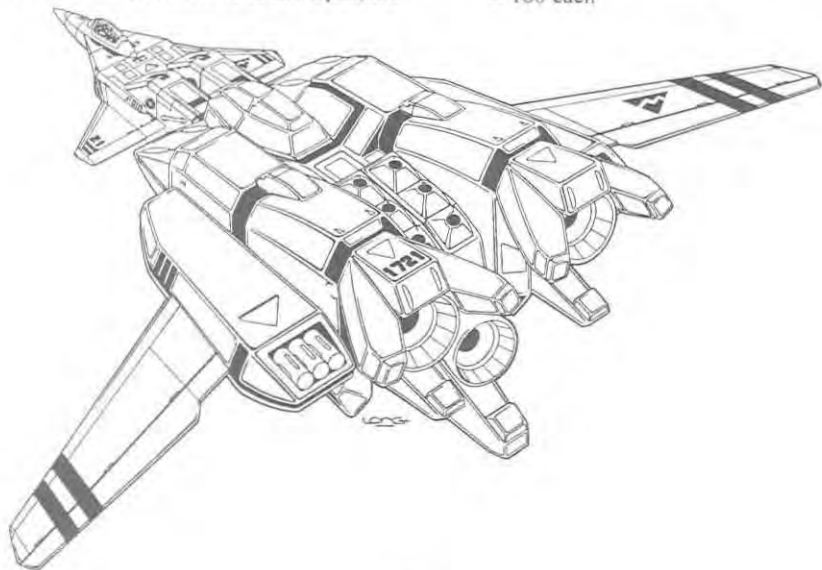
EU-14 80mm Pulse Beam Cannons (3) – 100 each

** Forearm Shields (2) – 375 each

Forearm Ion Blasters (6; three each arm) – 15 each

Upper Arms (2) – 120 each

Upper Legs (2) – 180 each

Lower Legs/Feet (2) – 250 each

*** Wings (2) – 170 each

**** Main Body - 515

Reinforced Pilot's Compartment - 170

* Destroying the Sensor Pod knocks out most of the Beta's sensors in battloid mode. Radar range is reduced to 10 miles (16 km), and long-range radio, laser communications, and the targeting system are disabled while in battloid mode. All of this leaves the Beta at -3 to strike, parry and dodge. **Note:** This is a difficult target to hit and requires an attacker to make a successful "Called Shot" with the following penalties: Shooting at a stationary target -4, moving target -6, and fast moving target -11 to strike. The same is true of the forearm guns.

** These heavy shields can be used to protect various parts of the Beta's airframe. Attempting to block incoming missiles, projectiles and energy beams requires a parry roll. If a successful roll is made, only the shield takes damage. Depleting the M.D.C. of a shield will destroy the wing transformation mechanism and will render the Beta unable to transform into fighter or guardian mode.

*** Destroying even one wing sends the Beta immediately out of control and it is unable to fly in fighter and guardian modes until the wing is repaired/replaced.

**** Depleting the M.D.C. of the main body will destroy the mecha, rendering it totally useless.

**Speed:**

Flying:

Fighter Mode:

Sea Level: 437 mph (700 km).

59,055 feet (18,000 m): 1,206 mph (1,930 km).

147,636 feet (45,000 m): 5,562.5 mph (8,900 km) or Mach 7.2 in ballistic flight.

Guardian Mode: 312.5 mph (500 km) at all altitudes.

Battloid Mode: 301 mph (482 km).

Running: 80 mph (128 km).

Leaping: 80 feet (24.4 m) up or across unassisted. 300 feet (91.5 m) with rocket assistance.

**Statistical Data:**

Fighter Mode:

Height: 20 feet (6.10 m).

Length: 31.8 feet (9.70 m).

Wingspan: 64 feet (19.5 m).

Guardian Mode:

Height: 27.8 feet (8.5 m).

Length: 26.2 feet (8.0 m).

Wingspan: 64 feet (19.5 m).

Battloid Mode:

Height: 45 feet (13.7 m).

Length: 24 feet (7.3 m).

Width: 27.8 feet (8.5 m).

Weight: 29.5 tons (dry).

Physical Strength: Robotic strength of 50.

Cargo: The bomb bay can carry four metric tons of ordnance or cargo. Six people can also be squeezed into the bomb bay in a pinch.

Power System: Thirty-two Protoculture cells. Alphas and Betas are also equipped with a small backup fusion generator which is only good for flight and VTOL activity, and can only be used in jet

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mode. Use of the fusion generator prevents transformation and the speed of the mecha is reduced by 2/3.

## Weapon Systems:

1. **EU-14 80mm Pulse Beam Cannons (3):** These are almost identical to the pod mounted EU-14 that the Alpha carries, except that they are mounted inside the fuselage of the Beta and are forward firing only. One is mounted along the Beta's centerline beneath the cockpit and the other two are located inside the air intakes for the rockets at the top of the Beta's legs. The pilot can either fire the center cannon by itself, or all three at once at the same target, and the weapons only fire bursts. Firing all three cannons at once is only possible in *jet mode*, and only the center cannon can be fired in *guardian mode*. These cannons can *not* be fired in *battloid mode*. Also, when linked-up with an Alpha, only the two side cannons can be fired.

Primary Purpose: Ground Attack.

Secondary Purpose: Air-to-Air Combat.

Weight: Not applicable; these EU-13s are mounted within the fuselage of the Beta.

Range: 4,000 feet (1,219 m).

Mega-Damage: 1D4x10 M.D. for one five round burst, 3D4x10 M.D. for a blast from all three.

Rate of Fire: Each single blast or triple blast, counts as one of the pilot's melee attacks.

Bonus: +2 to strike with Gun Pod.

Payload: Effectively unlimited.

2. **Forearm Pulse Beam Cannons (2):** These triple-barreled heavy hitters are mounted in the forearms above the hands and are considered the Beta's primary energy weapon in battloid mode. All three barrels fire at once, and can be fired one arm at a time or both together at the same target; point and shoot. If they have a drawback, it's the fact that they are extremely short-range for an energy weapon, and they use a fair amount of power to fire.

Primary Purpose: Assault and Defense.

Secondary Purpose: Air-to-Air Combat.

Weight: Not applicable; built into the Beta's forearms.

Range: 1,500 feet (457.2 m).

Mega-Damage: 6D6 M.D. per simultaneous triple pulse blast from one arm. or 1D6x10 M.D. when both arms are aimed at the same target and fired simultaneously (six energy blasts).

Rate of Fire: Each triple blast from one arm or sextuple blast from both arms at the same target counts as one of the pilot's melee attacks. Firing at two different targets at once can be done, but counts as two melee attacks and both are fired without benefit of bonuses to strike; natural die roll only.

Bonus: +3 to strike with Ion Blasters.

Payload: Effectively unlimited.

3. **MM-20 Missile Delivery System (2):** Two of these short-range missile launchers are built into the Beta. They are on either side of the cockpit in fighter and guardian mode, and in the chest in battloid mode. They are available in all three modes, but are unable to fire when the Beta is docked with an Alpha. Each launcher holds 20 missiles, for a total payload of 40 missiles.

Primary Purpose: Anti-Mecha and Anti-Armor.
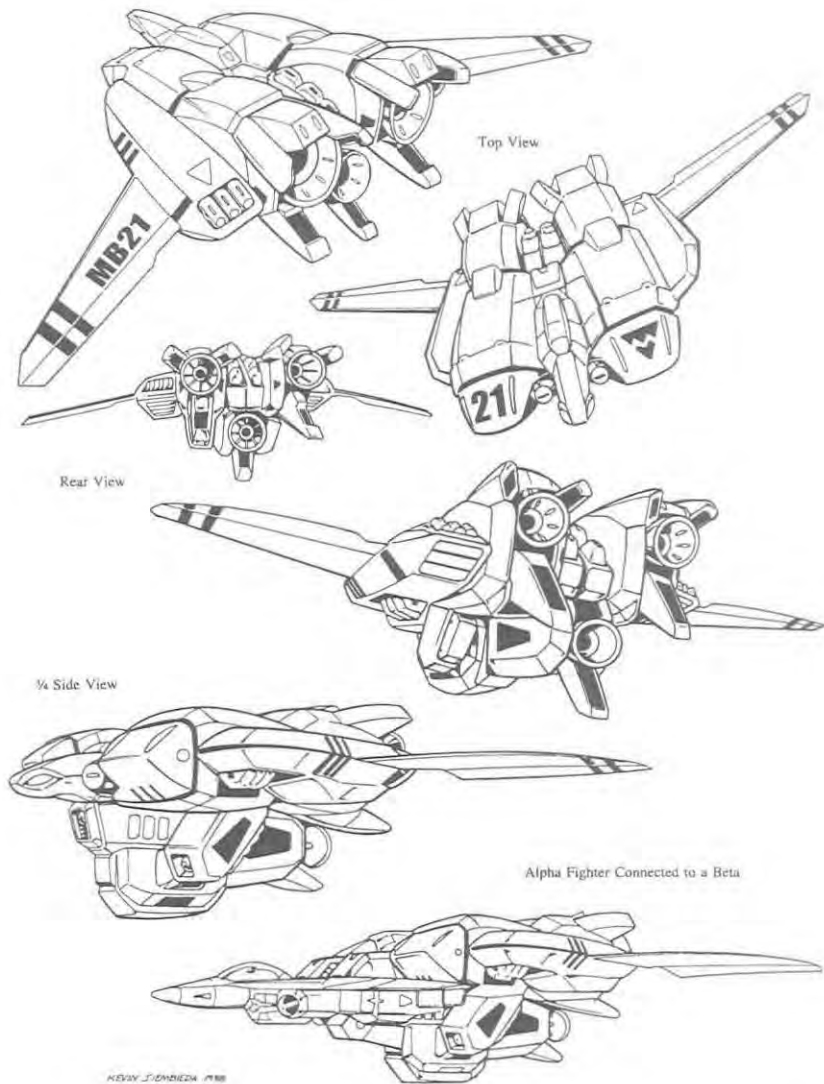
Top View

Rear View

¼ Side View

Alpha Fighter Connected to a Beta

KEVIN SIEMBIEDA 1988

Secondary Purpose: Anti-Missile and Anti-Personnel.

Weight: Each missile weighs about 33 pounds (15 kg).

Mega-Damage: Varies by short-range missile. Usually loaded with HEAP (High Explosive Armor Piercing) missiles which do 2D6x10 M.D. per missile.

Rate of Fire: One or in volleys of 5, 10, or 20. One volley, no matter how many

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missiles are in it, counts as one melee attack.

Range: Five miles (8 km).

Payload: 40 short-range missiles.

**4: MM-16 Missile Delivery System (2):** These pop-up launchers are located in the shoulders behind the MM-20 launchers. They hold eight missiles each, all of them at the ready. The MM-16 missile bay can launch in any mode.

Primary Purpose: Anti-Mecha

Secondary Purpose: Anti-Armor

Weight: Not applicable, each missile weighs about 33 pounds (15 kg).

Mega-Damage: Varies by short-range missile type. Usually loaded with HEAP (High Explosive Armor Piercing) missiles which do 2D6x10 M.D. per missile.

Rate of Fire: One at a time or in volleys of 2, 4, 8 or all. One volley, no matter how many missiles are in it, counts as one melee attack.

Range: Five miles (8 km).

Payload: 16 short-range missiles.

**5: Bomb Bay:** The bomb bay can carry up to four metric tons (8,889 lbs or 4,000 kg) of ordnance on modular bomb racks. This ordnance can either be unguided gravity bombs or precision guided munitions. The bomb bay can only be utilized in fighter mode.

Primary Purpose: Ground Attack/Anti-Personnel.

Secondary Purpose: Anti-Installation/Fortification.

Weight: Light bombs weigh about 500 pounds (225 kg) apiece, medium bombs weigh 1000 pounds (453.5 kg) apiece and heavy bombs weigh 2000 pounds (907.18 kg).

Range: May be dropped from any altitude in an atmosphere.

Mega-Damage: Light, Medium and Heavy bombs are the equivalent of short-, medium- and long-range missiles without a propulsion system (they drop), and deal out Mega-Damage according to type.

Rate of Fire: Dropping a volley of bombs can be 2, 4, 8, or the entire payload, and counts as two melee attacks. A "bombing run" is a special attack that takes one full melee round (15 seconds) to accomplish. It drops bomb along a line of destruction (i.e. bridge, a particular stretch of road, a series of buildings, fuel tanks, etc.).

Payload: 17 light bombs, 8 medium bombs or four heavy bombs.

**Note:** *Unguided "gravity" bombs* are not precision weapons and have a tendency to fall wherever they are dropped. At an altitude of 15,000 feet (4572 m) and higher, pilots are -4 to strike stationary targets, -6 to strike moving targets, and -10 to strike small moving targets like enemy mecha, cars and trucks. *Precision-Guided Munitions* or "Smart Bombs" have a short-range guidance/tracking system and are +2 to strike large stationary targets, +1 to strike large moving targets, and have no bonus (straight die roll) to strike small moving targets.

**6. Wing Mounted Hardpoints (6):** Each wing can mount three "hardpoints" (missiles, bombs or launch pods) to carry short- and medium-range missiles or light and medium bombs. The hardpoints can also mount multiple launch pods loaded with rockets or mini-missiles. **Note:** All ordnance must be launched or jettisoned before changing to battloid mode.

Primary Purpose: Ground Attack.

Secondary Purpose: Anti-Installation/ Anti-Mecha.

Weight: Not applicable.

Mega-Damage: Varies by missile or bomb.

Rate of Fire: Volleys of 2, 4, 6, or all count as one melee attack. Unleashing the entire payload, called "load out," all at once, counts as three melee attacks, and a bombing run is dropping one quarter, half or all missiles or bombs in a sustained line of fire, and takes as one full melee round (15 seconds).

Range: By missile or bomb.

Payload: Six short- or medium-range missiles or six multi-missile pods (altogether a maximum of 18 short-range missiles or 36 mini-missiles). Each hardpoint can hold one medium-range missile, or a pod that holds three short-range missiles, or a pod that holds six mini-missiles.

Penalties and Modifiers: All exterior mounted missiles, including multi- missile pods, must be launched or the unused missiles jettisoned *before* the mecha can change to battloid mode. Furthemore, *multi-missile pods* create drag, reduce speed by 10% and inflict a penalty of -10% on piloting skill and the performance of stunt and evasive maneuvers.

*Unguided "gravity" bombs* are not precision weapons and have a tendency to fall wherever they are dropped. At an altitude of 15,000 feet (4572 m) and higher, pilots are -4 to strike stationary targets, -6 to strike moving targets, and -10 to strike small moving targets like enemy mecha, cars and trucks.

*Precision-Guided Munitions* or "Smart Bombs" have a short-range guidance/ tracking system and are +2 to strike large stationary targets, +1 to strike large moving targets, and have no bonus (straight die roll) to strike small, moving targets like a Cyclone, truck or car.

**7. Hand to Hand Combat:** The Beta can engage in hand to hand combat if it needs to. Its size and strength make it a formidable scrapper, but its slow speed and comparative clumsiness make it vulnerable to smaller, faster opponents.

Attacks per Melee: See bonuses, below.

Hand to Hand Damage: *Punch/Forearm Strike:* 1D6 M.D. on a restrained punch, 3D6 M.D. on a full strength punch, 1D6x10 M.D. on a power punch (counts as two attacks).

*Kick:* 5D8 M.D.

*Stomp Attack:* 3D8 M.D., but, the target cannot be more than12 feet (3.6 m) tall.

*Power Kick, Jump Kick and Leap Kick:* 2D4x10 M.D., but each of these attacks counts as two melee attacks.

*Flying Leap Kick:* 2D6x10 M.D., but counts as three melee attacks and has a 01-87% likelihood of knocking an opponent of roughly equal size or smaller off its feet or back 1D6x100 yards/meters, plus the victim loses initiative and one melee attack.

*Flying Body Block/Ram:* 5D6+4 M.D. on a body block/ram up to a speed of 300 mph (480 km), not faster. There is a 87% likelihood of knocking an opponent of equal size, or up to 50% larger, as well as smaller opponents off their feet or an airborne enemy 1D8x100 yards/meters backwards or off course. In any case, the victim also loses initiative and two melee attacks. This attack counts as two of the Beta's melee attacks.

Special Combat Move: Block missile strikes and weapon blasts with the shielding of the Beta's oversized forearm shields. To block, roll 1D20 to parry (plus bonuses). A successful parry means the forearms take *ALL the damage* from any missiles or weapon blasts that strike. Note that this tactic may result in the arms being blown off.

Bonuses with Mecha Elite Combat Training Only: +1 attack per melee round at levels 2, 4, 8, and 12. +1 on initiative, +1 to strike (applies to punches, stomps and kicks), +2 to parry (including blocking missiles and energy blasts with its shielded forearms), +2 to pull punch, +1 to dodge on the ground, +3 to dodge in flight (any mode), and +1 to roll with impact. (Shadow Fighter Betas are +5 to dodge when Shadow Stealth System is engaged.) **Note:** These bonuses ONLY apply when the pilot has the *Mecha Elite Combat Training skill* in the Beta. The pilot's own number of attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is *outside* the mecha. *Outside of his or her Veritech,* the pilot possesses only human fighting abilities.

8. **Sensors & Features:** As noted earlier in the description.

# ZBR-10 Mk.I Bioroid Interceptor

The Bioroid Interceptor is a truly unique synthesis of technology. When the Expeditionary Force's *Pioneer Mission* left for Tirol, among their ranks were numerous micronized Zentraedi. These Zentraedi, led by legendary warlord, *General Breetai,* had rejected the Robotech Masters and joined the EF in an effort to find the Masters' homeworld and stop their madness. For the Zentraedi, while they hoped to make amends to humans by bringing peace to Earth, they also hoped to get some answers about their past.

Throughout the first part of the journey, the Zentraedi had to make do with Fighter Pods and Battle Pods to partake in the defense of the Expeditionary fleet. By the time the fleet had reached Tirol, precious few of either of these mecha remained, and Zentraedi pilots were squeezing into Alphas and Betas to fight, designs the aliens did not feel comfortable piloting. General Breetai felt this situation was unacceptable, and once Tirol was liberated he took his concerns to EF High Command. Admiral Hunter agreed with Breetai and, giving him a team of engineers, put him in charge of designing a new *Zentraedi specific* mecha. When a number of Tirolians also volunteered to join the UEEF's crusade to undo the web of conquest and manipulation spun by the Robotech Masters, and to free Tirol from invading Invid, designs went toward creating a mecha that would satisfy both races.
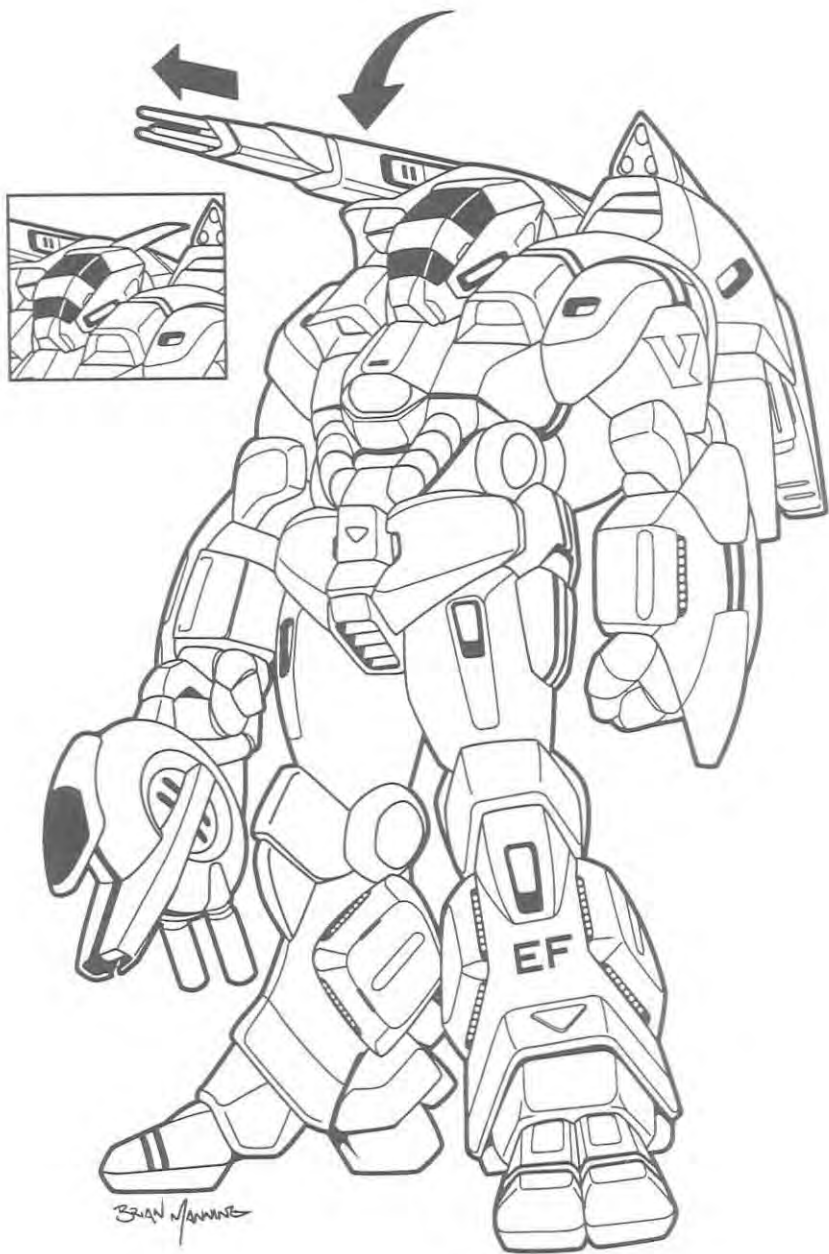
What they needed was a simple to use mecha that took advantage of the Zentraedi in-close combat style and used a control system that was less complicated and more automated than human mecha. Variable mecha were voted out, more as a case of preference than anything, and a non-variable battloid with a brain-wave control system was settled on as the most appropriate configuration.

During the siege of Tirol, the Masters' *"Invid Fighter" Bioroids* had proven to be a tough adversary and with so many Tirolians stepping forward, it was decided that a hybrid Bioroid was the way to go. The Zentraedi approved of the plan because Bioroids share a lot of technology with their own mecha, as both were designed by the Robotech Masters. With hangars full of extra weaponry, spare parts and mecha, the design team went to work, and the **Bioroid Interceptor** was born.

Invid Fighter Bioroids were stripped to their chassis and upgraded electronics and life support systems were installed. Powerful thrusters were added to eliminate the need for the hover sleds, and improved weapons were developed for them using both human and Tirolian technology. Finally, the new mecha was covered in the same armor used by the VF/A-6 Alphas and entered into preliminary testing. It performed very well in tests and the Zentraedi pilots took to it immediately.

The Bioroid Interceptor proved a good ground fighter, able to scrap with other Bioroids as well as Invid mecha. In space, it made a great ship-boarding mecha, able to blast through hull plating and bulkheads to board and wreak mayhem inside, as well as take on Invid, one on one. The Bioroid Interceptor also handled adequately in atmospheric conditions as well as underwater, making it a solid, all-environment mecha. Since then it has become the premier mecha among the Zentraedi and Tirolian combat pilots in the Expeditionary Force, and it's a rare Zentraedi or Tirolian pilot who will fly anything else.

There is only one version of the Interceptor at this time. To fly it the pilot sits in an armored cocoon in the chest of the mecha, and operates it using a combination of Bioroid brain-wave input and physical battlepod controls. Many of the controls from Bioroid stockpiles were
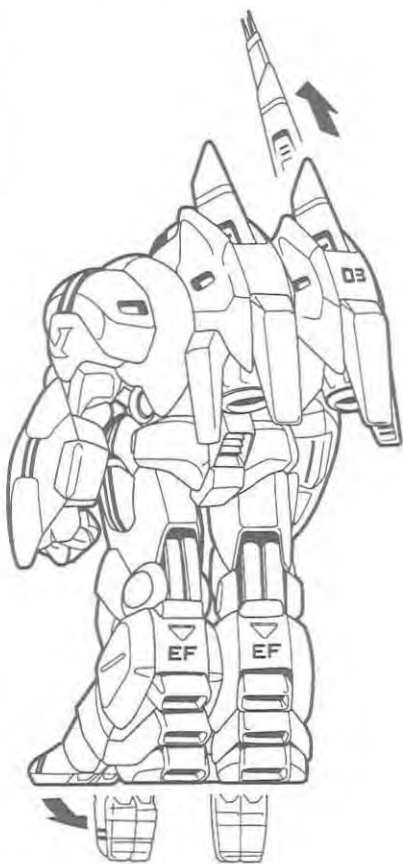
adapted to the Interceptor to alleviate the training time usually needed to acclimate pilots to new mecha designs. In the hands of a skilled Zentraedi or Bioroid pilot, the Interceptor is a deadly and versatile war machine that has proven its value in hundreds of skirmishes against the legions of the Robotech Masters and the deadly Invid.

**Model Type:** ZBR-10 Mk.I Bioroid Interceptor.

**Class:** Non-Variable Heavy Assault Battloid.

**Crew:** One; typically a Zentraedi or Tirolian.

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

* Head – 85

    Retractable Laser Cannons (2; shoulder mounted) – 100 each

** Engine/Weapon Housings (2) – 100 each

    Main Rear Thrusters (2; back) – 80 each

    Chest Mounted Spotlights (2) – 5 each

    Upper Arms (2) – 100 each

    Forearms (2) – 125 each

    Hands (2) – 55 each

    Particle Cannon (1, handheld) – 75

    Upper Legs (2) – 120 each

    Lower Legs/Feet (2) – 150 each

    Secondary Rear Thrusters (6) – 15 each

    Reinforced Pilot's Compartment – 120

*** Main Body – 350

* Destroying the head knocks out most of the Bioroid Interceptor's sensors, radar, long-range radio and laser communications. All of this leaves the mecha at -1 to strike, parry and dodge.

** Destroying one of the main rear thrusters makes the Interceptor hobbled. It is still flyable, but reduce speed by half and there is a -15% on all skill rolls

involving stunts and evasive maneuvers. Destroying both thrusters makes atmospheric flight impossible and thruster assisted leaps are half the height and distance. However, in space the mecha can limp along using secondary thrusters at a painfully slow speed of 30 mph (48 km). **Note:** The thrusters are protected by fin-like plating and require an attacker to make a successful "Called Shot" with the following penalties: Shooting at a stationary target -4, moving target -6, and fast moving target -11 to strike.

*** Depleting the M.D.C. of the main body destroys the mecha, rendering it totally useless. However, the reinforced pilot's compartment should protect the pilot and enable him to evacuate the downed Bioroid Interceptor.

**Speed:**

Flying: 312.5 mph (500 km) maximum in an atmosphere, double in space. Can also hover stationary and perform Vertical Take-Offs and Landings (VTOL).

Running: 59.4 mph (95 km).

Leaping: 20 feet (6.1 m) high or across unassisted by jet thrusters. With thruster assistance, the Bioroid Interceptor can leap 120 feet (36.6 m) up or across.

Underwater: 20 mph (32 km) walking on sea floor or swimming; 80 mph (128 km or 69 knots) propelled by thrusters. Maximum Depth: 2 miles (3.2 km).

**Statistical Data:**

Height: 23 feet (7 m).

Length: 8.8 feet (2.7 m)

Width: 9.1 feet (2.8 m).

Weight: 14 tons (dry).

Physical Strength: Robotic Strength of 40.

Cargo: Enough cargo for a survival kit and a side arm behind the pilot's seat.

Power System: Protoculture Reactor.

# Weapon Systems:

1. **HLC-90 Retractable Laser Cannons (2):** Mounted in armored housings on the Interceptor's back, these retractable laser cannons extend and swing down over the shoulders to fire. While very effective against large or slow moving targets, anything smaller or faster than an Invid Scout gives them trouble (no strike bonus). They can be fired one at a time or both laser cannons can fire together, simultaneously at the same target.

Primary Purpose: Anti-Starship and Anti-Armor

Secondary Purpose: Anti-Invid and Defense.

Weight: Not applicable. Part of the battloid.

Range: 6,000 feet (1,829 m) in an atmosphere; double in space.

Mega-Damage: 1D6x10 M.D. for a single blast, 2D6x10 M.D. for a dual blast from both cannons.

Rate of Fire: Each single or dual blast counts as one of the pilot's melee attacks.

Bonus: +2 to strike against large targets (Invid Scout size or larger), +4 to strike large targets such as Invid Clam Ships or bigger.

Penalty: No bonuses to strike against targets smaller than an Invid Scout.

Payload: Effectively unlimited.

2. **HPC-40 Particle Cannon:** The HPC-40 is a drum-style, handheld particle cannon specifically designed for use with the interceptor. It has its own laser targeting system that grants the pilot a bonus to strike.

Primary Purpose: Anti-Mecha.

Secondary Purpose: Anti-Armor.

Weight: 250 pounds (113.3 kg).

Range: 3,000 feet (914 m).

Mega-Damage: 1D6x10+8 M.D. per blast; can only fire single blasts.

Rate of Fire: Each blast counts as one of the pilot's melee attacks.

Payload: 10 blasts per Protoculture magazine.

Bonus: +2 to strike.

3. **LMMDS-16 Missile Delivery System (2):** On the outside of each lower leg there is a missile launcher that holds 16 short-range missiles in single shot surface tubes. This is essentially the same system used by the Alphas.

Primary Purpose: Anti-Mecha/Anti-Armor.

Secondary Purpose: Anti-Missiles and Anti-Personnel.

Weight: Each missile weighs about 33 pounds (15 kg).

Range: Usually around five miles (8 km).

Mega-Damage: Varies by short-range missile. Usually loaded with HEAP (High Explosive Armor Piercing) missiles which inflict 2D6x10 M.D. per missile.

Rate of Fire: Singly or in volleys of 2, 4, 8 or all. One volley, no matter how many missiles are in it, takes one attack.

Payload: 32 short-range missiles total. 16 in each leg. Mini-missiles can be substituted.

4. **Hand to Hand Combat:** The Bioroid Interceptor can engage in hand to hand combat with brutal efficiency.

Attacks per Melee: See bonuses, below.

Hand to Hand Damage: *Punch/Forearm Strike:* 1D4 M.D. on a restrained punch,

2D6 M.D. on a full strength punch, 4D6 M.D. on a power punch (counts as two attacks).

*Kick:* 3D8 M.D.

*Stomp Attack:* 2D8 M.D., but the target must be 12 feet (3.6 m) tall or smaller.

*Power Kick, Jump Kick and Leap Kick:* 5D8 M.D., but each of these attacks counts as two melee attacks.

*Flying Leap Kick:* 1D6x10 M.D., but counts as three melee attacks and has a 01-66% chance of knocking an opponent of roughly equal size or smaller off its feet or back 1D6x100 yards/meters, plus the victim loses initiative and one melee attack.

*Flying Body Block/Ram:* 3D6+6 M.D. on a body block/ram up to maximum speed (must be at least 150 mph/240 km). There is a 60% chance of knocking an opponent of equal size, up to 50% larger, as well as smaller opponents off their feet or an airborne enemy 1D6x100 yards/meters backwards or off course. In any case, the victim also loses initiative and two melee attacks. This attack counts as two of the Alpha's melee attacks.

Bonuses with Mecha Elite Combat Training Only: +1 attack per melee round at levels 1, 3, 5, 7, 10, 12 and 15. +2 on initiative, +3 to strike (applies to punches, stomps and kicks), +3 to parry, +2 to disarm, +4 to pull punch, +2 to dodge on the ground, +3 to dodge in flight, and +2 to roll with impact. **Note:** These bonuses ONLY apply when the pilot has the *Elite Combat Training skill* in *Bioroid Interceptor.* The pilot's own number of hand to hand attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is *outside* the mecha. *Outside of his mecha,* the pilot possesses only human fighting abilities.

**5.Sensor Suite and Other Equipment:**
Same as the standard Alpha Fighter.

# MBR-12 Mk.II Condor
## Heavy Infantry Battloid

The Condor Infantry Battloid started out life as the VF/X-5 Experimental Heavy Aerospace Veritech Attack Bomber. Initially designed in 2022 as a competitor to the VF/X-7 project, the Condor was meant to be a Veritech heavy strike fighter with the usual three modes of transformation. It was to replace the aging fleet of non-transformable SF/A-5 Conbat strike fighters. While the Condor showed promise, it was plagued with many design problems, including severe cost overruns and inability to deliver what the Expeditionary Force needed from it.

While it failed as a Veritech attack bomber with three modes of operation, the Robotech engineers found that the Condor's battloid mode was extremely robust and made a good mobile platform for infantry support weapons. The X-5 project was shelved shortly after the X-7, and was re-designated the *XR-10A Assault Battloid.* It was around this time that the Conbat Strike Fighter was showing its inadequacies against the swarms of Invid and the XR-10A project was put on the fast track for testing. In 2025, the first batch of new Assault Battloids, now designated as *MBR-10 Condors,* were assigned to the 10th Air Combat Wing, which would later become the *10th Mars Division.*
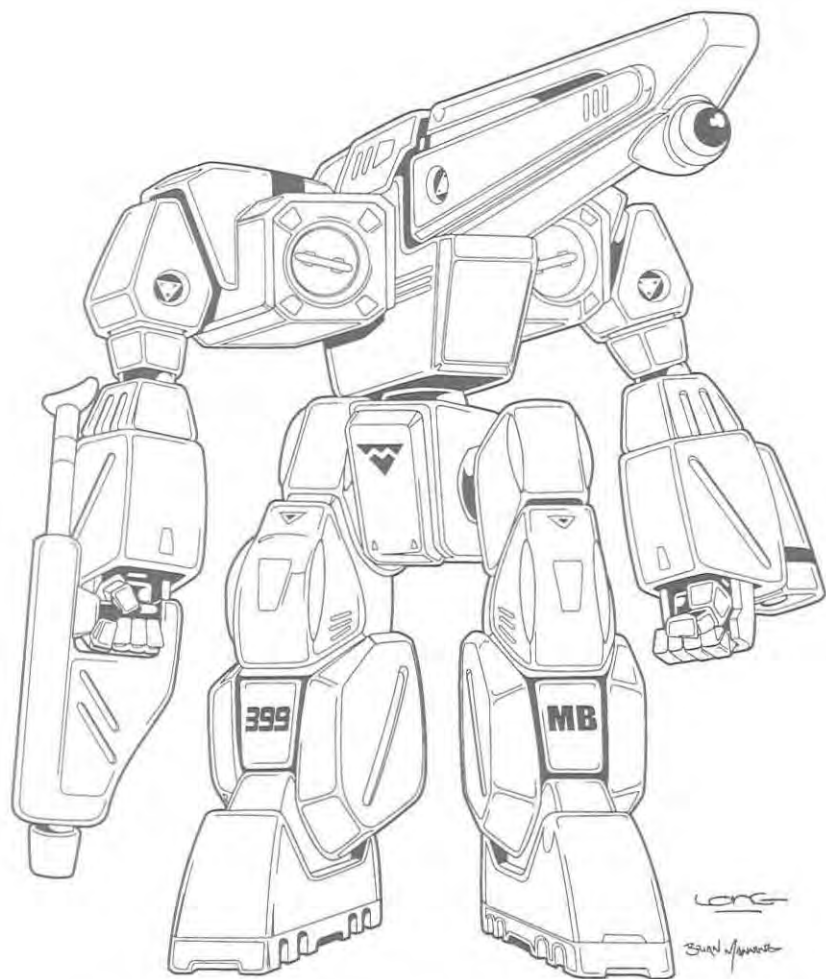
The new Condor battloids were deployed as heavy assault and support units – in effect, walking tanks that fought alongside Cyclones and infantry troops. Inserted by air drop or landing craft, the Condor would support ground troops, charge enemy positions, and engage the Invid using their massive strength, thick armor and heavy weapons. As heavy infantry mecha, the Con-dor supported the smaller, faster Cyclones and ground troops, while dealing out immense damage against the enemy. Meanwhile, the Conbats and first generation Alpha fighters provided air support. In space, the Condor was launched with Conbat squadrons to aid the fighters against the swarming tactics used by the Invid, as well as spaceship defense on the outer hull, tackling Invid

one on one. This usage of the Condor served the UEEF well for nearly a decade. However, the heavy non-transformable battloid lacked the speed and mobility that is so advantageous of a Veritech.

By 2035, the writing was on the wall, and the advent of the Beta Fighter would spell the end of mass production for the Condor and the Conbat. New production suspended, only small numbers are manufactured on an as needed basis as the Condor and Conbat are both being phased out of active duty combat roles. Still, both are currently used in defense and support roles, as well as special operations and heavy assaults, especially on enemy soil. Condors are often deployed with Bioroid Interceptors and serve the roles of defense, boarding enemy spacecraft and laying siege to enemy strongholds (punching a hole in spaceships and the enemy line for the rest of the troops to follow).

Model Type: MBR-12 Mk.II
Class: Heavy Infantry Assault Battloid.
Crew: One.
M.D.C. by Location:
* Head – 200
Hands (2) – 75 each
EU-12 Particle Cannon– 100 each
Forearms (2) – 150 each
Upper Arms (2) – 120 each
Upper Legs (2) – 180 each
Lower Legs & Feet (2) – 225 each
Rear Thrusters (2) – 60 each
Small Vectoring Thrusters (8) – 10 each
** Main Body – 448
Reinforced Pilot's Compartment – 200

* Destroying the head knocks out primary radar and sensors. A backup radar system will kick in with severely re-duced capabilities (-75% to all ranges and targets tracked).

** Depleting the M.D.C. of the main body destroys the mecha, rendering it useless.

Speed:
Running: 80 mph (128 km).

Leaping: 80 feet (24.4 m) up or across unassisted by thrusters. Can use its thrusters to jump 200 feet (61 m) up or across.

Flying: Can hover stationary or rise to about 130 feet (39.6 m) above the ground and fly for short periods (1D6+5 minutes) above open ground, down streets, above rooftops, down corridors of spaceships, etc. Maximum speed of these short bursts is 70 mph (112 km); double in space. Likewise, the Condor can jump from rooftops, drop ships, and great heights, and slow its descent to land on its feet without injury or incident.

Statistical Data:
Height: 42 feet (12.8 m).
Length/Depth: 20 feet, 8 inches (6.3 m).
Width/Breadth: 20 feet, 8 inches (6.3 m).
Weight: 15.7 tons (dry).
Physical Strength: Robotic Strength of 55.
Cargo: Only enough space for survival kit, emergency VR-052T Cyclone, two canteens, a handgun and rifle of choice; typically the Gallant.
Power System: One miniaturized, high-output Protoculture reactor.

# Weapon Systems:

1. EU-12 Heavy Particle Cannon: This massive particle cannon is the main weapon of the Condor. It fires high-energy charged particle beams and

dishes out plenty of damage. This weapon uses a Protoculture energy cell and is not linked to the Condor itself.

Primary Purpose: Anti-Mecha, Anti-Armor and Anti-Invid.

Secondary Purpose: Assault.

Weight: 120 pounds (54 kg).

Range: 2,000 feet (610 m).

Mega-Damage: 2D4x10+8 M.D. per blast.

Rate of Fire: Each blast uses one of the pilot's melee attacks; cannot fire bursts, single shot only.

Payload: 42 blasts per Protoculture E-Clip. Note: This weapon runs on Protoculture Energy Clips and can be sensed, seen and tracked by the Invid the second it is turned "on."

Bonus: +2 to strike with this energy weapon, but half that when using other mecha-sized handheld weapons.

2. **MM-42 Missile Delivery System:** There are five missile launch systems built into the body of the Condor: One in each shoulder that fires 8 missiles each, one in each leg with 8 missiles each, and one 10 missile launcher in the left arm (the right arm has no missiles). The modular system can fire short-range missiles or mini-missiles. The large number of short-range missiles gives the battloid excellent artillery, anti-mecha and anti-aircraft capabilities.

Primary Purpose: Anti-Mecha/Anti-Invid.

Secondary Purpose: Anti-Aircraft and Missile Defense.

Weight: Each missile weighs about 33 pounds (15 kg).

Range: Typically five miles (8 km) for short-range missiles.

Mega-Damage: Varies by short-range missile. Usually loaded with HEAP (High Explosive Armor Piercing) missiles which do 2D6x10 M.D. per missile.

Rate of Fire: One or in volleys of 2, 4, 6, 8, 16 or all 42. One volley, no matter how many missiles are in it, counts as one melee attack.

Payload: 42 short-range missiles. May be substituted with 64 mini-missiles instead. It takes trained personnel about 30 seconds (two melee rounds) to reload each launcher. In the field of combat, once missiles are gone, the Condor wades into the enemy with particle beam cannon and pounding fists.

3. **Hand to Hand Combat:** The Condor has high M.D.C. and superior Robot P.S., enabling the powerful mecha to inflict grievous damage with its devastating punches and kicks. The Condor can literally tear through the hulls of spacecraft, hammer or blast through walls and charge in to engage the enemy with beam attacks, missiles and fists flying. Its size and strength make it a deadly combatant, but its lack of speed and versatility (e.g. cannot transform to other modes) limits its overall capabilities and leaves the mecha vulnerable to smaller, faster opponents.

Attacks per Melee: See bonuses, below.

Hand to Hand Damage: *Punch/Forearm Strike:* 2D6 M.D. on a restrained punch and 6D6 M.D. on a full strength punch!

*Power Punch:* 2D6x10 M.D., counts as two melee attacks.

*Tear/Rip Attack:* 4D6 M.D.; double damage to hatches and doors.

*Kick:* 6D8 M.D.

*Stomp Attack:* 4D8 M.D., but the target cannot be more than 15 feet (4.6 m) tall.

*Power Kick, Jump Kick and Leap Kick:* 2D6x10 M.D., but each of these

attacks counts as two melee attacks. A flying Leap Kick is not possible.

Special Combat Move: Block missile strikes and weapon blasts with the heavily armored forearms. To block, roll 1D20 to parry (plus bonuses). A successful parry means the forearms take *ALL the damage* from any missiles or weapon blasts that strike. Note that this tactic may result in the arms being blown off.

Bonuses with Elite Combat Training Only: +1 attack per melee round at levels 1, 3, 6, 10 and 15. +2 to strike (applies to punches, stomps and kicks only), +3 to parry (including blocking missiles and energy blasts with its shielded forearms), +3 to pull punch, +1 to dodge on the ground, +2 to dodge in flight or using thrusters to leap out of the way, and +2 to roll with impact.

**Note:** These bonuses ONLY apply when the pilot has the *Elite Combat Training skill* in the Condor. The pilot's own number of attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is *outside* the mecha. *Outside of his or her mecha*, the pilot possesses only human fighting abilities.

4. **Sensors and Features of Note:** The Condor has the same avionics and equipment package as the *Beta Fighter*.

# SF/A-5 Conbat

## Heavy Ordnance
## Aerospace Strike Fighter

First flown in 2013, the Conbat, or 'Bat as she was known to her pilots and crews, was a non-variable strike fighter that operated mainly as a heavy ord-nance delivery platform. Fully space capable, the 'Bat flew alongside its cousin the Alpha in support roles carrying heavy missiles to knock out large targets. Designed initially as a fighter/interceptor, the Conbat showed promise in this role at first, but numerous encounters with the Invid during the Expeditionary Mission brought to light many glaring flaws. The largest problem with the Conbat was the fact that it was non-variable and had no battloid mode. While good against traditional fighter craft and larger starships, Conbat pilots were unable to cope with the Invid's in-close swarming style of combat. This deficiency was patched by teaming Conbat squadrons with support from Condor battloids, but fielding two ships in the role one could fill proved to be a strain on the resources of the UEEF, and other solutions were sought.

As the VF/A-6 Alphas proved themselves more and more capable against the Invid, the Conbat was reclassified as a Heavy Ordnance Strike Fighter and relegated to flying support roles. It proved very effective at delivering heavy missiles and precision-guided ordnance against both ground targets and large starships. It flew in this role well into the 2030s, when changing technology and tactical considerations brought about the introduction of the VF/B-9 Beta, a ship that had been initially designed to replace the Conbat in the early 2020s, but was never built. The Conbat was officially retired from active service in 2037, and the last major combat operations undertaken by Conbat squadrons were with the ill-fated 10th Mars Division and their failed attempt to liberate Earth from the Invid. After their retirement, the Conbats were pulled from the carriers of the UEEF fleet and most were
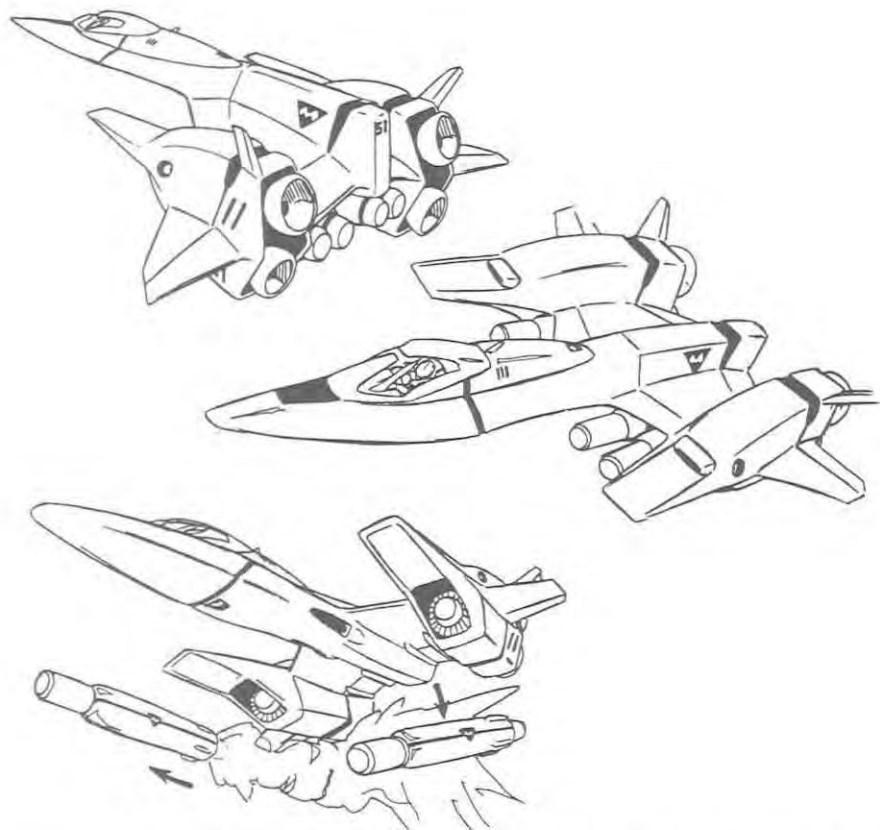
scrapped and recycled for parts. A handful were kept as flight training ships and technology testbeds, as well as reserve fighters for the defense of UEEF installations.

**Model Type:** SF/A-5

**Class:** Single Seat, All Weather, Heavy Ordnance Aerospace Attack Fighter.

**Crew:** One.

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

* Engine Nacelles (2) – 125 each
** Engine Nozzles (4) – 50 each
*** Wings (2) – 75 each
Vertical Stabilizers (2) – 35 each

Forward Particle Cannons (2) – 20 each
Canopy – 55
Reinforced Pilot's Compartment – 100
**** Main Body – 250

* Destroying an Engine Nacelle effectively destroys a wing and sends the Conbat out of control, causing the aircraft to crash.

** Engine Nozzles are small and hard to hit. Attackers are –4 to hit engine nozzles. Losing more than one nozzle will reduce the Conbat's speed by 50%. Losing all nozzles will cause the Conbat to crash.

\*\*\* Destroying a wing will send the Conbat out of control and cause it to crash.

\*\*\*\* Destroying the main body will destroy the entire aircraft.

**Speed:** Sea Level: 687.5 mph (1,100 km).

33,000 feet (10,000 m): 1,187.5 mph (1,900 km) or Mach 1.55.

98,425 feet (30,000 m): 1,875 mph (3,000 km) or Mach 2.4.

**Statistical Data:**

Height: 13 feet, 5 inches (4.10 m).

Length: 31 feet, 10 inches (9.7 m).

Wingspan: 31 feet, 2 inches (9.5 m).

Weight: 12.9 tons (Dry).

Cargo: Just enough for a survival kit and a side arm behind the ejection seat. The last version of the 'Bat had a compartment for a Cyclone rescue vehicle.

Power System: One Micro Protoculture Reactor.

# Weapon Systems:

1. **LPC-45 Particle Cannons (2):** These are the Conbat's primary attack and dogfighting weapons. They are mounted under the wing roots close to the fuselage and are forward fire only.

Primary Purpose: Air-to-Air Combat.

Secondary Purpose: Anti-Missile.

Weight: Not applicable, part of the airframe.

Mega Damage: 2D8 for a single blast, 4D8 M.D. when fired as a pair.

Rate of Fire: Each blast uses one of the pilot's melee attacks.

Maximum Effective Range: 2,000 feet (609.6 m).

Payload: Effectively unlimited.

2. **External Ordnance Hardpoints (4):** Under each wing, inboard from the engine nacelles, are two weapon hardpoints. These can be configured to carry short- and medium-range missiles or light and medium bombs. The hardpoints can also mount multiple launch pods loaded with rockets or mini-missiles. Each hardpoint can mount 2,000 pounds (450 kg) of ordnance.

Primary Purpose: Ground Attack and Assault.

Secondary Purpose: Anti-Installation/Anti-Mecha.

Weight: Not applicable.

Range: By missile or bomb.

Mega-Damage: By missile or bomb.

Rate of Fire: In volleys by loadout, or bombing run.

Payload: Each hardpoint can carry 1,000 pounds (450 kg) of ordnance.

**Note:** *Unguided "gravity" bombs* are not precision weapons and have a tendency to fall wherever they are dropped. At an altitude of 15,000 feet (4572 m) and higher, pilots are -4 to strike stationary targets, -6 to strike moving targets, and -10 to strike small moving targets like enemy mecha, cars and trucks.

*Precision-Guided Munitions* or "Smart Bombs" have a short-range guidance/ tracking system and are +2 to strike large, stationary targets, +1 to strike large, moving targets, and have no bonus (straight die roll) to strike small, moving targets like a Cyclone, truck or car.

3. **Sensors of Note:** Conbats have the same avionics and equipment package as the *Beta Fighter*.
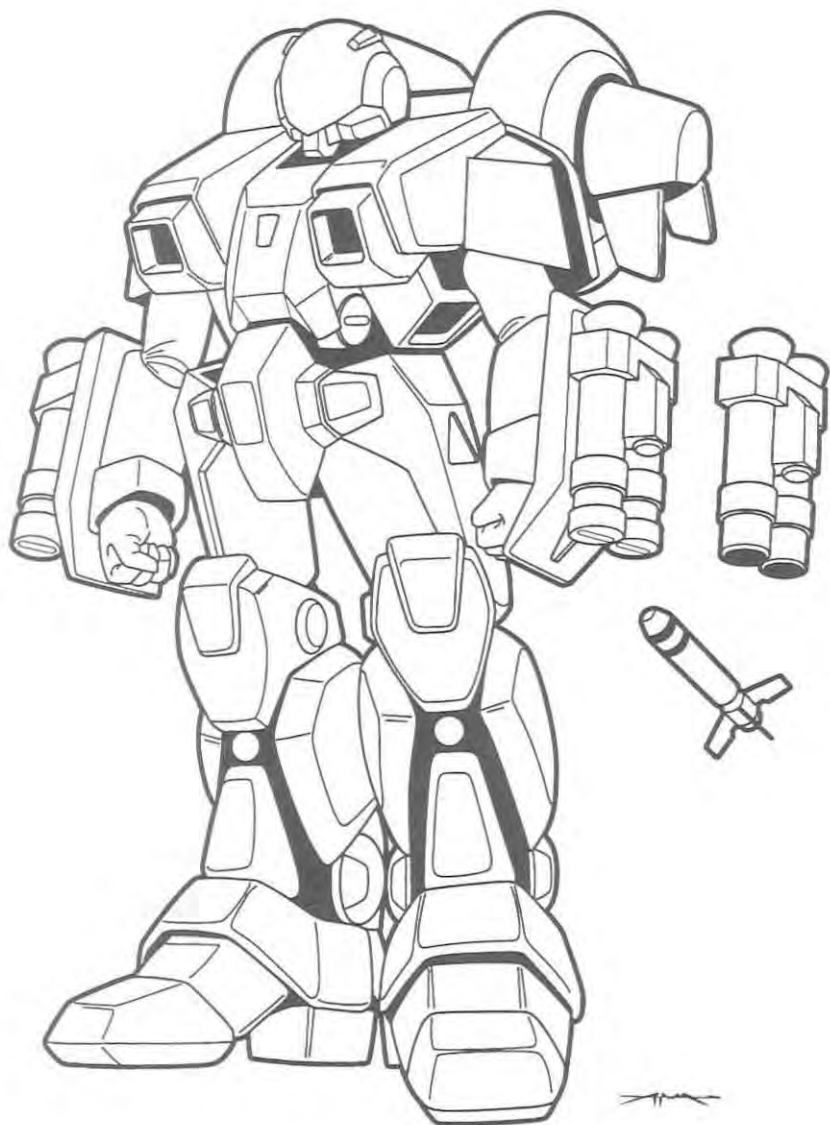
# The Cyclone

**Veritech Riding Armor**

The Cyclone is a small, formidable infantry, ground mecha designed with the capability to transform from vehicle mode, in this case a motorcycle, to battloid for versatility.

**The CVR Series Veritech Infantry Ride Armor** grew out of two needs: 1) The need for fast attack and insertion methods for the Expeditionary Force's ground troops. 2) To increase survivability of infantry troop in hostile conditions. As battlefield technology advanced, especially the proliferation of large mecha and high intensity energy weapons, the survivability of the average infantryman was drastically reduced. While large mecha like the Veritech Fighters, Condor and Bioroid Interceptors are good at taking space and territory, they are not well suited to holding it. Furthermore, not every soldier could be a Veritech or Battloid pilot. Armies need feet on the ground to hold territory, and the UEEF needed to find a way to do so if their mission to Tirol was to be successful.

With the development of personal combat armor, culminating in the current **CVR-3 armor**, the issue of survivability in a hostile environment was finally addressed. Infantry platoons equipped with CVR series armor, and armed with anti-mecha weapons, performed well in tests and at the beginning of the Pioneer Mission. As the Expeditionary Force got closer to Tirol, and tactical considerations changed, it became clear that infantrymen needed more and better protection and mobility. Mecha engineers began studying different ways to improve both, which gave birth to the *Cyclone Project*.

The *motorcycle* was chosen for a number of reasons: The motorcycle is a fast and agile ground vehicle, the small size means it takes up minimal storage space, the vehicle can maneuver through small spaces and it can ride along narrow cliff ledges or through the halls of buildings and spaceships, its low profile makes the vehicle a difficult target to hit, bikes are easy to operate, easy to maintain, and they are inexpensive to mass produce.

The first Cyclones, the YVR-010 and YVR-020 series, were prototypes and test beds. These early attempts showed great promise and paved the way for the first production models, the *VR-030 series*. The new Cyclones were quickly distributed among the UEEF ground forces and an intense training regimen was started.

Cyclones proved to be a very effective infantry combat system, and special units of Cyclone infantry were organized as a cavalry force to augment and support regular ground forces. These units,
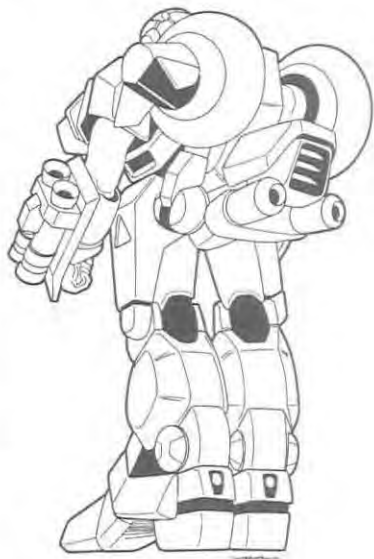
as well as newly developed infantry fighting vehicles, succeeded in what the UEEF wanted all along, to make a lean, flexible and hard-hitting fighting force that could stand up to just about anything.

The Cyclone is currently the **smallest Veritech** – transformable mecha – in the UEEF, and is one of the great achievements in Robotechnology. The mecha unit combines the CVR-3 body armor of the pilot with a small, light, but heavy-

duty. M.D.C. *motorcycle* that transforms from bike to *battloid mecha* in a matter of three seconds! Despite its small size for a mecha, it provides considerable armor protection to the pilot as well as excellent firepower by way of built-in and handheld weaponry. Furthermore, the Cyclone is relatively lightweight (237-356 lbs/106.7-160.2 kg) and compact, and is able to fold down into a comparatively small package that can be placed inside a storage unit in the Alpha and Beta Fighter, making it the emergency backup mecha for pilots in all UEEF Veritech Fighters.
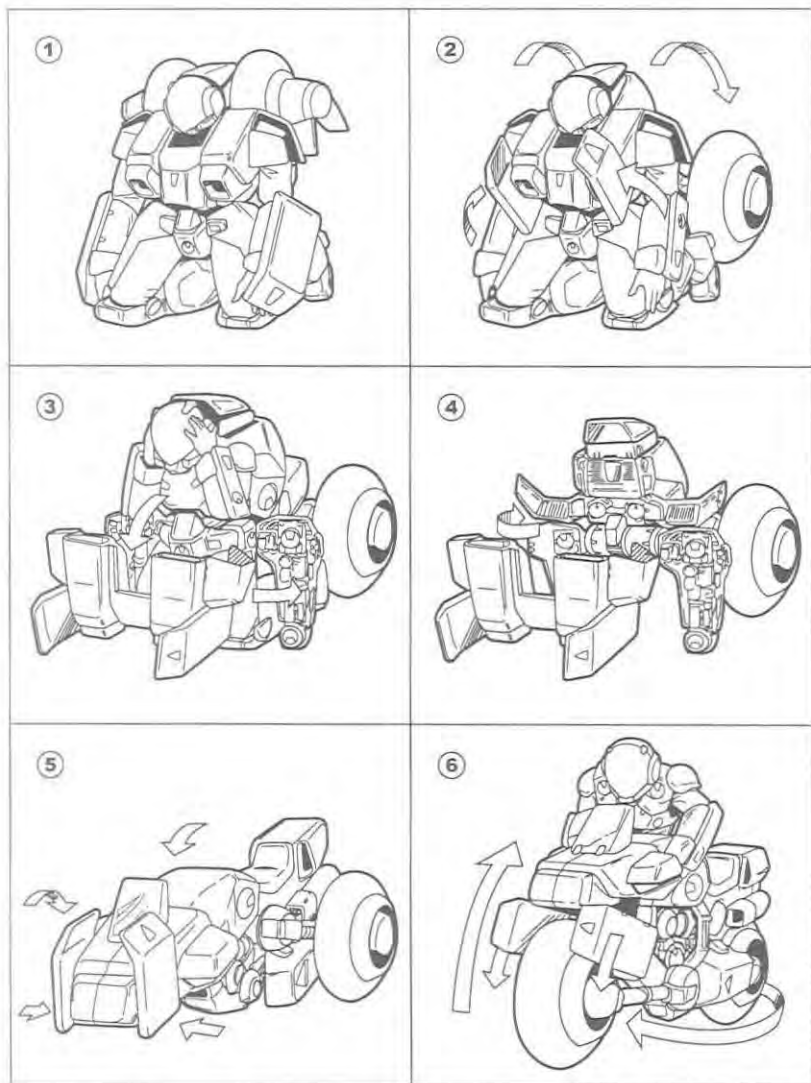
Fast and mobile in *motorcycle mode* and a suit of protective powered armor in *battloid mode*, the Cyclone is one heck of a ride. The *battloid* configuration feels like a second skin to the pilot, and responds to the wearer's slightest movement. A Cyclone can leap, roll, dodge, parry, and attack with weapons or engage in hand to hand combat with amazing speed and agility. It augments the pilot's own physical strength and combat capabilities.

To maximize the versatility of the Cyclone Veritech, the mecha can operate on both Protoculture and an internal battery. However, the limitations of battery power prevent flight and inhibit its maximum speed and mobility. The battery is included as a backup system to be used when the Protoculture energy cells are running low or are not available.

Currently, there are three series of Cyclones in use by the UEEF. The 030 and 040 series are both older models whose use has been reduced to training and special operations, serving mainly in the roles of support and special forces. The 050 series is the current infantry standard, with two mecha types in active

service: the *VR-052* and the *VR-057 Super Cyclone*. The VR-052 and VR-057 Super are most often used for combat. The *VR-052* is also used in rescue operations as well as being the standard mecha included in Alphas and Betas as an emergency vehicle for downed pilots.

## Standard Sensors & Equipment for All Cyclones

**1. Radar:** Cyclones utilize a miniaturized X-band, Phased Array, three dimensional battlefield radar. This radar system tracks airborne targets to a range of 40 miles (64 km) and land targets up to 10 miles (16 km) depending on terrain. The radar allows the pilot to track up to 25 targets, and has limited IFF capabilities with a database of up to 25 known UEEF enemies.

**2. Passive Nightvision:** Cyclones have passive amplification nightvision that uses ambient light to form a visible image. The amplified image is shown on the pilot's HUD inside his helmet visor. Range is 500 feet (152.4 m).

**3. Infrared Sensor:** The Cyclone has an infrared sensor that allows it to see in the IR spectrum. The IR image is shown on the pilot's HUD inside his helmet visor. Range is 500 feet (152.4 m).

**4. Combat Computer:** The combat computer utilizes the IFF data from the radar as well as a laser targeting system to improve the combat performance of the mecha. The computer grants +2 to strike with all integral weapon systems, and +1 to any handheld weapons.

**5. Communications Suite:** The Cyclone has a comm suite consisting of a powerful, military band radio. This radio is encrypted and broadcasts both wide-

band and directional. Range is 200 miles (320 m).

**6. Motion/Collision Sensor:** Detects objects within 150 feet (45.7) and alerts the pilot with an alarm and flashing red light.

**7. Headlights:** Cyclones are equipped with either one or two high intensity headlights. Each light has a standard bulb, as well as an infrared emitter.

**8. Instrumentation:** The Cyclone has the following readouts in the instrument panel: Speedometer, Tachometer, Protoculture Level, Battery Charge, Engine Temperature, Thruster Temperature and Altitude.

**9. Distress Beacon:** Broadcasts a distress beacon on an encrypted UEEF frequency. Range is 250 miles (400 km).

**10. Vectored Thrust Nozzles:** The Cyclone is equipped with a vectored thrust system that allows for spectacular jumps in both cycle and battloid mode, and for hovering and limited flight in battloid mode. The main thruster is located in the tail of the cycle and the lower back in battloid mode. There are two secondary thrusters located in the wheel hubs that deploy when the Cyclone is in battloid mode.

**11. Power System:** The Cyclone uses a Protoculture fired, three-rotor engine displacing 1,190 cubic centimeters. This engine uses the principles of the old-fashioned hydrogen fuel cells to convert the energy in Protoculture cells into motive power. This engine is mated to a heavy-duty, six-speed transmission lubricated by low-grit graphite suspended in silicone oil for heat control and long life.

**12. Protoculture Fuel Capacity:** All Cyclones use small Protoculture fuel cells about the size of a can of motor oil.

One fully charged Protoculture cell gives the mecha a reasonably active combat life of about one month. Frequent heavy activity and combat reduces the cell's fuel life by *half*. **Note:** Invid Protoculture cells are the same as those used by the UEEF and are interchangeable. Replacing spent cells and recharging empty Protoculture energy cells requires somebody with the Biomechanical Maintenance or Robotechnology Engineering skill.

**13. Hand to Hand Combat: Cyclones.** All Cyclones are fast, agile Ground Veritechs suitable for all manner of infantry combat and ground operations. They are even able to dodge and engage Invid and other large mecha, though at considerable risk.

Attacks per Melee: See bonuses, below.

Augmented P.S. of 22-32 is the most common range.

Hand to Hand Damage: *Punch/Forearm Strike:* 1D6 S.D.C. +P.S. damage bonus.

*Power Punch:* 1D4 M.D., but counts as two melee attacks.

*Kick or Stomp Attack:* 2D6 S.D.C. – *Power Kick:* 1D6 M.D., but counts as two melee attacks.

*Jump Kick or Leap Kick:* 3D6 S.D.C. +P.S. damage bonus. A power leap is not possible. Counts as two melee attacks.

*Flying Leap Kick:* 5D6 S.D.C. +P.S. damage bonus, but counts as three melee attacks.

*Body Block/Ram:* 2D6 S.D.C. (P.S. damage bonus does NOT apply) on a body block/ram per 20 mph (32 km) up to 140 mph (224 km). There is a 01-65% chance of knocking down an opponent of equal size or up to 30% larger, or smaller, off their feet. In any case, the victim of knockdown loses initiative and

two melee attacks. This attack counts as two of the Cyclone's melee attacks.

Bonuses with Mecha Elite Combat Training Only: +1 attack per melee round at levels 1, 4, 8, and 12. +1 on initiative, +1 to strike, +2 to parry, +2 to disarm, +1 to pull punch, +2 to roll with impact, +2 to *automatic dodge* (**Special:** The act of dodging, even leaping out of the way, does not use up a melee attack. In fact, the Cyclone is so fast and nimble, that the pilot can leap, hop and skip out of the way without penalty. No other dodge bonuses apply). **Note:** These bonuses ONLY apply when the pilot has the *Mecha Elite Combat Training skill* in Cyclones. The pilot's own number of attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is outside the mecha. *Outside of his mecha*, the pilot possesses only human fighting abilities.

**14. CVR-3 Body Armor:** This standard UEEF pilot and infantry armor is a necessary component of the Cyclone. Without the armor, the mecha can *not* turn into a battloid. The pilots of Cyclones *must* wear a suit of CVR-3 – usually specially fitted to his or her exact physical specifications for a "perfect fit" and maximum comfort – because the Cyclone mecha actually connects to mountings on the armor to become a battloid.
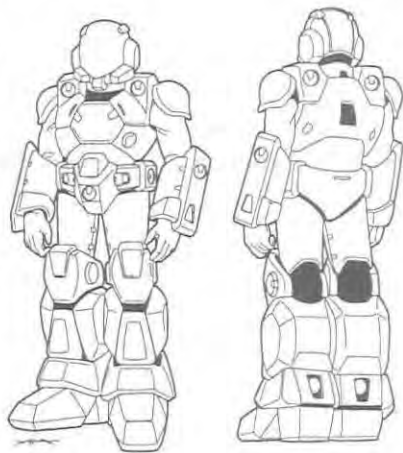


# CVR-3
## Personal Environmental Combat Armor

The CVR-3 is the latest incarnation of the CVR series Environmental Combat Armor. The original CVR design was penned in 2021 and was an update of the old UEDF hard armor suit. The CVR-3 is fully environmental and consists of lightweight plates of steel and ceramic composite over a ballistic nylon unisuit. The unisuit acts as a pressure suit for atmospheric flight, and when sealed to gloves, boots and helmet, is appropriate for exposure to vacuum as well as radiological, biological and chemical agents. The hard plates are easy to get in and out of, and the boots/lower legs have an integrated system of motors and hydraulics that, when linked to the Cyclone, act as a powered exoskeleton. CVR-3 is the standard issue infantry armor for UEEF Marines, as well as being issued as a flight suit for aerospace pilots. There are two models of CVR-3, the standard male model and a lighter model for female troopers.

## Standard CVR-3 features:

**1. Computer controlled life support system:** A small computer is woven into the unisuit that monitors oxygen supply and consumption, internal and external temperature and environmental integrity. This system also re-circulates waste gases and automatically seals the suit in hostile environments. The computer runs on a power cell with a charge good for 48 hours. The power cell can be charged at base as well as by the power systems of Alphas, Betas and Cyclones.

**2. High temperature resistant shielding:** Protects the wearer from heat and flames up to 200 degrees centigrade (360 Fahrenheit). Normal fires deal no damage, but nuclear and plasma fires do full damage.

**3. Shielding:** Resistant to radiological, chemical and biological agents.

**4. Internal oxygen supply:** Good for six hours.

**5. Utility belt and holster:** The standard issued side arm is the Gallant.

**6. Impact resistant helmet,** with removable visor.

**7. H.U.D.:** Polarized visor with Heads-Up Display projector.

**8. Radio.:** Directional, short-range radio with a 10 mile (16 km) range.

**Weight:** Standard male CVR-3M weighs 12 pounds (5.4 kg) and imposes a -10% movement penalty on Physical skills that require freedom of movement such as Acrobatics, Climbing, Gymnastics, Prowl, Swimming, and similar. The lighter CVR-3F female version weighs six pounds (2.7 kg) and imposes a -5% movement penalty.

## M.D.C. by Location:

CVR-3M Male Model:
  Helmet – 50
  Arms (2) – 35 each
  Legs (2) – 50 each
  Main Body – 120



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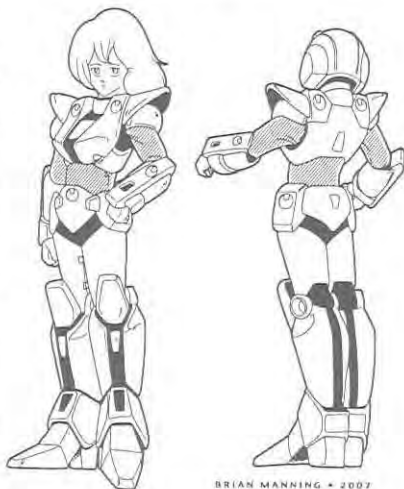
CVR-3F Female Model:
  Helmet – 50
  Arms (2) – 30 each
  Legs (2) – 40 each
  Main Body – 90

# UEEF Military Survival Pack

The survival pack is standard issue with all aerospace fighters, Cyclones and anyone else in danger of getting lost in hostile territory as part of their missions. The pack is about the size of a briefcase, weighs eight pounds (3.6 kg) and includes the following:

**Bivouac Bag:** Weatherproof sleeping bag that doubles as a temporary shelter.

Protects the sleeper to -20 degrees Fahrenheit (-29 Celsius).

**High Intensity Flashlight:** Solar charged power cell is standard; 200 foot (61 m) effective range of the light beam.

**Compass/Inertial Mapper:** Lets you know how far you've traveled and in which direction. +10% on Land Navigation skill rolls. Mirrored finish on one side for signaling.

**Mini-First-Aid Kit:** Gauze roll and pads, 48 adhesive bandages, roll of medical tape, pair of scissors, pocket knife, bottle of painkillers, bottle of vitamins, 2 doses universal anti-venom, 2 doses anti-radiation, protein healing salve, and a pocket mirror.

**Hunting and Fishing Kit:** Fishing line, hooks, wires and small pulleys good for fishing and setting snares.

**Saw Wires:** Serrated, ultra-hard wires with ring handles able to cut through nearly any S.D.C. material. Does all the work of a saw in half the time.

**Fire Starter Kit:** Metal, wind-proof lighter and one cube of compressed accelerant. Good for lighting dozens of fires.

**Blades & Tools:** Survival knife (does 1D6+1 S.D.C. damage), small hatchet (2D4 S.D.C. damage), collapsible maul, collapsible entrenching tool (shovel; does 1D6 S.D.C. damage), 6 ceramic spikes/pitons and climber's hammer.

**Signal Flares:** Four signal flares and two yellow smoke grenades.

**Rope:** 30 feet (9.1 m) of lightweight climbing rope and pair of climbing gloves.

**Concentrated Sanitizer:** 48 disposable, pre-moistened washcloth with sanitizing solution.

**Canteen and food bag.** Half gallon of water (1.89 liters) and 10 day food rations.

**Passenger:** One passenger can ride seated behind the driver, provide the top box has been removed.

**The H-90 Gallant** is the standard issue side arm of the Cyclone pilot (and most Veritech pilots). This versatile weapon is described in the Weapon section of this book following the descriptions of Veritech infantry mecha, the Cyclones and Silverback.



# VR-030 Cyclones

The VR-030 series Cyclones are the oldest Cyclones in active service, but remain a favorite among the soldiers of the Expeditionary Force. Initially designed in the late 2020s as a quick strike mecha,
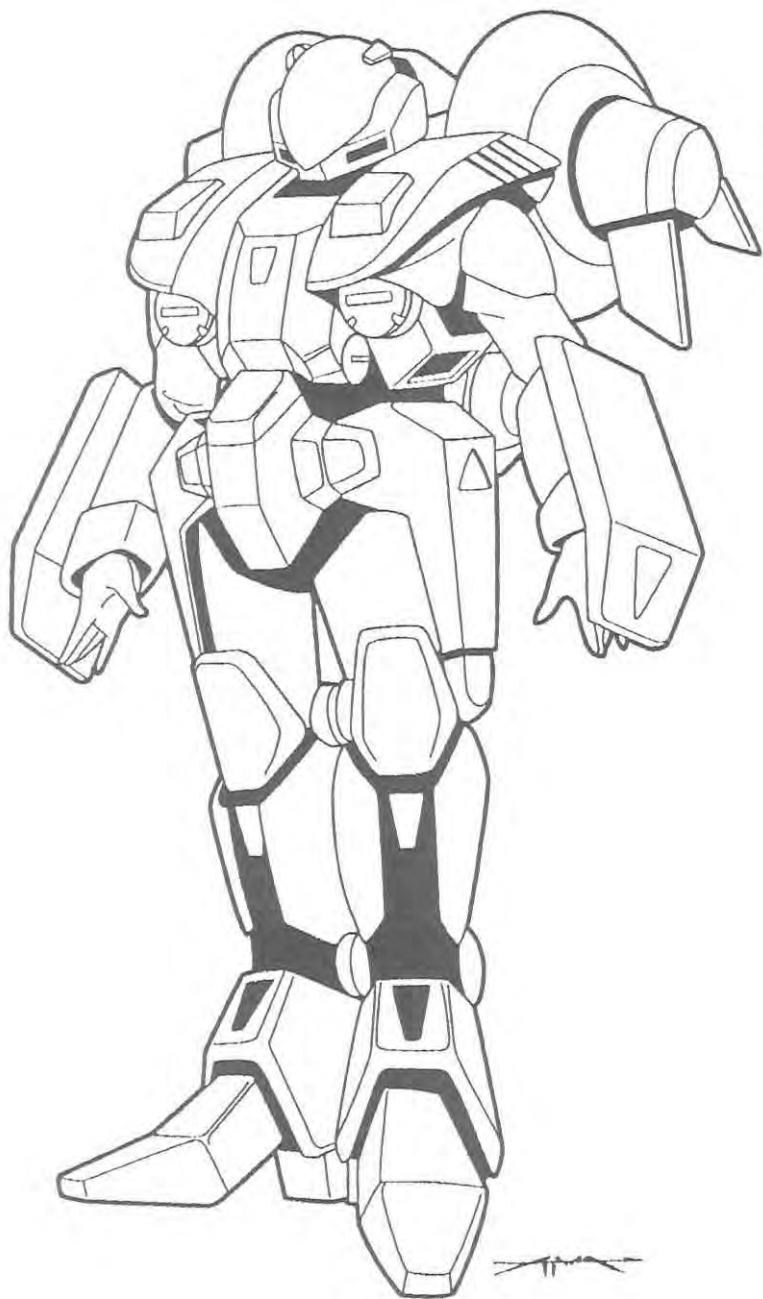
the VR-030 series quickly gained favor with scouts, forward observers and messengers. Due to changing tactical considerations and the development of more powerful Cyclones, the production of the VR-030 series is minimal and slowly being phased out.

The scout Cyclones are used by reconnaissance, support and special forces teams where the mecha's speed and specialized equipment let them shine. The current and final version, the 038, comes in three different variants. The VR-038A is unarmed and tuned for top speed (30% faster than listed speed), making it a favorite of messengers and couriers. The VR-038L is an *anti-armor* variant armed with the *RL-6 Rocket Launcher*, and often deployed with the *VM-9 Silverback* in Combined Anti-Armor Teams. The final variant, the VR-038R, is a reconnaissance version outfitted with a powerful sensor and EWAR suite (described below).

**Model Type:** VR-038

**Also known as:** "Scout Cyclone" or "Light Cyclone."

**Class:** Light Armor Veritech Motorcycle.

**Crew:** One.

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

Cycle Mode:

    Headlights (2) – 1 each

    * Tires (2) – 6 each

    Armored Panniers/Saddlebags (3) – 10 each

    Vectored Thrust Nozzle (rear) – 25

    ** Main Body – 125

Battloid/Armor Mode:

    * Tires (2, back mounted) – 5 each

    Main Vectored Thruster (1, lower back) – 25

    Secondary Vectored Thrusters (2, in wheel hubs) – 10 each

    Forearm Shields/Weapon Hardpoints (2) – 25 each

    Legs (2) – 55 each

    Helmet/Head – 50

    ** Main Body – 125

* Destroying either tire reduces all bonuses and speed by half, and destroying both tires renders the Cyclone unrideable. If the back tire is lost while moving in cycle mode, the pilot needs to make a *Pilot: Veritech/Cyclone* skill roll at -25% or lose control and crash. If the front tire is lost while moving, the pilot needs to make a *Pilot: Veritech/Cyclone* skill roll at -40% or lose control and crash. Losing both tires makes driving impossible. **Note:** The tires are small, low profile and difficult targets to hit, often obscured by dust. To shoot out a tire, the attacker must make a successful "Called Shot" with the following penalties: Shooting at a stationary target -4, moving target -6, and fast moving target -11 to strike. These penalties also apply to targeting the head and other small targets.

** Depleting the M.D.C. of the main body destroys the Cyclone, rendering it useless.

**Speed:**

Cycle Mode: Lighter and faster than its general issue counterpart, maximum speed is 200 mph (320 km). Cruising speed is usually around 80 mph (128 km) and the mecha can also hover stationary. Use of the rear thruster can increase maximum speed by 60 mph (96 km) for short periods of time (1D6 minutes), as well as allowing the Cyclone to jump up to 40 feet (12.2 m) across or 20 feet (6.1 m) high.

Battloid Mode: The Cyclone mecha enhances the pilot's natural speed. The max running speed of the Cyclone is the Pilot's running speed plus 25%. The main (rear) and secondary (wheel hub) vectored thrusters allow the pilot to hover up to 30 feet (9.1 m) or skim along the ground or the surface of water, or up to 100 feet (30.4 m) at 80 mph (128.7 km). The Cyclone in battloid mode can leap up to 20 feet (6.1 m) high or across unassisted by thrusters. Leaps of 100 feet (30.5 m) high or across can be made with thruster assistance.

**Statistical Data:**

Cycle Mode:

Height: 3 feet, 6 inches (1.1 m).

Length: 6 feet, 9 inches (2.1 m).

Width: 1 foot, 6 inches (0.5 m).

Battloid/Armor Mode:

Height: 6 feet, 9 inches (2.1 m).

Length: 5 feet, 2 inches (1.6 m).

Width: 3 feet, 3 inches (1.0 m).

Weight: 237 pounds dry (106.7 kg).

Physical Strength: The 030 series Cyclone grants the wearer an Augmented Strength 6 points higher than his own P.S. attribute. (This bonus only applies in battloid mode.)

Cargo: Two lightly armored, hard-sided saddlebags can be mounted to the Cyclone, as well as a top box mounted behind the rider. Each saddlebag is 18 inches (0.45 m) high, 20 inches (0.53 m) wide and 18 inches (0.45 m) deep and can carry 100 pounds (45 kg). The top box is 14 inches (0.33 m) in all dimensions and can carry 50 pounds (25 kg). These boxes are watertight, lockable and easily detachable from the Cyclone. They automatically drop off when the Cyclone transforms and must be recovered afterward or are lost.

Power System: 1,190cc, High-Output Protoculture Fired Rotary Engine. All Cyclones also have a backup power system comprised of an electric motor that is constantly charged by regenerative braking systems in the wheel hubs. The engine's battery can store enough power for two hours of general riding. Use of the backup power system renders the Cyclone unable to transform, makes the thrusters unavailable, and reduces speed by 25%.

# Weapons and Equipment for VR-030 Series:

## VR-038A Speedster

**1. Built for Speed:** This is an *unarmed* Cyclone souped up for top speed.

Cycle Mode: Maximum speed is 225 mph (360 km). Cruising speed is usually around 80 mph (128 km). Use of the rear thruster can increase maximum speed by 60 mph (96 km) for short periods of time, as well as allowing the Cyclone to jump up to 55 feet (16.7 m) across or 30 feet (9.1 m) high.

Battloid Mode: The Cyclone mecha enhances the pilot's natural speed. The max running speed of the Cyclone is the pilot's running speed plus 25%.

The main (rear) and secondary (wheel hub) vectored thrusters allow the pilot to hover up to 30 feet (9.1 m) or skim along the ground or the surface of water; increase hover height up to 100 feet (30.4 m) at 80 mph (128 km).

The Cyclone in battloid mode can leap up to 25 feet (7.6 m) unassisted by jet thrusters. Leaps of 130 feet (39.6 m) high and across can be made with thruster assistance.

2. **Handheld Weapons:** The VR-038A is usually issued with an H-90 Gallant Modular Side Arm, EP-37 Pulse Beam Rifle or H-260 Valiant. Any weapons usable by humans can be carried in a pinch.

3. **Hand to Hand Combat bonuses:** As standard for Cyclones when the Mecha Elite Combat Training skill in taken (see #13 under *Standard Sensors & Equipment for All Cyclones*), plus the following additional bonuses: +1 to roll with impact and +1 to automatic dodge.

## VR-038L Anti-Armor

1. **RL-6 60mm Light Repeating Rocket Cannon:** The RL-6 is a light anti-armor weapon that fires 60mm mini-missiles, and is used to take out lightly armored mecha and fortifications. It is usually mounted along the side of the Cyclone in a forward firing position, but can also be stowed along the rear of the Cyclone where the saddlebags attach.

In battloid mode, the RL-6 is attached to the (right or left) forearm and fired like a rifle, point and shoot. The rockets are held in a six round magazine and are automatically loaded into the weapon. Magazines are issued full. When emptied, all the shooter has to do is eject the spent magazine and slap in a fresh one. Reloading with a pre-loaded magazine takes one melee action. In a pinch the rocket can be loaded into the weapon one at a time, which takes one action per missile.

Primary Purpose: Anti-Armor/Anti-Mecha.

Secondary Purpose: Anti-Fortification and Ground to Air Assaults.

Weight: The weapon weighs 16 pounds (7.2 kg). A fully loaded magazine weighs around 8 pounds (3.6 kg).

Range: One mile (1.6 km).

Mega-Damage: By mini-missile. Standard load is High Explosive Armor Piercing (HEAP) which deal 1D4x10 M.D. per missile.
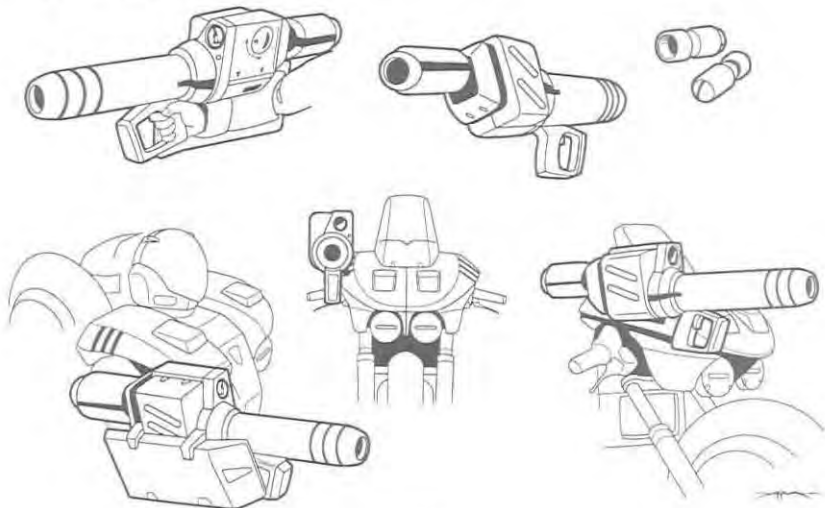
Rate of Fire: Firing a missile takes one attack, and missiles are fired one at a time.

Payload: Six mini-missiles.

M.D.C. of the Weapon System: The RL-6 has 25 M.D.C.

Note: There is also a light infantry rifle version of the launcher that holds two mini-missiles.

2. Hand Held Weapons: The VR-038 is usually issued with a Gallant H-90 Modular Side Arm, EP-37 Pulse Beam Rifle or H-260 Valiant. Any weapons usable by humans can be carried in a pinch.

3. Hand to Hand Combat bonuses: As standard for Cyclones when the Mecha Elite Combat Training skill in taken (see #13 under *Standard Sensors & Equipment for All Cyclones*), plus the following additional bonuses: +1 to pull punch, +1 to roll with impact and +1 to automatic dodge.

Note: Standard coloration is red with grey and/or white highlights and black markings and designation numbers. This is the red Cyclone used by Rook Bartley in the *Robotech® New Generation* TV series.

# VR-038R Scout/ Reconnaissance Cyclone

In addition to the standard stats, M.D.C., sensors and features common to ALL Cyclones, the VR-O38R Cyclone has the following.

1. OSS-44 Scout/Reconnaissance Sensor Suite: The 038R is configured for scouting and reconnaissance missions. It has no weapons standard, and comes with a comprehensive sensor suite installed. The sensors are installed in the small pods that are above the headlights, and data is projected on the pilot's heads-up display inside his helmet.

10x Optical Image Enhancement: The optical enhancement magnifies the pilot's vision by ten, as well as digitally sharpening and stabilizing the image.

Passive Nightvision: Ambient nightvision uses trace amounts of light to make the pilot see as if it were daytime. Range is 500 feet (152 m).

Thermal Imaging: Thermal imager that uses the heat signatures of people and objects to make a visible image. Allows the pilot to see in total darkness, through walls, inclement weather and smoke. Range is 500 feet (152 m).
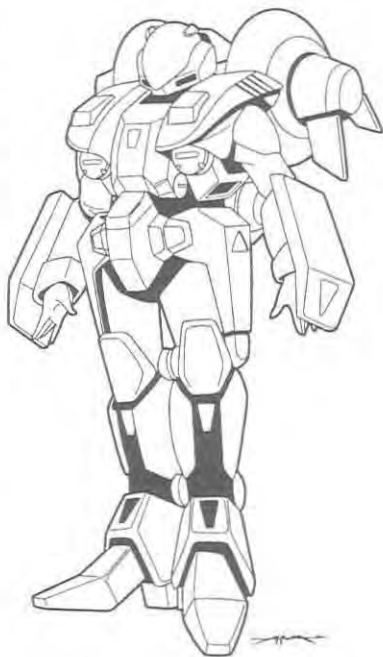
Digital Video and Still Recorder: A digital still camera and video recorder. The camera can record 80 hours of video or thousands of images on removable digital media. These images can be broadcast to others with the ability to receive them, can be printed as still photos with its integrated photo printer, or can be projected as a hologram for playback. 10x optical magnification as well as digital sharpening and stabilization.

External Audio Pickup: This system works both multi-directionally and as a shotgun mic. It can pick up sounds as quiet as a whisper at 500 feet (152 m) and can sift through ambient sound for specific noises.

Laser Distancer and Range Finder: Can estimate distance, altitude and rate of approach/travel as well as be used to paint a target for airborne and ground based ordnance delivery. Range is two miles (3.2 km).

Encrypted Long-Range Communications Array: A high-powered, long-range and encrypted radio. This system can also scramble enemy communications, and can be focused and used to temporarily overload enemy comm arrays for 1D6 melee rounds (15 to 90 seconds). This gives the Cyclone a limited electronic attack capability but requires a successful Electronic Countermeasures skill roll. If the character doesn't have that skill, Radio: Basic can be attempted, but with a skill penalty of -30%.

Enhanced Radar Suite: More robust radar antennas are installed on the 038R that allow the pilot to identify and track up to 64 different airborne targets to 75 miles (120 km) and 24 land targets to 25 miles (40 km). The data from the radar can be broadcast to other mecha or installations. The radar can also be focused and used to temporarily burn out an enemy's radar for 1D6 melee rounds (15 to 90 seconds). This gives the Cyclone a limited electronic attack capability and requires an Electronic Countermeasures roll. If the character doesn't have the Countermeasures skill, Sensory Equipment can be used, but at a -15% skill penalty.

2. **Handheld Weapons:** The VR-038 is usually issued with an H-90 Gallant Modular Side Arm, EP-37 Pulse Beam Rifle or H-260 Valiant. Any weapons usable by humans can be carried in a pinch.

3. **Hand to Hand Combat bonuses:** As standard for Cyclones when the Mecha Elite Combat Training skill in taken (see #13 under *Standard Sensors & Equipment for All Cyclones*), plus the following additional bonuses: +1 to pull punch, +1 to roll with impact and +1 to automatic dodge.

# VR-040 Series Cyclone

While the VR-030 series Cyclones performed well in light combat and scouting roles, they are woefully inadequate for front-line fighting. The 040 series was designed to fill the role as a front-line combat mecha. It uses the same frame and powertrain as its smaller cousin, but has heavier armor and built-in weapon systems. While the integral missile delivery system gives it long range and anti-armor capabilities, the VR-040 series really shines in hand to hand combat with its CADS-1 system and heavier armor.
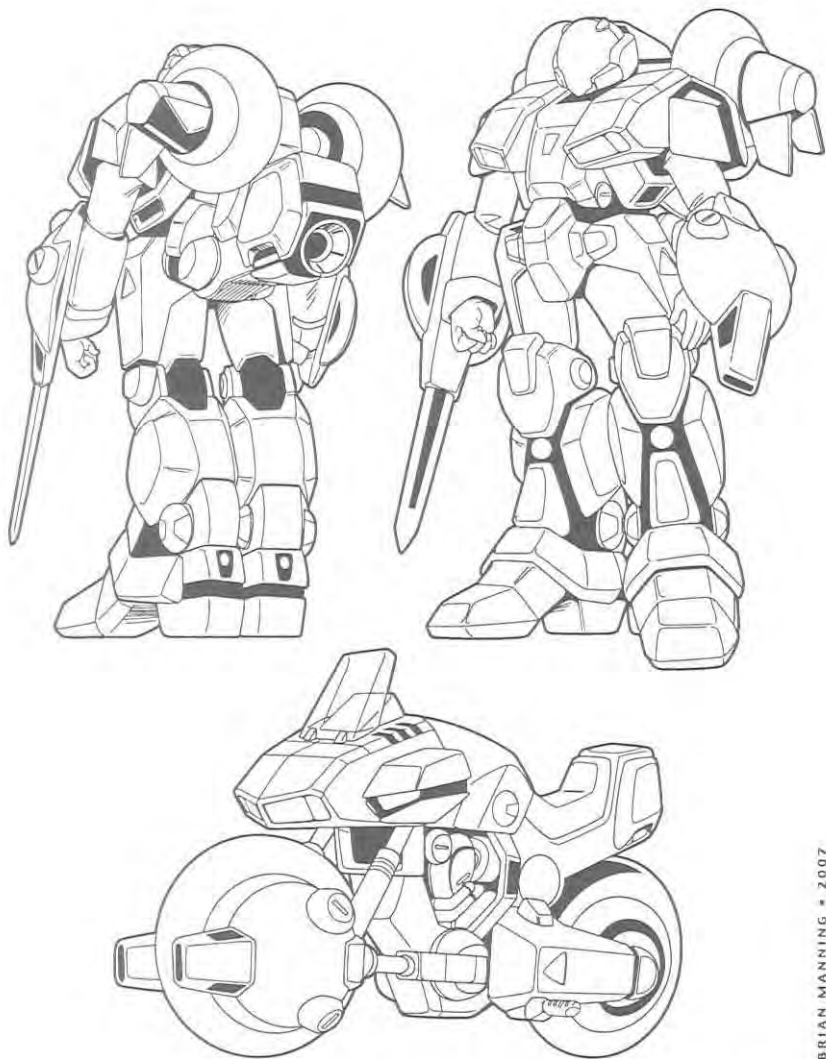
Unlike the other Cyclones, there was only one VR-040 series unit designed, the VR-041. It performed well against the Invid and the Robotech Masters, but was eventually seen as manufacturing burden, and was eventually superseded by the cheaper 050 series. While no lon-

ger in mass production, the VR-041, nicknamed *the Saber Cyclone*, continues to perform well in specialized roles within the Expeditionary Force and comes in two major variants. **The VR-041H** is a medium infantry assault unit deployed in peacekeeping, espio-

nage, and light combat situations, and armed with missiles and the CADS-1 system. **The VR-041M** is a variant used by field medics that sacrifices the missiles for a suite of medical instruments and supplies. It is perfectly suited to cutting pilots out of ruined mecha and battlefield extraction, especially when used with a sidecar.

**Model Type:** VR-041

**Also known as:** The "Saber Cyclone" and "Brosuperior."

**Class:** Medium-Heavy Armor Veritech Motorcycle.

**Crew:** One.

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

Cycle Mode:

    Headlights (2) – 1 each

    * Tires (2) – 6 each

    Armored Panniers/Saddlebags (3) – 10 each

    Vectored Thrust Nozzle (rear) – 30

    ** Main Body – 142

Battloid/Armor Mode:

    * Tires (2, back mounted) – 6 each

    Main Vectored Thruster (1, lower back) – 25

    Secondary Vectored Thrusters (2, in wheel hubs) – 10 each

    Forearm Shields/CADS-1 System (2) – 60 each

    Legs (2) – 65 each

    Helmet/Head – 50

    ** Main Body – 142

\* Destroying either tire reduces all bonuses and speed by half, and destroying both tires renders the Cyclone unrideable. If the back tire is lost while moving in cycle mode, the pilot needs to make a Pilot: Cyclone skill roll at -25% or lose control and crash. If the front tire

is lost while moving, the pilot needs to make a *Pilot: Veritech/Cyclone* skill roll at -40% or lose control and crash. Losing both tires makes driving impossible. **Note:** The tires are small, low profile and difficult targets to hit, often obscured by dust. To shot out a tire, the attacker must make a successful "Called Shot" with the following penalties: Shooting at a stationary target -4, moving target -6, and fast moving target -11 to strike. These penalties also apply to targeting the head and other small targets.

\*\* Depleting the M.D.C. of the main body destroys the Cyclone, rendering it useless.

**Speed:**

Cycle Mode: Maximum speed is 160 mph (256 km). Cruising speed is usually around 60 mph (96 km), and the mecha can also hover stationary. Use of the rear thruster can increase maximum speed by 60 mph (96 km) for short periods of time (1D6 minutes), as well as allowing the Cyclone to jump up to 40 feet (12.2 m) across or 20 feet (6.1 m) high.

Battloid Mode: The Cyclone mecha enhances the pilot's natural speed. The max running speed of the Cyclone is the pilot's running speed plus 25%. The main (rear) and secondary (wheel hub) vectored thrusters allow the pilot to hover up to 30 feet (9.1 m) or skim along the ground or the surface of water, or up to 100 feet (30.5 m) at 60 mph (96 km). The Cyclone in Battloid mode can leap up to 20 feet (6.1 m) high and across unassisted by thrusters. Leaps of 100 feet (30.5 m) high or across can be made when assisted by the thruster.

**Statistical Data:**

Cycle Mode:

    Height: 3 feet, 6 inches (1.1 m).

Length: 6 feet, 9 inches (2.1 m).
Width: 1 foot, 6 inches (0.5 m).

Battloid/Armor Mode:

Height: 6 feet, 9 inches (2.1 m).
Length: 5 feet, 2 inches (1.6 m).
Width: 3 feet, 3 inches (1.0 m).

Weight: 312 pounds (140.4 kg) dry.

Physical Strength: The 040 series Cyclone gives the wearer an Augmented Strength 8 points higher than his own P.S. attribute and increases P.P. by 2 points. (These attribute bonuses apply only when in battloid mode.)

Cargo: Two lightly armored, hard-sided saddlebags can be mounted to the Cyclone, as well as a top box mounted behind the rider. Each saddlebag is 18 inches (0.45 m) high, 20 inches (0.53 m) wide and 18 inches (0.45 m) deep and can carry 100 pounds (45 kg). The top box is 14 inches (0.33 m) in all dimensions and can carry 50 pounds (25 kg). These boxes are watertight, lockable and easily detachable from the Cyclone. They automatically drop off when the Cyclone transforms and must be recovered afterward or are lost.

Power System: 1,190cc, High-Output Protoculture Fired Rotary Engine. All Cyclones also have a backup power system comprised of an electric motor that is constantly charged by regenerative braking systems in the wheel hubs. The engine's battery can store enough power for two hours of general riding. Use of the backup power system renders the Cyclone unable to transform, makes the thrusters unavailable, and reduces speed by 25%.

**Note:** Standard colors are dark blue, dark purple or black, with grey, and white highlights and markings suitable for Special Ops and espionage opera-

tions. This is the blue Cyclone used by Lancer in the *Robotech® New Generation* TV series.
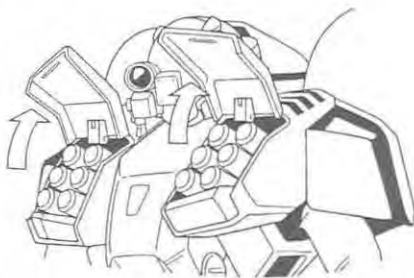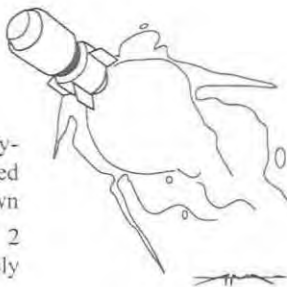


# Weapons and Equipment for VR-040 Series:

## VR-041H "Saber" Veritech Motorcycle

The original concept was to create a versatile infantry assault Cyclone suitable for special forces assigned to clandestine operations, sabotage and surgical strikes. The silent, but deadly CADS-1 weapon system is ideal for espionage, as the only sound they make is a low hum, and the missiles provide extra firepower. Also suitable for other combat missions and infantry operations.

1. **GR-103 Mini-Missile Delivery System:** These two missile pods hold six
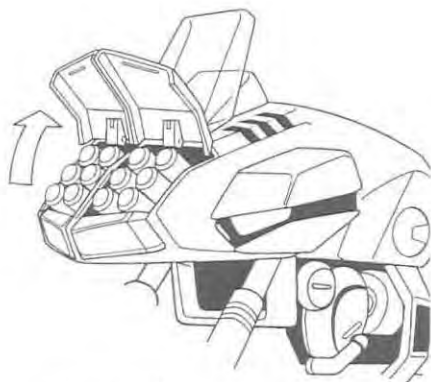
mini-missiles each and give the VR-041 a needed long-range punch. They are located together above the headlights in cycle mode, and in the chest sections when in battloid mode.

Primary Purpose: Anti-Mecha/Anti-Armor.

Secondary Purpose: Anti-Missile and Anti-Aircraft.

Weight: Each missile weighs about five pounds (2.25 kg).

Range: One mile (1.6 km).

Mega-Damage: Per type of mini-missile, but usually loaded with HEAP (High Explosive Armor Piercing) missiles which inflict 1D4x10 M.D. per missile.

Rate of Fire: One or in volleys of two or four.

Payload: Twelve mini-missiles total (six in each missile pod).

2. **Close Assault and Defense System (CADS-1) (2):** The CADS-1 system consists of two retractable blades made of steel laced ceramic mounted in the forearm shields of the VR-041 Cyclone (wheel covers in cycle mode). The blades are 3.2 feet (1 m) long and when active, are surrounded by a high-frequency energy field that makes the blades vibrate thousands of times a second. The blades can

slice through just about anything, and are very good at carving up the Invid mecha and cutting through hive walls.

Primary Purpose: Close Combat, Anti-Mecha and Anti-Invid.

Secondary Purpose: Sabotage and Hive entry.

Weight: 25 pounds (11 kg) each for the entire shield and blade assembly.

Range: Hand to hand melee combat.

Mega-Damage: A slashing blow deals 2D6 M.D., a punch deals 3D6 M.D. and a power punch deals 6D6 M.D. and takes two attacks.

Rate of Fire: Not applicable, the CADS-1 are sword-like melee weapons, hence the nickname "Saber" Cyclone.

Payload: Not applicable per se; has one blade on each arm.

3. **Handheld Weapons:** The VR-041 is usually issued with a Gallant H-90 Modular Side Arm, EP-37 Pulse Beam Rifle or H-260 Valiant. Any weapons useable by humans can be carried in a pinch.

4. **Hand to Hand Combat bonuses:** As standard for Cyclones when the Mecha Elite Combat Training skill in taken (see #13 under *Standard Sensors & Equipment for All Cyclones*), plus the following additional bonuses: +1 on initiative, +2 to parry, +1 to disarm, and +2 to pull punch.

# VR-041M
# Field Medic Cyclone

1. **Close Assault and Defense System (CADS-1) (2):** The standard, sword-like CADS-1 system consisting of a pair retractable blades made of ceramics. The blades can slice through just about anything, although in the

case of the Medic Cyclone, they are intended to slice apart downed mecha, crashed vehicles, and debris, to free pilots and personnel from battle wreckage. Once freed, the Medic Cyclone tries to stabilize the patient and/or quickly transport the injured to the nearest EVAC vehicle, ambulance or field hospital. When necessary, basic surgery and medicine can be performed right on the spot.

Primary Purpose: Medical Extraction and First Response.

Secondary Purpose: Close Combat and Anti-Mecha.

Weight: 25 pounds (11 kg) each for the entire shield and blade assembly.

Range: Hand to hand melee combat.

Mega-Damage: A slashing blow deals 2D6 M.D., a punch deals 3D6 M.D. and a power punch deals 6D6 M.D. and takes two attacks.

Rate of Fire: Not applicable, the CADS-1 are sword-like melee weapons, hence the nickname "Saber" Cyclone.

Payload: Not applicable per se; has one blade on each arm.

2. **MD-01 Field Medical Suite:** The usual missile pods of VR-041M are replaced with a small array of medical instruments and supplies to help the field medic either patch up or evacuate a crashed pilot or injured soldier. The Field Medical Suite contains standard medical supplies like painkillers, suture gun, hypodermic gun, disinfectant, antibiotics, gauze, medical tape, surgical equipment, etc. It also contains a bio-monitoring unit that monitors heart rate, respiration, temperature, and other vital signs.

3. **Personnel Sidecar:** A sidecar that seats one passenger can be attached to the Cyclone in motorcycle mode only. Restraining straps hold the patient securely in place. If the injured soldier is strong enough he can ride behind the driver and let another passenger/patient ride in the sidecar. The sidecar automatically detaches and drops away from the Cyclone when it changes into battloid and is left behind unless retrieved later.

M.D.C. of Sidecar: 45.

4. **Handheld Weapons:** The VR-041 is usually issued with a Gallant H-90 Modular Side Arm, EP-37 Pulse Beam Rifle or H-260 Valiant. Any weapons useable by humans can be carried in a pinch.

5. **Hand to Hand Combat bonuses:** As standard for Cyclones when the Mecha Elite Combat Training skill in taken (see #13 under *Standard Sensors & Equipment for All Cyclones*), plus the following additional bonuses: +1 to parry and +1 to automatic dodge.

# VR-050 Series Cyclone

Battlefield experience and field-tests, extrapolated from the earlier Cyclones, showed the mecha designers that while high-speed capabilities seemed like an excellent idea, it was not essential for infantry units. A high-speed Cyclone made perfect sense for those used in the specialized capacities of reconnaissance, scouting, special ops, and even medical evacuation where the pilot had to get in and get out *fast*. However, what infantry troops need, especially in a standing fight and full-scale infantry battles, is firepower and personal armor protection, not speed. Grunts dig in and hold a posi-

tion, or charge in to take an enemy position. Great speed is nonessential.
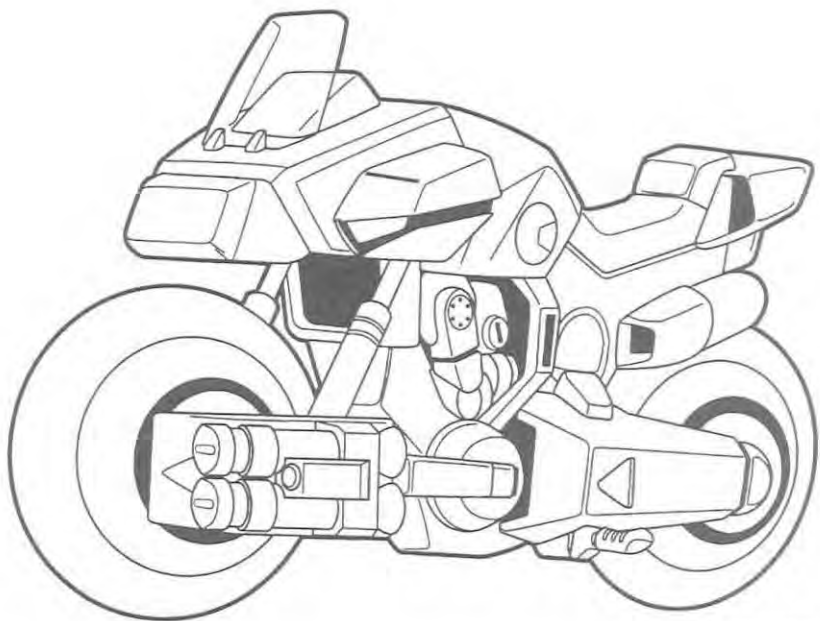
As a result, the VR-052 "Battler" has incorporated all the best elements of previous Cyclone designs to create the ideal infantry mecha. It has traded in some speed for firepower and personal protection, while retaining excellent mobility and speed that satisfies the demands of infantry combat. The VR-050 series Cyclones are well armored, highly maneuverable and pack a wallop from a range of weapon systems. With the "Battler," Cyclone platoons no longer have to balance their light and heavy Cyclones as the VR-052 satisfies all roles. It has proven itself a reliable infantry Veritech in countless battles across the galaxy and has become the standard Cyclone assigned to Marine platoons. It is also included in the *Alpha Fighter* as an emergency vehicle, providing downed

pilots with protective armor, firepower and a means of transportation to escape, evade and, if necessary, engage enemy patrols certain to investigate crash-landings.

The VR-052 comes in two major variants, both produced in nearly equal amounts. **The VR-052T** is a light assault version armed with a pulse pistol that is usually deployed in escort and support roles. **The VR-052F** is the heavy, frontline infantry Cyclone armed with minimissiles and an energy assault rifle.

The VR-057 Super Cyclone is a new, heavy infantry Cyclone that has only recently gone into production, so it is less common than the classic "Battler." It is based on the prototype YVR-055 Devastator, a variant which carried a ridiculous amount of ordnance and was cancelled for the same concerns that ended the production of the Saber Cyclone. In-

stead, a more realistic production model was made, and although it was officially designated the Super-Cyclone, the Devastator nickname also stuck. The VR-057 is a heavy assault unit equipped with a pair of new weapons, the H-260 Valiant Laser Assault Rifle and the powerful HRG-70 rail gun. It is rumored that once the Super-Cyclone sees wider distribution, it may replace the VR-052 Battler.

**Model Type:** VR-052 Infantry Cyclone

**Also known as:** "The Battler."

**Class:** Heavy Armored Veritech Motorcycle.

**Crew:** One.

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

Motorcycle Mode:

    Headlights (2) – 1 each

    * Tires (2) – 6 each

    Armored Panniers/Saddlebags (3) – 10 each

    Vectored Thrust Nozzle (rear) – 32

    ** Main Body – 225

Battloid/Armor Mode:

    * Tires (2, back mounted) – 6 each

    Main Vectored Thruster (1, lower back) – 35

    Secondary Vectored Thrusters (2, in wheel hubs) – 12 each

    Forearm Shields/Weapon Hardpoints (2) – 65 each

    Legs (2) – 75 each

    Head – 50

    ** Main Body – 225

    * Destroying either tire reduces all bonuses and speed in motorcycle mode by half. Destroying both tires renders the Cyclone unrideable. If the back tire is lost while moving in cycle mode, the pilot needs to make a *Pilot: Veritech/Cyclone* skill roll at -25% or lose control and crash. If the front tire is lost while moving, the pilot needs to make a *Pilot: Veritech/Cyclone* skill roll at -40% or lose control and crash. Losing both tires makes driving impossible. **Note:** The tires are small, low profile and difficult targets to hit, often obscured by dust. To shoot out a tire, the attacker must make a successful "Called Shot" with the following penalties: Shooting at a stationary target -4, moving target -6, and fast moving target -11 to strike. These penalties also apply to targeting the head and other small targets.

    ** Depleting the M.D.C. of the main body destroys the Cyclone, rendering it useless.

**Speed:**

Cycle Mode: Maximum speed is 175 mph (280 km). Cruising speed is usually around 80 mph (128 km), and the mecha can also hover stationary. Use of the rear thruster can increase maximum speed by 60 mph (96 km) for short periods of time

(1D6 minutes), as well as allowing the Cyclone to jump up to 40 feet (12.2 m) across or 20 feet (6.1 m) high.

Battloid Mode: The Cyclone mecha enhances the pilot's natural speed. The max running speed of the Cyclone is the pilot's running speed plus 25%. The main (rear) and secondary (wheel hub) vectored thrusters allow the pilot to hover up to 30 feet (9.1 m) or skim along the ground or the surface of water, or up to 100 feet (30.5 m) at 60 mph (96 km). The Cyclone in battloid mode can leap up to 20 feet (6.1 m) high and across unassisted by thrusters. Leaps of 100 feet (30.5 m) high or across can be made when assisted by the thruster.

**Statistical Data:**

Cycle Mode:
   Height: 3 feet, 6 inches (1.1 m).
   Length: 6 feet, 9 inches (2.1 m).
   Width: 1 foot, 6 inches (0.5 m).
Battloid/Armor Mode:

Height: 6 feet, 9 inches (2.1 m).
Length: 5 feet, 2 inches (1.6 m).
Width: 3 feet, 3 inches (1.0 m).
Weight: 290 pounds (130.5 kg) dry.

Physical Strength: The VR-050 series Cyclone gives the wearer an Augmented Strength 10 points higher than his own P.S. attribute. (This attribute bonus applies only when in battloid mode.)

Cargo: Two lightly armored, hard-sided saddlebags can be mounted to the Cyclone, as well as a top box mounted behind the rider. Each saddlebag is 18 inches (0.45 m) high, 20 inches (0.53 m) wide and 18 inches (0.45 m) deep and can carry 100 pounds (45 kg). The top box is 14 inches (0.33 m) in all dimensions and can carry 50 pounds (22.5 kg). These boxes are watertight, lockable and easily detachable from the Cyclone. They automatically drop off when the Cyclone transforms and must be recovered afterward or are lost.

Power System: 1,190cc, High-Output Protoculture Fired Rotary Engine. All Cyclones also have a backup power system comprised of an electric motor that is constantly charged by regenerative braking systems in the wheel hubs. The engine's battery can store enough power for two hours of general riding. Use of the backup power system renders the Cyclone unable to transform, makes the thrusters unavailable, and reduces speed by 25%.

# Weapons and Equipment for VR-050 Series Cyclones:

## VR-052T
## Infantry Assault Cyclone

The standard color of the VR-052T infantry Cyclone is green with white,

blue, red and black highlights and markings. This is the green Cyclone used by Scott Bernard in the *Robotech® New Generation* TV series.



on one of the modular weapon hardpoints based on pilot preference. In cycle mode the weapon lays along the front wheel hub, and is fixed forward with a 45 degree field of fire.
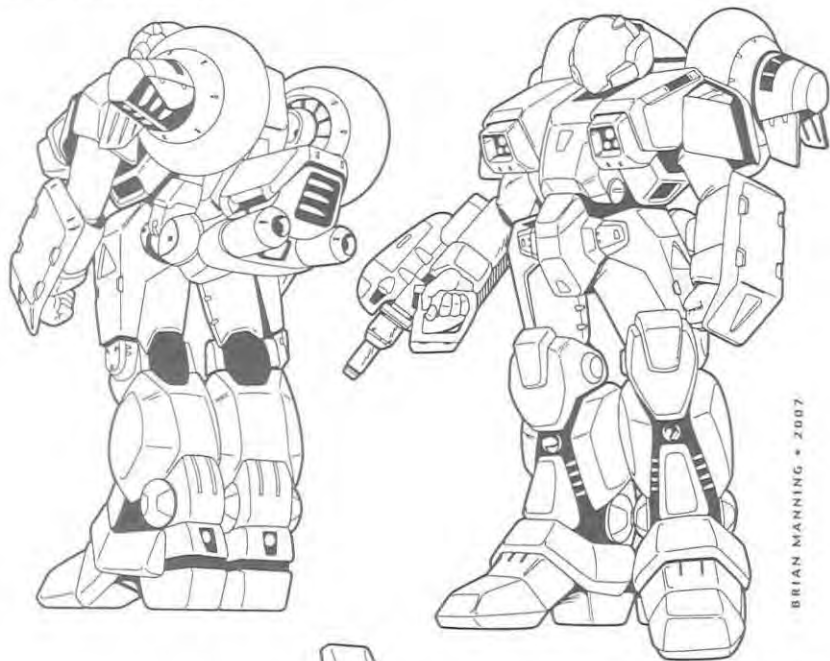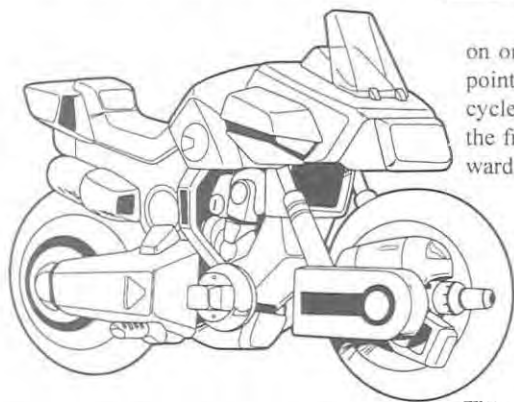
**1. EP-40 Ion Pulse Pistol:** The EP-40 is a heavy ion pistol that dishes out respectable damage and is very accurate over short distances. It is mounted

The weapon is powered by a Protoculture magazine that is good for 80 blasts.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Weight: 8 pounds (3.6 kg).

Range: 1,500 feet (457 m).

Mega-Damage: 4D6 M.D. per blast; no burst capabilities.

Rate of Fire: Each blast counts as one melee attack.

Payload: 80 blasts.

M.D.C. of the Weapon: 35 M.D.C.

Bonus: +1 to strike under 750 feet (228.6 m), in addition to any Weapon Proficiency bonuses of the pilot.

2. **Hand to Hand Combat bonuses:** As standard for Cyclones when the Mecha Elite Combat Training skill in taken (see #13 under *Standard Sensors & Equipment for All Cyclones*), plus the following additional bonuses: +1 attack per melee at levels 6 and 15, +1 to initiative, +2 to pull punch, +1 parry, and +3 to automatic-dodge.

## VR-052F
## Heavy Assault Cyclone

This has been the chief infantry Cyclone for years, offering good speed and mobility, heavy body armor protection and firepower. Standard color is green with white and red and markings.
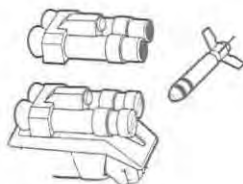


1. **GR-97 Mini-Missile Delivery System:** The 052F variant is equipped with a mini-missile launcher on each forearm in battloid mode and on the front wheel modular hardpoints in motorcycle mode. Each launcher consists of two single launch tubes usually loaded with HEAP mini-missiles. Mini-missiles can be fired in both cycle and battloid modes, and are guided by the Cyclone's combat computer.

Primary Purpose: Anti-Mecha/Anti-Armor.

Secondary Purpose: Anti-Missile and Anti-Personnel.

Weight: Each missile weighs about five pounds (2.25 kg).

Range: One mile (1.6 km).

Mega-Damage: Per mini-missile, but usually loaded with HEAP (High Explosive Armor Piercing) missiles which inflict 1D4x10 M.D. per missile.

Rate of Fire: Singly or in volleys of two or all.

Payload: Two missiles in each launcher.
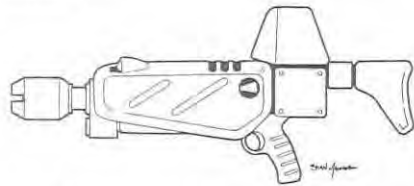


**2. EP-37 60mm Pulse Beam Rifle:** This heavy laser rifle fires single shots as well as five round bursts. It is highly accurate and very durable, able to take all manner of abuse in the field and keep working. It is issued with the VR-052F as a standard assault rifle, and is stowed alongside the mecha while in cycle mode. This weapon can be used by un-armored humans, but is heavy and awkward, imposing a -2 to strike penalty to anyone with a P.S. of 21 or less.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Weight: 22 pounds (10 kg).

Range: 4,000 feet (1,219 m).

Mega-Damage: 4D4 M.D. for a single shot, 1D6x10 M.D. for a five round burst.

Rate of Fire: Each blast or burst uses one of the pilot's attacks.

Payload: 100 single shots or 20 five round bursts.

M.D.C. of the Weapon Itself: 40 M.D.C.

Bonus (for Cyclones): +2 to strike for a single shot, +1 for burst firing.

**3. Optional, HMMDS-6 or 12 Mini-Missile Launcher Sidecar:** A missile sidecar can be attached to the cyclone in motorcycle mode only. The missile sidecar automatically detaches and drops away from the Cyclone when it changes into battloid and is left behind unless it is retrieved later. It is typically used for heavy combat situations against a known enemy stronghold or insurgent operations.

Primary Purpose: Assault, Anti-Personnel and Anti-Mecha/Armor.

Secondary Purpose: Anti-Aircraft (ground to air missiles).

Missile Type: Any *mini-missiles* except plasma. Usually high explosive or fragmentation are used.

Range: Varies with missile type, but short-range missiles are typically 3-5 miles (4.8 to 8 km) and mini-missiles are one mile (1.6 km).

Mega-Damage: Varies with missile type.

Rate of Fire: One at a time or in volleys of 3, 6 or 9 (all). As always, a volley, regardless of the number of missiles, is counted as one attack.

Payload: Six short-range missiles or 12 mini-missiles. Takes four melee rounds (60 seconds) to completely reload by hand.

**4. Hand to Hand Combat bonuses:** As standard for Cyclones when the Mecha Elite Combat Training skill in taken (see #13 under *Standard Sensors & Equipment for All Cyclones*), plus the following additional bo-

nuses: +1 attack per melee at levels 6 and 15, +2 to initiative, +1 to strike, +2 to pull punch, +1 parry, and +4 to automatic-dodge.



BRIAN MANNING
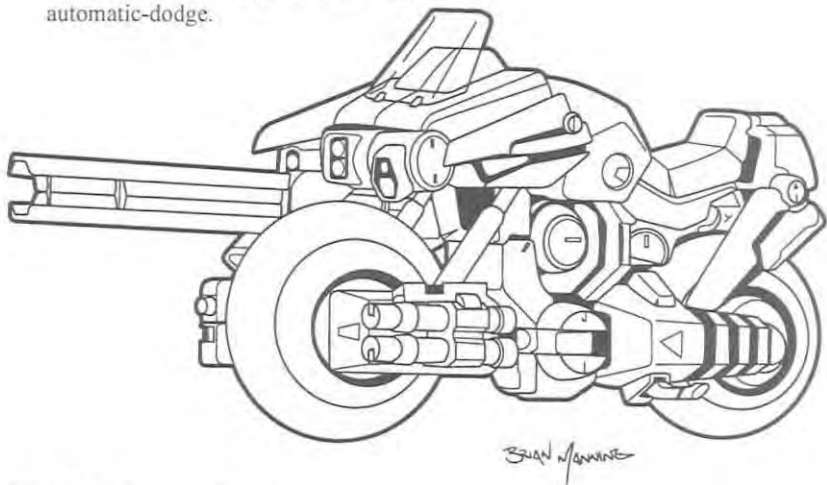
## VR-057 Super Cyclone

The Super Cyclone is part of the experimental "Devastator" series. This is the final, field-tested, production prototype scheduled to go into mass production. It is the new, heavy infantry Cyclone of the Expeditionary Force and specifically designed with combating Invid in mind. Its colors are a dark blue-grey with light grey highlights. The CVR-3 armor to which the Super Cyclone connects is the same matching colors.

**Notable Modifiers:**

M.D.C.: Main Body is 245 – Rail Gun is 75 M.D.C.

Weight of the Super Cyclone: 356 pounds (160.2 kg) without the rail gun, 406 pounds (182.7 kg) with the rail gun.

Physical Strength: The VR-057 Super Cyclone gives the wearer an Augmented Strength 12 points higher than his own P.S. attribute. (This attribute bonus applies only when in battloid mode.)

1. **GR-97 Mini-Missile Delivery System:** The VR-057A Super-Cyclone is equipped with a mini-missile launcher on either forearm/front wheel modular hardpoint per the pilot's preference. The launcher consists of two single launch tubes usually loaded with HEAP missiles. These missiles can be fired in both cycle and battloid modes, and are guided by the Cyclone's combat computer.

Primary Purpose: Anti-Mecha.

Secondary Purpose: Anti-Armor.

Weight: Each missile weighs about five pounds (2.25 kg).

Range: One mile (1.6 km).

Mega-Damage: Per mini-missile, but usually loaded with HEAP (High Explosive Armor Piercing) missiles which inflict 1D4x10 M.D. per missile.

Rate of Fire: Singly or in a volley of two.

Payload: Two mini-missiles.

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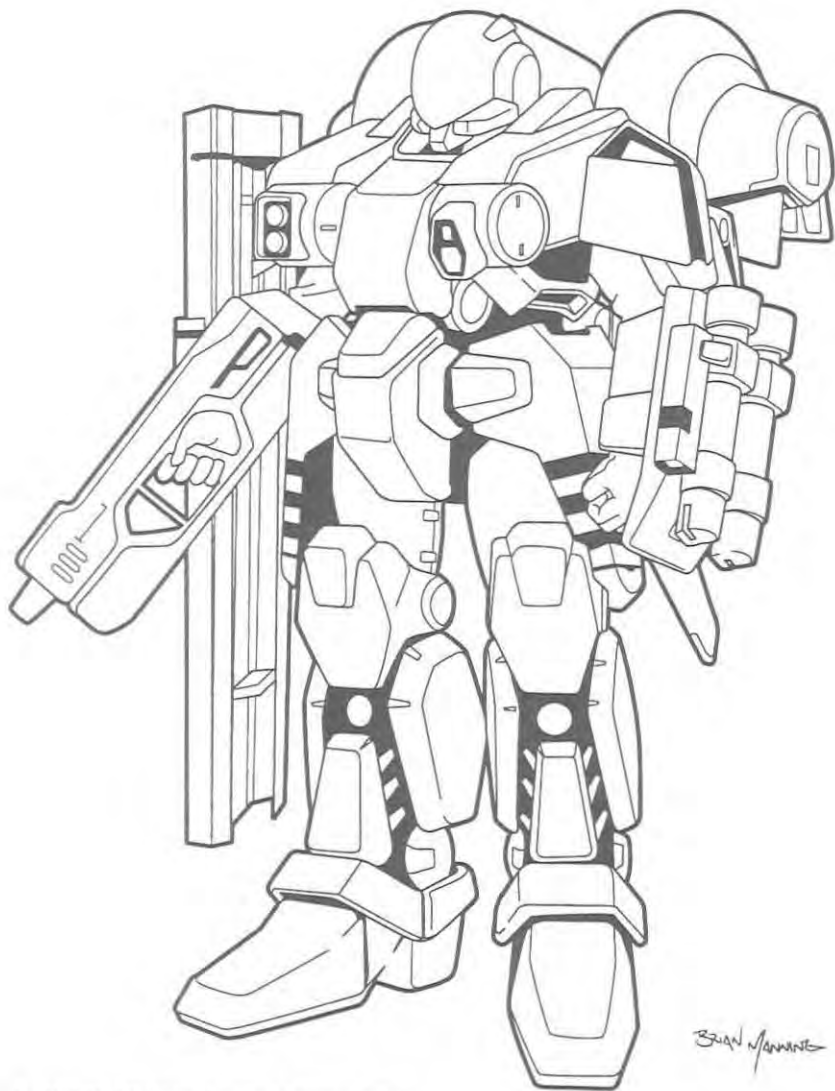
**2. H-260 Valiant Laser Assault Rifle (1):** H-260 is a large heavy laser assault rifle issued to Cyclone pilots, Silverback crews and heavy infantry troops. It is accurate, durable and capable of burst firing. The Valiant comes standard with the *VR-057 Super* *Cyclone* and can be attached to the *Silverback IFV* 4-wheel vehicle as a pilot or passenger weapon. The H-260 is slowly replacing the aging EP-37 as the weapon of choice for the VR-050 series Cyclones.

Weight: 12 pounds (5.4 kg).

Range: 2,000 feet (610 m).

Mega-Damage: 2D6 M.D. single shot and 4D6 M.D. for a three shot burst.

Rate of Fire: Each blast uses one of the pilot's attacks.

Payload: Protoculture Energy Clip that provides 415 single M.D. blasts or 138 M.D. bursts per PE-Clip. Note: This weapon runs on Protoculture Energy Clips and can be sensed, seen and tracked by the Invid the second it is turned "on."

M.D.C. of the Weapon Itself: 35 M.D.C.

3. **HRG-70 Rapid-Fire Rail Gun (1):** The HRG-70 is a high energy 20mm rail gun that fires high-speed, armor piercing sabots in 10 round bursts. The sabots are fed through the weapon by a disintegrating link belt fed from an ammo drum mounted inside the Cyclone on whichever side the weapon is located. Rail guns are still a new weapon for the Expeditionary Force, and as such, are uncommon. However, they are standard issue to the VR-057 Super-Cyclone (and VM-9 Silverback). The rail gun is stowed in a fixed forward position, usually on the right side of the Cyclone. In cycle mode, the rail gun can only fire straight ahead. In battloid mode, the weapon is stowed down on the right side of the Cyclone armor, connected to a shoulder mounting. To fire in battloid mode, the rail gun responds to a voice command that causes the gun to rotate into firing position. It has a 90 degree, up and down, arc of fire to engage ground or aerial targets. The HRG-70 has the additional feature of being removed from its mounting and used as a heavy, rapid-fire, handheld weapon; point and shoot.

Primary Purpose: Anti-Armor/Mecha and Anti-Invid.

Secondary Purpose: Assault.

Weight: 50 pounds (22.5 kg).

Range: 4,000 feet (1,219 m).

Mega-Damage: 1D6 M.D. for a single round, and 1D4x10+10 M.D. for a 10 round burst.

Rate of Fire: Each shot or burst counts as one of the pilot's melee attacks.

Payload: Each ammo-cannister carries 1,000 rounds, good for 100 bursts. Cannister can be replaced by anyone with the Field Armorer, Weapons Engineer, or Biomechanical Maintenance skill.

M.D.C. of the Rail Gun: 75, but is a difficult target to hit, requiring an attacker to make a "Called Shot" and even then suffers the following penalties to strike: -4 shooting at a stationary target, -6 at a moving target and -11 at a fast moving target.
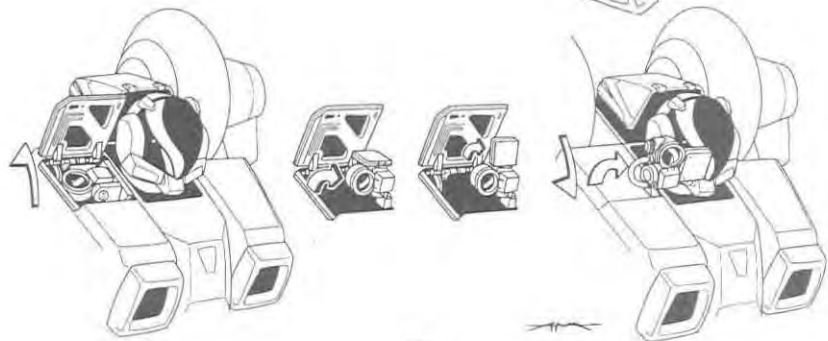
4. **Hand to Hand Combat bonuses:** As standard for Cyclones when the Mecha Elite Combat Training skill in taken (see #13 under *Standard Sensors & Equipment for All Cyclones*), plus the following additional bonuses: +1 attack per melee at levels 6 and 15, +2 to initiative, +1 to strike, +2 to pull punch, and +4 to automatic-dodge.
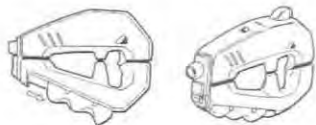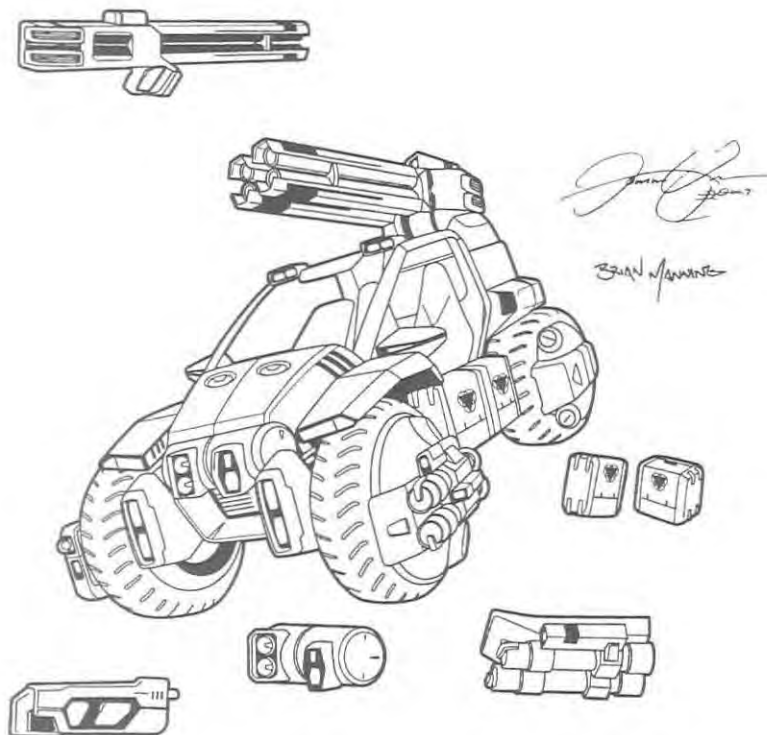
# VM-9L "Silverback"

## Light, High Mobility Veritech Strike Vehicle

The VM-9L Silverback is the Expeditionary Force's all-purpose, fast attack Veritech ground vehicle. Designed in late 2034, the Silverback was built to supplement the support and combat roles of the M-38A1 jeep and M1114 HMMWV "Humvee." It is a light, quick, durable four-wheel drive combat vehicle that can handle rough terrain off-road, and handles well in most environments.

To add to its versatility, the Silverback is actually a Veritech that can go from four-wheeled vehicle to battloid in a matter of seconds. Battloid mode enables the Silverback to walk across shallow rivers and streams, climb over walls of debris or up the side of mountains, and deal with a number of environments and combat situations. The Silverback also possesses a wide range of weapon systems, which only adds to its versatility and fighting capabilities.

Mainly deployed with the Invid and Bioroid hover platforms in mind, the VM-9L Silverback functions well as an anti-aircraft and anti-armor/mecha weapons platform and troop support unit. The Silverback is usually fitted with short- or

medium-range missile launchers, rail guns, and a laser rifle. They work in teams, as well as with anti-armor Cyclone squads, as is the case in a Combined Anti-Armor Team. Far from being a one trick pony, the Silverback can also be configured for reconnaissance, electronic warfare, communications, and even as an ambulance.

The Silverback is powered by a larger, supercharged version of the Cyclone's rotary engine and is mated to a heavy-duty transmission and transfer case. The vehicle even has the same regenerative braking powered backup system in case of emergency or the need to be stealthy. Being a variable vehicle, the Silverback is a truly all-terrain vehicle with the addition of a battloid mode. In both battloid and vehicle mode, the Silverback easily keeps up with its Cyclone mounted squad mates under most conditions. The one major drawback is that while the pilot and passenger/gunner are protected by a strong anti-shatter windscreen, they are exposed due to the fact that the Silverback has no doors or top. There is also an up-armored Silverback, the VM-9H, that addresses this issue and surrounds the occupants with an armored cockpit.

If the Silverback looks a bit like it was put together from extra pieces from a Cyclone weapon systems and parts bin, that's because it was. The Silverback shares many of the same components, such as transformation gear, sensors and weapon systems as its two-wheeled cousins. Even some of the Cyclone's sheet metal and other styling cues made it into the design, making it look for all the world like two Cyclones lashed together. All of this makes the Silverback easy to work on, as parts are interchangeable and readily available. All in all, the Silverback has been a fantastic success and has quickly gained popularity among the UEEF troops who use them.

**Model Type:** VM-9L

**Class:** Light, High Mobility Veritech Strike Vehicle.

**Crew:** One, pilot, but there is a second seat for one passenger or gunner.

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

Vehicle Mode:
   Cargo Containers (4) – 15 each
   Windscreen – 15
   * Wheels (4) – 5 each
   Modular Wheel Cover Hardpoints (4) – 25 each
   Sensor Drum – 15
   Headlights (4) – 3 each
   Rail Guns (2) – 75 each
   * Turret Housing (1, for rail guns) – 85
   ** Rear Modular Equipment Mount – 25
   *** Main Body – 290

Battloid Mode:
   Windscreen – 15
   * Wheels (4) – 5 each
   Modular Wheel Cover Hardpoints (4) – 25 each
   Rail Guns (2) – 75 each
   * Turret Housing (1, for rail guns) – 85
   Arms (2) – 45 each
   * Hands (2) – 15 each
   * Cargo Containers (4; two per arm) – 15 each
   Sensor Drum – 15
   Headlights (2) – 3 each
   Legs (2) – 112 each
   * Feet (2) – 50 each
   Rear Thruster – 25

\*\* Rear Modular Equipment Mount
– 25

\*\*\* Main Body – 290

\* A single asterisk indicates a small and/or difficult target to hit, requiring an attacker to make a successful "Called Shot" with the following penalties: Shooting at a stationary target -4, moving target -6, and fast moving target -11 to strike. These penalties also apply to targeting the head and other small targets.

Destroying one wheel will reduce the Silverback's speed in vehicle mode by 50%. Destroying two wheels will reduce speed by 75%, and destroying three wheels will make the Silverback undriveable.

Destroy one of the feet and reduce running speed and leaps by 30%. Destroy both and the mecha cannot stand and running speed is only 10%.

Destroy a container compartment and the contents spill out, whether it is an extra load of missiles or supplies.

\*\* Destroying the rear modular equipment mount also destroys or detaches anything mounted to it, and will prevent future use of the mounting until repaired.

\*\*\* Depleting the M.D.C. of the main body destroys the Silverback, rendering it useless.

**Speed:**

Vehicle Mode: 140 mph (225 km) maximum on a flat, clear road. A more cautious 47 mph (75 km) off road.

Battloid Mode: 60 mph (96 km).

**Statistical Data:**

Vehicle Mode:

Height: 5 feet, 11 inches (1.8 m), 7 feet, 11 inches (2.4 m) with a turret on the rear mount.

Length: 12 feet, 10 inches (3.9 m).

Width: 6 feet, 11 inches (2.1 m), 7 feet, 11 inches (2.4 m) with side mounted weapons.

Battloid Mode:

Height: 13 feet, 5 inches (4.1 m), 20 feet, 8 inches (6.3 m) with a turret on the rear mount.

Length: 9 feet (2.7 m).

Width: 11 feet, 2 inches (3.4 m).

Weight: 2,667 pounds (1,200 kg) or 1.3 tons.

Physical Strength: Robotic P.S. of 30.

Cargo: Four lightly armored, hard-sided panniers can be mounted to the Silverback between the wheels (or mounted on the arms in battloid mode). Each saddlebag is 27 inches (69 cm) high, 30 inches (76 cm) wide and 27 inches (69 cm) deep and can carry 200 pounds (90.7 kg). These boxes are watertight, lockable and easily detachable from the Silverback.

Power System: 3,200cc Supercharged, High-Output Protoculture Fired Rotary Engine. All Silverbacks also have a backup power system comprised of an electric motor that is constantly charged by regenerative braking systems in the wheel hubs. The engine's battery can store enough power for two hours of general riding. Use of the backup power system renders the Silverback unable to transform to battloid mode and reduces speed by 25%.

1. **Modular Rear Equipment Mount:** The rear turret can mount various types of anti-armor or anti-aircraft weapons, or a reconnaissance and sensor suite. Only one piece of equipment can be mounted on this turret at a time. The following are the most common options.
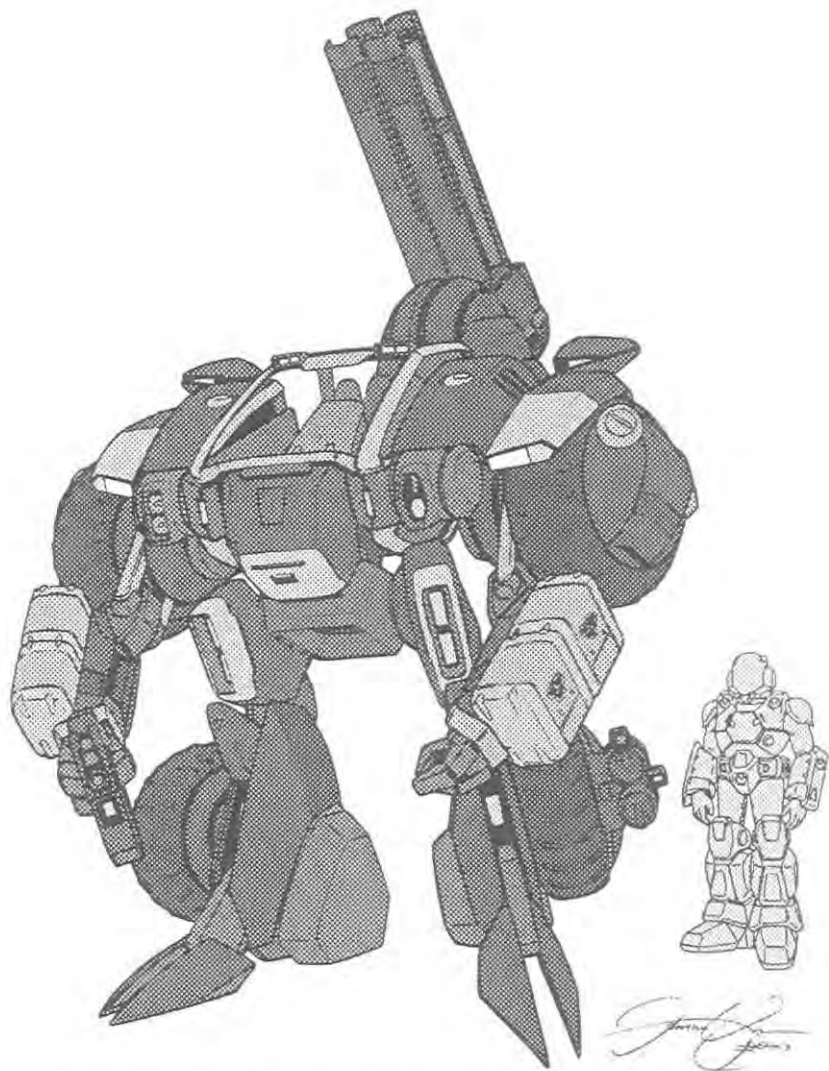
A) **HRG-140 Dual Rail Gun:** *Standard issue* ordnance is the HRG-140, which looks like two HRG-70 rail guns mated together in a turret that is mounted on the top of the Silverback in vehicle mode and in battloid mode. In both modes, the turret can rotate 360 degrees to fire at enemies from all sides, even behind, and has a 90 degree arc of fire, up and down, to engage aerial or ground targets with equal ease. Like the missile launchers, the rail gun can be fired by the pilot or from the passenger seat, as

well as from a remote palm control unit.

Ammo is the same armor piercing sabot as used by the HRG-70 of the Super Cyclone, and is fed from a mounted ammo drum. Power for the weapon is provided by the Silverback's Protoculture engine.

Primary Purpose: Anti-Aircraft, Anti-Mecha and Anti-Invid.

Secondary Purpose: Anti-Personnel and Anti-Missile.

Weight: 50 pounds (22.5 kg).

Range: 4,000 feet (1,219 m).

Mega-Damage: 1D6 M.D. for a single round, and 1D4x10+10 M.D. for a 10 round burst.

Rate of Fire: Each shot or burst counts as one of the pilot's melee attacks.

Payload: Each ammo drum carries 2,000 rounds, good for 200 bursts. One full reload/ammo drum can be carried by the Silverback, but one of the missile reloads will have to be left behind. Drums can be replaced by anyone with the Field Armorer, Weapons Engineer, or Biomechanical Maintenance skill.

M.D.C. of the Rail Gun (2): 75 points each, but they are difficult targets to hit, requiring an attacker to make a "Called Shot" and even then incurring the following penalties to strike: -3 shooting at a stationary target, -4 shooting at a moving target, -8 shooting at a fast moving target.

All optional weapon or sensor systems are alternatives put in place of the HRG-140 Dual Rail Guns. Only 20% have alternative weapon systems.

B) Optional: AAC-11 Flak Cannon: The AAC-11 is a double-barreled cannon that loosely resembles the HRG-70 rail gun, but is slightly larger and has greater range. The rapid-fire cannon fires explosive rounds ideal against low flying enemy targets like Invid and Bioroids on hover sleds. Like the missile launchers, the flak cannon can be fired from the passenger seat or driver's seat, as well as from a remote palm control unit.

Primary Purpose: Anti-Aircraft and Anti-Mecha.

Secondary Purpose: Anti-Personnel and Assault.

Weight: 150 pounds (68 kg).

Range: 6,000 feet (1,829 m).

Mega Damage: One round does 3D6 M.D., a ten round burst does 2D6x10 M.D.

Rate of Fire: Each single shot or ten round burst counts as one attack, but bursts only get half the usual strike bonus and cannot be used for precision shooting (no "Called Shot" with a burst).

Payload: Each ammo drum carries 1,200 rounds, good for 120 bursts. Drums can be replaced by anyone with the skill Field Armorer, Weapons Engineer, or Biomechanical Maintenance.

M.D.C. of the Flak Cannons: 100 points, but is a difficult target to hit, requiring an attacker to make a "Called Shot" and even then incurring the following penalties to strike: -3 shooting at a stationary target, -4 shooting at a moving target, -7 shooting at a fast moving target.

C) Optional LMMDS-12 Missile Delivery System: A box launcher carrying 12 short-range missiles can be mounted on the turret of the Silverback. It can be controlled either from the passenger/gunner seat, pilot or by a remote palm control unit used by the pilot. Two men working together can reload an entire launcher in two

melee rounds (30 seconds).

Primary Purpose: Anti-Armor and Anti-Mecha.

Secondary Purpose: Assault and Anti-Missile.

Weight: Each missile weighs about 33 pounds (15 kg).

Range: Typically five miles (8 km).

Mega Damage: Varies by short-range missile. Usually loaded with HEAP (High Explosive Armor Piercing) missiles which inflict 2D6x10 M.D. per missile.

Rate of Fire: Singly or in volleys of 2, 4, or 6. One volley, no matter how many missiles are in it, counts as one melee attack.

Payload: 12 short-range missiles, up to one full reload can be carried on the Silverback.

M.D.C. of the Launch System: 60

D) Optional: MMMDS-6 Missile Delivery System: A box launcher carrying six medium-range missiles can be mounted on the turret of the Silverback. It can be controlled either from the passenger/gunner seat or by a remote palm control unit. Two men working together can reload an entire launcher in two melee rounds (30 seconds).

Primary Purpose: Anti-Mecha and Anti-Armor.

Secondary Purpose: Anti-Personnel and Anti-Fortification.

Weight: Each missile weighs about 80 pounds (36.2 kg).

Range: Typically 50 miles (80 km).

Mega Damage: Varies by type of medium-range missile.

Rate of Fire: One or in volleys of 2 or 4. One volley, no matter how many missiles are in it, counts as one melee attack.

Payload: Six medium-range missiles, but one full reload can be carried on the Silverback.

M.D.C. of the Launch System: 50

E) Optional MMDS-48 Missile Delivery System: A box launcher carrying 48 mini-missiles can be mounted on the turret of the Silverback. It can be controlled either from the passenger/gunner seat, pilot or by a remote palm control unit used by the pilot. Two men working together can reload an entire launcher in two melee round (30 seconds).

Primary Purpose: Anti-Mecha and Anti-Armor.

Secondary Purpose: Anti-Missiles and Anti-Personnel.

Weight: Each missile weighs about five pounds (2.25 kg).

Range: Typically one mile (1.6 km).

Mega Damage: Varies by mini-missile type.

Rate of Fire: One or in volleys of 2, 4, 6, 12 or 24. One volley, no matter how many missiles are in it, counts as one melee attack.

Payload: 48 mini-missiles, but up to one full reload can be carried on the Silverback.

M.D.C. of the Launch System: 60.

F) Optional OSS-88 Scout/Reconnaissance Sensor Suite: This is a more powerful sensor suite than the one mounted on the VR-038 Cyclone. It is deployed in scouting/reconnaissance and forward observation roles, as well as a C3 (Communication, Command and Control) unit. It has all the standard sensor suite features, as well as an IFF/CC unit much like the *VF/A-6H Command Alpha*.

10x Optical Image Enhancement: The

optical enhancement magnifies the pilot's vision by ten, as well as digitally sharpening and stabilizing the image.

Passive Nightvision: Ambient nightvision uses trace amounts of light to make the pilot see as if it were daytime. Range 1000 feet (305 m).

Thermal Imaging: Thermal imager that uses the heat signatures of people and objects to make a visible image. Allows the pilot to see in total darkness, through walls, inclement weather and smoke. Range is 1000 feet (305 m).

Digital Video and Still Recorder: A digital still camera and video recorder. The camera can record 36 hours of video or tens of thousands of images on digital media. These images can broadcast to others with the ability to receive them, as well as be downloaded from the digital media back at base. 10x optical magnification as well as digital sharpening and stabilization.

External Audio Pickup: This system works both multi-directionally and as a shotgun mic. It can pick up sounds as quiet as a whisper at 500 feet (152.4 m) and can sift through ambient sound for specific noises.

Laser Distancer and Range Finder: Can estimate distance, altitude and rate of approach/travel as well as be used to paint a target for airborne and ground based ordnance delivery. Range is two miles (3.2 km).

Encrypted Long-Range Communications Array: A high-powered, long-range and encrypted radio. This system can also scramble enemy communications, and can be focused and used to temporarily overload enemy comm arrays for 1D6 rounds. This gives the Silverback a limited electronic attack capability and requires an Electronic Countermeasures

roll. If the character doesn't have the Electronic Countermeasures skill, Radio: Basic can be used, but at -30%.

Enhanced Radar Suite: More robust radar antennas are installed on the Silverback that allow the pilot to identify and track up to 144 different airborne targets to 75 miles (120 km) and 48 land targets to 25 miles (40 km).The data from the radar can be broadcast to other mecha or installations. The radar can also be focused and used to temporarily burn out an enemy's radar for 1D6 rounds. This gives the Silverback a limited electronic attack capability and requires an Electronic Countermeasures roll. If the character doesn't have the Electronic Countermeasures skill, Sensory Equipment can be used, but at a -15% penalty.

IFF/CC Computer System: The Silverback also has an integrated Identify Friend or Foe (IFF) system for increased command and control, with a database of up to 300 known enemies of the UEEF. This system can identify a target, assign it priority based on known abilities and threat level, and even anticipate known behaviors and tactics. The onboard computers can then connect to the computers of all other Silverbacks, Cyclones or other mecha in the squad (up to 18), and transmit the data to them. This grants all mecha that are linked the following bonuses: +2 to initiative, +2 to strike and +3 to parry/dodge to all mecha. This requires a roll on the Sensory Equipment skill at -10% due to the chaos of combat. The IFF system can "learn" new enemies by analyzing data from the targeting and combat computers, as well as gun camera footage.

2. H-260 Valiant Laser Assault Rifle (1): The H-260 is a man-sized, heavy laser assault rifle issued to Cyclone

pilots, Silverback crews and heavy infantry troops. It is accurate, durable and capable of burst firing. The Valiant comes standard with the *VR-057 Super Cyclone* and can be attached to the *Silverback IFV* 4-wheel vehicle as a pilot or passenger weapon.

The H-260 is slowly replacing the aging EP-37 as the weapon of choice for the VR-050 series Cyclones.

Weight: 12 pounds (5.4 kg).

Range: 2,000 feet (610 m).

Mega-Damage: 2D6 M.D. single shot and 4D6 M.D. for a three shot burst.

Rate of Fire: Each blast uses one of the pilot's attacks.

Payload: Protoculture Energy Clip that provides 415 single M.D. blasts or 138 M.D. bursts per PE-Clip. **Note:** This weapon runs on Protoculture Energy Clips and can be sensed, seen and tracked by the Invid the second it is turned "on."

M.D.C. of the Weapon Itself: 35 M.D.C.

3. **Modular Weapon Systems for Wheel Hardpoints (4):** Each wheel cover has a modular hardpoint similar to the Cyclone on which a modular weapon system can be mounted and fired. The H-260 Valiant is always mounted on the right side of the front wheel and a GR-97 Mini-Missile Delivery System on the left side. Any of the following weapon systems can be mounted on the three remaining hardpoints; the H-260 Valiant (described above) is standard issue. The descriptions for these additional weapon systems (3) can be found in the Cyclone section.

**EP-40 Ion Pulse Pistol** (see VR-052 Cyclone).

**GR-97 Mini-Missile Delivery System** (see VR-052 Cyclone).

**EP-37 60mm Pulse Beam Rifle** (see VR-052 Cyclone).

**HRG-70 Rapid Fire Rail Gun** (see VR-057 Super Cyclone).

**RL-6 60mm Light Repeating Rocket Cannon** (see VR-038 Cyclone).
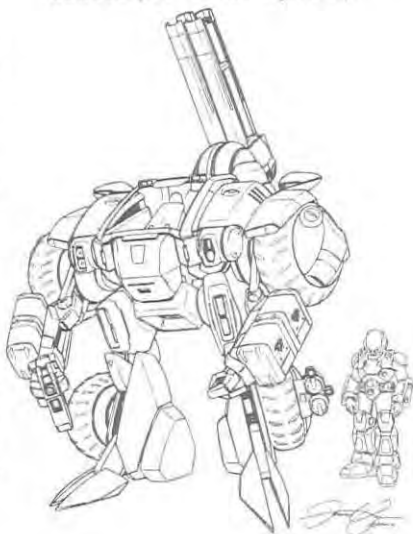


4. **Hand to Hand Combat:** The Silverback can also engage in hand to hand combat as is necessary.

Hand to Hand Damage: *Restrained Punch/Forearm Strike:* 1D4 M.D.

*Full Strength Punch:* 1D6 M.D.

*Power Punch:* 2D6 M.D., but counts as two melee attacks.

*Kick Attack:* 2D8 M.D.; cannot perform a power kick.

*Stomp Attack:* 2D6 M.D., but the target must be 6 feet (1.8 m) tall or smaller.

*Jump Kick and Leap Kick:* 2D8 M.D., but each of these attacks counts as two melee attacks.

*Body Block/Ram:* 2D6 M.D. on a body block/ram per 20 mph of speed. There is a 60% chance of knocking an

opponent of equal size, up to 50% larger, as well as smaller opponents off their feet. In any case, the victim also loses initiative and two melee attacks. This attack counts as two of the mecha's melee attacks.

Bonuses with Mecha Elite Combat Training Only: +1 attack per melee round at levels 2, 4, 8, and 12. +1 to strike, +1 to parry, +2 to dodge, +1 to pull punch, and +2 to roll with impact. Note: These bonuses ONLY apply when the pilot has the *Mecha Elite Combat Training skill* in Silverbacks. The pilot's own number of attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is outside the mecha. *Outside of his mecha*, the pilot possesses only human fighting abilities.

## 5. Standard Sensors and Equipment for the VM-9 Silverback:

**Radar:** Silverbacks utilize a miniaturized, X-band, Phased Array, three dimensional battlefield radar. This radar system tracks airborne targets to a range of 40 miles (64 km) and land targets up to 10 miles (16 km) depending on terrain. The radar allows the pilot to track up to 72 targets, and has limited IFF capabilities with a database of up to 288 known UEEF enemies.

**Infrared Sensor:** The Silverback has an infrared sensor that allows it to see in the IR spectrum. The IR image is shown on the pilot's instrument panel. Range is 500 feet (152.4 m).

**Combat Computer:** The combat computer utilizes the IFF data from the radar as well as a laser targeting system to improve the combat performance of the mecha. The computer grants +2 to strike with all integral weapon systems includ-

ing the rail gun, flak cannon, and wheel guns, and +1 to any handheld weapons.

**Communications Suite:** The Silverback has a comm suite consisting of a powerful, military band radio. This radio is encrypted and broadcasts both wideband and directional. Range is 200 miles (320 m).

**Motion/Collision Sensor:** Detects objects within 150 feet (45.7) and alerts the pilot with an alarm and flashing red light.

**Headlights:** Silverbacks are equipped with four powerful headlights as well as two infrared headlights mounted in the sensor drums on the front of the vehicle, as well as on the forward roll bar.

**Instrumentation:** The Silverback has the following readouts in the instrument panel: Speedometer, Tachometer, Protoculture Level, Battery Charge, Engine Temperature, Thruster Temperature and Altitude.

**Distress Beacon:** Broadcasts a distress beacon on an encrypted Expeditionary Force frequency. Range is 250 miles (400 km).

**Vectored Thrust Nozzles:** The Silverback is equipped with a vectored thrust system with one main nozzle. The Thruster is built in to assist the Silverback in leaping as well as keeping balance in battloid mode.

**Power System:** The Silverback uses a liquid cooled, Protoculture fired, three-rotor rotary engine displacing 3,200 cubic centimeters. This engine uses the principles of the old-fashioned hydrogen fuel cells to convert the energy in Protoculture cells into motive power. This engine is mated to a heavy-duty six-speed transmission and transfer case lubricated by low-grit graphite suspended in silicone oil for heat control and long life.

The Silverback has active suspension as well as a shift on the fly, electronic four-wheel drive system. Needs four Protoculture cells for full power.

**Protoculture Fuel Capacity:** The VM-9 Silverback uses small Protoculture fuel cells about the size of a can of motor oil. Four fully charged Protoculture cells gives the mecha a reasonably active combat life of about one month. Heavy activity and combat reduces the cell's fuel life by *half.* The vehicles can function with half as many cells (2) for about half the period, but the maximum speed and the usual combat bonuses are reduced by half. **Note:** Invid Protoculture cells are the same as those used by the UEEF and are interchangeable. Replacing spent cells and recharging empty Protoculture energy cells requires somebody with the Biomechanical Maintenance or Robotechnology skill.

**CVR-3 Body Armor:** This standard pilot and infantry armor is not a necessary component of the Silverback, but it is standard issue.

# VM-9H "Silverback"

## Heavy, High Mobility Veritech Strike Vehicle

The VM-9H Silverback is another Ground Veritech that can go from four-wheeled vehicle to battloid in a matter of seconds. Battloid mode enables the Heavy Silverback to navigate most types of terrain, climb, walk and engage mecha in hand to hand combat. As a fast attack Ground Veritech built for infantry combat and troop support roles, it has the same wide range of weapon systems available to it as its lighter cousin, but also an additional HRG-70 rail gun, and mini-missile launchers in place of the cargo containers on the side. The VM-9H is heavily armored, and has a protective canopy and reinforced pilot's compartment (both seats) for greater combat versatility.

A forward mounted sensor pod and digital video camera is built into the roof of the vehicle (head in battloid mode) and sends images and sensor data to the heads-up displays (HUD) of the pilot and gunner/passenger in the second seat. In addition to serving as the eyes of the pilot and gunner, the sensor/camera array can record up to 144 hours of footage; ideal for reviewing and evaluating enemy formations, movement, tactics and battle action.

**Model Type:** VM-9H

**Class:** Heavy, High Mobility Veritech Strike Vehicle.

**Crew:** One, pilot, but there is a second seat for one passenger or gunner.

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

Vehicle Mode:
- \* Mini-Missile Launchers (2) – 40 each
- \* Slit Windshield – 25
- \* Wheels (4) – 5 each
- Modular Wheel Cover Hardpoints (4) – 25 each
- Sensor Drum – 15
- \* Sensor/Camera System (1; top) – 50
- Headlights (4) – 3 each
- Rail Guns (3) – 75 each
- \* Turret Housing (1, for two rail guns) – 85
- \*\* Rear Modular Equipment Mount – 25
- Reinforced Pilot Compartment – 95
- \*\*\* Main Body – 348
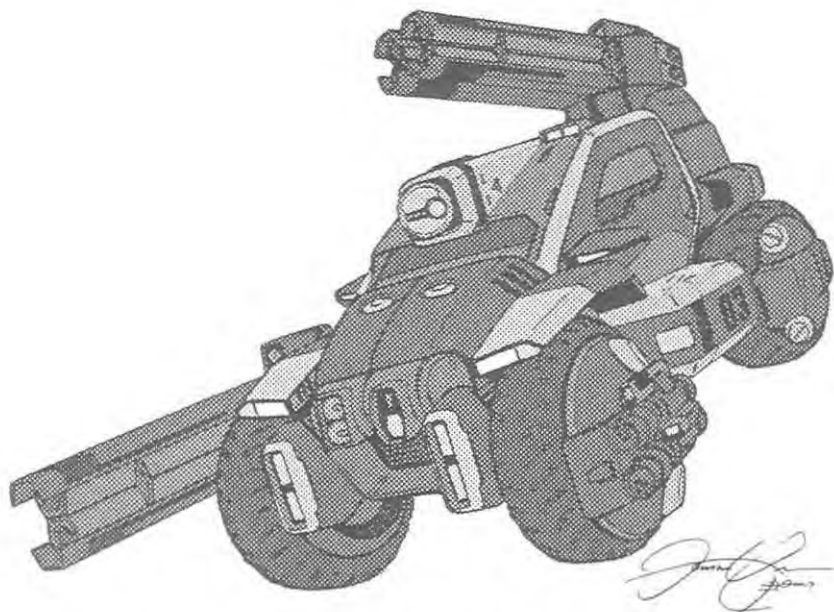
Battloid Mode:
* Slit Windshield – 25
* Wheels (4) – 5 each

Modular Wheel Cover Hardpoints (4) – 25 each

Rail Guns (3) – 75 each
* Turret Housing (1, for two rail guns) – 85

Arms (2) – 45 each
* Hands (2) – 15 each
* Mini-Missile Launchers (2; one per arm) – 40 each

Sensor Drum – 15
* Sensor/Camera System (1: top/head) – 50
* Headlights (2) – 3 each

Legs (2) – 112 each
* Feet (2) – 50 each

Rear Thruster – 25
** Rear Modular Equipment Mount – 25

Reinforced Pilot Compartment – 95
*** Main Body – 348

* A single asterisk indicates a small and/or difficult target to hit, requiring an attacker to make a successful "Called Shot" with the following penalties: Shooting at a stationary target -4, moving target -6, and fast moving target -11 to strike. These penalties also apply to targeting other small targets.

Destroying one wheel will reduce the Silverback's speed in vehicle mode by 50%. Destroying two wheels will reduce speed by 75%, and destroying three wheels will make the Silverback undriveable.

Destroy one of the feet and reduce running speed and leaps by 30%. Destroy both and the mecha cannot stand and running speed is only 10%.

** Destroying the rear modular equipment mount also destroys or detaches anything mounted to it, and will

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prevent future use of the mounting until repaired.

*** Depleting the M.D.C. of the main body destroys the Silverback, rendering it useless.

**Speed:**

Vehicle Mode: 120 mph (192 km) maximum on a flat, clear road. A more cautious 45 mph (72 km) off road.

Battloid Mode: 60 mph (96 km).

**Statistical Data:**

Vehicle Mode:

Height: 6 feet, 4 inches (1.95 m). 7 feet, 11 inches (2.4 m) with a turret on the rear mount.

Length: 12 feet, 10 inches (3.9 m).

Width: 6 feet, 11 inches (2.1 m), 7 feet, 11 inches (2.4 m) with side mounted weapons.

Battloid Mode:

Height: 13 feet, 10 inches (4.2 m), 20 feet, 8 inches (6.3 m) with a turret on the rear mount.

Length: 9 feet (2.7 m).

Width: 11 feet, 2 inches (3.4 m).

Weight: 3,023 pounds (1,360 kg) or 1.5 tons.

Physical Strength: Robotic P.S. of 34.

Cargo: None, other than a small area behind the seats for a rifle, handgun and survival kit; not room for a third passenger.

Power System: Same as the *VM-9L Light Silverback*.

1. **Modular Rear Equipment Mount:** The rear turret can mount various types of anti-armor or anti-aircraft weapons, or a reconnaissance and sensor suite. Only one piece of equipment can be mounted on this turret at a time. The selection is fundamentally the same as the *VM-9L Light*

*Silverback*, which are typically as follows (see VM-9L for descriptions of each):

A) HRG-140 Dual Rail Gun.

B) AAC-11 Flak Cannon.

C) LMMDS-12 (short-range missile launcher.

D) MMMDS-6 (six medium-range missile launcher).

E) MMDS-48 (box launcher with 48 mini-missiles).

F) OSS-88 Scout Sensor Suite.

2. **HRG-70 Rail Gun (1):** The HRG-70 is a high energy 20mm rail gun that fires high-speed, armor piercing sabots in 10 round bursts. The sabots are fed through the weapon by a disintegrating link belt fed from an ammo cannister mounted inside the vehicle. It is mounted on the right wheel of the Heavy Silverback, providing even more devastating firepower. In Battloid mode, it serves as a handheld rail gun; point and shoot.

Primary Purpose: Anti-Armor/Mecha and Anti-Invid.

Secondary Purpose: Assault.

Weight: 50 pounds (22.5 kg).

Range: 4,000 feet (1,219 m).

Mega-Damage: 1D6 M.D. for a single round, and 1D4x10+10 M.D. for a 10 round burst.

Rate of Fire: Each shot or burst counts as one of the pilot's melee attacks.

Payload: Each ammo-cannister carries 1,000 rounds, good for 100 bursts. Cannisters can be replaced by anyone with the Field Armorer, Weapons Engineer, or Biomechanical Maintenance skill.

M.D.C. of the Rail Gun: 75, but is a difficult target to hit, requiring an attacker to make a "Called Shot" and even then

incurs the following penalties to strike: -4 shooting at a stationary target, -6 at a moving target and -11 at a fast moving target.

3. **MM-12 Mini-Missiles Launchers (2):** The two cargo boxes normally found on each side of a Silverback are replaced with a pop-top mini-missile box launcher on each side/arm. Each contains 12 mini-missiles. To fire, up to three hatches on each unit are opened, the missiles are launched, and the hatches close again. One of the three hatches is only usable while in battloid mode.

Primary Purpose: Anti-Missiles and Anti-Personnel.

Weight: Each missile weighs about five pounds (2.25 kg).

Range: Typically one mile (1.6 km).

Mega Damage: Varies by mini-missile type.

Rate of Fire: One or in volleys of 2, 4, 8, or 16 in vehicle mode. May also fire all 24 in one volley when in battloid mode. One volley, no matter how many missiles are in it, counts as one melee attack.

Payload: 24 total, 12 mini-missiles per each of the two box launchers, but one full reload can be carried on the Heavy Silverback.

M.D.C. of the Launch System: 30 each.

4. **Modular Weapon Systems for Wheel Hardpoints (4):** Same as the *VM-9L Light Silverback*.

   **HRG-70 Rapid Fire Rail Gun** (see #2, above).

   **EP-40 Ion Pulse Pistol** (see VR-052 Cyclone).

   **GR-97 Mini-Missile Delivery System** (see VR-052 Cyclone).

   **EP-37 60mm Pulse Beam Rifle** (see VR-052 Cyclone).

   **RL-6 60mm Light Repeating Rocket Cannon** (see VR-038 Cyclone).

5. **Hand to Hand Combat:** The Heavy Silverback can also engage in hand to hand combat as is necessary.

Hand to Hand Damage: *Restrained Punch/Forearm Strike:* 1D4 M.D.

   *Full Strength Punch:* 2D4 M.D.

   *Power Punch:* 4D4 M.D., but counts as two melee attacks.

   *Kick Attack:* 2D8 M.D.; cannot perform a power kick.

   *Stomp Attack:* 2D8 M.D., but the target must be 6 feet (1.8 m) tall or smaller.

   *Jump Kick and Leap Kick:* 4D8 M.D., but each of these attacks counts as two melee attacks.

   *Body Block/Ram:* 2D8 M.D. on a body block/ram per 20 mph (32 km) of speed. There is a 70% chance of knocking an opponent of equal size, up to 50% larger, as well as smaller opponents, off their feet. In any case, the victim also loses initiative and two melee attacks. This attack counts as two of the mecha's melee attacks.

Bonuses with Mecha Elite Combat Training Only: +1 attack per melee round at levels 2, 4, 8 and 12. +1 to strike in hand to hand combat, +1 to strike with long-range weapons (rail gun, energy weapons, etc.), +1 to parry, +1 to dodge, +2 to pull punch, and +2 to roll with impact. **Note:** These bonuses ONLY apply when the pilot has the *Mecha Elite Combat Training skill in Silverbacks.* The pilot's own number of attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is outside the mecha. *Outside of his mecha.*

the pilot possesses only human fighting abilities.

6. **Advanced Sensors and Camera for the VM-9H Silverback:** Advanced sensor and HUD system.

**A) Communications:** Wideband and directional radio communication system with built-in scrambler that transmits both voice and cockpit video. Range is 300 miles (480 km), but can be boosted indefinitely via satellite relay.

**B) Combat Computer:** Collects data from all sensors, stores it and then displays the information on the pilot's and passenger's heads-up display (HUD). The targeting computer gathers information from the laser targeting system and radar and can track up to 72 aerial enemies at once to a range of 50 miles (80 km). Bonus: +2 to strike using rail guns, +1 to strike with missiles.

**C) Motion Detector and Collision Warning System:** Detects objects in the air or on the ground coming fast within 1,000 feet (305 m) and alerts the pilot with an alarm and flashing red light of an impending collision. +1 to dodge other ground vehicles.

**D) Radar:** Heavy Silverbacks utilize a miniaturized, X-band, Phased Array, three-dimensional battlefield radar. This radar system tracks airborne targets to a range of 50 miles (80 km) and land targets up to 10 miles (16 km) depending on terrain. The radar allows the pilot to track up to 72 targets, and has limited IFF capabilities with a database of up to 288 known UEEF enemies.

**E) Sensor Pod/Sensor Head:** The sensor head and shoulder mounted sensor pod have the following optical sensors and enhancements:

Audio Pickup and Filtration: This system works both multi-directionally and as a shotgun mic. It can pick up sounds as quiet as a conversation at 500 feet (152 m) and can sift through ambient sound for specific noises.

Distress Beacon: Broadcasts a distress signal on an encrypted frequency. Range is 250 miles (400 km).

Loudspeaker: Amplifies the pilot's voice up to 100 decibels.

Infrared Spotlight: Emits an infrared beam that is invisible to the naked eye but can be seen with the right sensors. Range is 2,000 feet (610 m) but is reduced by half in smoke or inclement weather.

Nightvision: Passive light amplification that allows the pilot to see in the dark as long as there is at least some ambient light. 4,000 foot (1219 m) range, but is completely useless in total darkness.

Tactical Camera: In addition to serving as the eyes of the pilot and gunner, the sensor/camera array can record up to 144 hours of footage; ideal for reviewing and evaluating enemy formations, movement, tactics and battle action.

Telescopic Optical Enhancement: 2,000 foot (610 m) range and a 120 degree field of view.

7. **CVR-3 Body Armor:** Standard issue for the pilot. May vary for the passenger.

# VM-9E
# "Silverback"

## Espionage, High Mobility Veritech Strike Vehicle
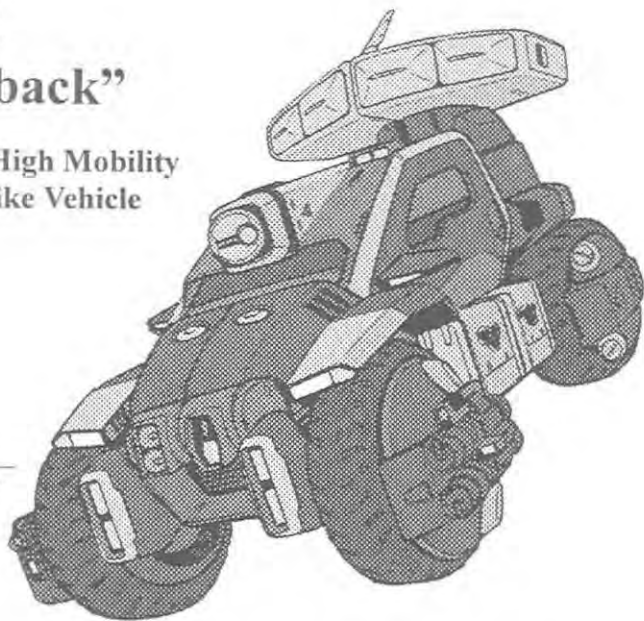
The VM-9E is an armored surveillance and electronic warfare version of the Silverback mecha series. It is fundamentally the same as the VM-9H in regard to armor, reinforced pilot's compartment, speed and other stats. However, it sacrifices heavy weapon systems for an advanced sensor array similar to the *Beta Fighter* on the cannon mount. Visibility of the windshield has been substituted with a forward sensor package with upgraded heads-up displays.

**Model Type:** VM-9E

**Class:** Heavy, High Mobility Veritech Strike Vehicle.

**Crew:** One driver/pilot and one Espionage/Intelligence operative (Military Specialist or Communications Officer).

**M.D.C. by Location:** Same as the VM-9H Silverback, with the exception of the large sensor array (140 M.D.C.), and available weapon systems vary.

**Speed:** Same as the VM-9H Silverback.

**Stats:** Same as the VM-9H Silverback.

## Weapons and Sensor Systems:

1. **Superior Sensor Array Mounted to Rear Modular Turret:** The rear turret of the VM-9E is always the superior sensor array. This sensor array has all the same sensory features (radar, radio, etc.) as the *Beta Fighter's* sensor system, very impressive for a ground vehicle. Of course, radar is limited to tracking and identifying airborne targets, not those on the ground.

M.D.C. of the Sensor Array: 140

2. **H-260 Valiant Laser Assault Rifle (1):** The H-260 is a man-sized, heavy laser assault rifle issued to Cyclone pilots, Silverback crews and heavy infantry troops.

Weight: 12 pounds (5.4 kg).

Range: 2,000 feet (610 m).

Mega-Damage: 2D6 M.D. single shot and 4D6 M.D. for a three shot burst.

Rate of Fire: Each blast uses one of the pilot's attacks.

Payload: Protoculture Energy Clip that provides 415 single M.D. blasts or 138 M.D. bursts per PE-Clip. Note: This weapon runs on Protoculture Energy Clips and can be sensed, seen and tracked by the Invid the second it is turned "on."

M.D.C. of the Weapon Itself: 35 M.D.C.

3. **Modular Weapon Systems for Wheel Hardpoints (4):** Each wheel cover has a modular hardpoint similar to the Cyclone on which a modular weapon system can be mounted and fired. One is taken up by the H-260 Valiant (described above) on the right, front wheel. Another is always a GR-97 Mini-Missile Delivery System on the left, front wheel, and the remaining two can be any of the following weapon systems. (No rail guns.) The descriptions for these additional weapon systems (2) can be found in the Cyclone section.

    **GR-97 Mini-Missile Delivery System** (see VR-052 Cyclone).

    **EP-40 Ion Pulse Pistol** (see VR-052 Cyclone).

    **EP-37 60mm Pulse Beam Rifle** (see VR-052 Cyclone).

    **RL-6 60mm Light Repeating Rocket Cannon** (see VR-038 Cyclone).

    **H-260 Valiant** (a second one).

4. **Hand to Hand Combat:** Same as the VM-9H Heavy Silverback.

5. **Advanced Sensors and Camera for the VM-9E Silverback:** Same as the VM-9H.

6. **CVR-3 Body Armor:** The pilot and his companion (gunner, Communications Officer, Military Specialist, etc.) are both clad in CVR-3 body armor. It is not a necessary component of the Silverback, but it is standard issue.

7. **VR-030 or VR-040 Series Cyclone (1):** Mounted on the back of the Silverback is one Cyclone suitable for additional scouting or espionage.

# Other Vehicles

# HCT-20 "Bull Dog" Heavy Cargo Tractor

The HCT-20 is a versatile and powerful cargo hauler seen busy scurrying around or hauling parts and ordnance all over the flight decks and cargo areas of the big space cruisers, Robotech factory and space outposts. It hitches to missile racks, bomb containers, ordnance, machine parts, damaged aircraft, and cargo already loaded onto trailers and pulls them to the aircraft or mecha waiting to be loaded with ordnance, or the cargo holding area where they belong. The small, but sturdy, open-air cargo vehicle can *pull* up to 50 tons on a wheeled platform.

When not hauling cargo, the Bull Dog zips along at speeds of up to 45 mph (72 km), and may be used to transport pilots and flight crews to and from their aircraft, though at a slow, comfortable speed of 20 mph (32 km) or less. (As many as five people can hitch a ride on its long, flat-top hood, plus one or two others sitting behind the driver.)

**Vehicle Type:** Tractor.

**Class:** Military all-purpose transport and cargo hauler.

Crew: One driver.

**M.D.C. by Location:**
* Headlights (2, front) – 2 each
* Tires (4) – 10 each
  Winch and Pulley System (1; large, back) – 44
** Main Body – 75

* Destroying one tire reduces speed by 30% and inflicts a -10% piloting skill penalty. Losing two tires makes the vehicle undriveable. **Note:** The tires are shielded and very difficult to hit from the front or behind. To shoot out a tire from a front or back position, the attacker must make a successful "Called Shot" with the following penalties: Shooting at a stationary target -4, moving target -6, and fast moving target -11 to strike; half those penalties when at the side of the truck. These penalties also apply to targeting the driver, headlights and other small targets.

** Depleting the M.D.C. of the main body destroys the vehicle, rendering it useless, and spilling the cargo.

**Speed:** 45 mph (72 km) empty, 12 mph (19.2) at maximum load.

**Statistical Data:**
Height: 3 feet, 6 inches (1.1 m).
Length: 16 feet (4.8 m).
Width: 7 feet (2.1 m).
Weight: 5.5 tons.

Cargo: None per se, pulls other loads on wheels, up to 50 tons.

Power System: High Output Protoculture Fired Rotary Engine; requires six Protoculture cells to operate. Also has a backup power system comprised of an electric motor that is constantly charged by regenerative braking systems in the wheel hubs. The engine's battery can store enough power for 2 hours of general riding, one third that hauling cargo weighing more than 15 tons.

**Weapon Systems:** None standard.

**Special Equipment of Note:**
1. **Built-in Radio:** Short-range directional radio with a 20 mile (32 km) range.
2. **Heavy Winch and Pulley (1):** Located in the back of the Bull Dog is a heavy-duty, modular, trailer hitch, winch and pulley.
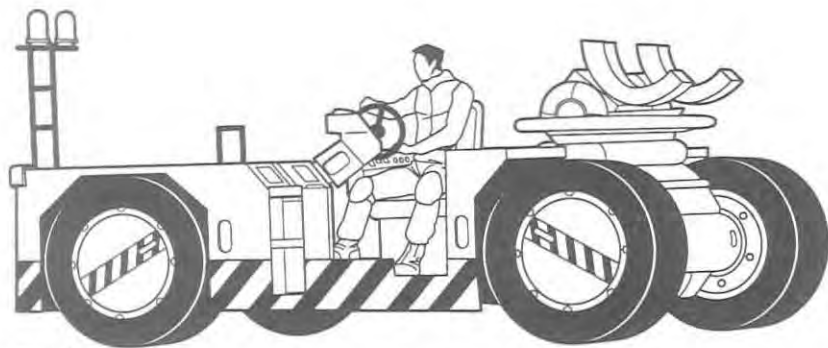
# HACT-20 "Roadmaster" Armored Cargo Truck

The HACT is a heavy-duty, all-terrain, 20 ton truck that resembles an oversized jeep or dune buggy with a cargo bed. It has four massive, flat proof, five foot (1.5 m) tall tires, independent suspension, an armored body and an open-air cab and cargo area. It is designed to drive over broken roads and rugged terrain without difficulty, can climb over mounds of debris and travel through water up to seven feet (2.1 m) high. The flat bed can carry crated cargo or troops weighing up to 20 tons. The front seat accommodates the driver and two passengers comfortably. It has no weapon system, but a heavy energy cannon, rail gun, or machine-gun could be mounted on the passenger side where the passenger could act as a gunner.

**Vehicle Type:** Truck.

**Class:** Military all-purpose transport and cargo hauler.

**Crew:** One driver.

**M.D.C. by Location:**
* Headlight (1) – 3
* Tires (4; large) – 27 each
  Reinforced Bumper (1, front) – 110
** Main Body – 185

* Destroying one tire reduces speed by 30% and inflicts a -10% piloting skill penalty. Losing two tires reduces speed by half and inflicts a -30% piloting penalty. Destroying three tires reduces speed by 90%, inflicts a -60% piloting skill penalty, and driving on the rims is likely to damage the wheels and axle. **Note:** The tires are shielded and very difficult to hit from the front or behind. To shoot out a tire from a front or back position, the attacker must make a successful "Called Shot" with the following penalties: Shooting at a stationary target -6, moving target -8, and fast moving target -14 to strike; half those penalties when at the side of the truck. These penalties also apply to targeting the driver, headlight and other small targets.

** Depleting the M.D.C. of the main body destroys the vehicle, rendering it useless, and spilling the cargo.

**Speed:** 75 mph (120 km) empty. 50 mph (80 km) at maximum load.

**Statistical Data:**

Height: 11 feet, 4 inches (3.5 m).

Length: 24 feet (7.3 m).

Width: 8 feet, 4 inches (2.5 m).

Weight: 8.3 tons.

Cargo: 18x8 foot (5.5 by 2.4 m) flat bed capable of hauling up to 20 tons. Open-air flat bed may require cargo being covered with a tarp and strapped down or otherwise secured.

Power System: High Output Protoculture Fired Rotary Engine; requires six Protoculture cells to operate. Also has a backup power system comprised of an electric motor that is constantly charged by regenerative braking systems in the wheel hubs. The engine's battery can store enough power for 12 hours of general riding, half that hauling cargo weighing more than 10 tons.

**Weapon Systems:** None standard.

**Special Equipment of Note:**

1. **Built-in Radio:** Short- and long-range directional radio.

Range: 200 miles (320 km)

2. **Trailer Hitch:** The rear bumper has a modular trailer hitch.

3. **Hardpoints (6):** Hooks for tying down tarp and restraining straps.

# Notable Handheld UEEF Weapons
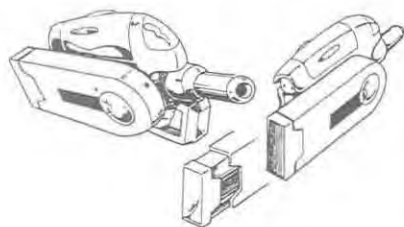


## EP-40 Ion Pulse Pistol

The EP-40 is a heavy ion pistol that dishes out respectable damage and is very accurate over short distances. It is standard issue to the VR-050 series Cyclones, typically mounted on the front wheel hub, and is fixed forward with a 45 degree field of fire. The weapon is powered by a Protoculture magazine that is good for 110 blasts. Though standard issue to VR-052 Cyclones, the weapon may also be used by infantry troops as well.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Weight: 8 pounds (3.6 kg).

Range: 1,200 feet (366 m).

Mega-Damage: 4D6 M.D. per blast; no burst capabilities.

Rate of Fire: Each blast counts as one melee attack.

Payload: 110 blasts. **Note:** This weapon runs on Protoculture Energy Clips and can be sensed, seen and tracked by the Invid the second it is turned "on."

M.D.C. of the Weapon Itself: 30 M.D.C.

Bonus: +1 to strike under 750 feet (228.6 m), in addition to any Weapon Proficiency bonuses of the pilot.

## EP-37 60mm Pulse Beam Rifle

This heavy laser rifle fires single shots as well as five round bursts. It is highly accurate and very durable, able to take all manner of abuse in the field and keep working. It is issued with the *VR-052 Battler Cyclone* as a standard assault rifle, and is stowed alongside the mecha while in cycle mode. This weapon can be used by un-armored humans, but is heavy and awkward and imposes a -2 to strike.
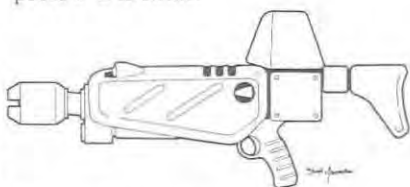


Primary Purpose: Assault.

Secondary Purpose: Defense.

Weight: 22 pounds (10 kg).

Range: 4,000 feet (1,219 m).

Mega-Damage: 4D4 M.D. for a single shot, 1D6x10 M.D. for a five round burst.

Rate of Fire: Each blast uses one of the pilot's attacks.

Payload: 50 single shots or 10 five round bursts.

M.D.C. of the Weapon Itself: 40 M.D.C.

Bonus: +1 to strike.

## FAL-2 Pulse Laser Rifle

Another old energy weapon from between the first and second Robotech wars. Designed to be the energy rifle equivalent to the AK-47, the FAL-2 was cheap to produce, easy to use and nearly indestructible. It fires single blasts and five round bursts, and still sees plenty of

use on Earth by freedom fighters and rebels.

<u>Weight</u>: 6 pounds (2.7 kg).

<u>Range</u>: 1,900 feet (579 m).

<u>Mega-Damage</u>: 3D6 M.D. for a single blast, 6D6 M.D. for a three round burst.

<u>Rate of Fire</u>: Each single shot or burst counts as one melee attack.

<u>Payload</u>: Protoculture Energy Clip that 290 single M.D. blasts or 96 rifle bursts per PE-Clip. **Note:** This weapon runs on Protoculture Energy Clips and can be sensed, seen and tracked by the Invid the second it is turned "on."

<u>M.D.C. of the Weapon Itself</u>: 32 M.D.C.

# H-90 Gallant

## Modular Energy Weapon System

The H-90 Gallant is the standard issue energy weapon for pilots, officers and vehicle crews. It is a 10mm laser weapon that uses an ingenious modular design to fill the role of both side arm and rifle. As a side arm, the Gallant is a compact, semi-automatic weapon with the ability to deliver both Mega-Damage (M.D.) as well as S.D.C. damage. With the rifle stock and barrel extender/flash suppressor attached, the Gallant becomes a long-range, precision laser rifle
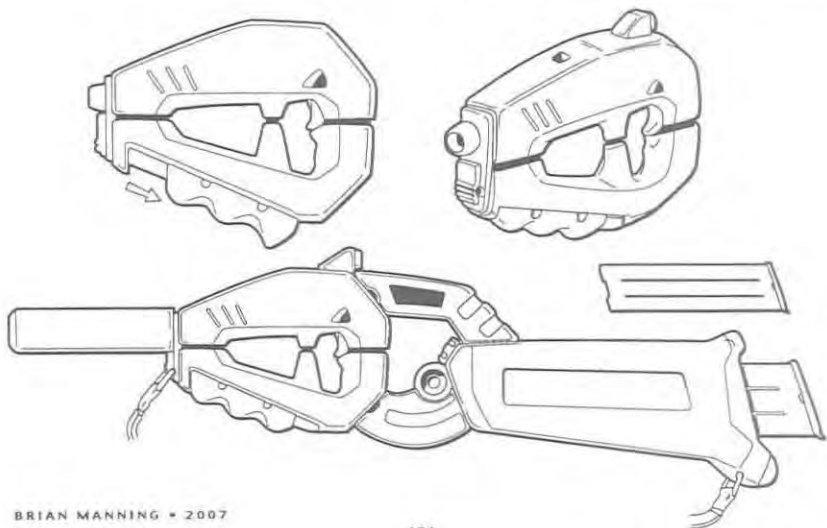
capable of dealing respectable damage at great distances. The Gallant enjoys great popularity among the UEEF, and has inspired a sister weapon; the H-260 Valiant Assault Rifle.

The H-90 Gallant is a favored weapon in the UEEF not only because of its versatility, but for its durability. The weapon never jams, needs minimal maintenance, operates equally well in all climates (including sub-zero, humid and hot), and can even be submerged underwater for hours and still fire soaking wet.

Weight: Pistol: 2 pounds (0.9 kg). Rifle: 7 pounds (3.1 kg).

Range: Pistol: 800 feet (244 m). Rifle: 1,600 feet (488 m).

S.D.C. Damage: 2D6 S.D.C. for a single shot, 5D6 S.D.C. for a three round burst; same for pistol or rifle, only range differs.

Mega-Damage: Pistol: 1D6 M.D. for a single blast, 3D6 M.D. for a three round burst.

Rifle: 2D6 M.D. for a single blast, 6D6 M.D. for a five round burst.

Rate of Fire: A single shot or burst counts as one melee attack, but a burst has a much lower bonus to strike.

Payload: Protoculture Energy Clip that provides 2500 S.D.C. bursts, 830 single M.D. pistol shots, 415 single M.D. rifle blasts or 83 M.D. rifle bursts per PE-Clip. Note: This weapon runs on Protoculture Energy Clips and can be sensed, seen and tracked by the Invid the second it is turned "on."

M.D.C. of the Weapon Itself: 40 M.D.C.



# H-260 Valiant Laser Assault Rifle

The H-260 is a man-sized, heavy laser assault rifle issued to Cyclone pilots, Silverback crews and heavy infantry troops. It is accurate, durable and capable of burst firing. The Valiant comes standard with the *VR-057 Super Cyclone* and can be attached to the *Silverback IFV* 4-wheel vehicle as a pilot or passenger weapon (rare).

The H-260 is slowly replacing the aging EP-37 as the weapon of choice for the VR-050 series Cyclones.

Weight: 12 pounds (5.4 kg).

Range: 2,000 feet (610 m).

Mega-Damage: 2D6 M.D. single shot and 4D6 M.D. for a three shot burst.

Rate of Fire: Each blast uses one of the pilot's attacks.

Payload: Protoculture Energy Clip that provides 415 single M.D. blasts or 138 M.D. bursts per PE-Clip. Note: This weapon runs on Protoculture Energy Clips and can be sensed, seen and tracked by the Invid the second it is turned "on."

M.D.C. of the Weapon Itself: 35 M.D.C.

# M-30 9mm "Hound" Semi-Automatic Pistol

The M-30 is a small frame, selective fire, 9mm auto-pistol. This weapon is used by security details and is supplied to rebels and freedom fighters by the dozen. There is some discussion as to

whether the dual feed, large capacity magazine and rate of fire make this weapon a machine-pistol instead of an semi-automatic pistol.

Weight: 3.5 pounds (1.6 kg).

Range: 220 feet (67 m).

S.D.C. Damage: 2D6 S.D.C. for a single round, 5D6 S.D.C. for a four round burst

Rate of Fire: Each single shot or burst counts as one melee attack.

Payload: 18 round clip or 68 round box magazine capable of 17 bursts.

M.D.C. of the Weapon Itself: 12 M.D.C.

## M-55 "Wolverine" Assault Rifle

The Wolverine is a select fire assault rifle issued as the main infantry weapon to Marine platoons. The weapon fires ei-

ther 5.56mm caseless ammunition or 5.56mm HEAP rounds. It also has an optional underbarrel 25mm grenade launcher for cracking armor and boarding actions.

Weight: 10 pounds (4.5 kg).

Range: Rifle: 2,000 feet (610 m).

Grenade Launcher: 1,200 feet (366 m).

S.D.C. Damage: 4D6 S.D.C. for a single rifle round, 1D4x10 S.D.C. for a three round burst.

Mega-Damage: 2D4 M.D. for a single HEAP rifle round or 4D4 M.D. for a three round burst of M.D. HEAP rounds.

25mm Mega-Damage grenades do 4D6 M.D. to a 10 foot area (3 m).

Rate of Fire: Each single shot or burst counts as one melee attack. Grenades are single shot only and each blast counts as an attack.
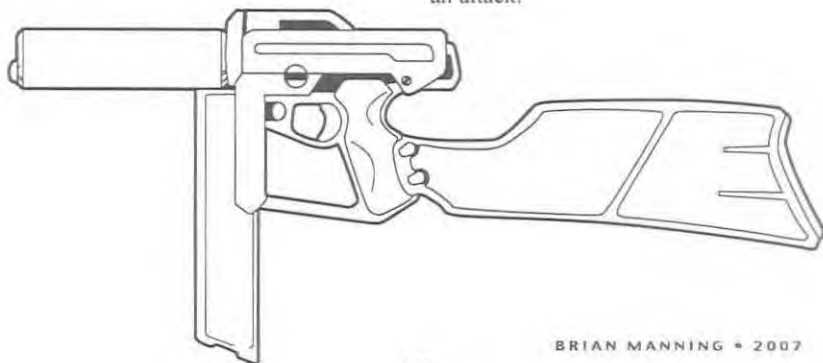
Payload: 96 round box magazine capable of 32 bursts for S.D.C. or HEAP rounds. The grenade launcher attachment carries 4 grenades. It takes one melee round (15 seconds) to reload all four grenades.

M.D.C. of the Weapon Itself: 15 M.D.C.

# M-46 "Badger" Submachine-Gun

The M-46 is a 10mm submachine-gun reminiscent of the Uzi from pre-war Earth. It comes standard with a folding stock and can fire either conventional 10mm rounds or 10mm HEAP rounds. Commando and reconnaissance teams love this weapon for its flexibility, reliability and the fact that the Invid can't see it with their Protoculture sensors.

Weight: 5.5 pounds (2.5 kg).

Range: 600 feet (183 m).

S.D.C. Damage: 2D6 S.D.C. for a single shot or 6D6+3 S.D.C. for a five round burst.

M.D.C. Damage: 1D4 M.D. for a single shot with HEAP pistol rounds, or 4D4 M.D. for a five round burst.

Rate of Fire: Each single shot or burst counts as one melee attack.

Payload: 30 round clip can fire six bursts, or 90 round drum for 18 bursts.

M.D.C. of the Weapon Itself: 12 M.D.C.

# M-37 "Weasel" 10mm Semi-Automatic Pistol

The M-37 is a military sidearm built in the same vein as the venerable M-1911. The weasel is rugged, easy to maintain and packs a heavy punch. It is usually issued to officers and ship board security teams. The Weasel can fire either conventional 10mm rounds, or experimental, explosive tipped, HEAP rounds.

Weight: 3.5 pounds (1.6 kg).

Range: 200 feet (61 m).

S.D.C. Damage: 4D6 S.D.C.

M.D.C. Damage: 1D4 M.D.C. for HEAP rounds.

Rate of Fire: Single shot, and each round fired counts as one melee attack.

Payload: 15 round clip.

M.D.C. of the Weapon Itself: 15 M.D.C.
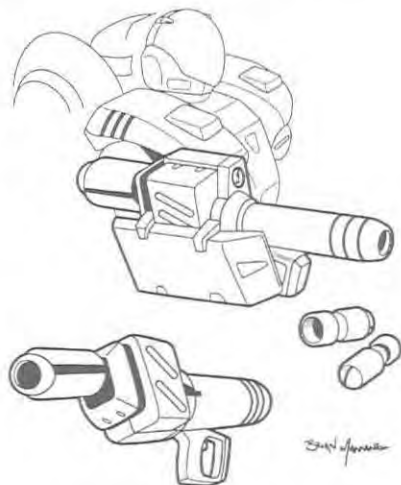


# RL-2 Rocket Launcher

A re-usable, shoulder fired rocket launcher used to deploy anti-personnel, anti-armor and anti-aircraft mini-missiles. Comes with a 10x magnification passive nightvision scope.

Weight: 16 pounds (7.2 kg) for the launcher.

Range: One mile (1.6 km).

Mega Damage: As per mini-missile type.

Rate of Fire: One at a time. Each missile uses one melee attack.

Payload: The RL-2 holds two mini-missiles at a time, but they must be fired one at a time. Reloading one mini-missile

takes three melee actions/attacks (about 10 seconds).

M.D.C. of the Weapon Itself: 50 M.D.C.

## SAL-9 Semi-Automatic Laser Pistol

The SAL-9 is an old 10mm energy pistol that more closely resembles a sub-machine-gun. It was designed between the first and second Robotech wars. It still sees use among rebels and freedom fighters, and was distributed among these groups by the Expeditionary Force to aid them against either the Robotech Masters or Invid. Due to its age, the SAL-9 is uncommon among the returning members of the Expeditionary Force, but is plentiful on Invid occupied Earth.

Weight: 4 pounds (1.8 kg).

Range: 1,000 feet (305 m).

M.D.C. Damage: 1D6 M.D.C. for a single shot.

Rate of Fire: Single shot only. Each shot uses one melee attack.

Payload: 40 blasts per standard energy clip, but a Protoculture Energy Clip provides 830 single M.D. pistol shots. Note: When this weapon uses a Protoculture Energy Clip, it can be sensed, seen and tracked by the Invid the second it is turned "on."

M.D.C. of the Weapon Itself: 18 M.D.C.

# Explosive Weapons & Other Equipment

## D-40 Cobalt Limpet Mine

A high-explosive charge whose active ingredient is pressurized, powdered metal cobalt made for sabotage and demolition. The whole package is very compact, less than a foot long, and includes the explosives, detonator and timer. The timer is digital and can be set from 30 seconds to 60 minutes and can be stopped up to five seconds before detonation. The back is coated in a high-powered adhesive with a peel-off cover and will pretty much stick to anything.

Weight: Five pounds (2.3 kg).

Mega-Damage: 1D6x10 M.D.

Blast Radius: 20 feet (6.1 m).

## D-30 Cobalt Grenades

High explosive grenades that are essentially small, D-40 mines that can be tossed.

Weight: 0.5 pounds (0.2 kg).

Mega-Damage: 3D6 M.D.

Blast Area: 15 feet (4.6 kg).

# Missile Stats

## Short-Range Missiles

High-Explosive (light): 2D4x10 M.D., 5 mile (8 km) range at 500 mph (800 km), 10 foot (3 m) radius, 5 M.D.C. for the missile itself.

High-Explosive (medium): 2D6x10 M.D., 5 mile (8 km) range at 500 mph (800 km), 15 foot (4.6 m) radius, 5 M.D.C.
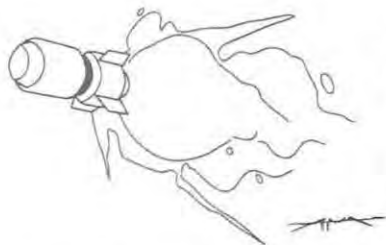
Fragmentation (light): 2D4x10 M.D., 3 mile (4.8 km) range at 450 mph (720 km), 20 foot (6.1 m) radius, 5 M.D.C.

High-Explosive Armor Piercing/ HEAP (medium)*: 2D6x10 M.D., 5 mile (8 km) range at 650 mph (1040 km), 5 foot (1.5 m) radius, 5 M.D.C.

Plasma/Napalm (medium)*: 2D6x10 M.D., 3 mile (4.8 km) range at 500 mph (800 km), 15 foot (4.6 m) radius, 5 M.D.C.

Tear Gas: No damage, 1/2 mile (0.8 km) range at 200 mph (320 km), 10 foot (3 m) radius, 5 M.D.C.

Knock-Out Gas: No damage, 1/2 mile (0.8 km) range at 200 mph (320 km), 10 foot (3 m) radius, 5 M.D.C.

Smoke (colors available): No damage, 1 mile (1.6 km) range at 300 mph (480 km), 20 foot (6.1 m) radius, 5 M.D.C.

Fire Retardant: No damage, 1/2 mile (0.8 km) range at 200 mph (320 km), 20 foot (6.1 m) radius, 5 M.D.C.

## Medium-Range Missiles

High-Explosive (light): 2D4x10 M.D., 50 mile (80 km) range at 1200 mph (1920 km), 20 foot (6.1 m) radius, 10 M.D.C. for the missile itself.

High-Explosive (medium): 2D6x10 M.D., 40 mile (64 km) range at 1200 mph (1920 km), 20 foot (6.1 m) radius, 10 M.D.C.

High-Explosive (heavy): 3D6x10 M.D., 40 mile (64 km) range at 1200 mph (1920 km), 30 foot (9.1 m) radius, 10 M.D.C.

High-Explosive Armor Piercing/ HEAP (medium)*: 3D6x10 M.D., 40 mile (64 km) range at 1600 mph (2560 km), 20 foot (6.1 m) radius, 10 M.D.C.

Fragmentation (light): 2D6x10 M.D., 40 mile (64 km) range at 1000 mph (1600 km), 40 foot (12.2 m) radius, 10 M.D.C.

Plasma/Napalm (medium)*: 4D6x10 M.D., 40 mile (64 km) range at 1400 mph (2240 km), 40 foot (12.2 m) radius, 10 M.D.C.

Multi-Warhead*: 5D6x10 M.D., 80 mile (128 km) range at 1200 mph (1920 km), 20 foot (6.1 m) radius, 10 M.D.C.

Smoke (colors available): No damage, 40 mile (64 km) range at 1000 mph (1600 km), 40 foot (12.2 m) radius, 10 M.D.C.

## Long-Range Missiles

High-Explosive (medium): 3D6x10 M.D., 500 mile (800 km) range at 2010 mph (mach 3), 30 foot (9.1 m) radius, 20 M.D.C.

High-Explosive (heavy): 4D6x10 M.D., 500 mile (800 km) range at 2010 mph (mach 3), 40 foot (12.2 m) radius, 20 M.D.C.

High Explosive Armor Piercing/ HEAP (medium): 3D6x10 M.D., 800 mile (1280 km) range at 2010 mph (mach 3), 30 foot (9.1 m) radius, 20 M.D.C.

Fragmentation (light): 2D6x10 M.D., 400 mile (640 km) range at 1400 mph (2240 km), 80 foot (24.4 m) radius, 20 M.D.C.

Plasma/Heat (medium): 4D6x10 M.D., 500 mile (800 km) range at 1400 mph (2240 km), 40 foot (12.2 m) radius, 20 M.D.C.

Plasma/Heat (heavy)*: 5D6x10 M.D., 500 mile (800 km) range at 1400 mph (2240 km), 50 foot (15.2 m) radius, 20 M.D.C.

Proton Torpedo (heavy)*: 6D6x10 M.D., 1200 mile (1920 km) range at 2010 mph (mach 3), 50 foot (15.2 m) radius, 20 M.D.C.

Reflex (medium)*: 1D4x100 M.D., 1000 mile (1600 km) range at 2010 mph (mach 3), 40 foot (12.2 m) radius, 20 M.D.C., rare and in short supply.

Reflex (heavy)*: 1D6x100 M.D., 1000 mile (1600 km) range at 2010 mph (mach 3), 60 foot (18.3 m) radius, 20 M.D.C., rare and in short supply.

Reflex Multi-Warhead*: 2D4x100+60 M.D., 1800 mile (2880 km) range at 2010 mph (mach 3), 100 foot (30.5 m) radius, 20 M.D.C., rare and in short supply.
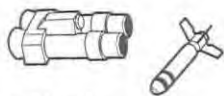


# Mini-Missiles

High Explosive: 5D6 M.D., 1 mile (1.6 km) range at 500 mph (800 km), 5 foot (1.5 m) radius, 1 M.D.C. for the missile itself.

High Explosive Armor Piercing/HEAP: 1D4x10 M.D., 1 mile (1.6 km) range at 1400 mph (2240 km), 3 foot (0.9 m) radius, 2 M.D.C.

Fragmentation: 5D6 M.D., 1/2 mile (0.8 km) range at 500 mph (800 km), 20 foot (6.1 m) radius, 1 M.D.C.

Plasma/Napalm (medium): 1D6x10 M.D., 1 mile (1.6 km) range at 1200

mph (1920 km), 15 foot (4.6 m) radius, 1 M.D.C.

Smoke (colors available): No damage, 1/2 mile (0.8 km) range at 300 mph (480 km), 20 foot (6.1 m) radius, 1 M.D.C.

* Available as smart bombs, +5 to strike.

# Synchro Cannons

Synchro Cannons are supposed to be the ultimate in anti-personnel, anti-mecha, and anti-armor weapons. Built from technology given to the Expeditionary Force by the *Haydonites*, the Synchro Cannon utterly destroys anything it hits. Synchro Cannons come in all sizes, from small scale models that can be mounted on the back of a Beta Fighter or heavy truck or on its own hover platform, to massive, anti-ship weapons on UEEF capital spaceships.

Weight: Small scale, portable Artillery Synchro Cannons weigh 4 tons. Larger cannons are typically mounted to aerospace fighters and starship versions are part of the airframe or hull. A special hover platform was designed to move portable Synchro Cannons around. The loaded Synchro Cannon platform weighs 8 tons, goes about 35 mph (56 km) and has 100 M.D.C.

Range: Small cannons like those on the Beta and man-operated hover platforms (one pilot/gunner) have a range of 8,000 feet (2,438 m). Ship mounted cannons typically have a range of 25-100 miles (40 to 160 km).

Mega-Damage: Completely obliterates whatever it hits. A dodge and other evasive action is the only way to escape destruction. Thus, they are especially effective against large, slow moving spacecraft and fortified positions.

Rate of Fire: Once per melee round (15 seconds).

Payload: Effectively unlimited.

M.D.C. Portable Synchro Cannons: 100 M.D.C.
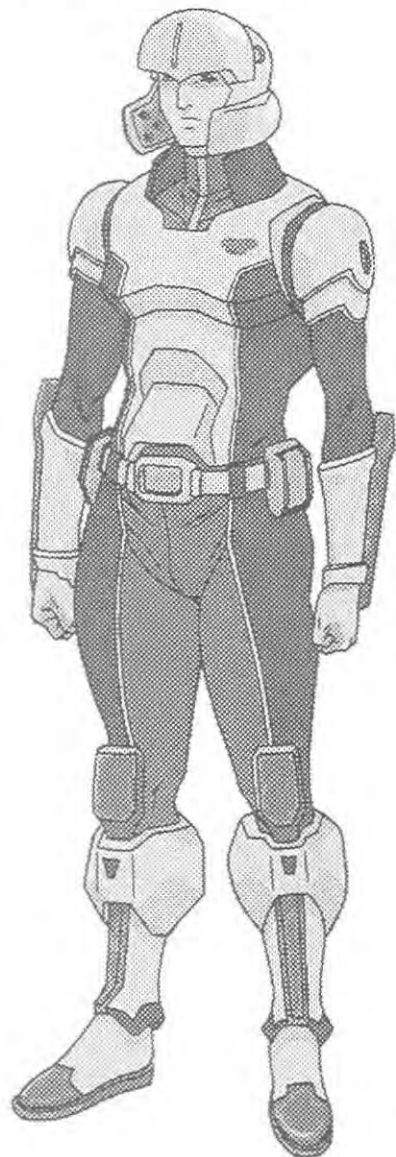
M.D.C. of Synchro Cannon Artillery Unit on Hover Platform: 150 M.D.C., and has a Speed of 40 mph (64 km; double in space), and a maximum altitude of 1000 feet (305 m) above the ground in an atmosphere.

Note: Only one Synchro Hover Cannon is known to have been used on Earth during the battle for Reflex Point, and it was destroyed. As with all Haydonite technology, the Synchro Cannons are *booby-trapped*, and can be exploded at will by the traitorous *Haydonites*, destroying whatever they are mounted in, be that a hover platform or an entire spaceship.

## CBR-5 Tactical Armor

CBR-5 is the standard armor of the security corpsmen of the Expeditionary Force. It is a non-environmental suit worn to give military police and other security personnel light protection for security details and riot control. It consists of a lightweight composite clamshell and shoulder armor, armored boots and shin protectors, armored forearm protectors and an open faced helmet. An optional visor and clear riot shield can be issued for crowd and riot control duties. It vaguely resembles the CVR-3 and is worn over standard issue UEEF coveralls or a flight suit. The CBR-5 can *not* interface with the Cyclone.

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

Legs (2) – 22 each    Helmet – 30
Main Body – 50    Arms (2) – 15 each
Riot Shield (optional) – 25

Weight: CBR-5 weighs seven pounds (3.1 kg) and imposes no penalty to Prowl or Physical skill rolls. This armor is non-environmental.

# Game Rules

By Kevin Siembieda

## What is a Role-Playing Game?

Role-playing games are games of imagination and storytelling.

They use elements of live theater, improvisation, social interaction and the kid's game of "let's pretend," only with dice and formal rules.

They are fun, different, memorable, and the more you play, the more comfortable and exciting they become.

Role-playing games are not for everyone. They appeal mainly to people with excellent imagination, creativity, sharp minds, and those who have the
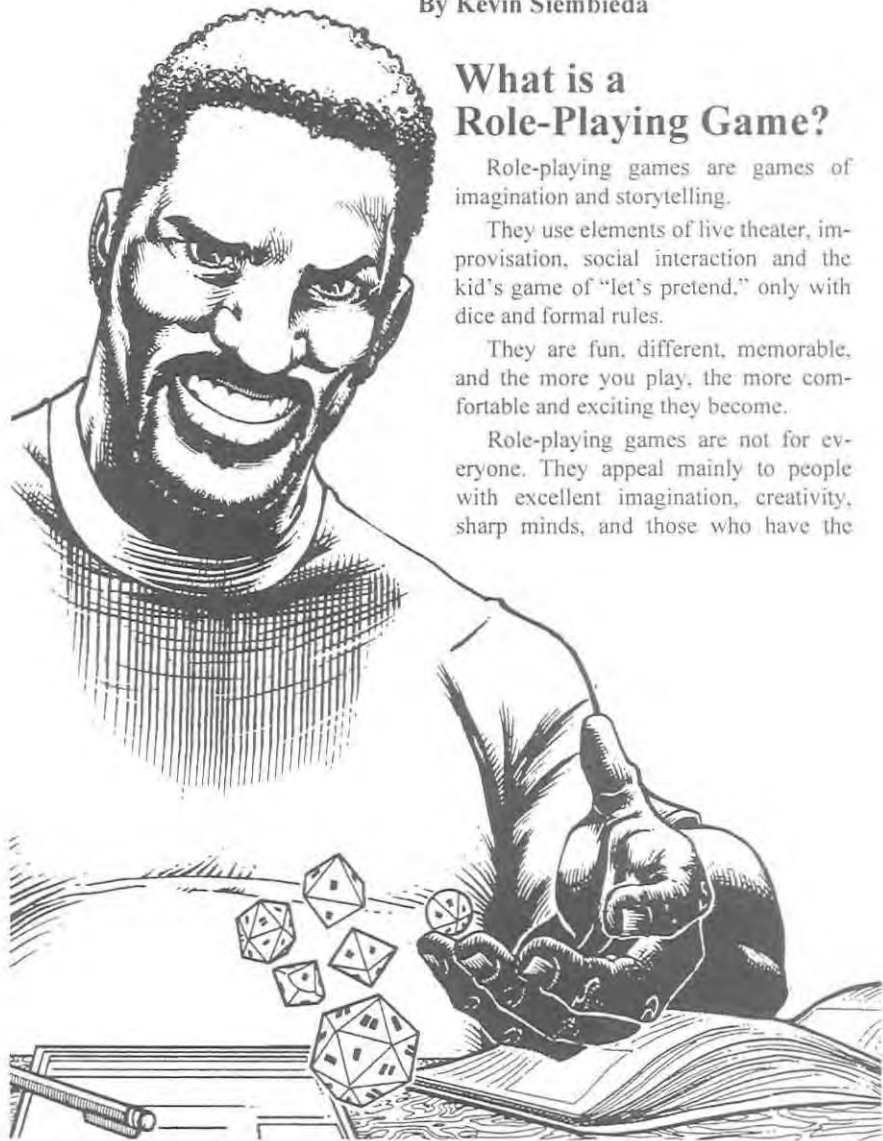
ability to think on their feet and improvise.

They require teamwork and cleverness on a few different levels, and every player's words and actions help build the story. The unique and original story of *your* heroes in the **Robotech®** saga.

Yeah, it's epic.

# The Game Master

The Game Master (G.M.) functions as a combination director of improvisational theater, a storyteller and a referee.

**As the referee,** the Game Master has to have a solid understanding of the rules and have a knack for storytelling, improvisation and theatrics. The G.M. is the person who guides the players through one or more adventures per game session. As the referee, the G.M. needs to stop game play to remind players about the rules, their characters' alignment, and of the potential consequences of the characters' actions.

The Game Master is also the person who needs to understand how combat works, what dice are rolled and when, and how to make rulings and impromptu story decisions.

Fear not, you don't have to memorize all of the rules, just understand the basics. You have this *rule book* as your reference guide to check on rules and data whenever you need to.

**As the director and storyteller,** the Game Master sets the stage, presents the setting, establishes the characters' goals ("Your mission is . . .") and comes up with the antagonists, dangers, challenges, and surprises in the adventure that unfolds.

A good Game Master is flexible and resourceful. This is where the *improvisa-* *tion* part of running the game comes in, as the G.M. must adjust his story ideas, the bad guys, the action, and other story elements to fit what the players are doing.

A good Game Master never forces a player to do anything, but is prepared with plenty of consequences, good and bad, based on what the player character or player group does. Back talk to a Commanding Officer, and the character might be brought up on charges or even arrested and put in the brig. Or the character might walk away with a warning or get demoted (which comes with a reduction of pay and loss of privileges). See how this all builds and leads from one thing to another, almost on its own? That's the beauty of role-playing.

Ah, but let's think about this "incident" from a *role-playing* point of view. Role-playing is all about putting yourself, as the Game Master (and as players), into that fictional character's shoes. That's where a character's alignment and background really help shape and define how the character will think and behave.

Keeping that in mind, maybe the Commanding Officer is angry and sends the back-talking player character *and his teammates* (the rest of the player characters) on the most dangerous or frightening, or least desirable, assignment imaginable. Maybe from this point forward that Officer has it out for the character(s) and is extremely critical and hard on that character and his teammates. His attitude may be because he wants to make them all better soldiers, or because he is a vengeful character and now wants to embarrass and punish them.

**Get the idea?** Put *yourself* in that "character's" shoes. Assume the role of

that character. Try to think about how he or she behaves, feels, thinks and desires. Is the character power hungry? A zealous super-patriot? A control freak? A crook? Lazy? Mean? Jealous? And on and on. This applies to players too, but let's stick with the Game Master for now.

**As the storyteller and director of the adventures,** the Game Master needs to create storylines and missions that the player characters play through. Think of them as *quests* like the ones you see in videogames and online games, comic book adventures or the stories you see in a TV series. This week, the adventure is "X."

Creating adventures for the **Robotech®** setting is easier than some RPG settings, because the player characters are all members of the military and are sent on assignments and missions in the field as their job.

As the Game Master playing a commanding officer, you tell the players that their characters gather at this morning's briefing session or are called in to the Commander's office for a special mission. The Commanding Officer greets the characters, asks them to be seated and begins: "Haydonite spacecraft have been spotted by a reconnaissance patrol hiding in the debris field around Earth. We want you to investigate."

*And the adventure begins.* It's as easy as that.

Of course, there are other details and info that need to be fleshed out. The Game Master needs to know what awaits the group in the debris field, and there must be conflict, challenges, puzzles, battles and triumphs.

As the simple mission outlined above begins to unfold, the player characters

may have questions about the mission, and there may be answers to give them, or not. ("Sorry Gentlemen, that's all we know at this time. That's why we are sending YOU out to get us more answers.") Don't forget the military is also infamous for having incomplete or erroneous intelligence, so our heroes could be in for a surprise.

Likewise, in combat the situation is constantly changing, which provides ample opportunity for plot twists, new enemies or dangers, and more surprises. Game Masters, just remember to *be fair* and give the player characters *a way out,* even if it's to retreat, hide or barely escape a conflict. Also give the player characters *rewards* by way of success. Triumph in combat (they beat or chase away the enemy), valuable information, a medal, trust and praise from their commander or a Non-Player Character (NPC) like Captain Grant or Admiral Hunter, the joy of rescuing innocent people, and so on. Again, think like the quests and adventures you see in videogames and online games and comic books.

**Such adventures** can be played in a single night or be continued over a game session or two. Just make sure any continuing adventures are exciting and fun. If your story starts to drag (and you'll know it from the bored chatter among the players), it is time to *improvise* again. Toss in something unexpected and challenging, dangerous, exciting or funny. Always keep one or more of the players engaged in the action. Always make sure each player's character has his moments to shine and do something brave, helpful, smart or which saves the day (or at least, the moment).

I hope this doesn't sound scary or like a ton of work, because it's not. The Game Master has the most demanding

part of running a role-playing game, but it gets easier and easier the more you play. For those of you who are born storytellers, being the G.M. comes natural and is fun. I've been the G.M. for 30 years now, and can count the times I've been a player character on one hand. I love being the Game Master.

**Use the source.** You have the extra benefit of having the **Robotech® The Shadow Chronicles®** DVD movie and the **Robotech® anime TV series** available on DVD. You can watch the movie and TV series to get a clear idea about the setting, mecha, villains, and heroes, and mine them for *adventure ideas*. Draw ideas from what you see. Recreate the same feel, drama, humor and action. Plus, the shows are fun to watch.

**F.Y.I.:** This *first, new* **Robotech®** **role-playing game** you hold in your hands is set in the **Robotech® The Shadow Chronicles®** and **Robotech® The New Generation** anime setting. In fact, this RPG has all the information you need to start playing **New Generation** adventures that pit your heroes against the mysterious Invid. You could spend months or years in this time-line leading up to the return of the Expeditionary Force and the *Battle of Reflex Point*. The upcoming **Robotech® New Generation sourcebook** presents even more information about the Invid, Genesis Pits, the planet Earth, resistance fighters, and equipment, as well as all kinds of threats and adventures.

**More Robotech® information.** There are also several websites online that offer more history, insight, info and storylines. The official one is www.robotech.com and another very good one is www.robotechresearch.com. Meanwhile, you can take a peek at www.palladiumbooks.com for the latest news on upcoming **Robotech® RPG sourcebooks**. Palladium will be coming out with many additional **Robotech®** role-playing game *sourcebooks* and *adventure sourcebooks* with more details, background, characters, mecha, weapons, vehicles, O.C.C.s, villains, and data for your gaming and reading enjoyment. Yes, that includes adventure ideas, fully fleshed out adventures, playing tips and valuable data about all things **Robotech®**. The other chapters of **Robotech®** are also coming, so watch for **The Macross Saga, The Robotech Masters,** and **The New Generation** sourcebooks. In short, the game book you hold in your hand is just the tip of the iceberg. We have many **Robotech®** role-playing game books coming your way.

# Players

The players have it easier than the G.M. All they really need to do is create a character, know what their skills do, what weapons, gear and mecha the character has, and play in character.

**Playing in character** is more challenging than it may sound. You are NOT playing yourself. You are like an actor playing a fictional character in a science fiction world of war and adventure.

YOU, the player, need to pretend you are *Captain Robert Steel, Veritech Pilot, or Military Specialist* – or whoever and whatever. You are a member of the United Earth Expeditionary Force and a hero come to liberate the planet Earth and help people.

Put *yourself* in that "character's" shoes. Assume the role of that character, give him a distinctive personality, and make him *yours*. Try to think about how

he or she behaves, feels, thinks and desires based on the character's background, alignment and attributes. Using the Optional Character Tables presented earlier in the book, pages 65 to 66, can help a great deal in this area. Is he or she a hero, a braggart, unsure, etc.? Does the character seek fame and glory? Revenge? Or does he just want to help people? And so on.

Inevitably, during the course of a game, you, the player, will know things *your character* does not. Playing in character, you have to pretend your character doesn't know what you know, and play accordingly. The classic example of this is knowing that some of the characters of your fellow players have engaged the enemy or run afoul of trouble. You know this as the player, but *your character* is a distance away and doesn't know they need his help. The knee-jerk reaction is to find a reason for your character to join his pals. After all, if he doesn't, his teammates could get hurt. However, unless his *character* has a reason to join them . . . I hope you can see the conundrum.

Likewise, there will be times when a hero will want to do something out of character or contrary to his alignment. This is when the Game Master needs to pause the game and remind the character of his alignment. This usually leads to the player grumbling about doing the "right thing" to fit his character's alignment. This is awesome, because it reflects the kind of real life choices we face, and how we sometimes hate doing the right thing. But doing what's right is a great role-playing moment for the character and the player. It's *playing in character* and adds to the drama, pathos and fun.

A character's alignment is one of your most important tools for playing in character. It is your moral compass to help guide how your character thinks and feels, and how he should respond to most situations. *A Principled character*, for example, would never torture a prisoner and might not even pretend he was going to, nor would he knowingly let another character engage in torture. *A Scrupulous character* might threaten and pretend to hurt a prisoner, but would never actually do it. *An Unprincipled character* would threaten also, and might even want to do it, but in the end, he holds himself in check and does the right thing. *An Anarchist or evil character*, on the other hand, might very well engage in torture or worse.

Playing in alignment is one of those moments when a Game Master will have to, from time to time, remind a player that the character would never do X, Y or Z. And if he persists, he will see the character's alignment shift to something less good. Not a happy prospect for a hero.

**Players should also try to think and play as a group.** Teamwork, trust and loyalty can go a very long way in a role-playing game, especially in a war setting. Backstabbing a fellow character usually leads to trouble and your own character's demise. (And G.M.s, remember *consequences*. There could be criminal charges or revenge from the slain character's family members, friends or partner, as well as many other possible ramifications.) Players would do well to remember that their characters' words and actions have consequences, often not just for them, but for the entire player group and sometimes, the innocent people they are trying to help.

**Winning the game** is completing an adventure, having the characters be triumphant (or sometimes escape by the skin of their teeth), having lasting memories and having a blast. If you've noticed I stress *fun* that's because fun is what RPGs are all about.

There is also the tangible reward of Experience Points, which are awarded for the actions, deeds and heroism of the character. Experience Points add up and advance the characters to their next level of skill and capabilities. Skill performance and Hit Points both increase as the character becomes higher level, much the same as many videogames. Other tangible *rewards* may include the characters getting recognition for their work, getting medals, getting higher security clearance, getting access to better

weapons and gear, leading a squad, special missions, and so on, as the G.M. deems appropriate.

# Something for players and G.M.s to remember

Unlike most other types of games, there is not a winner or loser. It's all about the story, teamwork, imagination, and thinking fast on your feet. It is not player versus player. It is not player versus Game Master, either. And if it becomes that, there is a problem.

The Game Master is not the boss. As the director of improv, he or she is the person who starts the story and introduces challenges, conflicts and bad guys. The G.M. *plays* the bad guys, like an actor, but he or she is not the bad guy. The G.M. is the "master" of the story, and the person who sets the stage for action and drama. The G.M. is not the adversary to beat or outsmart, it is the bad guy characters, challenges and dangers he presents in the context of the game that you need to overcome and beat.

In fact, the Game Master should be looking out for the players. The goal of the G.M. should be to create a challenging, fun adventure that the players *enjoy.* Whether it is a roller coaster ride of action, a mystery-suspense story, a crime story/who-done-it, or a tale of discovery or straight up combat. Whatever the case, the goal is to create a fun and exciting adventure. An adventure the players will hoot about and have a great time playing. When the game session (that day's adventure) is done, the G.M. should hear comments from his players like, "Wow, that was intense." "Awesome." "Fun, you really had me going," and so on.

I have found it is also fun for the G.M. to initiate a discussion of the game's key events and fill in the blanks, after the game ends, on some of the decisions he may have made during the game. "I was so worried about your character, Jason. As G.M. I knew why your character took that action, but I thought he was a dead man. When you rolled a Natural Twenty (which always beats any other roll) I was so relieved." Or, "What a great idea you had, Margaret. It changed the group's entire battle plan and ensured their victory." Stuff like that.

**Most of all, remember this is a game.** Entertainment. It's supposed to be *fun*. Something you should discover playing RPGs, is that there is no game that promotes laughter, hooting, howling and cheers like pen and paper role-playing games.

Well, that's the basics of role-playing. Simple, eh? The following are the nuts and bolts. Read, unleash that imagination, and game on.

# What You Need to Play

Imagination.

A Game Master.

**Two or more players.** A typical RPG game has a G.M. and 3-6 players.

**Dice.** 2 four-sided (2D4), 4 six-sided (4D6), 2 eight-sided (2D8), 2 ten-sided (2D10), and 2 twenty-sided (2D20).

The numbers in parentheses are examples of how dice terms are condensed and written throughout this text. The first number indicates the *number of dice* to be rolled, the letter "D" stands for *dice*, and the second number indicates

the type of dice, four-sided, six-sided, etc. 2D4 means roll two four-sided dice and add the outcome together. 2D4 = 2 to 8.

The unusual types of dice, four, eight, ten and twenty sided dice (there are also 12-sided dice and percentile dice) can be purchased at most game and hobby shops, gaming conventions, on-line, and even most "chain" bookstores like *Barnes & Noble, Borders, Books a Million*, and elsewhere. Just ask a clerk where you'd find "dice for role-playing games." To find an unimaginable array of dice, check out any gaming convention, large or small.

**Paper and a couple of pencils.** For keeping track of character stats like Hit Points, M.D.C., M.D., and so on, as well as for taking notes, sketching maps, jotting down clues, passing notes, and so on.

**Character log sheets.** We have whipped up a pair of "character sheets" for your convenience. You may photocopy these sheets from this book for your personal use in the game. Character

sheets offer your character's stats – abilities, skills, bonuses, etc. – at a glance.

**A place to play.** That can be anywhere from the kitchen, family room, basement, front porch, park bench, lunch room, and just about anywhere a small group of people can gather and be noisy.

**Munchies and soda.** Always a plus.

**Additional sourcebooks** with more characters, gear, adventures and information are entirely optional.

# Character Creation

We've already talked about this a bit elsewhere, just before the O.C.C. (Occupational Character Class section.) It is easy and fun.

Here's the process:

**1. Make a photocopy of the character sheet** and fill it in as you go along. You should use *pencil* as many of the "stats," bonuses, skill percentages and info will change as you make selections and get additional bonuses. Stats also improve and change as you grow in experience.

**2. Roll for Attributes.** If you want to create a character fast, use the Optional Quick Roll Character Creation Tables. If you are new to role-playing games, we highly recommend using the Optional Quick Roll Character Creation Tables as they simplify things and point you in the right direction. They are found just before the O.C.C. descriptions.

**3. Roll Hit Points and S.D.C.** Just like a videogame, your character has a certain amount of life points we call *Hit Points* and *S.D.C.* The lower they go, the closer to death your character becomes.

There is also M.D.C. (Mega-Damage Capacity) and M.D. (Mega-Damage), both of which apply to mecha, body armor and weapons that can hurt and destroy Mega-Damage mecha and armor. It's all explained in a few pages.

**4. Pick an Alignment.** This is your character's moral guideline.

**5. Picking Skills.** This is made easy by the selection of an O.C.C. (Occupational Character Class) and M.O.S. (Military Occupational Specialty). They are explained in the skill section.

**6. Experience Levels.** Understanding character advancement. The more your character experiences, the more capable and skilled he or she becomes.

**7. Understanding Combat.** Nuff said.

Address these and you are read to play. Let's take it one step at a time.

# Step 1:

# Make Copies of the Character Sheets
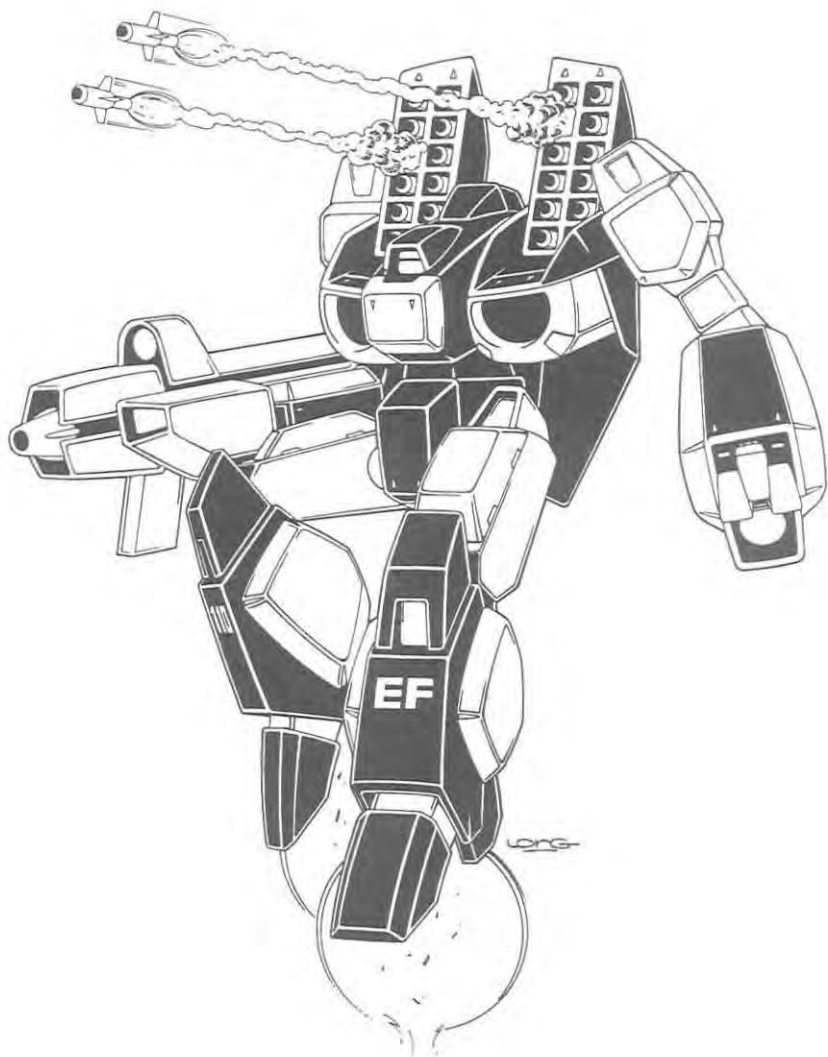
# Character Sheet

Name: _____

Rank: _____ O.C.C.: _____

<u>Attributes</u>  Race: _____ Alignment: _____

I.Q.: _____  Sex: _____ Age: _____ Height: _____ Weight: _____

M.E.: _____  Hit Points: _____ S.D.C.: _____ Armor M.D.C.: _____

M.A.: _____  Level of Experience: _____ Experience Points: _____

P.S.: _____  Place of Birth: _____ Birth Order: _____

P.P.: _____  Family Ties: _____

P.E.: _____  Outlook on Earth: _____

P.B.: _____  Disposition: _____

Spd: _____  _____

<u>Common Skill Set</u>                        <u>%</u>  M.O.S.: _____

_____ ____  <u>M.O.S. Skills</u>                    <u>%</u>

_____ ____  _____ ____

_____ ____  _____ ____

_____ ____  _____ ____

<u>O.C.C. Skills</u>                              _____ ____

_____ ____  _____ ____

_____ ____  _____ ____

_____ ____  _____ ____

_____ ____  _____ ____

_____ ____  _____ ____

_____ ____  _____ ____

_____ ____  _____ ____

_____ ____  _____ ____

_____ ____  <u>Secondary Skills</u>

_____ ____  _____ ____

_____ ____  _____ ____

_____ ____  _____ ____

<u>O.C.C. Related Skills</u>                   _____ ____

_____ ____  _____ ____

_____ ____  _____ ____

_____ ____  _____ ____

_____ ____  _____ ____

_____ ____  _____ ____

_____ ____  _____ ____

_____ ____  _____ ____

_____ ____  _____ ____

# Combat Reference Sheet

| Combat Modifiers | Attacks | Initiative | Strike Melee | Strike Ranged | Strike Missile | Parry | Dodge | Pull Punch | Roll |
|---|---|---|---|---|---|---|---|---|---|
| Attributes | | | | | | | | | |
| H to H | | | | | | | | | |
| Subtotal | | | | | | | | | |
| Mecha | | | | | | | | | |
| Total | | | | | | | | | |

## Damage

|  | Normal | Modifier | Mecha |
|---|---|---|---|
| Punch: | | | |
| Power Punch: | | | |
| Tear or Pry: | | | |
| Kick (normal): | | | |
| Karate Kick: | | | |
| Jump Kick: | | | |
| Leap Kick: | | | |
| Stomp: | | | |
| Body Block: | | | |
| Running Body Block: | | | |
| Flip/Throw: | | | |
| Crush/Squeeze: | | | |

Perception: _____ Disarm: _____
Entangle: _____ Pin/Incap.: _____
Critical: _____ Knockout: _____
Death Blow: _____

### Saving Throws

|  | Base | Modifier | Total |
|---|---|---|---|
| Acid: | | | |
| Coma/Death: | | | |
| Disease: | | | |
| Harmful Drugs: | | | |
| Horror Factor: | | | |
| Insanity: | | | |
| Lethal Poison: | | | |
| Non-Lethal Poison: | | | |
| Pain: | | | |

## Weapons

| | Modifiers | Range | Damage | Payload |
|---|---|---|---|---|
| | | | | |
| | | | | |
| | | | | |
| | | | | |

## Mecha Combat Data

Type of Mecha: _____

M.D.C. by Location:   Speed: _____ Flying: _____

Main Body – _____

| Weapon Systems | Modifiers | Range | Damage | Payload |
|---|---|---|---|---|
| _____ – _____ | | | | |
| _____ – _____ | | | | |
| _____ – _____ | | | | |
| _____ – _____ | | | | |
| _____ – _____ | | | | |
| _____ – _____ | | | | |
| _____ – _____ | | | | |
| _____ – _____ | | | | |
| _____ – _____ | | | | |
| _____ – _____ | | | | |

## ATTRIBUTE BONUS CHART

| | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|
| I.Q. add to all skills. This is a one time bonus | +2% | +3% | +4% | +5% | +6% |
| M.E. save vs. psionic attack | +1 | +1 | +2 | +2 | +3 |
| save vs. insanity | +1 | +1 | +2 | +2 | +3 |
| M.A. trust/intimidate | 40% | 45% | 50% | 55% | 60% |
| P.S. Hand to Hand combat: damage | +1 | +2 | +3 | +4 | +5 |
| P.P. parry and dodge bonus | +1 | +1 | +2 | +2 | +3 |
| bonus to strike | +1 | +1 | +2 | +2 | +3 |
| P.E. save vs. coma/death | +4% | +5% | +6% | +8% | +10% |
| save vs. magic/poison | +1 | +1 | +2 | +2 | +3 |
| P.B. charm/impress | 30% | 35% | 40% | 45% | 50% |
| Spd. No special bonuses other than the raw, natural ability to run. | | | | | |

# Step 2:
# The Eight Attributes

The Eight Attributes are your character's fundamental mental and physical abilities: Intelligence, Strength, and so on. The higher the number, the better. Any number above 15 is beyond the normal range. **Note:** Attributes are also called "Statistics" or "Stats."

**Three six-sided dice (3D6)** are rolled to determine each attribute. The higher the number, the greater the ability. Start with I.Q. and work your way through the rest.

**Exceptional right off the bat:** If an initial attribute roll using three six-side dice (3D6) adds up to a 16, 17, or 18, that attribute is considered *exceptional* and the player rolls *one additional six-sided die* (1D6), and the resulting number is added to the total for that attribute. If another six is rolled (a rarity), roll yet another 1D6 for that attribute! Stop there. No additional dice are rolled even if the second 1D6 bonus die mirac-

ulously comes up a six. **Note:** This bonus 1D6 is only rolled during the *initial* attribute generation and does not apply to attributes raised to 16 or higher from skills, O.C.C. or M.O.S. bonuses, Quick Roll Table bonuses, augmentation, etc.

**Attribute Bonuses from Skills:** Many of the *Physical skills* provide the character with *attribute bonuses* that help in the performance of skills, combat and work. For example, *Wrestling* offers a +2 bonus to the P.S. and P.E. attributes, so if the player has already rolled a total of 15 for P.S., he adds another two points for a total of 17. If the character had a P.E. of 8, the +2 would raise it to 10. All Physical skill point bonuses are cumulative.

## Attributes Described

**Intelligence Quotient (I.Q.):** Indicates the character's intelligence. The exact I.Q. is equal to the I.Q. attribute multiplied times ten. Characters with an I.Q. of 1-6 are, um, morons and should be played like the classic dumb lug. However, having a low I.Q. does not

| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|
| +7% | +8% | +9% | +10% | +11% | +12% | +13% | +14% | +15% | +16% |
| +3 | +4 | +4 | +5 | +5 | +6 | +6 | +7 | +7 | +8 |
| +4 | +5 | +6 | +7 | +8 | +9 | +10 | +11 | +12 | +13 |
| 65% | 70% | 75% | 80% | 84% | 88% | 92% | 94% | 96% | 97% |
| +6 | +7 | +8 | +9 | +10 | +11 | +12 | +13 | +14 | +15 |
| +3 | +4 | +4 | +5 | +5 | +6 | +6 | +7 | +7 | +8 |
| +3 | +4 | +4 | +5 | +5 | +6 | +6 | +7 | +7 | +8 |
| +12% | +14% | +16% | +18% | +20% | +22% | +24% | +26% | +28% | +30% |
| +3 | +4 | +4 | +5 | +5 | +6 | +6 | +7 | +7 | +8 |
| 55% | 60% | 65% | 70% | 75% | 80% | 83% | 86% | 90% | 92% |

necessarily make the character a complete idiot. An I.Q. of 7-9 is slightly below average, but far from an imbecile. An I.Q. of 10-13 is average, 14-16 above average. An I.Q. of 17 or better is exceptional, the higher the number the more brilliant the character. An I.Q. of 16 or higher receives a one-time bonus (see Attribute Bonus Chart) to *all* skill percentages, including O.C.C. Skills, M.O.S. skills, O.C.C. Related Skills and even Secondary Skills.

**Mental Endurance (M.E.):** Measures the amount of mental and emotional stress the character can withstand. M.E. 16 or better provides a bonus to save vs insanity (and psionics in other games).

**Mental Affinity (M.A.):** Represents the character's likeability, personal charm and charisma. Natural leaders, with an M.A. of 16 or higher, have a bonus to invoke trust or intimidation in others. A person with a high M.A. may appear trustworthy to some, but intimidating to others. This may depend on the character himself or the circumstances of the situation. At the player's option, a character with a high M.A. may choose to be only especially trustworthy or only intimidating. This explains how your friendly neighborhood ice cream man and some knife-wielding thug might both have the same high M.A., but use it differently.

**Physical Strength (P.S.):** This is the raw physical power of a character. Any character with a P.S. of 16 or better receives a bonus to damage an opponent in hand to hand combat. This bonus is applied to punch and kick attacks, as well as handheld weapons such as a club, knife or sword. It does not apply to the bow and arrow or guns.

There are four ranges of P.S.: normal, *Augmented Strength* (such as from bionics), *Robot Strength* (as possessed by robots and mecha), and *Supernatural Strength*. If a character, villain or monster has any type of enhanced strength, it will be noted in the stats.

**Physical Prowess (P.P.):** Shows the degree of dexterity and agility of the character. P.P. of 16 or higher is re-

warded with bonuses to strike, parry and dodge.

**Physical Endurance (P.E.):** Demonstrates the character's stamina and durability. The amount of physical punishment and resistance to fatigue, disease, and poison (and in other RPG settings, magic) are determined by P.E. Characters with a P.E. of 16 or higher receive a bonus to save vs coma/death, disease, and poisons/toxins.

**Physical Beauty (P.B.):** An indication of the physical attractiveness of the character. A P.B. of 16 or better is rewarded with a bonus to charm or impress.

**Speed (Spd):** This is how fast the character can run. The character's Speed x20 is the number of yards or meters he can run in one minute. Speed x5 is the number of yards/meters covered in a melee round (15 seconds). Dividing the distance covered in a melee round by the character's number of attacks indicates how far he can move on each attack.

**Note: I.S.P.** (Inner Strength Points for psionic powers) and **P.P.E.** (Potential Psychic Energy for magic) are found in other Palladium role-playing games, but don't currently apply to the sci-fi setting of **Robotech®**. Also see **Perception Rolls** in the combat section.

**A Note about Bonuses:** Many skills and abilities provide characters with bonuses to strike, parry, dodge, save, etc. These bonuses are typically added to a particular combat or melee *attack/action*. Always be sure to include your character's bonuses, since they may make the difference between success and failure, life and death.

## SPEED CHART

The following is a simple conversion table of Speed factors into approximate miles per hour (mph) and kilometer equivalents.

| Speed | approx. mph | km per hour |
|-------|-------------|-------------|
| 5 | 3½ | 5.6 |
| 11 | 7½ | 12 |
| 22 | 15 | 24 |
| 27 | 18½ | 29.7 |
| 33 | 22½ | 36 |
| 44 | 30 | 48 |
| 50 | 35 | 56 |
| 55 | 37½ | 60 |
| 58 | 40 | 64 |
| 66 | 45 | 72 |
| 77 | 53 | 85 |
| 88 | 60 | 96 |
| 110 | 75 | 120 |
| 132 | 90 | 144 |
| 220 | 150 | 240 |
| 293 | 200 | 320 |

# Attributes Beyond 30

It's rare among human characters, but common among robots, monsters, and other unnatural creatures, to have an attribute that goes off the standard chart. Here's how to figure out bonuses for Attributes Beyond Thirty.

**Intelligence (I.Q.):** Bonuses stop on the chart at 30, but the bonuses continue. I.Q. skill bonus beyond 30: +2% for every five additional I.Q. points, so an I.Q. 35 equals a skill bonus of +18%. I.Q. 40: +20%, I.Q. 45: +22%, I.Q. 50: +24%, I.Q. 55: +26%, and I.Q. 60: +28% and so on.

Moreover, characters with an I.Q. greater than 30 points have sharp memories, tend to notice details and focus their thoughts. This translates into the following: +1 to Perception Rolls for every 10 points above 30; Save vs Illusion: I.Q. 31-33: +1, I.Q. 34-36: +2, I.Q. 37-39: +3, I.Q. 40-42: +4, I.Q. 43-45: +5, I.Q. 46-48: +6 and 49 or higher +7.

**Mental Affinity:** Any number *beyond 30* means a dynamic, charismatic person with a commanding and/or delightful presence. When the character enters the room, most people take notice. The individual can be very persuasive in a charming or intimidating way.

Perception Roll penalty for others: The character is so impressive and charming that every 5 M.A. points he/she has above 30 count as a -1 penalty for everyone who is listening, looking at or dealing with the character. ("What? Oh, no, I didn't notice anything unusual while I was with so and so.")

M.A. of more than 30 provides select skill bonuses: +5% to Find Contraband, Gambling, Intelligence (gathering), Seduction and Undercover Ops skills; +10% to Interrogation, Performance, Public Speaking and Sing.

**Mental Endurance (M.E.)** tops out at 30. Bonuses do not increase should the character have a number higher than thirty.

**Ordinary "Human" Physical Strength (P.S.):** The higher the number, the stronger the character, and the more damage done with his punches and physical attacks (as indicated in the standard table). This strength applies to "ordinary" mortal men and women, so the damage is always Hit Point/S.D.C. damage even if it is a P.S. 30 or 40. **Note:** P.S. damage bonuses are always added to the physical damage done by *melee weapons* such as clubs, knives, swords, and spears, but do not apply to arrows and guns.

Damage Bonus Continues: +1 point of Hit Point/S.D.C. damage per digit beyond 30. Thus a character with a P.S. of 31 does +16, P.S. 32 does +17, a P.S. of 40 does +25, and so on.

Throwing Bonus: For every five points above 30 (round down), the character can hurl a rock, ball or throwing weapon (dagger, spear, sling, etc.) or shoot an arrow an extra 30 feet (9.1 m) without losing accuracy (no penalties for the greater distance).

Lifting and Carrying Bonus: For every five points above 30 (round down), the strong character can lift or carry 30% more than usual.

**Physical Prowess (P.P.):** The bonus to strike, parry and dodge stops at 30.

Initiative Bonus: However, for every three P.P. points beyond 30, the character gets a bonus on his *initiative roll*. P.P. 31-33: +1 on initiative, P.P. 34-36: +2, P.P. 37-39: +3, P.P. 40-42: +4, P.P. 43-45: +5, P.P. 46 and higher: +6.

**Physical Endurance (P.E.):** The bonus to save vs poison and disease stops at 30. However, the percentage to *save vs coma & death* continues.

Save vs Coma & Death: +1 point per each additional point beyond 30%. Thus, a P.E. of 31 provides a 31% chance to save vs coma, 32 is 32%, and so on. Additionally, a character with a P.E. of 30 or higher fatigues at half the normal rate.

Impervious to Disease: Any character with a P.E. of 30 or higher is effectively impervious to disease. Only the most virulent virus (or designer bug) has a chance of affecting this character.

**Physical Beauty (P.B.):** Any number beyond 30 is divine perfection. A beauty beyond compare, angelic.

P.B. of more than 30 provides select skill bonuses: +5% to Concealment, Pick Pockets, Performance and Public Speaking skill (observers are so distracted by the beauty they don't notice any trickery or flaws in performance). Penalty: -10% to Prowl (all eyes are on the beauty).

**Speed (Spd):** Indicates the rate of speed at which a character can *run* and/ or fly. Running fast is its own reward and ability.

# Augmented Strength

### Bionics, Power Armor & Some Aliens

This type of enhanced strength is typically the result of mechanical augmentation or inhuman power. This table applies only when specific damage stats are *not* provided. **Note:** A power punch always counts as *two* melee attacks/actions whether the punch strikes or misses. It is a roundhouse punch in which the character winds up and punches with all of his might. The player must announce that he is trying a *power punch* or *power kick* before he rolls to strike. A power bite, head butt, elbow or knee strike cannot be used as a power punch by augmented characters unless the description says otherwise.

- **Augmented P.S. 24** inflicts one point of Mega-Damage when delivered as a power punch or power kick; counts as two melee attacks.

- **Augmented P.S. 25 to 27** inflicts 1D4 M.D. with a power punch or power kick; counts as two melee attacks.

- **Augmented P.S. 28 to 30** inflicts 1D6 M.D. with a power punch or power kick; counts as two melee attacks.

- **Augmented P.S. 31 to 40** inflicts 2D4 M.D. with a power punch or power kick; counts as two melee attacks.

- **Augmented P.S. 41 or 50** (not likely to exist) inflicts 3D6 S.D.C. + P.S. damage bonus on a restrained punch and 1D4 M.D. on a full strength punch, 3D4 M.D. with a power punch or power kick.

- **Augmented P.S. 51 or higher** (not likely to exist) inflicts 4D6 S.D.C. + P.S. damage bonus on a restrained punch and 1D8 M.D. on a full strength punch, 4D4 M.D. with a power punch or kick.

**Remember,** the S.D.C. damage bonus is considerable for Augmented P.S. (see *Attribute Bonus Chart* and *P.S. Beyond 30*) and applies to all full strength punches against S.D.C./Hit Point based opponents like ordinary humans and most aliens when not protected by M.D.C. body armor.

# Robot Strength & Damage

The higher the Robot P.S., the more damage. A low Robot P.S. may only deliver an M.D. attack with a power punch.

- **Robot P.S. 15 or less:** Inflicts 1D6 S.D.C. on a restrained punch, 2D6 S.D.C. on a full strength punch and 4D6 S.D.C. on a power punch (counts as two melee attacks). P.S. bonuses are added to S.D.C. attacks. Kicks do 2D6 S.D.C., leap kicks 3D6 S.D.C.; these robots are roughly

equal to a human. Mega-Damage attacks are not possible.

- **Robot P.S. 16 to 20:** Inflicts 2D6 S.D.C. on a restrained punch, one M.D. point on a full strength punch, 1D6 M.D. on a power punch (counts as two melee attacks). P.S. bonuses are added to S.D.C. attacks. Kicks do 1D4 M.D. and leap kicks 2D4 M.D.

- **Robot P.S. 21 to 25:** Inflicts 6D6 S.D.C. on a restrained punch, 1D4 M.D. on a full strength punch, 2D4 M.D. on a power punch (counts as two melee attacks). Kicks do 1D6 M.D. and leap kicks 2D6 M.D. (counts as two melee attacks).

- **Robot P.S. 26 to 30:** Inflicts 1D4 M.D. on a restrained punch, 1D6 on a full strength punch, 2D6 M.D. on a power punch (counts as two melee attacks). Kicks do 2D4 M.D. and leap kicks 2D8 M.D. (counts as two melee attacks).

- **Robot P.S. 31 to 35:** Inflicts 1D4 M.D. on a restrained punch, 2D4 M.D. on a full strength punch, 4D4 M.D. on a power punch (counts as two melee attacks). Kicks do 2D8 M.D. and leap kicks 4D8 M.D. (counts as two melee attacks).

- **Robot P.S. 36 to 40:** Inflicts 1D4 M.D. on a restrained punch, 2D6 M.D. on a full strength punch, 4D6 M.D. on a power punch (counts as two melee attacks). Kicks do 3D8 M.D. and leap kicks 5D8 M.D. (counts as two melee attacks).

- **Robot P.S. 41 to 50:** Inflicts 1D6 M.D. on a restrained punch, 3D6 M.D. on a full strength punch, or 1D6x10 M.D. on a power punch (counts as two melee attacks). Kicks do 5D8 M.D. and leap kicks 1D8x10 M.D. (counts as two melee attacks).

- **Robot P.S. 51 to 60:** Inflicts 2D6 M.D. on a restrained punch, 6D6 M.D. on a full strength punch, or 2D6x10 M.D. on a power punch (counts as two melee attacks). Kicks do 6D8 M.D. and leap kicks 2D6x10 M.D. (counts as two melee attacks).

**Notes:**

1. There are many different design and mechanical elements for every robot and suit of power armor, so there is a great deal of variation from one design to another. Some may have features that make a particular robot stronger or weaker than the above table suggests. The general rules, above, apply to robots and P.S. when a specific damage rating is not provided in its stats, and when adapting robots from other game books, settings and dimensions to the Mega-Damage world of **Robotech®**.

2. Combat Moves: Body blocks and tackles typically inflict half the M.D. of

a normal punch. Stomp attacks are applicable only to robots that are 18 feet (5.5 m) or larger and commonly inflict 1D4 or 1D6 M.D., seldom more. Tear or pry attacks are possible only if the mechanism is designed for that purpose. Such attacks usually deliver half the damage of a full strength punch.

3. Power Armor is generally smaller and lighter than a true, 100% robot. In many cases, power armor is little more than an armored exoskeleton. As a result, a suit of power armor with an equivalent P.S. will frequently inflict less damage than a robot, especially giant robots. Power armor seldom exceeds a P.S. of 40.

# Supernatural Strength & Damage

Some aliens, monsters, dinosaurs and supernatural creatures may inflict Mega-Damage (M.D.) from their punches, kicks and bites. Each description of the creature will indicate the amount of damage it inflicts.

Use the damage listings below to determine base hand to hand damage for characters with Supernatural P.S., some might do more damage if they have claws or some other special feature (horns, forearm blades, oversized fangs, etc.) that serves as a weapon. Any deviations from this list will be noted in the specific creature's description (e.g., "claw attack: 6D6 M.D."). Note: Supernatural beings do NOT add the P.S. attribute damage bonus to their M.D. attacks, but may add it to *pulled punches* that inflict S.D.C. damage instead of M.D.

- **Supernatural P.S. 15 or less:** Only inflicts 1D6 S.D.C. on a restrained punch, 4D6 S.D.C. on a full strength punch, or 1D4 M.D. on a power punch (counts as two melee attacks). P.S. bonuses are added to S.D.C. attacks only.

- **Supernatural P.S. 16 to 20:** Inflicts 3D6 S.D.C. on a restrained punch, 1D6 M.D. on a full strength punch, or 2D6 M.D. on a power punch (counts as two melee attacks).

- **Supernatural P.S. 21 to 25:** Inflicts 4D6 S.D.C. on a restrained punch, 2D6 M.D. on a full strength punch, or 4D6 M.D. on a power punch (counts as two melee attacks).

- **Supernatural P.S. 26 to 30:** Inflicts 5D6 S.D.C. on a restrained punch, 3D6 M.D. on a full strength punch, or 6D6 M.D. on a power punch (counts as two melee attacks).

- **Supernatural P.S. 31 to 35:** Inflicts 5D6 S.D.C. on a restrained punch, 4D6 M.D. on a full strength punch, or 1D4x10 M.D. on a power punch (counts as two melee attacks).

- **Supernatural P.S. 36 to 40:** Inflicts 6D6 S.D.C. on a restrained punch, 5D6 M.D. on a full strength punch, or 1D6x10 M.D. on a power punch (counts as two melee attacks).

- **Supernatural P.S. 41 to 50:** Inflicts 1D6x10 S.D.C. on a restrained punch, 6D6 M.D. on a full strength punch, or 2D4x10 M.D. on a power punch (counts as two melee attacks).

- **Supernatural P.S. 51 to 60:** Inflicts 1D6 M.D. on a restrained punch, 1D6x10 on a full strength punch, or 2D6x10 on a power punch (counts as two melee attacks).

Note: Some supernatural creatures will have a greater or weaker damage than the above table provides. These are

exceptions to the rule and will be evident in the descriptions of the specific creature. Biting attacks, for example, typically inflict half the M.D. of a punch unless the maw is especially large or powerful, then a bite could inflict the same damage or more. Tails and tentacles frequently inflict half to the same amount of M.D. as a punch. Power punches are not usually possible with a tail, but are possible with a tentacle. Kicks usually inflict the same M.D. as a punch, but in some cases the kick may inflict 1D6 more Mega-Damage.

# Weight & Movement

Normal characters, with a P.S. of 3 to 16, can carry 10 times their P.S. in pounds (P.S.x10 = total in pounds). For Example: A character with a P.S. of 9 can carry 90 pounds (40.5 kg). A character with a P.S. of 15 can carry 150 pounds (67.5 kg).

Strong characters, with a P.S. of 17 or higher, can carry 20 times their P.S. in pounds. This means a character with a P.S. of 18 can carry 360 pounds (162 kg).

**Robots with a P.S. of 17 or higher** can lift and carry 25 times their P.S. attribute. Thus, a robot with a P.S. of 24 can lift and carry 600 lbs (270 kg) and a robot with a P.S. of 40 can lift and carry half a ton (1,000 lbs/450 kg). Robot P.S. below 17 is equivalent to normal human strength for purposes of lifting and carrying (P.S. x10 in lbs). **Note:** *Giant robots* with a Robotic P.S. of 40 or higher can lift and carry 100x their P.S. number (4,000+ lbs/1,800+ kg) and pull 200x their P.S. number (8,000+ lbs/3,600+ kg)!

**Supernatural creatures** with a Supernatural P.S. of 18 or higher can carry 50 times their P.S. Thus, a creature with a P.S. of 24 can actually carry over half a ton, 1200 pounds (540 kg). Creatures with a strength of 17 or less are equal to strong humans; P.S.x20 in pounds.

**Lifting weight** is a little different from carrying weight. You may have noticed, yourself, that you can usually lift up a heavier amount than you can carry. I'm not talking about weight-lifting in a body building sense, nor lifting a heavy weight above the chest. Simply the ability to bend over and lift something that weighs more than you can carry. The simple rule is that a character can lift *TWICE* as much as he can carry. This means that the character with a P.S. of 9 can carry 90 pounds (40.5), but can lift 180 pounds (81 kg) at least 1-3 feet (0.3 to 0.9 m) off the ground and hold it up for three seconds per P.E. attribute point. So if P.E. was also 9 that would be 27 seconds or about two melee rounds. Meanwhile, the supernaturally strong creature, with a P.S. of 24, can lift over one ton (2400 pounds/1080 kg) above its waist for *one minute* per P.E. point.

**Throwing Heavy or Awkward Objects:** A character cannot throw more than he can carry. See the skill description of **W.P. Targeting** for the complete lowdown.

# Step 3: Hit Points & S.D.C.

## Understanding Damage Ratings

Humans and most aliens are creatures of flesh and bone, and have two damage values, *Hit Points* and *S.D.C.*

# Hit Points

Simply put. Hit Points are life. Lose all your Hit Points and you lapse into a coma and are likely to die soon after.

**Determining Base Hit Points:** Having rolled up your eight attributes, you will recall that one of them is *Physical Endurance (P.E.)*. The P.E. score is your character's base (starting) Hit Points. So a P.E. of 10 means ten Hit Points. Roll 1D6 and *add it* to the Hit Point total. This is a first level character's *starting Hit Points*.

**Building Hit Points:** Add another 1D6 Hit Points for each new experience level of advancement starting at level two. The more experienced the character becomes, the more damage he can endure. And don't forget about Physical S.D.C.

**Hit Point damage** is serious. The lower a character's Hit Points drop, the closer to death he is getting! Physical attacks, punches, kicks, clubs, knives, guns and other weapons all do Hit Point and S.D.C. damage. Add the damage up and subtract from the character — but first subtract damage from the character's *Physical S.D.C. (Structural Damage Capacity)*.

## Physical S.D.C.

Physical S.D.C. (Structural Damage Capacity) is built up from conditioning your body like a boxer. If you're like me, punch me in the stomach hard, and I double over in pain. I have very little S.D.C. because I sit behind a desk writing or playing games. Hit a professional boxer in the stomach, and he's likely to smile at you menacingly. The point is, I'm a wimp, with 5 S.D.C. A boxer is tough with a well conditioned body, 50 S.D.C. So a punch that does five S.D.C./

Hit Points of damage hurts me and the boxer barely notices.

Another way to think of S.D.C. for people is as the *hero factor*. You know, the kind of punishment characters Jack Bauer, Batman and any John Wayne character takes that would cripple any normal person, but our hero just wipes the blood from his mouth and leaps back into action. That's S.D.C.

**Determining Physical S.D.C.:** All characters get a certain amount of S.D.C. points to start. Each M.O.S. indicates how many S.D.C. a character gets for that O.C.C., and certain skills provide additional S.D.C. bonuses. All S.D.C. bonuses are accumulative, add them up to get the total S.D.C. of a given character.

When a character gets hit/hurt with something that does Hit Point/S.D.C. damage, subtract the damage from S.D.C. first. This is damage that hurts, but is NOT life threatening. Our hero wipes the blood trickling from his nose and jumps back into action.

**When S.D.C. points are reduced to zero,** the damage start coming off *Hit Points*, and the character is now entering the danger zone. When all Hit Points are gone . . . see the section on *Surviving Coma and Death.*

S.D.C. and Hit Point damage applies to *non-Mega-Damage combat.* Mega-Damage (M.D.) applies to mecha, special body armor, spaceships and other advanced military weapons, robots and machines.

**Remember, when a character is hurt in S.D.C. combat,** the damage is *first* subtracted from his or her S.D.C. points. When all S.D.C. is gone, then start subtracting additional/future damage from *Hit Points*.

## Recovery of Hit Points and S.D.C.

After a battle, medical treatment can be administered by fellow characters with First Aid, Paramedic and other Medical skills. This is fine for minor wounds, but serious injuries, like internal injury, gunshot wounds, and broken bones, will require professional medical treatment. **Note:** Unless a character stops the bleeding of cuts and stab wounds, he will continue to lose blood and suffer damage at the rate of one Hit Point per minute.

**Rate of Recovery: Non-Professional Treatment.** This is basic, first aid-type treatment by oneself, or non-medically trained people. Two Hit Points and four S.D.C. per day (24 hours).

**Rate of Recovery: Professional Treatment.** This is medical treatment from a doctor, clinic or hospital. Two Hit Points per day for the first two days and four per each following day, until the character has regained all of his/her original Hit Points. S.D.C. points are restored at a rate of six per day.

## Surviving Coma and Death

When a character's Hit Points are reduced to zero (or less), he collapses and falls into a coma. How much damage below zero a character can go depends on his P.E. (Physical Endurance) attribute.

A character can take one point of damage below zero (to negative one, -2, -3, etc.) for each P.E. point. **Example:** A character with a P.E. of 9 will lapse into a coma at zero Hit Points, but still lives up to a negative 9. However, if the character receives more damage (which is very possible) than the P.E. number, he is *dead* with *no hope of recovery*. Thus, if a character with a P.E. of 9 takes 10 points or more below zero, exceeding his P.E., he is beyond medical help and dies.

The length of time a character in a coma will survive without treatment is again indicated by the P.E. number. Add one hour for each P.E. point. **Example:** P.E. 9 = 9 hours, P.E. 10 = 10 hours, and so on.

**Surviving coma and death** (being brought back to at least one Hit Point above zero) is determined by the roll of *percentile dice*. If the player rolls two successful recovery rolls out of three, the injured character breaks out of the coma and is no longer in danger of dying. This also means he is brought up to one Hit Point above zero. Recovery of Hit Points from that time on is standard as discussed above. **Note:** Surviving a coma can be attempted every hour until the character dies.

### Recovery Ratio (roll 2 out of 3)

Treatment from unprofessional individuals with medical skills: 01-18%.

Treatment from an intern or nurse (R.N.): 01-32%.

Treatment from a doctor without proper facilities: 01-46%.

Treatment from a doctor at a clinic (fair facilities): 01-56%.

Treatment from a hospital: 01-66%.

Treatment from a major hospital or best doctor: 01-70%.

# A Different Kind of S.D.C.

**S.D.C./Structural Damage Capacity.** There are two types of S.D.C. The first is Physical S.D.C. that applies to all living creatures, and is a sort of supplement to Hit Points. The second type of S.D.C. applies to inanimate, non-living structures.

**S.D.C. for objects.** Not everything on Earth is made of Mega-Damage materials (M.D.C.; described a bit further on in this section). Most common items, from hairbrushes and clothes to furniture and the walls of buildings, have S.D.C. In this case, the S.D.C. indicates the total amount of damage that the object can withstand. These S.D.C. points function exactly like Hit Points, except that they apply to *non-living things*. Any damage sustained by, say, a door someone is trying to kick in, is subtracted from the S.D.C. of that door. When the S.D.C. is reduced to zero, it is broken, shattered or smashed beyond repair.

## S.D.C. Armor

In some instances, S.D.C. armor may be available, and in situations where it is applicable, let's take a look at how it works.

S.D.C. armor has an *Armor Rating (A.R.)* as well as S.D.C. The Armor Rating indicates exactly how much protection is afforded by the *armor* (or object) and how easy it is to penetrate the armored protection. The higher the A.R., the better.

If an attack roll to strike with all bonuses is *less than* the A.R., the armor *absorbs* the attack — subtract the damage from the armor's S.D.C. When the armor's S.D.C. is depleted, it no longer affords protection and is useless. Any future attacks will hit the character's body and inflict Physical S.D.C. and then Hit Point damage.

If an attacker's roll to strike, including all bonuses, is *higher than* the A.R., the attack penetrates the armor and inflicts damage directly to the character's Physical S.D.C. (not the armor's) and/or Hit Points.

The defender always wins ties, so if the roll to strike is 16 against somebody with body armor that has an A.R. 16, the attack hits the character, but only damages the body armor, because it didn't *surpass* the A.R. protection. However, if that strike roll had been 17 or higher, the attack would have struck an area not covered by the armor or punched right through it, doing damage to the character underneath it.

# Mega-Damage & M.D.C.

*Mega-Damage* has added a new wrinkle and danger to human life, because Mega-Damage is the equivalent of superhuman damage and a single M.D. point can squish a human like a bug or vaporize him as if he was never there. Mega-Damage body armor, mecha, vehicles and M.D. weapons help even the playing field for humans, but they remain mortal, Hit Point/S.D.C. creatures. No matter how comfortable a suit of Mega-Damage armor or mecha may be, a person has to come out of his M.D.C. shell sometimes. Consequently, Hit Points and S.D.C. apply when a character is out of his protective armor or brawling among fellow humans. Of course, in the story context, this makes the alien threat that much more dangerous for humans. In the Robotech® setting, Mega-Damage and Mega-Damage Capacity (M.D.C.) will come into play more often than Hit Points and S.D.C.

**Mega-Damage Capacity (M.D.C.)** works the same as S.D.C., only it represents a level of technology so advanced that M.D.C. materials are better than the heavy armor of a 20th Century tank. Nano-technology has even allowed for the creation of M.D.C. material, light

enough to be used as body armor by ordinary humans.

Veritechs, Cyclones, and other mecha are M.D.C. structures. So are the Invid and most spacecraft and war machines. That means S.D.C. weapons and do no damage. It would be like you kicking a tank. You might scuff the paint but that's it.

**One Mega-Damage (M.D.) point inflicts the equivalent of 100 S.D.C.,** so a Mega-Damage weapon that does 1D6 M.D. inflicts the equivalent of 100-600 S.D.C./Hit Point damage! This incredible advancement in technology turns an M.D. pistol or rifle into the equivalent of a man-portable, heavy artillery cannon when up against ordinary people, but is necessary against mecha and alien technology.

**Mega-Damage (M.D.) Weapons** are necessary to inflict Mega-Damage (M.D.) against mecha, vehicles, and armor with M.D.C.

Even M.D.C. body armor only provides so much protection and once its M.D.C. is reduced to zero, the armor is reduced to little more than scrap metal. M.D.C. mecha and combat vehicles are wrecked and stop working. The pilot inside can climb out, but the mecha, vehicle or armor is useless. Body armor reduced to *zero M.D.C.* is so battered and full of holes that it is only effective against S.D.C. weapons, and barely that, only stopping attacks that roll seven or less to strike. An attacker's roll to strike that is 8 or higher hits the body inside the armor.

**The last bit of armor protection (optional).** The last M.D.C. of any armor, be it a body suit, mecha or a vehicle, absorbs *all the damage* from the final blast that reduces it to zero or below, saving the character inside. This is

the case even if there are only a couple M.D.C. points left and the attack inflicts M.D. x10 or greater. Of course, any subsequent M.D. attacks will hit his unprotected body; evasive action is suggested. Yes, this is a "gimme" to save the character's life and if you, as G.M., don't like this rule, then don't use it. Just make sure your players know it.

**In the context of this game, M.D.C. applies to:**

- All high-tech military vehicles, including mecha, tanks, APCs, robots, aircraft, spacecraft and all creations using Robotechnology.
- All high-tech body armor, mecha, battloids, and robots.
- All bionic body components and bionic body armor (cybernetic items are generally S.D.C. structures).
- Most force fields (when applicable; rare).
- Some monsters and alien beings.

**M.D.C.** is the Mega-Damage Capacity and indicates how much Mega-Damage an object or creature can withstand before being destroyed.

**Mega-Damage** is the amount of damage inflicted *by* a weapon; e.g. the laser that does 3D6 M.D. or rail gun that does 1D6x10 M.D. Armor offers M.D.C. protection. Advanced energy weapons, rail guns, missiles, mini-missiles, and explosives, all do Mega-Damage. **Note:** Typically, only a Mega-Damage weapon can harm an M.D.C. structure. Weapons and other attacks will always indicate if the damage inflicted is M.D.

**No A.R. for Mega-Damage Capacity (M.D.C.) machines or living beings.** Either the attack hits or misses. Attackers roll to strike and monstrous, M.D.C. opponents roll to dodge or parry as usual. If the M.D.C. object or Mega-

Damage creature is struck, it takes damage.

# Step 4:
# Picking an Alignment

All players *must* choose an alignment for their character. This defines a character's attitudes and provides a moral center. There are three basic alignment categories: *Good, Selfish* and *Evil*.

Alignments play a vital role in developing a character's personality and are a key element of "role" playing. Whether we are consciously aware of it or not, every person has his or her own moral compass to guide him. Whether one calls it a code of ethics and morals, or justice and honor, or religious values, alignments define what the character *sees as right and wrong*, good and evil, acceptable behavior and what is not acceptable. It is this sense of right and wrong that helps build moral fiber, mold one's behavior, and dictate how a character treats others and how he should react when faced with a moral choice.

Alignments should be seen as a *guideline* for each character that indicates how he or she is likely to react to any given situation. Try to have your character stay true to his alignment and act accordingly, even if it goes against the grain. In fact, battling to stay true to one's alignment replicates the conscience and realistic moral dilemmas, i.e., being emotionally torn to do the right thing, or what feels good at the moment. An act of cruelty out of revenge or hate, for example, might sound good in the heat of the moment, but is not the right thing to do. A player struggling with such a decision for his character emulates that emotional gut process.

Playing in character (i.e., in alignment) can be a challenge, but it is always fun and worth doing.

# No Neutral Alignments

There is no such thing as an absolute neutral alignment. A character with an absolute, true neutral position could not make a decision, fight tyranny, hurt or help others, go adventuring, or take any action of any kind without leaning toward good, evil, or self-gratification. It is *humanly* impossible, and therefore is eliminated in the context of this game. This is one of the very few definitive, unbending rules.

# Good Alignments

Good aligned characters (*Principled* and *Scrupulous*) are the straight-up heroes of this world. They generally place a high value on life and liberty, as well as law and order. Just because a character is of a good alignment, however, does not mean he's a saint or without bad habits. Good characters can be irritating, obnoxious and arrogant, even prejudiced and full of annoying quirks. Likewise, they may find themselves stepping outside the boundaries of the law in their quest to combat evil and injustice, but when push comes to shove, these characters can *always* be trusted to do the right thing, especially in a life and death situation.

### Principled (Good)

Principled characters are upright "boy scout" or "do-gooder" types who put others before themselves. This is the knight in shining armor, with the highest regard for the lives and well-being of

others, freedom, truth, honor and justice. Principled characters will always *attempt* to work with and within the law, and have a high regard for (and trust of) authority, as well as for life and freedom. They are usually compassionate, merciful, cooperative and sincere.

**A Principled character will . . .**

1. Always keep his word.

2. Avoid lies.

3. Never kill or attack an unarmed foe.

4. Never harm an innocent.

5. Never torture for any reason.

6. Never kill for pleasure.

7. Always help others.

8. Always work within the law whenever possible.

9. Never break the law unless conditions are desperate. This means no breaking and entering, theft, torture, unprovoked assaults, etc.

10. Respect authority, law, self-discipline and honor.

11. Work well in a group.

12. Never take "dirty" money, or ill-gotten valuables or goods. This means any property that belongs to criminals or villains. It matters not how the bad guys got that property themselves; the hero will not touch it even if destitute.

13. Never betray a friend.

## Scrupulous (Good)

Scrupulous characters value life and freedom above all else and despise those who would deprive others of them. This type of hero is typically portrayed in many movies as the cop who plays by his own rules, forced to work beyond the law for justice (or retribution) and the greater good of the people. They are not vicious or vindictive characters, but are individuals driven by their sense of justice to right a wrong or take a (bloody) stand. These characters will always attempt to work with or within the law whenever possible.

**A Scrupulous character will . . .**

1. Keep his word to any other good person.

2. Lie only to people of selfish or evil alignments.

3. Never attack or kill an unarmed foe.

4. Never harm an innocent.

5. Never torture for pleasure, but may use muscle to extract information from criminals or evil characters.

6. Never kill for pleasure, will always attempt to bring the villain to justice alive, no matter how vile he may find him.

7. Always try to help others.

8. Attempt to work within the law whenever possible.

9. Bend and, occasionally, break the law when deemed necessary. This means he may use strong-arm techniques, harass, break and enter, steal, and so on (but only against the bad guys).

10. Distrust authority; fears the law and government may not be an effective weapon against injustice and crime. However, he will try not to flagrantly disregard the law.

11. Work with groups, but dislikes confining laws and bureaucracy (red tape).

12. Never take "dirty" money or items.

13. Never betray a friend.

# Selfish Alignments

Selfish characters (*Unprincipled* and *Anarchist*) are not necessarily evil, but they always have their own best interests at heart and their opinions in mind above all others. These are the mercenaries, rogues, vigilantes and anti-heroes of the world.

## Unprincipled (Selfish)

This is the noble scoundrel, the guy who is always looking for the best deal, associates with good and evil characters, is continually tempted to lie and cheat, and hates himself for being loyal, helping others and ultimately doing the "right thing."

He just tends to be selfish and greedy, and holds his personal freedom and welfare above others. He dislikes confining laws and self-discipline and distrusts authority. He views the law and government as well-intentioned, but clumsy and ineffective. Keeping his best interests in mind, the character tries to look out for himself.

The Unprincipled character *may* be willing to take "dirty" money and valuables from bad guys, with the rationale that it will help him in his crusade against evil. He may also destroy the property of known criminals. However, he will *not* deal in illegal wares or drugs, and will not take money from, or cheat, innocent or good people. Although the Unprincipled character may associate with good and evil characters, have paid informants, spies and stoolies, in the end, he helps people and fights injustice.

**An Unprincipled character will . . .**

1. Keep his word of honor.

2. Lie and cheat if necessary (especially to those of Anarchist and evil alignments).

3. Not kill an unarmed foe (but will take advantage of one).

4. Never harm an innocent.

5. Not use torture unless absolutely necessary.

6. Never kill for pleasure; will *attempt* to bring the villain to justice alive and ruin him rather than simply kill him.

7. Usually help those in need.

8. Rarely attempt to work within the law.

9. Blatantly break the law to achieve his (usually good-intentioned) goals.

10. Dislike and distrust authority, the law and bureaucracy. Feels they have been corrupted and abused.

11. Work with groups, especially if it serves his needs, is profitable, and/or he is in the limelight.

12. Take "dirty" money.

13. Never betray a friend.

14. Have a high regard for life and freedom.

## Anarchist (Selfish)

This type of character likes to indulge himself in everything. He is the insurgent, con-artist, gambler and uncommitted freebooter who adventures because he enjoys the thrill, fame and fortune it brings, rather than for any cause (like defending humanity). This character will at least *consider* doing anything if the price is right or the challenge is alluring enough.

Laws and rules infringe on personal freedom and were meant to be broken. He will not hesitate at using strong-arm techniques, breaking and entering, theft, harassment, destruction of private property, and so on. This can also include acting as judge, jury, and executioner. These characters are usually the daring anti-heroes who feel the end justifies the means. The Anarchist-aligned character is always looking for the best deal and self-gratification. He will work with good, selfish and evil characters to attain his goals, and continually teetering between good and evil, rebelling against and bending the law to fit *his* needs. Mercenaries and thieves often fall into this category.

**An Anarchist character will . . .**

1. Keep his word, but only if it suits or pleases him.

2. Lie and cheat if he feels it necessary.

3. Not be likely to kill an unarmed foe, but certainly will knock out, attack or beat up one.

4. Never kill an innocent, although his rash or self-serving actions may injure or kill bystanders by accident.

5. Use torture to extract information, but is not likely to do so for pleasure.

6. Seldom kill for pleasure.

7. Not be likely to help someone without some ulterior motive (even if it's only to show off).

8. Rarely work within the law unless it serves his purpose.

9. Constantly break the law to achieve his goals.

10. Have little respect for authority, the law, or self-discipline.

11. Not work well within groups; tends to do as he pleases, despite orders to the contrary.

12. Take "dirty" money without hesitation.

13. Possibly betray a friend. Sorry, pal.

# Evil Alignments

All evil characters (*Aberrant, Miscreant* and *Diabolic*) are not necessarily bent on universal genocide or dominating all other living creatures. Nor are all evil characters sadistic, cruel, ugly or untrustworthy. Many evil characters may actually seem kind and likeable.

Evil alignments are a step beyond the self-gratification of the selfish alignments. Evil characters are ruthless individuals who are willing to say or do anything to achieve their goals. Most commonly, evil characters have goals that either entail making people suffer or cause suffering as a side effect (a side effect the evil character knowingly and callously disregards). Human life has little meaning to them, and friends tend to be (but not always) people to use and discard when they are no longer of value. Evil-aligned characters do not automatically slay any good-aligned person because of different ethics and philosophy. All the better to use good to achieve their own goals, for the end always justifies the means.

**Note:** There is nothing wrong with *playing* a fictional, evil character, although he may not survive too long if he betrays or harms too many people. Nor is the character likely to be trusted or liked by his "good" teammates. However, this is role-playing, not reality, so you can play any type of character you might desire, just continue to play "in character."

## Aberrant (Evil)

The cliche that there is "no honor among thieves" is false when dealing with the Aberrant character. This is an individual who is driven to attain his goals though force, power, and intimidation. Yet the Aberrant character stands apart from the norm with his own personal (and twisted) code of ethics. He expects loyalty from his minions, punishing disloyalty and treachery with a swift, merciful death or banishment. An Aberrant character will always keep his word of honor and uphold any bargains. He will define his terms and live by them, whether anyone else likes them or not.

If an anti-hero, he will completely disregard the law and deal out justice as

he deems fit. He will never be cruel or vindictive, and will always be absolutely positive that the person is guilty before he deals out his brand of justice. However, once he condemns a character, he will see to it that he is destroyed.

Whether a villain or a corrupt or extreme anti-hero, the Aberrant character looks upon people without honor or a sense of loyalty as worthless and disgusting lowlifes.

Do not think of the Aberrant character as a misguided good guy. He or she will break all laws with impunity, harass victims, destroy property, assault, blackmail, torture and murder. Only their methods and degree of violence may vary.

**An Aberrant character will . . .**

1. Always keep his word of honor (at least to those he deems worthy of it).

2. Lie and cheat to those not worthy of his respect; good, selfish or evil.

3. Possibly kill an unarmed foe.

4. Never kill an innocent, particularly a child, but may harm, harass or kidnap.

5. Never torture for pleasure, but will use it to extract information and intimidate others.

6. Never kill for pleasure, will always have a reason.

7. Possibly help someone in need.

8. Rarely attempt to work within the law.

9. Break the law without hesitation.

10. Have no use for the law or bureaucracy, but respects honor, self-discipline and the "concept" of laws and order.

11. Work with others to attain his goals.

12. Usually take "dirty" money, although his twisted code of ethics may prevent him from doing so in some instances.

13. Never betray a friend. Never.

# Miscreant (Evil)

This self-serving, unscrupulous character is out only for himself. Power, glory, wealth, position, and anything that will make his life more comfortable or pleasurable is his goal. It doesn't matter who gets caught in the middle, as long as he comes out smelling like a rose. The character will lie, cheat, hurt, and kill anyone to attain his personal goals.

If a Miscreant character becomes a vigilante, mercenary, or bounty hunter, it will be for some personal reason, a vendetta, money, glory or a love for danger and challenge. This character is a savage misanthrope out for himself.

**A Miscreant character will . . .**

1. Not necessarily keep his word to anyone.

2. Lie and cheat indiscriminately (good, evil, selfish).

3. Kill an unarmed foe as readily as he would a potential threat or competition.

4. Use or harm an innocent.

5. Use torture for extracting information and pleasure.

6. May possibly kill for sheer pleasure.

7. Feel no compulsion to help without some sort of tangible reward for him.

8. Have no deference to the law, but will work within the law if he must.

9. Blatantly break the law for his own goals and pleasure.

10. Dislike and distrust authority and the law.

11. Work with others if it will help him attain his personal goals.

12. Take "dirty" money, stolen goods, and illegal items (as well as steal valuables for himself whenever the opportunity arises).

13. Betray a friend if it serves his needs.

14. Have no respect or concern for the lives or welfare of others.

## Diabolic (Evil)

This is the category into which most megalomaniacs, psychopaths, and violent and despicable characters fall. This is the cruel, brutal killer who trusts no one and has no value for any life other than his own. A Diabolic character will crush anyone who gets in his way. The lowlife will lie, cheat, con, abuse and kill anyone less powerful than he is. Aberrant characters find these dishonorable people more revolting than a good-aligned character.

**A Diabolic character will . . .**

1. Rarely keep his word, and has no honor.

2. Lie to and cheat anyone.

3. Most certainly attack and kill an unarmed foe.

4. Hurt and kill an innocent without a second thought and for pleasure.

5. Use torture for pleasure and information, regularly.

6. Kill for sheer pleasure.

7. Be likely to help someone only on a whim (or to set them up for some evil deed later).

8. Rarely attempt to work within the law.

9. Blatantly break the law and mock authority.

10. Despise honor, authority and self-discipline. Views them as weaknesses.

11. Not work well within a group; constantly disregarding orders and vying for power/command.

12. Always take "dirty" money, drugs, stolen goods, etc., as well as steal from others.

13. Betray a friend without hesitation; after all, you can always find new friends.

14. Associate mostly with other evil alignments.

# Step 5:
# Pick an
# O.C.C. & Skills

**Picking Skills** is made easy by the selection of an O.C.C. (Occupational Character Class) and M.O.S. (Military Occupational Specialty).

Each Occupational Character Class (O.C.C.) indicates the following

**Common Skill Set:** The *United Earth Expeditionary Force (UEEF)* is an advanced, military culture. All characters who are affiliated with the UEEF are highly educated, can read, write, knows basic math, and how to operate a computer. The universal language is English and in the context of the UEEF other languages are not necessary. This is the character's Common Skill Set. ALL characters have these skills. Some O.C.C.s may offer a bonus.

Computer Operation

Language: English

Literacy: English

Mathematics: Basic

**O.C.C. Skills:** Basic training for particular military O.C.C. These skills and bonuses in (parenthesis) are common to *every* character who selects that O.C.C. Players should skim over the O.C.C. descriptions and range of available skills, equipment and purpose, and *select* the one they find most interesting, challenging or appealing.

**O.C.C. Related Skills:** These are additional *skill choices* related to the character's military occupation and training.

**M.O.S. (Military Operations Specialty):** Each M.O.S. represents the character's areas of *special* training. Veritech Pilot, Battloid Pilots and Crewmen tend to be mecha and combat oriented. Their occupation (O.C.C.) is being a soldier in the Expeditionary Force. Others are skilled in mechanical engineering, medicine, or the sciences. All represent the characters' life and purpose within the heroic UEEF.

**Secondary Skills:** Additional skills the character has learned on his own or with the help of a friend, self-taught studies or personal enjoyment.

# Secondary Skills

Secondary Skills are areas of knowledge that the character has picked up on his own through learned experience, observation and personal studies. They may be related to the character's occupation or reflect completely different interests and hobbies. Secondary Skills usually are *self-taught* and do not command the same degree of expertise as Occupational and O.C.C. Related Skills. For Example: If a character took the *Art* skill as an *O.C.C. Related Skill*, he would have the ability of a professional artist. If that same character takes Art as a *Secondary Skill*, however, his ability is that of a talented amateur. Even if a Secondary Skill artist had a higher chance of success than an O.C.C. Related Skill artist, the O.C.C. based artist's work always looks better. That is the essential difference between O.C.C. Related Skills and Secondary Skills, other than the fact that not all skills are available as Secondary Skills (i.e. the average person

cannot self-teach Espionage or Military skills).

**Secondary Skills to Start:** The number of Secondary Skills available at first level is indicated under the O.C.C. description. It is presumed that the character has already learned them and they start at first level proficiency. Unless stated otherwise, all characters *start* level one with a few Secondary Skills under their belts.

**Additional Secondary Skills** can be selected at subsequent levels of experience as indicated for their O.C.C. (e.g. +1 Secondary Skill at levels 3, 6, 9, and 12).

**Available Secondary Skills by Category:** Below is a list of skills, by category, that can be selected as Secondary Skills. No skill bonuses apply, because these skills are *self-taught* and do not include intensive or professional training. Certain skills (namely Mechanical, Medical, Military, Electronics, Science and especially Espionage and Pilot Related skills) can *NOT* be learned as Secondary Skills. All Secondary Skills start out at the base skill level.

**Communications:** Any, except Cryptography, Laser, Surveillance Systems, and TV/Video.

**Domestic:** Any.

**Electrical:** Basic Electronics and Computer Repair only.

**Espionage:** None.

**Horsemanship:** General and Exotic Animals only. This range of skills should be found in an upcoming sourcebook.

**Mechanical:** Automotive Mechanics and Basic Mechanics only.

**Medical:** Animal Husbandry and First Aid only.

**Military:** Camouflage and Recognize Weapon Quality only.

**Physical:** Hand to Hand: Basic, Aerobic Athletics, Athletics (General), Body Building & Weight Lifting, Climbing, Running, and Swimming only.

**Pilot:** Automobile, Horsemanship: General, Motorcycles, Hovercycle, Hover Craft, Motor and Sail Boats and recreational vehicles only.

**Pilot Related:** None.

**Rogue:** Gambling only. This range of skills will appear in a soucebook.

**Science:** Astronomy & Navigation, and Basic and Advanced Mathematics only.

**Technical:** Any.

**W.P.s Ancient (Melee Weapons):** Any, except W.P. Paired Weapons.

**W.P.s Modern (Guns & Tech Weapons):** W.P. Handguns, W.P. Rifles, W.P. Energy Pistol and W.P. Energy Rifle.

**Wilderness:** Any, except Boat Building and Spelunking.

# Skill Bonuses

The Base Skill level is denoted in each skill description. Bonuses received by one's O.C.C. are added to that base skill. This is a one time skill bonus. Characters *may* also have an I.Q. attribute bonus (or penalty) or other skill bonuses that are added to the base skill level as a one time bonus.

As the character advances in level of experience, his chances of performing skills successfully (his success ratio) will increase. This is not so much a bonus as a designation of increased mastery of one's abilities with time and experience. The amount that the skill level increases is also noted in each skill description.

For example: The Physical skill of Swimming reads: **Base Skill: 50% +5%** per level of experience. This means that a first level character without an O.C.C. bonus has a base skill proficiency of 50%. At second level +5% is added to increase the skill to 55%, at third level it increases to 60%, and so on. If a +10% O.C.C. bonus was applicable, the base skill starts at 60% +5% per level (i.e., 65% at second level, 70% at third, and so on).

**New Skills.** As the character advances in experience, he will also learn additional skills along the way. All new skills begin with a first level success ratio. Thus, if a 5th level character learns a new skill, that new skill is performed at first level proficiency while all his other skills are performed at 5th level proficiency. When the character reaches 6th level, his new skill will be at 2nd level while all of his others will be at 6th level. **Note:** The maximum success ratio for any skill is 98%, regardless of how far the character advances or what modifiers he may enjoy. Humans are not perfect, so there is always a margin for error.

# Skill Penalties

Ordinarily, a character's chance of performing a skill successfully is determined by his success ratio for that skill. However, when advanced (or alien) technology or pressure situations are involved, one's success ratio for a given skill is lowered. Likewise, debilitating illness and injury may also impose a skill penalty on the character. Whether these penalties are accumulative (we suggest they are) is left to the discretion of the Game Master.

**Advanced, Unknown, or Alien Machines and Technologies:** A good rule of thumb is a skill penalty of -30% or -40% when trying to figure out, operate, repair, or use such mechanisms and technologies beyond the normal range of familiar technology. This would include experimental military devices, devices from an alien world and things that fall into the category of *weird science*. In some cases (G.M.'s discretion), the technology may be so different that the character will be unable to use the simplest of devices (-80% to -95% penalty). Likewise, depending on what the item is, a penalty of only -10% to -20% might apply, but the -30% to -40% penalty is typical. The G.M. should always use his/her discretion when dealing with experimental, weird, or alien sciences.

**Bionics & Cybernetics:** Although bionics (military hardware) and cybernetics (commercial mechanisms) are machines, they are very different from commercial machines, vehicles, electronics, and hardware. That means a technician may be able to figure out what a bionic device is supposed to do (-10% or -20% penalty), and may even be able to work on the machine and electronic aspects (-20% to -40%), but he cannot install, replace or remove bionics or cybernetic implants.

**Military Technology:** Military technology is often (though not always) more advanced and even cutting-edge. Thus, a -15% or -25% skill penalty applies to civilian engineers and technicians trying to work on or with military hardware.

**Pressure Situations:** Executing a skill when calm, cool and collected is one thing. Doing it under the gun (or with a snarling monster breathing down your neck) is something else. For the following pressure situations, negative modifiers apply to characters trying to execute any skill, excluding W.P. and Hand to Hand Combat skills.

Booby-trap: The item the character is working on is rigged to set off an alarm, explosive, trap, purge data, etc., unless the defense mechanism/trigger can be circumvented or deactivated first. Depending on the complexity and risk: -10% to -40%.

Cheap, faulty and/or unfamiliar tools: -5% to -15%.

Confused/uncertain or distracted: -10% to -20%.

Countermeasures, traps and alarms are in place: -10% to -15%, depending on their level of complexity and sophistication.

Difficult, complex or unfamiliar task: -10% to -15%.

Distracted by outside forces: -10% to -20%, depending upon the source of the distraction and how invasive it may be.

Encrypted data or firewall: -20% to -40%.

Frightened, nervous or jumpy: -5% to -10%.

Lack of sleep/exhausted: -10% if the character has gone 24-36 hours without sleep and the skill takes 50% longer to perform; -15% having gone 48-72 hours without sleep and takes twice as long to perform, and -30-50% having gone 80 hours or longer without sleep, plus the skill takes three times as long as normal to perform.

Panic situation: If the character panics and gets hysterical the penalty is -50% on skill performance, combat bonuses are reduced by half, Perception Roll bonuses are reduced to zero, and shooting a gun is "wild." Bystanders and allies may get injured accidentally from the character's wild and irrational response.

Pressure situation, low: -5%; may include being nervous when working in front of a superior, critic, or pretty girl, as well as when showing off.

Pressure situation, moderate: -10%; it is important to get the job done quickly and done right the first time.

Pressure situation, serious: -15% to -20% when failure means there will be serious consequences or trouble (capture, torture, loss of critical supplies, etc.), or the character himself or several people (perhaps hundreds) will suffer for his mistake.

Pressure situation, deadly: -25% to -30%. Time is running out, with dire consequences. If the character fails, he, an ally(s) or innocent people will die! Always a -30% penalty if a loved one or several dozen, hundreds or thousands of lives hang in the balance.

Scared: -30% to -50%. The character is so scared he just cannot think straight, plus the skill takes twice as long to accomplish. Increase the penalty to -75% when the subject of the terror is related to a Phobia insanity. Note that although the character is wracked with fear, he is trying to deal with it and has not run off in a blind panic.

Seriously wounded or ill: When a character's Hit Points are down by 50% or more, concentration is difficult (feels weak, tired, in pain, etc.) and the pain and fatigue are distracting, which impairs skill performance: -20% penalty. The penalty worsens to -30% when the character has less than 25% of his Hit Points.

Illness, especially fever, can cause similar penalties. Debilitating illness will usually indicate skill penalties ranging from -10% to -50%.

Drugs and toxins may also stun, confuse or debilitate the character similar to injury and illness. The specific drug or harmful substance will indicate the penalties to apply.

Time sensitive: Skill must be performed in a few minutes (even seconds) or by X time; countdown. -10% to -30%.

Trying to do something while moving: -5% to -40%, depending on the situation, speed and the bumpiness of the ride.

Note: The G.M. may also impose a *reasonable penalty* to *any* situation where the character faces an unusual or difficult task. A reasonable penalty will range from -5% to -30%, but, at times, a dramatically higher penalty may be appropriate. G.M.s, use your discretion and be fair.

Also see penalties for low I.Q. and other low attributes in the Character Creation section.

# Step 6:
# Experience
# Level System

Experience Points are their own reward. In the context of the game, experience points are one of the tangible rewards the *player* receives as he or she gains them the words, deed and actions his character. Unlike many early RPGs that only gave out Experience Points for killing and destroying, the Palladium system provides minimal reward for death and destruction. Instead, you get points for a smart plan, using skills and resources wisely, helping people, saving lives, good deeds, self-sacrifice and playing in character.

Experience Points *grows* the character. The more experience the character gets, the more points he gets, and the faster he gets to the next Experience

Level. Each new experience level provided more Hit Points (1D6) and sees skill performance increase (+5% for most skills). The higher level, the more capable the character.

Palladium has always used an Experience Level system of advancement because we feel it more accurately simulates real life. Furthermore, it has worked and brought decades of enjoyment to million of Palladium RPG gamers.

The other wonderful aspect about *Experience Points and a Level System* is that the *player* gets rewarded for his thoughts, being smart, and playing in character even if the adventure goes poorly for his character or the entire group. How? Because an Experience Point system rewards *role-playing* not smart number crunching. I, game designer Kevin Siembieda, have run many a game where the player characters got the snot kicked out them, lost valuable equipment and got no or little tangible reward, but the *players* were tickled pink because they enjoyed the adventure, had exciting moments, worked as a team, had fun playing, and received *Experience Points* (and self-satisfaction) to show for it. That's the beauty of this method of character advancement, it emphasizes story and role-playing. Level advancement is fun because it means you accomplished something through your character's actions (and your smart playing), which is why most video and online games emulate it. Have fun.

# Experience Points & Their Application

Experience Points and Experience Levels provide a means by which the player's character can grow and develop.

Palladium's experience system runs a on subjective method of using observation and logic to determine Experience Point rewards.

Some other games focus on the "kill factor" or juggling numbers providing points that can be used to buy better skills or attributes. That's cool, we think the experience point system better rewards the thought process. It rewards decision making, clever plans, astute observations, and ideas. Cleverness, a cool head and a smart plan or quick decisive action should count for something. Shouldn't it? With this system of reward it does. The G.M. just needs to keep it in mind and jot down what he or she thinks is appropriate experience next to the player's name on a sheet of paper throughout the game. As G.M., I have found jotting down experience points in the moment when the character earned it is the best way to keep track. Not unlike scoring a boxing match round by round.

This way you don't forget an important element. It's probably best not to let the players see these notes so you, the Game Master, can award them *after* the game/adventure ends. This makes a fun end to hours of gaming.

Of course, in role-playing, the character does NOT do something worth Experience Points every single action or *round*, but when that *pivotal deed* or *idea happens* make note of it by assigning experience. How can you know when that is? Easy, its when you, as G.M. find yourself smiling or thinking things like, "Smart." "Good." "Yep, she's figured it out." "Hah, fast thinking." "How brave." "What a great speech." "Man, he really played in character." And similar. These are the important, role-playing and storytelling moments that deserve reward.

**As always, use common sense and logic assigning experience.** Award experience for the use of a skill that made a difference no one used every day. A Veritech Pilot shouldn't get experience for flying over to the corner store to get a bag of potato chips, or even for flying a routine patrol. But he should get experience for recognizing trouble, and more experience for fast thinking or a bluff that nips trouble in the bud. Likewise, taking on a swarm of 6-8 Invid single-handedly earn more Experience Points than if the character and his six Alpha piloting buddies took on the same group. That's where subjectivity and commonsense come into play. This approach promotes imaginative and creative playing and role-playing instead of mere hacking and slashing. **G.M. Note:** Game Masters, don't feel that you have to shower your players with tons of Ex-perience Points either. Be fair and tolerant. Let your players truly *earn* their Experience Points. That way if you have a group of players with characters rising rapidly in Experience Levels, you will know it's because they are bold, clever and imaginative.

**Player Note:** Once the G.M. hands out Experience Points it's the player's responsibility to keep track of when the character hits next level. G.M.s you might want to keep track too, to avoid players cheating. However, I've found most players are very honest about Experience Points and reaching a new level.

By the way, I have never stopped in the middle of a game and said, "Hey, your character has just gone up in level, adjust your stats right here and now." Nope. The player will have to *wait* till the next time we play to boost his character's stats. I don't care if the character made next level with a thousand points to spare in the first ten minutes of the game, it's not appropriate to "level up" during an adventure.

**Experience & Hit Points.** Each time a character reaches a new level of experience, the player gets to roll one six-sided die (1D6) and add the number rolled to the character's Hit Points. This indicates the physical development and maturity of the character.

**Per level of experience** or similar phrases indicate that the character can perform a skill, power or ability at his personal, highest level of experience. This often indicates the amount of damage that can be inflicted or a duration of an effect, or a bonus to a skill (+5% per level of experience).

# Experience Points Award Table

## A guide to awarding Experience Points.

### Combat

**Zero** points for fighting that's just to show off, too proud to stand down, gets the rest of the group in trouble, or any act that has stupid or selfish reasoning behind it.

**25-50** points for killing or subduing a *minor menace*.

**75-100** points for killing or subduing a *major menace*.

**150-400** points for killing or subduing a *great menace*. Additional Experience Points may also apply for a clever plan, swift action, etc.

### Other Actions, Reasoning & Role-Playing

**10-25** points for performing the right skill (successful or not), at the right time, for the right reason. For mid- to high-level characters (4th level and up), this might apply only to skills performed when they are absolutely critical or done under stressful conditions.

**25-50** points for a clever, but futile idea.

**25-50** points for using good judgment or using a skill or ability well.

**25-50** points for playing in character when it would have been easier not to.

**25-100** points for a clever, useful/helpful idea or action.

**50-100** points for avoiding unnecessary violence; self-restraint or talking, bluffing or intimidating and opponent the oneself (and associates) out of trouble or danger.

**50-100** points for a small act of self-sacrifice, or an act of kindness, mercy, or compassion.

**50-100** points for insightful and helpful deductive reasoning or a keen observation.

**50-100** points for a successful daring or heroic action (whether it was clever or not).

**75-150** points for playing in character/playing one's alignment when circumstance or powerful temptation begged otherwise.

**100** points for a quick thinking idea or action that was helpful.

**100-200** points for insight or deductive reasoning that plays a huge role in a critical plan or saving lives.

**200** points for a critical plan or action that saves the character's own life and/or a few comrades.

**400-1000** points for a critical plan or action that saves the entire group and/or many innocent people.

**100-300** points when the character genuinely risks his own life (self-sacrifice) to help or save others in a deadly and high risk situation.

**500-700** points for a genuine life and death self-sacrifice in a situation where the character's heroism seemed likely (or almost certain) to cost him his own life. Leaping in front of an energy blast meant for someone else to save that person, even though the blast is *likely* to kill the hero, or offering his/her own life to save the group or an innocent person (and the exchange truly seems to be a death sentence with no apparent chance for escape), etc. This is a situation where odds are the character *will* really die!

## Character Experience Levels

An experience table is provided for each O.C.C. (Occupational Character

Class). Each new level achieved indicates his continuing growth, development, and mastery over his abilities and skills. Each time a player's character gets enough Experience Points to reach the next "level," his skills and Hit Points increase accordingly.

The maximum level a player character can reach is 15. We have found characters any higher than that tend to be difficult both to play and to G.M. Plus, given the typical scale of Experience Points used for this game, a player should have to run his character for years to get beyond even 10th level.

**Battloid Ace O.C.C.**
1 0,000 - 2,100
2 2,101 - 4,200
3 4,201 - 8,400
4 8,401 - 17,200
5 17,201 - 25,500
6 25,501 - 35,900
7 35,901 - 51,300
8 51,301 - 71,700
9 71,201 - 96,400
10 96,401 - 131,600
11 131,601 - 181,800
12 181,801 - 232,000
13 232,001 - 282,200
14 282,201 - 342,400
15 342,401 - 402,600

**Fleet Enlisted Crewman**
1 0,000 - 1,950
2 1,951 - 3,900
3 3,901 - 8,800
4 8,801 - 17,600
5 17,601 - 25,600
6 25,601 - 35,600
7 35,601 - 50,600
8 50,601 - 70,600
9 70,601 - 95,600
10 95,601 - 125,600
11 125,601 - 175,600
12 175,601 - 225,600
13 225,601 - 275,600
14 275,601 - 325,600
15 325,601 - 375,600

**Military Specialist**
**& Technical Officer**
1 0,000 - 2,120
2 2,121 - 4,240
3 4,241 - 8,480
4 8,481 - 16,960
5 16,961 - 24,960
6 24,961 - 34,960
7 34,961 - 49,960
8 49,961 - 69,960
9 69,961 - 94,960
10 94,961 - 129,960
11 129,961 - 179,960
12 179,961 - 229,960
13 229,961 - 279,960
14 279,961 - 329,960
15 329,961 - 389,961

**Veritech Pilot**
1 0,000 - 2,150
2 2,151 - 4,300
3 4,301 - 8,400
4 8,401 - 17,500
5 17,501 - 25,600
6 25,601 - 35,700
7 35,701 - 52,800
8 52,801 - 72,900
9 72,901 - 98,500
10 98,501 - 132,500
11 132,501 - 183,500
12 183,501 - 235,000
13 235,001 - 285,000
14 285,001 - 345,000
15 345,001 - 410,000
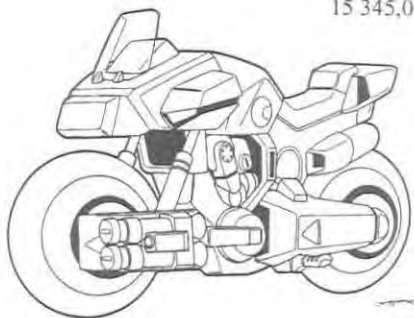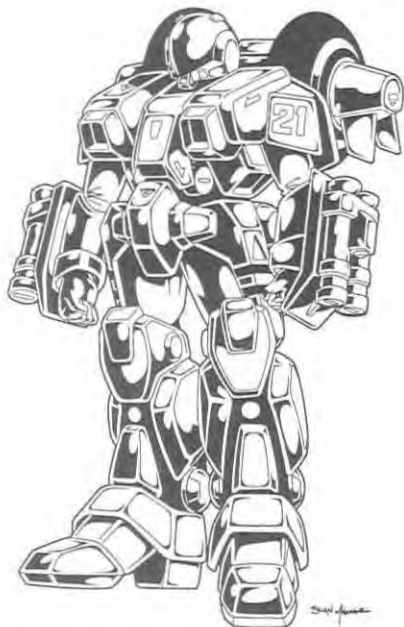
# Step: 7

## Understanding Combat

Once you've played through combat just a couple of times you'll see how realistic, fair and fast it is. In fact, if you have ever played the Parker Brothers game, **Risk**, you kind of know it already. The attacker rolls his die to strike. The defender rolls to defend. High roll wins. Defender wins ties. Easy. Of course, we have a few little extra considerations and rules.

**Hand to hand combat is simple and fast.** It works rather like boxing or fencing in a back and forth rhythm. All combat rolls involve a **twenty-sided die (1D20)**. High roll wins. Defender always wins ties.

**1. Roll for initiative.** The player and the Game Master playing the bad guy/ opponent both roll 1D20. *The attacker* is whoever wins the initiative roll. The defender is the loser of this contest. Include any applicable bonus for initiative. Initiative is rolled only for the intitial combat engagement. One it is determined who goes first, the combat sequence goes back and forth.

**2. The attacker rolls to strike.** Again, roll 1D20. A roll of four or less is an automatic miss. Anything higher should strike, UNLESS the defender rolls a successful parry or dodge, whichever is appropriate for the combat situation. Be sure to add in any applicable bonuses to strike. Typically, as the attacker is rolling to strike, his opponent is getting ready to parry or dodge.

To strike, the attacker rolls 1D20 and adds in his bonuses (if any) to strike. Say he rolls a 9 but has combined bonuses of +4 to strike. This is added to the number rolled and that's the total. In this case that would be 13 to strike.

**The defender needs** to roll 13 or higher to beat that number. He rolls 1D20, plus bonuses to parry a punch or physical attack, or to dodge an energy or gun blast. Using this example, if the defender rolls a 13 (ties) or higher (wins) he successfully parries or dodges and takes no damage. Parries don't use up an attack/action, and a successful parry blocks the attack (does no damage), and now it is the defender's turn to strike.

If the defender failed to parry or dodge, he takes damage (M.D.C. or S.D.C./Hit Points as the case may be), but it is still his turn to strike back.

**3. Counterstrike (defender attacks).** The *defender rolls 1D20* to strike back at his attacker with his weapon of

choice. Add in any appropriate bonuses. His attacker is now on the defensive and must roll to parry or dodge; rolls 1D20, high roll wins, defender wins ties.

**4. The attacker strikes back.** Now it's the attacker's turn to strike back. Roll 1D20, add bonuses to strike. Defender rolls 1D20 to parry or dodge again. High roll wins, defender wins ties. And repeat.

This is called a **melee round.** A back and forth exchange that continues until one character beats the other, causes his opponent to surrender, one of them dies or runs away, or some other resolve is reached.

Each character will have so many **attacks per melee.** When one of them runs out of attacks and his opponent has more than him, he must go on the defensive and simply parry or dodge. When the character with the most attacks per melee uses them all up, it is the end of that round, a 15 second exchange. When that happens, the next *melee round* begins, with each character with all of his attacks per melee. Since this melee combat is already started, do not roll initiative, just keep on fighting. *Attacker:* Roll to strike, hit, apply damage. *Defender:* Roll to parry or dodge and avoid damage, then it is your turn to strike back. *Attacker* now rolls to parry or dodge and avoid damage. Then it is his turn to roll to strike back, and so on.

**Parry is automatic and does not use up a melee attack.** The act of parrying is to block an attack by moving your arm, fist, or a hand-held weapon or shield to physically block the incoming attack. You see boxers and fencers do this all the time. A successful parry blocks the attack. No damage is inflicted. And it is such a quick motion

that it does not use up a melee attack/action. **Note:** Unless stated otherwise, missiles, bullets, rail gun bursts and energy blasts can NOT be parried. The character must *dodge*.

**Dodging has its downside.** The act of dodging means *moving* out of the way of an incoming attack. That movement might be taking a couple steps back or to the side, leaping out of the way or even running and diving behind cover nearby. Each dodging action *uses up one melee attack.* That means a character who keeps dodging will have fewer chances to strike back. Say a character has five melee attacks per round. He is attacked and chooses to *dodge*. That dodging action uses up one of his melee attacks, leaving him with four. He can strike back at his opponent immediately, but now only has four attacks, not five. If he dodges two or three more times, he may find he has no attacks left while his attacker still has a few left.

**When an opponent has more attacks per melee round** than another character, combat is the same, usual, back and forth exchange until one character runs out. At this point, the character with melee attacks remaining has the advantage and can continue to strike. His opponent can always parry if a parry is appropriate. Otherwise, he can either stand and take the damage (you see boxers do this when they are on the ropes) or he can dodge. HOWEVER, each of these extra dodges uses up one melee attack from the next melee round! Pretty soon, the dodging character might find himself entirely on the defensive without any attacks available. (You see this in boxing too.)

**Simultaneous Attack is another option.** While it is usually smart to parry whenever you can, a character may

choose to strike at his attacker at the same time! This means unless his opponent rolls very low (4 or less) the character is hit and takes damage. However, because he is attacking at the same time, his attacker can NOT parry or dodge, and takes damage from his attack (unless the defender's roll is low, four or less which means he missed).

**A Melee Round** is 15 seconds. Each character will have so many melee attacks per melee or per melee round. The number of attacks per melee comes from the character's **Hand to Hand combat skill**. Having Mecha Elite Combat adds additional attacks and bonuses to strike, parry, etc. when inside the mecha.

**Attacks per Melee** or **Melee Attacks.** This is the number of attacks or combat actions a character has in a 15 second melee round.

**Using up Melee Attacks.** Each individual punch or kick uses up one melee attack. Each single shot or burst from a weapon does, too.

A *power punch* requires the character to wind-up and punch or kick with every ounce of strength he can muster (you see this in boxing too). It counts as two melee attacks.

*Reloading* a spent ammo- or Energy Clip (E-Clip) uses up one melee attack. More complex weapons may require more time to reload which is usually indicated in the weapon description.

*Drawing a weapon,* be it a gun or knife, from a holster or belt, or elsewhere on the character's body, uses up one melee attack.

*Throwing a knife or object* counts as one melee attack, but may have a different bonus to strike.

*Dodging* uses up one melee attack. The only exception is the rare, automatic dodge. This is a dodge that is so quick that it works like a parry in the sense that it does NOT use up a melee attack. This will be indicated when it applies.

**Critical Strike (Double Damage):** A powerful, special or nerve shattering strike that inflicts double the usual amount of damage. Critical Strike damage can be inflicted with bare hands or with a weapon.

**Natural 20 Always WINS and does Double Damage:** A Natural Twenty occurs when a 20 is rolled on 1D20 before any bonuses are added to it. "Natural" is the straight, unmodified roll and always wins/succeeds.

If the 1D20 roll was to grab something out of another character's hand, dodge, parry, disarm, etc., it is a success. If it was a Called Shot or a roll to strike, the attack hits the intended target and inflicts *double damage*.

*ONLY another Natural 20 can beat a Natural 20.* So if a defender rolls a Natural 20, unmodified with bonuses, he beats an attack roll of a Natural 20; defender always wins ties. This is superrare and exciting to witness when it happens.

**Damage:** When you or an opponent makes the strike roll and hits, damage is inflicted. Mecha combat involves Mega-Damage and M.D. is taken off the Mega-Damage Capacity (M.D.C.) of the rival mecha or character's M.D.C. body armor. Most energy weapons, rail guns, missiles and punches and kicks from mecha inflict Mega-Damage (M.D.). Ordinary handguns, ancient weapons like swords and clubs, as well as human punches and kicks do S.D.C./Hit Point damage. Or as a general rule of thumb, when inside mecha or body armor, damage is M.D., when out of armor/mecha

and facing a fellow human, damage is S.D.C./Hit Points. Likewise, mecha enemies like the Invid and Haydonite mecha inflict Mega-Damage (M.D.).

In either case, damage inflicted is accumulative and deducted from the M.D.C. of the mecha, armor or vehicle, or from the S.D.C. or Hit Points of a person. **Note:** High P.S. attribute adds a bonus to the damage from a punch or kick.

*Hand Strikes:*

Backhand Strike (average): 1D4

Backhand Strike (martial arts): 1D6

Body Flip: 1D6

Human Fist/Punch: 1D4

Karate/Martial Arts Strike/Punch: 2D4

Elbow/Forearm: 1D6

Power Punch: Does double damage, plus any other damage bonuses, but counts as two melee attacks. Applicable to all hand strikes.

*Foot Strikes:*

Kick Attack (basic/average): 1D8 (or 2D4).

Karate Kick Attack: 2D6

Leap Kick: 3D8, but counts as two melee attacks/actions.

Knee: 1D6

Backward Sweep: No damage, but knocks down opponent if strike is successful (he loses one melee action and initiative).

Trip/Leg Hook: No damage, but knocks down opponent if the strike is successful (he loses one melee action and initiative).

Power Kick: Does double damage, but counts as two melee attacks and cannot be done with a Leap Kick.

**Miscellaneous:**

Thrown/Dropped Small Objects: 1D4 or 1D6.

Thrown/Dropped Large Objects: 3D6 per 100 lbs (45 kg), +10 per 40 feet (12.2 m).

Falling: 1D6 damage per 10 feet (3 m).

Collision: 2D4 per 10 mph (16 km).

**Death Blow:** A special attack designed to kill an opponent in one or two strikes! This attack is often limited in hand to hand combat to the roll of a "Natural" (no bonuses apply) high strike number; i.e. death blow on a Natural 18-20. Such a devastating attack counts as two melee attacks/actions.

Against humans and natural creatures, the death blow attack inflicts double the normal damage, including P.S. bonuses, *direct to Hit Points.* This attack can be used with punches and kicks or handheld weapons such as swords, clubs, etc. It is *not* applicable to guns and does not work through armor; the armor must be removed or penetrated. **Note:** Does not work on ethereal beings, or energy beings, nor robots, mecha and other machines.

**Disarm:** The act of getting rid of the opponent's weapon. It does no damage but knocks the weapon out of his opponent's hand. It can be used as a defensive move in place of a dodge or parry, or can be done as an attack/strike. The player need simply announce that he is going to try to disarm, and roll to strike as usual. A successful strike roll means his opponent is disarmed.

**Entangle:** A move to trap the weapon or arm of an attacker. This is done instead of parrying or dodging, and takes one melee attack. Roll to strike (or parry if a defensive move) as usual. A successful roll means the opponent's arm is entangled and cannot be used to attack anyone. As long as the character works to keep an opponent's arm or

weapon entangled it remains tied up. The entangled victim must roll the equivalent of a successful dodge to break free. Each attempt to break an entanglement counts as one melee attack. Both the entangled and entangler roll 1D20, the high roll wins, the entangler wins ties because entangling is a defensive maneuver.

**Leap Kick:** A Leap Kick is performed by the character putting all of his energy into what is, in effect, a power kick by leaping completely off the ground and attempting to kick an opponent with everything he can muster. A typical Leap Kick does 3D8 damage (+P.S. damage bonus if any), but counts as two melee attacks/actions. Only characters with Hand to Hand: Commando or Martial Arts can perform a Leap Kick and other Foot Strikes (see *Damage* earlier).

**Knockdown:** Getting knocked down, falling or getting struck by a fast, heavy vehicle, or explosion, or falling or getting knocked back dozens of yards/meters (30 feet/9 m or more) will cause the character to take damage from the force of the impact. While most armors are padded, they only provide so much protection.

Damage: Inflicts 1D6 Hit Point/S.D.C. damage for every 20 feet (6 m) one falls or is knocked back. And figure 1D6 points of damage for every 20 S.D.C. or M.D. in an explosion. Round down. If the fall/knock back is 100 feet (30.5 m) or more, there is a 01-65% chance of being temporarily knocked out for 1D6 melee rounds.

Penalties: In ALL cases, when a character is knocked down or off his feet he automatically loses initiative and one melee attack/action. If he is knocked several or dozens of yards/meters, the character loses two melee attacks. This is true even if the character is knocked down right where he was standing or only a few feet/meters.

Mega-Damage Knockdown: If a Mega-Damage vehicle or monster rams or body blocks into another M.D.C. vehicle or monster, the *victim* takes 1D6 M.D. +1D6 M.D. additional for every 30 mph (48 km) of speed at the time of impact. Furthermore, there is a base chance of 01-60% (or whatever the robot combat or a specific description of a knockdown/ram/body block attack might indicate for that creature) that the victim is knocked off its feet and loses initiative and two melee attacks/actions for that round. The attacker suffers the equivalent of 25% of the victim's damage, especially from high-speed ram attacks.

**Knockout/Stun:** Anyone hit by a knockout or stun attack will be temporarily incapacitated. The victim is not necessarily unconscious, just dazed – reduce attacks per melee to one and no combat bonuses for a stunned/dazed character for 1D4 melee rounds.

**Pull Punch:** The ability to control the force of a hand to hand attack, whether it be a punch, kick or with a hand weapon like a club or knife. Pulling a punch inflicts less damage by reducing the power of the attack. The character can choose to do half damage, quarter damage, a single point, or no damage at all (a tap or a slap). A character must declare a pulled punch, and the player must roll 11 or better on a twenty-sided die (1D20) to successfully pull his punch. A failed roll to pull means full damage is accidentally inflicted.

**Roll with Impact:** The ability to reduce the damage from physical blows, falls and impact by rolling with the force of the impact. If the defender is success-

ful, then only *half damage* is taken from the attack. Roll with punch/fall does not work against energy blasts, bullets, fire, blade weapons, or radiation. Victims must roll higher than the attacker's roll the same as a parry.

Falling characters must roll a 14 or higher, on 1D20, to roll with the fall, and the same is true of those hit by a racing vehicle.

**Saving Throws:** Occasionally, characters must roll to save against exotic attacks like poison, gas, disease, drugs, etc.

Curses: 15 or better.

Disease: 14 or better.

Lethal Poison: 14 or better.

Non-Lethal Poison: 16 or better.

Harmful Drugs: 15 or better.

Acids: No save possible – dodge!

Insanity: 12 or better (sometimes higher).

Psionics: (They appear in other Palladium RPGs) 10 or better for Master Psychics.

12 for Major & Minor Psychics.

15 for ordinary people and animals.

**Blind or Being Blinded:** Ignore all of the character's normal combat bonuses (they don't count; natural rolls only, minus the penalties). Penalties: -10 to strike, parry, dodge, disarm, pull punch and similar combat moves! Speed is reduced by 30-50% because the blind character is unsure of his footing and movement. Running or moving quickly is likely to cause the blinded character to stumble or trip and fall into something or fall down on his face (lose initiative and one melee attack/action), slam into a wall (1D6 S.D.C. damage, triple that if running), or run right into the arms of the enemy or his opponent or some other danger. Obviously, any skills requiring

vision are *impossible* to perform and all others should probably have at least a -20% skill penalty.

Attacks per melee round and initiative are unchanged, but the character is lashing out wildly and guessing where his opponent is. This means the blind character has a good chance of accidentally striking a friend or innocent bystander with his wild flailing about or "blind shooting."

**Horror Factor (H.F.):** Some aliens, monsters, creatures and situations are so frightening that they exude what is called a Horror Factor. Whenever a human encounters a horrible monster, alien or situation he should roll a twenty-sided die (1D20) to see whether or not he is momentarily *stunned* by the sheer horror of it.

A Horror Factor roll might be thought of as a *saving throw* or mental parry. Fortunately, the character only needs to roll for the first melee round of each encounter, *not* every round of combat.

The character must roll, just like a parry, and the number rolled must be equal to or higher than the Horror Factor of the creature or situation. **For example:** A monster with a Horror Factor of 13 emerges from the shadows. All characters who see it must roll to save against *horror*. In this case, a successful save is 13 or higher.

*A failed roll means* the character is so overwhelmed that he is *temporarily* stunned, and loses initiative (don't even roll for it), loses one melee attack/action, and cannot defend himself (no parry or dodge) against the creature's *first* attack of that melee round. Fortunately, the character snaps out of the shocked stupor quickly and can join in the combat that

same melee. By the second melee round, the character has completely recovered his senses and is functioning as normal; roll for initiative and continue combat as usual.
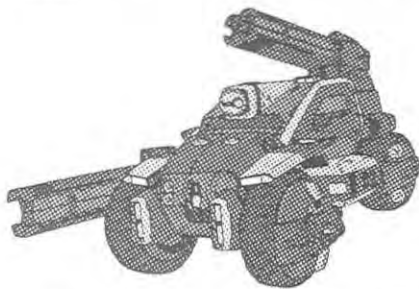


**Main Body:** The "main body" of vehicles and giant creatures is typically the largest area of body mass offered by the target. On people/humanoid creatures that is the upper torso (chest and waist). The main body of an automobile is the large body mass that covers the frame. Parts not considered to be part of the main body include the tires/wheels, legs, arms, hands, sensor cluster, headlights, etc. To strike something other than the main body, the attacker must make a "Called Shot," or roll a *Natural Twenty.* (A Natural 20 always hits its mark, unless an opponent attempting to dodge or parry also rolls a Natural 20.)

**Miss:** A roll of 1-4 to strike (after bonuses) is always *a miss.* A roll of one always misses regardless of bonuses.

**Paired Weapons:** Certain kinds of weapons, such as sais, nunchaku, daisho, knives, clubs and swords, can be used as paired weapons. Users of paired weapons can strike and parry simultaneously, can do twin strikes against a single target or against a pair of targets, and can parry two different opponents at the same time. In other words, combatants skilled in Paired Weapons often can do two ac-

tions for every one of their melee attacks (i.e. strike and parry). However, a twin, simultaneous strike with both weapons means losing the automatic parry and leaves the character open to his opponent's next attack without benefit of a parry (dodge is optional but uses up a melee action/attack). Also see the *W.P. Paired Weapons* skill.

**Power Punch:** A haymaker thrown with everything the character has, his every last ounce of strength. A power punch ALWAYS counts as two melee actions. A power kick can also be done. For characters with normal P.S., it does double damage in Hit Points and/or S.D.C. (normal punch damage of 1D4 times two plus any possible P.S. or Hand to Hand Combat damage bonus on top of that). Characters with extraordinary augmented P.S. or Supernatural Strength clearly indicate the damage inflicted in the listings presented at the beginning of this section.

**Perception Rolls** are used to simulate the character's five senses (sight, hearing, smell, taste and touch) in situations where noticing something might be important or relevant. Searching a room, standing watch, listening through a door, peering into night-shrouded underbrush to see what might be lurking there, searching for a clue, etc., are all situations where a Perception Roll might be called for.

To determine whether the character's Perception finds something, the player must roll a twenty-sided die (1D20). Add Perception Roll bonuses one might have, and then match the roll to the situation.

**Perception Table by Difficulty:**

The table below indicates the number a character has to roll to correctly *per-*

*ceive* or notice whatever it is he's looking for or is alert to notice.

Four or more: An Easy Situation/Circumstance. Hearing a loud noise, finding a bright-colored object against a white background, finding something hastily and/or poorly hidden; and similar.

Eight or more: Moderate. Looking for something or somebody in a well-lit area; hearing a slight noise; finding something hidden without great thought; and similar.

Fourteen or more: Challenging. Looking for something in poor light, fog, in murky water, or under desperate circumstances (it's an emergency or the seeker is impaired); hearing something over a noisy background or moving or speaking quietly; finding something carefully concealed, camouflaged or masked; and so on.

Seventeen or more: Difficult. Finding something in the dark or masterfully hidden/concealed, hearing something over a loud din or moving silent as the wind (like a snake sliding over a carpet); noticing an enemy (or friend) or something or somebody that doesn't belong amongst great confusion, debris, a large crowd or much activity.

**Simultaneous Attack:** Instead of defending with a parry, dodge or entangle, a character can choose to do a simultaneous attack. In this case, the character does not defend ("Go ahead, hit me; I can take it!") and simply attacks in response. The advantage of a simultaneous attack is that neither opponent can parry, dodge or entangle. In all probability, both will take damage. Exception: An opponent skilled with Paired Weapons can engage in simultaneous attack (with one weapon) AND parry (with the other), OR, both the paired weapons can be used to strike with NO parry.

**Sneak Attack:** An attacker may lie in wait (ambush), attack from behind, or sneak up (Prowl) on an opponent. If the foe does not discover the attacker, then the sneak attack is successful. The sneak attacker always has initiative, and the defender is not able to parry or dodge the sneak attack.

**Using Weapons:** A character may use *any* type of weapon from a gun to a knife or a rock, but gets no combat bonuses, such as strike or parry, unless he has a *Weapon Proficiency (W.P.)* in that particular weapon. This applies to modern and ancient weapons.

**Weapon Payload:** This is how many shots or missiles the weapon can fire calculated by how much ammunition the weapon holds before the ammo clip is empty and must be reloaded.

**Weapon Range:** The effective range the weapon can be fired with any measure of accuracy.

**Weapon Shooting** as a single shot or in a short burst counts as one melee attack — it uses up one of the character's melee attacks.



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# Hand to Hand Combat Skills

These are the standard level by level tables that present the *accumulative bonuses* offered by the common forms of hand to hand fighting found in all Palladium RPGs. When characters advance a level, the player can come to this section to see what new bonuses apply to his character.

**Note:** ALL bonuses are accumulative. That means each new level offers new bonuses and combat capabilities that are *added* to those previously acquired. Certain Hand to Hand fighting styles also impart bonuses to one's physical attributes as well as perfection of the fighting form. Also see Boxing and Wrestling in the *Skills* section.

**Number of attacks per melee:** To simplify matters, each type of Hand to Hand Combat indicates the number of attacks the character starts with, typically four.

# Characters with *No* Hand to Hand Combat Skill

**Level 1:** Starts with one hand to hand attack per melee round. This reflects the character's pitiful fighting skills.

HOWEVER, the character gets *TWO non-combat melee actions* at first level. A *non-combat action* involves some activity other than fighting (operating a machine, driving, locking a door, running, hiding, helping others, etc.).

**Level 3:** +1 attack per melee round and +1 to dodge. *+1 non-combat melee action.*

**Level 6:** *+2 non-combat melee actions.*

**Level 9:** +1 attack per melee round, for a total of three "attacks" per round (each attack counts as two melee *actions* for this character). +1 *non-combat melee action* for a total of six melee "actions." That's it.

# Hand to Hand: Basic

This is an elementary form of hand to hand combat training. Though it hardly stacks up against some of the more advanced forms of fighting, one who has trained in Hand to Hand: Basic still fights with combat skill compared to the simple, everyday folk without training.

**Note:** Basic combat training enables the character to use any basic/common attacks, including Punch, Elbow, Kick, Knee, Disarm, Dodge, Entangle, Body Block/Tackle, Body Flip/Throw, Roll with Impact, Power Punch (but not a Power Kick) and Pull Punch – but *no* special moves or martial art attacks such as Automatic Dodge, Back Flip, Holds,

Karate Punches, Leap Kick or other moves.

**Level 1:** Starts with four attacks/actions per melee round; +2 to pull punch and +2 to roll with punch, fall or impact.

**Level 2:** +2 to parry and dodge.

**Level 3:** Kick attack does 1D8 points of damage.

**Level 4:** +1 additional attack/action per melee round.

**Level 5:** +1 to strike and disarm.

**Level 6:** Critical Strike on an unmodified roll of 19 or 20.

**Level 7:** +2 to damage.

**Level 8:** Judo-style body flip/throw; does 1D6 damage, and victim loses initiative and one attack.

**Level 9:** +1 additional attack/action per melee round.

**Level 10:** +2 to pull punch and +2 to roll with impact/punch/fall.

**Level 11:** +1 to parry and dodge.

**Level 12:** +1 to strike.

**Level 13:** Critical Strike or Knockout from behind.

**Level 14:** +2 to damage.

**Level 15:** +1 additional attack/action per melee round.

# Hand to Hand: Expert

This is the fighting style taught to police officers, soldiers, bodyguards, thieves, and anybody else who will be expected to live by violence. While it lacks the mastery of the Martial Arts, an Expert fighter knows how to scrap quickly and efficiently. At high levels, especially, those with this skill can often hold their own against dedicated masters of the martial arts.

**Note:** Expert combat training enables the character to use any basic/common attacks, including Punch, Elbow, Kick, Knee, Disarm, Dodge, Entangle, Body Block/Tackle, Body Flip/Throw, Roll with Impact, Power Punch, Power Kick, and Pull Punch and even some martial arts moves (as noted below) – but unless noted below, the character does *not* have special moves or martial art attacks such as Automatic Dodge, Back Flip, Holds, Karate Punches, Leap Kick or other moves.

**Level 1:** Starts with four attacks/actions per melee; Kick attack 1D8 damage, +2 to pull punch, and +2 to roll with punch, fall or impact.

**Level 2:** +3 to parry and dodge, and +1 to pull punch.

**Level 3:** +2 to strike, +2 to disarm, and can perform a Karate Punch.

**Level 4:** +1 additional attack/action per melee round.

**Level 5:** Can perform a Karate Kick, does 2D6 damage.

**Level 6:** Critical Strike on an unmodified roll of 18, 19 or 20.

**Level 7:** W.P. Paired Weapons and Backhand strike (average, does 1D4 damage).

**Level 8:** Body Flip/Throw; does 1D6 damage, and victim loses initiative and one attack.

**Level 9:** +1 additional attack/action per melee and +1 to disarm.

**Level 10:** +3 to damage.

**Level 11:** Knockout/stun on an unmodified roll of 18, 19 or 20.

**Level 12:** +2 to parry and dodge.

**Level 13:** Critical Strike or Knockout from behind (triple damage).

**Level 14:** +1 additional attack/action per melee round.

**Level 15:** Death Blow on a roll of Natural 20.

# Hand to Hand: Martial Arts

A form of martial arts that takes and mixes techniques from many different sources.

**Note:** Martial arts combat training enables the character to use any basic/common attacks, including Punch, Elbow, Kick, Knee, Disarm, Dodge, Entangle, Body Block/Tackle, Body Flip/Throw, Roll with Impact, Power Punch, Power Kick, and Pull Punch as well as the martial arts moves noted below.

**Level 1:** Starts with four attacks/actions per melee; +3 to pull punch and +3 to roll with impact/punch/fall, and Body Flip/Throw; does 1D6 damage, victim loses initiative and one attack.

**Level 2:** +3 to parry and dodge; +2 to strike, and may perform Karate and any *hand* strike/punch.

**Level 3:** +1 on initiative, and may perform a Karate-style Kick (does 2D6 damage) and any foot strike except Leap Kick.

**Level 4:** +1 additional attack/action per melee round.

**Level 5:** Leap Kick (3D8 damage, but counts as two melee attacks), and +2 to entangle.

**Level 6:** Critical Strike on an unmodified roll of 18, 19 or 20.

**Level 7:** W.P. Paired Weapons, can perform Holds and is +2 to disarm.

**Level 8:** Back Flip and Back Flip escape.

**Level 9:** +1 additional attack/action per melee round.

**Level 10:** Back Flip attack and +2 to disarm.

**Level 11:** +4 to damage and +1 on initiative.

**Level 12:** +2 to parry and dodge.

**Level 13:** Knockout/stun on an unmodified roll of 18, 19 or 20.

**Level 14:** +1 additional attack/action per melee round.

**Level 15:** Death Blow on a roll of a Natural 20.

# Hand to Hand: Assassin

This style of fighting is a specialized science of killing generally taught by secret organizations such as organized crime cartels, secret government "wet working" bureaus, military black ops, and so on.

**Note:** Assassin combat training enables the character to use any basic/common attacks, including Punch, Elbow, Kick, Knee, Disarm, Dodge, Entangle, Body Block/Tackle, Body Flip/Throw, Roll with Impact, Power Punch, Power Kick, and Pull Punch and even many martial art moves (as noted below) – but unless noted below, the character does *not* have special martial art moves.

**Level 1:** Starts with three attacks/actions per melee round. +2 to strike. W.P. Paired Weapons.

**Level 2:** +1 on initiative and +2 additional attacks/actions per melee round.

**Level 3:** Karate Punch (2D4 damage), +3 to pull punch, and +2 to roll with impact/punch/fall.

**Level 4:** Karate Kick (2D6 damage), +4 to damage on all physical attacks, and +1 on initiative.

**Level 5:** +1 additional attack/action per melee round and +1 to strike with a thrown weapon.

**Level 6:** +3 to parry/dodge, +2 to entangle and Backhand strike (martial arts 1D6).

**Level 7:** Knockout/stun on an unmodified roll of 17-20 and Leap kick (3D8 damage, but counts as two melee attacks).

**Level 8:** +1 additional attack/action per melee round, +1 to strike with guns, and +1 on initiative.

**Level 9:** +1 on initiative and can perform Back Flip.

**Level 10:** Critical Strike on an unmodified roll of 19 or 20.

**Level 11:** +2 to strike in hand to hand, +1 to strike with a thrown weapon and with guns, and can perform Back Flip attack.

**Level 12:** +2 to pull punch and Death Blow on a roll of a Natural 19 or 20.

**Level 13:** +1 additional attack/action per melee round.

**Level 14:** +2 to damage and can perform Holds.

**Level 15:** +2 to strike in hand to hand and +1 to strike with guns.

# Hand to Hand: Commando

This style of combat is a quick and dirty form of martial arts typically available only to the members of the military, and even then, only to special operations teams such as Commandos, Navy Seals, Special Forces and Military Specialists.

**Note:** Commando combat training enables the character to use any basic/common attacks, including Punch, El-

bow, Kick, Knee, Disarm, Dodge, Entangle, Body Block/Tackle, Body Flip/Throw, Roll with Impact, Power Punch, Power Kick, and Pull Punch and even many martial arts moves (as noted below) – but unless noted below, the character does *not* have special martial art moves.

**Level 1:** Starts with four attacks/actions per melee round, W.P. Paired Weapons, Body Flip/Throw, Body Block/Tackle and +2 to save vs Horror Factor.

**Level 2:** +1 on initiative, +1 to strike, +2 to parry and dodge, +3 to roll with punch/fall/impact, and +3 to pull punch. Backward Sweep Kick, used only against opponents coming up behind the character. Does no damage; it is purely a knockdown attack (same penalties as Body Flip) but cannot be parried (an opponent can try to dodge it but is -2 to do so).

**Level 3:** +1 on initiative, +1 to disarm, and Karate Punch/strike (does 2D4 damage).

**Level 4:** +1 additional attack/action per melee and Karate Kick (does 2D6). The Karate-style kick starts with bringing the knee, folded, up to chest level, then the foot is completely extended.

**Level 5:** +2 to automatic dodge and all foot strikes.

**Level 6:** +2 on initiative, +1 to strike, parry and dodge, and +1 to Body Flip/Throw.

**Level 7:** +2 to damage, +1 to save vs Horror Factor, +1 to disarm, +1 to automatic dodge and +2 to pull punch.

**Level 8:** +1 additional attack per melee, Jump Kick, +2 to Body Flip/Throw, and +1 to roll with punch/fall/impact.

**Level 9:** Death Blow on a Natural 18-20! +2 to pull punch.

**Level 10:** +2 to save vs Horror Factor, +1 on initiative and +1 to strike.

**Level 11:** +1 to disarm, +1 to pull punch and +2 to Body Flip/Throw.

**Level 12:** +2 to damage, +1 to parry and dodge, +2 to automatic dodge.

**Level 13:** +1 additional attack/action per melee.

**Level 14:** Can perform Holds and is +1 on initiative.

**Level 15:** Critical Strike on a Natural 17-20.
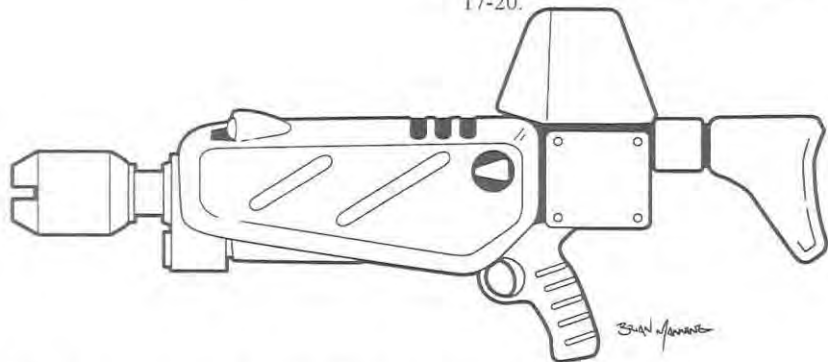


# Ranged Combat

## Modern Weapon Proficiency (W.P.)

There is more to shooting a revolver, pistol, rifle, energy weapon and other weapons, than pointing and squeezing the trigger. Even taking careful aim requires practice with the weapon, and different categories of weapons have different applications, quirks and considerations one needs to know to get the optimum performance out of them. A Modern Weapon Proficiency in a particular type of weapon gives the character a good understanding of all of these things, at least in that particular type of weapon. The character will know how to handle the weapon safely and how to use and reload it, disassemble, unjam, clean and otherwise maintain the weapon. He

also knows the basic specifications/capabilities of the weapon, such as the type of ammunition it takes, maximum effective range, approximate damage, special accessories for the weapon (gun sights, silencers, etc.), and the weapon's quirks, strengths and weaknesses.

The character has also had hours (perhaps years) of training with the weapon and continues to work out with the weapon on a regular basis. This means target practice and practical experience with it in the field and, as a result, he has a good *feel* for the weapon; its weight, its kick when fired, the sound of gunfire, and performance/exactly what it can do. A character with a Modern W.P. can make Aimed and "Called Shots" (aimed at a specific location within a larger target, such as shooting a gun out

of an opponent's hands, shooting the hand, shooting an antenna, or tire, or whatever). His penalties are also *less* when shooting *bursts* or *wild*.

# No Weapon Proficiency (W.P.)

Anybody who does not have a W.P. in a particular weapon type *CAN* pick up a gun (including energy weapons) and use it, but does so without benefit of any bonuses. The bonuses that follow do not apply to this unskilled character, but a weapon can still be deadly in his hands. P.P. attribute bonuses and Hand to Hand combat bonuses do *NOT* apply to modern weapons.

Furthermore, the untrained shooter does *not* know how to reload or recharge the weapon, clean it nor anything about ammunition, the gun's kick, how to use a gun sight to aim accurately, where to put an E-Clip, or anything about guns or gun safety – all he can do is pick it up, aim as best he can and pull the trigger. **Note:** A character with no gun proficiency rolls 1D20 with *no* bonuses to strike, can *NOT* make an *Aimed Shot* or a *Called Shot* and suffers a penalty of -3 to strike with burst attacks, -5 to strike when shooting a machine-gun or other heavy weapon, and -6 when shooting wild.

# Traditional Guns & Energy Weapons

Any character in **Robotech®** can use guns, but some may not have the desire, interest or training to use them. Remember, although any character may use a gun, without a W.P. the character has *no* bonus to strike and may have no idea how to reload the weapon once its ammunition payload is spent. Physical oriented O.C.C.s and combat oriented occupations may provide one or more W.P.s in modern weapons, otherwise the character must select a weapon skill (W.P.) as one of his *O.C.C. Related* or *Secondary* Skills.

**Note:** See *Skill Descriptions: W.P. Modern Weapons* for complete descriptions, damage, range, bonuses, and details.

**Aimed Shot Bonus:** Only a single shot can be accurately "Aimed" (no bursts or shooting wild). The skilled shooter is +2 to strike, but the attack counts as two melee attacks. This applies to a single shot fired from a revolver, pistol, bolt-action rifle, semi-automatic rifle, shotgun, energy weapon or grenade launcher. **Note:** An "Aimed Shot" can only be tried with a single "sniper-style" shot, not a burst or when shooting wild.

A **"Called Shot" target specification.** This is a shot that homes in on a specific part of a larger target, such as a bull's-eye, an opponent's head, hand, gun, radio, radio antenna, sensor cluster, spotlight, tires, etc., but counts as two melee attacks.

To make a "Called Shot," the player must "call" or "announce" his character's intention; i.e. "I'm going to shoot the gun from his hand," aim and shoot. *Penalties on a Called Shot:* Furthermore, a bull's-eye or any small target is difficult to shoot, and even with an Aimed and/or Called Shot, the shooter suffers a penalty of -3 or -4 to strike (sometimes more depending on the target or if it is moving). **Note:** A "Called Shot" can only be tried with a single "sniper-style" shot, not a burst or when shooting wild.

**Bursts and Rapid-Fire Pulse.** Some modern lasers and other energy weapons fire 3-4 instantaneous energy bursts or pulses at the same target. This happens so fast it is not even considered to be a burst, but a single, heavy blast. It counts as one melee attack and suffers no penalty to strike except on an Aimed or Called Shot, in which case any strike bonus is reduced by half (round down).

**Rolling a Natural Twenty to Strike** *always* hits its target and does double damage (Critical Strike). The only way it can miss is if the defender rolls a Natural Twenty to parry or dodge!

**Single Shot:** The standard, non-Aimed, non-burst, single firing of a ranged weapon counts as one melee attack. No additional bonuses or penalties apply, beyond those gained from W.P. skills and situational modifiers below.

**Simultaneous Dual (Double or Twin) Blasts** count as one melee attack and usually are the result of firing a double-barreled weapon from a suit of power armor, robot or combat vehicle (e.g., a double-barreled laser turret).
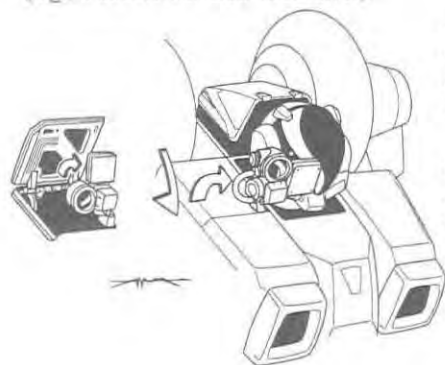


# Shooting and Targeting Bonuses & Penalties

*All Ranged Attacks:* Requires a roll of 8 to strike (including W.P. & Sniping bonuses).

*Aimed Shot:* +2 to strike (takes 2 melee attacks).

*Called Shot:* Usual bonuses apply, but small, difficult and moving targets usually impose a penalty of -4 to -11 to strike. Counts as *two melee attacks.*

*Shooting Blind:* -10 to strike.

*Shooting Bursts:* Strike bonuses reduced by ½ (-3 to strike without W.P.).

*Shooting Wild:* -6 to strike.

*Shooting 30% Beyond Normal Range:* -5 to strike.

*Target is Moving:* -1 to strike, -1 additional per 50 mph (80 km) beyond 20 mph (32 km), and -1 for evasive action.

*Target is Behind Cover:* Requires Called Shot, impossible if completely covered/concealed.

*Dodging Gunfire, within 10 feet (3 m):* -10 to dodge.

*Dodging Gunfire, within 50 feet (15.2 m):* -5 to dodge.

A Character's P.P. Bonuses do *NOT* count when shooting a gun.

**Dodging Bullets & Energy Blasts!** A character may try to dodge gunfire and energy beams on the condition he *knows they are coming* and he *can see his attacker.*

The only applicable bonuses for dodging gunfire or energy beams are the character's P.P. attribute bonus and any O.C.C. bonus to dodge. The defender trying to dodge must match or better the shooter's roll to strike to make a successful dodge.

**Dodging Penalties:**

-10 to dodge at point-blank range: within 10 feet (3 m) of the shooter.

-5 to dodge at close range, within 50 feet (15.2 m) of the shooter.

**Damage to Weapons:** Weapons only take damage when an attacker is deliberately trying to damage or destroy it. A *Called Shot* is required when trying to hit a weapon in a character's hand or a small or moving target. Unless stated otherwise, the attacker suffers a penalty of -3 to strike.
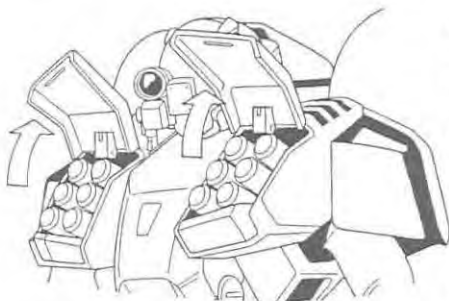


# Missile Combat

## Damage from Missile Strikes

**Direct hits** are when the missiles impact directly on the player character (or his mecha, power armor, vehicle, etc.). A direct hit does full damage. A volley of missiles inflicts full damage for *each* missile in the volley.

**Blast radius or near misses.** Getting caught in a blast radius does half damage. Your companion standing 10 feet (3 m) away is hit by a high explosive missile with a 30 foot (9.1 m) blast radius. He takes full damage from a direct hit, but your character is also caught in the *blast radius*. Fortunately, distance buys your character some luck and he takes half the M.D. since he was not caught directly in the blast. Damage can be reduced by half again if the player makes a successful *roll with impact*.

**Roll with impact to reduce damage.** Whenever a character is struck by an explosive force or impact (ram attack, fall, etc.), he can attempt to roll with the force to minimize the damage. This is where *roll with impact* comes into play. A successful roll means half damage. The number that must be matched or overcome is the attacker's roll to strike — or — if a strike number is not available (say from a booby trap, mine or automated system), a 14 or higher must be made to successfully *roll with impact*. A successful roll, whether from a direct hit or blast radius, means the character suffers half the normal damage. A failed roll means full damage (whatever that may be).

**Note:** All missiles always strike the main body.

**A Natural Twenty to strike with explosives and missiles.** A Natural 20 is a roll of 20 to strike on 1D20 that has *not been modified* by any bonuses. It *always* hits its mark, including Called Shots, and inflicts *double damage* (triple for Armor Piercing).

**Mini-Missiles** are NOT guided missiles. That's why an entire volley either hits or misses the mark.

**Direct Hit.** The actual target struck by a grenade or missile is at the *epicenter* of the explosion and takes *full* damage from a *direct hit*.

**Radius Damage.** As noted previously, everyone and everything else in the *blast radius* suffers *half damage*. So a grenade or mini-missile that does 5D6 M.D. inflicts the full 5D6 M.D. to the target it strikes (or lands at the feet of), and *everything else* within the rest of the

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blast area suffers *half* the Mega-Damage rolled for the explosion.

Note that the concussive force of an explosive blast *may* not damage or seriously hurt grass, tiny items and other flexible or resilient S.D.C. materials. However, people, animals, buildings, etc., all suffer the blast radius damage.

**Missile Blast Radius:** The actual object/target struck by a missile or volley takes full damage, while all else in the *blast radius* takes *half damage*.

**Missile Payload:** Indicates the finite number of missiles contained by the launcher, robot or vehicle.

**Missile Range:** The maximum effective range or distance a missile can travel before running out of fuel and crashing to the ground. There is only a 01-33% chance that a crashing missile that ran out of fuel will explode on impact, otherwise it can be salvaged and reused. However, less than 5% fail to hit a target and detonate before running out of fuel.

**Missile Volley:** Two or more missiles fired simultaneously at the same target clustered together in a volley. *A missile volley* counts as one melee attack and gets one roll attempt to strike. Either the *entire volley* hits or the entire volley misses, though if a near miss explodes nearby its intended target may still suffer collateral damage (half) for being caught in the *blast radius*.

**Rate of Fire:** This indicates *how many* missiles can be fired at a time. Note that most launch systems can fire multiple missiles in a volley or elect to fire one missile at a time.

**The speed** is provided to give players an idea of how fast the missiles travel.

**Missiles have a low M.D.C.,** and depletion of the M.D.C. from attack deto-nates the missile. A missile seldom has more than 15-20 M.D.C.

**Multi-warhead missiles** are usually a cluster of medium-range missiles housed inside the casing of a large, long-range missile. When the body casing runs out of fuel or reaches its target, it fires the four medium-range missiles.

**Smart missiles** are self-guided smart bombs which can be programmed to seek out and attack a specific target, but they are rare and never found in a mini-missile. They are usually +3 or +5 to strike.
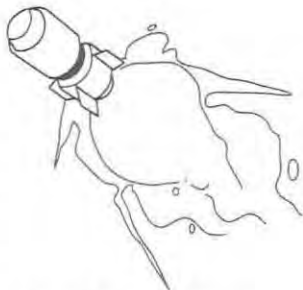


# Missile Strikes

As usual, a 1D20 is rolled to determine whether a missile hits or misses. Any roll above a four (5-20) hits unless the defender/target can dodge or shoot the missile down before it hits.

No Missile Bonus to Strike: Unless indicated otherwise in a specific weapon, mecha, vehicle, robots, spacecraft or launcher description, mini-missiles and most types of missiles are *NOT* guided and do not get a bonus to strike. Some launch systems or additional targeting system *may* provide a +1 to +3 bonus to strike, but even that is rather uncommon. That having been said, the *W.P. Heavy Mega-Damage Weapons* and *W.P. Spacecraft Artillery* skills provide a bonus when firing mini-missiles. **Note:**

Most missiles are *NOT* guided. The rare guided missile is +3 to strike, and smart bombs are +5 to strike and +4 to dodge. Generally, most self-guided missiles are preprogrammed to respond to specific images (video camera/sensor mounted in the nose of the warhead), or specific heat or radiation levels which clearly identify the enemy. Smart Bombs are missiles that can identify an enemy target and *chase* it down. The missile will give pursuit and keep going until it finds a target, is itself destroyed or it runs out of fuel. Smart missiles can actually dodge attacks directed at them, swerve, and turn around to follow or hit a target, turning around and giving it another go if it misses the first time or if the target dodges the first attack.

# Missile Volleys

Contrary to what one might think, a character can dodge one, two and even three unguided and even guided missiles. The dodge rules are the same as always. However, it is impossible to dodge a volley of *four or more* missiles launched simultaneously.

**A volley of four or more** missiles strike every time (as long as the attack was successful), with each and every missile in the volley hitting its target and inflicting damage.

**Roll to strike** only one time for the *entire* volley. It doesn't matter if there are two missiles or 62 missiles in the volley, either they *all* hit, or they *all* miss. This speeds up combat and makes sense, since most missiles are not guided.

**Dodging Missiles & Volleys.** Dodging a missile or a missile volley is basically the same as a hand to hand combat dodge: the character needs to move to get out of the missile's way and/or dive

behind or under protective cover. The attacker rolls to see if his missile or volley of missiles strike the target. If they are on target, the defender rolls 1D20 to dodge. The high roll wins. Defender wins ties.

*A successful missile dodge* will get the character out of the missile's direct line of impact (maximum damage). HOWEVER, the character must run, fly or dive out of the missile's *blast radius* or behind cover to completely escape taking any M.D. whatsoever. That may require flying, running, or diving some distance (anywhere from 3 to 80 feet/0.9 to 24.3 m depending on the type of missile) to get completely out of the blast radius. The Game Master should use discretion as to whether that may require a second dodge roll or count as one roll but two melee actions. A small blast radius under 12 feet (3.6 m) is easily escaped with a single dodge action.

**Shooting Missiles.** A character has three options to minimize the damage of a *massive missile volley:* try to *roll* with the impact (taking half damage), use part of his robot or armored body to *block* and take most of the missile blast damage (Invid and the Beta fighter have oversized, shielded forearms for this purpose), or *shoot* the missiles down before they strike.

Blocking Sacrifice: If a missile cannot be dodged and the defender is piloting a mecha or robot vehicle, he can sacrifice his mecha's arms by covering the main body with them, thus allowing the arms to take the damage instead of the body. The advantage of this tactic is that although the arms are likely to be blown to smithereens, the main body and remaining weapon systems and locomotion are left intact.

Shooting Missile Volleys. The best tactic is to shoot down a missile volley (or even an individual missile). The best way to do this is with missiles of your own, but an energy weapon, rail gun or other weapon can also do the trick. Depleting the M.D.C. of a missile will cause it to detonate before it hits. Explode one or two missiles in a volley and it might make them all explode before they hit. However, there are restrictions.

1. The character must have an attack available to him in that melee to fire at the missile(s). If all the attacks for that melee round have already been used up, the character is out of luck and can't shoot at the incoming missile(s).

2. The character can only shoot at *one missile* within a volley, at a time. A volley of six missiles would require six separate attacks, which is impossible at the speed missiles travel. This means the character has only one or two melee attacks (G.M.'s discretion) to shoot at one or two missiles within the volley.

However, even if only *one* missile in a volley is detonated it could cause others to explode as well! Roll to determine the extent of the damage to the rest of the missiles in the volley (roll percentile dice): **01-30%** Only 1D4 other missiles are destroyed, all the rest hit and do damage. **31-60%** Half the missiles in the volley were destroyed (if only two missiles, both are destroyed), the rest impact for their full damage. **61-00%** *ALL* the missiles in the *entire* volley explode before impact! No Damage!!

The character can also use his own missiles, if available, to shoot down a missile volley. Under this circumstance, there is a 01-75% likelihood of detonating the entire volley of missiles if the character fires as few as four missiles

into the volley. 100% success if the character fires an equal number of missiles to match those incoming (as long as the strike roll is successful).

3. If the M.D.C. of a missile is not completely depleted, it is damaged, but does not detonate and *will* still strike its target, inflicting full damage. When the M.D.C. of a missile cannot be found, assume it has 25 M.D.C.

4. Attacks on a missile count as a normal melee attack/action.

# Mini-Missiles

Many of the smaller robots, power armor suits, and combat vehicles (even a few handheld weapons) fire *mini-missiles*; small, powerful bazooka type rockets that inflict Mega-Damage. Range is generally one mile (1.6 km) and damage considerable for such a small rocket. Unlike its larger predecessors, the mini-missile is not self-guided and has no special bonuses to strike unless the character has the *W.P. Heavy Mega-Damage Weapons* skill; those bonuses apply.

# Surviving an Aircraft Crash-Landing

The pilot must roll under his Piloting skill with a penalty that can range from -30% to -50%; typically -40% unless a vehicle description states otherwise.

A successful roll *under* the Piloting skill number means the pilot manages to make a "good" crash-landing. Meaning the vehicle is reduced to scrap metal, but crashes in such a way that the pilot, crew and passengers walk away from it alive. Those in a reinforced pilot's compartment don't suffer a scratch, although the compartment will be shattered and

reduced to fewer than 20 M.D.C. Likewise, a successful crash-landing means troops and/or cargo inside the aircraft suffer only 1D4x10 M.D. each (it is rare to have a reinforced cargo area or passenger compartment which is why they still take a significant amount of damage). Those inside M.D.C. body armor, power armor, giant robots or vehicles being transported as cargo or passengers see the M.D. applied to their armor, 'bot or vehicle, and suffer 3D6 S.D.C. damage from the crash even from inside their armor from being tossed around and battered by other cargo and debris.

An *unsuccessful* crash-landing means everything and everyone inside the doomed aircraft takes *3D4x10+30 M.D.* from the crash! Armored characters also suffer 1D6 worth of S.D.C. damage for every 20 M.D. sustained. When S.D.C. is gone, start subtracting Hit Points.

The only exception are those in a *reinforced pilot's/crew compartment*. In this case, the reinforced compartment takes the brunt of the damage. If the damage amount, above, does *not* exceed the total M.D.C. of the compartment, those inside suffer only *3D6 S.D.C.* damage. However, if the crash damage exceeds the M.D.C. of the compartment, the amount leftover is applied to *each* person and item in the compartment. For example: A reinforced pilot's/crew compartment with 100 M.D.C. suffers 120 M.D.C. The first 100 points is absorbed by the compartment, but the remaining 20 M.D. is sustained by every person, weapon and item inside the compartment. Only those in M.D.C. body armor have a chance of surviving.

# Skill Descriptions

One of the nice features about most Palladium role-playing games is the many different ways in which players can *customize* their characters. Skills play a big role in that, because they let each player tailor his character to his desires and make characters of the same O.C.C. different and unique.

We have focused on the most exciting and key *Occupational Character Classes (O.C.C.s)* and the *skills* most important to them in the service of a military force such as the **United Earth Expeditionary Force (UEEF)**. Additional and different O.C.C.s and skill choices shall be presented in future sourcebooks. The skills in this book focus only on those most pertinent to the young warriors of the Expeditionary Force. Many reflect areas of specialization unique to the UEEF and that particular O.C.C.

This section contains two presentations for skills:

**1. Skill List:** A comprehensive list of the names of every skill by category, followed by the skill's *base percentage* and the *additional percentage per level of experience*. The list is a quick and easy visual reference for picking skills and determining their percentage.

**2. Skill Descriptions:** Every skill is described in full.

# Communication Skills

Barter (30%+4%)
Computer Operation (67%+3%)
Creative Writing (25%+5%)
Cryptography (25%+5%)
Electronic Countermeasures (30%+5%)
Language: Native Tongue (88%+1%)
Language: Other (50%+3%)
Laser Communications (30%+5%)
Literacy: Native Language (80%+2%)
Literacy: Other (40%+5%)
Optic Systems (30%+5%)
Performance (30%+5%)
Public Speaking (30%+5%)
Radio: Basic (45%+5%)
Sensory Equipment (30%+5%)
Sing (35%+5%)
Surveillance (30%+5%)
T.V./Video (25%+5%)

# Domestic Skills

Brewing (25%/30%+5%)
Cook (35%+5%)
Dance (30%+5%)
Fishing (40%+5%)
Gardening (36%+4%)
Housekeeping (35%+5%)
Play Musical Instrument (35%+5%)
Recycle (30%+5%)
Sewing (40%+5%)
Sing (35%+5%)
Wardrobe & Grooming (50%+4%)

# Electrical Skills

Basic Electronics (30%+5%)
Computer Repair (30%+5%)
Electrical Engineer (35%+5%)
Electricity Generation (50%+5%)
Protoculture Engineer (35%+5%)
Robot Electronics (30%+5%)

# Espionage Skills

Computer Hacking (30%+5%)
Detect Ambush (30%+5%)
Detect Concealment (25%+5%)
Disguise (25%+5%)
Escape Artist (30%+5%)
Forgery (20%+5%)
Impersonation (30%/16%+4%)
Intelligence (32%+4%)
Interrogation (30%+5%)
Pick Locks (30%+5%)
Pick Pockets (25%+5%)
Sniper (+2 to strike on Called Shot)
Tailing (30%+5%)
Tracking (people) (25%+5%)
Undercover Ops (30%+5%)
Wilderness Survival (30%+5%)

# Mechanical Skills

Aircraft Mechanics (25%+5%)
Automotive Mechanics (25%+5%)
Basic Mechanics (30%+5%)
Biomechanical Maintenance (30%+5%)
Locksmith (25%+5%)
Mecha Engineering (30%+5%)
Mechanical Engineer (25%+5%)
Reflex System Mechanics (35%+5%)
Robotechnology Engineering (25%+5%)
Robot Mechanics (20%+5%)
Starship Engineering (25%+5%)
Vehicle Armorer (30%+5%)
Weapons Engineer (25%+5%)

# Medical Skills

Animal Husbandry (35%+5%)
Crime Scene Investigation (35%+5%)
Field Surgery (16%+4%)
First Aid (45%+5%)
Forensics (35%+5%)
Holistic Medicine (30%/20%+5%)
Medical Doctor (60%/50%+5%)
Paramedic (40%+5%)
Pathology (40%+5%)
Psychology (35%+5%)
Veterinary Science (50%+4%)
Xenological Medicine (25%+5%)

# Military Skills

Boarding Spaceships (30%+5%)
Camouflage (20%+5%)
Demolitions (60%+3%)
Demolitions Disposal (60%+3%)
Demolitions: Underwater (56%+4%)
Field Armorer/Munitions Expert (40%+5%)
Forced March
Military Etiquette (35%+5%)
Military Fortification (30%+5%)
Military History (30%+5%)
Military Sign Language (40%+5%)
Military Tactics (35%+5%)
Naval History (30%+5%)
Naval Tactics (25%+5%)
NBC Warfare (35%+5%)
Recognize Weapon Quality (25%+5%)
Trap/Mine Detection (20%+5%)
Zero Gravity Combat

# Physical Skills

No Hand to Hand Combat Skill
Hand to Hand: Basic
Hand to Hand: Expert
Hand to Hand: Martial Arts
Hand to Hand: Assassin
Hand to Hand: Commando
Acrobatics (varies)
Aerobic Athletics
Athletics (General)
Body Building & Weight Lifting
Boxing
Climbing (40%/30%+5%)
Fencing
Forced March
Gymnastics (varies)
Juggling (35%+5%)
Kick Boxing
Outdoorsmanship
Physical Labor
Prowl (25%+5%)
Running
Swimming (50%+5%)
SCUBA (50%+5%)
Wrestling

# Pilot Skills (Ground, Air & Water)

Airplane (50%+4%)
Automobile (60%+2%)
Boats: Motor & Hydrofoil (55%+5%)
Boats: Paddle/Canoe Types (50%+5%)
Boats: Sail Types (60%+5%)
Combat Driving (Special)
Horsemanship: General (40%/20%+4%)
Hovercycles & Hover Vehicles (60%+4%)
Jet Aircraft (40%+4%)

Jet Packs (42%+4%)
Mecha Elite Combat Training (Special)
Mecha: Pilot Battloids (55%+5%)
Mecha: Pilot Ground Veritechs (55%+5%)
Mecha: Pilot Veritechs (55%+4%)
Military: Jet Fighters (50%+4%)
Military: Tanks & APCs (52%+4%)
Military: Warships & Patrol Boats (40%
  +4%)
Motorcycles (60%+4%)
Spacecraft, Light and Medium (50%+5%)
Spacecraft, Heavy (45%+5%)
Spacecraft, Capital/Super-Capital (35%
  +5%)
Space Fold Operations (20%+5%)
Tracked & Construction Vehicles (40%
  +4%)
Truck (40%+4%)
Water Scooters (50%+5%)
Water Skiing & Surfing (40%+4%)

# Pilot Related Skills

Navigation (40%+5%)
Navigation: Space (30%+5%)
Sensory Equipment (30%+5%)
Weapon Systems (40%+5%)

# Science Skills

Anthropology (30%+5%)
Archaeology (30%/20%+5%)
Artificial Intelligence (30%+3%)
Astrophysics (30%+5%)
Biology (30%+5%)
Botany (25%+5%)
Chemistry (30%+5%)
Chemistry: Analytical (25%+5%)
Chemistry: Pharmaceutical (30%+5%)
Mathematics: Basic (72%+3%)
Mathematics: Advanced (64%+2%)

Xenobiology (30%+5%)
Zoology (30%+5%)

# Technical Skills

Art (35%+5%)
Calligraphy (35%+5%)
Computer Operation (67%+3%)
Computer Programming (50%+4%)
Damage Control & Disaster Response
  (35%+5%)
Excavation & Rescue (30%+5%)
General Repair & Maintenance (35%+5%)
History: Earth (35%/30%+5%)
Jury-Rig (25%+5%)
Lore: Invid (20%+5%)
Lore: Robotech Masters (25%+5%)
Lore: Zentraedi (30%+5%)
Philosophy (30%+5%)
Photography (35%+5%)
Research (40%+5%)
Salvage (35%+5%)

# Weapon Proficiencies (Ancient)

W.P. Axe
W.P. Blunt
W.P. Grappling Hook
W.P. Knife
W.P. Paired Weapons (Men at Arms)
W.P. Quick Draw
W.P. Shield
W.P. Spear
W.P. Sword
W.P. Targeting

## Weapon Proficiencies (Modern)

W.P. Handguns
W.P. Rifles
W.P. Shotgun
W.P. Submachine-Gun
W.P. Heavy Military Weapons
W.P. Energy Pistol
W.P. Energy Rifle
W.P. Heavy M.D. Weapons
W.P. Starship Artillery
W.P. Starship Energy Weapons

## Wilderness Skills

Boat Building (25%+5%)
Carpentry (25%+5%)
Dowsing (20%+5%)
Hunting
Identify Plants & Fruit (25%+5%)
Land Navigation (36%+4%)
Preserve Food (30%+5%)
Skin & Prepare Animal Hides (30%+5%)
Space Survival (20%+5%)
Spelunking (35%+5%)
Track & Trap Animals (20%/30%+5%)
Wilderness Survival (30%+5%)

# Skill Descriptions

## Communication

**Barter.** A skill at bargaining with merchants, businessmen, thieves, traders and other characters to get a fair price or fair exchange of trade goods or services. Depending on the character's point of view and effort at bartering, he can raise the amount he gets or lower the price he pays by 3D6+2%; not applicable to rare items and alien technology. Generally, if the haggler rolls under his Barter skill percentage, he gets the discount when buying or the better price when he is the one doing the selling or trading. If the price is disputed, the two bartering characters can each make rolls on percentile dice, the highest roll wins and gets their price and not a penny less or nickel more. **Base Skill:** 30% +4% per level of experience.

**Computer Operation.** A knowledge of how computers work, along with the skills to operate peripherals like keyboards, printers, and network interfaces, etc. The character can follow computer directions, enter and retrieve information, install programs, games and software, use the web/internet and similar basic computer operations. Does *not* include Repair, Programming or Hacking. **Base Skill:** 67% +3% per level of experience. **Requires:** *Literacy.*

**Creative Writing.** The ability to write prose/stories, poems, and journalistic reports, studies, news, and otherwise entertaining text (including songs at -15%). Taking the skill twice indicates a professional quality and gets a bonus of +10%. Selecting it once indicates a talented amateur. A failed roll means an awkward and poorly written work that is boring and difficult to understand. Try again. **Requires:** *Literacy.* This skill does not provide a character with the ability to recite his or her written words

with any level of charm. See *Public Speaking* for that. **Base Skill:** 25% +5% per level of experience.

**Cryptography.** Skill in recognizing, designing, and cracking secret codes and messages. The character must study the code for two hours to attempt to break it successfully. A failed roll means the individual must study the code for an additional two hours before he can try to break it again. The character may attempt to break the code sooner, after only 10 minutes of study, but suffers a penalty of -30%. **Requires:** *Literacy.* **Bonus:** +1 to Perception Rolls and +5% to Electronic Countermeasures. **Base Skill:** 25% +5% per level of experience.

**Electronic Countermeasures.** The ability to shield, encrypt and protect electronic transmissions, as well as jamming, scrambling, coding and decoding radio, video and wireless transmissions. Provides knowledge in the use of technology to locate electronic bugs/listening devices and deactivate, undermine and otherwise circumvent them. The use of *electronic masking*, scrambling and unscrambling equipment, as well as using coded messages to help foil detection, interception and interpretation of radio and wireless transmissions is all part of this skill. A successful *scramble roll* transmits coded or scrambled messages without fear of enemy interception nor the ability to understand the transmission if intercepted.

Jamming military, ship or police communications can cause unit confusion and disrupt operations, causing a loss of effectiveness to all but the best units (mass confusion). Just about any high-powered radio can be used for jamming. Armed with a radio, a small guerrilla unit can completely disrupt the maneuvers of large enemy groups. This skill also enables the radio operator to "follow" the enemy's attempted transmissions over jammed frequencies to trace their location or direction of travel. This tactic is extremely useful in finding and eliminating bugs, transmission units, surveillance teams on a stakeout, small squads and enemies in distress. **Requires:** *Radio: Basic.* **Base Skill:** 30% +5% per level of experience.

**Language: Native Tongue.** The character has a very good to excellent understanding of his native language. It is not, however, an absolute and total understanding, because there are always words, scientific terms, slang and fancy or outdated words and terms a character may not know. Thus, the necessity for dictionaries, thesauruses, grammar guides and computer spelling programs. **Base Skill:** 88% +1% per level of experience.

**Language: Other.** The character can understand and *speak* in a language other than his own. Language is one of the few skills that can be selected repeatedly in order to speak several different languages. Each selection gives the character knowledge of a different language and costs one skill selection each time (i.e. English, French, Spanish, German, Japanese, etc., each counts as a separate skill). **Base Skill:** 50% +3% per level of experience.

**Laser Communications.** In-depth knowledge of advanced electronics, long-range, laser communication systems, fiber optic communications, and satellite communications. **Requires:** Radio: Basic, Electrical Engineer, and Computer Operation. **Base Skill:** 30% +5% per level of experience.

**Literacy: Native Language.** The character can read and write the language of his culture, typically where he was born and grew up, or has lived most

of his life. Humans born in deep space or in a colony away from Earth typically speak, read and write American English. English is the predominant language, though Spanish, French, German, Russian, Chinese and Japanese are also fairly common, but probably considered a "second language" (or "Literacy: Other" in the context of this game). This skill has no bearing on creative writing. **Base Skill:** 80% +2% per level of experience.

**Literacy: Other.** The practiced skill at reading and writing a language other than his own (see Literacy: Native Language). Literacy: Other is one of the few skills that can be selected repeatedly in order to read and comprehend several different languages from around the universe. Each selection gives the character knowledge in a different language, but just because he can "read" a foreign language does NOT mean he can speak it or understand others when they speak it; only has the most basic understanding of the spoken language, catching one or two words out of ten. (See *Language: Other* to speak other languages.) Each language counts as a separate skill selection. **Base Skill:** 40% +5% per level of experience.

**Optic Systems.** Provides expert training in the use of special optical enhancement equipment such as telescopic lenses, laser targeting, thermal imagers, passive light intensifiers, infrared and ultraviolet systems, polarization, light filters, optical scanners, video and digital cameras, holograms and related devices. **Bonus:** +5% to the *T.V./Video* skill if both are selected. **Base Skill:** 30% +5% per level of experience.

**Performance.** The methods and fundamentals used by actors, entertainers, politicians and other public figures to impress and sway the public. A character with this skill knows how to do things with *flair*. If a skill roll is successful, it works like an attempt to charm, captivate, impress, intimidate, or incense (or motivate) the audience. **Bonus:** +5% to the *Undercover Ops* and *Impersonation* skills. **Note:** Obvious lies, inconsistencies and evidence to the contrary may ruin the effectiveness of the best performance. G.M.s, use your discretion. **Base Skill:** 30% +5% per level.

**Public Speaking.** Training in the quality of sound, tone, pitch, enunciation, clarity, and pacing when speaking to the public. The character speaks loudly, distinctly and in a pleasing manner. Also includes the practice of good, enticing storytelling, dramatic pauses and composition of the spoken word. A successful roll indicates the overall quality and charisma of the speaker and the spoken word; people are enjoying listening to the character. **Bonus:** +5% to the *Performance* skill. **Base Skill:** 30% +5% per level of experience.

**Radio: Basic.** Rudimentary knowledge in the operation and maintenance of all sorts of radio equipment, including military radio systems, field radios and walkie-talkies, audio recording devices, wire laying, installation, radio procedure, communication security and Morse code. It does not include the ability to make repairs nor operate video equipment. **Base Skill:** 45% +5% per level of experience.

**Sensory Equipment.** Individuals with this training can operate, maintain, understand, and "read" or interpret sensory data from all types of conventional, military, medical and scientific equipment, scanners, and sensory devices. These devices include radar, sonar, motion detectors, surveillance equipment,

optical enhancements, industrial gauges, instrument panels, medical monitors (EKGs, CAT scans, etc.), life support systems, and so on. Note that characters without this skill cannot understand or operate advanced aircraft, medical equipment or sensor/detection equipment.

Radar & Sonar Note: The character can expertly use radar equipment (radio echo bounces) and sonar (underwater sound echo bounces) and correctly read the information to precisely locate and track aircraft, ships and submarines, as the case may be. Base Skill: 30% +5% per level of experience.

Sing. The simple ability to read music and carry a pleasant tune. Base Skill: 35% +5% per level of experience.

Surveillance. The use and deployment of bugs and spy equipment, tailing and stakeouts. The character understands the methods, operation, techniques, tools and devices used in surveillance. Includes motion detectors, simple and complex alarm systems, audio/visual recording and display equipment, recording methods, amplified sound systems, miniature listening devices (bugs, line tapping, parabolic electronic ears, etc.), miniature "hidden" cameras, and optical enhancement systems specifically as they relate to camera lenses and spy devices.

A failed roll in the use of surveillance equipment means that the equipment does not function as desired, impairing or preventing surveillance; e.g., the bug does not transmit, recording or sound transmissions are garbled, surveillance film is blurred or failed to record, etc.

A failed roll when hiding surveillance devices means the bug does not function and is easily discovered through the course of casual activity.

Tailing, or following someone without their knowledge, is another form of surveillance. This also includes stakeout procedures. A failed Surveillance roll indicates that the subject has spotted "the tail" and is aware that he is being followed/observed.

Requires: Basic Electronics or Electrical Engineering, Computer Operation and Literacy (the latter two are needed only for complex, high-tech systems). Base Skill: 30% +5% per level of experience.

TV/Video. In-depth training in the use of video, digital and audio recording equipment as well as filming, editing, dubbing, title making, duplication, and transmission. Includes the use of field equipment; i.e., portable video or digital camera and studio equipment. Base Skill: 25% +5% per level of experience.
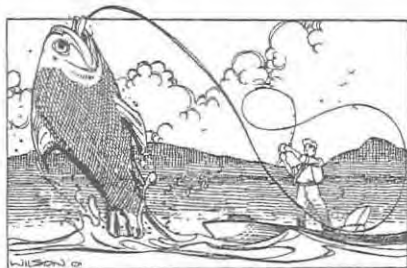


# Domestic Skills

Note: Characters can attain professional quality by selecting the same Domestic skill twice. Add a one time bonus of +10% and note that the end result is of superior quality.

Brewing: Basic. This is the making of fermented alcoholic beverages from grains or fruits and specifically includes wine, mead, ale, beer and moonshine, as well as common teas, coffee, lemonade and similar types of prepared drinks.

Stronger types of alcohol, such as brandy, rum, and whiskey, are not included, nor are champagnes or fine wines. The first percentile number indicates the chance of success (a failed roll means an undrinkable concoction). The second indicates the quality of the brew; the lower the number rolled, the tastier the drink. **Base Skill:** 25%/30% +5% per level of experience. Adds a +5% to *Holistic Medicine* if the skill is known.

**Cook.** Skilled in selecting, planning, and preparing meals. A cooking roll failure means that the food is not properly prepared. It is edible but tastes lousy (greasy, too spicy, sickeningly sweet, sour, burnt, leaves a bad aftertaste in the mouth, etc.). **Base Skill:** 35% +5% per level of experience.

**Dance.** A practiced skill in the art of dancing, the character is especially smooth and graceful; a joy to dance with. Can learn new dance steps/moves much more quickly than somebody who cannot dance. **Base Skill:** 30% +5% per level of experience.

**Fishing.** The fundamental methods and enjoyment of the relaxing sport of fishing. Areas of knowledge include the use of lures, bait, poles, hooks, lines, and the cleaning and preparation of fish for eating. Also includes a basic knowledge of freshwater fish, their habits, behavior and what they taste like prepared for eating. **Base Skill:** 40% +5% per level of experience.

**Gardening.** This skill offers a basic understanding of plant care and aesthetic garden design as well as the ability to grow garden crops, and the skill to create beautiful, decorative gardens with flowers, plants, shrubs, trees, and decorative rocks that create a feeling of tranquility and harmony with nature. This skill can be practiced by anyone. **Base Skill:** 36% +4% per level of experience.

**Housekeeping.** Techniques and methods of cleaning clothes, bedding, bathrooms, floors, and surfaces, as well as knowledge of the types of cleansers, solvents, soaps and materials for housekeeping. Professional maintenance personnel, maids, and hotel housekeepers will know additional "tricks of the trade" to make a room look spotless, sparkling and inviting; everything in its place, folded properly and presented attractively. **Base Skill:** 35% +5% per level of experience.

**Play Musical Instrument.** The individual has learned to play a particular musical instrument with a fair amount of skill. The sound is generally pleasant (except when a bad roll is made). Note that each specific instrument requires a separate selection of this skill. For example: A character who wants to play the guitar, violin, and harmonica must select the Play Musical Instrument skill three different times. **Base Skill:** 35% +5% per level of experience.

**Recycle.** Knowledge about materials and scraps that have value when recycled, and methods of collecting, cleaning and storing recycled goods. Recycling typically includes paper, lumber, plastic, glass, aluminum (cans, etc.), scrap metal, electrical wiring, circuit boards, and spare electronic and machine parts. **Note:** If the character also has Basic Mechanics (or a superior Mechanical skill) he can strip down a damaged machine of its *basic component parts* and knows what to gather to make useful materials to repair an existing machine or build something new. Includes a very rudimentary understanding of metallurgy. **Bonus:** +5% to Salvage skill. **Base Skill:** 30% +5% per level of experience.

**Sewing.** The practiced skill with the needle and thread to mend clothing, do minor alterations, and layout, cut and sew simple patterns. This is not a tailoring ability, but can become tailoring if the player selects this skill twice. **Base Skill:** 40% +5% per level of experience.

**Sing.** The simple ability to read music and carry a pleasant tune. **Base Skill:** 35% +5% per level of experience.

**Wardrobe & Grooming.** This skill represents a knowledge of clothing, cosmetics, hair style, perfume, walking, talking and how one carries him or herself to create a particular "look" for himself. In short, this is how to dress to kill or make the right impression. The character keeps an eye on fashion and trends. Bonuses: +1 to the P.B. attribute when dressed to impress, as well as +2% bonus to the skills of *Disguise, Impersonation, Performance, Undercover Ops* and *Seduction.* **Base Skill:** 50% +4% per level of experience.

# Electrical Skills

**Basic Electronics.** This is a rudimentary understanding of the principles of electricity, simple circuits, wiring, and so on. This character can do basic wiring, repair appliances, and read schematics as well as assist electrical engineers. The character can attempt to hot-wire a commercial or military vehicle but has a -20% skill penalty and it takes 1D4+2 melee rounds (45-90 seconds) to do so. **Base Skill:** 30% +5% per level of experience.

**Computer Repair.** Expert knowledge of the internal electronics and circuitry of computers and related devices (terminals, printers, modems, monitors, circuit boards, etc.) for the purpose of repair or sabotage. Figuring out the repair or sabotage procedure counts as one roll, and the actual repair or sabotage is a second roll. A failed roll means the repair or sabotage is faulty and does not work (try again). This skill automatically provides Computer Operation. Computer Programming is a separate skill. **Base Skill:** 30% +5% per level of experience.

**Electrical Engineer.** Knowledge of electricity and energy containment and delivery systems. The character can diagnose and locate electrical problems, repair complex electrical devices, wire entire buildings or vehicles, and build electrical equipment. The character can also attempt to bypass security systems, alarms, and surveillance systems, but at a penalty of -20% for simple systems and -50% for complex systems (reduce these penalties by half if the character also has the *Surveillance* skill). **Requires:** *Mathematics: Advanced* and *Literacy.* **Note:** There is a -30% penalty when working on alien or extremely unfamiliar electronics. The electrician may be able to puzzle out some of the basic aspects of such a device, and may be able to figure out how to operate the machine, but is unable to completely fathom how it works or how to repair it. **Base Skill:** 35% +5% per level of experience. The character can hot-wire any vehicle without penalty and takes 1D4 melee rounds (15-60 seconds) to do so.

**Electricity Generation.** Electricity is generated in a variety of ways: from sunlight, wind, and hydro systems (using solar panels, windmills and water turbines) to batteries, combustion engines and generators. This skill gives the character the understanding of how and why these generation systems work and he is able to use, link and repair such motors, turbines and generator systems, but not

to build them from scratch. **Requires:** *Basic Math* and at least *Basic Electronics* and *Basic Mechanics*. -30% skill penalty when working on Protoculture or alien energy systems. **Base Skill:** 50% +5% per level of experience.

**Protoculture Engineer.** An expert in the theories and application of Protoculture as an energy source as well as capable of the design, creation, repair, and maintenance of Protoculture power generating systems, Reflex furnaces and the interfaces used to link Protoculture power sources to weapons, mecha, devices, spacecraft and power grids. **Requires:** Electrical Engineering and Mathematics: Advanced to use. **Base Skill:** 35% +5% per level.

**Robot Electronics.** A specialization in the area of micro-circuitry, military engineering, robotics, advanced computers, artificial intelligence, power armor and bionic systems. **Requires:** *Electrical Engineering* and *Computer Programming*. There is a -30% penalty when working on alien or extremely unfamiliar robot electronics. **Base Skill:** 30% +5% per level of experience.

# Espionage Skills

**Computer Hacking.** This is a computer skill similar to Computer Programming (see Technical skills), however, the emphasis of this skill is breaking computer access codes to gain illegal access to other computer systems and steal or sabotage their data. The character is an expert in tracing computer data, bypassing defense systems, and breaking ("hacking") codes: add a one time bonus of +5% to the *Cryptography, Surveillance*, and *Locksmith* (electronic and computer controlled locks only) skills if

the character is a hacker. **Requires:** *Literacy, Computer Operation, Computer Programming*, and at least *Basic Mathematics*. **Base Skill:** 30% +5% per level of experience.

**Detect Ambush.** Training that develops an eye for spotting locations and terrains suitable for ambushes and being ambushed. It also provides a rudimentary knowledge of guerilla tactics used by the enemy. The Detect Ambush skill gives its user the ability to spot potential *ambush sites* based on terrain and possible modes of attack. It is not specific enough to detect individuals prowling. **Base Skill:** 30% +5% per level of experience.

**Detect Concealment.** This skill enables the individual to spot and recognize camouflage, hunting blinds, trip wires, concealed structures/buildings and vehicles, secret doors and compartments, as well as confers the ability to construct unobtrusive shelters, use camouflage and blend into the environment. The Detect Concealment skill is specifically designed to help a character to spot things that are deliberately hidden. For spotting "normal" things, the character can use the rules for Perception Rolls. **Base Skill:** 25% +5% per level of experience. **Bonus:** +5% to the *Camouflage* skill.

**Disguise.** The character knows how to apply make-up, wigs, skin putty, dyes, and other special effects in order to alter his appearance or that of somebody else. **Base Skill:** 25% +5% per level of experience. **Bonuses:** +5% to the *Undercover Ops* and *Impersonation* skills.

**Escape Artist.** The methods, principles, and tricks of escape artists. The character can try slipping out of handcuffs, ropes, straightjacket, etc., using techniques that include hand positioning,

tensing and relaxing muscles, keeping hand and wrist joints flexible, popping joints in and out, the study of knots, and one or more hidden lock picking tools concealed on his body. **Note:** *Pick Locks* is a separate and distinct skill. **Base Skill:** 30% +5% per level of experience. **Bonus:** +5% to the *Pick Locks* skill.

**Forgery.** The techniques of making false copies of official documents, signatures, passports, I.D. cards, and other printed material. The forger must have an original or photocopy to work from in order to make an accurate copy. Skilled forgers can recognize other counterfeits, but with a skill penalty of -10%. **Base Skill:** 20% +5% per level of experience; +10% if the *Art* skill is also known to the forger.

**Impersonation.** This skill enables a character to impersonate another person or general type of person (soldier, worker, etc.). This means he must have a rudimentary (if not comprehensive) knowledge of the person or general type of personnel that he plans to impersonate. This includes a knowledge of that person or type of person or job, work procedure or protocol, local laws and customs, individual habits, dress/uniform/lifestyle, hierarchy of command/leadership, rank, and speaking the proper language(s). **Base Skill:** 30% to impersonate a general type of personnel and 16% to impersonate a specific individual (which may require weeks of study and special disguise), +4% per level of experience. **Bonus:** +10% to the *Undercover Ops* skill.

The success of one's Impersonation/disguise can only be determined after exposing oneself to those whom you wish to trick.

A successful impersonation requires the player to roll under his character's Impersonation skill for each of his first *THREE encounters*. Afterward, the character must roll under his skill for each encounter with an officer, high ranking official or any close friend or close family member who knows the person he is impersonating. If interrogated/questioned, he must successfully roll after every three questions or be revealed as an impostor. A failed roll means his Impersonation has failed and he may be in immediate danger.

**Intelligence.** Specific training in the practices and principles of recognizing and analyzing sources of information about the enemy, observation techniques, counter-intelligence measures and proper procedure. This includes the practical assessment of sights and sounds, estimation of distance from strategic positions, what to report, handling prisoners of war, and handling captured documents and equipment (tagging and reporting to group leaders or proper authorities). This means the character will be able to accurately estimate ranges, the number of enemies, direction and purpose, and assess the importance of specific information.

Another area of training made available to Intelligence is the identification of enemy troops, officers, and foreign advisors. This means the character learns the many distinguishing ranks and marks that identify specific military units, special forces, groups, and leaders of the enemy. Such identification can pinpoint and confirm enemy operations, goals, and movement, as well as confirm outside intervention/aid. Law enforcement uses the same fundamentals when dealing with gangs, terrorists, and known criminals and criminal organizations.

Further Intelligence training includes a working knowledge of indigenous guerilla warfare, enemy practices, appear-

ance, and current activities. This enables the intelligence officer to recognize suspicious activity as guerilla actions and identify guerilla operatives. For example: In a combat situation, a particular booby trap, or weapon or mode of operation may be indicative of guerilla activity in the area. It may be up to the character to confirm the existence of the enemy and their strengths, number, and location. Likewise, when dealing with alien creatures, the particular habits (the way it kills its prey, what it eats, where it lives, etc.) might indicate what the creature is, and once that is known, the character will know how it operates, if it is a lone predator or gathers in packs, etc., and the level of danger it represents to him, his team and others.

**Note:** A failed roll in any of the areas of Intelligence means that the evidence is inconclusive, or that the character has incorrectly assessed the information or situation, and is uncertain what it all means. A failed roll involving individual clues may mean the character has dismissed clues and information as being meaningless (G.M.s, use your discretion). **Base Skill:** 32% +4% per level of experience.

**Interrogation.** Training in the questioning of prisoners, informers, spies, and witnesses, and the assessment of the information they provide. Knows techniques to get information from (typically unwilling) subjects, including such old methods as "good cop, bad cop" (one interrogator is threatening and intimidating, the other is sympathetic and friendly), deceiving and misleading the subject into giving away information, threats, antagonism, and similar methods. The character can also judge if the subject is lying (the Game Master might assess bonuses and penalties depending on how good a liar the subject is, and/or on the victim's M.E., M.A. and P.B. attributes; the higher any or each of these, the more convincing the lies). Also includes some basic methods of torture, like depriving the subject of sleep to old "medieval" instruments and modern drugs. **Note:** Only evil characters will routinely or callously engage in torture. This skill may *NOT* work as well on alien beings, particularly those impervious to pain or who have strong Mental Endurance. **Base Skill:** 30% +5% per level of experience; -20% on aliens.

**Pick Locks.** The methods and tools for picking/opening key and basic tumbler type locks. This does not include sophisticated computer or electronic locks. It takes 1D6 melee rounds for each attempt to pick a lock. A failed roll means the lock holds; try again. **Base Skill:** 30% +5% per level of experience.

**Pick Pockets.** An ability to remove items from a person without their being aware of it. If a Pick Pockets attempt fails, the item has NOT been removed and there is a 01-67% likelihood that the intended victim recognized the intent of the action. **Base Skill:** 25% +5% per level of experience.

**Sniper.** This skill represents special training in long-range shooting and marksmanship. Only weapons that can be made to fire a single bullet/round or blast can be used for sniping; no automatic burst firing. Acceptable weapons include bow and arrows, crossbows, bolt-action rifles, and energy rifles capable of switching from bursts or pulse attacks to a single shot. **Bonus:** +2 to strike on a *Called Shot* or carefully aimed shot only.

**Tailing.** The practiced ability to follow someone without their knowledge.

Includes basic stakeout procedures. A failed Tailing roll indicates that the character being "tailed" has noticed he is being followed and may take evasive action to lose the "tail," or confront or attack his pursuer (unless the tail makes a run for it). Either way, the subject of the "tail" is likely to escape being followed any further. **Bonus:** +5% to the Tailing skill if the character also has Prowl. **Note:** *Tailing* is also part of the Surveillance skill. **Base Skill:** 30% +5% per level of experience.

**Tracking (people).** Visual tracking is the identification of tracks, and following the paths of men, aliens, cyborgs, robots, and animals by the signs they leave on the ground and vegetation. Tracking is a precise art, requiring much practice. The skill includes the evaluation of tracks, indicating whether the subject being tracked is loaded down with equipment, running, moving slowly (by measuring the space between steps), and so on. By this means, the tracker can estimate the subject's rate of movement, apparent direction, the number of people/robots in the party, and whether the person or machine appears to know he is being followed. Depending on the shape of the being's feet and footwear, the tracker may also be able to determine the subject's race or species and whether it is an adult or juvenile. Other methods of tracking include recognizing telltale signs such as blood and other stains, broken and displaced vegetation, overturned rocks, litter (such as cigarette butts, food wrappers, soiled bandages, campfire remains, etc.), and even odors carried by the wind. Likewise, the tire tracks of vehicles and the footprints from mecha can reveal the size and type of vehicle, the weight of its load, and sometimes, even its make and year. **Note:** Includes humans, humanoids, aliens, and robots. Tracking requires focus, concentration, and time to examine the trail. It will require at least one full melee round (15 seconds) of observation to *pick up* a trail and cannot be used in the midst of combat where the character is distracted with staying out of the line of fire, finding cover and staying alive.

*Counter-tracking techniques* are also known, and include covering one's trail, misdirection, parallel trails, avoiding obvious pitfalls like littering and others.

*A failed Tracking roll means* that the signs are inconclusive, vague or misleading. Additional signs must be found to verify or clarify (roll again). Three consecutive failed rolls means the tracker has completely lost the trail. Roll once every 40 yards/meters when following a trail, unless it is very obvious, like that made by a caravan of wagons, a giant robot or company of soldiers (30 or more troops). Characters attempting to follow a skilled tracker who is deliberately trying to conceal his trail suffer a penalty of -25% to stay on him. However, the character engaged in counter-tracking techniques travels at slow speeds, about half that of a casual rate of speed or 25% his maximum speed.

**Base Skill (Tracking):** 25% +5% per level of experience for both the tracking and counter-tracking abilities. A character trained in tracking humans may attempt to track animals, but does so at *half* his normal skill ability.

**Undercover Ops.** Training in undercover operations in which the character learns the methods and techniques of blending smoothly into the background and appearing as if he belongs there (just another unmemorable face in the crowd or one of the guys), as well as assuming a false identity and playing a "role" to

track, spy upon or gather information or evidence. **Note:** This skill is typically reserved for law enforcement, espionage agents, mercenaries, con artists and other criminal types. **Base Skill:** 30% +5% per level of experience.

**Wilderness Survival.** Techniques for getting water, food, shelter, and help when stranded in wilderness regions: forests, deserts, mountains, etc. Characters without this skill will not be able to stay healthy for more than a few days in the wilderness after their supplies run out. **Base Skill:** 30% +5% per level of experience.



# Mechanical Skills

**Note:** A character with any Mechanical skill can try to make field repairs within the capabilities of his skills (unjam a weapon, change a tire, fix an engine, etc.), provided he has the necessary time, materials and tools. Extensive repairs or modifications are not possible in the field because they need a machine shop/garage, heavy equipment, spare parts, and a full crew of workers to accomplish.

Skill Penalties for Field Repairs: Simple: -5%, Moderate: -10% to -15%, Difficult/Serious or Alien: -20% to -40%. Extensive: Not possible, take back to base camp garage. Characters who fail their skill roll cannot make the repair no matter how simple it may be (having a bad day, not performing well under pressure, etc.); try again.

**Aircraft Mechanics.** The understanding of aerodynamics and the training to repair, rebuild, modify and redesign conventional aircraft, including commercial and military propeller planes, jets, helicopters, hovercycles, basic aircraft components of Veritech Fighters, and hovercraft. Spacecraft are *not* included. Working on the wings and flight systems of mecha and robots is very different from true aircraft and has a -30% skill penalty. However, the character can assist an engineer or robotics specialist by following his instructions with only a -15% skill penalty. **Base Skill:** 25% +5% per level of experience.

**Automotive Mechanics.** The ability to repair, rebuild, modify, and redesign conventional vehicles with internal combustion (gas) engines. It also includes body work, turbine engines, methanol, ethanol and diesel truck engines. Working on hover jet systems for ground vehicles is possible but at a -20% skill penalty; -40% working on reactor engines, mecha and advanced power supplies. **Base Skill:** 25% +5% per level of experience.

**Basic Mechanics.** A general familiarity with and understanding of basic mechanics. This character can fix a toaster, repair a bicycle, replace a belt on a motor, repair or replace a switch, handle or knob, replace a spark plug, change oil, assist in automobile repairs, maintain machinery, read a schematic and similar fundamental tasks. **Base Skill:** 30% +5% per level of experience.

**Biomechanical Maintenance (Protoculture).** General knowledge in mecha mechanics and repair (i.e., can clean and replace parts, recharge Protoculture energy cells, etc., as well as assist a Mecha Engineer). This area of specialty focuses on all types of bio-energy and fuel sys-

tems, and an understanding of Protoculture as an energy system. Includes knowledge of Protoculture energy cells, fuel systems, generators, maintenance, recharging spent power cells, and similar basic uses and applications of Protoculture. Cannot design or build Protoculture energy systems. **Requires:** A minimum of Basic Mechanics and Basic Electronics. **Base Skill:** 30% +5% per level of experience.

**Locksmith.** The study of lock designs and the ability to repair, build, modify and open locks. The methods, techniques, and tools of lock picking include the old-style key and tumbler, combination, and modern electrical locking systems. **Time Requirements:** 1D4 melees to open an antiquated key type lock or simple tumbler/combination type, 1D4 minutes to open an elaborate tumbler type, 2D4 minutes to open a simple electronic lock (usually by patching in a bypass system) and 1D4 hours to break a complex, state-of-the-art electronic lock system such as those used in high security and restricted areas. Super high-tech systems, such as those used by militaries and governments, will require 3D4 hours and have a skill penalty of -20%.

If an unsuccessful skill roll is made, the lock is not opened and the process must be repeated. If an attempt to open an electronic lock fails, roll again. A second failed roll means that the lock is irreparably damaged and can not be opened! **Base Skill:** 25% +5% per level of experience. **Requires:** At least the *Basic Electronics* skill (but such minimal skill imposes a -10% penalty when working on complex or high-tech locks) or *Electrical Engineer* (+5% bonus on such locks).
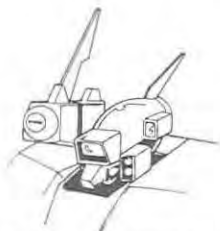
**Mecha Engineering.** A specialized area of Robotechnology that deals will all aspects of mecha design, robotics, mecha weapon systems, Battloids, Veritechs and the application of Protoculture in their design and function. **Base Skill:** 30% +5% per level of experience.

**Mechanical Engineer.** Training, understanding, and knowledge of how machinery is designed, operated, built, and maintained. Characters can attempt to redesign, modify, repair, construct, or sabotage mechanical devices (includes fusion driven turbines and advanced power supplies). The player must roll to see if his character can figure out how to operate, analyze and design the machine. First, a successful diagnostic roll must be made. Roll again to determine whether the character can fix/change/build the required mechanism, and roll again to see if the repair, modification or construction was properly done/made and the machine works. **Requires:** *Mathematics: Basic or Advanced, Basic Electronics,* and *Literacy.* **Special Bonus:** Add a one time bonus of +5% to the *Locksmith* and *Surveillance* skills if Mechanical Engineering is known. There is a -30% penalty when working on alien or extremely unfamiliar mechanics. The mechanic *may* be able to puzzle out some of the basic aspects of an alien device, and *may* be able to figure out how to operate the machine, but will not be able to completely fathom how it works or how to repair it. **Base Skill:** 25% +5% per level of experience.

**Reflex System Mechanics.** The repair and maintenance of massive Reflex furnaces as used in starships. Characters with this skill are usually engine room monkeys and can work wonders with a wrench and a length of wire. **Requires:** Mathematics: Advanced. **Base Skill:** 35% +5% per level.

**Robot Mechanics.** This is the specific study of advanced mechanics as it applies to robotics. Those trained in this discipline can repair, modify, build, and sabotage robots, including industrial robot machines, power armor, military drones and robot vehicles. There is a -30% penalty when working with alien robots, advanced, experimental and military robots and robots with alien components. **Requires:** *Mechanical Engineer, Electrical Engineer,* and at least *Mathematics: Basic.* **Base Skill:** 20% +5% per level of experience.

**Robotechnology Engineering.** The study, theories and application of Robotechnology and Protoculture in mecha and other applications. Robotechnology Engineers design things like industrial machinery, Reflex furnaces, spaceships, drive systems, fighting vehicles and weaponry that run on Protoculture and utilize aspects of Robotechnology (a blend of human and alien science). **Requires:** Mechanical Engineering and Mathematics: Advanced.

**Starship Engineering.** Starship engineers design everything from shuttle craft to the massive super-capital class ships. This covers only the design and building of the hulls; other things like drives and weapon systems are designed by other engineers specializing in those fields. **Requires:** Mechanical Engineering, Mathematics: Advanced and Astrophysics to use. **Base Skill:** 25% +5% per level.

**Vehicle Armorer.** A specialized skill with which the character can do more than just tinker with the mechanics of a vehicle.

Extra Armor: Replace S.D.C. body with M.D.C. body or add more M.D.C. to M.D.C. armor at 12 M.D.C. per level of experience to military/combat vehicles, full-sized vans and large trucks; 5 M.D.C. per level on commercial (non-combat) vehicles. Add a ram prow (does an extra 2D6 M.D. on ram attacks, plus 1D6 M.D. for every 40 mph/64 km of speed; ram prow has 1D4x10 M.D.C. +7 M.D.C. per level of experience). Reduce speed by 5% for every extra 24 M.D.C. of armor on military vehicles or every 10 M.D.C. added to commercial vehicles. Reduce speed 10% for a ram prow.

Custom Body Modifications: Repaint, modify or completely reconfigure the body of a vehicle to change or disguise its original appearance, or to make it look innocent, old, new, scary or sleek. Can turn the interior into a sealed, *environmental compartment* and/or add a *reinforced pilot or crew compartment* (1D4x10 M.D.C., +5 M.D.C. per level of experience) inside the vehicle, move the location of the engine and/or gas tank, add an extra gas tank, soup-up with heavy-duty shock absorbers (in effect adds 10 M.D.C. to reinforced pilot or crew compartment), extend and shorten wheelbases, and similar changes.

Replace S.D.C. components and parts with *M.D.C. equivalents*. May include such things as adding handgrips (1D4 M.D.C. each) and railings (1D6+3 M.D.C. each), extra (or fewer) headlights (1D4 M.D.C.), adding a spotlight (small; 1D6 M.D.C.) or searchlight (medium to large; 2D4+4 M.D.C. or 2D6+6 M.D.C.), removing doors and replacing them with locking hatches (1D6x10

M.D.C. +5 M.D.C. per level of experience), changing windows to slits with armored glass (1D6+6 M.D.), adding a roof mounted turret (with 1D4x10+15 M.D.C.), adding or repair weapon mounts for heavy vehicle-mounted weapons (rail guns, machine-guns, mini-missile launchers, heavy lasers, flame throwers, etc.), but can*not* hook up the weapon or ammo drum or modify the actual weapons unless he also has the *Weapon Systems* skill. The Vehicle Armorer can also drive/operate military vehicles and trucks at the *Base Skill* for that vehicle type.

**Note:** Automatically gets the *Basic Mechanics* skill at +20% as part of this skill. **Basic Skill:** 30% +5% per level of experience.

**Weapons Engineer.** The complete understanding of military class weapon systems, cannons, recoilless rifles, launch systems, missiles, rockets, heavy energy weapons, and their incorporation into military vehicles. The character can handle, maintain, repair, unjam, clean, modify, mount, and figure out most weapon systems and power supplies, and recharge batteries and E-Clips. He can repair an assault rifle, handle heavy weapons and install a missile system into a vehicle or a suitcase launcher. The engineer can also add and repair armor and is an expert welder. **Requires:** *Mechanical Engineering.* **Bonus:** +1 to strike when using heavy weapons or vehicular weapon systems. **Note:** -30% when working on alien or experimental weapon systems or vehicles. **Base Skill:** 25% +5% per level of experience.
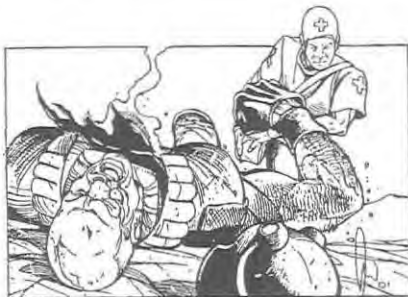
# Medical Skills

**Animal Husbandry.** Knowledge in the behavior, care, feeding, breeding, reproduction habits and health of domesticated animals such as cattle, sheep, goats, horses, ducks, chickens, dogs, cats, and similar livestock and pets. The percentile number indicates the degree of knowledge and skill one has about animals and their care. Reduce the skill ability by half when caring for captive or injured wild animals. **Base Skill:** 35% +5% per level of experience. Also see Veterinary Science.

**Crime Scene Investigation.** The procedures, methods, and techniques in police crime scene investigation, including protecting the integrity of a crime scene, gathering and preserving evidence, fingerprinting, recognizing and preserving DNA evidence, ballistics (matching bullets to weapons and angles of impact), and finding, processing and analyzing clues and evidence. **Base Skill:** 35% +5% per level of experience. **Bonus:** +1 to Perception Rolls. **Requires:** *Biology, Chemistry, Chemistry: Analytical, Mathematics: Advanced,* and *Literacy.*

**Field Surgery.** Training in emergency, life-saving surgical procedures that can be performed "in the field" to keep critically wounded individuals alive. Given the proper equipment, the

field surgeon can perform amputations, suture torn arteries, check internal bleeding, cauterize wounds, and give blood transfusions. Field expedient surgery is a dangerous proposition that all too often results in the death of the patient. Because of the risk involved, field surgery is attempted only as a last resort, otherwise the injured is stabilized and evacuated to a hospital or field clinic. A failed roll means the character dies of his injuries in a matter of minutes. See *Surviving Mega-Damage* in the Rules Section for details. **Base Skill:** 16% +4% per level of experience; +14% if the character is also a Medical Doctor.

**First Aid.** Rudimentary medical treatment which includes how to bandage wounds, stop bleeding, splint broken limbs, administer artificial respiration (CPR), as well as use antiseptics and common anti-inflammatory drugs and painkillers. **Base Skill:** 45% +5% per level of experience.

**Forensics.** Forensic medicine, the proper medical procedure of performing an autopsy on a corpse, finding evidence regarding the time of death, cause of death, age and sex of the victim, identifying physical trauma, internal injury, the presence of toxins, and other details related to the condition of the body and cause of death. **Requires:** *Biology* and *Chemistry* skills. **Base Skill:** 35% +5% per level of experience.

**Holistic Medicine.** Training in the recognition, preparation, and application of natural medicines usually made from whole plants and/or their parts (roots, leaves, fruit). The Holistic Doctor is basically a pharmacist and naturalist who creates drugs from herbs and vegetation, as well as studies and treats common ailments and injury. He can find and use plants to create salves, balms, ointments, and lotions to soothe burns, boils, rashes, and insect bites, and reduce swelling, as well as create local anesthetics, and salves to heal wounds faster (twice as quick as normal). Brews, potions and tonics are created to settle upset stomachs, calm the nerves or induce sleep or hallucinations. The individual can also make alcohol and poison (hemlock and mandrake for example).

The student of herbology also has a good knowledge of plant lore and when and where to find healing plants, edible fruit, roots, and bark, as well as how to use and/or avoid dangerous flora. The character can also preserve foods and knows how to set bones, bandage wounds, and suture cuts. **Note:** Plants are seasonal and the right fruit, root or leaf may not be readily available in certain times of the year/season, or may be found exclusively in remote regions. Game Masters should use a certain amount of common sense and drama with this skill. **Bonus:** This skill provides a bonus of +10% to the *Brewing, Identify Plants & Fruits* and *Preserve Food* skills. **Base Skill:** 30%/20% +5% per level of experience. The first percentage number is the character's ability to accurately diagnose the problem. The second percentage number is the healer's skill at successfully treating the problem with herbs and making healing teas, tonics and salves. A failed roll means the treatment or concoction did not work. *Modifiers:* -10% to treat disease, infection, or poison, -10% to treat internal injuries, -5% to cauterize, and -30% to treat alien creatures; cannot perform surgery or amputation.

**Medical Doctor.** The Medical Doctor is a trained surgeon and has a doctorate in the medical sciences. Areas of

training include: clinical skills, medical discipline, code of ethics, physiology (muscle, respiratory, blood, body fluids), pathology (diseases, their structure and function), rudimentary pharmacology (use, reaction, and interaction of drugs), laboratory skills, and techniques and methods of data collection. Surgery includes the precision use of knives and scalpels for medical purposes, suturing cuts, removing warts and growths, delivering babies (by C-section if necessary), realigning and setting broken bones, amputating limbs, cauterizing wounds, surgically removing foreign objects (e.g. bullets, shrapnel, etc.), stopping blood loss, surgically stopping internal bleeding, repairing internal injuries, and the general treatment of wounds and disease. **Requires:** *Biology, Pathology, Chemistry, Mathematics: Basic* or *Advanced* and *Literacy.* **Base Skill:** 60%/50% +5% per level of experience. The first percentage number is the doctor's ability to accurately diagnose the problem. The second percentage number is the doctor's skill at successfully treating the problem.

**Paramedic.** An advanced form of emergency medical treatment which includes all first aid techniques, the setting of broken bones, suturing of wounds, use of oxygen and emergency medical equipment, administering of drugs, knowledge of how to move a critically injured person, and other life-saving techniques.

*A failed roll* means the patient has not responded to treatment or that the treatment has been improperly administered. **Note:** For serious injury or coma, roll three times, consecutively, on percentile dice. A roll of two successes out of three means the wound has been properly treated or that the patient's condition has been *stabilized.* Failure means the patient's condition is not improved and getting worse. Another character can immediately attempt to apply medical aid or the same player can try again, but the first character must spend 1D6 minutes of reexamination and/or concentration on the problem before he can try again. **Base Skill:** 40% +5% per level of experience.

**Pathology.** This branch of medicine deals with the nature of diseases, their causes and symptoms, and the functional and structural changes caused by disease. Training includes anatomy, physiology, cell biology, manifestation of disease, tissue injury and repair, abnormal cell structure, metabolism, diagnosis of human diseases, tissue culture methods and applications, analysis of drugs in biological samples and laboratory research, investigative methods, and use of instruments and equipment. **Base Skill:** 40% +5% per level of experience. **Bonus:** +5% to Forensics skill. **Requires:** *Biology, Chemistry,* and *Literacy* skills.

**Psychology.** The principles, theories and evaluation of human behavior as they apply to psychology and psychotherapy. Includes analysis, understanding and treatment of emotional and mental illness, motivational and perceptual disorders, personality assessment, alcoholism, drug abuse and treatment, and other aspects and studies of the mind and human behavior. **Base Skill:** 35% +5% per level of experience. **Requires:** *Biology, Chemistry,* and *Literacy.*

**Veterinary Science.** A doctor who specializes in the medical care and treatment of wild and domestic animals. Areas of study are biology (specifically animal), reproduction, breeding, animal anatomy, physiology, pathology, toxicology, surgery, suturing wounds, set-

ting bones, disease, medical care and other applications and techniques in the medical treatment of animals. **Base Skill:** 50% +4% per level of experience. **Requires:** *Biology* and *Animal Husbandry*. **Note:** A Medical Doctor can also treat an animal, but is at a -35% penalty to do so.

**Xenological Medicine.** Familiarity with nonhuman physiology and medicine for the treatment of alien races. Like Xenobiology, most Xenological Medical Doctors have a general understanding of alien physiology, but specialize in one or two specific races. Without a specialization, this is a general skill that allows the character to treat most commonly known aliens on par with the Paramedic skill. Specialization makes the character a Xeno-M.D. **Base Skill:** 25% +5% per level, +15% for a specialization in this area (take the skill once for general knowledge, again for each "specialization"; each counts as one skill choice).



# Military Skills

**Boarding Spaceships.** Methods and techniques in making an opening to board (gain entry to) large space vessels, carriers and space stations. Includes ideal location, minimal damage (may want the ship for their own operation, salvage, etc.), pacifying crew and defenders, securing the vessel, and similar boarding strategies and tactics. **Base Skill:** 30% +5% per level of experience.

**Camouflage.** The skill of concealing a fixed base position, vehicle, equipment or individual, using natural and/or artificial materials. A fair amount of time is involved in the preparation of a larger position. Large cargo nets, cut branches and underbrush are used most often in camouflage. This skill is also used to conceal traps. **Base Skill:** 20% +5% per level of experience.

**Demolitions.** An advanced knowledge in the use and workings of explosives and detonation devices for the purpose of blowing up structures (bridges, buildings, barriers, fortifications), boarding space vessels and sabotage. This includes all types of explosives, from grenades and mines to plastique, missiles and bombs. It also includes a basic understanding of the strategic placement of mines and booby traps. This skill increases the character's awareness of suspicious rope, string, and wire. **Bonus:** +1 to Perception Rolls. **Base Skill:** 60% +3% per level of experience. A failed roll means a dud; no explosion.

**Demolitions Disposal.** The skill to safely defuse unexploded mines, bombs, missiles, dud artillery rounds, explosive booby traps, or any other types of explosive device. **Base Skill:** 60% +3% per level of experience.

**Demolitions: Underwater.** Fundamentally the same as Demolitions, but with an emphasis on using explosives in an underwater environment, including underwater techniques, area effect, sound wave damage, different types of explosives, as well as arming, disarming

and repairing torpedoes and depth charges. **Base Skill:** 56% +4% per level of experience. **Note:** Any character with the Demolitions skill can use explosives underwater, but is -10%.

**Field Armorer & Munitions Expert.** A somewhat simplistic and basic version of the Weapons Engineer as it applies to *infantry weapons*. The character can maintain, unjam, fix, modify, mount, reload ammunition, recharge E-Clips, reload missiles and ammo drums, install/mount "hardpoints," and place machine-guns and rocket launchers on a vehicle, and figure out most small arms (conventional and energy pistols and rifles). Can also repair minor damage to body armor (20 M.D.C. maximum), as well sharpen blades, make arrows and arrowheads, make horseshoes and basic metal items (nails, spikes, and chain links). A major overhaul is not possible. **Base Skill:** 40% +5% per level of experience. **Note:** Automatically gets the *Basic Mechanics* skill at 30% +5% per level as part of this package.

**Forced March.** Practiced training in uniform marching with a full field pack and weapons. See the description under *Physical Skills.*

**Military Etiquette.** A clear understanding of the way the military works, including rules of behavior (when to salute, how to address superiors and subalterns, etc.), military procedures and routines, standard issue of equipment, special ordering procedures, proper display of rank and medals, advancement in rank (and the duties that come with it), proper troop formations, how to deal with military bureaucracy, the chain of command, proper channels, who to contact to get things done, and other useful information in matters of military protocol, military law and bureaucracy. **Note:** All soldiers have a fundamental knowledge of military etiquette (base skill 30% with no improvement), but this skill is much more expansive and by the book knowledge. **Base Skill:** 35% +5% per level of experience.

**Military Fortification.** Knowledge in the design and building of basic defensive structures suitable for modern Mega-Damage combat. With the right materials and time, the character can build defensive walls, bunkers, and tank traps, as well as understand the value of natural terrain that includes obstacles to impede movement and protective structures to shield friendly forces from enemy fire. The character is trained to prepare barbed wire, tank obstacles, tanglefoot wire, booby traps, trenches, tank ditches, foxholes, reinforced concrete or earthen walls, bunker complexes, rail gun/mortar emplacements, tunnel systems and similar defensive constructions. Even with the advent of Mega-Damage warfare these old, classic fortifications have useful applications. Earthen walls and foxholes made from S.D.C. materials still afford soldiers cover, some protection and can disperse energy blasts or deflect shrapnel from explosions. When built with Mega-Damage concrete and alloys they provide as much protection as any robot vehicle or tank! **Base Skill:** 30% +5% per level of experience.

**Military History.** Not only the study of recent military actions, including the four Robotech Wars, but the study of warfare throughout the ages. Military Historians are often able to glean powerful insight on current military issues from the dusty annals of history. **Base Skills:** 30% +5% per level. **Bonus:** Adds a +5% to Military Tactics.

**Military Sign Language.** The use of hand signals to indicate action, response and combat positions in the field when verbal or radio communication would alert the enemy. Requires line of sight (i.e., one must be able to see the signer). A failed roll means a misunderstanding or no idea of what has been indicated. **Base Skill:** 40% +5% per level of experience.

**Military Tactics.** Study and application of military strategy, tactics and forces. The character is well versed in current tactical trends and the proper, and often unconventional, use of military units to secure victory. Students of Military Tactics are also educated in historical military tactics, since much can be learned from the history of warfare, and can analyze enemy forces and movements to decipher the tactics of their commanding officers. **Bonus:** Adds +10% to Detect Ambush and Detect Concealment. **Base Skill:** 35% +5% per level.

**Naval History.** A basic historical knowledge of past navies, naval warfare, and naval combat vessels, as well as a general knowledge about the oceans and seas and the beings who travel them. The base skill percentage indicates the approximate degree of information the character has learned or can remember accurately. **Base Skill:** 30% +5% per level of experience.

**Naval Tactics.** A basic understanding of naval military combat strategies and tactics, preferred methods of fighting in both small scale engagements and full battles, river, lake and sea combat tactics, boarding and capturing enemy vessels, the "dos" and "don'ts" of naval warfare, and other basic naval military methods. A successful tactics roll will reveal some hints as to the best way to approach a potential combat situation, like recognizing a potential attack/retreat area, combat or defensive weaknesses, a trap, etc. **Base Skill:** 25% +5% per level of experience.

**NBC Warfare (Nuclear, Biological, & Chemical).** The safe methods and procedures of handling, containing, cleaning up, countering and defending against hazardous materials, chemical spills, and nuclear, biological and chemical warfare, waste and contamination. **Base Skill:** 35% +5% per level of experience.

**Recognize Weapon Quality.** The ability to accurately determine a weapon's durability, reliability, quality, signs of wear or misuse, and any necessary repairs by physically examining it. This includes knowing the manufacturer and their reputation, and so on. The character can also recognize if the weapon is stolen (serial numbers filed away, etc.), new, old, and if it has been customized, as well as fair market value. **Base Skill:** 25% +5% per level of experience. **Note:** Reduce the skill ability by half if the item is seen, but not physically examined.

**Trap & Mine Detection.** Knowledge of the strategic placement of booby traps and mines, the telltale trademarks and indications of traps and mines, how to avoid them, and the use of mine and explosive detection equipment. The character has been trained to watch for suspicious objects, dirt mounds, trip wires and camouflaging materials that may denote the presence of a trap. Simple snare traps and trip wires can be easily disarmed by the character, but the Demolitions Disposal skill is required to *disarm* mines, explosives or complex traps. **Base Skill:** 20% +5% per level of experience on visuals alone. Add +50% when using special detection equipment

to locate *mines/explosives* and +10% to locate other types of traps with detection equipment. Nonhumans with a keen sense of smell are +10% to "sniff out" explosives.

**Zero Gravity Combat.** Rudimentary experience in weightless environment that allows for controlled movements and adequate compensations. Bonuses: Number of attacks per melee round is unchanged. +1 on initiative, +1 to strike, parry, disarm, and pull punch, +2 to dodge, and +10 to normal speed. **Note:** The bonuses from this skill apply ONLY when the character is in a *weightless state*. Characters without Zero-G Combat fight with massive penalties: Reduce attacks per melee round, all combat bonuses, and Spd by half! Does not apply to mecha, but to people in environmental flight suits/vacuum suits and body armor (CVR-3).

# Physical Skills

**Special Note:** One of the unique aspects of Palladium's RPGs is that the player can build and increase his or her character's physical attributes (P.S., P.P., P.E., Spd, and S.D.C.) by selecting Physical skills that build and develop muscles and endurance. ALL attribute and skill bonuses are accumulative, but a specific Physical skill may only be chosen *once*, including Hand to Hand Combat skills.

There are five choices for Hand to Hand Combat skills available to the character (pick one). There are three additional *fighting techniques* which can be selected to improve one's range of fighting ability: *Boxing, Kick Boxing* and *Wrestling* (can pick any or all).

**No Hand to Hand Combat Skill.** Characters without combat training get one hand to hand attack at levels 1, 3, and 9, and are +1 to dodge.

**Hand to Hand: Basic.** Provides elementary fighting techniques and methods of attack and self-defense as taught in military basic training or in self-defense classes. See the combat section for a listing of specific abilities.

**Hand to Hand: Expert.** An advanced form of self-defense and unarmed combat usually taught to commandos. It costs two of the character's skill selections to learn. See the combat section for a listing of specific abilities.

**Hand to Hand: Martial Arts.** This is some form of Oriental fighting skill (karate, kung-fu, etc.) that teaches advanced hand to hand combat. It costs three of the character's skill selections to learn. See the combat section for a listing of specific abilities.

**Hand to Hand: Assassin.** This is an advanced form of combat with an emphasis on immobilizing or killing one's opponent quickly. It costs three of the character's skill selections to learn. See the combat section for a listing of specific abilities.

**Hand to Hand: Commando.** This is an advanced form of military combat that includes martial arts techniques with an emphasis on immobilizing or killing one's opponent quickly. Restricted to certain O.C.C.s and is only available when the O.C.C./R.C.C. says so. See the

combat section for a listing of specific abilities.

**Note:** On rare occasions, some special O.C.C.s or R.C.C.s may get their own, unique and exclusive type of Hand to Hand Combat skill.

**Acrobatics.** Aerial feats of agility and strength, such as walking a tightrope, high wire, trapeze, and stunts performed above ground. Other physical abilities include rolls, somersaults, leaps, and falls.

Provides all of the following:

An automatic kick attack at first level (1D8 S.D.C. damage).

Sense of balance (60% +5% per level).

Walk tightrope or high wire (60% +3% per level).

Climb Rope (80% +2% per level).

Back Flip (60% +5% per level).

Basic Climb ability (40%; or adds a +15% to Climbing skill).

Basic Prowl ability (30%; or adds a +5% to Prowl skill).

Bonuses: +2 bonus to roll with impact, +1 to P.S., P.P., and P.E. attributes, +1D6 to S.D.C., and no fear of heights.

**Aerobic Athletics.** A type of aerobic exercise to build the body, develop reflexes and grace, and learn a few very basic self-defense moves. **Bonuses:** +1 to disarm, +1 to pull punch, +2D4 S.D.C. and +2 to kicking damage. Sense of balance (30% +5% per level of experience).

**Athletics (General).** Training in, and enjoyment of, vigorous exertion for non-professional, competitive sports, exercises, and contests of strength, endurance, and agility. Includes sports and hobbies such as tennis, track and field, skateboarding, bicycling, golf, skiing, swimming, bowling, baseball, basketball, and similar activities. **Bonuses:** +1 to parry and dodge, +1 to roll with impact, +1 to P.S., +1D6 to Spd and +1D8 to S.D.C.

**Body Building & Weight Lifting.** The building of muscle tone and body strength through weight lifting and exercise. **Bonuses:** +2 to P.S. and +10 S.D.C.

**Boxing.** Classic art of fighting with fists. Training helps build the body and reflexes. Skilled boxers will automatically knockout opponents on a roll of a Natural Twenty. The victim of a knockout will remain unconscious for 1D6 melees. Unlike normal knockout/stun, the player does not have to announce that he is trying to knockout his opponent before making a roll to strike. **Bonuses:** +1 additional attack per melee round, +2 to parry and dodge, +1 to roll with impact/punch, +2 to P.S. and +3D6 to S.D.C.

**Climbing.** Knowledge of the tools and techniques for climbing up sheer surfaces. Players should roll once for every 20 feet (6 m) of a vertical climb. If the roll fails, it means he is losing his grip, however, every "skilled" climber gets a chance to regain his grip, roll again. Two consecutive failed rolls means the character falls (takes 1D6 damage per 10 feet/3m of a fall). **Base Skill:** 40% +5% per level of experience.

Rappelling is a specialized rope climbing skill used in scaling walls, towers, and cliff facings. For game purposes, rappelling will include ascending and descending climbs. **Base Skill in Rappelling:** 30% +5% per level of experience.

**Fencing.** This is the formal art of fighting with a sword and dagger. This

includes not only Olympic style fencing with a foil, epee or saber, but also Kendo (the use of a samurai katana) and other blades. **Bonuses:** +1 to strike and parry with a sword or dagger, and +1D6 to damage with a sword. **Requires:** W.P. Sword (W.P. Knife is optional).

**Forced March.** Practiced training in uniform marching with a full field pack and weapons. This is done at an even pace and rhythm that enables the marchers to cover great distances on foot at a faster than normal pace. Increase the normal Physical Endurance rate as to how long an activity like marching can be maintained by five times; applicable only to forced marches/traveling. Maximum speed on a forced march is roughly 60% of one's Spd attribute, which enables a large group of dozens to hundreds of soldiers to travel at the same consistent pace, suitable for everybody in the group (never less than a Speed of 8). Likewise, this skill trains soldiers to make coordinated charges and maneuvers, including spear runs, spear and shield placement, and so on. **Bonuses:** +2 to P.E., +1D4 to Spd, +2D6 to S.D.C.

**Gymnastics.** Learning to do falls, rolls, tumbles, cartwheels, somersaults and to work the parallel bars and rings. This sport builds great upper body strength, grace, and balance.
Provides all of the following:
An automatic kick attack at first level (2D4 damage).
Sense of balance (50% +3% per level).
Work parallel bars & rings (60% +3% per level).
Back Flip (70% +2% per level).
Basic Prowl ability (30%; or adds a +5% to Prowl skill).
Basic Climb ability (25%; or adds a +5% to Climbing skill).

Climb Rope/Rappel (60% +2% per level).
Bonuses: +2 bonus to roll with impact, +2 to P.S., +1 to P.P., +2 to P.E. and +2D6 to S.D.C.

**Juggling.** The ability to toss "up" a number of objects, such as balls, clubs, knives, lit torches, and almost any small objects, and keep them continuously in the air with fast hand movements. It is used for the entertainment of others and to develop greater hand-eye coordination; +1 on initiative. **Base Skill:** 35% +5% per level of experience.

**Kick Boxing.** Kick Boxing is a form of martial arts self-defense. The character who takes Kick Boxing has done maybe a few months or a year of casual training as a supplement to his usual Hand to Hand Combat skill. **Bonuses:** +1 to P.E., +1 to P.S. and +1D10 to S.D.C., plus add the following strikes to the usual list of known attacks: Roundhouse Kick (3D6 damage), Axe Kick (2D8 damage), Knee Strike (1D8 damage) and Leap Kick (3D8 damage, but counts as two melee attacks). Humans inflict S.D.C./Hit Point damage, characters with *Supernatural P.S.* inflict the same number of damage dice as M.D. Characters with *Robot P.S.* inflict half the damage listed as M.D. (i.e., Roundhouse does 2D4 M.D., Axe Kick 1D8 M.D. and so on).

**Outdoorsmanship.** Being an avid outdoorsman and survivalist, this character has spent a significant portion of his/her life living off the land or in the wild. As a result, the character is hardened to the rigors of outdoor life. **Requires:** *Wilderness Survival.* **Bonuses:** Add +1 to P.E., +2D6 to S.D.C. and +5% to the *Dowsing, Fasting, I.D. Plants and Fruit,* and *Wilderness Survival* skills.

**Physical Labor.** Not all strength and conditioning comes from deliberate training or sports, some comes from old-fashioned hard work. This skill represents the strength and endurance gained from hard physical labor either due to a physical occupation (such as construction, ditch digging, warehouse work loading and unloading boxes, etc.) or really demanding chores at home such as chopping wood, bailing hay, mending fences, etc. **Bonuses:** Add +2 to P.S., +1 to P.E. and +2D8 to S.D.C.

**Prowl.** This skill helps the character to move with stealth; quietly, slowly, and carefully. Techniques include balance and footing, short steps and pacing, weapon positioning, prone positions for low visibility, and crawling. A failed Prowl roll means that the character has been seen or heard. If the Prowl roll is successful, then the character is not seen or heard and may make a sneak attack. **Base Skill:** 25% +5% per level of experience.

**Running.** A routine of running and exercise to build speed and endurance. For game purposes, the character is able to run at an even pace (half speed) for a half mile (0.8 km) for every one point of P.E. without undue fatigue. If pushing oneself to the limit and running at maximum speed, the character can run one third that distance before collapsing. **Bonuses:** +1 to P.E., +4D4 to Spd and +1D6 to S.D.C.

**Swimming.** The rudimentary skill of keeping afloat, swimming, diving and lifesaving techniques. The percentile number indicates the overall quality of form as well as skill of execution. A character can swim a distance equal to 3x his P.S. in yards/meters per melee round. This pace can be maintained for a total of minutes equal to his P.E. attrib-

ute number before starting to feel fatigued. **Base Skill:** 50% +5% per level of experience. Swim Fatigue Note: The act of swimming on the surface of the water has the same fatigue rate as running and medium to heavy exertion, especially at great speed or for very long periods of time. **Note:** Characters who fail their Swimming skill roll flounder, but manage to stay afloat, they just don't cover any distance. Three failed swim rolls in a row means the character slips underwater and will drown unless rescued. Penalty: Rough waves or storm conditions inflict a -20% penalty to Swimming. Remember, characters are capable of swimming while in power armor, but NOT in simple non-powered, M.D.C. body armor unless they can overcome the armor's weight to stay afloat; -45% penalty to Swimming in body armor unless otherwise noted.

**SCUBA.** The letters S.C.U.B.A. stand for Self-Contained Underwater Breathing Apparatus. Individuals learn the methods and equipment needed for skin diving and underwater swimming. A character can swim a distance equal to 2x his P.S. in yards/meters per melee round. This pace can be maintained for a total of minutes equal to his P.E. before tiring. **Base Skill:** 50% +5% per level of experience. **Note:** The maximum safe depth one can go without getting the bends is about 120 feet (36.5 m). Deeper depths are possible with depressurization, special suits, power armor, robots and submarines. **Requires:** Swimming. S.C.U.B.A. Fatigue Note: Swimming underwater with S.C.U.B.A. equipment or other underwater equipment is considered to be light activity, unless extremely active, involved in combat or fast swimming (in which case it is considered strenuous or heavy activity). The

buoyancy of water reduces the weight of most items by 30% when carried underwater. This means the fatigue rate for carrying a heavy load is reduced by 30%, meaning 30% more can be carried at the normal fatigue rate. Characters can also lift 30% heavier weights.

**Wrestling.** As taught in old high schools and colleges, wrestling is more of a sport than a combat skill, but it does provide some useful combat moves.

Bonuses: +1 to roll with impact/fall, +2 to P.S., +1 to P.E. and +4D6 to S.D.C.

Wrestling Special Moves:

1. Body Block/Tackle does 1D4 damage (double if the wrestler is 8 to 12 feet/2.4 to 3.6 m tall, and 3D6 damage if larger). The opponent must dodge or parry (push away/deflect attacker) to avoid being knocked down. If knocked down, the opponent loses one melee attack/action and initiative for the rest of that round.

2. Pin/Incapacitate on a natural roll of 18, 19, or 20. This means that the wrestler can hold his opponent in such a way that his opponent cannot physically attack or move. However, the character who is using the "pin" hold cannot attack or move without releasing his opponent.

3. Crush/Squeeze does 1D4 S.D.C. damage per squeeze attack (double damage if 8 to 12 feet/2.4 to 3.6 m tall, and 3D6 damage if larger). Each "squeeze" counts as one melee action/attack.

# Pilot Skills

Note: Piloting skill rolls are made when driving a vehicle under *adverse conditions* (rain, fog, ice, etc.) and when *performing stunts*, tricks, jumps, evasive action, under attack, dodging, shooting a weapon while driving, high speed chases, sideswipe attack, etc.

A failed roll either means the "stunt" maneuver failed/missed, or that the pilot has lost control of the vehicle. If control is lost, the pilot must roll two successful piloting skill rolls (with penalties) out of three to regain control. Failure to do so means the vehicle crashes. Game Masters, use your discretion and common sense, but here are some penalty guidelines (in addition to those presented at the beginning of the skill section). Adverse weather or road conditions: Poor: -10%, Bad: -15% to -20%, Terrible: -30%; pressure situation: -10% to -30%; shooting and driving: -20%; attacking ram/sideswipe with vehicle: -20%, pilot is distracted: -10%; pilot is wounded or dazed: -10% to -40% depending on how "out of it" the character may be.

Characters may select Pilot skills other than Military as an *O.C.C. Related Skill* or *Secondary Skill*. They may also be limited to select O.C.C.s. For example, most Technical Officers cannot pilot Battloids or Veritech Fighters. Each Pilot skill counts as one skill selection.

**Airplane.** Includes old propeller, single and twin engine types. **Base Skill:** 50% +4% per level of experience.

**Automobile.** Manual and automatic transmission; includes dune buggies, jeeps, and small trucks. **Base Skill:** 60% +2% per level of experience.

**Boats: Motor, Race & Hydrofoil Types.** These include all types of small, motor driven boats, racing craft and yachts. **Base Skill:** 55% +5% per level of experience.

**Boats: Paddle Types/Canoe/Kayak.** Includes paddled boats and canoes, rowboats and knee boards, as well as the Kayak. Speed in still water is usually

equal to the character's P.S. attribute (treated for all purposes as Spd) and can be maintained for P.E. x5 in minutes without pause. The skill also includes basic principles behind using currents, maintenance, and even "tricks" like sculling and right-siding a flipped canoe, etc. **Base Skill:** 50% +5% per level.

**Boats: Sail Types.** Small sail boats and medium-sized sailing yachts, and fishing boats. **Base Skill:** 60% +5% per level of experience.

**Combat Driving.** This skill supplements other driving skills by helping to make the character a master of the roads when driving automobiles, jeeps, trucks, motorcycles and other ground vehicles. It helps to turn the character into an aggressive road-hog and cool-headed "chicken" player. In fact, tricks, dangerous maneuvers and high-speed car chases are challenging and fun for this daredevil, although his passengers are likely to fear for their lives.

In game mechanics, skill penalties for tricks, vehicular attacks (ram, sideswipe, etc.), and evasive maneuvers are reduced by half when this character is at the wheel, plus he is +2 to dodge when driving, +2 to survive a crash/impact, can fire a weapon from a moving vehicle at only a -2 penalty, and can even make an Aimed or "Called Shot" (at -2 to strike) while on a *moving* vehicle (or talk, or engage in some other activity while driving without penalty). This is a supplemental piloting skill applicable only to ground vehicles, including Cyclones and Hurricane mecha, and does not have a base skill or level of progression other than reducing penalties an additional one point per level of the driver's experience.

**Horsemanship: General.** Basic ability to saddle, mount, ride and care for a horse (or horse-like animal). Not trained for combat.

*The first percentile number indicates* the character's general level of expertise in the riding and care of horses. It is used whenever the character tries to determine breed and quality, as well as care, feeding and grooming. Roll under the skill percentile number to succeed at the proper care or assessment of the animal.

*The second percentile number is* used when performing any special jumps, tricks and stunts with or on the animal. To avoid being thrown from the horse when jumping, charging, kicking or performing some other difficult maneuver or trick, the character must roll under his *second percentage* to remain in the saddle and in control of his animal. **Base Skill:** 40%/20% +4% per level of experience.

**Hovercycles & Hover Vehicles (Ground).** Can pilot all types of hover vehicles used for ground transport, cargo hauling, trucking and hovercycles. These vehicles can be tricky, and hovercycles can attain great speeds. **Note:** -20% to piloting skill rolls when pulling jumps, tricks, dodging gunfire and stunt driving. **Base Skill:** 60% +4% per level of experience.

**Jet Aircraft.** Includes large and small commercial transport jets. **Base Skill:** 40% +4% per level of experience.

**Jet Packs.** Piloting backpack-style units that strap to the back of an individual to carry him airborne. The typical jet pack is a one person unit capable of hovering above the ground and flying at an average altitude of 300-1000 feet (91.5 to 305 m). **Base Skill:** 42% +4% per level of experience.

**Mecha Elite Combat Training (MECT).** The ability to *pilot* mecha (see Battloids, Cyclones and Veritechs, below) means the character can operate it and use all sensors, features, and weapons of the mecha. HOWEVER, the pilot does so without benefit of bonuses; straight, unmodified die rolls, and the number of attacks is the same as the pilot's own, and his own Hand to Hand bonuses do NOT combine with those of the mecha.

*Mecha Elite Combat Training* provides the pilot with many advantages. Most mecha descriptions end with *Bonuses for Elite Combat Training*, under Hand to Hand Combat. These additional attacks and bonuses are added to the pilot's own number of attacks and bonuses whenever he is piloting the specific type of mecha in which he has had *Mecha Elite Combat Training (MECT)*. Thus, a Veritech pilot with Mecha: Elite Combat Training "Alpha" gets the extra attacks and bonuses described at the end of the Alpha. Other types of Veritechs in the UEEF include the Beta, Cyclone, and Silverback, but to get Elite Combat bonuses for each, the pilot would have to take each type as a separate Elite Combat skill selection. Each type selected counts as one MECT skill (i.e. Mecha Elite Combat Training: Beta, MECT: Cyclone, MECT: Silverback, MECT: Condor, MECT: Bioroid Interceptor, and so on). Without MECT the pilot has only basic fighting skills.

**MECT Note:** If there are no Bonuses for Elite Combat Training listed at the end of a mecha description then it is as follows: +1 attack per melee at levels 2, 5, 8, 12 and 15. +1 on initiative, +2 to strike, +1 to parry, +2 to dodge, +2 to pull punch, +1 to roll with impact.

This is a supplemental piloting skill applicable only to mecha, including Battloids and Veritechs, and does not have a base skill or level of progression other than reducing penalties an additional one point per level of the pilot's experience.

**Mecha: Pilot Battloids.** Knowledge and training to pilot all non-transformable humanoid shaped mecha including the *Bioroid Interceptor, Condor*, cargo haulers, old-style Destroids, and similar mecha. Piloting and basic operations without any combat training or bonuses.

Piloting Bonus & Penalties: A +10% skill bonus to ONE area of *Piloting Specialty* with battloids. In the UEEF, that is usually the Bioroid Interceptor or Condor. Characters with this skill can only pilot a Veritech when it is in battloid mode, and even then are subject to a -30% skill penalty and -1 attack per melee round. **Note:** Must select *Mecha: Elite Combat Training* in order to get additional combat bonuses for battloids. Those bonuses are presented under each specific mecha. **Base Skill:** 55% +5% per level of experience.

**Mecha: Pilot Ground Veritechs.** Limited knowledge and training to pilot only the Cyclone motorcycle mecha or Silverback Veritech 4-wheeled vehicle.

Piloting Bonus & Penalties: A +10% skill bonus to ONE area of Piloting Specialty. In the UEEF, that is usually a particular series/type of Cyclone (VR-030, VR-040 or VR-050 series) or the Silverback. Characters with this skill can NOT pilot a Veritech Fighter or Battloid, and are subject to a -40% skill penalty and -2 attacks per melee round should they try. **Note:** Must select *Mecha Elite Combat Training* to get additional combat bonuses for Cyclones. Those bonuses are

presented under each specific mecha. **Base Skill:** 55% +5% per level of experience.



**Mecha: Pilot Veritechs.** The knowledge and ability to pilot ALL transformable Veritech mecha including the Alpha, Beta, Shadow Fighter, Cyclone and others, past and present.

Piloting Bonus & Penalties: A +13% skill bonus applies to ONE area of Piloting Specialty with Veritech Fighters. In the UEEF, that is usually the *Alpha, Beta, Shadow Fighter* or *Cyclone*, but can be any. Characters with the Pilot Veritech skill can operate Battloids, but with a -20% skill penalty and -1 attack per melee round. **Note:** Must select *Mecha Elite Combat Training* to get additional combat bonuses for Veritechs. Those bonuses are presented under each specific mecha description. **Base Skill:** 55% +4% per level of experience.

**Military: Jet Fighters.** Training includes flying, maneuvering, aerial combat strategies, and typical fighter jet weapon systems. **Base Skill:** 50% +4% per level of experience.

**Military: Tanks & APCs.** Military vehicles often have unconventional controls and handle differently from conventional vehicles, especially the many ton, armored combat vehicles such as tanks and armored personnel carriers (APCs). Thus, special training is required to pilot them. **Base Skill:** 52% +4% per level of experience. **Note:** Those with this skill can also pilot other types of "tracked vehicles."

**Military: Warships & Patrol Boats.** Training piloting military warships, combat hydrofoils, patrol boats and amphibious beach craft/transports. Includes a basic idea of how to use sonar and targeting equipment, depth charges, torpedoes, and other common weapon systems, as well as evasive maneuvers and piloting. **Base Skill:** 40% +4% level. **Note:** Characters with the Motor Boat or Ship skill can also pilot these vessels but at a -12% penalty.

**Motorcycles.** This skill includes the piloting of all two- and three-wheeled vehicles such as motorcycles of all types, dirt bikes, and mopeds as well as snowmobiles, jet sleds, miniature-ATVs and other scaled-down vehicles. **Base Skill:** 60% +4% per level of experience.

**Spacecraft: Light and Medium.** This skill covers the piloting of light and medium hull class ships with a mass under 500,000 tons and includes vessels used for transportation, light troop and cargo haulers, shuttle craft, reconnaissance vessels and other small spacecraft. **Base Skill:** 50%+5%.

**Spacecraft: Heavy.** This skill covers the piloting of heavy hull class ships with a mass of between 500,000 tons and 10,000,000 tons. Ships such as the Garfish Heavy Cruiser and Tokugawa Class Battlecruiser fall into this category. **Base Skill:** 45% +5% per level.

**Spacecraft: Capital/Super-Capital.** Proficiency in piloting the heaviest ships

in the fleet with masses over 10,000,000 tons. The Ikazuchi class Command Carrier and the SDF-3 Pioneer fit into this hull class, as well as the Ark-Angel Colony Ship. **Base Skill:** 35% +5% per level.

**Space Fold Operations.** The ability to plot jumps using the space fold FTL drives on UEEF ships. **Requires:** Astrophysics and Mathematics: Advanced. **Base Skill:** 20% +5% per level.

**Tracked & Construction Vehicles.** Includes landcrawlers, half-tracks, light tanks, and big-wheeled heavy construction vehicles and earthmovers like bulldozers, steam shovels/excavators, scrapers, graders, tractors, loaders, backhoes, dump trucks, haulers, etc. **Base Skill:** 40% +4% per level of experience. Can pilot tanks and APCs but at a -15% penalty and -1 attack per melee round.

**Truck.** Specifically applies to driving large cargo and transport vehicles like eight- to sixteen-wheeled commercial trucks and multi-ton transports. **Base Skill:** 40% +4% per level of experience.

**Water Scooters.** The knowledge and skill of piloting all types of one- and two-man water sleds (underwater) and jet skis (surface sleds). **Base Skill:** 50% +5% per level of experience.

**Water Skiing & Surfing.** All water skiing techniques, methods and use of most types of recreational forms of "riding the waves," including skis, water jet scooters, water boards, surfboards and sailboards. **Base Skill:** 40% +4% per level of experience.

# Pilot Related

**Navigation.** Training in map reading, star charts, course computation, following landmarks, and use of navigational equipment. Includes land, air, and water navigation, as well as piloting by instruments alone. A failed roll means the pilot is off course. Roll 2D6x100 for most aircraft, 4D6x100 for jets, and 2D6x10 for ground vehicles to determine how many miles/kilometers they are off course. Roll for every hour that one is off course. This skill enables characters to navigate any vehicle, including ships and other water vessels that ride on the surface of the water, by charting the stars and landmarks and using instruments. Likewise, the character can navigate submersibles using instruments and other data. **Requires:** *Basic Mathematics, Computer Operation, Sensory Equipment,* and *Literacy.* **Base Skill:** 40% +5% per level of experience.

**Navigation: Space.** The methods and techniques used to navigate entirely by instruments, mathematical calculations and the use of star charts. Knows the ins and outs of space fold operations, using black holes, and planetary gravity wells, faster than light speed travel and other aspects of space travel.

A skill roll is made for each hour of travel within a solar system and each day of travel outside of a solar system. Each failed roll will put the craft 1D4x10,000 miles (16,000 to 64,000 km) off course in a solar system and 2D6x200,000 miles (640,000 to 3.8 million km) off course outside of a solar system. Subsequent successful rolls will discover the previous mistakes, requiring they be corrected; however, three failed rolls in a row means the navigator is totally lost and the Game Master can whip up an adventure just to get the hapless crew home or back on track. **Requires:** *Basic Mathematics, Computer Operation, Sensory Equipment,* and *Literacy.* **Base Skill:** 30% +5% per level of experience.
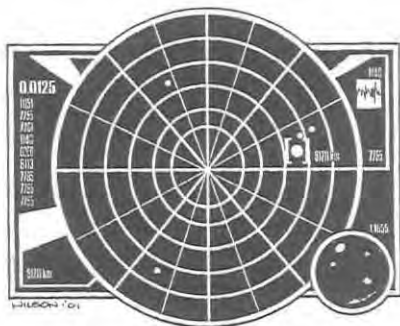
**Radar/Sonar Operation:** See Sensory Equipment.

**Sensory Equipment (30%+5%).** See *Communication Skills* for the description.

**Weapon Systems.** This is the complete understanding of weapon units and systems incorporated into military vehicles, mecha, robot vehicles, and spacecraft. It includes lasers, particle beams, rail guns, missile and grenade launchers, cannons, turrets and vehicle/robot weapon systems. **Bonus:** +1 to strike when using these types of weapons; does not include handheld weapons (see Weapon Proficiencies). **Base Skill:** 40% +5% per level of experience.



# Science Skills

**Anthropology.** This is the behavioral study of man and other intelligent life-forms and their environments. Studies include societies, customs and beliefs, religions, and political structure, as well as rudimentary history and archaeological background. It is important to note that anthropology is more concerned with the study of *modern* races and societies than ancient ones. This is especially important when dealing with alien races and cultures in order to avoid accidentally breaking taboos or codes of behavior. It also tells the anthropologist whether he may be dealing with a dangerous people (hate humans, fear technology, are cannibals, etc.).

The skill can also be used to examine artifacts and ancient or alien ruins to identify the probable people/race, purpose, culture and technological level. The character can identify the period of time the item was used (contemporary or ancient), and whether it is human or alien, but is not skilled enough to tell whether an artifact is authentic or a forgery. **Bonus:** +5% to all Lore skills and History: Earth. **Base Skill:** 30% +5% per level of experience.

**Archaeology.** This is the scientific study of relics from ancient civilizations by excavation and other means. The skill teaches proper excavation (dig) techniques, analysis, preservation, restoration, and dating methods (including carbon dating), as well as a rudimentary history and anthropology background. **Base Skill:** 30%/20% +5% per level of experience. The first percentage number applies to the character's historical and archaeological capabilities, the second is his ability to recognize true historical artifacts, as well as his ability to figure out the purpose of the item through examination alone (i.e., without seeing it used in action).

**Artificial Intelligence.** Specialization in robot/cybernetic brains and the

many principles and theories behind advanced artificial intelligences, how they "think" and "understand" the world around them, how to communicate with them and how to reprogram them, either directly or by argument. True artificial intelligences (A.I.s) can think and learn for themselves, and are incredibly rare in the UEEF. A.I.s range from "thinking" computers and devices with problem solving capabilities and the ability to learn and think independent of a human operator, to devices modeled on the neural network of the human brain which can think, learn, solve problems, create and even imagine independent of their programming. **Requires:** *Computer Operation*. Bonuses: +5% to all other Computer skills, including Programing and Hacking. **Base Skill: 30% +3% per level** of experience.

**Astrophysics.** Knowledge of stellar astronomy and how it relates to nuclear physics, quantum mechanics, relativity and other explanations for the creation of deep space phenomena, like quasars and black holes. **Requires:** *Mathematics: Basic* and *Advanced*. **Base Skill: 30% +5% per level of experience.

**Biology.** Basic understanding of cells, anatomy, physiology, evolution, and genetics. The character will know how to use a microscope, cultivate bacteria, and how to dissect, study, evaluate and classify new organisms. **Base Skill: 30% +5% per level of experience.

**Botany.** Plants, their categories and functions, are studied extensively. Characters will know the basics of cross-fertilization and germinating, as well as growing experimental plants. **Base Skill: 25% +5% per level of experience.

**Chemistry.** The basic understanding of chemical principles and formulae. Characters know enough chemical laboratory procedures for analyzing and synthesizing chemical compounds to act as competent assistants. **Base Skill: 30% +5% per level of experience.

**Chemistry: Analytical.** Chemical engineering, analysis, isolation and identification, the use of compounds and their practical applications in a variety of areas. Character is highly skilled in the use of laboratory equipment and can analyze and synthesize chemicals. **Base Skill: 25% +5% per level of experience. **Requires:** *Chemistry, Mathematics: Advanced,* and *Literacy*.

**Chemistry: Pharmaceutical.** The study of drugs and their interaction with the human body, a familiarity with common medical drugs, drug interactions, prescribed dosages, the use/distribution of drugs, their effects on the human body, and other biological and medicinal applications. The character can recognize and prescribe common drugs, knows their effects and side effects, recognizes poisons/toxins, and can safely administer medicine (painkillers, stimulants, antibiotics, antidepressants, etc.). **Base Skill: 30% +5% per level of experience. A failed roll means the drug is improperly administered or prepared, and has no effect.

**Mathematics: Basic.** Knowledge of basic math, including the ability to count, addition, subtraction, multiplication, division, and fractions. **Base Skill: 72% +3% per level of experience.

**Mathematics: Advanced.** Knowledge of all basic and advanced mathematics, including algebra, geometry, trigonometry, calculus, and techniques for using advanced mathematical formulae. **Base Skill: 64% +2% per level of experience. **Requires:** *Mathematics: Basic*.

**Psychology:** See Medical Skills.

**Xenobiology.** The biological and physiological study of alien species (rather than their culture or society). Provides a fair understanding of how the alien's body works, recognizes natural weapons, poisons or toxins, strengths and weaknesses, presence of natural abilities, etc. Without Xenobiology, any attempts to use a Medical skill on an alien species has a -20% skill penalty. **Base Skill:** 30% +5% per level of experience.

**Zoology.** An academic knowledge of wildlife, and the nature and habits of domesticated and wild animals. This includes knowledge of animal habitats, behavior, instincts, mating, hunting, food or favored prey, breeding, physiology and biology, flight/fight responses, natural weapons and defenses, the best way to handle the animals, and so on. This skill may be specialized by taking the skill twice. When specialized, the character receives a one time bonus of +20% to the skill when dealing with that one specific type/species of animal (e.g., apes, snakes, bovines, etc.). **Bonus:** +5% to Track & Trap Animals and Veterinary Science. **Base Skill:** 30% +5% per level of experience.

# Technical Skills

**Art.** The ability to draw, paint and/or sculpt or do craft work. Selection as an O.C.C. Related Skill indicates a professional quality, while selection as a Secondary Skill indicates a talented amateur. **Base Skill:** 35% +5% per level of experience.

**Calligraphy.** The ability to produce beautiful, fancy, hand drawn letters and script with great legibility and beauty using a brush or special set of pens, ink and paper. The character can also *copy* letters and words in any language even if he does not know what it says. Traditional Calligraphy with a brush is an Asian art and traditionally, any person of culture and education in the Orient, especially a noble, is expected to be able to produce gorgeous ideograms. Calligraphy is a skill almost as necessary as Literacy for traditionalists in Asia. **Base Skill:** 35% +5% per level of experience.

**Computer Operation.** A knowledge of how computers work, along with the skills to operate peripherals like keyboards, printers, and modems. The character can follow computer directions, enter and retrieve information, install programs, games and software, use the web/internet and similar basic computer operations. Does *not* include Repair, Programming or Hacking. **Base Skill:** 67% +3% per level of experience. **Requires:** *Literacy.*

**Computer Programming.** Advanced computer knowledge that includes designing, programming, debugging, and testing computer programs and software. Hacking is possible, but at a penalty of -40% unless the character also has the Computer Hacking skill. **Base Skill:** 50% +4% per level of experience. **Requires:** *Computer Operation* and *Literacy.*

**Damage Control & Disaster Response.** A specialized skill that includes the methods and techniques of firefighting, rescue, handling hazardous materials, isolating and sealing off danger zones, how to deal with depressurization and oxygen loss, temporary patches and fixes of hull breaches, removing combat damage, ways to minimize damage to spaceships and equipment, and setting up emergency power, lighting and operations. Also includes the practiced use of

equipment, tools and gear needed in the event of an emergency. Quick thinking Damage Control personnel can save countless lives, minimize damage, and save millions of credits worth of hardware. Crew members skilled in Damage Control & Disaster Response are regularly drilled by members of the Damage Control Corps. **Bonus:** +5% to the NBC Warfare and Jury Rig skills, and +10% to Excavation & Rescue. **Base Skill:** 35%+5% per level.

**Excavation & Rescue.** A mixed bag of abilities that includes finding one's direction underground or in the belly of a spaceship without power or filled with debris, estimating one's approximate depth and location, "digging out" and identifying like areas that might hold survivors, identifying salvage and equipment from debris, finding and removing survivors from debris safely, digging out and securing/repairing collapsed tunnels and passageways, where to place support beams, etc., and all without any major setbacks or further structural damage. **Note:** Tunnels and excavation sites that are made quickly are not permanent, and can be collapsed by gunfire, combat, impact, earthquakes, etc. Trying excavations without this skill is just asking for trouble and is performed on pure luck. **Base Skill:** 30% +5% per level of experience.

**General Repair & Maintenance.** Characters with this skill are good with their hands and capable of doing satisfactory cleaning and repairs on simple devices, weapons, tools, and parts, as well as sharpening blades, packing their own S.D.C. bullets, changing a tire, repairing furniture, painting, varnishing, nailing and assisting in basic repairs, woodworking, and even doing minor patchwork on armor (restores 1D6

M.D.C.). Roll once to see whether the character can figure out what is broken, what must be done to fix it, and whether it is beyond his meager abilities to repair. Roll again to determine success or failure in making the actual repair. If failure, the player may try again, but only twice. **Base Skill:** 35% +5% per level of experience. Reduce skill proficiency by half if the item is extremely damaged, complex, high-tech or alien.

**History: Earth.** The first percentile number represents a very general knowledge of Earth and its history, as well as some of the most famous myths, legends, and rumors about famous leaders, personalities, places and events around the world including the United Earth Government, United Earth Expeditionary Force and the Robotech Wars.

The second percentile number indicates a more in-depth knowledge of a particular *subject* or *region* in the world (pick by nation or continent). For example: History of the United Earth Government focuses on modern history starting around 2007 A.D., while a particular continent such as North America, provides a deep knowledge about the history of that region and its people, cultures, origins, key figures and events in history and science, as well as a general knowledge of notable lore, legends, myth, religions, traditions, leaders, famous individuals, and culture.

The History skill may be taken repeatedly to cover multiple regions/nations or various subjects (i.e., art, science, or human conquest of space, including the Moon, Mars and other colonies; etc.). **Base Skill:** 35%/30% +5% per level of experience.

**Lore: Invid.** Study of the Invid and their role in the cultivation of the Flower of Life, the creation of Protoculture,

their connections to the Robotech Masters, Tirol and Robotechnology, invasion of Earth and other worlds, as well as Invid mecha, Hives, Genesis Pits, Regess and Regent. **Base Skill: 20%** +5% per level.

**Lore: Robotech Masters.** Study of the Robotech Masters, their homeworld, Tirol, their war machines, culture, history and customs, as well as their history and impact on Earth, the Second Robotech War, and Robotechnology. **Base Skill: 25%** +5% per level.

**Lore: Zentraedi.** Study of the history, culture and customs of the Zentraedi race, and includes common knowledge about Zentraedi integration into the UEEF. **Base Skill: 30%** +5% per level.

**Jury-Rig.** A character with this skill can repair almost anything, and even build something out of scrap components. There is no guarantee that the jury-rig will hold for very long (4D6 hours or 2D4 days, whichever is most appropriate), or will even work in the way intended (roll again, a failed roll means the system is only 50% functional/works at half its normal speed or power level), but it may well save a character's life until he can acquire the proper parts, buy a new unit or get a skilled mechanic to do the job right. **Requirements:** At least *Basic Mechanics* and *Basic Electronics*, Engineering skills are even better. **Bonus:** Add +10% to Damage Control, Field Armorer, and NBC Warfare. **Base Skill: 25%** +5% per level of experience.

**Philosophy.** The principles of philosophy, ethics and morals, methods for effective debating and examining a subject from a wide perspective, and touching upon aspects of sociology and social consciousness. **Base Skill: 30%** +5% per level of experience.

**Photography.** Knowledge and methods in the use of traditional 35 mm cameras *and* digital cameras, the use of lighting, camera tricks, lenses, filters, and other camera equipment, as well as storage, development/printing, enlargement, duplication of film/photos, computer scanning and enhancements, alterations, and printing. **Base Skill: 35%** +5% per level of experience.

**Research.** The methods, techniques, and means of finding information, including public records, libraries, interviews, surveys, demographics, trade journals, computer networks and legal searches. This skill is helpful in locating information about people, places and things. The G.M. should ultimately regulate the availability of accessible, known information regarding a particular subject. Any character can do research and ask questions, but the Research skill reduces the amount of time needed by half and the character is trained to notice relevant information that an untrained character is liable to overlook. Thus, for truly secret or difficult information, you must have a character with the Research skill try to uncover it. Only roll to determine success on researching these difficult or hushed up bits of information. **Base Skill: 40%** +5% per level of experience.

**Salvage.** The ability to find, identify, strip down, evaluate and reuse (or sell/trade), weapons, E-Clips, tools, parts, wiring and other reusable components from debris, wreckage and junk. Can also strip a piece of wrecked machinery for spare parts and may even be able to make something work again, given time, enough parts and the right skills. **Base Skill: 35%** +5% per level of experience.

# Weapon Proficiencies

**Note:** Each W.P. provides combat training with a particular type of weapon. All bonuses are cumulative. Each W.P. counts as one skill. The character may select several W.P.s. Characters without a W.P. may use that weapon, but without benefit of the W.P. bonuses.

There are two categories of Weapon Proficiencies, *Ancient* and *Modern*. These are somewhat misleading, since what they really refer to is unpowered melee type weapons (swords, spears, etc.) and modern, powered weapons (guns of every stripe).

## Ancient Weapons

**A note about Ancient Weapon Proficiencies (W.P.):** Each W.P. provides combat training with a particular type of melee weapon. The result is hand to hand combat bonuses to strike and parry whenever that particular type of weapon is used. Bonuses that increase for that particular weapon are accumulative and are combined with the character's P.P. attribute, O.C.C., and Hand to Hand Combat skill bonuses. The *Damage* stat indicates the number of damage dice rolled to inflict the appropriate amount of damage for that type of weapon. Damage starts as S.D.C. and when S.D.C. is gone, damage comes off the Hit Points (H.P.). As a rule, the larger or better the quality of the weapon, the greater the damage.

Melee weapons that inflict *Mega-Damage* are rare, and include the VR-040 series *Cyclone Swords* and select alien weapons. Damage Note: In the case of an M.D. knife, sword, etc., the Mega-Damage weapon does the same number of damage dice that it's S.D.C. equivalent would inflict, only it is M.D., not S.D.C. (e.g., a sword that inflicts 2D6 damage does 2D6 Hit Point/S.D.C. damage if it is an S.D.C. weapon or 2D6 M.D. if a Mega-Damage weapon.)

**W.P. Axe.** Training with all types of large axe weapons, including single blade and double-headed axes, battle axe and picks. **Damage:** 2D6 or 2D8 damage depending on the size and style of the battle axe (small axes and hatchets do 1D6 damage). **Bonuses:** +1 to strike and parry at levels 2, 5, 8, 12 and 15. +1 to strike when thrown or to parry at levels 5, 8 and 12; not designed for throwing.

**W.P. Blunt.** Training with all types of blunt weapons, including maces, hammers, cudgels, steel or lead pipes, staves, and clubs. **Damage:** Typically 1D6 and 2D4, with only the largest and spiked weapons doing 2D6 damage. **Bonuses:** +1 to strike and parry at levels 1, 3, 6, 9 and 12. +1 to strike when thrown at levels 5, 10 and 15; not designed for throwing.

**W.P. Grappling Hook.** Trained use of a grappling hook for climbing (adds +5% to that skill when a grappling hook is used), scaling walls, boarding vessels, or snagging objects. Tripping an opponent is done by hooking the foot, ankle or leg. It does little damage, but successfully knocking an opponent to the ground causes the victim to lose their initiative and one melee attack. **Damage:** When used in hand to hand the most damage a Grappling Hook does is 1D4 damage, but when swung and then pulled back into a victim, the impaling damage is 1D6. **Bonuses:** +1 to strike or entangle when thrown/swung at levels 3,

6, 9 and 12. This weapon *cannot* be used to parry!

**W.P. Knife.** Training with all types of daggers and knives. **Damage:** Very small: 1D4 damage, but a typical sized bladed does 1D6 damage. **Bonuses:** +1 to strike at levels 2, 4, 7, 10 and 13. +1 to parry at levels 1, 3, 6, 9 and 12. +1 to strike when thrown, at levels 1, 3, 6, 8, 10 and 13.

**W.P. Paired Weapons (Exclusive to** *Combat O.C.C.s*). A tactic in which a one-handed weapon is held in each hand to be used in any combination of combat moves simultaneously. For example, two short swords, or a short sword and broadsword, sword and knife, mace and shield, and so on. Two-handed weapons cannot be used as a Paired Weapon. Users of Paired Weapons can:

1. *Strike and parry simultaneously.* In other words, those skilled in W.P. Paired Weapons can often perform two actions for every one melee action/attack.

2. *Twin, simultaneous strikes* against the same target. Both weapons hit the same opponent or target at once, making it ONE melee attack/action (roll only once to strike with both weapons). The defender under attack can only try to parry one of the two weapons coming at him for his defensive parry. The other will strike unless he too has the W.P. Paired Weapons skill and is using two weapons, or a weapon and a shield, to try and block both simultaneous attacks; needs to roll one parry.

3. *Strike two different targets* (or strike one and parry another incoming attack) simultaneously; both must be within reach.

4. Parry two different attackers, one with each hand.

**Note:** A character with W.P. Paired Weapons needs to make two separate rolls if he is: **a)** Striking two different opponents; **b)** parrying attacks from two separate opponents; or **c)** striking once and parrying once against the same opponent or striking one opponent and parrying a second attacker. The only time that just one roll to strike with paired weapons is necessary is when the character is either striking the same opponent twice or parrying two attacks from the same opponent.

Characters with the W.P. Paired Weapons skill may use any melee weapons that can be effectively used with one hand (i.e., one suitable weapon in each hand). A character who gains the W.P. Paired Weapons skill from level advancement may use it with any one-handed melee weapons he is currently proficient with (has a W.P. in). However, any weapons being used which the wielder does not have a Weapon Proficiency in or which is too large or heavy, effectively negates the Paired Weapons skill, making it impossible to use both hands and weapons simultaneously; can only attack one opponent and each swipe of the weapon counts as one melee attack.

Characters with W.P. Paired Weapons can EITHER parry multiple attackers or parry an incoming attack and then get a counter-attack, but cannot do both.

Of course, a character with W.P. Paired Weapons can parry an attack and strike simultaneously only if he still has attacks left. A character who has already used up his attacks can NOT counter-strike (hit back) until the next melee round begins, but he can parry until then.

A character with W.P. Paired Weapons using both of his attacks simultaneously

on someone is vulnerable to attack from a second opponent. When fighting three (or more) attackers, the character would be able to try to parry two of the attackers, but any other attacks would be unopposed.

Four-armed characters only need to take W.P. Paired Weapons once, not once for each pair of arms. A character who already has W.P. Paired Weapons would not gain any additional bonuses or benefits by taking the skill a second time. Only weapons in which the character has a Weapon Proficiency (W.P.) can be used with W.P. Paired Weapons. W.P. Paired Weapons is designed for melee weapons like knives, swords, clubs, etc., not guns. When shooting two guns at once there is a penalty of -2 to strike with the regular hand and -6 to strike with the off-hand.

**W.P. Quick Draw.** A practiced move in which the character gets an initiative bonus to draw and fire or throw his weapons much faster at the first sign of danger. Note that characters with a high P.P. benefit most from this skill. **Bonuses:** +1 on initiative for characters with a P.P. of 17 or less, +2 on initiative for those with a P.P. of 18 to 23, +3 on initiative for those with a P.P. of 24 to 30 and +4 to initiative for characters with a P.P. of 31 or above.

**W.P. Shield.** Combat skills with large and small shields used primarily for parrying and self defense. **Damage:** 1D6 as a blunt weapon. **Bonuses:** +1 to parry at levels 1, 3, 7, 10 and 13. A shield can be used in one hand and a weapon in the other. +1 to strike with a shield (1D4 damage) at levels 4, 8, and 12. No bonus to strike when thrown. A shield cannot be used to block bullets or energy blasts, at least not easily. Any such attempt is done without any bo-

nuses (straight die roll), with a penalty of -8 to parry! Blocking thrown knives, spears, arrows and other weapons is basically the same but is only -3 to parry on an unmodified die roll. The shield has limited S.D.C. and only really takes damage when used to block energy blasts or explosions, or is specifically targeted by an opponent with the intention of destroying or chopping through the shield.

Damage to shields (optional): Subtract 10% of the damage that would normally be inflicted by a weapon when blocked/parried by a shield. When all S.D.C. is gone, the shield has too many holes, cracks and weaknesses to offer protection. The next strike will punch right through or shatter it and hit the user at full force and full damage.

**W.P. Spear.** Combat skill with large and small spears and javelins (the use of a rifle equipped with a bayonet also falls into this category). **Damage:** Short spear or javelin 1D6 damage. Long Spear 2D6 damage. **Bonuses:** +1 to strike and parry at levels 1, 3, 6, 9, and 12. +1 to strike when thrown at levels 3, 6, 10 and 14. Maximum Throwing Range: 150 feet (45.7 m).

**W.P. Sword.** Combat skills with large and small swords, including fencing type training, includes rapiers, sabers, broadswords, large swords and short swords. **Damage:** Short Sword or Saber: 2D4, Falchion or Scimitar: 2D6, Broadsword: 1D8+1, Long Sword and other large swords: 2D6, Claymore, Flamberge and other extremely large swords: 3D6 damage. **Bonuses:** +1 to strike at levels 1, 3, 6, 9, 12 and 15. +1 to parry at levels 2, 4, 7, 10 and 13. +1 to strike when thrown at levels 4, 8, and 12; swords are not designed for being thrown.

**W.P. Targeting.** Expertise with thrown and projectile weapons (but not bows and arrows, crossbows, or guns), such as the sling, slingshot, boomerangs, shurikens, throwing knives, throwing sticks, axes (small) and spears, even siege weapons. **Bonuses:** +1 to strike at levels 1, 3, 7 and 10. Characters who select both W.P. Targeting and another W.P. for a missile weapon (but not thrown swords, large axes, staves, etc.) get the usual bonuses for that W.P., plus the bonus from W.P. Targeting. Can also throw two small items, like knives, shurikens or throwing sticks, simultaneously at the same target. **Requires:** Any one W.P. for a missile weapon such as a spear. **Note:** The character loses all bonuses, and the rate of fire is half, when running and shooting or throwing, while flying, when riding on horseback or from a moving vehicle, or otherwise unbalanced.

Typical Effective Range & Damage per Weapon Type:

Bolas: 30 feet (9 m) – 2D4 damage.

Blowgun: 30 feet (9 m) – 1D4 damage.

Boomerangs: 60 feet (18 m) – 1D6 damage.

Brick or Stone, thrown: 50 feet (15.2 m) – 1D6 damage.

Dart: 30 feet (9 m) – 1D4 damage.

Hand Grenade: 100 feet (30.5 m) – damage varies.

Javelin: 300 feet (91.5 m) – 1D6 damage.

Net: 30 feet (9 m) – No damage.

Sling or Slingshot: 80 feet (24.4 m) – 1D6 damage.

Spear, thrown: 100 feet (30.5 m) – 1D6 or 2D6 damage.

Throwing Knives & Shurikens – 60 feet (18.3 m) – 1D6 damage.

Throwing Sticks: 40 feet (12.2 m) – 1D6 damage.

Throwing Axes: 40 feet (12.2 m) – 2D4 damage.

Trident: 50 feet (15.2 m) – 2D8 damage.

**Note:** Increase the *effective* throwing range by 30% for characters with Augmented P.S. (typically from mecha), 50% for Robotic P.S. (typically mecha) and triple the range for Supernatural Strength (uncommon).

Spears, javelins, shurikens, throwing knives/irons, throwing sticks, and throwing axes can be thrown by anybody without penalty at the typical effective range listed above.

Throwing Awkward Items: Swords, large axes, hammers, clubs, maces, pole arms and most other handheld weapons as well as articles like frying pans, shovels, toasters, large bricks, furniture, etc., are *not* designed to be thrown. Consequently, the average throwing range is a mere 20 feet (6 m) *and* the character is -1 to strike. An attacker can try to throw such weapons farther, but is -3 to strike for every additional 10 feet (3 m) beyond 20 (6 m). **Note:** Characters with Augmented/Bionic, Robotic or Supernatural P.S. can throw their weight limit (below) the distance their P.S. allows, but they too are -1 to strike tossing the ungainly object at one third the maximum possible distance, -3 to strike at half that distance, and -6 to strike farther than half.

Heavy Items and Distances: Half the character's maximum carrying weight could be thrown one foot (0.3 m) per every point of *human P.S.* For example, a character with a P.S. 9 could throw 45 pounds (20 kg) nine feet (2.7 m), a P.S. of 15 could throw 75 lbs (34 kg) 15 feet

(4.6 m), or a P.S. 32 could throw 320 pounds (144 kg) a distance of 32 feet (9.7 m). The penalties above apply.

Double the range (2 feet/0.6 m per P.S. point) for *Augmented/Bionic P.S.*, and triple the range (3 feet/0.9 m per P.S. point) for *Robotic P.S.;* the penalties above apply (see Note).

*Supernatural P.S.* of 17 or higher can throw half their maximum carrying weight (P.S. number x25) five feet (1.5 m) per P.S. point, so a Supernatural P.S. of 24 can carry 1200 lbs (540 kg) and throw half as much 120 feet (36.6 m, but only 40 feet/12.2 m with a minimal penalty of -1 to strike). Supernatural P.S. of 16 or less is the same as Robotic P.S. The penalties noted above apply.

No P.S. Damage Bonus: The damage bonus for Strength does NOT apply to arrows fired from a bow, or from a thrown weapon unless the O.C.C. description specifically says that it does.

Aimed Attack/Called Shot: A thrown weapon is considered a ranged attack, however, the P.P. attribute bonus *to strike* does apply, and you can do an *Aimed* or *Called Shot* (aimed at a specific target, weapon, hand, rope, etc.) with thrown weapons. A thrown weapon can also be used to *disarm* via an Aimed or Called Shot/toss; bonuses to disarm via Hand to Hand Combat apply.

A Natural 19 or 20 Does Double Damage: An unmodified die roll to strike before bonuses are added is a Critical Strike with a thrown weapon when a Natural 19 or 20 is rolled, and does *double damage*. If the attack was an Aimed/Called Shot to disarm, the attack is an automatic success. The only way for this attack to be parried or dodged by an opponent is for the defender to match or better the roll with his own Natural, unmodified, die roll.

Attacks per Melee Round: Unless stated otherwise, each thrown item counts as one melee attack/action. Thus, if a character normally has four hand to hand attacks per melee, he can throw four knives or darts per melee round. Some exotic weapons may require a spinning action or time to throw that takes up two or more melee attacks.
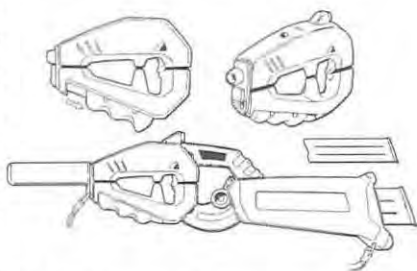


# Modern Weapons

No Weapon Proficiency (W.P.): Anybody who does not have a W.P. in a particular weapon type *CAN* pick up a gun and use it, but does so without benefit of any bonuses. The bonuses that follow do not apply to this unskilled character, but a weapon can still be deadly in his hands. P.P. attribute bonuses and Hand to Hand Combat bonuses do *NOT* apply to modern weapons. Furthermore, the untrained shooter does *not* know how to reload or clean the weapon or anything about ammunition, the gun's kick, how to use a gun sight to aim accurately, or anything about guns or gun safety – all he can do is pick it up, aim as best he can and pull the trigger.

Note: A character with no gun proficiency rolls 1D20 with *no* bonuses to strike, can *NOT* make an *Aimed Shot* or a *Called Shot* and suffers a penalty of -3 to strike with burst attacks, -5 to strike when shooting a machine-gun, rail gun.

mortar, missile launcher, or other heavy weapon, and -6 when shooting wild.

**W.P. Handguns.** A familiarity with all types of projectile firing handguns, including revolvers and pistols. Revolvers are the classic cylinder-based "six shooter." Pistols are "automatic" weapons which means the gun keeps firing while the trigger is depressed and doesn't stop until the trigger is released or the ammunition is spent.

Damage: Light caliber guns: 2D6 to 3D6 S.D.C. Medium caliber guns: 3D6 to 4D6 S.D.C. Heavy/large caliber handguns: 4D6 (.45 automatic) to 6D6 S.D.C. (Magnum revolvers). *Double damage* for a standard *short burst* (three rounds/ bullets fired), but only pistols (not revolvers) can fire in bursts.

Average Range: 140 feet (42.7 m).

Typical Payload: Revolver: Six bullets. Automatic Pistol: 8-16 rounds.

W.P. Bonuses: +1 to strike at levels 2, 4, 6, 8, 10, 12 and 14.

**W.P. Rifles.** A familiarity with the very accurate, single shot, bolt-action style of rifles used for hunting and sniping, and automatic and semi-automatic, military assault rifles like the M-16 and AK-47.

Damage: Light caliber rifles: 5D6 per single round. Medium caliber rifles: 6D6 S.D.C. per single bullet. Heavy/large caliber rifles: 7D6 to 1D6x10+3 S.D.C. per single round. *Double damage* for a standard *short burst* (three rounds/bullets fired). *Triple damage* for a *long burst* (six rounds/bullets fired) but counts as two melee attacks. **Note:** Only semi-automatic and automatic rifles can fire a three round burst. Only bolt-action and semi-automatic rifles can be used for sniping and firing a *single* bullet.

Average Range: 1300 feet (396 m), +500

feet (152 m; that's 1800 feet/548.6 m total) for precision bolt-action rifles.

Typical Payload: Bolt-Action Rifles, Semi-Automatic, and Light to Heavy Caliber Rifles: 5-20 rounds loaded by hand or by one box magazine/ammo clip. Automatic Assault Rifles: 20-50 round magazines, with some capable of taking a 100 round drum.

W.P. Bonuses: +1 to strike at levels 1, 3, 5, 7, 9, 11 and 13.

**W.P. Shotgun.** A familiarity with the classic double-barrel shotgun and police and military versions of shotguns with ammo drums.

Damage: Buckshot: 2D6 S.D.C. (half damage for rock salt) to a 10 foot (3 m) radius; two S.D.C. (stings like the dickens) for riot control rubber bullets. Light Shot: 3D6 S.D.C. Medium Shot: 4D6 to 5D6, Heavy Shot/Large Bore: 6D6 S.D.C. **Note:** In all examples listed above, damage is for a single round, double the damage if both barrels are fired simultaneously.

Average Range: Sawed-Off: 60 feet (18.3 m), Hunting: 200 feet (61 m), and Police/Military Shotgun: 300 feet (91.5 m).

Typical Payload: 2-6 in common shotguns, 20, 50 and 100 round ammo drums for police and military style (each single blast counts as one melee attack; can't fire two simultaneous blasts but has rapid-fire and larger payload).

W.P. Bonuses: +1 to strike at levels 1, 3, 6, 10, and 14.

**W.P. Submachine-Gun.** A familiarity with small arms automatic weapons like the Uzi.

Damage: 4D6 S.D.C. per single round or 1D4x10 S.D.C. per three round burst.

Average Range: 500-600 feet (152 to 183 m; an Uzi is the latter range).

Typical Payload: Fires pistol rounds. A single bullet does 3D6+1 S.D.C., 6D6+3 for a three round burst, 1D6x10+4 for a *long burst* (six rounds/bullets fired) but counts as two melee attacks. Note: Can only fire in bursts.

W.P. Bonuses: +1 to strike at levels 1, 3, 6, 9, 12 and 15.

**W.P. Heavy Military Weapons.** Familiarity with military hardware, including grenade launchers, mortars, machineguns, mini-guns and S.D.C. and equivalent light M.D. weapon turrets.

Damage: *Light or Medium Caliber Machine-Gun:* 5D6 S.D.C. per single round or 1D6x10 per short burst (12 rounds/bullets fired; counts as one melee attack) or 2D6x10+20 S.D.C. per long burst (36 rounds fired), but counts as three melee attacks. Note: Can only fire bursts.

*Heavy Caliber Machine-Guns and Mini-Guns:* 7D6 S.D.C. per single bullet, or 1D8x10 S.D.C. per short burst (10 rounds/bullets fired; counts as one melee attack) or 2D8x10+20 S.D.C. per long burst (30 rounds fired), but counts as three melee attacks. Note: Can only fire bursts and is so large, bulky and heavy that it must be mounted on a tripod, vehicle or supported on a stone or other strong support to use.

*Grenade Launcher Rifle:* 1D6x10 S.D.C. per grenade to everything in a 10 foot (3 m) radius. Can only fire one at time, each shot counts as one melee attack/action. A grenade launcher may also be mounted on an assault rifle, but has a reduced range and ammo capacity; pump action.

*Portable Mortar/Rocket Launcher:* 2D4x10 S.D.C. per explosive round to everything in a 15 foot (4.6 m) radius, but each shot counts as two melee attacks.

Average Range: Light Machine-Guns: 3000 feet (914 m) and Heavy Machine-Guns: 5000 feet (1524 m). Grenade Launcher: 1200 feet (366 m), but only 800 (244 m) when part of an over and under assault rifle. Mortar or Rocket Launcher: 4000 feet (1219 m).

Typical Payload: Machine-Guns: 300 short bursts (3,000-3,600 round belts). Grenade Launcher Rifles: 2 hand loaded or 24 grenade drum or six shot, pump-action on a rifle. Mortar: One hand-loaded round at a time.

W.P. Bonuses: +1 to strike at levels 1, 3, 6, 10 and 14.

**W.P. Energy Pistol.** Includes lasers, ion blasters, and all types of energy firing small arms. Mega-Damage: Varies with weapon type. W.P. Bonuses: +1 to strike at levels 1, 3, 5, 7, 9, 11, 13 and 15.

**W.P. Energy Rifle.** Includes all long-range energy firing rifles. Mega-Damage: Varies with weapon type. W.P. Bonuses: +1 to strike at levels 2, 4, 6, 8, 10, 12 and 14.

**W.P. Heavy Mega-Damage Weapons.** Includes plasma ejectors, M.D. rail guns, rocket launchers, mini-missile launchers, and weapon turrets and cannons *built into* or which are a key part of giant robots, tanks, aircraft and other *combat vehicles*. A common skill of designated *gunners*. Damage varies with the type of weapon and manufacturer. Mega-Damage: Varies with weapon type. W.P. Bonuses: +1 to strike at levels 2, 4, 7, 10 and 13.

**W.P. Starship Artillery.** Operation and maintenance of the massive conventional *cannons, rail guns* and *missile systems* carried on starships for ship to ship combat. These massive, ship mounted cannons and missile batteries require a

team to operate, with fire control personnel using this W.P. and targeting/radar personnel guiding the shells with the Weapon Systems skill. Mega-Damage: Varies with weapon type. Bonuses: +1 to strike at levels 2, 4, 8 and 15.

**W.P. Starship Energy Weapons.** Operation and maintenance of the massive energy weapons and beam cannons carried on starships for ship to ship combat. These massive, ship-mounted energy cannons require a team to operate, with fire control personnel using this W.P. and targeting/radar personnel guiding the beams with the Weapon Systems skill. Mega-Damage: Varies with weapon type. Bonuses: +1 to strike at levels 2, 5, 8, 11 and 14.

# Wilderness Skills

**Boat Building.** Skill at building a variety of rafts, small rowboats, large flatbed boats, and canoes. A small raft (two man) can be made within 1D6+1 hours if the lumber or other suitable materials and tools are readily available. A large raft will take about 4D6 hours, a canoe 2D6 days, rowboat 4D4 days, large flatbed 1D4x10 days. Time is doubled or tripled if trees must be cut down and wood prepared. Of course, the time can be reduced if several knowledgeable people are working on the construction. A failed skill roll means the boat has leaks. Trying to patch it will require 4D4 hours. **Base Skill:** 25% +5% per level of experience.

**Carpentry.** A fundamental knowledge of working with wood, how to prepare, treat, preserve and cut wood, recognize quality craftsmanship, repair damaged wood and wood items, and build furniture and articles (chests,

boxes, chairs, tables, fences, etc.). Bonus: Adds +10% to Boat Building. **Base Skill:** 25% +5% per level of experience.

**Dowsing.** The ability to locate fresh water whether it be with a divining rod or by more scientific and logical means. This is done through deductive analysis and knowledge of nature. The percentage number indicates the success ratio of locating fresh water. A person can roll once every melee to sense water, but must roll two consecutive successful rolls to locate the water. **Base Skill:** 20% +5% per level of experience.

**Hunting.** The skill of killing and preparing animals for food. Includes a fair knowledge of animal habits and patterns, hunting techniques for baiting, trapping, and the construction of blinds and tree stands that conceal his presence and increase the chance of getting prey. Bonuses: +2% to *Prowl*, +5% to *Track & Trap Animals*, +5% to *Skin & Prepare Animal Hides*, +4% to *Imitate Voices & Sounds* and +10% to *Cook game animals* (rabbit, raccoon, pheasant, deer, etc.) only.

**Identify Plants & Fruit.** Training in the recognition of the many different types of wild plants and vegetation, and where they grow. The emphasis is on finding and identifying *edible* berries, fruit, vegetables, mushrooms, roots, bark and plants, as well as plants that have herbal and medicinal qualities (and staying away from poisonous ones). Roll for every 15 minutes of searching to see if the character has located enough edible food for a decent meal. Roll for every 30 minutes to see if the character has located a plant that could be used as a medicine, disinfectant, or herb. **Base Skill:** 25% +5% per level of experience.

**Land Navigation.** To stay on course while traveling over land by means of

observation and memorization. It includes mentally marking/recognizing geographic landmarks, estimating distance and movement, recognizing sounds, night travel, marking a trail and other navigation tricks. The player should roll once for approximately every three miles (4.8 km) traveled. A failed roll means the character is drifting off course by 2D10x100 yards/meters. Consecutive failed rolls means the individual does not realize that he's off course and continues in the wrong direction. Note: A group of average men can cover about five miles (8 km) an hour at a brisk, but relaxed pace through grassland, along dirt roads or pavement. Travel through dense forest, thicket or jungle at a cautious pace is about one mile (1.6 km) an hour. Heavy rain or snow, dense fog, swamps, and other environmental conditions will also reduce speed to a mile or less an hour. Map reading is done by looking at symbols (not words) and is -20%. The use of navigational instruments is not part of this skill. Literacy and Math are *not* required for this skill. **Base Skill:** 36% +4% per level of experience.

**Preserve Food.** Knowledge in the preparation of foods for storage and later consumption. Includes canning fresh fruit and vegetables, making jams and honey, drying fruit, vegetables, and herbs, drying meat and fish, plus various smoking, salting, and pickling methods. **Base Skill:** 30% +5% per level of experience.

**Skin & Prepare Animal Hides.** Training in the methods and techniques of skinning, tanning, stretching, and preserving animal hides as fur or leather. Adds a +5% bonus to the Sewing and Leather Working skills. **Base Skill:** 30% +5% per level of experience.

**Space Survival.** The ability to survive in an escape capsule, spacesuit, damaged ship or other hazardous and potentially lethal situation in space. This skill covers oxygen conservation, what to do in case of depressurization or exposure to vacuum, and how to keep warm and safe in the generally hostile environs of space. Can survive twice as long as normal (takes half damage) when exposed to the void. **Base Skill:** 20% +5% per level.

**Spelunking.** The art and practice of exploring underground caves. Spelunking is the knowledge of caves and cave types and their individual characteristics as well as training in climbing and navigating caves, caverns and underground cave networks, while retaining a sense of direction (including up and down), having a sense of the cave's depth, knowing how to make subtle markings and note formations to find his way out and to better navigate the cave(s) at a later date, as well as rock climbing. **Base Skill:** 35% +5% per level of experience. **Bonus:** +5% to this skill if the character also has Climbing.

**Track & Trap Animals.** Skill and knowledge to identify an animal by its tracks, scent, spore, and habits. Can follow animal tracks and other signs, estimate how fresh the tracks are, what direction they are heading, whether the animal is lame, hurt or sick, guess at its age, and knows animal behavior and the basic habits and habitats of animals. *The first percentile number* indicates the character's tracking abilities and the above knowledge. *The second percentile number* indicates the character's ability at trapping animals by using and setting snares, clamp traps (like the iron bear trap), pits, nets and cage traps. **Base Skill:** 20%/30% +5% per level of expe-

rience. Tracking humans with this skill is also possible, but the skill is reduced by half. Disarming any traps meant for use against humans is also done at half the skill of using animal traps.

**Wilderness Survival.** Techniques for living off the land, getting water, food, shelter, and help when stranded in wild forests, deserts, or mountains. Characters without this skill will not be able to stay healthy for more than a few days in the wilderness once their supplies run out. **Base Skill:** 30% +5% per level of experience.

# Adventures

As discussed previously, it is the Game Master's job to plot adventures for the players to experience. The more the G.M. plots and designs, the better he'll get at creating exciting adventures.

## Figuring Out Adventures

There are numerous approaches to creating an adventure. I have found it best to have a strong villain or group of bad guys and a clear idea for the setting where the majority of the action is going to take place as well as the player characters' base of operation (and safe haven).

Remember to work the military setting to your advantage. As *soldiers,* the player characters could be sent anywhere and assigned any kind of mission: Rescue, reconnaissance, seek and destroy, guard duty, patrol, and much, much more.

### The Shadow Chronicles® Setting

**Robotech® The Shadow Chronicles®** takes place where the **Robotech® New Generation** part of the series ends, starting with the battle at Reflex Point. In **Robotech® The Shadow Chronicles,** we primarily see the battle from the perspective of the UEEF space fleet and the combat that takes place in Earth orbit.

If you choose to start your game with this setting you should start with the United Earth Expeditionary Force (UEEF) arriving to Earth and launching their attack on Reflex Point. The big battle, be it in space or on the ground, is sure to be fun and epic.

In the alternative, you could be part of the advanced UEEF troops sent to the surface using Shadow Technology to cloak their presence to do scouting, set up perimeters and gather resistance fighters (including Scott Bernard, Lancer, Lunk, Rook, Rand, Annie, and Ariel) for the big battle. This is depicted in the last three episodes of **Robotech® New Generation.** This would provide all sorts of pre-siege on Reflex Point scouting, information gathering, prep and sabotage missions. Maybe even steering the civilian population away from what will soon become a war zone.

**More Haydonite treachery.** The betrayal of the Haydonites happens in space, during the attack on the Invid nerve center at Reflex Point. Although the Invid leave for parts unknown, the Haydonites are suspected to be lurking nearby and preparing to launch other acts of sabotage or future attacks.

**Missions involving the Haydonites** can involve looking for Haydonite activity, fending off raids or patrols by Haydonite Wraiths or Infiltrators, and
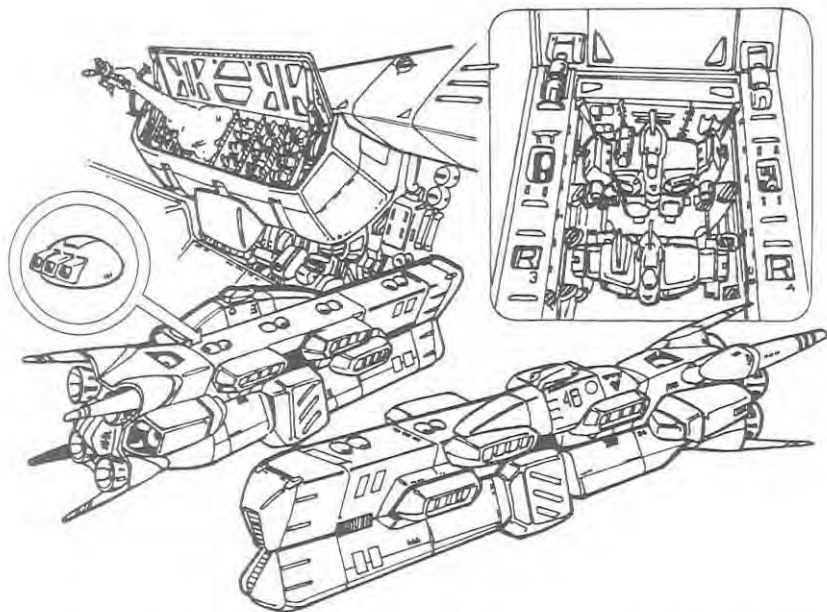
perhaps even Haydonites themselves! ("Hey, how did you get in here?") And a battle or chase ensues. There may be a follow up mystery to a Haydonite sighting or confrontation. What was the Haydonite or mecha doing? Spying? On whom or what? Setting a bomb or trap? Preparing some other act of sabotage? Stealing data – and if so, for what insidious purpose? Was pursuit possible? Where did it lead? Were there any clues?

**Searching for Haydonite spies and saboteurs** might involve space or planet-based patrols and conflicts, for there are plenty of places in space and on Earth where they could hide or be preparing for new attacks. And speaking of Earth, what trouble, traps and mischief might the Children of the Shadow be up to on the homeworld of humankind? Are they looking for something on Earth? In the remnants of the old Invid Hives or in the wreckage of the old SDF-1, and/or old military bases? Might they deliberately cause trouble for Earth's beleaguered survivors, or use them as bait to lure UEEF mecha pilots into traps? We don't know what they have up their sleeves or why they are doing these things, so explore the possibilities.

**Whatever the case may be, and where you start is up to you.** There is enough information here that you can go back a year or two and play other survivors of the ill-fated Mars Base attack. Like Scott Bernard, you can be survivors who function as resistance fighters harassing the Invid enemy whenever you can, and helping the people of Earth as you work your way to Reflex Point.

**The Haydonite mystery remains.** The shocking treachery of the Haydonites is fresh in everyone's minds. Nobody can understand why such staunch allies would turn against humanity. Their treachery has left the fleet scrambling

and everyone talking. What did the Invid mean when they called them (and humans by association) the *Children of Shadow*? Why did the Haydonites deceive the UEEF? Why pit human against Invid and try to sabotage the battle? Why the sudden change of heart and sympathies? What is the Haydonite agenda? Are there answers to be found for any of these questions?

There will almost certainly be more attacks, sabotage and treachery at the hands of the Haydonites in the weeks to come. **Note:** More on the Haydonites and their schemes shall be revealed in a future sourcebook.

**Another storyline is the search for the SDF-3 and Admiral Rick Hunter!** What has happened to him and his forces? How can they be found and rescued?

**Post-Invid and the aftermath of the battle at Reflex Point.** Okay, the Invid have been driven away, but human civilization remains shattered and fragmented. Eighty or ninety percent of the human population and most major cities were annihilated in one Robotech War or another. When the Invid took over, they ignored some people and places, enslaved others and made deals with still others. There is no United Earth Government or even any one nation, just fragments and pockets of people doing what they can to survive.

Those who sided with the Invid are suddenly abandoned by their alien masters. That may leave them vulnerable and under fire from the people they once oppressed. Or the Invid sympathizers may now be enforcing their rule over the population with salvaged UEEF mecha and weapons, or guns for hire. Or the town may be in utter chaos, and the

Invid sympathizers hunted down like animals.

Tyrants and the power hungry are likely to use whatever resources they have available to them to seize more power for themselves or hang onto what they have. Furthermore, there are certain to be bandits, raiders, wandering gangs, mercenaries, and others using weapons, vehicles and mecha recovered from the early wars and wreckage of starships from previous attempts to drive away the Invid. Without the Invid or some other authority to hold them in check, bandits, mercs, warlords, punks and opportunists are going to spring from the woodwork to seize power and/or valuables. Some communities will be able to hold their own against them or remain peaceful, others will become war zones or worse.

The UEEF will be called for help. However, the Expeditionary Force has its own troubles and limited resources. When the Invid left, they seem to have taken all the Protoculture on the planet. This has reduced the UEEF's energy reserves. The Expeditionary Force also has limited manpower and must guard against more treachery from the Haydonites, not to mention find the SDF-3 and Admiral Rick Hunter. Consequently, it can only do so much to help the people of Earth. Battling mercs, bandits, gangs and usurping conquerors can all be part of the adventure that awaits our heroes in the months after the Battle of Reflex Point.

**Some adventure ideas include:**

- Searching for and rescuing downed pilots.

- Searching for sources of Protoculture the Invid might have missed. That might mean digging through the wreckage of spaceships, the ruins of old mili-

tary bases, and exploring old storage facilities and Protoculture processing plants, even the hideaways and hidden supply depots of mercenaries, bandits and resistance fighters, and other places where Protoculture cells might have been hidden. This may also include investigating rumors about locations where a civilian might claim to have seen the Flower of Life, and so on.

- Patrols to make sure the Invid are really gone. After all, Ariel (and Sera) both remained behind, could there be others?

- Some mutants, dinosaurs and monstrosities have survived the destruction of the Genesis Pits or escaped prior to the Invid's departure, leaving monsters loose to plague the land.

- There can be natural disasters, storms, drought, floods, etc., putting civilians in jeopardy and in need of rescue.

- There may be crimes and mysteries to solve and lives to be saved.

- Our heroes might be called upon to help find a child lost in the woods or kidnapped and taken away by evildoers.

- Or called in to help rescue workers trapped in a collapsed mine.

- And there is plenty of rebuilding to be done.

- One of the spacecraft in orbit around the Earth or the moon, or moon base probably serves as the player characters' base of operation. This where they live, seek medical treatment, find their commanding officer, get their assignments and come home to. Word has it that most of the fleet will be moving out in a few months to find Admiral Hunter and the SDF-3.

# Some specific adventures ideas for post-Invid Exodus Earth

**There Goes the Neighborhood.** When the Regess left she took all her Invid with her, right? If that's so, then why do people living in the Appalachian Mountains swear they've seen Invid coming and going from an old Army of the Mountain Corps base?

There can't be any Invid left, can there? The UEEF has dispatched a squad of Marines to get to the bottom of this. What they find is a crazy old hermit who happens to be a sort of inventor or mad scientist. He's scavenged a couple of dead Invid Fighter Scouts and a dead Invid Enforcer that he's rigged them up to move around on rails. He uses the dead Invid to scare off curiosity seekers and looky-loos so he can conduct his research in peace. Whatever this research is, and what other things may be lurking in the old base are up to the G.M.

**Get a Rope.** A UEEF Marine peacekeeping platoon is inserted into a former Invid *forced labor camp* that has become a town. The atmosphere in the newly created town is one of fear and paranoia. The mayor and sheriff of the town inform the platoon's lieutenant that they are rooting out and "punishing" *Invid collaborators*. Over the next few days, more and more alleged "collaborators" are gathered, locked up by the mayor and the sheriff. They are scheduled for hanging in the town square in the next day or two. There have also been a few incidents of violence and many of the prisoners insist they are innocent.

The lieutenant becomes suspicious of the Invid collaborator story. He sends a squad to get to the bottom of this persecution before anybody gets lynched.

What's the real story here? Are all these people Invid collaborators, or is there some other vendetta really taking place? Could it be the mayor, sheriff and their henchmen are really the Invid collaborators and they are rounding up and hanging those who openly oppose them? G.M.s, build on this idea. As for the level of danger, the sheriff may pilot some sort of mecha and at least a few of his deputies/henchmen have CVR-3 armor and Mega-Damage firearms.

**Dangerous Wildlife.** While on patrol, a squad of Alphas picks up some strange, slow moving radar signatures about 50 miles (80 km) away. When they go to investigate they find six huge flying creatures attacking a large farm (or small town). The monsters are dive-bombing pastures and grabbing cattle while the rancher and his work hands try to fend the beasts off with S.D.C. rifles and loud noises.

The creatures are Pterodactyls, flying dinosaurs evolved in one of the Invid Genesis Pits. They managed to escape the destruction of the pits when the Regess took her people away. They are stupid, but hostile creatures and have been raiding this ranch for months. When the Alphas show up, the beasts flee if outnumbered. If there are fewer Alphas than Pterodactyls, the beasts attack the mecha as rival predators! When the creatures are run off, the rancher will be very thankful and can supply the UEEF pilots with not only thanks and hospitality, but information about local happenings, troubles or bandit activity.

Pterodactyls: 250 M.D.C., 5 attacks per melee, +4 to initiative, +2 to strike, +6 to dodge while flying, +2 to roll with fall/impact, Bite 1D6x10 M.D., Talon Slash 6D6 M.D., Wing Slash 2D6 M.D.,

Power Diving Talon Strike (uses two attacks) 4D4x10 M.D.

**Knock Knock.** UEEF Engineers are assigned to excavate and rebuild an old military base in the southwest of what used to be the United States. Upon their arrival they discover that they've been beaten there by a pack of looters and scavengers. The looters are stripping the place bare of whatever they can find, including military hardware, and are unhappy about being interrupted by the soldiers. The looters are armed with old assault rifles and a few SAL-9 pistols and FAL-2 rifles and are wearing cobbled together armor with about 35 M.D.C. They have a couple of big, old flatbed trucks for hauling their loot away.



**Please Rescue My Village.** A squad of UEEF Marine engineers (16 engineers and some equipment) has been dispatched to get a hydro-electric dam up and running to supply some power to the communities in the surrounding area. Late one night, an old woman claiming to be a retired military officer bicycles into the Marine camp and asks for assistance. Her town has been under attack for months now by roving bandits who steal food and supplies, assault women and leave just enough behind for the town to survive. Word is that the bandits are on the way back to plunder the town again. The people will be left starving and injured. She asks the Marines to help

turn the bandits away from the town for good.

This could be a quick, simple mission or a classic, *Magnificent Seven* or *Seven Samurai* type conflict. Exactly how dangerous these bandits are (the assumption is this is an easy mission) will depend on how cunning the band's leader is, the number of bandits, and how well equipped they are with M.D.C. body armor, Mega-Damage weapons, combat vehicles and mecha.

The situation could be further complicated if the UEEF cannot offer reinforcements or even additional resupply of ammo and gear.

Game Masters, this could become very dramatic. It could also spin off into one or more adventures (where did these bandits get Protoculture cells for their mecha and weapons?) and/or a reoccurring villain.

**How Much in Trade?** A UEEF Marine patrol comes across a shady looking caravan moving between towns in the wastelands. Pleasantries and information are exchanged, and the patrol is ready to move on when the caravan master offers to buy a couple of their Cyclones. When the Marines refuse to sell, the caravan master and guards attempt to *take* the mecha by force.

**Hoosegow.** Two UEEF airmen have landed themselves in a local jail, charged with public drunkenness, disturbing the peace and aggravated assault. The local constabulary alleges that the pilots breezed into town one evening, got drunk and started a massive fight that landed a few people in the infirmary; charges that the pilots vehemently deny. When a squad is sent to bail them out and smooth things over with the town,

they find that the incarcerated pilots' equipment and mecha have gone missing. The town council claim bandits must have stolen them, offers no help in their recovery, and only make a token apology.

Did bandits actually take the mecha, or are the town leaders in cahoots with arms runners?

**Bailout.** Four days ago while on a routine patrol, a squad of Alphas from a newly built airbase were fired on by hidden anti-aircraft weapons. One of the Alphas was completely destroyed, one was forced down with heavy damage and both pilots manage to eject. The remaining pilots flew in under heavy fire to rescue their comrades, and haven't been seen or heard from since. Twenty-four hours ago an aerial reconnaissance sweep of the area picked up one of the pilots' distress beacons about ten miles (16 km) from the estimated crash. Your characters are sent out as the search and rescue team.

Is this an easy extraction or will our heroes encounter trouble? Who is behind these attacks? Bandits? Mercenaries? Haydonites?

**Scammed.** While on patrol, a squad of Alphas picks up a distress call from someone identifying himself as the master of a supply caravan. If the squad goes to investigate, they find a mixed group of bandits in jeeps and land rovers armed with energy weapons and assault rifles holding up two tractor-trailers at a makeshift roadblock. This is a trap, and as soon as the Alphas come in to assist they will be set upon by both the bandits and the caravan guards. There are two salvaged Condor Battloids hidden in the trailers (the Condors are pretty battered, reduce M.D.C. and speed by 25%) that

will join the fray. These guys are scavengers and want the mecha mostly intact. To that end they will shoot to disable, hitting weapons, joints and engines.

## Variations on the Bandit Theme:

Kidnappers: Bandits could be kidnaping women, children, prominent people or even one or more Expeditionary Force officers and holding them for ransom. Ransom might be money, mecha or weapons, but is just as likely to be for food, booze and supplies. Note: Kidnaping by organized gangs of criminals, mercenaries and militia groups is happening in our real world today. In fact, it is a terrible problem in parts of South America (Brazil and Argentina in particular), where kidnaping for ransom has rocketed from 50-60 a year to 300-500 instances a year! This is how some of these bandits and "rebels" make most of their living. Terrible but true. It certainly seems applicable to this post-Invid occupation setting.

Our heroes are kidnapped! A fun variation on the kidnaping theme could be the player characters are the victims! They get ambushed, or bushwhacked, tricked, or coerced (maybe they agree to be taken if the bad guys let a bunch of innocent women and children go) and are taken prisoner by a ruthless band of brigands. They are stripped of all or most of their gear and weapons and held captive (in a pen, makeshift jail, tied up, put into forced labor, etc.). The bandits plan to hold them and/or their mecha and gear hostage until the Expeditionary Force "pays up." Or maybe the thugs plan to keep the mecha and gear and sell our heroes into slavery!

Whatever the case, this predicament becomes an adventure of escape. Or better yet, escape, get their stuff back (at least the most dangerous and powerful items) and make the bad guys pay. Or they might escape, regroup, resupply and come back looking to bring these weasels to justice.

Bandit Town. An entire town run by crooks who cater to bandits and mercenaries. May include forced labor and/or slavery. The forced labor might be to build or rebuild the bandits' town, dig for gold, work a plantation or farm, etc. This place is a modern, post-Invid version of the worst Old West town imaginable. Many of the oppressed people/peasants are good people. The guys who run this town, and those who come to trade their ill-gotten wares and spend money, are violent, mean, brutes, mercs and criminals. This might be a fun, reoccurring location where our heroes have to come from time to time to get information, rescue an innocent person from another town, locate stolen goods, find a desperado, and so on.

Bushwhackers. Bad people daring (or desperate) enough to even jump UEEF soldiers. They attack usually with the intent of killing everyone and taking what valuables and salvage they can.

Cattle Rustlers. A town is robbed of its valuable livestock and asks the characters for help.

Mecha Rustlers. Bandits or mercenaries who raid towns and even UEEF military camps to steal Mega-Damage weapons, armor and Protoculture!!! If their raid can't be stopped, the player characters are likely to be sent out to find them and recover the stolen equipment, especially scarce Protoculture cells.

Interdiction. A UEEF aerial reconnaissance patrol (two Alphas with Betas attached, four pilots) over Eastern Eu-

rope is intercepted by an unidentified force comprised of old *VF-1 Veritech Fighters* and/or *Conbat Heavy Fighters*. In very broken English the patrol is informed that they have violated sovereign airspace and that they will be escorted to an airbase for questioning. The lead pilot of the unidentified force makes it abundantly clear that this is not a suggestion, and that disobeying will lead to grave consequences.

Is this true or a ruse? Who are these guys?

**Crowd Control.** A riot has broken out at a food and medicine distribution center, and a squad of UEEF soldiers find themselves doing a job they weren't trained for. As the crewmen try to quell the riot, the mob's attention turns from the distribution center workers to the soldiers themselves.

How does an outnumbered and unprepared Expeditionary Force squad calm a riot of hundreds of people? Are shots fired? What happens when, and if, they are?

**Hide and Seek.** A UEEF Marine reconnaissance platoon (mixed force of VR-038R cyclones and VM-9E Silverbacks) have gone missing in the wastelands and a search and rescue squad has been dispatched to recover them. The reconnaissance platoon's last communication had them investigating an unknown *Protoculture signature*.

When the search and rescue squad arrives at their last known coordinates, they also pick up an active Protoculture signature. Is it the lost platoon? Why don't they respond?

The Protoculture signature is actually a generator that produces a *modulating Protoculture signature* that was once

used to lure Invid into traps. Someone is using it to reel UEEF patrols into ambushes.

*If the culprits are bandits*, they are stealing UEEF mecha and equipment and selling it to warlords and governments in the area. What they do with their captives (the missing platoon members and mecha pilots) could vary from killing them or to ransoming them, to forced labor, forcing them to train others to pilot the mecha, or selling them into slavery.

*If the culprits are Haydonites*, our heroes could be in real trouble as this is an ambush intended to destroy them. In the alternative, maybe it's bandits who are secretly working for the Haydonites. If so, a couple of Haydonites and a Wraith or Infiltrator (or two) are lurking in the shadows, and they will join the battle if they think they can destroy or capture our heroes. Otherwise, they'll keep hidden.

**Haydonite Sabotage.** The UEEF may not know why the Haydonites are out to get them, but there can be no mistake that they have it out for our heroes. This means there could be any number of incidents in which Haydonites are found lurking about or messing with something (Reflex Furnace, life support, communications, weapon system, Synchro Cannons, and on and on). There is as standing order to investigate all sightings of Haydonites, and to respond to unprovoked attacks with lethal force.

**Haydonite Assault.** From time to time UEEF patrols, squads and groups are attacked by Haydonite Wraiths and/or Infiltrators without provocation. These assaults include sneak attacks, ambushes, and acts of what seem to be terrorism (i.e., not only do terror based

attacks cause damage, but they are designed to evoke fear and uncertainty). Are these attacks meant to test the strengths and weaknesses of the human force? Is there a larger scale attack coming?

**Haydonites Want the Robotech Factory.** While the UEEF does not know what has provoked Haydonite hostility, it is a safe bet that the Haydonites would love to capture the SDF-3 and the Robotech Factory. Any number of adventures could unfold around this.

**UEEF attacks on the Haydonites.** With the SDF-3 lost in space, the current level of Protoculture is in short supply for the Expeditionary Force. Haydonites use Protoculture too, so raiding their ships and small bands of Wraiths and Infiltrators is one way to acquire the precious fuel.

**Meanwhile,** the planet Earth may be liberated and free of Invid domination, but human society remains shattered, fragmented and confused. The United Earth Government was wiped out by the Invid, most cities have been turned into ruins, and the people abused and misused by the Invid. They need help just to survive, let alone begin to rebuild and restore order. The soldiers of the UEEF fleet will have their hands full dealing with bandits, mercenaries, and individual communities waging war against their neighbors, as well as rebuilding, mass confusion, starvation and other problems.
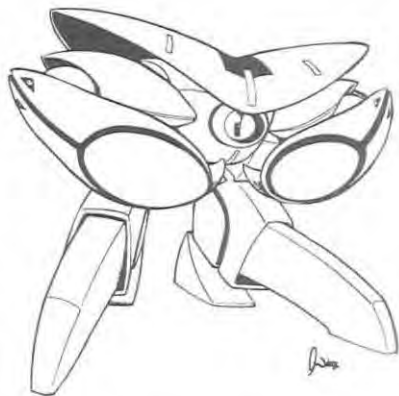
# New Generation Setting

Playing in the time period just *before* the Invid flee Earth is fun, diverse and action-packed. There will be more information about the Invid, Earth in that time period, and adventures in the upcoming New Generation sourcebook. But till then, here are a handful of adventure ideas and Invid encounters.

**The setting is Invid-occupied Earth.** The Invid have turned the entire planet into a farm colony that grows and processes the Flower of Life. Humans are enslaved to work the farms and Protoculture processing plants. Invid and danger are everywhere. Resistance forces are small, rag-tag groups who refuse to submit to Invid domination and attack and harass the enemy to the best of their ability. Some gather intelligence on the aliens, others are just out for blood, and still others try to maintain military order and ethics, using guerilla tactics to combat the enemy and do what they can to help their fellow man. Some resistance groups are more bandits than heroes, others are mercenaries who sell their skills to protect others, while still others are heroes through and through.
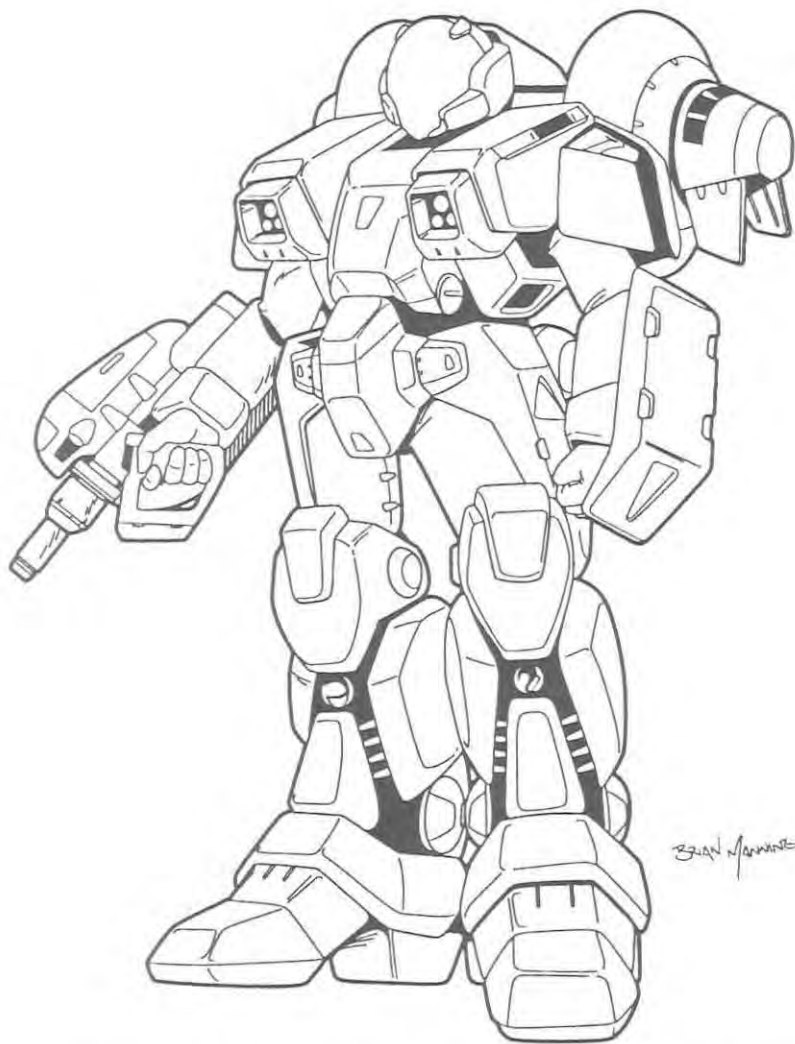
The player characters could be part of the resistance or be an independent resistance group in and of themselves.

They could be survivors of one or both of the two ill-fated assaults launched by *Mars Division* (like Scott, Lunk and Lancer), or veterans of an earlier war. Or they could be all that's left of an advance group of UEEF, Jupiter, Mars or Moon Base *reconnaissance troops* or *advance scouts* like Sue Graham. Their mission: To observe the enemy, or to operate undercover while organizing and encouraging resistance

fighters to observe and harass the enemy. Whenever possible, they sabotage the Invid and do things to undermine and confound them, provided it does not blow their cover identity (or presence as UEEF soldiers). This may include finding and organizing groups of resistance fighters, as well as helping the civilian population.

Another possibility is the player characters are a *New Generation of heroes* born on Earth during the Invid's occupation. Like heroes from New Generation, Rand and Rook, they hate the monsters and have the courage to take a stand and do something about it. As fate would have it, they have managed to *acquire* UEEF mecha, such as a Cyclone and/or an Alpha, Beta, or Condor. The characters have learned how to use their mecha and now fight as vigilante heroes, adventurers or resistance fighters who oppose the Invid, rescue fellow humans from their clutches, and help others in whatever way they can.

## Adventure ideas for Invid-Occupied Earth

**Can you help a fellow human who's down on his luck?** While cooling their heels in a bar in a backwater town, the player characters are approached by a disheveled young man asking for a ride out of town. While negotiating the terms of his transport, a squad of *Invid Soldiers* comes into the bar and a scuffle breaks out between the Invid and some of the patrons. The young man offers to help the player characters escape, and will lead them out the back to a place he calls a safe house. What he doesn't do is tell the player characters that he's recently escaped an Invid research lab and is carrying around a bunch of bio-mechanical Invid cybernetics inside his body. The Invid will track him down wherever he is and retrieve him, destroying anyone else who gets involved.

**Psst . . . Hey pal.** A man approaches one of the player characters offering to sell the group some "pre-owned" military hardware. As proof, he takes them to his truck and shows them a crate of H-90 Gallants and 1D4+1 suits of CVR-3 armor. He claims he has more stashed away in a secret location, and will take the player characters there if they're interested. He sweetens the deal by insinuating that he has spare parts, Protoculture fuel cells, missiles and even a few Cyclones.

If the player characters take him up on the offer, he leads them on a winding path to a large warehouse in an old industrial park. He does, in fact, have some fine military hardware inside. He also has a squad of Invid Soldiers backed up by Shocktroopers. The man is a collaborator and is employed by the Invid to lure freedom fighters out to the warehouse where they can be dealt with. There are eight Soldiers and four Shocktroopers. (G.M.s can increase or decrease this number as they see fit.)

**Care for a swim?** The player characters have been following a UEEF distress beacon for two days and have finally found the source, somewhere at the bottom of a huge lake. The lake is about a hundred square miles and icy cold. If the player characters take the time to search the lake for the signal they find its source is an intact Horizon-T dropship sunk beneath 250 feet (76.2 m) of water. Salvage will be tricky, but possible with either Cyclones or diving and

salvage gear. The group of characters can do it themselves or can hire a professional salvage team from one of the towns that lies along the lake shore.

There is a lot of salvage in the ship, including the possibility of a mated Alpha/Beta combo, so the G.M. should feel free to make the recovery of the Horizon as difficult as possible. Furthermore, while an intact Horizon-T ship offers the promise of vast amounts of equipment, ordnance and mecha, it is very likely that the vessel had released all of its troops and mecha, and there is nothing left but the empty ship itself. If the vessel still has mecha and equipment, it also means something went wrong for it to end up at the bottom of the lake and inside will be the remains of the dead. A lot of dead, making this a gruesome and sad salvage operation.

An alternative plot twist is that this is an Invid trap. The ship is empty (or mostly empty) of bodies and valuables. It is under constant surveillance by the Invid, who wait until salvage is underway and humans are underwater before they attack. 1D6+6 Invid Soldiers from shore, 1D4+4 Invid Fighter Scouts, two Shocktroopers and an Enforcer from the air, and 1D4+2 Troopers underwater.

**The High Road.** While moving through a high mountain pass, the player characters have noticed higher than average Invid activity. As they proceed through the pass, they see why. The Invid are in the process of building a stilt hive in the pass in an attempt to choke off the flow of traffic. This is a perfect opportunity for the heroes to strike a blow against the Invid, if they can figure out how to go about it without getting everyone in their group killed in the process.

**The Low Road.** The player characters have been following a stretch of old highway for hours when it suddenly ends in a thick swamp. Dead trees, brackish water and poisonous fungus stretch to either horizon. Moving through the swamp reduces speed by 50%, the water is, on average, just over knee deep, with spots that can be up to ten feet (3 m) deep and the bottom is made of thick, sucking mud. Here and there, little islands poke up through the water and are covered in trees, hanging mosses and all manner of animals. As our heroes slog their way through this great swamp, they may come upon any or all of the following (roll 2D10):

**01-32%:** A small village of 1D4x20 swampies who eke out a subsistence level existence. The village is a collection of shacks on stilts connected by rickety walkways and rope bridges. They have little to no technology and are mostly fishermen and hunter-gatherers. All they can offer the player characters is food and shelter.

**33-59%:** An Invid Recon Patrol of 1D4 Scouts and 1D4 Fighter Scouts flies over and takes an interest in any Protoculture signatures.

**60-80%:** A lone Invid Scout flying high above spots the player characters, and unless it is put out of commission it will run off and fetch a reinforcement squad of 1D4+1 Fighter Scouts, 1D4 Troopers and 1D4 Shocktroopers.

**81-100%:** A giant alligator attacks the player characters. It is evil tempered, about 40 feet long and is almost certainly an escapee from a Genesis Pit. It will attempt to swallow lone humans whole, and will entangle and attempt to dismember any giant-sized mecha.
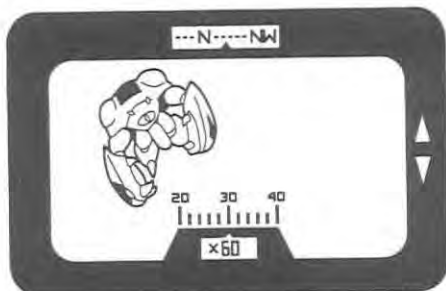
Giant Alligator: Horror Factor: 16, Main Body: 500 M.D.C., Head: 150 M.D.C., Tail 100 M.D.C., five attacks per melee, +4 to initiative, +5 to strike, +3 to dodge. Bite inflicts 1D4x10 M.D., Claw Swipe 4D6 M.D., Tail Slash 3D6 M.D. with a 65% chance to knock down a man-sized or bigger opponent.

**Purge.** A heavy Invid patrol is busy putting a town to the torch, clearing out rebels and taking slaves for work in a local farm complex. There are 1D6 Fighter Scouts in the air and a dozen Invid Soldiers on the ground backed up by four Shocktroopers. The whole operation is being overseen by an Enforcer. Slaves are being loaded into a large ex-military truck driven and guarded by six human slavers/collaborators. The collaborators are armed with Wolverine Assault Rifles and the leader has a SAL-9 Laser Pistol. This is a good opportunity for the player characters to do a little heroing and the Game Master should feel free to adjust the difficulty of the encounter to match the player characters' abilities. If the player group is successful in driving off the Invid, they are lauded as heroes and given access to a hidden stash of military weapons, including Protoculture cells, ammunition and explosives.

**A case of mistaken identity.** A group of human freedom fighters approach our heroes. They are well equipped and even have two Condors and an Alpha, as well as a few VR-052 Battler Cyclones in their band. Others are clad in M.D.C. body armor (CVR-5 and CBR-3), and armed with Gallants and a few other M.D. weapons. They seem friendly, though a bit on edge. They welcome the player group and may offer them food, their assistance, escort to a nearby village, etc. At the first opportunity however, the freedom fighters turn on the player characters and demand they "Surrender or die."

No, these fellas are not bandits or Invid henchmen, they are good guys. They just happen to believe (incorrectly) that our heroes are bad guys, and plan on bringing them in, dead or alive. It comes out, as accusations fly, that there *is* a group of villains impersonating UEEF mecha pilots/soldiers and our heroes fit their description!

These impersonators have been approaching freedom fighters as UEEF soldiers and then bushwhacking or backstabbing them. Worse, these fiends slaughter everyone, trash their mecha and vehicles, and leave them out in the open as evidence of their handiwork. This seems to be some sort of vendetta, but nobody can figure out who or why.

If our heroes can convince the freedom fighters they aren't the bad guys, they will let them free to go about their business. Otherwise, the player characters may have to fight the freedom fighters to escape false imprisonment and execution by firing squad.

Whether the player group escapes or befriends the freedom fighters, they have a new problem: Who are these impersonators? Why are they attacking resistance fighters? And how can they (the player characters) find these villains and bring them to justice before any more die?

The Bad Guys are part Invid collaborators (actually being used by the Invid who don't plan to live up to their end of the bargain), led by a high caste, human-looking Invid. His Invid Commander Battloid is hidden where he can get to it when needed, and it is guarded by four Invid Soldiers, two Fighter Scouts and two Shocktroopers. The human traitors in this group don't know their leader is an Invid himself, and think the Invid just listed are their contacts.

**Mixed Blessings.** The player characters come upon the wreckage of a Garfish class heavy space cruiser that has torn a wide swath through the forest. Unfortunately, an Invid patrol has found the ship first and is hard at work dismantling it. This Invid squad consists of six Fighter Scouts, six Invid Soldiers, four Shocktroopers and an Enforcer, all working away under the watchful eyes of a Commander. There is some fine salvage in the wreck, including some UEEF mecha (G.M.'s choice on the selection and how many). Protoculture energy cells and basic gear, if the player characters can get to it.

**Oilmen.** The player characters come across a petroleum refinery pumping away in the wastelands. There is a shanty town sprawling around the refinery where the workers live, and if the player characters observe the place for a while, they see that it runs shifts 24 hours a day. If the player characters enter the shanty town, they are greeted in a friendly but cautious manner. They are shown hospitality, and the workers and their families seem more than willing to share information and give them a helping hand if they need it.

This is, of course, all a cover. The refinery is being used by a small-time warlord to carve himself out a little slice of the wasteland. The leadership of the refinery and the town are in cahoots with the Invid, and are more than happy to rob the player characters of their belongings and turn them over to their alien masters.
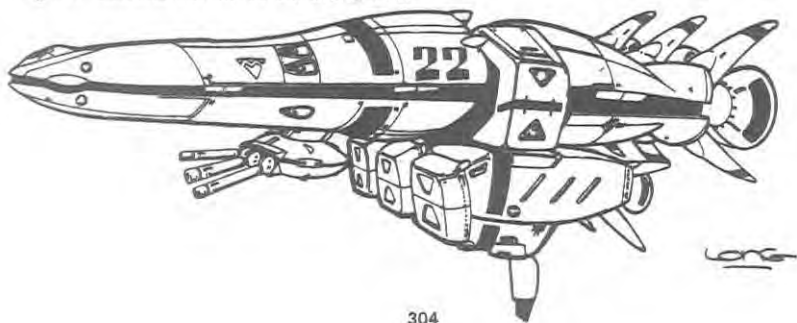
**Mayday.** The player characters receive a distress signal while traveling. The caller claims he and his caravan are being attacked by monsters and have wounded. If our heroes go to investigate, they find a trade caravan consisting of half a dozen cargo trucks that are under attack by . . . *monsters!* The creatures laying siege to the caravan are roughly man-shaped with scaly skin, long tails, serpentine heads and four arms. They are carrying mainly crude cudgels, axes and spears with one or two old rifles and shotguns in the mix. Maybe even a Gallant or Valiant energy weapon or two. There are around twenty-five of them and half are locked in melee with the caravan guards while the other half are attempting to loot the trucks. The "lizard men" are primitive mutants spawned by an *Invid Genesis Pit.* They've managed to escape the Pit (or have been released and are being secretly observed by one or two Invid Enforcers or Commanders), and to survive, have been waylaying travelers along this road for months. If the player characters manage to drive the monsters off, the caravan leader is very grateful and has a few things to trade or sell them at good prices. Things like Protoculture cells, grenades, mini-missiles, ammunition, medical kits, food, and other essential combat supplies.

Lizard Men: 75 S.D.C., 45 Hit Points, 4 attacks per melee, +1 on initiative, +2 to strike, +4 to parry, +2 to dodge, +2 to entangle, and 3 to save vs Horror Factor.

**Stampede.** While camped out for the night the characters are startled awake by a terrible noise. The ground is shaking like there's an earthquake and there's a noise like a herd of cattle being slaughtered. As the player characters struggle

out of their shelters, about a dozen huge, armored dinosaurs come lumbering through their camp in a panicked stampede. Hot on the herbivores' tail are two massive carnosaurs, who will definitely turn their attention to smaller and easier prey if they can't fell one of the herbivores. These dinosaurs are more refugees from the Regess' Genesis Pits.

Stegosaurus: Main Body 550 M.D.C., Head 150 M.D.C., Tail 150 M.D.C., 3 attacks per melee, +3 to strike, +2 to parry, bite does 1D4 M.D., tail slash 1D6x10 M.D., and ram 6D6 M.D.

Allosaurus: Main Body 350 M.D.C., Head 100 M.D.C., Tail 90 M.D.C., Legs 150 M.D.C. each, 4 attacks per melee, +2 to initiative, +3 to strike, +2 to dodge, bite 1D4x10 M.D., kick 5D6 M.D., and tail slash 1D4x10 M.D.

**Carnival.** The player characters have rolled into town just in time for some kind of local festival. There is plenty to eat and drink, lots of music and dancing, and games of skill. This town is legit, no sympathizers or collaborators, and the player characters should be encouraged to let their hair down and relax. The evening's festivities culminate in a fireworks display that, sadly, attracts an Invid Recon Patrol of 1D6 Fighter Scouts who can have a Reinforcement Squad on site in less than five minutes if they detect any Protoculture.

# Invid Combat Note

Standard Invid modus operandi is to respond to danger, threats and attacks by swarming the intruder/attacker, to overwhelm the enemy by sheer weight of numbers. It may seem wasteful or even tragic or cruel by human standards, but is an effective strategy that has served

the Invid well for eons. Thus, like an angry hornets' nest or beehive, Invid usually attack en masse, especially near Invid Hives. Even if they force an opponent to flee, the Invid consider it a success. Even if that success cost dozens (or hundreds) of Invid lives. To the Invid, it is a sacrifice worth making if the enemy is destroyed or resoundingly chased away.

A typical Invid swarm is broken down by 20% Invid Scouts, 30% Fighter Scouts, 20% Invid Troopers, 20% Shocktroopers, 5% Enforcers and 5% others.

## Various Invid Combat Groups

The following groups can be used as random encounters and quick reference combat data.

A few Invid. Encountering 1-4 Invid should send up a red flag. Invid ALWAYS travel in groups, unless they are sent on a special mission. Consequently, if only one, two, three or four Invid are encountered, especially if it is an *Invid Enforcer, Invid Soldier, Commander* or *Overlord*, it is safe to assume this individual or small group is on a secret mission, probably under the direct orders (and possibly supervision) of an Invid Hive Brain or even the Regess herself. It is also likely that a larger Invid Patrol or Reinforcement Squad is not far away.

**Invid Ambush:** 2D4+4 Invid Troopers and 2D4+4 Shocktroopers buried three feet (0.9 m) underground at strategic locations for a crossfire or ambush. Once the ambush is engaged, 1D6+2 Invid Scouts or Fighter Scouts and 1D4+1 Troopers or Shocktroopers, led by one Enforcer or Commander, join the ambush, sweeping in and attacking from the sky.

**Invid Reconnaissance Patrol:** 1D4+2 Invid Scouts and 1D4+1 Fighter Scouts. This group is likely to attack only if they outnumber their opponents three to one. Otherwise, they observe, make note of the location and call in an *Invid Air Patrol, Reinforcement Squad* or *Seek and Destroy Squad.*

**Invid Air Patrol:** A pair of Invid Scouts, 1D4+1 Fighter Scouts and 1D4+1 Troopers or Shocktroopers.

**Invid Reinforcement Squad:** A group of reinforcements responding to a Scout's call is 1D4+1 Fighter Scouts, 1D4 Troopers, and two Shocktroopers.

**Invid Seek & Destroy Squad:** 1D4+2 Invid Scouts, 1D4+2 Fighter Scouts, 1D4+1 Shocktroopers, and two Enforcers or one Commander.

**Invid Seek & Destroy Swarm:** 1D6x10 Invid Scouts, 1D4x10 Fighter Scouts, 1D4x10 Troopers, 6D6 Shocktroopers, 2D6 Enforcers and 1D6 Commanders or Overlords. And these are just the numbers sent to respond to a small threat. Double for a serious threat, and increase by 5-10 times against a major attack.

**Invid Light Ground Patrol:** 1D4+1 Invid Soldiers and 1D4 Troopers and/or Shocktroopers.

**Invid Heavy Ground or Perimeter Patrol:** One or two Invid Scouts, 1D4 Invid Troopers, 1D4 Shocktroopers and one Enforcer.

**Invid Ground Swarm:** 5D6+6 Invid Soldiers, 3D6+6 Invid Troopers, 2D6+6 Invid Shocktroopers, and 1D6+4 Enforcers. And these are just the numbers sent to respond to a small threat. Double or triple for a serious threat, and increase by 10 times against a major siege.

**Space Patrol:** 1D4+2 Invid Scouts or Fighter Scouts equipped with long-range boosters. There may be 1D4+1 additional Invid Fighter Scouts, Troopers or Shocktroopers trailing behind to offer support.

**Heavy Patrol** or **Seek and Destroy Squad:** A pair of Invid Scouts, 1D4 Fighter Scouts, 1D4+1 Troopers or Shocktroopers, and one or two Invid Enforcers, Commanders or Overlords.

**Standard Hive Patrol (when all is calm):** 1D4 Invid Scouts, two Fighter Scouts, and 1D4 Troopers or Shocktroopers flying around the perimeter of the Hive.

# Invid Combat

It is easy for green UEEF soldiers to get overconfident when battling the Invid. After all, many UEEF mecha have missiles with superior range to anything most Invid possess. Consequently, an obvious tactic for UEEF soldiers is to pull out of the Invid's range and hammer them with missiles until they are destroyed. Sounds simple, but it can become a trap for our heroes if they are not careful. Expeditionary warriors need to

consider the following before launching a missile assault too quickly.

**1.** The noise of even a single exploding missile can be heard for miles around *(5 miles/8 km radius)*, and is likely to cause Invid to investigate. A missile barrage is unmistakable, and will definitely send Invid within earshot to swarm to the sight of the conflagration and respond to enemy forces with deadly force.

**2.** Missile fire always signifies an attack by an enemy, and mobilizes numerous Invid squads in the area to respond. The fact that the missile onslaught can be heard for miles, means numerous Invid Patrols or Squads could pop up all around the UEEF team – including to their sides and behind them!

**3.** When an Invid dies, or is severely injured, the Regess and the Invid Brain of the regional Hive know it, and dispatch more troops to the battle site to destroy the enemy, usually in swarms.

**4.** UEEF mecha have limited missile payloads. Once the payload is exhausted, the playing field becomes immediately leveled and the human warriors could suddenly find themselves in trouble. Sure the soldiers can try to hide, but two or more Invid swarms (1D4) will be searching for them and the entire area will remain on high alert for the next 24 hours. That means more patrols than usual looking for trouble.

Remember, the Invid dominate the planet Earth, and they are everywhere. The Invid's favorite tactic is to swarm, en masse, to overrun and overpower an enemy. Moreover, the most evolved Invid mecha have missile capabilities too. Judicious use of missiles by UEEF personnel, at any range, under any circumstances, is highly recommended.

# Notable Characters
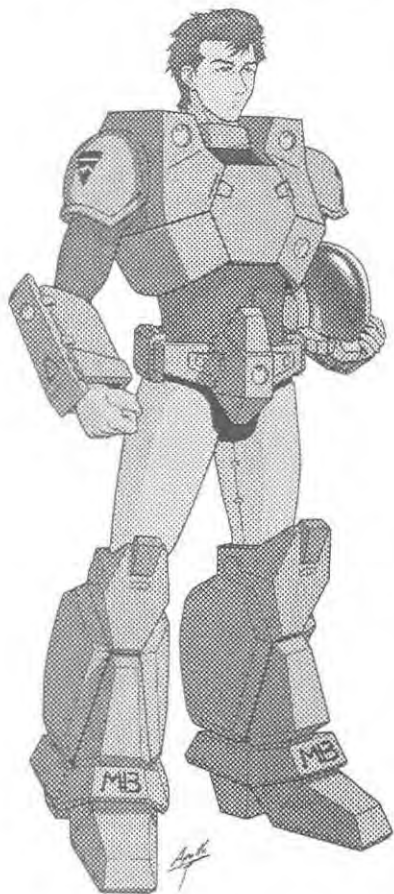
## Scott Bernard

Lieutenant Commander Scott Bernard was part of the 21st Mars Division, sent to Earth in 2042 to liberate the Earth from the clutches of the Invid. Their doomed attack on Reflex Point saw the entire fleet decimated. The only known survivor of his division, Scott crash-landed in South America during a violent thunderstorm. Born and raised in space, Scott Bernard had never seen Earth until his unhappy crash landing. It was not the homecoming he had imagined; there was no triumphant victory, only death and destruction awaited them. Among the noble soldiers who perished was his fiancée *Marlene Rush*, atomized as her Horizon-T drop ship burned up and exploded in Earth's atmosphere while under siege by the Invid.

Although scared, alone and grieving, Scott set out to make the Invid pay for his pain. Along the way he attracted a rag-tag bunch of freedom fighters, including the mysterious girl with amnesia who Scott named *Marlene*. The group, for various personal reasons, let themselves be swept up in Scott's crusade to purge the Invid from Earth and restore human civilization. It was during this sojourn that Scott and Marlene found themselves falling in love, a love put to the test when Marlene was revealed to be the renegade *Invid Princess, Ariel*.

After crossing two continents and nearly two years of constant travel and fighting, Scott and his motley band of resistance fighters finally reached Reflex Point, center of Invid operations on Earth and home to the powerful Invid Queen, known as the Regess. His timing was perfect, as the full might of the massive fleet of the *United Earth Expeditionary Force (UEEF)* had finally returned home to engage the Invid invaders in a final and ultimate offensive. Scott fought from the air to the depths of the main Invid Hive and back again during the grueling battle, and survived to

see his friend and beloved Marlene, who had finally been revealed as an Invid herself, lock horns with the Invid Regess in an epic battle of wills.

In the end, the Regess gathered her Invid children, transformed them into pure energy, and fled Earth in search of a new and better world to make their home. In the process, she destroyed the oncoming Neutron-S missiles, saving the Earth from the Expeditionary Force's scorched Earth tactic before disappearing into the void. A soldier to the end, Scott Bernard has joined the UEEF and has, for now, left life on Earth behind to serve in the search for Admiral Rick Hunter.

Once united with the Expeditionary Fleet, Scott gets reacquainted with his late fiancée's brother as well as military life. Marlene, now going by her Invid name *Ariel*, follows Scott and remains at his side. However, Scott's loyalty is called into question when Ariel is revealed to be an Invid, but is exonerated by *Captain Grant* and is restored to flight status.

Lt. Commander Scott Bernard currently flies with **Skull Squadron** along with the battlecruiser Icarus, and took part in the events at *Space Station Liberty*.

**Name:** Scott Bernard

**Rank:** Lieutenant Commander.

**Alignment:** Scrupulous.

**Attributes:** I.Q. 14, M.E. 12, M.A. 20, P.S. 14, P.P. 19, P.E. 14, P.B. 15, Spd 14.

**Hit Points:** 34. **S.D.C.:** 32.

**Age:** 22

**Sex:** Male.

**Height:** 5 feet, 10 inches (1.8 m).

**Weight:** 160 lbs (72 kg).

**Experience Level:** 6th level UEEF Veritech Pilot.

**Occupation:** UEEF Veritech Pilot and Freedom Fighter.

**Description:** Tall and lean, Scott carries himself with a straight military bearing. The time he spent fighting the Invid on Earth has left him a little frayed around the edges, as evidenced by the worry lines on his face and the rough cut of his hair.

**Disposition:** The loss of his fiancée and the events of the past two years have tempered Scott's previously hardnosed, no nonsense military attitude. It is a more introspective and compassionate Scott Bernard that joins up with General Reinhardt and the UEEF after the liberation of Earth. He is a noble, honorable and trustworthy soldier committed to serving the UEEF to the best of his ability.

**Natural Abilities:** 60% Trust/Intimidate, and strong sense of loyalty and duty.

**Skills of Note:** Climbing 80/60%, Computer Operation 90%, Demolitions 79%, Demolitions Disposal 79%, First Aid 75%, Literacy: English 98%, Lore: Invid 45%, Math: Basic, Mecha Elite Combat Training: Cyclones, Mecha Elite Combat Training: Alpha, Military Tactics 50%, Navigation 85%, Navigation: Space 85%, Pilot Jet 84%, Pilot Motorcycle 98%, Pilot Specialty: Alpha 98%, Pilot Veritechs 85% (includes Cyclones), Radio: Basic 85%, Running, Sensory Equipment 75%, Space Survival 65%, Weapon Systems 90%, Wilderness Survival 75%, W.P. Energy Pistol, W.P. Energy Rifle, and Zero Gravity Combat.

**Combat Training:** Hand to Hand: Expert.

**Attacks per Melee:** Six.

**Bonuses:** +2 to initiative, +2 to Perception Rolls, +2 to strike, +5 to parry/dodge, +3 to pull punch, +2 to roll with punch/impact, +2 to disarm, and critical strike on a Natural 18-20.

**Weapons and Equipment of Note:** Flight suit, CVR-3 body armor, Gallant H-90, UEEF Survival Pack, Alpha Fighter, Cyclone, and a toothbrush.

# Ariel

Ariel is the first of what the Regess calls her Invid "princes" and "princesses." She, like others who would follow, is highly evolved into a human, or at least human-like, being. Ariel's mission was to infiltrate and observe the humans and report back to the Invid Queen, the Regess. However, delivery of the spy was botched and Ariel lost all memories of her mission, purpose and Invid identity. She is found by Scott Bernard's team, alone, frightened, naked and helpless, like an infant. She can hardly speak and seems terrified of everything. They assume she is a fellow human, traumatized by the Invid occupation of Earth and who knows what she may have witnessed and endured. They take her in to protect and nurse her back to health. Scott names her Marlene as a knee-jerk reaction, and the team, Marlene in tow, continue their adventures on their way to find Reflex Point.

Over the months that Marlene/Ariel travels with the New Generation heroes, she learns to better understand the human condition and her new, strange emotions (the Invid previously had little experience in the way of human emotion). She develops a personality and begins to become an integral part of the group as they fight the Invid. This whole time she believes herself to be human. It is quite a shock to her and the others when it is discovered that she is an Invid, due to an injury that caused her to bleed green blood.

In an act of bravery, Ariel confronts the Regess during the battle at Reflex Point in an attempt to convince her that what the Invid are doing is wrong, as wrong as when another race evicted them from their homeworld. Joined by

Invid Princess Sera, they give the Regess enough doubt and concern that she decides to leave Earth, taking all but a tiny handful of rogue Invid with her to parts unknown, elsewhere in the universe.

Ariel stays behind when the Invid leave Earth, because she feels more human than Invid, and because she is in love with Scott Bernard. When Scott leaves Ariel on Earth to join with the Expeditionary Fleet, she follows him via Invid teleportation.

**Name:** Ariel

**Also Known As:** Marlene.

**Alignment:** Scrupulous.

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

**Hit Points:** 45. **S.D.C.:** 60. Both increased since she has accepted her Invid heritage and powers.

**Age:** Approximately two years old as an evolved, human Invid. Even now she has no memory of her life as an Invid before being evolved to a higher state of existence.

**Sex:** Female.

**Height:** 5 feet, 2 inches (1.57 m).

**Weight:** 112 lbs (50.8 kg).

**Experience Level:** Considered to be a second level Invid Commander/Princess.

**Occupation:** Ariel was created to be an evolved *Invid "Simulagent" (humanoid spy)* and infiltrate the humans. However, Ariel has gone rogue, helps humans and has, at least for the moment, rejected her mother, the Regess, and the Invid people to stay with her human love, Scott Bernard. Ariel aspires to learn more about human beings, in the hope that she can help humans and Invid some day find

peace together. In this sense, she is an unofficial Invid ambassador. Whether or not she can accomplish such a lofty goal is yet to be determined, and some members of the Expeditionary Force still question her loyalty.

**Disposition:** Ariel has come into her own since being discovered by Scott Bernard and his crew as a hapless amnesiac. She has grown both emotionally and spiritually, and has accepted her nature as Princess of the Invid and daughter of the Regess.

**Description:** Ariel is small and lithe with long red hair, crimson eyes, and a strange, unearthly beauty.

**Natural Abilities:** Normal human vision, appearance and physical capabilities; 60% chance to Charm/Impress (70% to impress or intimidate when using her Invid powers).

Sense Protoculture: Same as any Invid, but must concentrate.

Protoculture Optics: Same as described under #4 Optical Enhancement System in Sensors and Features Common to Invid, only Ariel must concentrate to do so.

Sense Other Invid: Ariel can sense the presence of as few as one Invid up to 30 miles (48 km) away and knows when they are coming in her direction. This ability triggers automatically whenever Invid are present.

Teleportation via Energy Conversion/Travel: Like the Regess, Ariel can transform into a being of pure energy to travel through space and/or teleport.

Travel as an energy being can reach light speed.

Teleportation is instant. Currently, Ariel can teleport up to 400,000 miles (640,000 km), and she can only

km) per level of experience and carry up to four other people with her, in the blink of an eye (counts as two melee actions/attacks). However, it is draining on her and requires Ariel to sit down and rest for at least 15 minutes. Without rest, she is -1 melee action/attack and Spd and combat bonuses are reduced by half until she recuperates. After a brief rest, she is okay and does not suffer any penalties.

Telepathic Communications: Similar abilities to her "mother." Ariel can communicate directly with the Regess regardless of her location in the universe. She can also communicate with lower caste Invid, including the Invid Brains, up to 3,000 miles (4,800 km) away. However, while she and speak to them via telepathy, and they may consider her words, they are under no obligation to obey her. The commands of the Regess (and Regent) supercede Ariel. To use telepathy, Ariel must concentrate for one full melee round (15 seconds) and focus on the transmission. She can also receive telepathic transmissions sent to all Invid by the Regess or Hive Brain, but not narrowly focused communications sent to one or a handful of specific Invid.

Pilot Invid Commander and Overlord: Though she does not realize it yet, Ariel instinctively knows how to pilot the Invid Commander and Overlord; +2 attacks per melee when piloting either one.

Other Abilities *may* manifest over time.

take two people (any race) with her (temporarily turning them into energy as well). However, with time and experience her range and ability to take others are likely to increase on a geometric level until they are equal to those of the Regess.

Simple Teleportation: Ariel can teleport a short distance (short compared to Teleportation via Energy Conversion, above) of 30,000 miles (48,000

**Skills of Note:** Cook 45%, Land Navigation 50%, Literacy: English 70%, Lore: Invid 90%, and Mathematics: Basic 98%. Though she doesn't real-

ize it yet, she instinctively knows how to pilot the Invid Commander and Overlord.

**Combat Training:** She has no combat experience, although she will find that she can operate an Invid Commander or Overlord instinctively. She tends to be less combat oriented and more intellectual and spiritual. Marlene will spend her efforts helping the sick, the wounded, the hungry and the homeless, rather than take up arms against the Invid. She will try to avoid battling against her own people, but can not condone what they are doing.

**Attacks per Melee:** Five; instinctive. Ariel is a noncombatant and avoids direct combat, and takes only evasive and defensive action. However, should she decide to fight, as an Invid Commander/Princess she has instinctive abilities (see Attacks per Melee, Natural Abilities and Bonuses).

**Bonuses:** +1 on Perception Rolls (+2 when the Invid are involved), +1 to parry, +2 to dodge, +1 to roll with impact, and +5 to save vs mind control.

**Weapons and Equipment:** Only the clothes on her back and gear provided to her. She is a noncombatant.

**Note:** Ariel makes her first appearance in the New Generation TV series, episode #70, Enter Marlene.

# Lt. Commander Jean Grant

Doctor Grant has served in the Expeditionary Force's medical corps for nearly twenty years. She is an osteopathic doctor, and has provided care and counseling to hundreds of young men and women over the years. She serves proudly beside her husband, who she worries about constantly due to his desperate mission to cling to his youth. She is currently the Chief Medical Officer of the *Icarus*, and is proving a valuable asset in these trying times of strife and betrayal.

**Name:** Jean Grant, D.O., Psy.D.

**Rank:** Lieutenant Commander.

**Alignment:** Principled.

**Attributes:** I.Q. 19, M.E. 15, M.A. 23, P.S. 10, P.P. 17, P.E. 14, P.B. 15, Spd 13.

**Hit Points:** 60. **S.D.C.:** 25.

**Age:** 49

**Sex:** Female.

**Height:** 5 feet, 4 inches (1.62 m).

**Weight:** 125 lbs (56.3 kg).

**Experience Level:** 9th level UEEF Fleet Medical Services Officer.

**Occupation:** Chief Medical Officer of the Icarus.

**Disposition:** Caring and empathic, Dr. Grant has an excellent bedside manner and makes a very good counselor. This bedside manner extends to her husband only to a point. Still a wife, and a woman who doesn't suffer her husband's foolishness gladly, she doesn't cut Vince any slack when it comes to bed rest and physical therapy.

**Description:** Jean is petite and pretty with expressive violet eyes and stylish blue-black hair, one of her few vanities. She is slipping into her middle age very gracefully, and her chestnut skin is still relatively untouched by worry and laugh lines. She intends to keep it this way through the application of various

skin care and anti-aging products, her skin is her other small vanity.

**Natural Abilities:** Charismatic; evoke Trust/Intimidate 75%.

**Skills of Note:** Biology 98%, Chemistry 90%, Chemistry: Analytical 90%, Computer Operation 98%, Field Surgery 72%, Lore: Invid 85%, Lore: Robotech Masters 85%, Lore: Zentraedi 90%, Medical Doctor 98%/98%, Military Etiquette 95%, Military History 95%, Military Tactics 95%, Pathology 95%, Psychology 95%, Radio: Basic 95%, Running, Space Survival 80%, Sensory Equipment 95%, W.P. Knife, W.P. Energy Pistol, W.P. Energy Rifle, Xenobiology 80%, and Zero Gravity Combat.

**Combat Training:** Hand to Hand: Basic.

**Attacks per Melee:** Six.

**Bonuses:** +2 on Perception Rolls, +3 to strike, +4 to parry/dodge, +2 to pull punch, +1 to disarm, +2 to damage, and +2 to roll with fall/impact.

**Weapons and Equipment:** Most of Dr. Grant's military and medical equipment is provided by the service. As a senior officer in the medical services corps, she has access to any infirmaries, clinics and medical laboratories in the UEEF appropriate to her security clearance. Her personal equipment includes a library of medical and psychological texts, an old style doctor bag that she carries for onboard or ship-to-ship "house calls," a hologram pendant of Bowie playing the piano, a book by the founder of osteopathic medicine, a Freud bobble head doll, and access to all fleet medical equipment, medicine and facilities.

# Captain Vince Grant

Captain Grant entered the service for the same reason so many young men before him had, to get an education. He enrolled in the Academy in 2007 at the age of 17, following his big sister Claudia into the United Earth Defense Force (UEDF). Good with numbers and a talented mechanic, Vince pursued studies in Mechanical Engineering with an emphasis on the new Robotech mecha. His world was turned upside down in the

second year at the Academy when the *Zentraedi* attacked Macross Island during the commissioning ceremony for the SDF-1.

When the SDF-1 folded away and swept the entirety of Macross City up with it, Vince was caught up in the chaos. Once the survivors were resettled in the belly of the giant space fortress, Vince attempted to get back to his studies. He eventually received enough credits to graduate and was commissioned as a junior officer in the UEDF. Upon graduation, he was immediately put to work designing and implementing improvements to the weapons and defensive systems of the Battloid mecha designs known as *Destroids*. He worked in the *Mecha Research and Development Department* throughout the next few years, his inventions, tweaks and improvements garnering him recognition and praise from his superior officers.

*After the First Robotech War*, Vince gladly joined the United Earth Expeditionary Force (UEEF) under the command of Rick Hunter, and became a well respected fleet officer. He is good friends with Rick and Lisa Hunter, has earned the rank of Captain, and has been given command of his own ship.

Captain Grant is now in his mid-fifties, but looks like a man ten years younger. He follows a vigorous regimen of exercise, including boxing and the study of Aikido, and is very careful about what he eats. While he denies it, his obsession with health and fitness is stoked by his fears of aging and facing his own mortality, dying his hair to mask his age. He is seemingly clinging tooth and nail to his youth, and tends to overcompensate and overextend himself to prove he can still run with the young men and women under his command. While his wife, Doctor Jean Grant, is happy to see him take his health so seriously, she is a bit concerned about the motivation behind it.

**Name:** Vincent Simon Grant

**Rank:** Captain.

**Alignment:** Scrupulous.

**Attributes:** I.Q. 19, M.E. 14, M.A. 17, P.S. 22, P.P. 15, P.E. 20, P.B. 13, Spd 13.

**Hit Points:** 65. **S.D.C.:** 60.

**Age:** 54

**Sex:** Male.

**Height:** 6 feet (1.8 m).

**Weight:** 240 lbs (108 kg).

**Experience Level:** 8th level UEEF Fleet Technical Officer.

**Occupation:** UEEF Engineer and Commanding Officer of the Icarus.

**Disposition:** Gruff and to the point, Captain Grant is a born leader, and an good judge of character. He has great insight and knows when to ask for advice or help. He excels at playing to the strengths of his crew members and subordinates, giving them assignments where they can shine and improve their skills. He is deeply devoted to his friends and crew, as well as his wife, Jean Grant, but is distant from their son Bowie, a fact that greatly troubles him.

**Description:** A massive black man with honey colored eyes, broad shoulders and a face that looks like it was carved from a block of stone. Vince Grant may be getting on in years, but he still takes good care of himself with an intense workout regimen.

**Natural Abilities:** Physically strong, agile and smart; 45% to Trust/Intimidate.

**Skills of Note:** Basic Electronics 90%, Basic Mechanics 90%, Body Building and Weight Lifting, Boxing, Computer Operation 90%, General Athletics, History: Pre-War Music 80%, History: Civil Rights 80%, Lore: Invid 75%, Lore: Robotech Masters 80%, History: Robotechnology 85%, Lore: Robotechnology 85%, Lore: Zentraedi 80%, Mathematics: Basic and Advanced 98%, Mecha Elite Combat Training: Cyclones, Mechanical Engineering 80%, Military Etiquette 90%, Military History 85%, Military Tactics 90%, Pilot Motorcycle 90%, Pilot Specialty: Cyclones 83%, Pilot Ground Veritechs 70%, Radio: Basic 95%, Research 90%, Robotechnology Engineering 80%, Running, Space Survival 70%, W.P. Energy Pistol, W.P. Heavy M.D. Weapons, W.P. Energy Rifle, and Zero Gravity Combat.

**Combat Training:** Hand to Hand: Martial Arts and Boxing.

**Attacks per Melee:** Six.

**Bonuses:** +1 on initiative, +2 on Perception Rolls, +2 to strike, +6 to parry/dodge, +5 to pull punch, +5 to roll with fall/impact, +2 to disarm, +2 to entangle, +5 to damage, +10% to save vs coma/death, and +3 to save vs poison.

**Weapons and Equipment:** The majority of Vince's military equipment is issued to him through the service. His personal equipment includes a collection of mechanical engineering and mathematical texts, books about the twentieth century's civil rights movement, a precision tool kit, a vast music collection full of soul and R&B music from the mid- to late Twentieth Century in electronic format, and a framed photo of himself, his wife and Rick Hunter.

# Admiral Lisa Hunter

If you would have told Lisa Hayes twenty years ago that she would become not only an Admiral, but one of the most famous and respected military leaders in the past hundred years, she would have laughed at you. This is, of course, exactly what has happened. A veteran of the *First Robotech War*, Lisa served with *Captain Gloval* aboard the *SDF-1*, where she proved herself time and time again to be a resourceful and capable leader. Not only that, but a leader who earned the fierce loyalty of her crew and all who witnessed her in action.

Lisa Hayes was given command of the short-lived *SDF-2*, and then led the Pioneer Expedition to Tirol as an Admiral. For twenty years she has led the UEEF through one crisis after another. Recently, she suffered life threatening wounds when the SDF-3 was attacked by the traitorous *General Edwards*. Her recovery and the loss of the unborn child she was carrying has left her exhausted, and she has had to make some tough decisions about her command and her place in the UEEF. Now in her late fifties, the Admiral has retired from military service, turned over full control of the UEEF to her husband, *Vice Admiral Rick Hunter*, and has taken on the role of Ambassador to the Sentinels.

**Maiden Name:** Lisa Hayes

**Rank:** Admiral (Retired).

**Alignment:** Principled.

**Attributes:** I.Q. 14, M.E. 22, M.A. 14, P.S. 10, P.P. 12, P.E. 12, P.B. 14, Spd 12.

**Hit Points:** 72. **S.D.C.:** 45.

**Age:** 58

**Sex:** Female.

**Height:** 5 feet, 9 inches (1.75 m).

**Weight:** 150 lbs (68 kg).

**Experience Level:** 14th level UEDF Communications Officer.

**Occupation:** Recently retired Admiral of the UEEF and current Ambassador to the Coalition of Free Peoples, also known as *the Sentinels*.

**Disposition:** Always smart, resourceful, and quick thinking even during a crisis. Lisa's thirty-some years of military service has helped her grow even more capable. Her inner strength, compassion and wisdom is infamous. Lisa is the highest ranking flag officer in the UEEF and an elder stateswoman, who is using her iron will and honed leadership skills to bring peace and cooperation across the stars.

**Description:** Tall and long limbed with her chestnut hair fading to gray, Lisa has aged very well and is still quite a handsome woman. Her blue eyes have lost none of their sharpness, and recalcitrant emissaries and insubordinate subordinates still wither under her piercing stare.

**Skills of Note:** Cook 90%, Cryptography 98%, Dance 90%, Electronic Countermeasures 98%, First Aid 90%, Laser Communications 98%, Lore: Invid 75%, Lore: Robotech Masters 75%, Lore: Zentraedi 90%, Military Etiquette 98%, Military History 90%, Military Tactics 90%, Optic Systems 98%, Pilot Airplane 90%, Pilot Jet 90%, Radio: Basic 98%, Sensory Equipment 98%, Weapon Systems 80%, W.P. Energy Pistol, W.P. Energy Rifle, and W.P. Handguns.

**Combat Training:** Hand to Hand: Basic.

**Attacks per Melee:** Six.

**Bonuses:** +3 to Perception Rolls, +2 to strike, +4 to parry and dodge, +1 to disarm, +4 to pull punch, +4 to damage, +4 to roll with impact, +4 to damage, and critical strike on a Natural 19-20.

**Weapons and Equipment:** The majority of Ambassador Hayes-Hunter's military equipment is issued to her by the service. Her personal equipment includes her old UEDF dress uniform, her father's diary, Captain Gloval's ship logs from the SDF-1, and a copy of "Madam Secretary," a memoir of a famous politician and Ambassador to the UN from the late Twentieth Century.

# Vice Admiral Rick Hunter

Admiral Rick Hunter has come a long way from the callow young man who flew to Macross Island to see his friend Roy Fokker off in 2009. A veteran of the *First Robotech War* and a highly skilled pilot, Rick has been making a name for himself as a leader of men for the past thirty years. In his capacity as a flag officer in the UEEF, and co-leader of the *Pioneer Expedition*, Rick was the first to recommend a coalition with the free alien races known as *the Sentinels*. It was also at his urging that the technological exchange with the *Haydonites* took place, a decision he has come to regret.

After the defeat of the *Invid Regent* and the traitorous *General T.R. Edwards*, Admiral Hunter became Supreme Com-

Hunter and the SDF-3 and bring them home.

**Name:** Richard "Rick" Hunter

**Rank:** Vice Admiral, Commander of the United Earth Expeditionary Force.

**Alignment:** Scrupulous.

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

**Hit Points:** 75. **S.D.C.:** 40.

**Age:** 54

**Sex:** Male.

**Height:** 5 feet, 6 inches (1.67 m).

**Weight:** 160 lbs (72 kg).

**Experience Level:** 12th level UEDF Veritech Pilot.

**Occupation:** UEEF Fleet Admiral and leader of the Expeditionary Force.

**Disposition:** Callow and carefree in his youth, military service and the events of the past thirty years have forged in Admiral Hunter a man *of* deep principle, strong judgement and great compassion.

**Description:** The events of the past few years have left Admiral Hunter scarred and weary. His once black hair has turned nearly white, and he has aged visibly since he was betrayed by General Edwards. He still stands strong, however, and many look up to him as a great example of the fighting spirit of the UEEF.

**Skills of Note:** Aircraft Mechanics 85%, Computer Operation 98%, Lore: Invid 85%, Lore: Robotech Masters 85%, Lore: Zentraedi 90%, Mecha Elite Combat Training: Cyclones, Mecha Elite Combat Training: Gladiator, Mecha Elite Combat Training: UEDF Veritechs, Mecha Elite Combat Training: Alpha, Mecha Elite Combat Training: Beta, Mecha Me-

mander of the UEEF, and instituted the *Earth Reclamation Mission* to take back Earth from the Invid. His plans worked very well, and the Earth has been liberated, but Admiral Hunter disappeared with the *SDF-3* after a disastrous test of the Neutron-S missiles in the Omicron Sector. His ship crippled and helpless, Admiral Hunter was last reported to be drifting into a black hole formed by the Neutron-S missile. After the Haydonites were defeated at *Space Station Liberty*, a rescue mission headed by *Captain Vince Grant* was dispatched to find Admiral

chanics 98%, Military History 85%, Military Tactics 90%, Navigation 98%, Navigation: Space 98%, Pilot Airplane 98%, Pilot Automobile 98%, Pilot Battloid (including UEDF Destroids) 85%, Pilot Jet 98%, Pilot Motorcycle 98%, Pilot Veritechs 98%, Pilot Specialty: Old Style Veritech and Alpha 98%, Prowl 90%, Radio: Basic 90%, Swimming 90%, Space Survival 90%, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Rifles, W.P. Submachine-Gun, and Zero Gravity Combat.

**Combat Training:** Hand to Hand: Expert.

**Attacks per Melee:** Six.

**Bonuses:** +2 on Initiative, +4 to strike, +7 to parry/dodge, +3 to pull punch, +2 to roll with impact, +3 to disarm, and +3 to damage.

**Weapons and Equipment:** The majority of Admiral Hunter's military equipment is issued to him through the service, and as a flag officer he has access to any and all weapons, armor, ordnance and Veritech fighters as well as any military and research facilities as allowed by his security clearance.

Notable personal equipment includes memorabilia from his long service career, a photo of him and Roy Fokker on the day of the launch of the SDF-1, a picture of him with Max Sterling and Ben Dixon in their flight suits, and the last remaining VF-1S, the now-retired Skull One.
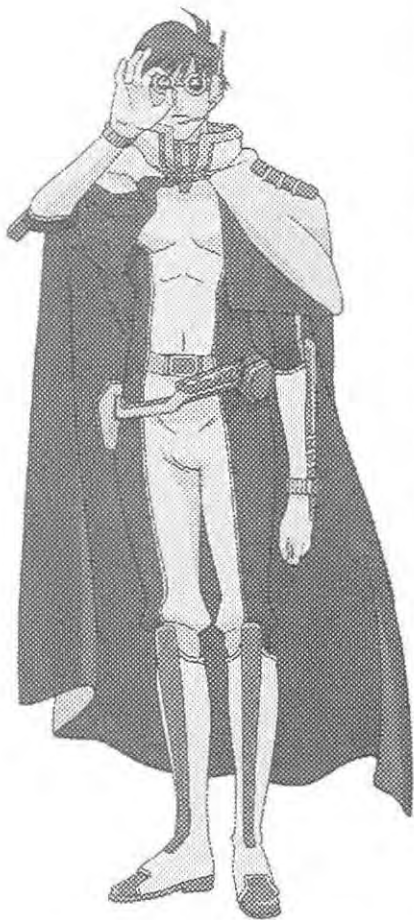
**Note:** Current whereabouts, unknown.

# Lt. Louis "Louie" Nichols

Doctor Louie Nichols' military career started modestly enough as a Spartas Hovertank pilot in the 15th Alpha Tactical Armored Corp (ATAC) of the *Army of the Southern Cross (ASC)*. A gifted mechanic and computer tech, Louie enlisted for much the same reason as Captain Grant, to pay for college. He went through basic training and then tech school, where he was trained as a mecha mechanic and mechanical engineer. He was assigned to the 15th ATAC as a tanker and tech support trooper, and served under the command of *Dana Sterling*.

Louie first came to the notice of *Doctor Miles Cochrane*, a leading Robotech Engineer, when he deduced a way to cripple the nearly unstoppable Robotech Masters' motherships. After that, Doctor Cochrane kept an eye on the ingenious young engineer. Later in the Second Robotech War, Louie devised a targeting device to help him win an FPS video game that was popular on base. Two ASC Skunkworks engineers happened to be in the bar where Louie debuted his "toy," and tricked Louie into helping them design new target acquisition software and sensors for the war effort. At first, Louie was distraught that his invention had been stolen and used for war, but he slowly came to peace with it as he saw his targeting system save the lives of countless soldiers and pilots fighting to keep Earth free from alien invasion.

After the Second Robotech War, Louie mustered out of the Alpha Tactical Armored Corps and joined the Robotech Corp of Engineers. He worked on *Space Station Liberty*, still in orbit over Earth.

dibonary Force (UEEF) after Liberty joined up with the Pioneer Expedition. During the events surrounding the search for the traitor General Edwards. Louie comes to the attention of *Captain Vince Grant*. The Captain needed a good engineer for his new ship, the Icarus, and upon finding out that not only does Louie have combat experience, but that he served with Grant's son. *Bowie*, he signs Louie right up. Ever since then, Louie has served aboard the Icarus as the ship's engineer, as well as acting as a personal technical advisor to Captain Vince Grant.

**Name:** Louie Nichols, MS Eng., Ph.D. Robotechnology.

**Rank:** Doctor Nichols held the rank of Staff Sergeant in the Army of the Southern Cross, but he now carries an officer's commission at the rank of Lieutenant.

**Alignment:** Scrupulous.

**Attributes:** I.Q. 24, M.E. 15, M.A. 13, P.S. 12, P.P. 17, P.E. 13, P.B. 13, Spd 17.

**Hit Points:** 54. **S.D.C.:** 44.

**Age:** 35

**Sex:** Male.

**Height:** 5 feet, 8 inches (1.73 m).

**Weight:** 135 lbs (61.2 kg).

**Experience Level:** 4th level ATAC Tanker (Engineer M.O.S.), 4th level UEEF Fleet Science Officer.

**Occupation:** Chief Engineer of the Icarus and technical advisor to Captain Vince Grant.

**Disposition:** Painfully literal and pedantic, Louie is a gearhead and techie to the bone. More at ease with machines than people, he is only truly comfortable elbow-deep in a Reflex drive or working out a long and incomprehen-

It was on Liberty where he reconnected with Doctor Miles Cochrane and was taken on by the doctor as an assistant and junior engineer. When the Invid invaded, Louie was well into his studies in *Robotechnology Engineering* and was swept away to deep space with everyone else when Liberty folded to escape the Invid swarm.

Eventually, Louie became a commissioned officer in the *United Earth Expe-*

sible equation. Louie regularly hides this discomfort behind a mask of drollery and technobabble. He realizes his social shortcomings and tries hard to curb his tech speak around others. This earnestness, combined with a natural nerdy charm, has won him more friends than he could have imagined. His ingenuity and coolness under fire has earned him the respect and admiration of both Captain Grant and Lt. Commander Maia Sterling.

**Description:** Tall and lanky, Louie looks like he's built out of tinker toys and pipe cleaners rather than skin and bones. He's got the kind of complexion you get from staring at a monitor all day, a mop of shaggy brown hair, and hides behind a pair of multi-optic imaging goggles that are sort of like a security blanket for him.

**Skills of Note:**

ATAC Skills (Frozen at 4th level): Automobile Mechanics 95%, Mathematics: Basic and Advanced 90%, Mecha Elite Combat Training: Veritech Hovertank, Mechanical Engineer 90%, Mecha Mechanics 90%, Navigation 75%, Pilot Hover Cycle 98%, Pilot Specialty: Hovertank 88%, Pilot Veritechs 75%, Weapon Systems 90%, Sensory Equipment 75%.

UEEF Officer Skills: Astrophysics 75%, Artificial Intelligence 75%, Computer Operation 98%, Computer Programming 85%, Electrical Engineering 75%, Computer Repair 85%, History 80%, Mecha Electronics 75%, Lore: Video Games 98%, Lore: Invid 70%, Lore: Robotech Masters 70%, Lore: Zentraedi 75%, Military Etiquette 80%, Military History 75%, Military Tactics 80%, Radio: Basic 85%, Research 90%, Robotechnol-ogy Engineering 75%, Running, Sensory Equipment 90%, Spacefold Operations 85%, Space Survival 60%, W.P. Energy Pistol, W.P. Energy Rifle, and Zero Gravity Combat.

**Combat Training:** Hand to Hand: Expert.

**Attacks per Melee:** Five.

**Bonuses:** +2 on Perception Rolls, +3 to strike, +4 to parry/dodge, +3 to pull punch, +2 to roll with impact, +2 to disarm, and +10% to all skills I.Q. bonus.

**Weapons and Equipment:** All of Doctor Nichols' military and scientific equipment is provided by the service. He has access to most, if not all, of the labs and research facilities of the UEEF due to his very high security clearance. His personal equipment includes a vast library of scientific and engineering texts, books about the history of video games as well as thousands of games and the handhelds and game consoles to play them, his own kit of precision tools, his Southern Cross ATAC Armor with his 15th ATAC patches, a framed picture of the 15th ATAC squad, a transforming scale model of a Hovertank painted in the 15th ATAC's colors, and his multi-optic imaging goggles.

# Lt. General Gunther Reinhardt

General Reinhardt, like Maia Sterling, is the scion of an influential military family within the UEEF. His father, *Colonel Adam Reinhardt*, was commander of the *Pioneer Expedition's* ground forces and a career United Earth Marine Corp officer. The late Colonel Reinhardt led the Marine Corps' ground forces from 2022 until his untimely death at the hands of the Regent's Invid. Gunther was promoted to fill his father's shoes, and his dedication to duty, trustworthiness and tactical brilliance have served him well in his rise through the ranks.

When the *SDF-4 Liberator* was commissioned, Admiral Hunter needed a captain for her that he could count on to get the job done. He found that man in General Reinhardt, by then a leading expert on anti-Invid tactics. General Reinhardt gladly accepted the mission and became the first Marine Corps officer to command a super-capital flagship. General Reinhardt's mission to reclaim Earth was wildly successful by the standards set previously by the ill-fated 10th and 21st Mars Divisions. A close friend of both Admiral Hunter and Captain Vince Grant, General Reinhardt sent Capt. Grant and the Icarus on a rescue mission to find the SDF-3 after the Haydonite attack at Space Station Liberty.

**Name:** Gunther Reinhardt

**Rank:** Lieutenant General.

**Alignment:** Scrupulous.

**Attributes:** I.Q. 15, M.E. 20, M.A. 15, P.S. 19, P.P. 14, P.E. 18, P.B. 13, Spd 15.

**Hit Points:** 58. S.D.C.: 50.

**Age:** 51

**Sex:** Male.

**Height:** 5 feet, 9 inches (1.75 m).

**Weight:** 175 lbs (79 kg).

**Experience Level:** 8th level United Earth Marine Corps Officer.

**Occupation:** Supreme Commander of the UEEF ground forces and Acting Supreme Commander of the UEEF.

**Disposition:** General Reinhardt is a by-the-book, hard-nosed Marine Corps officer. Stern and demanding, he expects only the best from his fellow officers and subordinates, and works around the clock to ensure the success of the Earth Reclamation Mission and the survival of the Marines under his command. A meticulous and decisive administrator, he was one of the largest proponents of Admiral Hunter's coalition building among the alien races of the Sentinels. His work ethic and strength have earned him the respect of Admirals Hunter and Hayes-Hunter, and the admiration of the Marines and a great number of UEEF aviators and crew members.

**Description:** An average looking man with a sharp jaw and the ramrod bearing of a career Marine. He rarely smiles and has a very intense stare.

**Natural Abilities:** Smart, decisive, +3 to save vs insanity, +6% to save vs coma/death, +2 to save vs poison, +3 to save vs Horror Factor.

**Skills of Note:** NBC Warfare 85%, Camouflage 75%, Climbing 90/80%, First Aid 95%, Lore: Invid 70%, Lore: Robotech Masters 70%, Military History 85%, Military Tactics 90%, Military Etiquette 90%, Radio: Basic 95%, Running, Space Survival 70%, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Handguns, W.P. Shotgun, and Zero Gravity Combat.

**Combat Training:** Hand to Hand: Expert.

**Attacks per Melee:** Five.

**Bonuses:** +1 on initiative, +3 on Perception Rolls, +2 to strike, +3 to parry/dodge, +3 to pull punch, +2 to roll with impact, +2 to disarm, critical on a Natural 18-20.

**Weapons and Equipment:** The majority of General Reinhardt's military equipment is issued to him through the service. His personal equipment includes an antique Browning .45 MEU (SOC) USMC Force Recon pistol, an album full of pictures and articles about his father, Colonel Adam Reinhardt, his father's medals mounted on velvet and framed, and a bust of Samuel Nicholas, the first Commandant of the Marines.

# Lt. Alex Romero

Lieutenant Alex Romero is the typical class clown. Known throughout his graduating class at the Academy as an inveterate prankster and smart aleck, Alex spent as much time in trouble with teachers and superior officers as he did studying and flying. He and Marcus Rush quickly became friends in the Academy through the ages old power of attraction of opposites. Alex's brashness and overbearing and slightly off-kilter sense of humor is balanced out by Marcus' seriousness, and they are a pair to be reckoned with in and out of an Shadow Fighter's cockpit.

Sadly, Lieutenant Romero dies in a brave but tragic way during the first battle with the treacherous Haydonites. Faced with overwhelming odds and the

**Name:** Alex Romero

**Rank:** Lieutenant.

**Alignment:** Principled.

**Attributes:** I.Q. 12, M.E. 10, M.A. 17, P.S. 14, P.P. 19, P.B. 18, P.E. 13, Spd 18.

**Hit Points:** 32. **S.D.C.:** 35.

**Age:** 19

**Sex:** Male.

**Height:** 5 feet, 10 inches (1.78 m).

**Weight:** 160 lbs (72 kg).

**Experience Level:** 4th level UEEF Veritech Pilot.

**Occupation:** Recon pilot for Wolf Squadron.

**Disposition:** Alex is charming and cocksure, the opposite side of the coin from his partner Marcus's slight social awkwardness and self-doubt. He can be a little overbearing at times, and is constantly acting the clown, even when (some would say, especially when) it is totally inappropriate. He also seems to think he's much better with the ladies than is actually the case.

**Description:** Alex is tall and handsome with brown hair and hazel eyes. He is rarely seen without a smirk or a smile on his face.

**Natural Abilities:** Trust/Intimidate 45%, Charm/Impress 40%.

**Skills of Note:** Detect Ambush 60%, Intelligence 58%, Mecha Elite Combat Training: Cyclones, Mecha Elite Combat Training: Alpha, Mecha Elite Combat Training: Beta, Military Etiquette 65%, Navigation 75%, Navigation: Space 75%, Pilot Jet 76%, Pilot Motorcycle 91%, Pilot Veritechs 90%, Radio: Basic 75%, Running, Sensory Equipment 65%, Space Survival 55%, Wilderness Sur-

disabling of their shadow cloaks and Synchro Cannons. Alex and his new Skull Squadron squad mates were sitting ducks for the Haydonite fighters. While the rest of the squad scrambled for home and dumped their overloading Synchro Cannons, and in disobedience of a direct order from Lt. Commander Sterling, Alex flew his crippled Shadow Fighter into the Haydonite squadron and self-destructed.

vival 65%, Weapon Systems 80%, W.P. Energy Pistol, and Zero Gravity Combat.

**Combat Training:** Hand to Hand: Expert.

**Attacks per Melee:** Five.

**Bonuses:** +2 on initiative, +3 on Perception Rolls, +4 to strike, +5 to parry/dodge, +3 to pull punch, +2 to roll with fall/impact, +2 to disarm.

**Weapons and Equipment:** The majority of Alex's military equipment is issued to him through the service.

# Lt. Marcus Rush

Marcus was just a young boy when his big sister Marlene and her fiancé Scott Bernard shipped out to Earth with the *21st Mars Division*. The loss nearly crushed him, and to deal with the pain he joined the Robotech Academy and trained vigorously. He graduated near the top of his class and was assigned to *Wolf Squadron*, along with his close friend, *Alex Romero*, as a reconnaissance pilot. The apparent deaths of his sister and Scott, along with the human race's history of war with the Tirolians and Invid have hardened his heart against all alien races. He saves a special kind of hate for the Invid, who he sees as being responsible for the destruction of his family. So obsessed is he with his hatred of the Invid and his thirst for revenge, he carves a notch for every Invid he kills on a hologram pendant given to him by Scott and Marlene before the 21st Mars Division left for Earth.

Marcus is overjoyed at reuniting with *Scott Bernard* after the Invid flee Earth. His happiness is short-lived, however, when Scott confirms that *Marlene* died

in the assault. Marcus soldiers on, introducing Scott to his squad mates and *Commander Maia Sterling*. When he discovers that the Earth girl *Ariel* is actually an Invid, he flies into a rage and draws his weapon on both Scott and Ariel. Marcus is restrained by Alex, but

the sense of betrayal and his blinding hate for the Invid drive him to denounce Scott and make wild accusations about him.

This event, plus the senseless loss of his wingman, Alex, during the first battle with the treacherous Haydonites, drives Marcus into a deep depression. During the battle at *Space Station Liberty*, Marcus attempts to follow Alex into death in a suicidal charge into Haydonite fighters after rescuing Lt. Commander Sterling's escape capsule. As the Neutron-S missiles armed by *Captain Grant* destroy the base and the attacking Haydonite battle group, Marcus is rescued from his disintegrating Shadow Fighter by *Ariel*. This, plus the earlier discovery that his commanding officer is half-Zentraedi, seems to have tempered his hatred for aliens and teaches him that not everything is as it seems.

**Name:** Marcus Rush

**Rank:** Lieutenant.

**Alignment:** Unprincipled.

**Attributes:** I.Q. 14, M.E. 10, M.A. 11, P.S. 14, P.P. 20, P.B. 13, P.E. 19, Spd 15.

**Hit Points:** 29. **S.D.C.:** 30.

**Age:** 18

**Sex:** Male.

**Height:** 5 feet, 6 inches (1.67 m).

**Weight:** 140 lbs (63 kg).

**Experience Level:** 4th Level UEEF Veritech Pilot.

**Occupation:** Recon pilot for Wolf Squadron.

**Disposition:** Marcus is generally good natured, but serious and slightly awkward young man who is riddled with self doubt. The aching loss of his sister and his surrogate brother Scott Bernard with the 21st Mars Division

has left him embittered and slightly obsessed with revenge against the Invid. Marcus is noticeably bad with the ladies due to his social anxiety, and he knows it. A little bit of personal wisdom not shared by his partner Alex.

**Description:** Marcus is middling height with a mop of orange hair and brown eyes. He rarely smiles and always seems to have an intense and hungry look on his face.

**Skills of Note:** Detect Ambush 60%. Intelligence 58%, Mecha Elite Combat Training: Cyclones, Mecha Elite Combat Training: Alpha, Mecha Elite Combat Training: Beta, Military Etiquette 65%, Navigation 75%, Navigation: Space 75%, Pilot Jet 76%, Pilot Motorcycle 91%, Pilot Veritechs 90%, Radio: Basic 75%, Running, Sensory Equipment 65%, Space Survival 55%, Wilderness Survival 65%, Weapon Systems 80%, W.P. Energy Pistol, and Zero Gravity Combat.

**Combat Training:** Hand to Hand: Expert.

**Attacks per Melee:** Five.

**Bonuses:** +2 on initiative, +3 on Perception Rolls, +5 to strike, +6 to parry/dodge, +3 to pull punch, +2 to roll with fall/impact, +2 to disarm, +8% to save vs coma/death, and +2 save vs poison.

**Weapons and Equipment:** The majority of Marcus' military equipment is issued to him through the service. His personal equipment includes the hologram pendant given to him by Scott and Marlene before the 21st Mars shipped off to Earth.
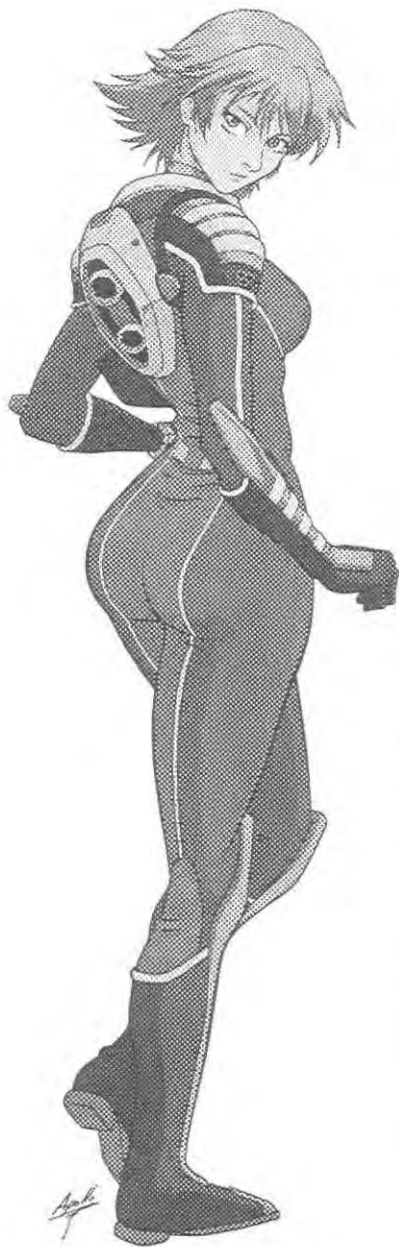
# Lt. Commander Maia Sterling

Maia is the youngest daughter of the Sterling military family. Whereas her big sister *Dana* stayed behind on Earth and took up driving hovertanks with the *Army of the Southern Cross*, Maia was born and raised in space aboard the ships of the UEEF. According to *Max Sterling*, his baby girl's first word was "fly" and she was playing with flight simulators before she could walk. While surely parental hyperbole, there's no doubt that Maia is a gifted Veritech Pilot with a natural feel for both atmospheric and space flight. Her talent for piloting Veritechs is inherited from her father, while Maia's maturity and unshakable will are gifts from her mother, the former Zentraedi ace, *Miriya Sterling*. Maia embraces her half-Zentraedi ancestry, and tries to model herself after her mother. She takes great pride in her natural abilities, and prefers to rely on her piloting skill as opposed to the automated systems of her Shadow Fighter.

The youngest graduate from the Robotech Academy, and the youngest commissioned officer to hold flight status, Maia has been a phenom. Her rise through the ranks at such a tender age is due both to her incredible talent and maturity, as well as the terrible toll that more than a decade of warfare has taken on the United Earth Expeditionary Force. Now she is a Lieutenant Commander, the leader of her parents' old combat wing, **Skull Squadron**, and the Commander of Air Group (CAG) of the battlecruiser *Icarus*.

Maia's current assignment leaves her feeling like she's in over her head. She compensates for this by playing up the warrior stereotype and hiding her unease behind a mask of cool professionalism. Despite her misgivings, she is a very capable leader and has the potential to grow into one of the great leaders of the UEEF.

**Name:** Maia Sterling

**Rank:** Lieutenant Commander.

**Alignment:** Scrupulous.

**Attributes:** I.Q. 15, M.E. 18, M.A. 14, P.S. 15, P.P. 24, P.E. 20, P.B. 19, Spd 17.

**Hit Points:** 45. S.D.C.: 35.

**Age:** 19

**Sex:** Female.

**Height:** 5 feet, 4 inches (1.62 m).

**Weight:** 120 (54 kg).

**Experience Level:** 6th level UEEF Veritech Pilot.

**Occupation:** Veritech Pilot, leader of Skull Squadron and CAG of Icarus and later, the Ark-Angel.

**Disposition:** Maia is sarcastic and a little stand-offish, especially with men, and treats her subordinates with cool professionalism. In combat she is super confident in her abilities, and is very protective of her pilots. She is also fiercely proud of her family and her half-Zentraedi ancestry, and displays some very Zentraedi-like character traits such as her obsession with combat skill.

**Description:** Maia is petite and solidly muscled with lavender hair and eyes. She has inherited the uncanny quickness of her father and her mother's toughness of both will and body. In the right light, she looks exactly like her mother, the legendary Miriya Sterling.

**Natural Abilities:** 45% Charm/Impress.

**Skills of Note:** Basic Mechanics 85%, History 75%, Lore: Zentraedi 80%, Lore: Robotech Masters 70%, Mecha Mechanics 60%, Mecha Electronics 40%, Military Tactics 55%, Mecha Elite Combat Training: Cyclones, Mecha Elite Combat Training: Alpha, Mecha Elite Combat Training: Beta, Navigation 85%, Navigation: Space 85%, Pilot Jet 84%, Pilot Motorcycle 98%, Pilot Specialty: Alpha 98%, Pilot Veritechs 85%, Radio: Basic 85%, Running, Sensory Equipment 75%, Space Survival 65%, Weapon Systems 90%, Wilderness Survival 75%, W.P. Energy Pistol, W.P. Energy Rifle and Zero Gravity Combat.

**Combat Training:** Hand to Hand: Expert.

**Attacks per Melee:** Five.

**Bonuses:** +2 on initiative, +3 on Perception Rolls, +7 to strike, +8 to parry/dodge, +3 to pull punch, +2 to roll with impact, +2 to disarm, critical strike on a Natural 18-20, +10% save vs Coma/Death, and +3 save vs Poison.

**Weapons and Equipment:** The majority of Maia's military equipment is issued to her through the service. Her personal equipment consists of her civilian clothes, a photo album full of pictures of her family and friends from school and the service, a hologram pendant with a message from her parents she got for her graduation from flight school, some books about the Zentraedi, military tactics and the history of flight and space flight, a tool kit she put together from tools scavenged from the flight deck, and two finely crafted scale models of the

UEDF Veritechs piloted by her parents.

# Commander Daryl Taylor

Commander Daryl Taylor was a hardened veteran of the UEEF Pioneer expedition. Taylor cut his teeth flying under *Jack Baker* in *Wolf Squadron* and saw lots of action on and around Tirol, and distinguished himself in the action against the renegade *General T.R. Edwards*. When the Earth Reclamation Mission left Tirol with the *SDF-4 Liberator*, Baker stayed behind on Tirol, but Wolf Squadron and Commander Taylor shipped out to take back Earth. Taylor proved a good pilot and a competent, if not very creative, leader. His drive and tenacity gained him the respect of Wolf Squadron, and he was always very close to his pilots.

Sadly, Commander Taylor was killed in action over Earth during the battle for *Reflex Point*. In a moment of distraction after a bombing run on a battle group of Invid Carriers, he allowed an Invid Fighter Scout to get too close. The Invid speared his Shadow battloid, puncturing his pilot's compartment and CVR-3 armor, running the Commander through then annihilating him and his Shadow Fighter with its cannons. With the loss of its commander and most of its pilots, *Wolf Squadron* was disbanded and the remaining pilots, including *Lieutenants Rush* and *Romero*, were absorbed into *Skull Squadron* under the command of Maia Sterling.

**Name:** Daryl Taylor
**Rank:** Commander.
**Alignment:** Scrupulous.

**Attributes:** I.Q. 12, M.E. 15, M.A. 13, P.S. 14, P.P. 17, P.E. 15, P.B. 11, Spd 18.

**Hit Points:** 67. **S.D.C.:** 40.

**Age:** 36

**Sex:** Male.

**Height:** 5 feet, 7 inches (1.70 m).

**Weight:** 155 lbs (70 kg).

**Experience Level:** 10th level UEEF Veritech Pilot.

**Occupation:** Leader of Wolf Squadron.

**Disposition:** Commander Taylor is by the book and no nonsense. He has quite a bit of empathy though, and his obvious concern for his pilots has earned him the respect and love of the young men and women who fly under him.

**Description:** A pilot of average height and build, Commander Taylor is distinguished by his chiseled good looks and the large scar that runs down the right side of his face. Rather than marring his looks, the scar gives him a dangerous and dashing air.

**Skills of Note:** Mecha Elite Combat Training: Cyclones. Mecha Elite Combat Training: Alpha. Mecha Elite Combat Training: Beta. Military Etiquette 95%, Navigation 98%, Navigation: Space 98%, Pilot Jet 98%, Pilot Motorcycle 98%, Pilot Veritechs 98%, Radio: Basic 98%, Running, Sensory Equipment 95%, Space Survival 85%, Wilderness Survival 95%, Weapon Systems 98%, W.P. Energy Pistol, W.P. Energy Rifle, Zero Gravity Combat.

**Combat Training:** Hand to Hand: Expert.

**Attacks per Melee:** Six.

**Bonuses:** +2 on initiative, +3 on Perception Roll, +3 to strike, +4 to parry/

dodge, +3 to pull punch, +2 to roll with impact, +3 to disarm, +3 to damage, critical strike on a Natural 18-20.

**Weapons and Equipment:** Alpha, Beta, Cyclone, standard issue weapons and equipment and pretty much has access to any mecha, fighter and weapon in the UEEF.
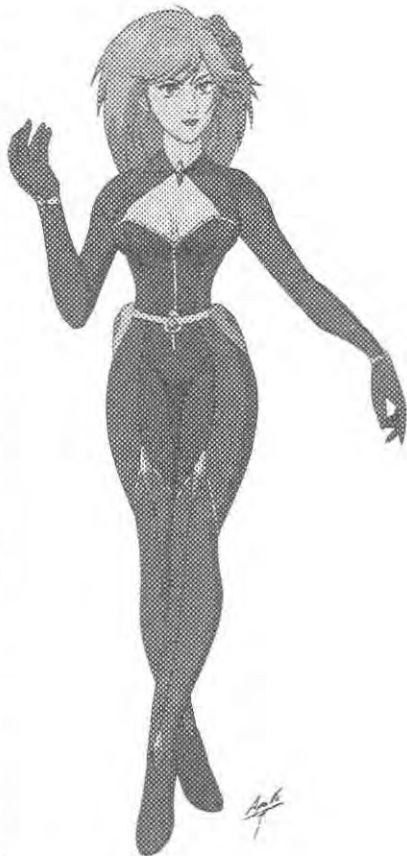
# Janice
# – Cybernetic Entity

The Junctioned Artificial Neuro-Integrated Cybernetic Entity Mark II, otherwise known as "J.A.N.I.C.E." or "Janice," is the second android with an artificial intelligence (A.I.) to be created by *Dr. Emil Lang* with that name.

*The original Janice* was built before the United Earth Expeditionary Force (UEEF) left for Tirol, to act as an assistant to Dr. Lang in his scientific and engineering pursuits. During the trip to Tirol, this first Janice was programmed with military and combat skill sets to assist the Expeditionary Force. During the mutiny of the traitorous *General Edwards*, Janice Mark I bravely sacrificed herself to buy the Expeditionary soldiers time to evacuate before a planetary bombardment that destroyed her and Edwards. However, Janice was able to *upload* the majority of her consciousness to the new Mark II body that was nearly complete in Dr. Lang's lab. Her appearance inside the new android body was a welcome surprise.

The new Janice is quite different from her previous incarnation. Her personality is largely the same, but she is more forward and tends to believe, matter-of-factly, that as a machine, *she is su-*

*perior* to humans. This is in no way mean-spirited or condescending. Janice values and appreciates humans, and works hard to help and protect them. Rather her sense of superiority comes from an acceptance that she is a *machine*, and machines are better, stronger, and faster than human beings. Her outward appearance has also changed, as she has accepted her new default holographic appearance, which looks more exotic than the "girl next door" form she previously donned.

All of these little changes have made those familiar with her wonder if Janice is the same entity at all. They attribute the changes to the fact that her new body was designed in concert with the Haydonites, and her systems are at least half Haydonite. On one hand, her new assertive personality makes her seem more human. On the other hand, her advanced robotics and A.I. with advanced computing capabilities truly make her superior to the average human.

Janice Mk. II was serving on the Deukalion during the test of the Neutron-S missiles in the Omicron Sector. When the Deukalion was rescued by the Icarus, she was discovered onboard by Dr. Nichols and Lt. Commander Sterling. The only survivor of the crew, she carried vital information about the failure of the missiles. Throughout the events surrounding the betrayal of the Expeditionary Force by their one time allies, the *Haydonites*, Janice's technical expertise and knowledge about them helped immensely. When she defied the Haydonites who came to reclaim her, she cemented her position as a valued crew member aboard the Icarus. However, one must wonder if any of her Haydonite systems and technology may be sabotaged and a ticking time bomb in the future.

**Name:** J.A.N.I.C.E. Mk. II (Junctioned Artificial Neuro-Integrated Cybernetic Entity).

**Alignment:** Principled.

**Attributes:** I.Q. 24, M.E. N/A, M.A. 24, P.S. 24, P.P. 24, P.E. N/A, P.B. 14 in her natural form; her holographic disguise has a Physical Beauty of 24, Spd 22.

**M.D.C.:** 150

**Age:** Less than a year in current form.

**Sex:** Janice is programmed with a female personality.

**Height:** 5 feet, 2 inches (1.54 m).

**Weight:** 302 pounds (136 kg).

**Experience Level:** Equal to 8th level in most areas. Janice is programmed with a variety of skill packages with fixed percentages.

**Occupation:** Emissary and Scientist.

**Disposition:** Friendly and approachable, Janice is programmed to be a people person, so to speak. She also enjoys the company of humans, although she is completely sure of her superiority over them.

**Description:** Janice's natural form is one of a sleek gray and red humanoid robot with a roughly feminine shape. The disguise she uses is of a beautiful young woman with red hair and slightly exotic features.

**Natural Abilities:** Charm/Impress at 70%, Trust/Intimidate at 80%, Machine Interface.

**Skills of Note:** Domestic Skill Program: Cook 80%, Dance 80%, Poetry 80%, Sing 80%.

Science Skill Program: Mathematics: Basic 100%, Mathematics: Advanced 95%, Chemistry 95%, Chemistry: Analytical 95%, Astronomy 95%, Astrophysics 95%.

Engineering Program: Basic Mechanics 95%, Basic Electronics 95%, Computer Operation 95%, Computer Programming 95%, Computer Hacking 95%, Electrical Engineer 95%, Laboratory Procedures 95%, Mecha Engineering 95%, Mechanical Engineer 95%, Robotechnology Engineering 95%.

Military Program: Camouflage 80%, Detect Ambush 80%, Demolitions

80%, Intelligence 80%, Interrogation Techniques 80%, Military Tactics 80%, Military Etiquette 80%, Prowl 80%.

Combat Program: W.P. Handguns. W.P. Rifles, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy Military Weapons, W.P. Heavy M.D. Weapons, W.P. Knife, W.P. Blunt, W.P. Paired Weapons, and Hand to Hand: Commando. All of these skills are at equivalent of 8th level.

**Attacks per Melee:** Six.

**Bonuses:** +4 on initiative, +2 on Perception Rolls, +5 to strike, +8 to parry and dodge, +3 to automatic dodge (the act of dodging does not use up one melee attack), +3 to pull punch, +3 to roll with impact, +3 to body flip/throw, +2 to disarm, +11 to damage, and +10 to save vs Horror Factor.

**Weapons and Equipment:** Janice really has no equipment or personal belongings to speak of and does not covet possessions. Any scientific or military equipment she may need is assigned to her on a mission by mission basis.

# Optional Robot Combat Damage Tables
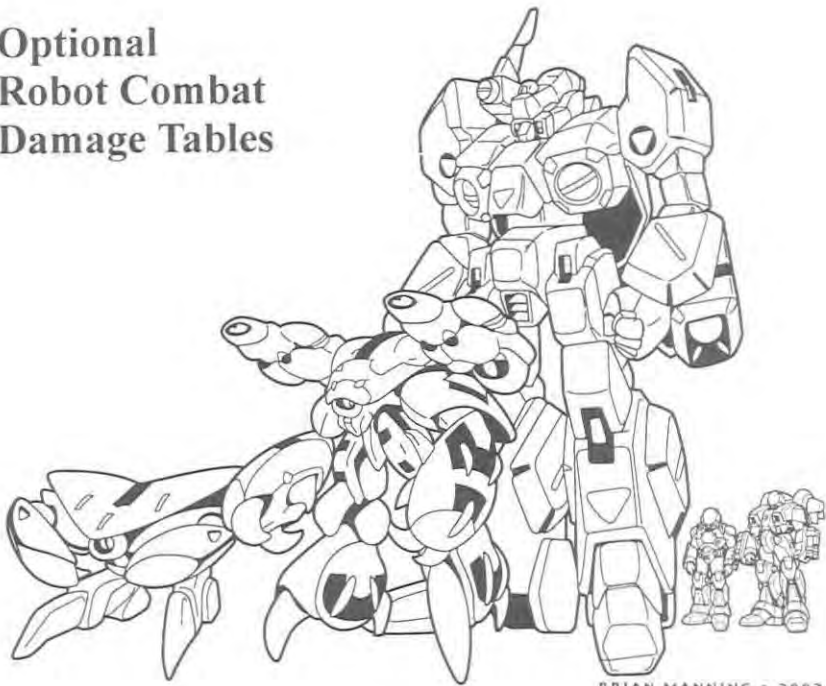


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Here are some optional, random hit location and damage tables for 'bots, robot vehicles and power armor. Obviously, if a robot's hand is blown off it loses the use of that hand.

## Side Effects by Location

The following optional tables can be rolled on when a specific hit location has suffered major damage (a loss of 60% of the M.D.C. in that location/limb).

## Hands

**01-30%:** Paralysis! Cannot flex fingers or pick up and carry or hold an object. The hand is in an opened position, the fingers spread slightly apart. Cannot make a fist, punch does half damage.

**31-50%:** Frozen in one position. The hand and fingers are locked in the configuration it was in when the damaging blast struck. This may mean locked in a fist, or clutching a weapon, etc. Punch does half damage unless in a clenched fist or karate style open fist.

**51-75%:** Structurally weakened. Cannot lift, carry or hold more than 200 pounds (90 kg). Punch does half damage.

**76-00%:** Joints lock at random times without warning. Roll every time the hand is used. 01-50% chance that the hand will suddenly lock-up/freeze and cannot perform the desired function (pick up, hold, etc.). Stays frozen for 1D4 melees.

# Arms

**01-20%:** Paralysis! Cannot move. Just dangles uselessly at the side of the robot. Cannot strike or parry with that arm.

**21-30%:** Frozen in one position. The arm is locked in the configuration it was in when the damaging blast struck. This may mean locked in a raised, outstretched or other position. Cannot make a strike or parry with that arm unless the robot moves its entire upper body to do so. Damage is half.

**31-50%:** Sluggish response. Penalty: -1 hand to hand attack per melee and -1 to parry.

**51-60%:** Structurally weakened. Cannot lift, carry or hold more than 300 pounds (135 kg). Punch does half damage.

**61-80%:** Joints lock at random times without warning. Roll every time the arm is used. 01-50% chance that the arm will suddenly lock-up/freeze and cannot perform the desired function (punch, move, etc.). Stays frozen for 1D4 melees.

**81-00%:** Any special weapon or sensor features built into the hand, arm, and shoulder do NOT respond. Special systems are completely inoperable; requires 1D6 hours of repairs.

# Legs

**01-20%:** Frozen in one position. The leg is stiff and unmoving. Cannot bend, reducing speed by 50%, and making leaps impossible. Climbing ability is also reduced by 25% and the robot is -1 to dodge.

**21-40%:** Sluggish response. Penalty: -1 to dodge and reduce speed and length of leaps by 25%.

**41-60%:** Structurally weakened. Kick attacks do half damage. 01-50% chance that the leg will buckle each time the robot is hit by more than 20 M.D.C. (anywhere on its body), dropping to one knee and losing one melee attack.

**61-80%:** Joints lock at random times without warning. Roll every time the leg is used to make a kick or leap, or is running at 45 mph (72 km) or higher (roll once for every five minutes of sustained running). 01-65% chance that the leg will suddenly lock-up/freeze and cannot perform the desired function. Same penalties as frozen in one position, number 01-20. Stays locked up for 1D6 melees.

**81-00%:** Any special weapon or sensor features built into the foot, leg, and hip do NOT respond. Special systems are completely inoperable; requires 1D6 hours of repairs.

# Main Body

The damage to the main body can be accumulative. Roll once when the main body has had 60% of its M.D.C. depleted. Roll again for every additional 40 M.D.C. points of damage.

**01-10%:** Dual images on radar screen showing twice as many radar blips as really exist; impossible to distinguish between real target and ghost image. Penalty: -8 to strike without visual confirmation.

**11-15%:** Radar and sonar are lost; requires 1D6 hours of repairs. Pilot must rely on visual contact.

**16-20%:** Spotlights/headlights lost; must be replaced.

**21-30%:** Laser targeting system lost. Penalty: -2 to strike; requires 1D6 hours to repair.

**31-40%:** Communications damaged; reduce range by half, requires 1D4 hours to repair.

**41-50%:** Communications and audio system lost; effectively deaf. Requires 2D6 hours to repair.

**51-60%:** Electrical system damage. Secondary control panels catch on fire, knocking out personal computer(s); emergency back-up system engages, but not before the pilot's compartment is filled with smoke. Penalty: Lose two attacks that one melee round, -4 to strike, parry and dodge until the smoke clears in 2D6 melees.

**61-70%:** Severe internal damage. Reduce speed by half, -1 attack per melee, -2 on initiative, -2 to dodge.

**71-80%:** Computer memory damage! Cannot remember how to perform one of the following (roll or G.M.'s choice):

01-20%: Flight if robot vehicle, one skill program if a fully automated robot.

21-40%: Life Support: Includes temperature control and air recycling and circulation. About six hours of breathable air in a very hot and stuffy compartment. Penalty: -1 on initiative, strike and parry (pilot is distracted). If a fully automated robot, the unit smells of burning rubber and rotten eggs.

41-60%: Weapon Systems: One weapon system is completely forgotten and therefore, unusable.

61-80%: Target identification is lost. Cannot distinguish between friend and foe, weapon systems must be manually operated and are -1 to strike and -1 on initiative. If a fully automated 'bot it cannot decide who is friend or foe and suffers a -3 initiative roll and usually will not attack until attacked first.

81-00%: Voice actuated access system does not recognize any voices or spoken codes. Access hatches, locks, and command functions must be handled manually. Furthermore, it cannot remember how to turn the self-destruct system on or off. If a fully automated robot it does not recognize, acknowledge or obey its master (if any) and suffers a -10% skill penalty to all skills.

**81-90%:** Engine damage! Cannot engage any jet thrusters, fly or perform jet thrust leaps, and there is a minor radiation leak if nuclear powered (not yet life threatening).

**91-00%:** Sensor system is down (88% dead) and all combat bonuses are lost. Requires 3D6 hours to repair.
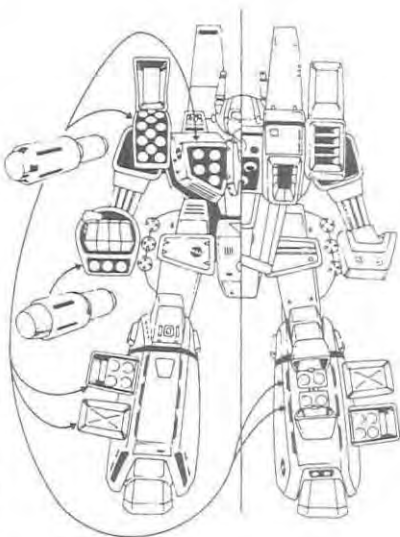
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