MACROSS II™

The Role-Playing Game

By Kevin Siembieda

Dedicated to Alex Marciniszyn, the best friend anybody could ever hope to find. Alex and I met when we were runny nosed, 14 year old kids. Together we discovered and explored comic books, art, film, philosophy, role-playing games, publishing and a whole lot more.

Palladium Books® Presents:

Macross II™
The Role-Playing Game

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Introduction:
What is Macross II?™

I have noticed a certain amount of confusion among fans regarding **Macross II** and **Robotech**. This is understandable because the legacy of **Macross** is tangled in international licensing, mass marketing and a host of spin-offs. Let me try to straighten things out.

First, **Macross II** is NOT **Robotech**. They are two entirely different intellectual properties produced, owned and licensed by two entirely different companies! There may be some visual and character similarities, but the two titles are different.

Around 1982, a wonderful, animated, science fiction show made its debut on Japanese television: **Super Dimensional Fortress Macross**. The show was phenomenally popular and instigated the creation of related animated film features and TV shows, toys, model kits, books, magazines, spin-offs and ... well, the Macross frenzy continues.

The original **Macross** television series was acquired (licensed?) by **Harmony Gold USA, Inc.** It was combined with two other Japanese animated mini-series, **Southern Cross** and **Mospeada,** to create the exceptional animated series we all know and love as **Robotech**. However, despite its origin and inspiration, the famous **Robotech** series is NOT **Macross II**. The plots, conflicts and characters from the original **Macross** series were changed, "Americanized," and integrated with the other two shows. The story, created by Carl Macek, cleverly weaves three generations of conflicts to make a much larger and considerably epic adventure. **Robotech** is ROBOTECH: a new and original story built from the celluloid bones of Macross, Southern Cross & Mospeada.

Meanwhile, back in Japan, the **Macross** frenzy continued. In response to popular demand, a feature film "version" of the television series was created. It was entitled **Macross: Do You Remember Love** (poorly presented on American videocassette as **Macross in Clash of the Bionoids**). The animation was visually spectacular and was well received by **Macross** fans despite its departures from the original story. This was followed by a 30 minute short called **Flashback 2012** and now **Macross II: Lovers Again**. It is also interesting to note that there have been a number of animated, Japanese television shows with a decidedly **Macross** "feel" to them.

Macross II
the Animated Series

In 1992, for the tenth anniversary of the original series, **Macross II** was released as a six part mini-series on home video. The action takes place 80 years after the **Do You Remember Love?** feature and introduces new characters, villains, story and music. It is a fast paced story about love, truth, discovery and change.

This exciting new animated mini-series has been acquired and brought to North America through the efforts of **U.S. Renditions**, a division of **Books Nippan,** in conjunction with **Hero Communications/Big West/Macross II Project.** The entire mini-series will be presented on three, one hour videocassettes (two episodes each). The videocassettes are masterfully dubbed,
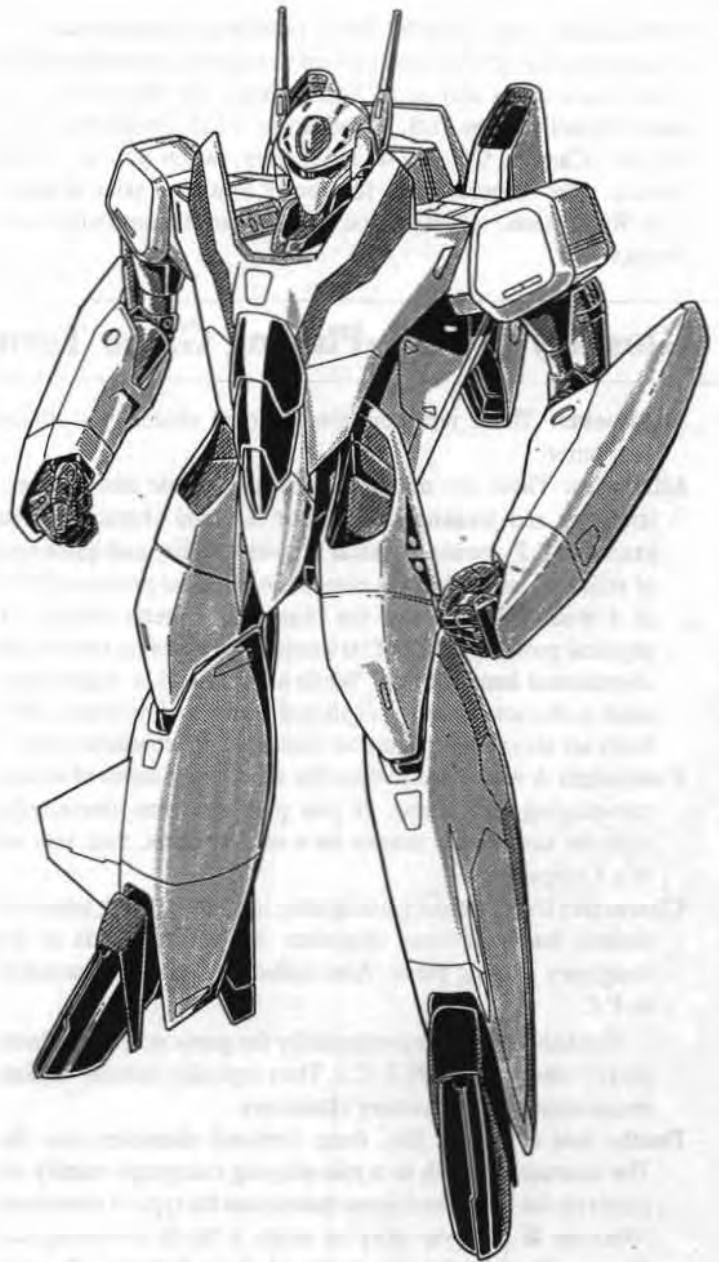
with strong voices that seem to fit each character perfectly. The music score is terrific. The film action is pulse pounding and the animation is colorful, smooth, and dynamic. I have heard some fans complain that the *mecha* combat sequences are too fast paced, making it difficult to see what's going on during the battle scenes. I personally, translate that to mean that the fight sequences are so mouth-watering that many fans would have liked to see the action a bit slower so they could savor every spectacular moment. Speaking as a **Macross** fan myself, I loved the mini-series as presented by **U.S. Renditions** and recommend it highly! Of course I've had the luxury of seeing the entire series months before it will be released.

Macross II can also be seen this summer (1993) as a movie (edited to 2 hours, 13 minutes, cutting out repeats of opening and closing songs and credits) at selected theaters around the country. One fan reported seeing it in Ohio and said it was an excellent movie.

Fan Note: Macross II will be made available, in its entirety, on three videocassettes. Volumes one and two are available now. Volume three will be released later this year (1993). Each volume sells for $24.95 (plus $3.50 for the first cassette, add 50 cents

for each additional cassette. Those outside the continental U.S. should write first). They can be found or special ordered at most comic book stores and many hobby shops. Or they can be acquired directly from **U.S. Renditions**, 1123 Dominguez St., Unit K, Carson, CA 90746-3539. Hey, when you ask your favorite store to order them for you or you send your order to **U.S. Renditions,** tell them you heard about it from Palladium. Thanks.

Glossary of Role-Playing Game Terms

Alignments: These represent the fictional character's ethical orientation.

Attributes: These are numbers used to evaluate and compare strengths and weaknesses of your fictional characters. For example: P.P. means Physical Prowess: agility and quickness of reflexes, particularly in combat. A physical prowess (P.P.) of 4 would indicate that the character is pretty clumsy. A physical prowess (P.P.) of 10 would be an average, reasonably coordinated human being. While a P.P. of 16 or higher indicates a characters with exceptional agility and reflexes. Attributes are also called "character statistics" or "character stats."

Campaign: A word used to describe an ongoing series of related role-playing adventures. If you play the same character(s) with the same game master on a regular basis, then you are in a Campaign.

Character: Every player participating in a role-playing game/adventure has a *fictional* character that serves as his or her imaginary playing piece. Also called the "playing character" or P.C.

Fictional characters portrayed by the *game master* are "non-player" characters or N.P.C.s. They typically include villains, antagonists, and secondary characters.

Death: Just as in real life, these fictional characters can die. The amount of death in a role-playing campaign usually depends on the individual game master and the type of adventure. **Macross II** is a war story so death is fairly commonplace. Players should take the death of their *fictional* character calmly. Remember, it's ONLY a game. Game Masters should allow players to roll up a "NEW" character and include it in the game as soon as is appropriate for the ongoing game. However, characters should not be a dime a dozen.

Dice: There are a variety of different dice used in role-playing games. First of all, there are the standard six-sided dice; the kind you use for most board games. We call them "D6." Often we let you know how many dice to roll with an expression like: "roll 3D6." This means: "Roll three six-sided dice and add the results together." Dice are also available with four-sides (D4), eight-sides (D8), ten-sides (D10), and even twenty-sides (D20). They are available at most hobby stores. The Palladium system of rules uses the twenty-sided die (D20) for most of its combat actions.

Game Master (GM): This is the person who describes and controls the many aspects and events of the "game" world. All the non-player characters, villains, innocent bystanders, panhandlers, police, politicians, and soldiers are portrayed by the GM. The time of day, adventures, activity and even the weather are controlled by the Game Master (GM). The game master also interprets and enforces the various rules of the game.

Occupational Character Class (O.C.C.): This is the character's occupation and educational background, experience and focus.

Racial Character Class (R.C.C.): This is an O.C.C. that is limited to a specific race.

Player: A player is one of the people who creates and plays a fictional character in a role-playing game. Typically there are three or more players and one game master.

Role-Playing Game (RPG): A role-playing game (RPG) or fantasy role-playing (FRP) are "storytelling" games like the one you hold in your hand. An RPG allows players to portray imaginary characters, heroes and super heroes in fictional worlds of science fiction, fantasy, horror, comic books or just about anything else. Typically, players work-as a team to defeat a common enemy or achieve a common goal. RPGs can be played just about anywhere. They do NOT require dressing up or live action portrayals — all the action takes place in the imagination.

Roll a Twenty-Sided: Simply roll a twenty-sided die for a number.

Roll Percentile: Take two, ten-sided dice of different colors. Let's say we have one green and one red. First, you declare which die will be high ("I call red high"). Next, you roll the dice. First, you read the high die and then the low die; just put the numbers together and you have a percentile. For example: Red is 4 and green is 8 equaling 48%.

Run: This is just a term gamers use to describe playing a game. Example: "He runs an excellent campaign." or "I ran in Kevin's game last week."

Saving Throw: This is a roll (usually on a twenty-sided die) to avoid some unpleasant event. For example: A character might have to roll a saving throw to avoid being overcome by tear gas or poison.

Scenario: This is a specific "adventure" that the fictional characters are involved in. A scenario is usually a story with a beginning (hearing about a criminal), a middle (tracking down the criminal's hide-out), and an end (defeating the criminal/saving hostages, etc.). Most campaigns are developed around a number of scenarios.

Creating a Character

The creating of a character is relatively simple, requiring six main steps.
Step 1: The Eight Attributes
Step 2: Hit Points, S.D.C., and Recovery
Step 3: Mega-Damage Capacity (M.D.C.)
Step 4: Selecting an O.C.C. or R.C.C. (occupational direction)
Step 5: Money and Equipment
Step 6: Rounding out one's Character

STEP 1:
The Eight Attributes & Bonuses

The first step in creating a character is to roll up the eight attributes: I. Q., M. E., M. A., P. S., P. P., P. E., P. B., and Spd. The eight attributes represent your character's natural, men-

	17	18	19	20	21	22	23	24	25	26	27	28	29	30
I.Q. add to all skills. One time bonus.	+3%	+4%	+5%	+6%	+7%	+8%	+9%	+10%	+11%	+12%	+13%	+14%	+15%	+16%
M.E. save vs. psionic attack/insanity	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
M.A. trust/intimidate	45%	50%	55%	60%	65%	70%	75%	80%	84%	88%	92%	94%	96%	97%
P.S. Hand to Hand Combat: Damage	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15
P.P. parry, dodge and strike bonus	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
P.E. save vs. coma/death	+5%	+6%	+8%	+10%	+12%	+14%	+16%	+18%	+20%	+22%	+24%	+26%	+28%	+30%
save vs. poison & Magic	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
P.B. charm/impress	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	83%	86%	90%	92%

Spd: No special bonuses other than the raw, natural ability to run.

tal and physical abilities. Some of the physical skills will increase your physical attributes, so it may be wise to write them in pencil until all modifiers and bonuses are accounted for.

Three, six-sided dice are rolled to determine each attribute. The higher the number, the greater the ability. If an attribute is "exceptional," (16, 17 or 18) then an additional six-sided die is rolled and added to the total for that attribute. Alien races like the Zentran may offer additional bonuses which are added to that particular attribute.

Intelligence Quotient (I.Q.): Indicates the intelligence of the character. The I.Q. is roughly equivalent to the I.Q. attribute multiplied times ten. Characters with an I.Q. of 17 or better will receive a one time bonus added to all the character's skill percentages.

Mental Endurance (M.E.): Measures the amount of mental and emotional stress the character can withstand. It also indicates his resistance to psionic attacks.

Mental Affinity (M.A.): Shows the character's personal charm and charisma. Natural leaders, with an M.A. of 17 or higher, have a bonus to invoke feelings of trust or intimidation in others.

Physical Strength (P.S.): This is the raw physical power of the character; the higher the better.

Physical Prowess (P.P.): Shows the degree of dexterity and agility of the character. A P.P. of 17 or higher is rewarded with bonuses to dodge, parry and strike.

Physical Endurance (P.E.): This represents the character's stamina and durability. The amount of physical punishment and resistance to fatigue, poison, disease and even magic are determined by the P.E. attribute.

A character can carry his maximum weight load for a period equal to the P.E. times 4 minutes. Carrying the maximum weight while running or fighting can only be done for the P.E. times 2 minutes. If a character lifts the maximum weight, then it can only be held for as many melee rounds (15 seconds each) as the character has points of P.E. A character can run at maximum speed for one minute for each point of P.E. Characters with a P.E. of 17 or better receive bonuses to save vs. coma, death, toxins, and magic.

Physical Beauty (P.B.): Is an indication of the physical attractiveness of the character. A P.B. of 17 or better will be rewarded with a bonus to charm or impress.

Speed (Spd): Specifically, this is the character's maximum running speed. The Spd. times 20 is the number of yards or meters that the character can run in one minute.

Different Applications of Physical Strength

Carrying weight: Normal characters, with a P.S. of 3 to 16, can carry 10 times their P. S. in pounds (P.S. × 10 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).

The giant Zentran and Meltran have superhuman strength. Beings with a superhuman P.S. of 18 or higher can carry 50 times their P.S. Thus, a giant Zentran with a P.S. of 24 can actually carry over half a ton, 1200 pounds (540 kg)! Weaklings with a strength of 17 or less are equal to humans; P.S. × 10 in pounds.

Lifting weight is a little different than 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/she could carry. This means that the character with a P.S. of 9 can carry 90 pounds but, can lift 180 pounds. Meanwhile, the super strong creature like the giant Zentran, with the P.S. of 24, can lift over one ton (2400 pounds/1080 kg).

Throwing Heavy Objects

A character can not throw more than he can carry.

General Effective Range

Object	Normal Person	Extraordinary for Humans	*Giant Zentran
	P.S 3-16	P.S. 17-30	P.S. 18-Up
1/2 pound object	50 ft	100 ft	300 ft
Dart	30 ft	60 ft	100 ft
Throwing Axe	80 ft	150 ft	300 ft
Javelin	100 ft	200 ft	400 ft
Spear	60 ft	120 ft	220 ft
Knife	50 ft	100 ft	200 ft
Sword	15 ft	30 ft	60 ft

*Also add one foot to the effective range for every P.S. point; e.g., P.S. 24 add 24 feet.

Note: Objects such as bricks, bottles, and swords are not designed for throwing. Consequently, the effective range is limited regardless of the strength behind it. Darts, knives and throwing axes are designed for throwing, but don't have the weight or balance for great distances. The same is true of most objects weighing less than half a pound. Javelins, more so than spears, are designed for distance throwing.

Miscellaneous items weighing over a pound and less than 10 pounds, such as rifles, can be thrown about half as far as the 1/2 pound object. Normal and extremely strong characters can hurl a weight equal to the weight he can carry four inches per each P.S. point. This means the person with a P.S. 9 can toss 90 lbs (40.8 kg) up to 2-1/2 feet away. The hero with a P.S. of 17 can toss 340 pounds (153 kg) up to 5 ft, 6 inches away. Forty foot (12.2 m) Zentran and Meltran giants can hurl their maximum carrying weight one foot (0.3 m) per P.S. point. So the character with a P.S. of 24 can hurl up to 1200 pounds a whopping 24 feet (7.5 m).

Movement and Exertion

Keep the game simple and quick moving. Light activity, such as walking, jogging, driving, standing guard, doing repairs and similar activity, can be conducted for hours without affecting the character adversely. Both players and game master should apply common sense and logic to the duration of an activity. Even intense activity, such as 20 minutes of combat followed by rest or light action, will not impair the character's efficiency. It's all a matter of pacing.

Prolonged periods of combat or heavy exertion (an hour or more of intense, continual, physical exertion) will take its toll on the character. Reduce the following once every hour: Speed −2, Initiative −2, Parry and Dodge −1, Damage −2.

STEP 2:
Hit Points & S.D.C.

Hit Points

Hit points might best be thought of as life points, because they indicate how much physical damage (cuts, bruises, etc.) a character can withstand before he/she dies. These are the points that are observed during a battle (or melee) to determine how much damage is inflicted on friend or foe. Each time a character is struck by a weapon he takes physical damage. The individual players keep score of how many hit points their character has by subtracting the damage from his/her character's hit points each time that character is hit by a weapon. Likewise, the game master keeps score of how much damage the player character inflicts upon his opponent (NPC). When a character has zero hit points, he is in a coma and will soon die unless extensive medical aid is applied. When a character's hit points have been knocked far below zero, he is dead and beyond saving.

Determining Hit Points

Now that you have some idea of what hit points are about, let us get into the technical aspects of their determination and use.

1. **Base Hit Points:** Having rolled up your eight attributes, you will recall that one is **physical endurance** (P.E.). The physical endurance score indicates your character's base/starting amount of hit points. This number means that he/she can lose that many hit points before dying.

Some of you will have a character with many hit points ... don't get too cocky, a gun or even a knife in the right hands can whittle you down to size in one melee round and a mega-damage weapon will blow you into atoms. Others will find themselves with a character who has only a handful of hit points (as little as 3) ... don't despair or feel cheated; you'll just have to use cleverness and cunning in avoiding direct confrontations until you've built up your hit points.

2. **Building Hit Points:** After determining your base hit points, pick up one six-sided die, roll it, and add the number rolled to your hit point base. Only roll one six-sided die one time.

As your character grows in knowledge and experience he will gain more skill and expertise in his chosen profession. At the same time he will also mature physically, increasing his hit points. Thus, each time a character attains a new experience level, roll one six-sided die and add it to the existing hit points.

S.D.C. or Structural Damage Capacity

There are two types of S.D.C. The first applies to living creatures and is a sort of supplement to hit points. The second applies to inanimate, non-living structures such as chairs, locks, doors, buildings, vehicles and so on.

Determining physical S.D.C. is simple. Scientists, scholars, reporters and adventurers roll 5D6 for S.D.C., the average citizen 2D6, while specific O.C.C.s get set base amounts:

U.N. Spacy Valkyrie Pilots: 40
U.N. Spacy Zentran Pilots & Soldiers: 50
U.N. Spacy Meltran Pilots & Soldiers: 40
U.N. Spacy Ground Mecha Pilot: 30
U.N. Spacy Field Scientist: 20
U.N. Spacy Engineer: 20
U.N. Spacy Typical Soldier: 25
U.N. Spacy Military Specialist: 30

Physical S.D.C. can be increased through physical skills, such as boxing and the occasional O.C.C. bonus. In this way you can build and toughen your character as much as you'd like. All S.D.C. points/bonuses are cumulative.

When a character is hurt, the damage is first subtracted from his or her S.D.C. points. S.D.C. damage is painful, but not deadly. It's like a movie where John Wayne gets shot, punches it out with three desperadoes, and when it's all over, dusts himself off and says "Ah shucks mam, it's only a scratch;" S.D.C. in action. It is only after ALL S.D.C. has been depleted that damage is subtracted from hit points. Hit point damage is serious, and potentially life threatening.

Inanimate objects, such as buildings, vehicles, furniture and so on, also have S.D.C. In this case, the S.D.C. indicates the total amount of damage that the object can withstand before crumbling, shattering or being laid to ruin. These S.D.C. function exactly like hit points, except that they apply to non-living things. Any damage sustained is subtracted from the S.D.C. When the S.D.C. is reduced to zero, it is broken or smashed beyond repair.

A Note to the Game Master: The S.D.C. system just described is a standard rule in most Palladium Books games. From time to time I hear the complaint, for example: How can somebody be bashing or shooting into a door and the door is in perfect condition until all its S.D.C. are depleted? My answer is: It's

not in perfect condition. Using the example of the door, the G.M. should explain exactly what's happening. "You bash into the door with your shoulder. It's a very solid door and you inflict minimal damage (give S.D.C. damage). You realize that it will take quite a while to gain entry this way and you may hurt yourself." Or "You can feel the door give a little under your great strength (give S.D.C. damage). Another bash and the door's frame cracks and moans, but it still holds (give S.D.C. damage). It will take another couple of attempts (as the door's S.D.C. dwindles), but it's definitely giving." Or "Your submachinegun riddles the wood door with a dozen holes (something the player can look through), but the door is still locked and holding strong."

Obviously, attacks on normal objects will scrape, dent, crack, splinter, crumble and so on, even if the object is not destroyed. To smash or destroy something may require multiple attacks, and in some cases, like being locked behind an iron door or bulkhead without a weapon or proper tools, it will be impossible to damage the item at all.

Recovery of Hit Points & S.D.C.

After a battle, characters who have sustained physical damage must tend to their wounds. The attending of wounds can be administered by fellow characters, trained medical personnel or by oneself, if the character has the first aid skill and is not physically impaired.

First aid-type skills include basic and immediate medical treatment, such as bandaging and cleaning of wounds, stopping of bleeding and so on, until the character can receive better medical care.

Recovery: Nonprofessional treatment. This is basic, first aid-type treatment by oneself, or non-medically trained people. This type of treatment may be used if the character is not able to seek professional treatment immediately. It is not necessarily inferior treatment, especially for a not too serious ailment, but just lacks the full facilities and experience of a major medical institution. **Rate of Recovery:** Two hit points per day (24 hours) and/or 4 S.D.C. points per day.

Recovery: Professional treatment. This is medical treatment from a doctor, clinic, hospital, or psychic healer. **Rate of Recovery:** Two hit points per day for the first two days, and four hit points per day for each following day, until the character has regained all his/her original hit points. S.D.C. points are restored at a rate of 6 per day.

Surviving Coma And Death

When a character's hit points are reduced to zero (or less), he/she collapses and lapses into a coma. This character is near death and will die in a matter of hours unless he/she receives immediate medical treatment.

How much damage below zero a character can sustain is indicated by the physical endurance (P.E.) attribute. A character can take one point of damage below zero (negative 1, −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 nine. However, if the character receives more damage (which is very possible) than the P.E., 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.

Coma Length

The length of time a character in a coma will survive without treatment is again indicated by the P.E. attribute. Add one hour for each P.E. point. **Example:** P.E. 9 = 9 hours, P.E. 10 = 10 hours, and so on.

Recovery From a Coma

Whether or not a character survives the coma and is stabilized (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 tries, the character breaks out of the coma and is no longer in danger of dying. This also means that he is brought up to one hit point above zero. Recovery of hit points from that time on is standard; see Recovery of Hit Points. **Note:** This can be attempted every hour.

Recovery Ratio (roll 2 out of 3)
- Treatment from nonprofessional, medical, individual, but with medical skills: 1-18%.
- Treatment from an intern or nurse (R.N.): 1-32%.
- Treatment from a doctor without proper facilities: 1-46%.
- Treatment from a doctor at a clinic (fair facilities): 1-56%
- Treatment from a hospital: 1-66%.
- Treatment from a major, large hospital: 1-70%.

Optional Recovery Side-Effects
From Severe Damage/Near Death (Hit Points)

Roll on this table when a character has lost all of his/her hit points and has been near death (coma). **Impairment is permanent** as a result of the grave physical damage. NOTE: This is not a mandatory table, but is left up to the game master's discretion.

01-10 No permanent damage.
11-20 Major stiffness in joints; reduce P.P. by 2.
21-39 Minor stiffness in joints; reduce P.P. by 1.
40-55 Legs impaired; walk with a limp reduce Spd by 2.
56-70 Major scarring; reduce P.B. by 2.
71-82 Chronic pain; reduce P.E. by 1.
83-92 Minor brain damage; reduce I.Q. by 1.
93-00 Major brain damage; reduce I.Q. by 2 and M.E. by 1.

Optional Damage Rules

A character receives serious physical damage when he loses a great amount of hit points. The following is a list of side-effects from physical damage. The effects of the damage are generally temporary and cumulative. Thus, if a character suffers the loss of a great deal of hit points within a short time, he will suffer the multiple effects of physical damage. **Roll each time severe damage is endured.**

01-14 Minor bruises and lacerations. Spd −2, −1 to dodge.
15-29 Severely bruised and battered muscles. P.P. −1, Spd −3
30-44 Damaged (sprain, pulled, cut, etc.) arm or shoulder, P.P. −3.
45-59 Damaged leg or hip. Spd is ½, −2 to dodge.
60-74 Damaged hand and/or wrist. P. P. −1, P.S. −2.
75-89 Head Injury. −5% on all skills, Spd −2.
90-00 Damaged back or pelvis. P.E. −1, P.P. −2, Spd −3.

NOTE: None of these effects are permanent nor life threatening. Minuses apply to that one limb. Speed minuses affect the whole body. Remember effects are cumulative; roll each time the character is badly hurt.

Side-Effects from Physical Damage (Hit Points) (Optional)

Roll on this table when 75% to 99% (almost all) of hit points are depleted. Impairment is temporary, lasting 1-4 weeks (roll one four-sided die).

01-10 Severely battered and bruised. Spd. −2, −3 to dodge.
11-20 Torn arm muscle. P.P. −3, P.S. −2.
21-29 Torn leg muscle. Spd is ½, −2 to dodge.
30-39 Fractured bone: arm. P.P. −2, P.S. −3.
40-49 Fractured bone: leg. Spd is ½, −4 to dodge.
50-59 Fractured bone: ribs or pelvis. P.E. −2, Spd is ½.
60-69 Broken bone: arm. P.P. is ½, P.S. is ½.
70-79 Broken bone: leg. Spd is ½, −6 to dodge.
80-89 Broken bone: ribs. P.E. −3, P.P. −1, Spd −3.
90-00 Severe Concussion. −8% on all skills, Spd −3.

NOTE: None of these effects are permanent or life threatening, but they are painful and debilitating. Minuses apply to that one particular limb. Speed minuses effect the entire body. Remember, penalties and effects are cumulative.

STEP 3:
Mega-Damage & M.D.C.

Mega-Damage Capacity (M.D.C.) is a damage system that may be new to many of you. It is a structural damage capacity that reflects the staggering advancements in science and technology. A technology that has created new super-tough alloys, micronized and even nano-size circuits, parts, batteries, and weapons with more power, precision, and range than anything we can manufacture in our century. In effect, M.D.C. is a super-structural damage capacity that far outstrips the normal S.D.C.

M.D.C. versus S.D.C.

1. Generally, 100 S.D.C. (or hit point) damage equals about one M.D.C. point.
2. This also means that one point of Mega-Damage does approximately 100 S.D.C. points of damage.
3. Most conventional weapons do absolutely no damage to a mega-damage structure, even when combined for a total of 100 or more S.D.C. When a single S.D.C. missile, explosive or energy beam can inflict over 100 S.D.C. points of damage, it does inflict the equivalent of mega-damage. In these rare cases, approximately every 100 S.D.C. points of damage equals one mega-damage point. Always round down S.D.C. damage. For example: A missile that inflicts 450 S.D.C. equals 4 M.D.

   Likewise, when an S.D.C. structure is blasted by mega-damage, always round the S.D.C. down when assessing damage. For example: When an object that has 230 S.D.C. is hit by 2 M.D. points of damage, the item is destroyed (all 230 S.D.C.). What little may remain is a useless piece of junk.

4. In the context of this specific book, M.D.C. applies to: All high-tech military vehicles, including tanks, APCs, robots, aircraft, Valkyries, power armor, spaceships, force fields, and all Marduk and Zentran war machines.

M.D.C. Artificial Armor

Throughout the history of humankind, people have developed different forms of body armor. In days past, this armor would have been S.D.C. types, like bullet-proof vests and chain mail, but in the world of **Macross II**, the body armor is usually a super-strong, yet lightweight, mega-damage structure. Like any other mega-damage structure, they can not be damaged by S.D.C. type weapons, with the possible exception of high explosives and missiles.

A variety of M.D.C. body armor, from padded spacesuits of hard armor to full power armor exoskeletons, are described in the equipment and mecha sections.

Physical Damage While Inside an M.D.C. Structure

There are a couple instances where a character can suffer physical S.D.C. and/or hit point damage while inside a mega-damage structure. Psionic and magic attacks will penetrate most M.D.C. body armor and power armor to affect the person inside (cannot penetrate the giant ground mecha, Marduk Gilgamesh robots, spaceships or most large vehicle style robots).

A character in body armor or human size power armor can also suffer impact damage from falls from great heights, high speed crashes, or from explosions. Most body armor and power armor are carefully designed and padded so that the armor absorbs the majority of impact damage, however, the body inside is still rattled and slammed around. In most cases, the physical damage one suffers is minimal and leads to nothing more than a few bruises.

Impact Damage Rules Applicable to Body & Power Armor

Fall: One point of S.D.C. or hit point damage for every 10 feet (3 m) height from a fall.

High speed crash: 1D4 points of S.D.C. or hit point damage for every 10 mph (16 km) of speed above 30 mph (48 km).

Impact from an Explosion: One point of S.D.C. or hit points for every 10 M.D. points from an explosion.

Chance of being stunned: In each case there is a chance of being stunned. Fall: 1-40% chance of being momentarily stunned (no attacks, −9 to strike, parry, and dodge) for 1D4 melees from any fall above 100 feet (30.5 m). 1-79% chance of being stunned if the fall is 200 feet (61 m) or higher for 1D6 melees. Crash: 1-30% chance of being stunned for 1D4 melees if impact is more than 50 mph (80 km), add + 5% for every additional 10 miles (16 km) above 50 mph. Explosion impact: There is a 1-60% chance of being stunned for 1D4 melees whenever hit by more than 40 M.D.C. at once.

Furthermore, the force of an attack, especially from missiles and rail guns, may knock a character off his feet. Generally, this only happens when the individual is struck by 30 M.D.C.; Game Masters should use common sense in deciding when to use this element in combat. Characters who are knocked off their feet lose one attack/action that melee.

STEP 4:
Selecting an O.C.C.

It is suggested that readers skim over the O.C.C. sections before selecting a type of character. For the sake of simplicity, each player selects one Occupational Character Class (O.C.C.). Each character class will describe the hero's background, orientation, typical views of life, position in society, special powers (if any), skills and training/skills. Although most player characters are human, they can also play Zentran, Meltrans and Marduk.

O.C.C. Requirements

The selection of an O.C.C. is limited only by the minimum attribute(s) required for that occupation and the player's personal taste. Some O.C.C.s have higher requirements than others and generally reflect the strenuous physical or intellectual demands of that particular profession.

Skills and Skill Selection

Each O.C.C. has three skill categories: O.C.C. skills, Other skills, and Secondary skills.

O.C.C. skills are the areas of expertise and training that all characters receive when they select that profession. The bonus in parenthesis reflects that specialized training.

O.C.C. Related Skills (a.k.a. "other" skills) are additional areas of formal training and knowledge. In many cases, these skills will also reflect the character's occupation and interests. Not all skill categories are available for skill selection and those will be marked "none." Many of the skill categories that are available will indicate specific restrictions (if any) and possible skill bonuses. Skill bonuses will be indicated in parenthesis. The skills that most relate to one's O.C.C. have the highest bonuses.

Secondary skills are things that have been learned without formal training. They are hobbies, interests, and abilities that the character has learned himself by reading or watching others and practicing what he has seen. These skills are also selected from the list of available skill categories. However, no skill bonuses are applicable! The bonus indicated in parenthesis applies only to O.C.C. "other" skill selections. Thus, all secondary skills start out at the base skill level without bonuses.

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 and this too is added to the base skill level as a one time bonus.

Skill proficiencies increase as characters grow in experience. This is not so much a bonus as a designation of increased mastery over one's abilities. The amount that the skill level increases is also noted in each skill description. **For example:** The communication skill of radio: basic reads: **Base Skill:** 45% +5% per level of experience. This means that a first level character without an O.C.C. or other bonuses has a base skill proficiency of 45%. At second level +5% is added to increase the skill to 50%. At third level it increases to 55%, at fourth, 60%, and so on.

Maximum skill level is limited to 98%, because there is always a margin for error no matter how skilled one becomes.

STEP 5:
Money and Equipment

All characters are given a basic list of standard equipment typical for that O.C.C., as well as a certain amount of money in the form of *dollars*. This means that all characters start out with the basics and some cash; possibly poor, but not destitute. Money is a great motivator for action in a role-playing scenario, so it is intentionally kept limited to start. Needing a roof over one's head or food in one's belly can lead a character to consider actions that can develop nicely into an adventure. As always, a character can spend the money immediately for additional equipment or save it for later.

STEP 6:
Rounding Out One's Character

The final step is to add color to your character. The only mandatory requirement is the selection of an **alignment** and understanding how the **experience levels/system** applies to your characters. Anything else is optional.

Alignments

Good: Principled and Scrupulous
Selfish: Unprincipled and Anarchist
Evil: Miscreant, Aberrant and Diabolic

Alignments are an important factor in developing a character, his/her attitudes and moral principles. ALL players must choose an alignment for their character.

No Neutral

First of all, there is no such thing as an absolute or true neutral. All people tend toward good, evil or self-gratification. An absolute true neutral could not make a decision, go on an adventure, kill, or take any action of any kind without leaning toward good, evil or self-gratification. It is humanly impossible and is, therefore, eliminated in the context of this game. (I realize that some of the philosophers out there may disagree with this, but that's a topic for philosophical debate and not a factor of this game. Sorry, no neutrals).

GOOD ALIGNMENTS
Principled
Scrupulous

Because a character is of a good alignment, it does not make him/her a saint. Good characters can be just as irritating, obnoxious, and arrogant; even prejudiced and full of quirks. However, life and freedom are of the highest priority. Such a person can always be trusted in a life and death situation.

Principled (Good)

Principled characters are, generally, the strong, moral character.

Principled characters 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. Work well in a group.
9. Respect authority, law, self-discipline and honor.
10. Never betray a friend.
11. Never break the law unless conditions are desperate. This means no breaking and entry, theft, torture, unprovoked assaults, etc.

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 Clint Eastwood and Charles Bronson films; the person who is forced to work beyond the law, yet for the law, and the greater good of the people. They

are not vicious or vindictive men, but are driven to right injustice. I must point out that these characters will always attempt to work with or within the law whenever possible.

Scrupulous Characters 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 be.
7. Always help others.
8. Attempt to work within the law whenever possible.
9. Bend and, occasionally, break the law when deemed necessary. This means they may use strong-arm techniques, harass, break and enter, theft, and so on.
10. Distrust authority.
11. Work with groups, but dislike confining laws and bureaucracy (red tape).
12. Never betrays a friend.

SELFISH ALIGNMENTS
(But Not Necessarily Evil)

Unprincipled (Selfish)

This, basically, good person tends to be selfish, greedy, and holds his/her personal freedom and welfare above almost everything else. He/she dislikes confining laws, self-discipline and distrusts authority. This is the Han Solo, Star Wars, character, 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 and helping others.

Unprincipled Characters Will . . .

1. Have a high regard for life and freedom.
2. Keep his word of honor.
3. Lie and cheat if necessary (especially to those of anarchist and evil alignments).
4. Will not kill an unarmed foe (but will take advantage of one).
5. Help those in need.
6. Not use torture unless absolutely necessary.
7. Work with a group, especially if profitable.
8. Never harm an innocent.
9. Never kill for pleasure.
10. Dislike authority.
11. Never betray a friend.

Anarchist (Selfish)

This type of character likes to indulge himself in everything. He is the insurgent, con-man, gambler and high roller; the uncommitted freebooter seeking nothing more than self-gratification. This character will, at least, consider doing anything if the price is right. These people are intrigued by power, glory and wealth. Life has meaning, but his has the greatest meaning of all. Laws and rules infringe on personal freedom and are meant to be broken. An anarchist aligned person is always looking for the best deal, and will work with good, selfish or evil to get it; as long as he comes out of the situation on top. The anarchist is continually teetering between good and evil, rebelling, and bending the law to **fit** his needs. Often mercenaries fall into this category.

Anarchist Characters Will . . .

1. May keep his word.
2. Lie and cheat if he feels it necessary.
3. Not likely to kill an unarmed foe, but certainly knockout, attack, or beat up an unarmed foe.
4. Never kill an innocent (but may harm or kidnap).
5. Not likely to help someone without some ulterior motive (even if it's only to show-off).
6. Seldom kill for pleasure.
7. Use torture to extract information (not **likely** to torture for pleasure).
8. Does not work well in a group (this is the cocky, loudmouth who is likely to do as he damn well pleases).
9. Have little respect for self-discipline or authority.
10. May betray a friend.

EVIL ALIGNMENTS
Miscreant
Aberrant
Diabolic

All evil characters are not bent on universal genocide or domination over all living creatures. They are not all maniacal people actively seeking to harm innocent people. Nor are all evil characters sadistic and untrustworthy. Many evil characters may actually seem kind or likable.

There is nothing wrong with playing an evil character, although he may not survive too long if he betrays or harms too many people. This is fantasy role-playing, not reality. You can play any type of character you desire, just continue to play in character.

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 goal. 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 people 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.

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 is his goal. It matters not who gets caught in the middle, as long as he comes out smelling like a rose. This person will lie, cheat and kill anyone to attain his personal goals.

Miscreant Characters Will . . .

1. Not necessarily keep his word to anyone.
2. Lie and cheat anyone; good or evil.
3. Most definitely attack an unarmed foe (those are the best kind).
4. Use or harm an innocent.
5. Use torture for extracting information and pleasure.
6. May kill for sheer pleasure.
7. Feels no compulsion to help without some sort of tangible reward.
8. Work with others if it will help him attain his personal goal.
9. Kill an unarmed foe as readily as he would a potential threat or competitor.

10. Has no deference to laws or authority, but will work within the law if he must.
11. Will betray a friend if it serves his needs.

Aberrant (Evil)

The cliche that there is "No honor among thieves." is false when dealing with the aberrant character. This is a person who is driven to attain his goals through force, power, and intimidation. Yet the aberrant person stands apart from the norm, with his own personal code of ethics (although twisted ethics by the standards of good). He expects loyalty from his minions, punishing disloyalty and treachery with a swift, merciful death. An aberrant person will always keep his word of honor and uphold any bargains. He will define his terms and live by them, whether anyone else likes it or not.

Aberrant Characters Will . . .
1. Always keep his word of honor (he is honorable).
2. Lie to and cheat those not worthy of his respect.
3. May or may not kill an unarmed foe.
4. Not kill (may harm, kidnap) an innocent, particularly a child.
5. Never kills for pleasure.
6. Not resort to inhumane treatment of prisoners, but torture, although distasteful, is a necessary means of extracting information.
7. Never torture for pleasure.
8. May or may not help someone in need.
9. Work with others to attain his goals.
10. Respect honor and self-discipline.
11. Never betray a friend.

Diabolic (Evil)

This is the category where the megalomaniacs, violent, and most despicable characters fall. This is the cruel, brutal killer who trusts no one and has no value for anyone or anything that gets in his way. Aberrant aligned characters find these dishonorable people just as revolting as a good aligned character.

Diabolic Characters 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. Use, hurt and kill an innocent without a second thought or for pleasure.
5. Use torture for pleasure and information.
6. Kill for sheer pleasure.
7. Likely to help someone only to kill or rob him.
8. Not work well within a group (consistently disregarding orders to do as he pleases).
9. Despise honor, authority, and self-discipline.
10. Associate mostly, with other evil alignments.
11. Betray friends (after all, you can always find new friends).
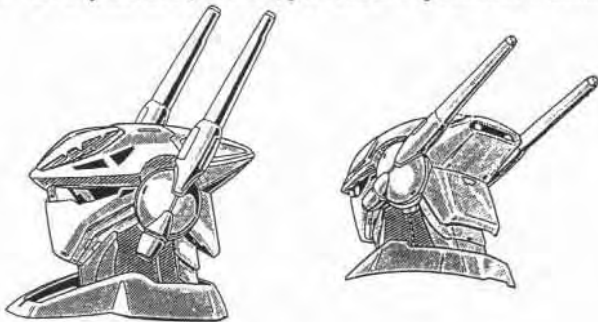
EXPERIENCE POINTS

Except in specially devised scenarios and tournaments, there is no winner in a role-playing game. The accumulation of heroic deeds, friends, prestige, weapons, equipment, knowledge, and skills, can be construed to be the results of winning. If a character survives and meets with success in his endeavors, that is winning. However, there are rewards besides the acquisition of material goods and reputation: developing your character's skills, knowledge, and abilities. This is accomplished through the gathering of experience points.

Why An Experience Point System?

The reason I use an experience point system is because I find them extremely realistic and practical. Training is useful, but there is no substitute for experience. I don't know how many times I have read a comic book with the main character thinking to himself, something like "Only my years of experience enabled me to beat him." or "He's good, but lacked the years of experience and training to handle the situation." Practical experience in the field is an important and real factor in the development of a character.

The experience system is specifically designed so that characters will mature fairly rapidly, tapering off as they reach higher levels of experience (around fifth and sixth level).

Why do the experience levels only go to level 15? Because characters are not likely to ever reach that level, even after years of regular play. In my original, **Palladium Role-Playing Game** play-test campaign, after two years of regular, weekly, long (averaged 9 hours) playing sessions; the characters averaged 7th to 9th level and wereprogressing, ever so slowly, toward tenth level. Realistically, a high level character is not necessarily all that much fun to play unless the campaign maintains a high level of challenge and adventure.

Experience Points And Their Application

It is difficult to devise a point system by which a game master can judge and reward his players fairly. The ultimate purpose of experience points and experience levels is to provide a means by which the player's character can grow and develop. Many fantasy role-playing games have their own unique system, charts, equations, and computations for distributing experience points. You may want to adapt one of these systems to this game if that's what you're comfortable with. Many games avoid the whole question of experience points by a system in which points are pumped back into the powers, but this leaves skills undeveloped, as well as being pretty drab.

The subjective method of observation and logic introduced in the **Palladium Role-Playing Game** has been so well received that I'm just transplanting it into **Macross II** and all of our games. I feel that any twit can punch-out or blast a villain that just crawled out of the woodwork. Most experience systems concentrate on the "kill factor," but what about the thought process? What about the decisions, plans, or motives behind a particular action? Doesn't cleverness and a cool head count? Aren't these the true ingredients of good role-playing? Shouldn't the brilliant medical student playing a character with an I.Q. of 4 (and staying firmly in character, saying and doing things as the character would, even though he realizes the stupidity as a player) get experience for playing in character? Hell Yes!!! Con-

sidering how flexible and subjective most of the other role-playing conditions and rules are, I don't see the logic in having a strict, limited experience point system.

Each player's character involved in a given situation/confrontation should receive the appropriate experience points. The game master should make a list of his players at the beginning of the game and jot down each player's experience points as they gather them throughout the course of the game. At the end of the game, the game master totals each player's points and gives them the total so that they can keep track of their growing experience and skills.

The difficulty with this system of determining experience points is the subjectivity. The game master must utilize the proceeding experience outline with some thought. Example: Eight third level character's brimming with psychic power and armed to the teeth attack and subdue one, lone, fourth level villain or minor monster. The eight players should receive experience points for subduing a minor menace. After all, the poor guy didn't have a chance and presented no real threat to the characters. However, if one or two first or second level characters subdued the same villain, they should receive experience for subduing a major or even a great menace, because the threat and ingenuity involved are much greater.

I have found this method stimulates imaginative playing instead of promoting slash and kill. Game masters, don't be Santa Claus, heaping wonderful amounts of experience points; be fair and tolerant. Let your players truly earn their experience points, growing in skill, knowledge and power. If you have a group of players rising rapidly in experience levels, you will know it's because they are clever and imaginative players. And that's what this game is all about!

Character Experience Levels

Each character class has a listing for levels of experience. A character involved in an adventure gains experience points for his thoughts, actions and deeds. As these experience points accumulate, the character will reach new plateaus, indicating his continual growth, development, and mastery over his powers and skills. Each time a player's character accumulates enough experience points to reach the next level of experience, his skill increases accordingly. In most instances, magic and special powers also increase in range, duration, power/damage, and scope. Example: When a first level field scientist character has accumulated at least 2141 experience points, he has attained second level, and all his skills become second level, meaning that he can perform them at a higher level of proficiency.

A clever plan, or a quick attack all earn experience points. The more experience points a character receives, the higher the level he attains and the greater his abilities. **Players,** be certain to keep a careful record of the experience given to you at the end of each game. When a character attains a new level, be certain to tell the game master so that the skills and hit points can be increased accordingly.

Experience And Hit Points

Each time a character reaches a new level of experience the player gets to roll 1 six-sided die and adds the number rolled to the character's hit points. This indicates the physical development and maturity of the character as he develops.

Per Level Of Experience

Per level of experience, or per each level of experience, or per level of the psychic, indicates that the person can perform a skill, psychic power, or ability at his highest level of experience. This often indicates the amount of damage that can be inflicted or a duration of an effect.

EXPERIENCE POINTS TABLE

Awarding Experience Points

Experience Points	Action
25	Performing a skill (successful or not).
25	Clever, but futile idea.
100	Clever, useful idea or action.
100	Quick-thinking idea or action.
200	A critical plan or action that saves the character's life and/or a few comrades.
400-1000	A critical plan or action that saves the entire group or many people.
100-300	Endangering the character's own life to help others.
500-700	Self-sacrifice (or potential self-sacrifice) in a **life and death** situation (like leaping in front of a fireball meant for someone else to save that person, even though he/she is likely to die, or offering his/her own life to save the group or another).
100	Avoiding unnecessary violence.
100-200	Deductive reasoning and/or insight.
50	Good judgment.
50	Playing in character bonus.
50-100	Daring (clever or not).
25-50	Killing or subduing a minor menace.
75-100	Killing or subduing a major menace.
150-300	Killing or subduing a great menace.

Experience Levels for Macross II O.C.C.s

Investigative Reporter	Valkyrie Pilot & Meltran Ace
1 0,000-2,000	
2 2,001-4,000	1 0,000-2,100
3 4,001-8,200	2 2,101-4,200
4 8,201-16,400	3 4,201-8,400
5 16,401-24,500	4 8,401-17,200
6 24,501-34,600	5 17,201-25,400
7 34,601-49,700	6 25,401-35,800
8 49,701-69,800	7 35,801-51,000
9 69,801-94,900	8 51,001-71,200
10 94,901-129,000	9 71,201-96,400
11 129,001-179,100	10 96,401-131,600
12 179,101-229,200	11 131,601-181,800
13 229,201-279,300	12 181,801-232,000
14 279,301-329,400	13 232,001-282,200
15 329,401-389,500	14 282,201-342,400
	15 342,401-402,600

Military Specialist	Mechanical & Communications Engineer	Field Scientist	Soldier/Grunt
1 0,000-2,120	1 0,000-1,925	1 0,000-2,140	1 0,000-1,875
2 2,121-4,240	2 1,926-3,850	2 2,141-4,280	2 1,876-3,750
3 4,241-8,480	3 3,851-7,450	3 4,281-8,560	3 3,751-7,250
4 8,481-16,960	4 7,451-14,900	4 8,561-17,520	4 7,251-14,100
5 16,961-24,960	5 14,901-21,000	5 17,521-25,520	5 14,101-21,200
6 24,961-34,960	6 21,001-31,000	6 25,521-35,520	6 21,201-31,200
7 34,961-49,960	7 31,001-41,600	7 35,521-50,520	7 31,201-41,200
8 49,961-69,960	8 41,601-53,000	8 50,521-71,000	8 41,201-51,200
9 69,961-94,960	9 53,001-73,000	9 71,001-96,100	9 51,201-71,200
10 94,961-129,960	10 73,001-103,500	10 96,101-131,200	10 71,201-101,500
11 129,961-179,960	11 103,501-139,000	11 131,201-181,300	11 101,501-136,500
12 179,961-229,960	12 139,001-189,000	12 181,301-231,400	12 136,501-186,500
13 229,961-279,960	13 189,001-239,000	13 231,401-281,500	13 186,501-236,500
14 279,961-329,960	14 239,001-289,000	14 281,501-341,600	14 236,501-286,500
15 329,961-389,960	15 289,001-339,000	15 341,601-401,700	15 286,501-326,500

Zentran Mecha Pilot	Zentran Soldier	Marduk Officer & Science Officer	Marduk Emulator & Zentran Officer
1 0,000-1,950	1 0,000-1,900	1 0,000-2,240	1 0,000-2,050
2 1,951-3,900	2 1,901-3,800	2 2,241-4,480	2 2,051-4,100
3 3,901-8,800	3 3,801-7,300	3 4,481-8,960	3 4,101-8,250
4 8,801-17,600	4 7,301-14,300	4 8,961-17,920	4 8,251-16,500
5 17,601-25,600	5 14,301-21,000	5 17,921-25,920	5 16,501-24,600
6 25,601-35,600	6 21,001-30,000	6 25,921-35,920	6 24,601-34,700
7 35,601-50,600	7 30,001-40,000	7 35,921-50,920	7 34,701-49,800
8 50,601-70,600	8 40,001-53,000	8 50,921-70,920	8 49,801-69,900
9 70,601-95,600	9 53,001-73,000	9 70,921-95,920	9 69,901-95,000
10 95,601-125,600	10 73,001-103,000	10 95,921-135,920	10 95,001-130,100
11 125,601-175,600	11 103,001-138,000	11 135,921-185,920	11 130,101-180,200
12 175,601-225,600	12 138,001-188,000	12 185,921-225,920	12 180,201-230,300
13 225,601-275,600	13 188,001-238,000	13 225,921-275,920	13 230,301-280,400
14 275,601-325,600	14 238,001-288,000	14 275,921-335,920	14 280,401-340,500
15 325,601-375,600	15 288,001-328,000	15 335,921-395,920	15 340,501-400,600

Optional Stuff

I've found that many players like as much background and details about their characters as possible. Consequently, I have assembled a series of optional tables to satisfy those details. All tables require the roll of percentile dice.

Height

01-30 Short
31-70 Average
71-00 Tall

Note: Average height of a human male is six feet.

Average height of a human female is five feet seven inches.

Age

I think it is best to generally assume that most characters are young, in their late teens to mid-twenties. It is probably most appropriate to determine age by the level of the character's education, training and the player's personal preference. I also leave the gender of the character to the player's personal taste.

Weight

01-10 Skinny
11-30 Thin
31-55 Average
56-74 Husky
75-89 Potbelly
90-00 Obese

Note: Average weight for a typical human:
150 to 190 pounds for a male.
110 to 140 pound for a female.

Birth Order

01-30 First Born
31-44 Second Born
45-55 Third Born
56-65 Fourth Born
66-75 Last Born
76-90 First born of twins
91-00 Illegitimate

Family Origin

01-50 Earth native. Character is 100% human.

51-60 Half Zentran: Dad was a Zentran. Bonuses: +10 to S.D.C., +1D4 to P.S. and P.E.

61-70 Half Meltran: Mom was a Meltran. Bonuses: +2D6 to S.D.C., +1D4 to P.P. and speed.

71-77 Quarter Zentran: Grandad was Zentran. +2D6 to S.D.C., +1 to P.S. and P.E.

78-84 Quarter Meltran: Grandma was a Meltran. +1D6 to S.D.C., +1 to P.P. and +1D4 to speed.

85-94 100% Zentran or Meltran; a refugee from the current conflict. Could even be giant size. Bonuses for 100% Zentran or Meltran at human size: +20 S.D.C., +2D4 to P.S. and speed.

95-00 Marduk refugee. Bonuses: +1D4 M.E., +1 to P.P.

Type of Environment

01-10 Little farm or country community

11-30 Small town

31-50 Urban dweller — Small to medium city.

51-70 Urban dweller — A big city kid.

71-00 Military

Disposition

01-10 Mean, suspicious and vengeful.

11-15 Shy, timid, and tends to be a loner.

16-22 Gung-ho, guts and glory type who sees himself as a hero.

23-30 Worry wart, nervous and cautious.

31-37 Hot-head, quick tempered, emotional, but basically nice.

38-45 Schemer, gambler who likes to take chances.

46-50 Blabbermouth, nice person but too talkative.

51-58 Nice guy, friendly, courteous, and hospitable.

59-67 Snob, arrogant; feels superior to others.

68-75 Tough guy, self-reliant, cocky, a lone wolf.

76-81 Wild man, cocky, overconfident, takes foolish risks.

82-86 Paternal, overprotective to others (especially young characters).

87-93 Complainer, constantly aggravated about something.

94-00 Paranoid, does not trust anybody.

Human's Sentiments toward the Marduk and Zentran

01-20 Hates the Marduk and their legion of Zentran and Meltran warriors and allies. Tends to mistrust and mistreat all alien refugees.

21-40 Indifferent, never personally had a bad experience with them.

41-60 Wary or resentful toward anybody of Zentran or Meltran descent. Has heard lots of things about them (many untrue) and the bad seems to outweigh the good.

61-80 Hates anybody of Zentran, Meltran or Marduk heritage. Close family members and/or friends have died at the hands of the enemy; this has made the character very prejudiced, hate filled and jealous toward them.

81-00 Wary of the real enemy, but has had mostly good experiences with non-humans and treats them as equals, without doubt or suspicion.

Zentran/Meltran Character's Sentiments toward Others

01-15 Hates and distrusts all humans!

16-30 Is suspicious and thinks poorly of his/her own race.

31-50 Does not like nor trust new alien refugees.

51-70 He/she has felt the sting of prejudice from humans but believes that all races can live and work in harmony together. Treats humans and non-humans equally, but is a bit suspicious of creatures who are extremely inhuman.

71-80 Dislikes most humans and treats them coolly and with undisguised contempt.

81-90 Prefers the company of non-humans over humans (had bad experiences with humans; perhaps the subject of ridicule and/or prejudice, but was treated kindly by friendly non-humans).

91-00 Suspicious of everybody, human and non-humans alike! Tends to be a bit paranoid, because "in these times you never really know who's human and who's not."

Psionic Powers & Insanity?

There are no indications of psionic powers in **Macross II**. Many of Palladium's other games, such as **Rifts** and **Heroes Unlimited** have rules for determining psionic powers. If the Game Master and players want to adapt psionic powers, they can easily do so.

Insanity rules are also an optional element in many of Palladium's other games. If they are desired, the Game Master can easily include them. The inclusion of insanity rules will be most appropriate in long campaigns.

Education and Skills

As a rule of thumb, there is usually a skill penalty of −30 or −40% when trying to figure out, operate, repair, or use *alien* mechanisms and technologies. The technology may be so different that the characters will not be able to use even a simple device. The game master should use his/her discretion when dealing with alien sciences.

Marduk, Zentran and Meltran technology is known to Earthlings and fairly easy for most military and science people to figure out. Civilians are likely to be confused and −30% to figure it out and use it.

COMMUNICATIONS
Cryptography
Laser
Optic Systems
Radio: Basic
Radio: Scrambler
Surveillance Systems
T.V./Video

DOMESTIC
Cook
Dance
Fishing
Play Musical Instrument
Sewing
Sing

ELECTRICAL
Basic Electronics
Computer Repair
Electrical Engineer
Robot Electronics

ESPIONAGE
Detect Ambush
Detect Concealment
Disguise
Escape Artist
Forgery
Impersonation
Intelligence
Interrogation
Pick Locks
Pick Pockets
Sniper
Tracking
Wilderness Survival

MECHANICAL
Aircraft Mechanics
Automotive Mechanics
Basic Mechanics
Locksmith
Mechanical Engineer
Robot Mechanics
Weapons Engineer

MEDICAL
Criminal Sciences & Forensics
First Aid
Medical Doctor
Paramedic
Pathology

MILITARY
Demolitions
Demolitions Disposal

PHYSICAL
Hand to Hand: Basic
Hand to Hand: Expert
Hand to Hand: Martial Artist
Acrobatics
Athletics (general)
Body Building & Weight Lifting
Boxing
Climbing
Gymnastics
Prowl
Running
Swimming
S.C.U.B.A.
Wrestling

PILOT
Airplane
Automobile
Boat: Sail Type
Boat: Motor Type
Boat: Ship
Civilian Valkyrie
Helicopter
Horsemanship
Hover Craft (general)
Jet Aircraft
Jet Fighter
Jet Pack
Motorcycle
Robots & Power Armor (basic)
Robot Combat (elite)
Robot Combat Valkyrie (elite)
Space Shuttle
Truck
Tank

PILOT RELATED
Navigation
Read Sensory Equipment
Weapon Systems

ROGUE SKILLS
Computer Hacking
Concealment
Palming
Pick locks
Prowl
Streetwise

SCIENCE
Astronomy
Astrophysics
Biology
Botany
Chemistry
Chemistry: Analytical
Mathematics: Basic
Mathematics: Advanced

TECHNICAL
Art
Carpentry
Computer Operations
Computer Programming
Hunting
Identify Fruits & Plants
Journalism
Land Navigation
Language
Literacy
Lore: Zentran & Meltran
Photography
Research
Writing

WEAPON PROFICIENCIES
Ancient Weapons
W.P. Archery & Targeting
W.P. Blunt
W.P. Chain
W.P. Knife
W.P. Sword
Modern Weapons
W.P. Revolver
W.P. Automatic Pistol
W.P. Bolt Action Rifle
W.P. Automatic & Semi-Automatic Rifles
W.P. Sub-Machinegun
W.P. Heavy Weapons
W.P. Energy Pistol
W.P. Energy Rifle
W.P. Energy Heavy Weapons

Skill Descriptions ———

Communications

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%. **Base Skill:** 25% +5% per level of experience. **Requires:** Literacy.

Laser: This skill provides the character with an in-depth knowledge of sophisticated laser communication systems and fiber optic communications. **Base Skill:** 30% +5% per level of experience. **Requires:** The radio: basic, electrical engineer, and computer operation skills.

Optic Systems: Provides expert training in the use of special optical enhancement equipment such as telescopic lenses, laser targeting, thermo-imagers, passive light intensifiers, infrared and ultraviolet systems, polarization, light filters, optical scanners, and related devices. **Base Skill:** 30% +5% per level of experience. Adds a special one time bonus of +5% to T.V./Video skill if both are selected.

Radio Basic: This is the rudimentary knowledge of the operation and maintenance of field radios and walkie-talkies, wire laying, installation, radio procedure, communication security and visual signs/communications, as well as Morse code. It does not include repairs. **Base Skill:** 45% +5% per level of experience.

Radio Scrambler: This is training in the use of electronic masking, scrambling and unscrambling equipment, and codes for the transmission of radio signals. **Base Skill:** 35% +5% per level of experience.

Surveillance Systems: This is the study and understanding of the operation, methods, and techniques in the use of surveillance systems. Includes motion detectors, simple and complex alarms systems, audio/visual recording and display equipment, recording methods, amplified sound systems, miniature listening devices (bugs, line tapping), and some optical enhancement systems (specifically as they relate to camera lenses).

Tailing, or following someone without their knowledge, is another form of surveillance. This also includes stake-out procedures. A failed surveillance roll indicates that the tail was spotted and the subject is aware of being followed/observed.

A failed roll in the use of surveillance equipment means that the equipment does not function as desired, impairing or preventing surveillance; i.e. bug does not transmit, recording garbled, film blurred or fails to record, etc.

A failed roll when hiding listening devices means the bug does not function and is easily discovered through the course of casual activity.

Base Skill: 30% +5% per level of experience. **Requires:** Electronics basic or electrical engineering and computer operation and literacy (the latter two are needed only for complex, high-tech systems).

T.V/Video: In-depth training in the use of video and audio recording equipment, filming, editing, dubbing, title making, duplication, and transmission. Includes the use of field equipment, i.e. portable video camera, and studio equipment, i.e. editing and transmission, etc. **Base Skill:** 25% +4% per level of experience.

Domestic

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.

Cook: Skill in selecting, planning, and preparing meals. A cooking roll failure means that the cooked food is not properly prepared. It is edible but tastes bad (greasy, too spicy, sour, burnt, leaves a bad aftertaste in 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 and taste. **Base Skill:** 40% +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 the selection of this skill. For example: a character who can play the guitar, violin, and harmonica must select the *play musical instrument skill three different times.* **Base Skill:** 35% +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.

Electrical

Basic Electronics: This is a rudimentary understanding of the principles of electricity, simple circuits, wiring, and so on. This person can do basic wiring, repair appliances, and read schematics. **Base Skill:** 30% +5% per level of experience.

Computer Repair: Knowledge of the internal electronics of computers and related devices (terminals, printers, modems, etc.). The character can attempt to repair or sabotage computers. Note that figuring out the repair or sabotage procedure counts as one roll, and the actual repair is a second roll. A failed roll means the repair is faulty and does not work (try again). No computer operation or programming skills are included nor required to fix computers. Many computer repair personnel don't even know how to turn the computer on! **Base Skill:** 25% +5% per level of experience.

Electrical Engineer: Knowledge of electricity. Characters 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 systems* skill). **Base Skill:** 30% +5% per level of experience. **Requires:** Advanced mathematics skill and literacy. **Note:** There is a −30% penalty when working on *alien* or extremely unfamiliar electronics.

Robot Electronics: This is the complex and specialized study of robotics and robot/military engineering, micro-circuitry, and artificial intelligence. It includes knowledge of the Valkyries, Zentran and Meltran power armor and vehicles. **Base Skill:** 30% +5% per level of experience. **Requires:** Electrical engineering and computer sciences. There is a −40% penalty when working on *alien* or extremely unfamiliar robot electronics.

Espionage

Detect Ambush: Training which develops an eye for spotting locations and terrain suitable for ambushes and being ambushed. It also provides a rudimentary knowledge of guerilla tactics used by the enemy. **Base Skill:** 30% +5% per level of experience.

Detect Concealment: This is a skill which enables the individual to spot and recognize camouflage, concealed structures/buildings and vehicles, as well as the ability to construct unobtrusive shelters, use camouflage and blend into the environment. **Base Skill:** 25% +5% per level of experience.

Disguise: The character knows how to apply make-up, wigs, skin putty, dies, and other special effects in order to alter his appearance or that of somebody else. **Base Skill:** 25% +5% per level of experience.

Escape Artist: The methods, principles, and tricks of escape artists. Includes muscle control (tensing and relaxing muscles), flexing and popping joints, knowledge of knots, and the ability to conceal small objects on the person. The character can try slipping out of handcuffs, ropes, straightjacket, etc. **Note:** Picking locks is a separate and distinct skill. **Base Skill:** 30% +5% per level of experience.

Forgery: The techniques of making false copies of official documents, signatures, passports, I.D.s, 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 at −10%. **Base Skill:** 20% +5% per level of experience.

Impersonation: This skill enables a person to impersonate another person or general type of soldier or worker. This means the person must have a rudimentary (if not comprehensive) knowledge of the person or general type of personnel that he is impersonating. This will include a knowledge of that person, habits, military procedure, local laws and customs, dress, command, rank, and speaking the native language(s). **Base Skill:** 30% to impersonate a general type of personnel and 14% to impersonate a specific individual (which may require weeks of study and special disguise), +4% per level of experience.

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 close relative. 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 is in immediate danger.

Intelligence: This is the specific training in the practices and principles of recognizing and analyzing sources of information about the enemy, observation techniques, counterintelligence measures and proper procedure. This includes the practical assessment of sights and sounds, estimation of ranges, 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, purpose, and assess the importance of specific information.

Further intelligence training includes a working knowledge of indigenous guerilla warfare, enemy practices, appearance, and current activities. This enables the intelligence officer to recognize suspicious activity as guerilla actions and identify guerilla operatives. **For Example:** 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.

Another area of training made available to intelligence is the identification of enemy troops, officers, and foreign advisors. This means the person 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.

Note: A failed roll in any of the areas of intelligence means that evidence is inconclusive, or that the character has incorrectly assessed the information/situation and is uncertain. A failed roll involving individual clues may mean the person has dismissed them entirely as being meaningless (GMs, use your discretion). **Base Skill:** 32% +4% per level of experience.

Interrogation: This skill includes training in the questioning of prisoners, captives and informers, and the assessment of that information. **Base Skill:** 30% +5% per level of experience.

Pick Locks: The character knows 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 form a person without their being aware of it. If a pick pocket attempt fails, the item has NOT been removed and there is a 67% likelihood of the intended victim recognizing the intent of the action. **Base Skill:** 25% +5% per level of experience.

Sniper: This skill represents special training in long-range rifle firing and marksmanship. Only rifles that can be made to fire a single round or blast can be used for sniping (no automatic/ multi-firing rifles). Adds a bonus of +2 to strike on an *aimed* shot.

Tracking: Visual tracking is the identification of tracks, and following the path of men or 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 person 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 person's rate of movement, apparent direction, the number of persons in the party, and whether the person knows he is being followed. Other methods of tracking require recognizing other telltale signs, such as blood and other stains, broken and displaced vegetation, overturned rocks, litter (such as cigarette butts, ration cans, candy wrappers, soiled bandages and camp fire remains), and even odors carried by the wind.

Tracking also includes the recognizing of dangerous animals by their tracks, habits and feces. Likewise, tire tracks of vehicles can reveal much, such as size and type of the vehicle, the weight of its load, etc.

Counter-Tracking techniques are also known, such as covering one's trail, misdirection, parallel trails, avoiding obvious pitfalls like littering and others.

A **failed 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. Persons attempting to follow a skilled tracker are −25% when following his trail, if he is deliberately trying to conceal that trail (however, his rate of travel is reduced by half). **Base Skill:** 25% +5% per level of experience.

Wilderness Survival: Techniques for 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.

Mechanical

Aircraft Mechanics: The understanding of aerodynamics and the training to repair, rebuild, modify, and redesign conventional aircraft, including single engines, twin engine airplanes, jets, helicopters and hover craft. Robot body armor and high-tech military vehicles are not included (see robot mechanics). **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 with a −20% penalty. Working on reactor engines there is a −40% penalty. **Base Skill:** 25% +5% per level of experience.

Armorer: This is the military version of a weapons engineer. The character can maintain, fix, modify, mount and figure out most military weapons. This ranges from repairing assault rifles and recharging energy clips to installing weapons systems into a Valkyrie. **Base Skill:** 35% +5% per level of experience.

Basic Mechanics: This is a rudimentary understanding of how machinery operates. This person can repair and maintain simple motors, gears, and mechanisms and work on common motorcycles, automobiles and similar vehicles with help or instructions. Special modifications and souping-up vehicles are out of the question! **Base Skill:** 30% +4% 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, 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 basic electronics skill (−5% penalty when working on complex or high-tech locks) or electrical engineer (+5% bonus).

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 nuclear reactor driven turbines and atomic engines). The player must first roll to see if his character can figure out how to operate/ analyze/design a machine. When a successful diagnostic roll has been made, roll again to determine whether the character can fix/change/build the mechanism.

Base Skill: 25% +5% per level of experience. **Special Bonus:** Add a one time bonus of 5% to the locksmith and surveillance systems skills if mechanical engineering is also known. There is a −30% penalty when working on *alien* or extremely unfamiliar mechanics. **Requires:** Basic or advanced mathematics, at least basic electronics, and literacy.

Robot Mechanics: This is the specific study of advanced mechanics as it applies to robotics. Those skilled in this skill can repair, modify, build, and sabotage robots, including the Valkyries, power armor, and exo-skeletons. There is a −30% penalty when working with *alien* or extremely unfamiliar mechanics. **Base Skill:** 20% +5% per level of experience. **Requires:** Mechanical engineer skill and related requirements.

Weapons Engineer: This skill is usually reserved for military personnel. The character can maintain, repair, modify, mount, and figure out most weapon systems, including rail guns, energy weapons, and atomic power systems. He can repair an assault rifle and recharge an energy clip to installing a missile system into a vehicle. The engineer can also add and

repair body armor and is an expert welder. **Base Skill:** 25% +5% per level of experience. **Requires:** Mechanical engineering and basic electronics.

Medical

Criminal Sciences & Forensics: Basic knowledge of police skills, including basic criminal law, fingerprinting, ballistics (matching bullets to weapons and angles of impact), and general investigative techniques.

Forensic medicine covers the methods and techniques which enable the character to find evidence regarding the cause of death, time of death, and other details when examining a corpse. **Base Skill:** 35% +5% per level of experience. **Requires:** Biology, chemistry, chemistry: analytical, advanced mathematics, and literacy.

First Aid: Rudimentary medical treatment which includes how to bandage wounds, stop bleeding, administer CPR/artificial respiration, and use antiseptics and common anti-inflammatory drugs and painkillers. **Base Skill:** 45% +5% per level of experience.

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, the removal of cybernetic prosthetics, 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 successful 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 unchanged. Another character can immediately attempt to apply medical aid or the same player can try again, but only after the character has spent six minutes for reexamination and/or concentration on the problem. **Base Skill:** 40% +5% per level of experience.

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. The medical doctor (M.D.) is also a trained surgeon and has a basic knowledge regarding cybernetics. This means the M.D. can remove and attach most cybernetic mechanisms (although at a penalty of −10% and −40% on bionics). **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. **Requires:** Biology, pathology, chemistry, basic or advanced mathematics and literacy.

Pathology: This branch of medicine deals with the nature of diseases, their cause, 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 disease, tissue culture methods and applications, analysis of drugs in biological samples and laboratory research, investigative methods, and use of instruments, tools and equipment. **Base Skill:** 40% +5% per level of experience. **Requires:** Biology, chemistry, and literacy skills.

Military

Demolitions: Demolitions provides the person with an advanced knowledge in the use and workings of explosives and detonation devices for the purpose of blowing up bridges, buildings, and sabotage. This includes *all* types of explosives, such as mines, dynamite, plastics, nitro, blasting caps, etc. It also includes a basic understanding of the strategic placement of mines and booby traps. This will increase the character's awareness of suspicious rope, string, and wire. **Base skill:** 60% +3% per level of experience. A failed roll means a dud; no explosion.

Demolitions Disposal: This skill enables the character to safely defuse unexploded mines, bombs, explosive booby traps, dud artillery rounds, dud explosive charges, or any other explosive device. **Base Skill:** 60% +3% per level of experience.

Physical

Special Note: One of the unique aspects of this RPG is that the player can build and increase his or her character's physical attributes (P.S., P.P., P.E., Spd., S.D.C.) by selecting physical skills that will build and develop the body's muscles and endurance. ALL attribute and skill bonuses are accumulative. However, a specific physical skill may only be chosen once, including hand to hand skills.

There are four major kinds of fighting techniques available to the characters. Boxing and wrestling adds to the techniques and power of a specific hand to hand training. Characters without combat training have one hand to hand attack per melee at levels one and two, but get a second attack at level three and a third attack at level nine.

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 listing of specific abilities.*

Hand to Hand Expert: An advanced form of self-defense and unarmed combat usually taught to commandos. *See the combat section for 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. *See the combat section for listing of specific abilities.*

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:
Automatic kick attack at first level; 1D8 damage.
60% +5% per level — Sense of balance
60% +3% per level — Walk tightrope or high wire
80% +2% per level — Climb rope
60% +5% per level — Back flip
40% base climb ability or adds a +15% to climb skill.
30% base prowl ability or adds a +5% to prowl skill.
+2 bonus to roll with punch or fall

+1 to P.S.
+1 to P.P.
+1 to P.E.
+1D6 to S.D.C.

Athletics (general): Training in, and enjoyment of, vigorous exertion for competitive sports, exercises, and contests of strength, endurance, and agility. Provides the following bonuses:
+1 to parry and dodge
+1 to roll with punch or fall
+1 to P.S.
+1D6 to Spd.
+1D8 to S.D.C.

Body Building & Weight Lifting: The building of muscle tone and body strength through weight lifting and exercise. Provides the following:
+2 to P.S.
+10 on 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.
The following bonuses are provided:
+One additional attack per melee.
+2 to parry and dodge
+1 one to roll with punch or fall
+2 P.S.
+3D6 on 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. **Base Skill:** 40% + 5% per level of experience.

Rappelling is a specialized, rope climbing skill used in descending from helicopters, scaling walls and cliff facings. For game purposes, rappelling will include ascending and descending climbs. **Base Skill in rappelling:** 30% +5% per level of experience.

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:

Automatic kick attack at first level; 2D4 damage.
50% +5% per level — Sense of balance
60% +3% per level — Work parallel bars & rings
70% +2% per level — Climb rope
70% +5% per level — Back flip
25% base climb ability or adds a +7% to climb skill.
30% base prowl ability or adds a +5% to prowl skill.
+2 bonus to roll with punch or fall
+2 P.S.
+1 to P.P.
+2 to P.E.
+2D6 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, rifle 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. Provides the following:
+1 to P.E.
4D4 to Spd
1D6 to S.D.C.

Swimming: The rudimentary skill of keeping afloat, dives, swimming 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 3× his P.S. in yards/meters per melee. This pace can be maintained for a total of minutes equal to his P.E./endurance. **Base Skill:** 50% +5% per level of experience.

S.C.U.B.A.: 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 2× his P.S. in yards/meters per melee. This pace can be maintained for a total of minutes equal to his P.E./Endurance. **Base Skill:** 50% +5% per level of experience. **Note:** The maximum safe depth without getting the bends is about 120 feet (36.5 m). Deeper depths are possible with depressurization, special suits and submarines. Swimming is required to S.C.U.B.A.

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. Provides the following:
Body block/tackle does 1D4 damage and the opponent must dodge or parry to avoid being knocked down (lose one melee attack if knocked down).
Pin/incapacitate on a roll of 18, 19, or 20.
Crush/squeeze does 1D4 damage per squeeze attack.
+1 to roll with punch or fall
+2 to P.S.
+1 to P.E.
+4D6 to S.D.C.

Pilot Skills (Ground, Air, Water)

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.

Boat: Sail Type: Small sailing and medium sized sailing yachts, and fishing boats. **Base Skill:** 60% +5% per level of experience.

Boat: Motor and Hydrofoils: These include all types of small motor driven boats and yachts. **Base Skill:** 55% +5% per level of experience.

Boat: Ships: This includes all large sailing and motor driven sea-faring vessels. **Base Skill:** Sailing ships, 45% +5% per level of experience. Motor driven ships, 44% +4% per level of experience.
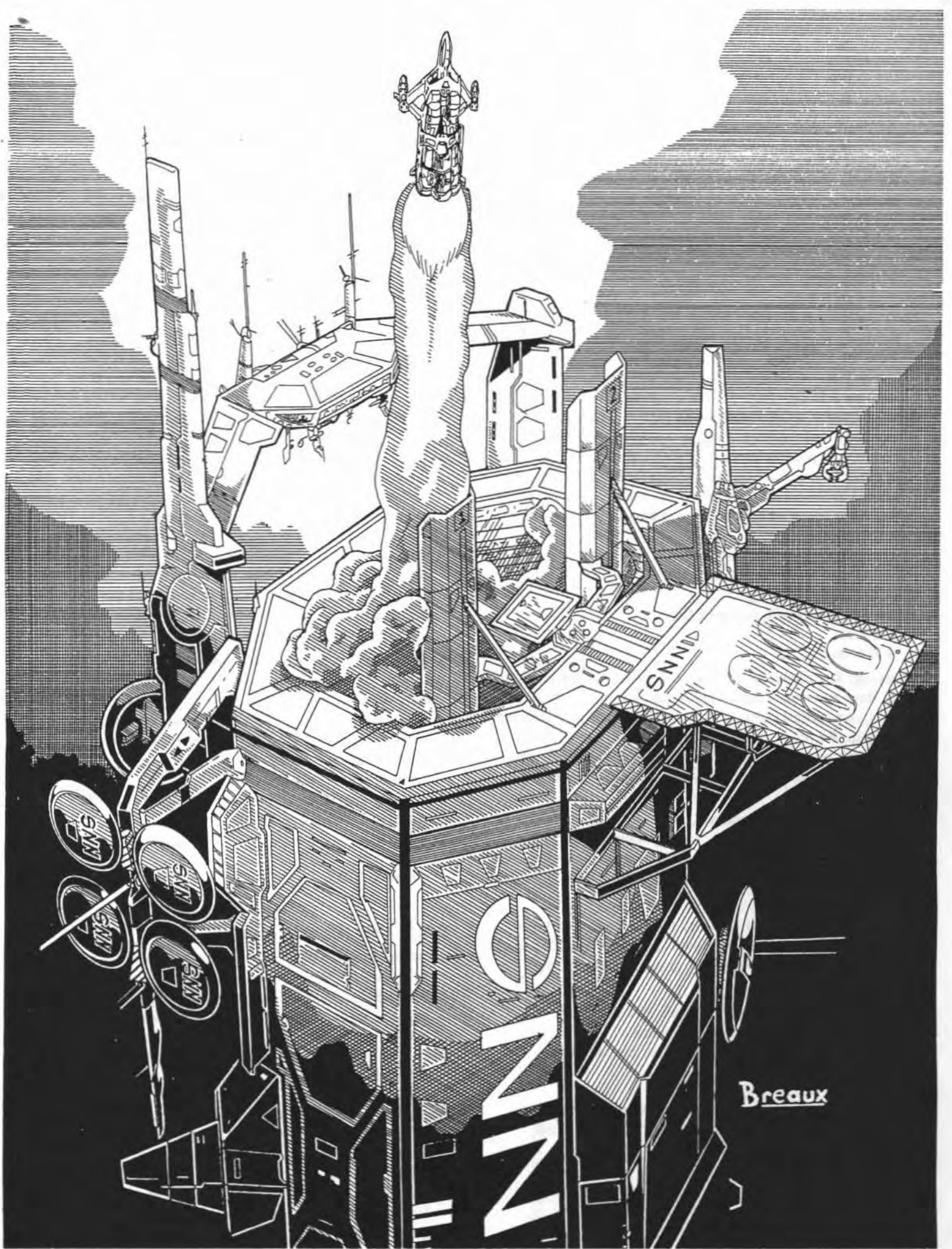
Breaux

Civilian Valkyrie Aircraft: Includes VC-079 civilian valkyrie and small commercial jets. **Base Skill:** 40% +4% per level of experience.

Helicopter: The specialized skill required in flying all types of helicopters, including combat 'copters (but must have the weapons systems skill to operate weapons on a combat helicopter). **Base Skill:** 35% + 5% per level of experience.

Horsemanship: The skill includes the basic principles of riding, the care and feeding of the animal, recognizing breed and quality, charging, and jumps. The percentile number is used whenever the character tries to determine breed, quality, and special jumps or maneuvers. **Base Skill:** 40% +4% per level of experience.

   Special Bonuses: The horseman has the advantage of height, leverage, and velocity when attacking on a horse. This provides the following bonuses when charging on horseback: +1 to parry and dodge, +4 damage. Note that a person can not shoot a projectile weapon of any kind (bow and arrow or gun) with any degree of accuracy. An aimed shot is impossible on a moving animal! Bursts are possible if the horse is moving quickly, but not at a full gallop. At full gallop, the shooter can fire only as *wild*.

Hover Craft (ground): The knowledge needed in piloting hover cycles and other hover vehicles used for ground transport. These vehicles can be tricky, because they utilize several air jets and directional thrusters that pushes the craft along, above the ground, on a cushion of air. The vehicles can usually attain great speeds and are capable of driving over incredibly rugged terrains and make sensational jumps over craters and ravines. **Base Skill:** 50% +5% per level of experience.

Jet Aircraft: Includes large and small commercial transport jets. **Base Skill:** 40% +4% per level of experience.

Jet Fighters: Training includes flying, maneuvering, aerial combat strategies, and typical fighter jet weapon systems. **Base Skill:** 40% +4% per level of experience.

Jet Packs: This is the piloting skill of back-pack like 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 feet (91.5 m). **Base Skill:** 42% +4% per level of experience.

Motorcycle: This skill includes the piloting of all two- and three-wheeled vehicles such as motorcycles of all types, dirt bikes, and mopeds. **Base Skill:** 60% +4% per level of experience.

Robots and Power Armor (basic): Characters with this skill are taught the fundamentals of piloting giant robots and power armor suits (utilized by the U.N. Spacy). The training focuses on piloting, not combat, thus, robot combat is a separate and distinct skill (*see Robot Combat skills*). However, characters with the basic Pilot: Robots & Power Armor skill also possess the basic combat skill for operating "ground vehicles," but not the Valkyries or other flying combat machines. **Base Skill:** 56% +3% per level of experience.

Robot Combat (elite): Each robot or power armor type has a different weapon system, hand to hand aptitude, and quirks that make each a specific and unique type of machine. The elite pilot studies individual robot war machines and becomes an expert in that particular type(s). This means the pilot must select the Robot Combat Elite skill for each specific robot type in which he desires to be an expert and to enjoy its maximum combat effectiveness. Each robot type counts as a new skill. However, elite training automatically gives the pilot a *basic* understanding and combat ability in piloting ALL similar and standard types of robot vehicles at the "basic" level.

   The Hand to Hand Bonuses from *Robot Combat Training* lists the exact combat abilities, damage, and bonuses for each specific robot type. They are found in the combat section. Robot Combat is usually reserved for specialists in the military and top corporate pilots who may fly the civilian Valkyrie, however, just about anybody can learn to pilot and fight with a robot if they are given the opportunity to learn. **Note:** Except for the Valkyrie, there is no base skill for this ability, instead the pilot gets specific skills, combat skills, bonuses and types of attacks, some of which increase as he progresses in level of experience, much like hand to hand combat.

Robot Vehicle Categories in the U.N. Spacy include:
- Valkyrie (includes VF-2JA, VF-2SS and all previous models and related weapon systems — see separate listing).
- Mechanized Ground Robots (individual types)
- Zentran Power Armor
- Zentran Style Battle Pods & Mecha (giant size)
- Meltran Power Armor

Robot Combat & Flying: VF Valkyrie Series (elite): This skill is listed separately from the robot combat skill simply for clarification purposes. This skill includes learning to fly jet fighter aircraft and training that focuses on jet fighter combat techniques, weapon systems, the Valkyrie transformation process and the strengths and weaknesses of each configuration. This skill is exclusively reserved for the Valkyrie Pilot O.C.C.! The Valkyrie pilot can also fly most jets, fighter jets and all VF series Valkyries. The new Metal Siren is a separate piloting skill. **Base Skill (applicable mainly to optional flying maneuvers):** 50% + 5% per level of experience. See the combat section for special maneuvers and vehicular attacks.

Space Shuttles: Includes all types of orbital and trans-atmospheric vessels and small commercial jets. **Base Skill:** 40% +4% per level of experience.

Truck: This piloting skill specifically applies to large cargo and transport vehicles like eight, to sixteen-wheeled commercial trucks and multi-ton transports. **Base Skill:** 40%+4% per level of experience.

Tanks and APCs: Military vehicles often have unconventional controls and handle differently than conventional vehicles, especially the many ton, armored, combat vehicles such as tanks and armored personnel carriers (APC). Thus, special training is required to pilot them. **Base Skill:** 36% +4% per level of experience.

Pilot Related Skills

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 2D6×100 for most aircraft, 4D6×100 for jets, and 2D6×10 for ground vehicles to determine how many miles/kilometers they are off course. Roll for every hour that one is off course. **Base Skill:** 40% +5% per level of experience. **Requires:** Basic math read sensory equipment, and at least minimal literacy.

Read Sensory Equipment: Individuals with this training can operate, maintain, understand, and "read" or interpret sensory data from all types of conventional sensor devices. These devices include radar, sonar, motion detectors, surveillance equipment, optical enhancements, instrument panels, and so on. Note that characters without this skill cannot understand nor operate aircraft, radar, or detection/surveillance equipment. **Base Skill:** 30% +5% per level of experience.

Weapon Systems: This is the complete understanding of weapon units and systems incorporated in military vehicles, power armor, and robot vehicles. It includes lasers, particle beams, rail guns, missile and grenade launchers, cannons, and vehicle/robot weapon systems. Adds a special bonus of +1 to strike when using these type of weapons; this does not include hand held weapons (*see Weapon Proficiencies*). **Base Skill:** 40% +5% per level of experience.

Rogue Skills

Computer Hacking: This is a computer skill similar to computer programming, however, the emphasis of the skill is breaking computer access codes to gain illegal access to other computer systems and steal or sabotage its 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 skills if the character is a hacker. **Base Skill:** 15% +5% per level of experience. **Requires:** The ability to read and write, computer operation, computer programming, and at least basic mathematics.

Concealment: The practiced ability to hide small items on one's body or in hand, usually by continually moving it around from hand to hand or place to place unnoticed. Objects must be no larger than 14 inches in height and length, and six inches in width. The weight must also be 10 pound or less (4.5 kg). The smaller and lighter the object, such as knife, gem, key, credit card, etc., the easier it is to conceal (add a bonus of +5%). Larger items such as a book, scroll, club, statue, or similarly large or heavy object are more difficult to conceal on one's person for obvious reasons. **Base Skill:** 20% +4% per level of experience.

Palming: Simply the ability to pick up and seemingly make a small object, such as a coin, key, or credit card, disappear by concealing it in one's hand. Adds a bonus of +5% to the pick pocket skill. **Base Skill:** 20% +5% per level of experience.

Pick Locks: The character knows 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 pocket attempt fails, the item has NOT been removed and there is a 67% likelihood of the intended victim recognizing the intent of the action. **Base Skill:** 25% +5% per level of experience.

Prowl: This skill helps the character to move with stealth; quietly, slowly, and carefully. Techniques include balance and footing, short steps and pacing, rifle 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.

Streetwise: This skill instills an understanding of the darker side of city life and the scoundrels who roam those streets. The streetwise character will be able to recognize gang members by their actions and philosophies, gang colors (emblems and clothing that denote membership to a particular organization), gang symbols and mannerisms, and dangerous locations and gangland haunts. The individual will also recognize a potential brawl situation, assess a gang member's rank/power in the organization, and know some of the hangouts, modes of operation, rituals, ethics, and perhaps even notorious gang leaders of the more infamous street gangs. This skill also includes the ability to recognize and locate black market dealers/organizations, illegal cyber-doc clinics, drugs and arms dealers, and similar criminal outfits. **Base Skill:** 20% +4% per level of experience.

Science

Astronomy: The study of the stars and other celestial bodies, their movements, positions, cycles, alignments, and interrelations with the Earth and each other. This knowledge can also be used to determine direction, approximate distances, identify seasons, and tell the time of day. **Base Skill:** 30% +5% 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:** Astronomy and advanced math. **Base Skill:** 25% +5% per level of experience. This skill also provides a bonus of +5% to the related skills of astronomy and navigation.

Biology: Basic understanding of cells, anatomy, physiology, evolution, and genetics. The character will know how to use a microscope, cultivate bacteria, and how to 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 in order to be competent assistants. **Base Skill:** 30% +5% per level of experience.

Chemistry — Analytical: Training in chemical engineering theories useful in the analysis of compounds and their practical applications. Characters will be highly skilled in the use of laboratory equipment and can analyze and synthesize chemicals. **Base Skill:** 25% +5% per level of experience. **Requires:** Chemistry, advanced mathematics, and literacy. Computer operation is highly suggested but not required.

Mathematics — Basic: Knowledge of basic math, including the ability to count, addition, subtraction, multiplication, division, and fractions. **Base Skill:** 45% +5% per level of experience.

Mathematics — Advanced: Knowledge of all basic and advanced mathematics, including algebra, geometry,

trigonometry, calculus, and techniques for advanced mathematical formulae. **Base Skill:** 45% +5% per level of experience.

Note: Literacy and Computer skills are found under *Technical* skills and computer hacking is found under *Rogue Skills*.

Technical

Art: The ability to draw or paint or sculpt or do craft-work. Taken as an O.C.C. skill art training indicates a professional quality, while a secondary skill indicates a talented amateur. **Base Skill:** 35% +5% per level of experience.

Carpentry: A fundamental knowledge of working with wood. The character knows how to prepare, treat, and preserve wood, recognize quality craftsmanship, can repair damaged wood and wood items, and build (chests, chairs, tables, cabinets, houses, etc.). Adds +5% bonus to the boat building skill if taken. **Base Skill:** 25% +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. Characters can follow computer directions, enter and retrieve information, and similar basic computer operations. However, this does NOT include programming or hacking. **Base Skill:** 40% +5% 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 (*see Rogue Skills*). **Base Skill:** 30% +5% per level of experience. **Requires:** Computer operation and literacy.

Hunting: The skill of killing and preparing an animal for food. **Special Bonuses:** Add the following bonuses to the appropriate skills: +2% prowl, +5% track animals, +5% skin animals, +5% wilderness survival, and +5% to cook the catch only. No base skill.

Identify Plants & Fruits: Training in the recognition of the many different types of plants and vegetation and where they grow. The emphasis is placed on edible, herbal, and poisonous plants. **Base Skill:** 25% +5% per level of experience.

Journalism: The style and approach of journalistic writing is very different from writing prose and fiction. One must present facts and information in a particular order and style. This skill also includes journalistic writing, editing and reporting techniques for newspapers, radio and television, as well as the ability to type. The writing and reporting quality is professional quality if taken as an O.C.C. skill but only a talented amateur if selected as a secondary skill.

Land Navigation: This skill allows the character to stay on course while traveling over land by means of observation. It includes mentally marking/recognizing geographic landmarks, estimating distance and movement, recognizing sounds, night travel and other navigation tricks. The player should roll once for approximately every three miles traveled. A failed roll means the character is drifting off course by 2D10×100 yards/meters. Consecutive failed rolls means the individual does not realize that he's off course and continues in the wrong direction. **Base Skill:** 36% +4% per level of experience.

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 city streets. Travel through dense forest or jungle at a cautious pace is about one mile (1.6 km) an hour. Heavy rain or snow, dense fog, swamps, etc, will also reduce speed to a mile or less an hour.

Language: Characters with a language skill can understand and speak in a language other than his own native tongue. Language is one of the few skills that can be selected repeatedly in order to select several different languages. Each selection gives the character knowledge of a different language and costs one skill selection each time. Among the major languages are English, French, Spanish, German, Japanese, Chinese, Zentran/Meltran, and Marduk. **Base Skill:** 50% +5% per level of experience.

Literacy: All professional characters are automatically literate (98%); meaning they can read and write their native language. However, not all characters, most notably Zentran and Meltran refugees, are literate and must learn to read and write. Likewise, a literate character might elect to learn to read languages other than his or her native tongue. Each language counts as a separate skill selection. **Base Skill:** 40% +5% per level of experience.

Lore — Zentran & Meltran: This is the study of the Zentran and Meltran people, history, customs, philosophy, habits, appearance, weaknesses, strengths, powers, and abilities. It also includes basic information about the Marduk. **Base Skill:** 30% +5% per level of experience.

Photography: Training in the art of still photography, the use of lighting, cameras, lenses, filters, and other camera equipment, as well as storage, development, enlargement, and duplication of film/photos. **Base Skill:** 35% +5% per level of experience. Also see T.V./Video under communication.

Research: Training in the use of methods, techniques, and locations for finding information, including public records, libraries, federal information services, computer services, data bureaus, demographic charts, trade journals and legal searches, as well as conducting interviews and surveys. This skill is helpful in locating information about people, places, things and events. The Game Master will ultimately determine what information is available at any given time and where. **Base Skill:** 35% +5% per level of experience.

Writing: The ability to write prose (stories), poems, and so on. O.C.C. training indicates a professional quality, while the secondary skill indicates a talented amateur. A failed roll means an awkward and poorly written work that is boring and difficult to understand. Try again. **Base Skill:** 25% +5% per level of experience. **Requires:** Literacy.

Weapon Proficiencies

Note: There are two categories of weapon proficiencies (W.P.): Ancient and Modern.

Ancient Weapon Proficiencies: Each ancient W.P. provides combat training with a particular type of weapon. The result is hand to hand combat bonuses to strike and parry whenever that particular weapon is used. All bonuses are accumulative. Each W.P. counts as one skill. The character may select several W.P.s or few. **Note:** Characters without a W.P. *can* use any weapon, but without benefit of the W.P. bonuses.

W.P. Archery and Targeting: This is an expertise with thrown and bow weapons. It includes throwing spears, forks, slings, short bow, long bow, cross bow, and modern bows. **Bonuses:** Add 20 feet (6 m) to the normal effective range per level of the character, +1 to parry with that weapon (effective at level one), and +1 to strike at levels 2, 4, 6, 8, 11, and 14. **Note:** The character loses all bonuses and rate of fire is half when riding on horseback or a moving vehicle. **Rate of Fire:** Two at level one, +2 at level three, +1 at levels 5, 7, 9, and 12.

Bow Type and Ranges	Damage Per Arrow/ Weapon
Boomerangs — 60 ft/18 m	1D6 damage
Throwing Sticks & Irons — 30ft/9 m	1D6 damage
Sling — 80 ft/24 m	1D6 damage
Spear — 100 ft/ 30.5 m	1D6 damage
Short Bow — 340 ft/104 m	1D6 damage
Long Bow — 640 ft/195 m	2D6 damage
Modern Compound Bow — 700 ft/213m	2D6 damage
Traditional Cross Bow — 600 ft/182m	1D8 damage
Modern Cross Bow — 700 ft/213 m	2D6 damage

W.P. Blunt: Training with all types of blunt weapons including maces, hammers, cudgels, pipes, staves, and clubs. **Bonuses:** +1 to strike and parry at level one, add another +1 to strike and parry at level four, and another +1 to strike and parry at levels eight and 13.

W.P. Chain: Training with all types of chain weapons including ordinary lengths of chain, nunchaku, flail, and ball or mace and chain. **Bonuses:** +1 to strike at level one, add another +1 to strike and parry at level four, add another +1 to parry at level eighth, and +1 to strike and parry at level 13.

W.P. Knife: Training with all types of knives. **Bonuses:** +1 to strike when thrown on level one, +1 to strike and parry at level two, add another +1 to parry at level four, add another +1 to strike and throw at level seven, add +1 to parry at level eight, and +1 to strike, parry, and throw at levels 11 and 15.

W.P. Sword: Combat skills with large and small swords, including fencing type training. Includes rapiers, sabers, two handed, and short swords. **Bonuses:** +1 to strike and parry at level one, an additional +1 to strike and parry at level three, seven, eleven, and fourteen.

Modern Weapon Proficiencies: These are areas of training and practiced skill with a particular type of modern weapon. Each W.P. counts as one skill selection. Modern W.P. bonuses are found in the combat section under *Modern Weapon Proficiency Explanation.* Characters with no knowledge of modern weapons can fire loaded weapons, but will take twice as long to reload and always shoot "wild"; no bonuses to strike.

W.P. Revolver: All cylinder style handguns; not automatic (trigger must be pulled each time the gun is fired).

W.P. Automatic Pistol: All modern military automatic pistols (automatic means the weapon keeps firing while the trigger is depressed and until the trigger is released or the rounds are all expended).

W.P. Bolt-Action Rifle (hunting & sniping): Includes most hunting rifles; not an automatic firing weapon.

W.P. Automatic and Semi-Automatic Rifles: Includes all assault rifles like the M-16 and AK-47.

W.P. Sub-Machinegun: Includes all small arms automatic weapons like the uzi.

W.P. Heavy Weapons: Includes machineguns, bazookas, LAWS, and mortars.

W.P. Energy Pistol: Includes lasers and all types of energy firing small arms.

W.P. Energy Rifle: Includes most long-range energy firing rifles.

W.P. Heavy Energy Weapons: Includes Valkyrie weapons, plasma ejector, rail guns, and similar high-tech, mega-damage weapons.

Modern Combat & Weapon Proficiencies

The modern combat system presented here is identical to the rules found in the pages of **Revised Heroes Unlimited, Ninjas & Superspies, Rifts, Beyond the Supernatural** and **Ninja Turtles,** and can be applied to all of **Palladium Books'** role-playing games. It is designed to be fast moving and easy to understand. All combat strikes, parries, and dodges are resolved by rolling twenty-sided dice.

Hand to Hand Combat

STEP 1: Determining Initiative

Any time opponents square off for battle, the game master must determine who has the initiative, or, in other words, who

attacks first. Normally, two opponents face off for battle. Each rolls a twenty-sided die to determine initiative. The high roll wins and that character strikes first. In the case of a tie, reroll. The initiative is rolled only once per melee round, at the very beginning. That roll will determine the pace for that entire melee round.

Sneak attacks or *long range attacks* will always have the initiative and first strike opportunity of a melee round, because the defender doesn't know the attack is coming.

STEP 2: Attacker Rolls to Strike

The next step is for the first attacker to roll a twenty-sided die to strike or shoot his opponent. If the result is a four or less (including possible strike bonuses), the attack misses. *Any roll*

that is above a four (4) hits the opponent! This is where armor and armor ratings can come into play. If the strike roll equals or is under the A.R. number, then the damage inflicted is to the armor only. If the roll is higher than the A.R. number, the attack has penetrated the armor and damages the character (subtract physical S.D.C. and hit points). Artificial armor will not come into play very often in the Macross setting. **Note:** Special attacks like pull punch, knockout/stun, death blow, and aimed shot must be declared by the player BEFORE rolling to strike.

STEP 3: Defender May Parry, Dodge or Entangle

Any time an attacker rolls a potentially successful hit, the defender can choose to parry, dodge, or entangle.

Parrying can be done automatically by any character trained in any of the hand to hand combat skills, including boxing. To parry, the defending character rolls a twenty-sided die. If his roll matches or exceeds the attacker's strike roll, he successfully parries/blocks the attack and takes no damage. He is then free to counterattack and rolls to strike his opponent. The act of parrying does NOT use up one of the combat trained character's attacks per melee. Typically, the defender can only defend against attacks within his area of vision; attacks from behind cannot be parried or dodged.

Note: Characters with NO hand to hand skills can also parry but, in this case, the parrying action counts as one of his or her melee actions/attacks. Bullets and energy attacks cannot be parried, but may be dodged if the defender knows the attack is coming.

Dodging an attack simply means the defender is trying to move out of harm's way. To dodge, the defending character rolls a twenty-sided die. If his roll matches or exceeds his attacker's strike roll, he successfully parries/blocks the attack and takes no damage. The act of dodging DOES use up one of the character's attacks per melee and the attacker moves directly into his next attack action.

Entangle is available only to the martial artist and means the defender actually pins or snares his opponent's arm or weapon. See the description under terms.

STEP 4: Attacker Rolls for Damage

If a strike was successful and is not parried, dodged, or entangled, the attacker rolls to determine the amount of damage inflicted by his attack. Roll the damage for the fist/punch or weapon plus any damage bonus from combat training and/or great strength (P.S. attribute bonus). Critical strikes always do double damage unless stated otherwise (occasionally does triple damage). A natural, unmodified roll of 20 is always a critical strike (double damage).

STEP 5: Defender May Attempt to Roll with Punch

If the attack is a blunt physical strike, such as a punch, kick, strike from a club or mace, or the impact of an explosion, fall or ram/body block or body throw, the defender can attempt to *roll with the punch, fall or impact.* To roll with a punch or impact, the character rolls a twenty-sided die. If the number matches or exceeds his attacker's strike roll, he successfully rolls with the impact and suffers half the usual damage. The act

of rolling with such attacks DOES use up one of the character's attacks per melee and the attacker moves directly into his next attack action.

A successful roll against a knockout punch means the character takes double damage but remains conscious and can continue fighting. Successfully rolling with a death punch means the character loses HALF his S.D.C. and hit points, but is alive and can continue to fight or retreat. Failure to roll with a punch, fall or impact means that the character is hit with the FULL damage of the attack.

Combat Sequence

The typical combat sequence is a teeter-totter of give and take action. The attacker strikes, the defender parries. Damage (if any) is calculated. Then the defender strikes back at his attacker. The attacker is now on the defensive and may roll to parry, dodge or entangle. Damage (if any) is calculated. Then the character who first attacked (he won the initiative roll) strikes again and the combat sequence is repeated. After one character strikes, the other character gets to strike back: strike, parry, counter-strike, parry, and so on.

Summary of a typical combat sequence:

1. Both characters roll 1D20 to determine initiative.
2. The character with initiative strikes first.
3. The defending character can try to parry, dodge or entangle.
4. Damage from a hit (if the strike was successful) is determined and combat continues.

   If the defender stands and takes damage or tries to parry (which does not use up a melee action), it is his turn to counter-strike and the attacker is on the defensive for the moment. When that melee action is finished, the first attacker strikes again, and so on.

   OPTIONAL: The defender may try to "roll" with the damage but such a tactic will use up his next melee action/attack (successful or not).

   If a roll with impact or a dodge is attempted, the defending character has used his next melee action/attack and does not get to return the attack. The attacker strikes again and all the defender can do is take the hit (so he can strike back) or continue to dodge. Continuing dodges can use up all the character's attacks for that melee, putting him completely on the defensive; a dangerous position.

5. Combat action goes back and forward until each character uses up his total number of attacks/actions per melee.

   If one character has more melee actions/attacks than the other, the action goes back and forward until the one with fewer attack has used them all up. At this point, the character with more attacks (typically only one or two more) strikes until they are used up. The character without any more melee attacks is powerless to return any strikes but can attempt to parry (but only parry)! When ALL attacks per melee round (15 seconds) are done, the next melee round begins and the battle continues!

6. OPTIONAL: A combatant can elect NOT to press an attack when he has the advantage and use up his remaining melee attacks/actions by doing nothing as time ticks by or by taking other action. At any time during combat, a character can elect to use his melee attack to take some other action, such as to reload a weapon, turn and run, leap out of the way,

get into a vehicle, talk/negotiate, etc., however he will be vulnerable to continuing attacks from his opponent (which he can continue to parry without using up his melee actions). This is why the term melee attack is often referred to as melee "attack/action" or "melee action."

7. OPTIONAL: The fighter can try other types of melee attacks such as the simultaneous attack, leap attack and others described under combat terms.

REMEMBER to include all cumulative bonuses from such areas as P.S. and P.P. attributes, hand to hand combat skill, other physical skills, and weapon proficiencies.

Combat Terms

Armor Rating (A.R.): The A.R. indicates what an attacker must roll in order to do damage to the character or his armor. Any roll of 5 or better will strike a character unless he parries or dodges. A.R. is not applicable to mega-damage vehicles or robots.

Critical Strike: Unless stated otherwise, a critical strike always inflicts double damage.

Damage Table (Basic; all S.D.C. damage)
Human Fist: 1D4
Human Kick: 1D6 or 1D8
Blackjack: 1D6
Bull Whip: 1D8
Thrown Small Objects: 1D4
Thrown Large Object: 2D4 per 10 lbs (4.5 kg)
Falling: 1D6 per 10 ft (3 m)
Collision: 1D8 per 10 mph (16 km)
Smashing through Glass: 1D4

Death Blow: An automatic kill. The defender can try to roll with a death blow by rolling over the attacker's strike. If the defender is not killed, then the current S.D.C. and hit points are reduced to half. This attack is available only under certain conditions.

Dodge: A character dodges by moving out of the way of the attack. Dodging always takes up one attack/action per melee round. To dodge, the defender must roll higher than the attacker's strike roll on a twenty-sided die.

Entangle: A defender can attempt to trap the weapon or arm of an attacker. This is done instead of parrying or dodging, and takes up one melee action/attack. An entangle is successful if the defender rolls above the attacker's strike roll. It takes one attack and a roll to entangle to keep an opponent's arm or weapon entangled or pinned every melee round. To get free, the entangled opponent must roll a dodge against the entangle roll.

Hand to Hand Combat: Fighting skills that provide the characters with attacks per melee, bonuses, and fighting techniques. Characters without combat training have only one attack per melee and have no automatic chance to parry.

Hit Points: This is the number of points of damage a character can take before dying. Characters don't usually lose hit points until their physical S.D.C. is down to zero. A character's base hit points is the P.E. plus 1D6. Another 1D6 of hit points is gained every time the character advances an experience level. Lost hit points can be recovered with rest and medical attention.

Initiative: Whoever gets to attack first is considered to have the Initiative. Initiative is automatic in sneak attacks and long range strikes. In most other cases, each opponent rolls a twenty-sided, the highest roll wins the initiative and goes first. Rolling for initiative takes place at the beginning of each combat melee round.

Kick Attack: This is a karate-style kick. It is a normal attack that does 1D6 damage for the average fighters or 1D8 for the martial artist. Anyone trained in hand to hand combat can do a kick attack.

Knockout/Stun: Anyone hit by a knockout or stun attack will be temporarily incapacitated. The victim is not necessarily unconscious, just dazed.

Jump Kick: A Jump Kick is performed by leaping completely off the ground and attempting to land foot-first on an opponent. Jump kicks can be used only by those skilled in hand to hand martial arts. The advantage of a jump kick is that it works as a critical strike and triples the normal damage inflicted (3D8 or 6D4 plus P.S. bonus). The disadvantage of a jump kick is that no other attack may be performed in that melee round (all attacks for that melee are used up in the kick). The jump kick must be the character's first attack of that melee round. For the rest of the melee round, the character can only parry, dodge or move into position.

Leap Attack: An airborne assault where the weapons, fists or kicking feet strike out while in mid-leap. A leap attack must be made only at the beginning of a melee round and, like the jump kick, uses up all attacks for that melee. Usually, only a single strike can be made during a leap attack. However, if two opponents are close together, the attacker can leap between them and strike both of them at the same time; roll to strike for each character. After the leap, the character may not attack again until the next melee round, but can parry, dodge or move into a defensive position. Automatic parries work in mid-leap, but dodges are impossible. A successful leap attack is a critical strike and does triple damage.

Long-Range Attack: By using a long-range weapon from a distance, an attacker can perform an undetected first strike. Provided the attacker is not seen, the defender automatically loses initiative and may not dodge the first attack that melee round.

Melee or Melee Round: Exactly 15 seconds. The segment of time combatants have to strike, counter and/or return strikes. Generally, playing characters have two or more attacks per melee round.

Multiple Attackers: When a character faces two or more opponents, he/she can attempt to parry or dodge any attacks within the character's area of vision. The defender from multiple attackers can strike at only one target at a time (see leap attack for a rare exception). Parrying two or more attackers is only possible if the character is trained in hand to hand combat.

Natural Twenty: This is the result of 20 when rolling a twenty-sided die. A strike with a natural twenty will always be a critical strike and does double damage. If someone with a strike bonus of +2 rolls an 18, then they have an attack roll of 18 plus an unnatural bonus modification equaling 20. This is NOT a natural twenty, and it is not a critical strike. A natural twenty beats all other rolls and can only be parried or dodged by another natural twenty.

Paired Weapons: Certain kinds of weapons, such as Sais, Nunchaku, knives, clubs and swords, can be used as paired

weapons (one in each hand). 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, warriors skilled in paired weapons often can do two actions for every one of their melee attacks. BUT, every time they use twin actions they LOSE their automatic parry. This does not apply to guns or energy weapons.

Parry: A defender can attempt to parry most physical attacks. This is done by blocking the attacker's blow with a weapon or hand. Characters trained in hand to hand combat can parry without losing a melee action/attack. Bullets and energy attacks cannot be parried!

Pull Punch: The ability to control the force of a hand to hand attack/punch. It is used to reduce the damage of a blow to less than normal. The character who is pulling his punch/strike can choose to inflict half damage, quarter damage, a single point or no damage at all (a stinging blow). A character must declare he is making a pulled punch. The player must roll 11 or better on a twenty-sided die to pull his punch; failure means *full damage is inflicted.*

Roll with Punch/Fall/Impact: Characters trained in hand to hand combat can reduce the damage from punches, explosive impact and falls by rolling with the force of the impact. If the defender is successful, then he suffers only half damage. Roll with punch/fall or impact does not work against energy beams, bullets, fire, bladed weapons, psionics, magic, or radiation. Victims must roll higher than the attacker's roll to make a successful roll. Falling characters must roll a 14 or higher, on a twenty-sided die, to roll with the fall.

Saving Throws: Occasionally, characters must roll to save against exotic attacks like poison, drugs, gas, insanity, psionics, etc.

Acids: No save is possible — Dodge!

Disease: 14 or better

Harmful Drugs: 15 or better

Lethal Poison: 14 or better

Non-lethal Poison: 16 or better

Insanity: 12 or better

Magic: Typically 12 or higher

Psionics:15 or better for non-psionics 10 or better for psionics

S.D.C.: This stands for Structural Damage Capacity, which is the amount of damage an object can absorb before breaking. Living creatures also have S.D.C.; it represents their physical resistance to damage. All the S.D.C. of a living thing must be reduced to zero before the hit points can be affected. Note: A cousin to S.D.C. is M.D.C. or Mega-Damage Capacity. M.D.C. applies to Mecha, and is explained in the Mecha Combat section which follows shortly.

S.D.C. Table (Basic)

Below are the S.D.C. values for a variety of objects. When an object's S.D.C. is reduced to zero, it is considered broken. Game masters should exercise common sense in applying these values. For example, a normal human cannot break through a vault door with bare fists, no matter how many times natural twenties are rolled.

The S.D.C. of different weapons is applied only if someone is actually attempting to break the weapon. A properly used sword can inflict or parry many times its S.D.C. On the other hand, using the sword to wedge open a door could easily snap it off.

Box, Cardboard	2 S.D.C.
Box, Wood Shipping Crate	12 S.D.C.
Box, Metal Shipping Crate	48 S.D.C.
Car, Compact	250 S.D.C.
Car, Luxury	450 S.D.C.
Car, Door Only	150 S.D.C.
Car, Windshield Only	100 S.D.C.
Door, Interior Wood	100 S.D.C.
Door, Exterior Wood	170 S.D.C.
Door, Metal Grille	350 S.D.C.
Door, Solid Metal	600 S.D.C.
Door, Metal Safe	800 S.D.C.
Door, Bank Vault	5000 S.D.C.
Handcuffs, Regular	60 S.D.C.
Handcuffs, Heavy	120 S.D.C.
Lock, Common Latch	40 S.D.C.
Lock, Dead Bolt	100 S.D.C.
Lock, Heavy Padlock	75 S.D.C.
Motorcycle	100 S.D.C.
Truck, Medium Sized Pickup	450 S.D.C.
Truck, Half-Ton Pickup	550 S.D.C.
Truck, Freight Hauler	650 S.D.C.
Wall, Interior Plaster	120 S.D.C.
Wall, Exterior Wood	150 S.D.C.
Wall, Exterior Brick	200 S.D.C.
Wall, Cinder Block	300 S.D.C.
Wall, Reinforced Concrete	400 S.D.C.
Weapon, Hard Wood	40 S.D.C.
Weapon, Metal Sword	100 S.D.C.
Weapon, Small Pistol	35 S.D.C.
Weapon, Assault Rifle	75 S.D.C.
Weapon, Artillery Piece	1500 S.D.C.
Window, Ordinary Glass	10 S.D.C.
Window, Plexiglas	35 S.D.C.

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 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.

Strike: Anyone attempting to hit an opponent must roll to strike. As with all combat rolls, a roll to strike is made with a twenty-sided die.

Throw: Simply, this means throwing a weapon. Rolling to throw is exactly the same as rolling to strike, except that there are different bonuses per weapon type. See Weapon Proficiency.

Note: A character may use ANY type of weapon, but gets no combat bonuses, such as strike or parry, unless he has a Weapon Proficiency (W.P.) in that particular weapon or an unusually high P.P. attribute. This applies to modern and ancient weapons.

HAND TO HAND: BASIC

Level 1 Two attacks per melee; +2 to pull/roll with punch, fall or impact.

2 +2 to parry and dodge.

3 Kick attack does 1D6 points damage.

4 One additional attack per melee.

5 +1 to strike.

6 Critical strike on an unmodified roll of 19 or 20.

7 +2 to damage.

8 Judo-style body throw/flip; does 1D6 damage, and victim loses initiative and one attack per melee.

9 One additional attack per melee.

10 An additional +2 to pull/roll with punch, fall or impact.

11 An additional +1 to parry and dodge.

12 An additional +1 to strike.

13 Critical strike or knockout from behind.

14 An additional +2 to damage.

15 One additional attack per melee.

HAND TO HAND: EXPERT

Level 1 Two attacks per melee; +2 to pull/roll with punch, fall or impact.

2 +3 to parry and dodge.

3 +2 to strike.

4 One additional attack per melee.

5 Kick attack does 1D6 damage.

6 Critical strike on an unmodified roll of 18, 19 or 20.

7 Paired weapons.

8 Judo-style body throw/flip; does 1D6 damage, and victim loses initiative and one attack.

9 One additional attack per melee.

10 +3 to damage.

11 Knockout/stun on an unmodified roll of 18, 19 or 20.

12 An additional +1 to parry and dodge.

13 Critical strike or knockout from behind (triple damage).

14 One additional attack per melee.

15 Death blow on a roll of natural 20.

HAND TO HAND: MARTIAL ARTS

Level 1 Two attacks per melee; +3 to pull/roll with punch, fall or impact.

2 +3 to parry and dodge; +2 to strike.

3 Karate-style kick does 1D8 damage.

4 One additional attack per melee.

5 Jump kick (critical strike).

6 Critical strike on an unmodified roll of 18, 19 or 20.

7 Paired weapons.

8 Leap attack (critical strike).

9 One additional attack per melee.

10 Judo-style body throw/flip; does 1D6 damage, victim loses initiative and one attack.

11 +4 to damage.

12 An additional +2 to parry and dodge

13 Knockout/stun on an unmodified roll of 18, 19 or 20.

14 One additional attack per melee.

15 Death blow on a roll of a natural 20.

Modern Weapon Proficiencies

Weapon Proficiencies (W.P.) are areas of training and practiced skill with a particular type of weapon, such as revolvers, sub-machineguns, energy pistols, etc. This skill provides special bonuses to strike when using that type of weapon. Do not add this strike bonus to your character's hand to hand or Mecha combat skill bonuses to strike.

Weapon Proficiencies provide the following bonuses:

- **Aimed:** +3 to strike.
- **Burst:** +1 to strike.
- **Wild:** No bonus or penalty.
- **The W.P. skill** also enables the character to easily reload, disassemble, unjam, clean and otherwise maintain the weapon.
- **Recognizes weapon quality:** 30% at level one and +5% per each additional level of experience.
- **Add a bonus** of +1 to strike for every THREE levels of experience beyond level one. When firing a weapon there are three main modes or categories of attack: aimed, burst or wild.

No Weapon Proficiency means the character shoots without bonuses to strike.

Aimed Shots

An aimed shot means the character takes the time to carefully aim and squeeze off <u>one</u> well placed shot. Each individual shot takes one full melee attack/action. Thus, if a character has four attacks per melee he or she can shoot four aimed shots. This applies to all modern weapons. Roll to strike for each shot. The aimed shot bonus to strike is +4 for revolvers and +3 for <u>all</u> others, projectile or energy shooting weapons.

Bursts

A burst is the shooting of several rounds, one immediately after another. Aim is more hasty and the recoil moves the weapon with each shot, reducing the accuracy. Semi-automatic and automatic weapons, machineguns, sub-machineguns, rail guns and some energy weapons are designed to fire bursts. The concept is that, while accuracy is reduced, the odds of hitting one's target by firing many rounds in a few seconds is increased. The strike bonus when firing a burst is only +1.

Note: Roll to strike once to see if the entire burst hits. Do not roll for each individual bullet. If the burst misses its target, then all the rounds in that burst miss. The following indicates how many rounds strike if the burst hits its mark.

Short bursts fire 20% of the entire round magazine/payload; i.e.: A 30 round magazine means six (6) rounds/bullets are fired. <u>Damage:</u> Roll the normal damage dice for ONE round ×2. The burst attack uses up one melee attack and can be fired at only one target.

Long bursts fire 50% of the entire round magazine; i.e.: A 30 round magazine means 15 rounds/bullets are fired. <u>Damage:</u> Roll the normal damage dice for ONE round ×5. The burst uses up one melee attack and can be fired at only one target.

Entire magazine: Shooting off the entire clip/magazine within a melee round is possible with most automatic and semi-automatic weapons, including many energy weapons. Machineguns and rail guns are the only exception to this rule. 100% of the rounds

5.56mm Colt M16A2 Model 732 Carbine Rifle
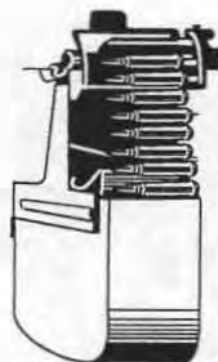
Clener AR-15/M16
Belt Feed
Mechanism

are fired! Damage: Roll the normal damage dice for ONE round ×10. This attack uses up two melee attacks that melee. Can be fired at only one target.

Spray: Shooting a burst at *several* targets at once is also possible, but the accuracy is terrible; the same as shooting wild. You must fire a long burst or an entire magazine in order to spray. See shooting wild.

Shooting Wild

Shooting wild occurs when a trained character shoots without taking time to aim. This usually applies when the character is blinded, angry, running, rolling, leaping, flying, shooting from a moving vehicle, and similar situations.

Strike Bonuses & Penalties: Characters who have a W.P. in that particular type of weapon shoot without any sort of modifier: there is no bonus or penalty, just the natural roll of the die.

Characters using a weapon without benefit of a W.P. strike with a penalty of −6. Long bursts or the entire magazine must be fired and can be fired at one target or in a spray. The attack counts as two melee actions/attacks. Damage from shooting wild at one target: Roll normal damage dice for ONE round ×2. Remember, roll to strike only once for the entire wild burst. Hitting an innocent bystander is a real possibility when shooting wild; 20% chance. Roll once for each wild burst fired. Damage is the normal damage from one round (a wild shot).

Spraying an area with bullets can be dangerous and is considered to be shooting wild. The object of a spray is to hit several targets simultaneously. First, roll once to determine if you strike the target area (1D20). A roll of five or higher strikes as usual. Then roll 1D4 to determine how many individual targets are struck within the target area. However, each target gets to roll a dodge to avoid getting shot. Damage is the normal damage from one round. Hitting an innocent is even more likely; 50% chance. Damage is from one round (a wild shot.)

Bursts or Sprays from a Machinegun

Bursts and sprays from a machinegun or rail gun are different only in the number of rounds fired, number of targets struck, and the increased chance of hitting bystanders. Machineguns and rail guns have a much greater ammunition capacity, so they do not have to empty the same percentage of their entire clips.

Short burst aimed at one target: 10% of the rounds in the magazine (payload) of a machinegun are fired. They inflict nor-

mal round damage ×2. Counts as one attack. Rail gun stats will indicate how many rounds are fired per standard burst.

Short burst spray: 10% of the rounds in the magazine of a machinegun are fired. They inflicts normal damage from ONE round and hit 1D4 targets.

Long burst/one target: 30% of the rounds in the magazine are fired. They inflicts normal round damage ×5. Counts as one melee attack.

Long burst spray: 30% of the rounds in the magazine are fired. They inflict normal damage from ONE round and hit 2D4 targets. Counts as one melee attack. Chance of hitting innocent bystanders is 50%.

Empty the entire magazine/one target: All rounds are fired and inflicts normal damage from ONE round ×20. This attack uses up ALL the character's melee actions/attacks that full round.

Empty the entire magazine in a spray: All rounds are fired and inflicts normal damage from ONE ×2 on each of the 4D4 targets struck. This attack uses up ALL the character's melee actions/attacks that full round. Chance of hitting innocent bystanders is 70%.

Remember: Conventional Weapons will do absolutely NO DAMAGE to mega-damage structures, even if the combined damage from a burst is over 100 S.D.C. Only weapons that inflict mega-damage (M.D.) can damage a mega-damage structure.

A Special Note About Shotguns

The common double-barreled shotgun can fire once or twice per melee round. It can fire both rounds simultaneously (one melee attack) or one at a time (two melee actions). Buckshot ammunition (4D6 S.D.C.) scatters and will strike the specific target plus 1D4 others (2D6 S.D.C. damage to the 1D4 others) within its blast area of approximately 15 feet (4.6 m). Police and military shotguns of a more advanced design will have an ammo-drum with a payload of eight to 24 shots, but each shot/pump counts as one melee action/attack. Typical damage is 5D6 S.D.C. per round.

Palladium Books' Compendium of Contemporary Weapons contains complete descriptions, stats and illustrations of over 400 different modern weapons, plus weapon accessories, grenades, body armor, light artillery, armored vehicles and more. Adaptable for all role-playing games and completely compatible with all of Palladium's RPGs.

Breaux
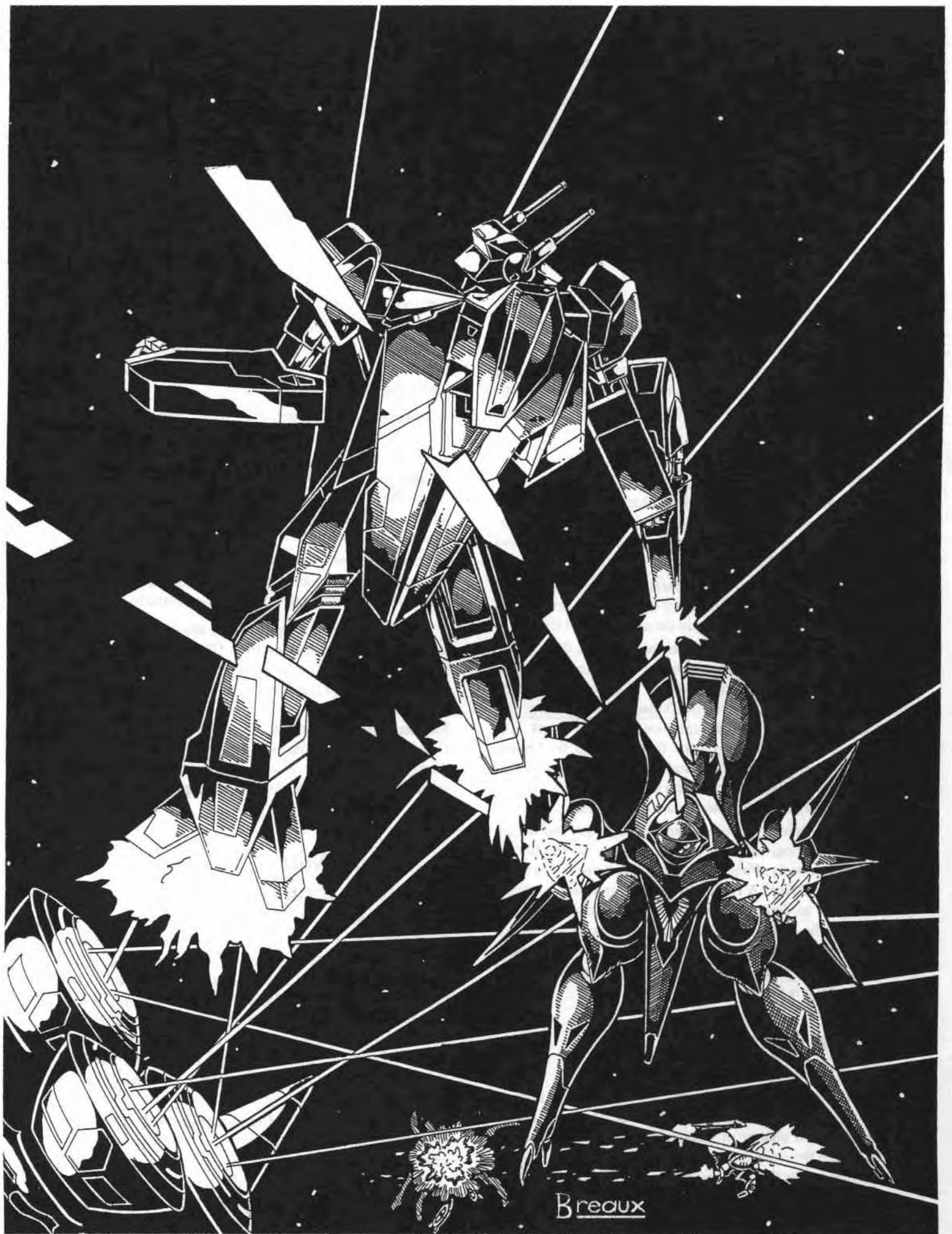
Combat Rules for High-Tech War Machines

The following rules are used when playing characters who operate power armor or robot vehicles such as the Valkyries. Those of you who are familiar with Palladium's other *mega-damage* games will find these rules to be identical — you're ready to play.

The use of giant war machines requires some special considerations and clarification. Generally, giant, robot-like constructions and armored battle suits respond to the pilot's every movement as if the construction was an extension of the pilot's own body. Weapon systems, such as rail guns, beam cannons and missile launchers, are built directly into the machine, providing the pilot with more firepower than a division of 20th century tanks.

Resolving Combat

The basic steps for resolving combat are essentially the same as Palladium's S.D.C. hand to hand combat system. Players must still determine initiative, roll to strike, the defender may parry or dodge, damage is determined, and defender may attempt to roll with the punch or impact. These are always the basic combat actions.

Mega-Damage, S.D.C. and M.D.C.

It is crucial that players clearly understand the concept of Mega-Damage and Mega-Damage Capacity (M.D.C.). Basically, M.D.C. indicates a super tough armor or physical structure. A structure so tough that normal weapons will not damage it. To damage a Mega-Damage Capacity (M.D.C.) structure you must use something that inflicts Mega-Damage (M.D.).

Consider this example with a contemporary M.D.C. structure we all recognize, a tank. There you are, sitting inside a tank; a powerful, heavily armored (M.D.C.) weapon. A kid walks up to your tank and begins to bounce a hard rubber ball against the hull of the tank. He can do this all day long without damaging the tank in the tiniest way. The kid picks up a rock and throws it against the tank. Again, no damage is done other than a tiny nick in the paint. Now, pounding against the hull with a baseball bat, the kid is scuffing the daylights out of the paint job, but still does no damage to the tank. Yet, all of these items could hurt or damage a human being or most normal Structural Damage Capacity (S.D.C.) items.

You're still sitting in your tank when somebody waltzes up and shoots a .357 Magnum at point-blank range. The bullets bounce off the tank's armored hull, leaving only large gouges in the paint and scratches in the armor. No damage is done. His two buddies whip out an Uzi sub-machinegun and an M-16 assault rifle, and spray the tank with a hail of bullets. The combined attack must number into the hundreds of S.D.C. damage. But the tank's hull is undamaged because it is super tough

... M.D.C.! Normal weapons, even when combined, can not damage a mega-structure. Only a weapon that inflicts mega-damage (M.D.) can harm the tank.

A car screeches to a halt 60 feet (18.3 m) away. Two men with a heavy-duty bazooka take cover behind their compact car. Now the tank is in trouble! Why? Because the bazooka is a mega-damage weapon. You think: "Who are all these lunatics cited in this example and why are they beating on my tank?!?" **COMBAT:** The player of the tank pilot rolls a twenty-sided die (1D20), the player of the bazooka team does likewise, to determine initiative. The high roll goes to the bazooka team; they have initiative, which means they strike **first.** The attacker rolls another 1D20, this time to strike. A seven is rolled. Since the tank is too large and too slow to dodge, the bazooka team shoots and successfully strikes, inflicting mega-damage. If the tank is lucky, it will take minimal damage (a low damage roll). If unlucky, the shell will inflict severe damage (a high roll of damage).

The tank is damaged, but can still operate because the total M.D.C. of its main body has not been depleted. As the bazooka team gets ready to fire another shell, it's the tank's turn to strike/counterattack. It aims its cannon and **fires** at the compact car the two men are hiding behind. The car has a Structural Damage Capacity (S.D.C.) of 300 and an Armor Rating (A.R.) of 6. However, the tank's cannon inflicts mega-damage, so the Armor Rating does not apply. A successful roll to strike is quickly followed by a damage roll. The roll is low. A measly 4 M.D. points. The car is a burning mass of twisted metal. Why? Because four mega-damage points are equal to 400 S.D.C.! The car is destroyed!!

Quick Mega-Damage and M.D.C. Reference Chart

- One M.D. Point equals approximately 100 S.D.C. points.
- One M.D. Point equals 100 Hit Points.
- Armor Ratings do *not* apply when up against a weapon that inflicts mega-damage. This is always true, with rare exceptions.
- Normal weapons do absolutely no damage to mega-structures (M.D.C.), even if the combined total damage is over 100 S.D.C.
- Only weapons that do M.D. can damage M.D.C.

Also See Mega-Damage and M.D.C. explanation in the beginning of the book.

Armor Rating

Armor Ratings do not apply to the fighters, spaceships or power armor of the Marduk-Zentran or the U.N. Spacy robots, Valkyries, Am-Jet, "hard" spacesuit and other items indicated as mega-damage structures. Either you strike and do damage, or you miss.

Armor Ratings apply only to conventional S.D.C. combat and items. Armor ratings do not apply when struck/attacked by a weapon that inflicts mega-damage. Of course, one can always attempt to dodge or roll with an attack to avoid or minimize damage.

What is Armor Rating (A.R.). The A.R. indicates what an attacker must roll in order to do damage to the character behind the protective armor. Any roll of 5, or better, will strike a character with no body armor. Characters with conventional **artificial body armor,** metal armor, bulletproof vests, etc., can be successfully attacked by rolls falling under the artificial armor's A.R. If the strike roll is *less* than the A.R. number, S.D.C. damage is inflicted only to the body or armor. By rolling a strike above the armor's A.R., damage is inflicted to the character himself (his personal S.D.C. and/or hit points), but no damage to the armor. **Example:** A defender is wearing body armor with an A.R. of 10. If the attacker rolls 11 or better, then damage is done directly to the defender. A roll of 5, 6, 7, 8, 9 or 10 would only hurt the body armor, not the wearer. A roll of 1, 2, 3, or 4, would totally miss.

Determining the Number Of Attacks Per Melee and Combat Bonuses

All power armor and giant, military robot vehicles possess a design element which creates a symbiotic link between the pilot and the machine. This symbiotic relationship enables the machine to respond to human reflexes, agility, dexterity, and mobility with amazing accuracy. The pilot's physical abilities to strike, parry, dodge, roll and attack are combined with the bonuses of the machines. In some cases, this can effectively double the hand to hand combat abilities of the pilot.

This is how it works. Players will find two *skills* that exclusively determine the pilot's number of attacks when piloting a high-tech robot or power armor: 1) The pilot's normal, hand to hand combat/fighting skills, and 2) The pilot's Robot Combat skill. Simply combine the number of attacks gained from each skill (and level of experience). The total number indicates the total attacks per melee possible. Most first level pilots, with both skills, will have a total of FOUR attacks per melee.

The same is done to determine the pilot's combat bonuses to strike, parry, dodge, etc. This means, if the pilot has a +2 bonus to dodge in normal Hand to Hand Combat and a +1 bonus to dodge in Robot Combat, the two are added together for a total of +3 to dodge when piloting the robot. **Note:** The character's natural agility, found as his P.P. attribute, may also provide applicable bonuses to be added to the total bonus to strike, parry or dodge.

The combining of the number of attacks and combat bonuses applies ONLY when piloting Robots and Power Armor! When outside of the massive battle armor, the pilot must rely exclusively on his or her normal fighting skills and not the combined abilities of the two skills. Why? Because the Pilot Robot Combat skill is not physical training, but a mechanical proficiency which relies on eye/hand coordination, reflexes and dexterity as they relate directly to the machine. The Pilot Robot Combat skill does not build physical strength, endurance or combat techniques.
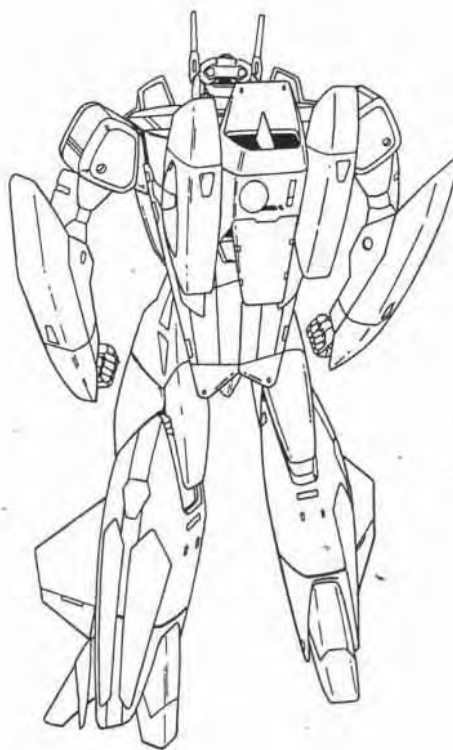
Who Can Pilot a Robot Vehicle?

The operation of a giant robot war machine or power armor requires special training. Without that training, it is impossible to operate any robot vehicles. Other piloting skills are not applicable. Just because you can drive a car, doesn't mean you can operate a tank or fly an airplane. The same is true of robot vehicles and power armor. Characters must have the Basic or Elite Robot Combat skill to operate robot vehicles.

Characters who have the *basic robot piloting and combat skill* can operate **most** robots of similar design or manufacture. However, lack of formal instruction in that specific machine's operation means he can pilot it on only the most fundamental level. Restrictions are as follows:

If the pilot only has the basic hand to hand combat skill, those are the exact abilities that apply to the Robot in combat. There are NO additional bonuses added. A first level character will usually have two attacks per melee. If the pilot does not have any kind of robot hand to hand combat training, but does know how to pilot robots, he or she is limited to one attack per melee, has absolutely **no** robot combat bonuses, and the robot's maximum speed/maneuverability is reduced by 30%.

Weapon Selection

The Robot pilot usually has several modes of attack available to him. These may include energy weapons, rail guns, grenade launchers, missiles, and hand to hand combat. Weapons or modes of attack can be used in any combination. The pilot is limited only by the total number of attacks per melee, available weapon systems, payload and rate of fire restrictions.

Volleys & Bursts

One volley or one burst counts as one attack, even if a dozen (yes 12), rounds or missiles are fired. How? Because it requires only one attack/action to fire several simultaneous rounds at one specific target. Roll to strike and dodge as usual.

Disadvantages of the volley

1. **The entire volley or burst must be directed at ONE specific target**. The character cannot divide a volley or burst between several targets. To attack more than one target the pilot must take time to aim and fire at each, which means each is a separate attack that melee round. **For Example:** A Valkyrie fighter with four attacks per melee is up against four Zentran battle pods. The pilot decides to launch four missiles at one battle pod. That's one attack, leaving three melee actions/attacks that combat round. He can not fire the four missiles simultaneously at all four of the enemy. To strike all four, the pilot must fire at each, individual target separately. However, this will take up all four of the pilot's attacks that melee round (15 seconds).

2. **Must roll to strike for the entire volley or burst as if it were one unit.** This means that the entire volley or burst either strikes and does multiple damage (roll damage for each missile in the volley) or the entire volley misses, doing no damage at all. Do NOT roll to strike for each individual missile or round. Also see Missiles for related combat data.

3. **Continuous fire of bursts** can often be maintained for the entire melee. While the full melee burst counts as one attack and does significant damage, that particular weapon cannot be used against any other targets for that entire melee round.

4. **Payload:** Volleys and bursts usually deplete a limited number of missiles or rounds quickly. Once the payload is expended, the weapon is useless until it can be reloaded.

Note: Unless limited by volleys, bursts, or other listed restrictions, the same weapon can be fired repeatedly in the same melee or in tandem with others.

How to Strike

The procedure for ascertaining a strike is unchanged. The attacker rolls a 20-sided die (1D20). A roll of 1, 2, 3, or 4, is an automatic miss. A roll of 5 or higher is a strike/hit.

The only way an M.D.C. target can avoid being struck is by dodging out of the way or parrying the attack, if possible.

Remember, Armor Ratings (A.R.) do not apply to M.D.C. structures, or when up against weapons that inflict mega-damage (M.D.).

Strike Bonuses

Bonuses to strike can be gained by skills, such as hand to hand combat and/or Robot combat and from a high Physical Prowess (P.P.) attribute. All bonuses are accumulative. Remember, bonuses from Robot combat apply only when the Robot is involved in combat.

Critical Strike

A critical strike occurs when a player with hand to hand combat skill makes an extremely high die roll to strike without the aid of bonus modifiers. An unmodified, "natural" 20 is always a critical hit, regardless of hand to hand training.

Critical strikes do double damage. Optional damage tables may be provided for additional side-effects from critical strikes. Their inclusion in the game is up to the GM and/or players.

Close Proximity Strike Bonuses

Technological advances have made war a long-range affair, with soldiers firing missiles at opponents who appear as tiny blips on a radar screen miles away. However, the creation of power armor and giant robots has restored the strength of the infantry, making close range combat possible. Thus, if opponents are within close proximity of one another (within 500 ft/152 m), they gain a bonus of + 1 to strike. This bonus applies to all combatants, skilled and unskilled, using weaponry or their fists. It does not apply to normal hand to hand combat among humanoids.

Called Shots

A character may attempt to shoot a specific target or area. This is done by clearly stating what the exact target is before the roll to strike is made. Once the shot is "called," the player rolls the usual 1D20 to strike. A successful roll, above a 12, hits exactly whatever the intended target was, unless the opponent dodges or parries.

Called shots can be an important strategy, enabling characters to disable robots and military vehicles rather than destroy the whole thing. A character can destroy specific targets on robots and vehicles, such as radar antennas, weapon barrels, sensors, mechanical legs, arms, etc., by making an aimed, called shot.

Note: Any shot which is not called will strike what is identified as the main body of the robot or vehicle. The main body is the largest, bulkiest part of the target and therefore, the most likely to be hit. If a player calls his shot, but misses by rolling 12 or less, but above 4, he/she still strikes, but hits the main body instead of the specific, "called" target. Some targets may have a penalty to strike because of their size or location.

I avoid random hit location tables because I feel the randomness is too fluky and unrealistic.

To Roll With a Punch, Fall, or Impact

This is a saving throw of sorts, or a second dodge, to minimize damage. Players of **Heroes Unlimited** and **Rifts** will already be familiar with this hand to hand combat rule. In this case, if the player fails his dodge roll and is about to be hit by a missile(s), he has a sort of second dodge or saving throw, where the character tries not to resist the explosive impact and rolls with it. A successful roll with impact works similar to a dodge. The player must roll 1D20 and match or better the roll to strike. A success means the character suffers only half damage. A failed roll means a direct hit and full damage. A character can roll with the impact from explosive missiles, punches, body blocks, falls, and similar impact damage.

You can not roll with the impact of attacks from auto cannons, rail guns, machineguns, energy weapons, or plasma/napalm missiles.

The Dodge

The dodge for giant robots is identical to its human hand to hand counterpart. The defender must roll a twenty-sided die (1D20), and match or better his attacker's roll to strike. A successful roll means he has moved out of the way and takes no

damage. A failed roll means the dodge was not a success and the character is hit, taking full damage. The action of dodging typically uses up one melee action/attack.

An **automatic dodge or leap dodge** is available to some giant robots like the Marduk power armor. This means the robot is so quick and agile that it can leap or move out of the way without losing one melee action/attack.

Missiles

The descriptions of the war machines in this game will specifically state if they can launch missiles. It will also denote the type of missiles as short, medium, long range, or mini-missiles. Under each range category you will find a selection of specific types of warheads, such as high explosive, fragmentation, plasma, reflex, and so on. Not all missile warheads are of a destructive nature and can be smoke, tear gas or chemical (i.e. fire retardant, and knockout gas). Combat vehicles can fire one warhead type, or any combination of missile types, as long as they are listed under the appropriate range category.

Strikes: Guided Missiles

Missiles do NOT enjoy the pilot's combined bonuses to strike, because they are all self-guided missiles.

Rolls to strike are made on the usual, twenty-sided die. Missiles can be launched one at a time (roll to strike for each), or in volleys of two or more (roll once to determine whether the entire volley strikes its target).

ALL the missiles used by the U.N. Spacy, Zentrans, the Marduk and most other high-tech forces, are self-guided missiles. Generally, most are preprogrammed to respond to specific images (video cameras or sensors concealed in the nose of the warhead), or to follow and strike at a specific heat or radiation signature which clearly identifies the enemy.

Smart Bombs that can identify the enemy and chase it down will keep going until they find a target, or are destroyed. They can actually dodge attacks directed at them, and turn around to attempt to hit a target if it misses, or if the target dodges the first attack. **Note:** All missiles always strike the main body.

Conventional Guided Missiles: +3 to strike, and includes mini-missiles and most other types of missiles.

Smart Missiles: +5 to strike, +4 to dodge, and have two attacks per melee (until it hits or runs out of gas). Long range, reflex, and multiple warheads are usually "smart bombs."

Damage From Missile Strike

Direct hits do full damage. A volley of missiles inflicts full damage from each and every missile in the volley!

Near misses do half damage. The way to be damaged by a near miss is by getting caught within the blast radius of the target struck by a direct hit. **For example:** Your companion standing 10 feet (3 m) away, is hit by a high explosive missile with a 30 foot (9 m) blast area. He takes full damage from the direct hit, but your character is also caught in the blast because he was standing so close. Fortunately, the second character takes

half damage since he was not the target that took the full brunt of the attack — he was caught in the backlash of the impact. Damage can be reduced by half again if the player makes a successful saving throw to "roll with punch, fall or impact."

Characters who are the target of an attack can reduce damage by half by "rolling with the punch, fall or impact." In this case, the player fails his dodge roll and is hit by a missile(s). However, he tries not to resist the explosion and rolls with the impact. A successful roll means the character suffers half damage. A failed roll means a direct hit does full damage.

Dodging Guided Missiles

It is possible to dodge one, two, or even three missiles. However, it is impossible to dodge a volley of four or more missiles. The character has two options to avoid or minimize the damage of a massive missile volley; try to roll with the impact, taking half the normal damage; or shoot the missiles down before they strike.

Shooting Missiles

Shooting and depleting the M.D.C. of a missile can detonate and destroy it. However, there are restrictions.

1. The character must have an attack(s) available to him/her that melee to assail the missile. If all the attacks for that melee have already been used up, the character can not shoot at the missile(s).
2. The character can only shoot at one missile, within the volley, at a time. A volley of six missiles would require six attacks, which is impossible at the speed missiles travel. This means the player has only one or two attacks (GM's discretion) to shoot at one or two missiles within the volley. However, if one missile is detonated, there is a 45% chance (1-45%) that its explosion will detonate all the other missiles in the entire volley.

   The player can also use his own missiles, if available, to shoot down a missile volley. Under this circumstance, there is a 75% (1-75%) likelihood of detonating the entire volley of missiles before they hit.
3. If the M.D.C. of the missile is not completely depleted, it is damaged, but does not detonate and will still strike its target, inflicting full damage.
4. Attacks on a missile or missile volley count as a normal attack.

Special Missile Defense Tactic

If a missile can not be dodged, the pilot can sacrifice his robot's arms by covering its main body with them, thus allowing the arms to take the damage instead of the body. The disadvantage of this tactic is that the arms are likely to be blown to smithereens.

Missile Notes

1. **The terms,** light, med. or medium and heavy, found in parenthesis after the warhead type, refers to the destructive force of the warhead.
2. **All typical missiles** are self-guided; +3 to strike.
3. **Smart missiles** are self-guided smart bombs which can be programmed to seek out and attack a specific target. It can change course, adjust speed to conserve fuel, dodge attacks

MISSILE RANGES & WARHEAD DAMAGE

Short Range Missiles

Warhead	Mega-Damage	Speed	Maximum Range	Blast Radius	M.D.C.
High Explosive (Light)	1D4×10	500mph (804kmph)	3 miles (4.8km)	10ft (3m)	5
High Explosive (Med.)	1D6×10	500mph (804kmph)	2 miles (3.2km)	15ft (4.6m)	5
Fragmentation (Light)	1D4×10	450mph (724kmph)	2 miles (3.2km)	20ft (6.1m)	5
Armor Piercing (Med.)	1D6×10	650mph (1045kmph)	5 miles (8km)	5ft (1.5m)	5
Plasma/Napalm (Med.)	1D6×10	500mph (804kmph)	3 miles (4.8km)	15ft (4.6m)	5
Tear Gas	None	200mph (321kmph)	1/2 mile (0.8km)	10ft (3m)	5
Knock-Out Gas	None	200mph (321kmph)	1/2 mile (0.8km)	10ft (3m)	5
Smoke (colors available)	None	300mph (483kmph)	1 mile (1.6km)	20ft (6.1m)	5
Fire Retardant	None	200mph (321kmph)	1/2 mile (0.8km)	20ft (6.1m)	5

Medium Range Missiles

Warhead	Mega-Damage	Speed	Maximum Range	Blast Radius	M.D.C.
High Explosive (Light)	1D6×10	1200mph (1929kmph)	50 miles (80.4km)	20ft (6.1m)	10
High Explosive (Med.)	2D4×10	1200mph (1929kmph)	40 miles (64.3km)	20ft (6.1m)	10
High Explosive (Heavy)	2D6×10	1200mph (1929kmph)	40 miles (64.3km)	30ft (9.1m)	10
Fragmentation (Med.)	2D4×10	1000mph (1608kmph)	40 miles (64.3km)	40ft (12.2m)	10
Armor Piercing (Med.)	2D4×10	1600mph (2571kmph)	60 miles (96.5km)	20ft (6.1m)	10
Plasma/Heat (Heavy)*	2D6×10	1400mph (2251kmph)	40 miles (64.3km)	40ft (12.2m)	10
Multi-Warhead*	2D4×10	1200mph (1929kmph)	80 miles (128.7km)	20ft (6.1m)	10
Smoke	None	1000mph (1608kmph)	40 miles (64.3km)	40ft (12.2m)	10

Long Range Missiles

Warhead	Mega-Damage	Speed	Maximum Range	Blast Radius	M.D.C.
High Explosive (Med.)	2D4×10	2010mph (3232kmph)	500 miles (804km)	30ft (9.1m)	20
High Explosive (Heavy)	3D4×10	2010mph (3232kmph)	500 miles (804km)	40ft (12.2m)	20
Fragmentation (Heavy)	3D4×10	1400mph (2251kmph)	400 miles (643km)	80ft (24.4m)	20
Armor Piercing (Med.)	2D4×10	2010mph (3232kmph)	800 miles (1286km)	30ft (9.1m)	20
Plasma/Heat (Med.)	2D6×10	1400mph (2251kmph)	500 miles (804km)	40ft (12.2m)	20
Plasma/Heat (Heavy)*	3D6×10	1400mph (2251kmph)	500 miles (804km)	50ft (15.2m)	20
Proton Torpedo (Heavy)*	4D6×10	2010mph (3232kmph)	1200 miles (1928km)	50ft (15.2m)	25
Nuclear (Med.)*	2D6×10	2010mph (3232kmph)	1000 miles (1608km)	40ft (12.2m)	20
Nuclear (Heavy)*	3D6×10	2010mph (3232kmph)	1000 miles (1608km)	50ft (15.2m)	20
Nuclear Multi-Warhead*	4D6×10	2010mph (3232kmph)	1800 miles (2893km)	50ft (15.2m)	25

Mini Missiles and Special Armaments

Warhead	Mega-Damage	Speed	Maximum Range	Blast Radius	M.D.C.
High Explosive	5D6	500mph (804kmph)	1 mile (1.6km)	5ft (1.5m)	1
Fragmentation	5D6	500mph (804kmph)	1/2 mile (0.8km)	20ft (6.1m)	1
Armor Piercing	1D4×10	1400mph (2251kmph)	1 mile (1.6km)	3ft (0.9m)	2
Plasma/Heat	1D6×10	1200mph (1929kmph)	1 mile (1.6km)	15ft (4.6m)	1
Smoke	None	500mph (804kmph)	1 mile (1.6km)	20ft (6.1m)	1

* Available as smart bombs, + 5 to strike.

aimed at it, and turn around to try to strike a target again if it misses the first time. + 5 to strike (instead of + 3), +4 to dodge, have two attack attempts per melee round and radar with a 100 mile (160 km) range.

4. **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.

5. **Plasma** is a concentrated, liquid heat, ten times hotter than normal napalm.

6. **Fragmentation** missiles send out fragments, or shards of metal, upon impact, affecting a larger area.

7. **Fire Retardant missiles** explode, releasing a chemical foam that puts out fires.

8. **Smoke missiles** release large, billowing clouds of smoke, filling the blast radius. They are used to provide cover or to mark an area.

9. A **Proton Torpedo** is a longer range, more powerful, explosive, energy missile.

10. **Mini-Missiles** used by the U.N. Spacy and Marduk-Zentran are little guided missiles, + 3 to strike.

11. **The maximum range** is the maximum effective range of the missile.

12. **Missiles have been assigned an M.D.C.;** depletion of the M.D.C. from attack will detonate the missile.

13. **The speed** is provided to give players an idea of how fast the missiles travel.

14. **The blast radius** is the full area damaged by the missile's impact. The specific target of the missile takes FULL DAMAGE, while all else in the blast radius takes half damage.

15. **Payload:** Indicates the finite number of missiles or rounds. Energy weapons are generally considered to have unlimited payload or have energy batteries (E-Clips) that work like the ammo clips for automatic weapons.

16. **Rate of Fire:** This indicates any limitations as to how many times a weapon can be fired per melee, and/or the number of rounds or missiles in a burst or volley.

Generally, a weapon, especially energy weapons, can be fired repeatedly, equal to the pilot's combined, hand to hand and Robot combat skills. Any combination of weapons can be used per melee.

Automobiles & Aircraft

The following are optional rules applicable to all types of automobiles, trucks, motorcycles, and armored vehicles/tanks. These special maneuvers are possible only if the character is skilled in piloting that type of vehicle. If the character does not have a piloting skill for that vehicle, but does have a skill in similar vehicles, he or she has a 15% chance of executing the maneuver. If the character has NO skill in a particular type of vehicle he or she crashes (roll for damage)! All skill penalties are against the character's piloting skill(s). A typical maneuver counts as one melee action unless otherwise stated. **Note:** GMs may substitute rules from Road Hogs, the TMNT supplement.

Special Maneuvers, Conditions & Penalties

Evasive Action: Fleeing or dodging another vehicle, obstacle, missile or some other type of attack by moving out of the way. Evasive action involves weaving, zig-zagging and sudden turns at high speeds. A successful roll means the pilot has successfully dodged out of the way.

Skill Penalty: -30% and the pilot/driver cannot attack while taking evasive action and even the passengers are − 6 to strike. **A failed roll** means an ineffective evasive maneuver which, in turn, means the vehicle has been struck, blasted, and/or the attacker is still hot on his tail. THREE CONSECUTIVE, successful evasion rolls means the pilot has completely lost his pursuer.

Reverse Driving: This is simply driving in reverse/backward. **Skill Penalty:** − 25% if driving over 60 mph (96 km), − 15% if under, and roll for each turn, swerve or evasive action. The pilot cannot attack, but passengers are only − 2 to strike. **A failed roll** means a minor collision.

Stunts: Includes sharp turns at high speeds, sudden on-the-dime stops, sudden U-turns at high speeds, propelled leaps (such as riding up over an incline or object, sailing 20 ft/6 m in the air, land and keep on going) and similar maneuvers. **Skill Penalty:** − 45% and the pilot cannot attack. Passengers are − 8 to strike. A stunt counts as two melee actions. **A failed roll** means the stunt is incomplete and serious difficulties were encountered. Roll on the Loss of Control Table.

Sharp Curves: 90 degrees, high speed. **Skill Penalty:** − 10% when under 50 mph (80 km), but − 20% when over 50 mph. **A failed foll** means a roll on the loss of control table.

Sideswipe: This maneuver can be used against a stationary object, moving vehicle or person. The purpose of a sideswipe is to strike another vehicle, object or person with a glancing blow from the body of your vehicle. **Skill Penalty:** − 25% and neither the pilot nor the passengers can attack while attempting a sideswipe. A sideswipe counts as two melee actions.

To strike, the swiping player rolls under his character's pilot skill minus the 25% skill penalty. The target, if controlled by another person, can attempt to dodge via "evasive action" or "stunt" driving. **Damage** from a sideswipe is 2D6 for every 20 miles (32 km) of speed. The sideswipe also damages the vehicle doing the swiping: 1D6 for every 20 miles of speed. Thus, if the sideswipe inflicted 24 points of damage to the target, it would also do 12 points of damage to the attacking vehicle.

A failed roll to sideswipe means an automatic miss, and the driver must roll under his piloting skill, − 25%, to maintain control of the vehicle. If control is lost, roll on the **Loss of Control Table.**

Loss of Control Table

01-20 The vehicle skids off the road and must stop for a moment for the pilot to regain his control and get moving again. Luck is with the characters and there is no damage; nothing is hit. The occupants are shaken but okay.

21-40 Collision or Crash: The vehicle hits something and is momentarily stopped for 1D4 melee rounds (15 to 60 seconds). Reduce the vehicle's S.D.C. by 1/2, but it can still

run! The occupants are bruised (2D4 each) and shaken but mostly okay.

41-50 A maneuver is botched and the occupants are shaken up. The vehicle suffers 4D6 damage and its speed is temporarily reduced by half for 15 seconds. Occupants are shaken but okay.

51-70 Engine or structural problems develop requiring the pilot to pull over and stop for repairs. The vehicle needs 3D4 hour's worth of repairs. Failure to stop will cause the engine to seize up and stop within 2D4 minutes. Now you need a new engine!

71-90 Collision! Vehicle is totalled, but the pilot and occupants are lucky, suffering only 6D6 points of damage and headaches.

91-00 Serious Collision or Crash!! The vehicle is totalled and the occupants suffer 4D4 × 10 points of damage (roll for each character individually). It may also be appropriate to roll on the optional physical damage table found in the hit point section of the book. People may have been killed.

Aircraft

The following are optional rules applicable to all types of aircraft including Valkyries and power armor. These special maneuvers are possible only if the character is skilled in piloting that type of vehicle. If the character does not have a piloting skill for that vehicle he or she cannot fly it and crashes (roll for damage)! All skill penalties are against the character's piloting skill(s). A typical maneuver counts as one melee action unless otherwise stated. **Note:** GMs may substitute rules from Road Hogs, the TMNT supplement.

Special Maneuvers, Conditions & Penalties

Evasive Action: Fleeing or dodging another aircraft, obstacle, missiles or other forms of attack by moving out of the way. The pilot cannot attack while engaged in evasive action, unless something suddenly flies directly in front of the vehicle, and even then the pilot is −4 to strike. Successful evasive action means the opponent cannot successfully strike or follow the evading aircraft, unless the attacker(s) engages in a "dog tail" chase. **Skill Penalty:** −45% but the pilot cannot attack while taking evasive action. A gunner or co-pilot can attack but is −4 to strike. The maneuver consumes one full melee. A **failed roll** means an ineffective evasive maneuver. The attacker(s) is still in striking range and in hot pursuit. **Note:** Evasive action takes the entire melee round (15 seconds).

Dog Tail: This is an offensive maneuver in which the pilot closely pursues an enemy aircraft while locked in combat. This is the only maneuver that can pursue a vehicle taking evasive action. By hanging on the enemy's tail, or "dog tailing," the attacker can usually strike with little or no fear of a counterstrike. **Skill Penalty:** −35%; no strike penalty, but the pilot's number of attacks per melee are reduced by half. A **failed roll** means the target has momentarily slipped out of the striking range/area. Roll once every other melee round to maintain dog tail position, or once for every evasive or stunt action.

Tilt Dodge: This is a difficult maneuver in which the pilot attempts to avoid the strike of an opponent by quickly tilting

or jerking out of the way at the last minute. In this way, the pilot can stay on course and continue his own attack (if any). **Skill Penalty:** −35% and the pilot and gunner are −2 to strike. A **failed roll** means a bad dodge and the aircraft is hit and takes full damage. A tilt dodge can be used to attempt to avoid each individual strike/attack, but a tilt dodge can not avoid more than one blast from a multiple/simultaneous assault or missiles; evasive action is necessary.

Stunts: These are sudden, severe or highly difficult maneuvers, including dives, sharp turns, dead-man's drop (nearly straight down drop at high speed), tumbles, somersaults and similar actions. **Skill Penalty:** −30% and the pilot and his gunner cannot attack that melee action. A **failed roll** means the stunt is incomplete and serious difficulties encountered. Roll percentile dice on the Loss of Control table:

Emergency Landing: Executed when the vehicle or pilot is damaged and flight can not be maintained. **Skill Penalty:** −30%; attacks and manuevers are not possible. A **failed roll** will result in a crash landing.

Shadow: Is a maneuver in which the air vehicle pursues another vehicle without detection. This is usually done by flying above and behind the pursued, using clouds as cover. The pursuer
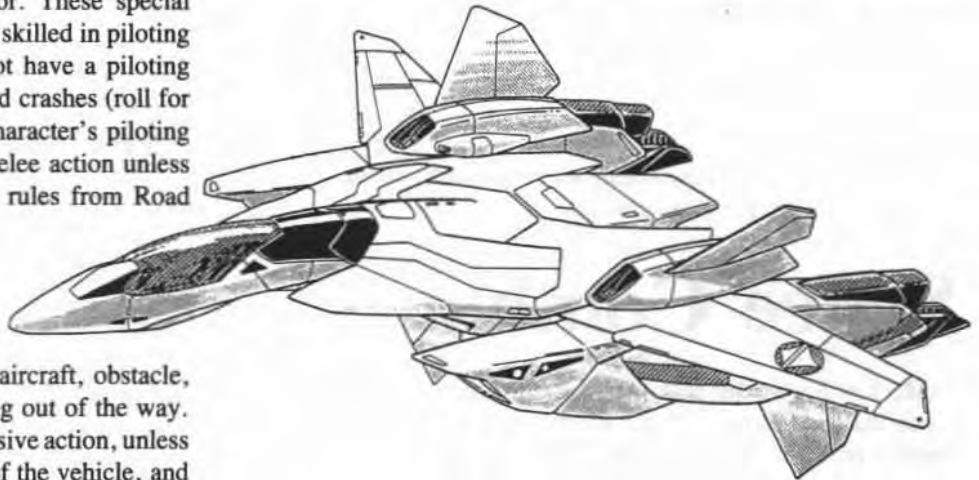
will mimic the aircraft under pursuit in every way, so that they will be thought to be a radar shadow or aberration. **Skill Penalty:** −30% and no attacks are possible without revealing their true position and nature. Roll for each mimicked maneuver.

Aircraft Loss of Control Table

01-10 Aircraft spins out of control for a moment, but when control is regained it is travelling in the wrong direction.

11-20 Engine or other trouble that reduces flying speed by 10% until repairs can be made.

21-40 Engine chokes and stalls out; the aircraft begins to descend. Must make an emergency crash landing unless the vehicle can be restarted: Roll under the piloting skill, −25%. A restart can be tried twice every melee round (15 seconds). Offensive and defensive attacks and maneuvers are not possible, unless directly in line with the aircraft.

41-60 Maneuver botched; speed and altitude are reduced by 25% for 15 seconds.

61-75 Collision or Emergency Landing: The aircraft has hit something or is damaged and must make an emergency land-

ing. Reduce the vehicle's S.D.C. by half from the crash, but it can be repaired and flown again! The occupants are badly bruised and cut (4D6 each) but most should live.

76-90 Engine difficulties; forced to make an emergency landing, but not a crash landing. Repairs will require 4D6 hours. Failure to stop will cause the engine to seize up and stop within 3D4 minutes. Now you do need to make an emergency crash landing!

91-00 Engine and/or vehicle damaged beyond repair; crash inevitable. Character must parachute to safety or ride out a deadly crash. Optional: The pilot can direct the aircraft on a suicide crash into an immediate target (-25% to strike). A crash of a jet fighter type craft will cause 2D4 × 100 M.D. to a 40 foot (12 m) radius. The pilot and passengers have only a 2% chance for survival (roll for each) and even then they will be seriously injured (reduce hit points and S.D.C. to two points).

It may also be appropriate to roll on the optional physical damage table, found in the hit point section of the book. People will have been killed.

Optional Crash Landing Table

01-31 Pilot and/or passengers survive; minor injury.

32-60 Crash; pilot and passengers each suffer 6D6 damage.

61-80 Pilot and passengers are in critical condition and require immediate, extensive medical treatment. Treat as surviving death and coma.

81-83 No survivors!

84-00 Passengers miraculously survive with minor injury (4D6), but the pilot and crew are dead.

Space Combat

Much of the combat action in **Macross II** takes place in outer space between Jupiter and the Earth, around the moon, and in Earth's orbit. Thus, a good number of conflicts are likely to occur in space. The following are rules, modifications and considerations for space combat.

Speed and Range for Valkyries, Missiles, Energy Beams, Etc.

Jet Propulsion: Without an atmosphere to slow them down, spacecraft, Valkyrie fighters, power armor, missiles, and other jet propelled items can travel about 75% faster than they can in an atmosphere. Most of the spaceworthy vehicles found in **Macross II** will present stats for flying in both space and an atmosphere.

Running: The weightlessness of space makes it impossible for humans and humanoid robots to *run*. Some sort of *propulsion system*, even if it's as simple as a burst of air, is needed to push/move/fly with any degree of control and direction. Otherwise, the character drifts away out of control, like a rudderless boat on the ocean.

Leaping: Pushing off of a mass with one's legs, jet propelled leaps or bursts of movement will send the character leaping 10 times longer/farther/higher, but the leap is done in slow motion. This is applicable in zero and near zero gravity environments like the moon.

Thrown Objects fly in slow motion at about half their normal speed and distance. Characters are $+2$ to dodge thrown items.

Explosions & Shockwaves: Likewise, the shockwaves of an explosion will travel ten times farther, sending those not tethered to a larger, stable object flying the distance of the shockwave. Damage from the extended shockwave radius is only one-tenth the damage at the epicenter of the blast.

Lasers, amplified light energy, will have their normal "effective" range doubled! Thus 4000 foot (1200 m) range is increased to 8000 feet (2400 m) effective range. Beyond the 8000 feet up to about another 4000 feet (1200 m) the laser does half damage and is -2 to strike. Beyond that, the laser no longer inflicts damage and is only a beam of light. The light continues to fly through space until it hits something, but the farther it goes the weaker and fainter the beam becomes.

Energy Beams of other kinds also enjoy a doubled effective range in space, but beyond their effective range the beam inflicts no damage and quickly dissipates.

Radio waves can travel 10 times the normal range in space. Thus a radio with a 500 mile (804 km) range will have 5000 mile (8040 km) range for crystal clear transmission. The radio waves actually continue to travel at the speed of light for hundreds of thousands of miles. However, they become more spread out and fainter the farther they travel and will require a very powerful radio receiver to receive the transmission, and even then it may be garbled or incomplete. Sunspots, solar flares/solar storms, particle clouds, comet trails, asteroid belts, and close proximity to planets will reduce, garble or completely block or destroy radio transmissions.

Spacecraft and Mega-Lasers

Many of the spacecraft, human and alien, have heavy missiles, mega-lasers, and other energy weapons that inflict mind boggling amounts of damage, like the forward lasers of the battle carriers or main cannons of the Macross Cannon. These weapons are designed to be anti-spacecraft or planetary assault weapons that inflict thousands of points of mega-damage. While they are a serious threat to other spacecraft, they are easily avoided by the comparatively tiny one person fighters, pods, and power armor units. Consequently the "big" guns are seldom used against space fighters and similar sized war machines. To do so would be like trying to kill a fly with a howitzer. The small fighters can easily avoid/dodge the massive blast leveled at them.

Instead, other equally small fighters are released to engage the tiny enemy; whether it be Valkyries or battle pods. The combination of devastating long-range weapons and extremely mobile, high-powered, close combat robots and vehicles, creates an extremely effective and versatile combat force.

The following tables apply only to the use of the big super weapons of the space cruisers.

Bonuses to strike apply when the target is especially large, 1000 feet (305 m) or bigger. The skill and expertise of the operator does not apply to the heavy armaments of the giant warships.

Penalties to strike apply when the target is especially small, 990 feet (301 m) or smaller. The big guns of the Marduk battle cruisers are not designed for use against tiny adversaries.

Bonus or Penalty To Strike Targets of Approximate Sizes

+14 20,000 feet (6096 m) or larger.

+10 10,000 feet (3048 m) to 19,990 feet (6090 m)

+6 5000 feet (1524 m) to 9990 feet (3045 m)

+4 2000 feet (609 m) to 4990 feet (1520 m)

+1 1000 feet (304.8 m) to 1990 ft (600 m)

−4 400 feet (122 m) to 990 feet (301 m)

−8 150 feet (45.7 m) to 390 feet (119 m)

−12 140 feet (42.6 m) or smaller (Valkyrie fighters and power armor are only around 45 feet (13.7 m) and extremely difficult to hit).

Note: All small spacecraft/mecha/vehicles (990 ft or smaller) get an automatic dodge against large energy blasts/volleys.

A modified dodge for large vessels: Large vessels, 1000 feet (305 m) or bigger, can not dodge or move completely out of the path of attacks, but may be able to maneuver enough to avoid full impact. The roll to dodge is unchanged. The defender must roll a 20-sided die (1D20) and match or better his attacker's roll to strike. **A failed roll** to dodge means the vessel takes full damage. **A successful roll** to dodge means the vessel is able to maneuver away enough to be struck by a glancing blow or less damage. Total damage is one-third the normal.

Robot & Power Armor Combat

Hand to Hand Bonuses From Basic Valkyrie Series Training

- Basic training for the civilian and military Valkyrie series.
- Add one additional melee action/attack at levels three, nine and fifteen (plus those of the pilot).
- +1 on initiative
- +1 to strike
- +1 to parry
- +1 to dodge in soldier mode, +2 in gerwalk, +4 in jet mode.
- +1 to roll with punch, fall, or impact (explosion), reducing damage by half.
- No leap dodge.
- No leap kick.
- Critical strike same as pilot's hand to hand.
- Body block/tackle/ram — 1D6 M.D. plus a 50% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee).

Damage:

Restrained Punch — 1D4 M.D.

Full Strength Punch in Gerwalk Mode — 1D6

Full Strength Punch in Soldier Mode — 2D6 M.D.

Power Punch (soldier only) — 3D6 M.D. (counts as two attack)

Tear or Pry with Hands — 1D6 M.D. (soldier) or 1D4 (gerwalk)

Kick — 1D6 M.D.

Body Flip/Throw — 1D4 M.D.

Body Block/Tackle — 1D6 M.D.

Stomp — 1D4 M.D.; effective only against small objects 12 feet (3.6 m) tall or smaller.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. They do not apply to the pilot's physical abilities outside the mecha.

Hand to Hand Bonuses From VF-2JA & VF-2SS Valkyrie Fighter Combat Training

- Bonuses and training for the military Valkyrie series.
- Add one additional attack per melee round at levels one, three, six and eleven (plus those of the pilot).
- +2 on initiative
- +2 to strike
- +2 to parry
- +2 to dodge in soldier mode, +4 in gerwalk, +6 in jet mode.
- +3 to roll with punch, fall, or impact (explosion), reducing damage by half.
- +1 to leap dodge. An automatic dodge that works just like the automatic parry, with no loss of attacks per melee. This unit is so mobile that the pilot can leap, hop, and skip out of the way without loss of a melee action/attack.
- Critical strike same as pilot's hand to hand.
- Body block/tackle/ram — 1D6 M.D. plus a 60% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee).

Damage:

Restrained Punch — 1D4 M.D.

Full Strength Punch in Gerwalk Mode — 1D6

Full Strength Punch in Soldier Mode — 2D6 M.D.

Power Punch (soldier only) — 3D6 M.D. (counts as two attacks)

Tear or Pry with Hands — 1D6 M.D. (soldier) or 1D4 (gerwalk)

Kick 1D6 M.D.

Leap Kick 2D6 M.D.

Body Flip/Throw 1D4 M.D.

Body Block/Tackle 1D6 M.D.

Stomp — 1D6 M.D.; effective only against small objects 12 feet (3.6 m) tall or smaller.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. They do not apply to the pilot's physical abilities outside the mecha.

Hand to Hand Bonuses From Zentran Battle Pod Combat Training

- Bonuses and training for the Marduk designed Zentran pods.
- Add one additional attack per melee round at levels two, six, and twelve (plus those of the pilot).
- +1 to strike
- +2 to dodge
- +2 to roll with punch, fall, or impact (explosion), reducing damage by half.
- Critical strike same as pilot's hand to hand.
- Body block/tackle/ram — 2D6 M.D. plus a 70% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee).
- No Parry
- No Punch
- No Stomp
- No Kick attack
- No Leap kick
- No Body flip/throw

Damage:
Full Strength Rake/Ram — 1D6 M.D.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. They do not apply to the pilot's physical abilities outside the mecha.

Hand to Hand Bonuses From Zentran Officer's Pod Combat Training

- Bonuses and training for the Marduk designed Zentran pods.
- Add one additional attack per melee round at levels one, six, and twelve (plus those of the pilot).
- +2 on initiative
- +1 to strike
- +3 to dodge
- +3 to roll with punch, fall, or impact (explosion), reducing damage by half.
- Critical strike same as pilot's hand to hand.
- Body block/tackle/ram — 1D6 M.D. plus a 70% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee).
- No Kick attack
- No Leap kick
- No Parry
- No Body flip/throw

Damage:
Strike or Butt with Weapon or Body — 1D4 M.D.
Full Strength Rake/Ram — 1D6 M.D.
Stomp — 1D6 M.D.; effective only against small objects (12 ft/3.6 m tall or smaller).

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. They do not apply to the pilot's physical abilities outside the mecha.

Hand to Hand Bonuses From Zentran Power Armor Combat Training

- Bonuses and training for the Marduk designed Zentran armor.
- Add one additional attack per melee round at levels one, five, ten and fifteen (plus those of the pilot).
- +1 on initiative
- +1 to strike
- +2 to parry
- +3 to dodge
- +3 to roll with punch, fall, or impact (explosion), reducing damage by half.
- Critical strike same as pilot's hand to hand.
- Body block/tackle/ram — 1D6 M.D. plus a 70% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee).

Damage:
Restrained Punch — 1D4 M.D.
Full Strength Punch — 2D4+2
Power Punch — 3D4+4 M.D. (counts as two attacks)
Kick — 2D6 M.D.
Leap Kick — 3D6 M.D.
Body Flip/Throw — 1D4 M.D.
Body Block/Tackle — 1D6 M.D.
Stomp — 1D6 M.D.; effective only against small objects 12 feet (3.6 m) tall or smaller.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. They do not apply to the pilot's physical abilities outside the mecha.

Hand to Hand Bonuses From Meltran Power Armor Combat Training

- Bonuses and training for the Marduk designed Meltran armor.
- Add one additional attack per melee round at levels one, five, nine and thirteen (plus those of the pilot).
- +2 on initiative
- +2 to strike
- +3 to parry
- +4 to dodge
- +4 to roll with punch, fall, or impact (explosion), reducing damage by half.
- +1 to leap dodge. An automatic dodge that works just like the automatic parry, with no loss of attacks per melee. This unit is so mobile that the pilot can leap, hop, and skip out of the way without loss of a melee action/attack.
- Critical strike same as pilot's hand to hand.
- Body block/tackle/ram — 1D6 M.D. plus a 60% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee).

Damage:
Restrained Punch — 1D4 M.D.
Full Strength Punch — 2D4 M.D.
Power Punch — 3D4 + 2 M.D. (counts as two attack)
Kick — 1D6 M.D.
Leap Kick — 2D6 M.D.
Body Flip/Throw — 1D4 M.D.
Body Block/Tackle — 1D6 M.D.
Stomp — 1D4 M.D.; effective only against small objects 12 feet (3.6 m) tall or smaller.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. They do not apply to the pilot's physical abilities outside the mecha.

Hand to Hand Bonuses From Marduk Type One Power Armor Combat Training

- Bonuses and training for the Marduk designed units.
- Add one additional attack per melee round at levels one, five, eight and twelve (plus those of the pilot).
- +2 on initiative
- +2 to strike
- +3 to parry
- +3 to dodge
- +3 to roll with punch, fall, or impact (explosion), reducing damage by half.
- +2 to leap dodge. An automatic dodge that works just like the automatic parry, with no loss of attacks per melee. This unit is so mobile that the pilot can leap, hop, and skip out of the way without loss of a melee action/attack.
- Critical strike same as pilot's hand to hand.
- Body block/tackle/ram — 1D6 M.D. plus a 60% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee).

Damage:
Restrained Punch — 1D4 M.D.
Full Strength Punch — 2D6 M.D.
Power Punch — 4D6 M.D. (counts as two attack)
Tear or Pry with Claws — 2D6 M.D.
Kick — 2D6 M.D.
Leap Kick — 4D6 M.D.
Body Flip/Throw — 1D4 M.D.
Body Block/Tackle — 1D6 M.D.
Stomp — 1D6 M.D.; effective only against small objects 12 feet (3.6 m) tall or smaller.

Also see scythe and spike weapon's damage.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. They do not apply to the pilot's physical abilities outside the mecha.

Hand to Hand Bonuses From Marduk Type Two Power Armor Combat Training

- Bonuses and training for the Marduk designed units.
- Add one additional attack per melee round at levels one, four, eight and twelve (plus those of the pilot).
- +3 on initiative
- +2 to strike
- +3 to parry
- +4 to dodge
- +4 to roll with punch, fall, or impact (explosion), reducing damage by half.
- +3 to leap dodge. An automatic dodge that works just like the automatic parry, with no loss of attacks per melee. This unit is so mobile that the pilot can leap, hop, and skip out of the way without loss of a melee action/attack.
- Critical strike same as pilot's hand to hand.
- Body block/tackle/ram — 1D6 M.D. plus a 60% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee).

Damage:
Restrained Punch — 1D4 M.D.
Full Strength Punch — 2D6 M.D.
Power Punch — 4D6 + 3 M.D. (counts as two attacks)
Tear or Pry with Claws — 2D6 M.D.
Kick — 2D6 M.D.
Leap Kick — 4D6 M.D.
Body Flip/Throw — 1D4 M.D.
Body Block/Tackle — 1D6 M.D.
Stomp — 1D6 M.D.; effective only against small objects 12 feet (3.6 m) tall or smaller.

Also see scythe and spike weapons' damage.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. They do not apply to the pilot's physical abilities outside the mecha.

Hand to Hand Bonuses From Zentran Armored Spacesuit Combat Training

None. The spacesuit mainly offers only physical protection from mega-damage. It does not add any special abilities or bonuses.
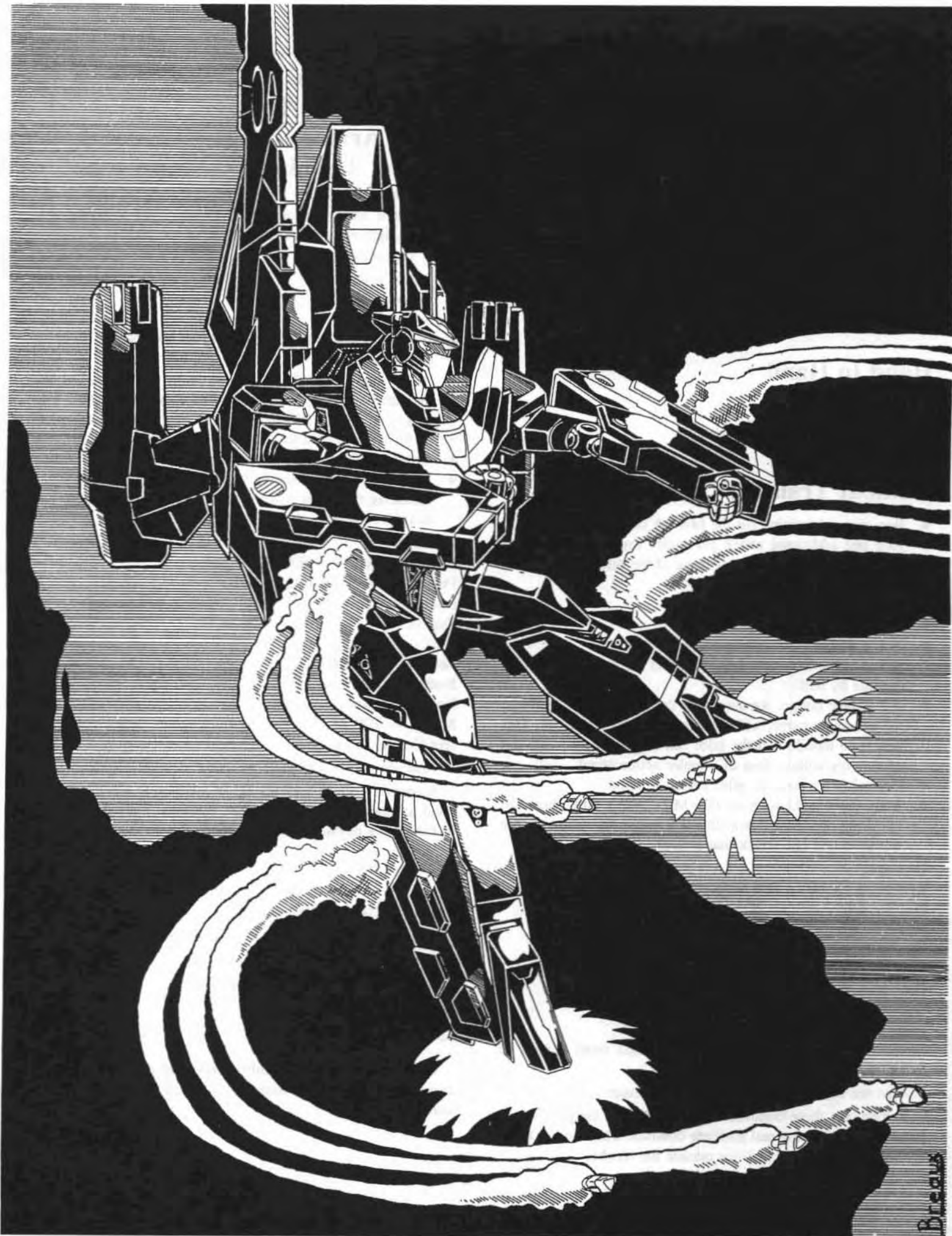
The Mecha of the UN-Spacy

VF Series Valkyrie
Fighters (transformable)

Valkyrie II-SAP (VF-2 with Super Armored Pack)
Valkyrie II-SAP Special (VF-2 SAP Special —Nexx type)
Valkyrie Space Fighter (VF-2SS)
Valkyrie Atmosphere Fighter (VF-2JA)
Valkyrie Civilian Jet (SNN type)
Valkyrie Zentran (VF-XX, for U.N. Spacy Zentran forces; it does not appear in this book)
Valkyrie MS (VF-MS Metal Siren, newest design; it does not appear in this book)

U.N. Spacy Ground
Mecha (non-transformable)

Note: The ground troops operate non-transformable mecha. These are heavily armored mechanized giants, each more powerful than a 20th century tank division. Together with the super fast and powerful VF series of Valkyrie jet fighters, they embody humankind's frontline troops against alien invaders. The mechanized ground troops of the U.N Spacy are among the most powerful machines of war ever created.

The Metal Siren and other mecha not presented in this volume can be found in future sourcebooks, the first of which, **Macross II: U.N. Spacy,** should be out by September or October 1993.
Monster II (see the first sourcebook)
Tomahawk II (see the first sourcebook)
Phalanx II (see the first sourcebook)
Defender-EX (see the first sourcebook)
Mecha Transport VTOL (see the first sourcebook)
Close Assault Ground & Air Combat Jet (see the first sourcebook)

The U.N. Spacy Valkyrie Series of Transformable Fighters

All Valkyrie series fighters are versatile, all-terrain combat vehicles. They were first designed to repel the Zentran invasion 80 years earlier and have since become the frontline assault craft of the U.N. Spacy Military. All military Valkyries have three configurations: jet, gerwalk and soldier.

In the **jet configuration**, the fighter looks like an ordinary combat jet and possesses all of the speed and maneuverability of a jet.

The **gerwalk configuration** sees the jet transform into something more than the aircraft it first appeared to be. It still resembles a jet, only this jet also has giant robotic arms and legs. The fighter craft is still very maneuverable, but its speed is dramatically less than that of the jet configuration (about one-third; see specific Valkyrie fighters for details). The arms and fully articulated hands/fingers enable the Valkyrie to use its rifle-like beam cannon, grab, and pick things up and carry them. While in this configuration, the fighter can hover, fly, walk or stand.

The **soldier configuration** sees the Valkyrie transform completely into the shape of a giant humanoid robot towering 45 feet (13.7 m) tall! In this configuration the mighty combat vehicle has all the mobility of a human soldier. It can climb, run, leap, dodge, punch, grab, carry, hold and use its rifle-like beam cannon. Although it can perform jet propelled leaps (jets in the bottom of its feet) and has many directional jets for movement in space and underwater, the Valkyrie cannot fly while in the soldier form.

Transformation Notes: All Valkyrie fighters can transform from jet to gerwalk configuration in one second and from jet to soldier (or back) in an astounding two seconds! The transformation can be performed at any moment, even while flying or leaping. When in the soldier configuration the pilot compartment is completely enclosed by the body of the robot and is located approximately in the chest area of the mechanized giant. The pilot "sees" through his array of sensor and optic systems via computerized and heads-up displays (HUDs).

The differences between the various types of *military* Valkyries can be quite dramatic, with specific design considerations incorporated into each. The newest design is the Metal Siren; only recently put into production, so its numbers are small and presently assigned to squadron leaders, aces, and special operations.

Standard Sensors and Equipment for Valkyries

Auto-pilot

All Valkyrie fighters designed for use in space, and many of the other military types, are equipped with a computerized auto-pilot. To engage the automated system, the pilot punches in his target coordinates, desired speed, and hits the start button. He or she can then sit back and relax or even sleep. An alarm sounds and the auto-pilot disengages when the vessel is within a few minutes of its destination; the pilot takes over from there. The auto-pilot system was designed with long space journeys in mind and exhausted fighter pilots returning to their base of operations after long hours of combat.

Cargo Area

A small cargo area is located behind the seat of all Valkyrie fighters. This area is large enough to comfortably hold one human size passenger. As many as two people can fit in the cargo bay, but they will be squashed and uncomfortable. Note that there are no seats in the cargo cavity behind the pilot's seat and passengers must sit on the floor of the craft. This means that they may be buffeted about and sustain minor injury (mainly bumps and bruises).

Combat Computer

Calculates, stores, and transmits data onto the cockpit computer screen or heads-up display (H.U.D.) of the pilot's helmet. Patches in with the targeting computer.

Computer Targeting

Range: 50 miles (80 km). Assists in the identification and tracking of specific enemy targets. The system has 10,000 images stored in memory and can be programmed to include 10,000 new targets. It can identify and track 144 targets simultaneously.

Ejector Seat

In case of emergencies, the pilot's seat can be instantly ejected from the fighter craft. However, the pilot is then vulnerable to outside attacks.

External Audio Pickup

Range: 300 feet (91.5 m). A sound amplification listening system that can pick up a whisper 300 feet away.

Fuel Capacity

All Valkyries for military use are nuclear powered, with a 12 year life under the most strenuous combat conditions. The civilian style vehicles have a six to eight year power supply depending on how much they are used.

Heating and Cooling System

The temperature and humidity of the pilot's compartment are automatically regulated by the heating and cooling systems. A small refrigeration unit for preserving food, water and specimens is connected to this system. Refrigerator is approximately 26 inches (66 cm) wide.

Heat and Radiation Shields

Special shielding prevents the penetration of life threatening heat and radiation. A radiation detection and alarm system are linked with the shields and will sound an alarm if there is a rupture in the shields and what the levels of radiation are.

Homing Signal

All military Valkyries have a homing device built into the pilot's compartment. This enables rescue teams to locate disabled craft. The range of the signal is 400 miles (640 km) in space or about 100 miles (160 km) in Earth's atmosphere.

Most Valkyries can also key on and track/locate specific homing signals; same range limits as above.

Independent Oxygen Supply and Circulatory System

This system automatically engages in environments where oxygen and circulation are required, such as in the vacuum of space or when toxic gases are sensed. It can recirculate breathable air for up to eight weeks before getting stale.

Laser Targeting System

Range: 100 miles (160 km). Used for increased accuracy in the striking of enemy targets and is partly responsible for the mecha's strike bonus.

Loudspeaker

A loudspeaker system is built into the craft. It is used to amplify the pilot's voice up to 90 decibels.

Optics: Infrared and Ultraviolet

Range: 2000 feet (610 m). This optical system projects a beam of infrared light that is invisible to the normal eye. The infrared beam enables the pilot to see in the dark and to see other infrared beams. The ultraviolet system enables the pilot to see into the ultraviolet spectrum of light and is mostly used to detect the light beams of ultraviolet detection systems. The infrared light beam <u>can</u> be seen by anybody who also has infrared optics. Therefore, the light beam can be followed back to its source. **Note:** Smoke impairs and blocks the vision/beam, rendering it temporarily useless.

Optics: Nightvision

Range: 2000 feet (610 m). A passive light image intensifier, meaning it emits no light of its own, but relies on ambient light which is electronically amplified to give a visible picture.

Optics: Thermo-Imager

Range: 2000 feet (610 m). A special optical heat sensor allows the infrared radiation of warm objects to be converted into a visible image. It enables the pilot to see in the dark, in shadows, and through smoke. It also adds a +10% bonus to characters with a tracking skill.

Radar

Range is 200 miles (321 km).

Radio/Video Communications

Long range, directional communications system with satellite relay capabilities. Range: 600 miles (960 km) or can be boosted indefinitely via satellite relay.

Reinforced Pilot's Compartment

In an effort to give the pilot maximum protection and chance for survival, the pilot's compartment is reinforced. This means even if the entire vessel is destroyed, it is possible that the pilot may have survived within his protective compartment (it all depends on how much damage has been inflicted).

Self-Destruct

To prevent capture of a Valkyrie fighter by the enemy, the pilot can eject and activate the fighter craft to explode. The explosive damage is contained within a 20 foot (6 m) area and inflicts $1D6 \times 10$ M.D. to everything within the radius of the explosion. All internal systems are obliterated.

Space Docking Connector

All military Valkyries designed for use in space are equipped with an extendable docking unit. This unit enables the fighter to pull up alongside most conventional spacecraft, including all Earth, Zentran and Marduk designs, automatically match the speed of the vessel and attach itself to most access hatches. A semi-transparent, accordion-like appendage is released from behind the pilot's cockpit, enabling the pilot to scramble from his craft into the larger vessel without stepping out into space or opening his hatch. This can be critical when the pilot's spacesuit is torn or during an emergency when rescuing and transporting passengers without spacesuits.

Standard Survival Kit

All military vessels come equipped with a portable survival kit. Inside the small reinforced box is a medium-sized flashlight, two hand flares, one rocket flare, a compass, infrared distancing binoculars, small mirror, pocket knife, dehydrated and concentrated food (can be stretched into a five day supply for one person) and basic first aid items (aspirin, bandages, disinfectant, etc.).

Breaux
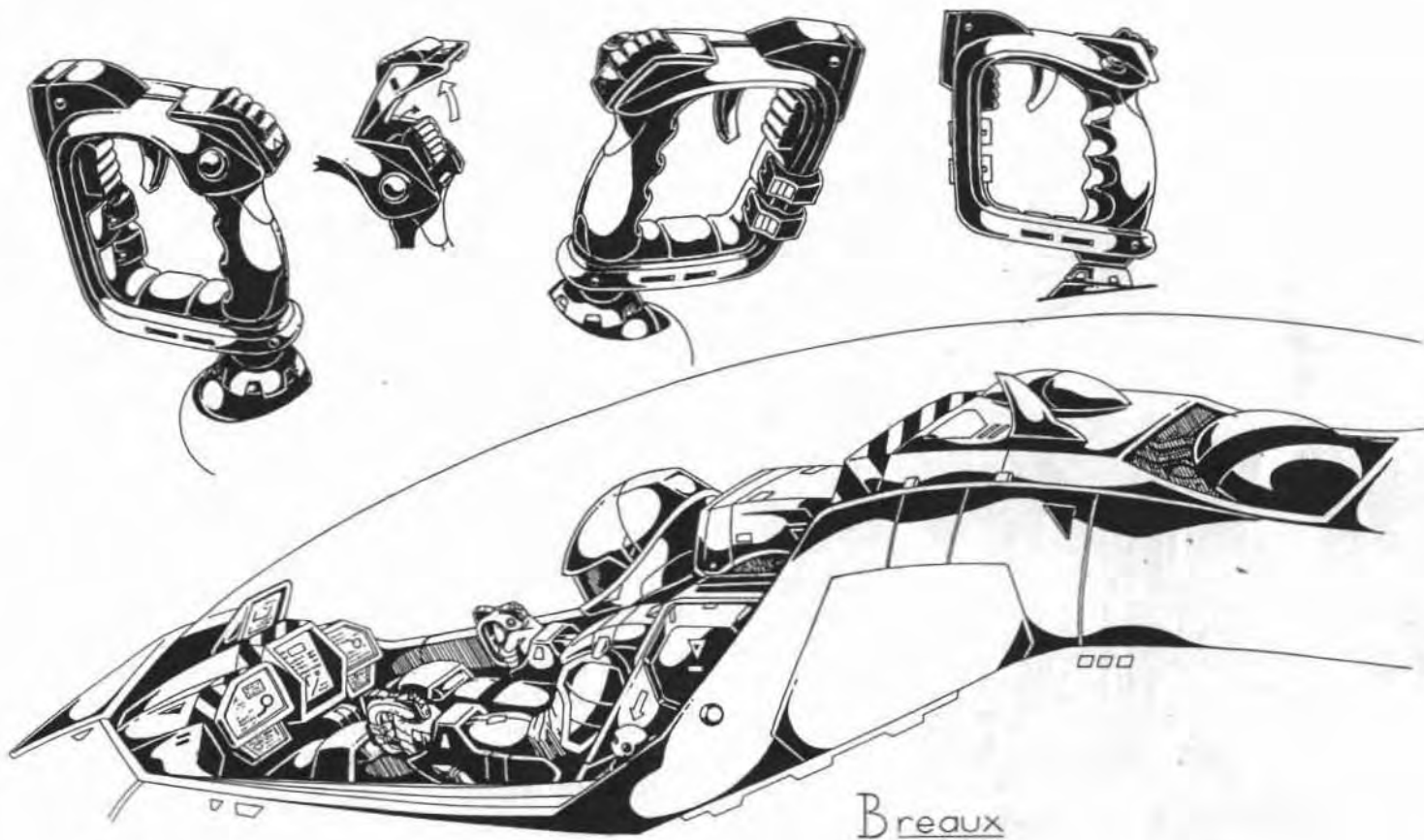
Valkyrie VF-2JA
Atmosphere Fighter

The VF-2JA is an all purpose, military fighter designed for use specifically in the atmosphere of Earth. In days past, the VF-2JA has been used against Zentran rebels, terrorists, powerful criminals and in other types of military conflicts. The VF-2JA is fast and more heavily armored than some of the earlier Valkyries and has been in use by the U.N. Spacy for over 50 years.

As the term "atmosphere" fighter suggests, this particular Valkyrie is not intended for use in space. However, the war machine is an all terrain and all environment vehicle and *can* function reasonably well in space. The reason that it is not considered a "space" fighter is because it lacks transatmospheric capabilities. Although the VF-2JA can attain a speed of Mach four, it still does not have enough speed/thrust to escape Earth's gravity. The only ways the VF-2JA can get into outer space is to either be carried out on a larger spacecraft or space shuttle or by using a space booster similar to the one used by the **SNN, Scramble News Network**. Without the booster pack or other means of transportation, the VF-2JA Valkyrie is trapped on Earth.

Vehicle Type: VF-2JA

Class: Valkyrie I: Atmosphere Fighter (transformable)

Crew: One pilot; one or two human-sized passengers can be accommodated in an emergency situation.

M.D.C. by Location:

Head Mounted Lasers (2) — 30 each
*Head — 100
Hands (2) — 50 each
Arms (2) — 100 each

Legs & Thrusters (2) — 200 each
Wings (2) — 120 each
Missile Pods (2; optional) — 120 each
BC-60 Beam Cannon (1; hand held) — 100
Reinforced Pilot Compartment — 150
**Main Body — 300

* Destroying the head will destroy the two top mounted lasers and destroy all forms of optical enhancements. The range and targeting capabilities of radar and all other sensors (non-optical) are reduced by half.

** Depleting the M.D.C. of the main body will shut the mecha down completely, making it useless. **Note:** Destroying a wing will make flight in an atmosphere impossible; in space reduce dodge bonus by half.

Speed

Note: All speed stats are provided with an atmosphere in mind. In a zero gravity environment like outer space, the length of leaps are increased by ten times and flying speed is increased by 75%. Running is not possible in the weightlessness of zero gravity. The character must have some form of propulsion or he will simply drift aimlessly.

Running (soldier configuration): 90 mph (144 km) — 50 mph (80 km) when in gerwalk form.

Leaping (soldier configuration): The powerful robot legs can propel the unit 30 feet (9 m) high or 50 feet (15.2 m) lengthwise. A jet thruster assisted leap will propel the unit 100 feet (30.5 m) high and/or 200 feet (61 m) lengthwise without actually attaining flight. The thrusters, located in the feet, can also be used to reduce the speed from a fall. Leaping while in the gerwalk configuration is not possible without assistance from the jet thrusters.

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Height: 43 feet (13 m) in humanoid configuration.
           22 feet (6.7 m) in gerwalk configuration.
           16 feet (4.9 m) in jet configuration.
Width: 8 feet (2.4 m) at the shoulders in humanoid configuration.
           28 feet (8.5 m) in gerwalk configuration.
           30 feet (9.1 m) in jet configuration and as much as 50 feet (15 m) wide with wings extended to their fullest.
Length: 14 feet (4.3 m) when in humanoid configuration
           40 feet (12.2 m) in gerwalk
           60 feet (18.3 m) in jet configuration.
Weight: 23 tons; add another 10 tons (33 total) when the missile pods are added.
Physical Strength: Equal to a P.S. of 50.
Cargo: Standard, small compartment behind the pilot's seat.
Power System: Nuclear, with a 12 year life.

Weapon Systems

1. **Twin Lasers (2):** A pair of lasers are mounted on the sides of the head when in humanoid soldier configuration, but located on the underbelly when in gerwalk or jet configurations. Each can be operated in tandem or individually. Each can rotate 360 degree.

Primary Purpose: Assault
Secondary Purpose: Anti-missile/defense
Range: 4000 feet (1220 m; double in space)
Mega-Damage: 3D6 per single blast or 6D6 per dual blasts fired from both simultaneously.
Rate of Fire: The lasers can be fired twice per melee round and combined with other actions per melee.
Payload: Effectively unlimited.

2. **Long Range Missile Pods (2):** One missile pod is attached to each wing. Each of the pods holds two long range missiles (total of four missiles) or four short range missiles (a total of eight missiles).

Primary Purpose: Assault
Secondary Purpose: Anti-aircraft
Range: Varies with missile type
Mega-Damage: Varies with missile type; typically the most destructive warheads are used in combat.
Rate of Fire: One at a time or in volleys of two, three or four.
Payload: Either a total of four long range missiles (2 per each missile pod) or a total of eight short range missiles (4 per each missile pod).

3. **BC-60 Energy Beam Cannon:** This large, sleek cannon is used by the Valkyries as a rifle. When it is not held in the hand it is stowed by connecting it to one of the arms. When in jet mode the cannon can be seen tucked into the undercarriage of the fighter.

Primary Purpose: Assault
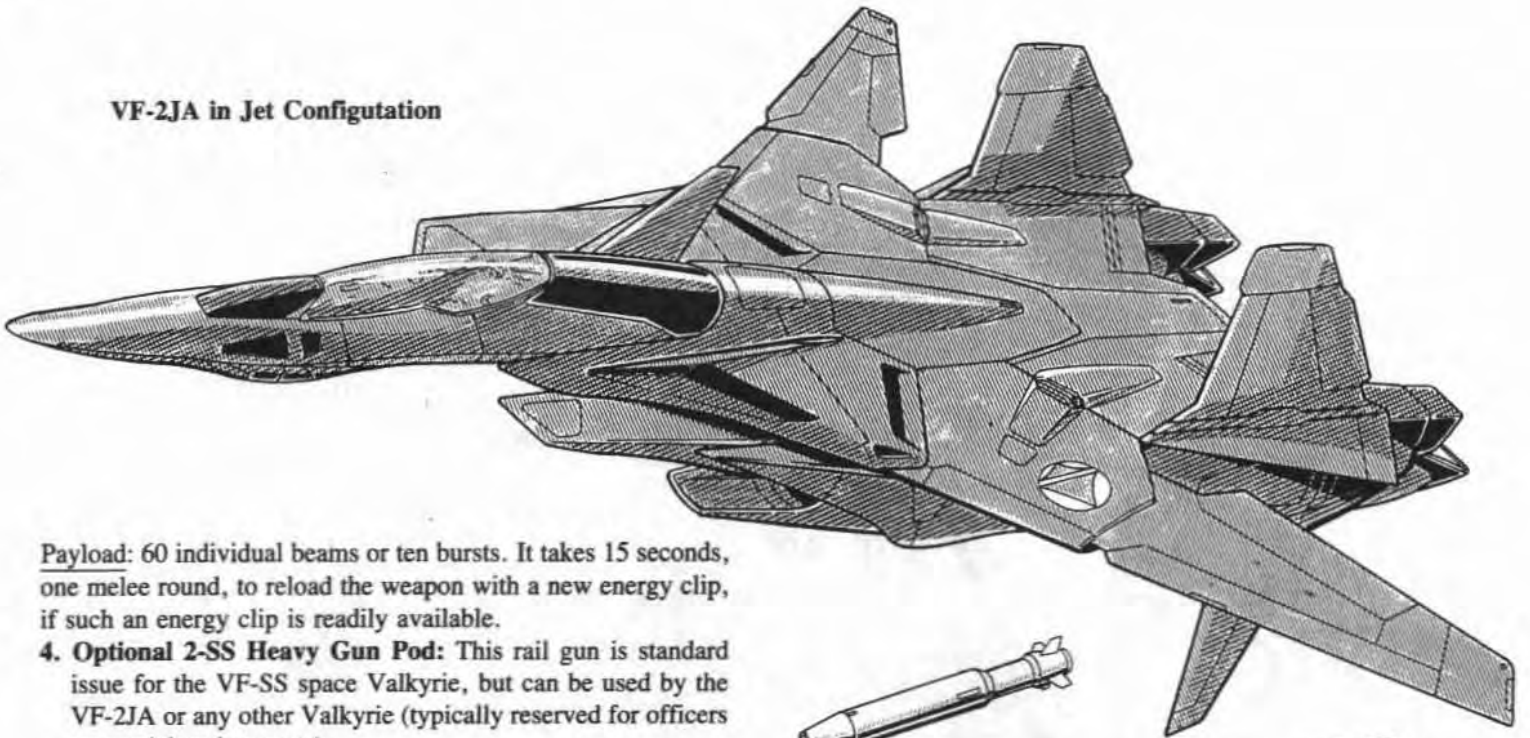Secondary Purpose: Defense
Weight: 500 pounds (225 kg).
Range: 4000 feet (1220 m; double in space)
Mega-Damage: 1D4 × 10 per single blast.
Rate of Fire: The weapon can fire a single blast per melee action or release a short burst of six rapid-fire blasts (see rules for firing bursts and sprays).

VF-2JA in soldier configuration without missiles or cannon.

Flying in Gerwalk Configuration: 1000 mph (1600 km) or approximately Mach 1.5; the altitude ceiling is 20,000 feet (about 3.8 miles/6.1 km). However, while in the gerwalk configuration the Valkyrie can hover as low as one foot (0.3 m) above the ground and dart around with sudden bursts of speed, maintain a speed of Mach One and perform jet thruster assisted leaps equal to the soldier mode.

Flying in Jet Configuration: Mach 4 (2680 mph/4288 km) is the VF-2JA's maximum speed, with a maximum altitude of 60 miles (96 km). Cruising speed is typically Mach 2 (approximately 1340 mph/2144 km). Remember, flight is not possible when in the humanoid soldier configuration.

Penalties: In space, the vehicle is −2 to dodge, −1 to parry and −1 on initiative, but the flying speed is 75% faster. SAP enhancement and the AAB drone defense system are not available for the VF-2JA.

VF-2JA in Jet Configutation

Payload: 60 individual beams or ten bursts. It takes 15 seconds, one melee round, to reload the weapon with a new energy clip, if such an energy clip is readily available.

4. **Optional 2-SS Heavy Gun Pod:** This rail gun is standard issue for the VF-SS space Valkyrie, but can be used by the VF-2JA or any other Valkyrie (typically reserved for officers or special assignments).
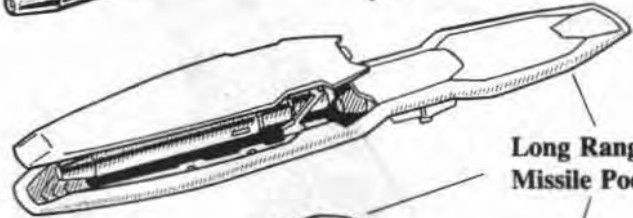
Primary Purpose: Assault
Secondary Purpose: Defense
Weight: 1200 pounds (540 kg).
Range: 5000 feet (1524 m; double in space).
Mega-Damage: A single burst fires 80 rounds and inflicts $1D6 \times 10$; a single round does 1D6 M.D. Half damage when used in an atmosphere.
Rate of Fire: Equal to the number of combined hand to hand attacks of the pilot (usually 4 to 6 bursts per melee round).

Long Range Missile Pod

BC-60 Energy Beam Cannon

Payload: 10,000 round drum clip providing 125 bursts! It takes 30 seconds, two melee rounds, to reload the weapon with a 10,000 round drum clip, if such an ammo clip is readily available.

5. **Optional Hand to Hand Combat:** Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat. See *Valkyrie Combat Training* in the Robot Combat Section. **Note:** The Valkyrie fighter in humanoid soldier configuration is extremely agile and can execute any hand to hand combat move, such as punches, jump kicks, leap attacks, roll with impact, etc. that the pilot would care to attempt.

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Rear View

Missile Pods

BC-60 Beam Cannon

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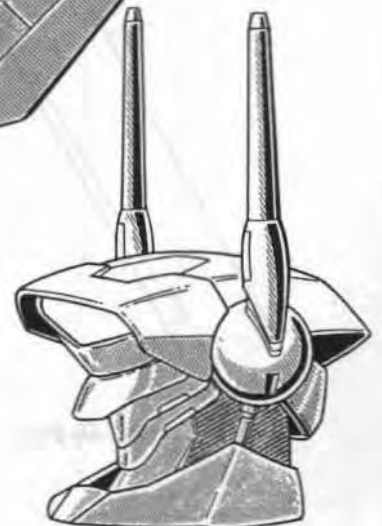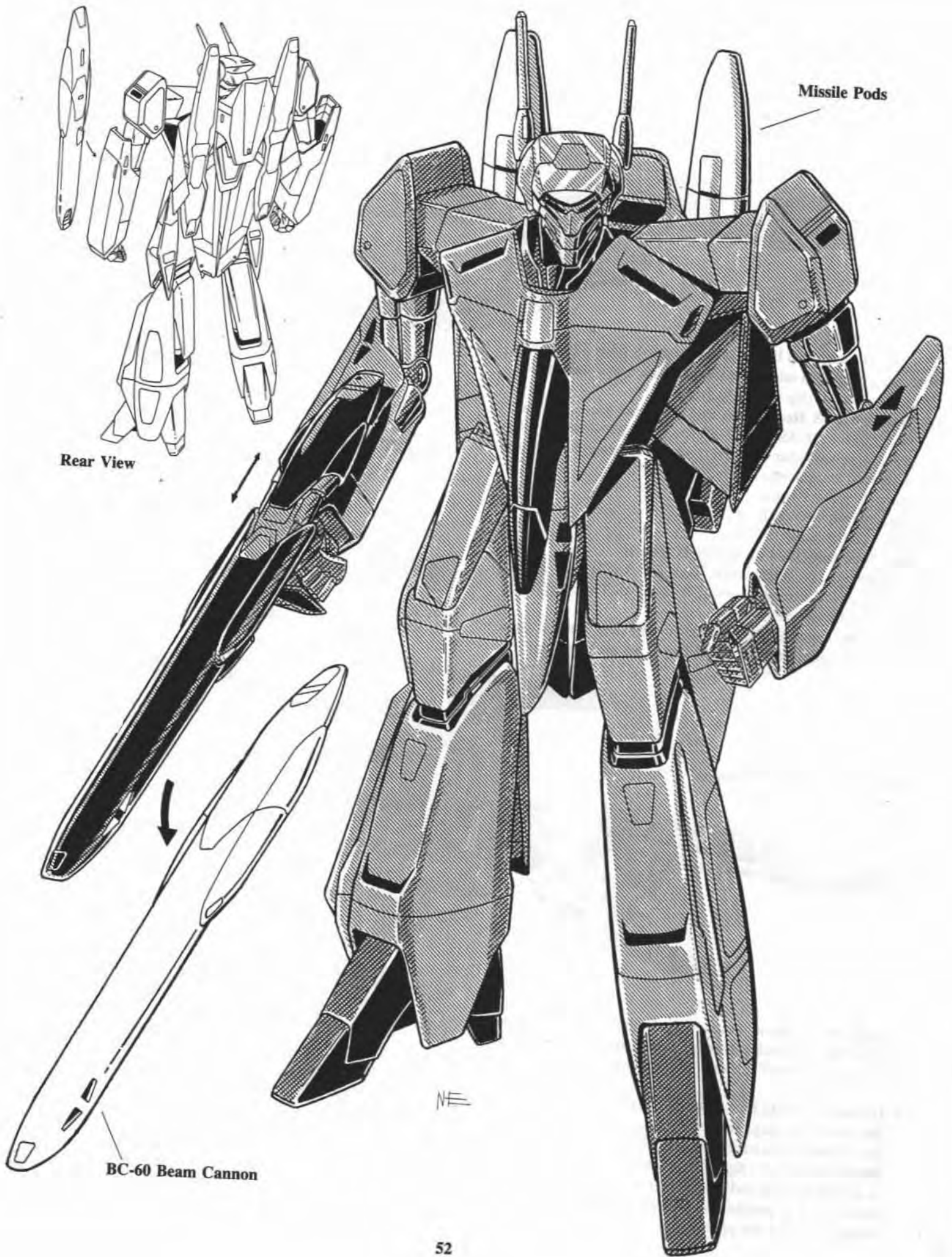
Valkyrie II
VF-2SS Standard
Space Fighter
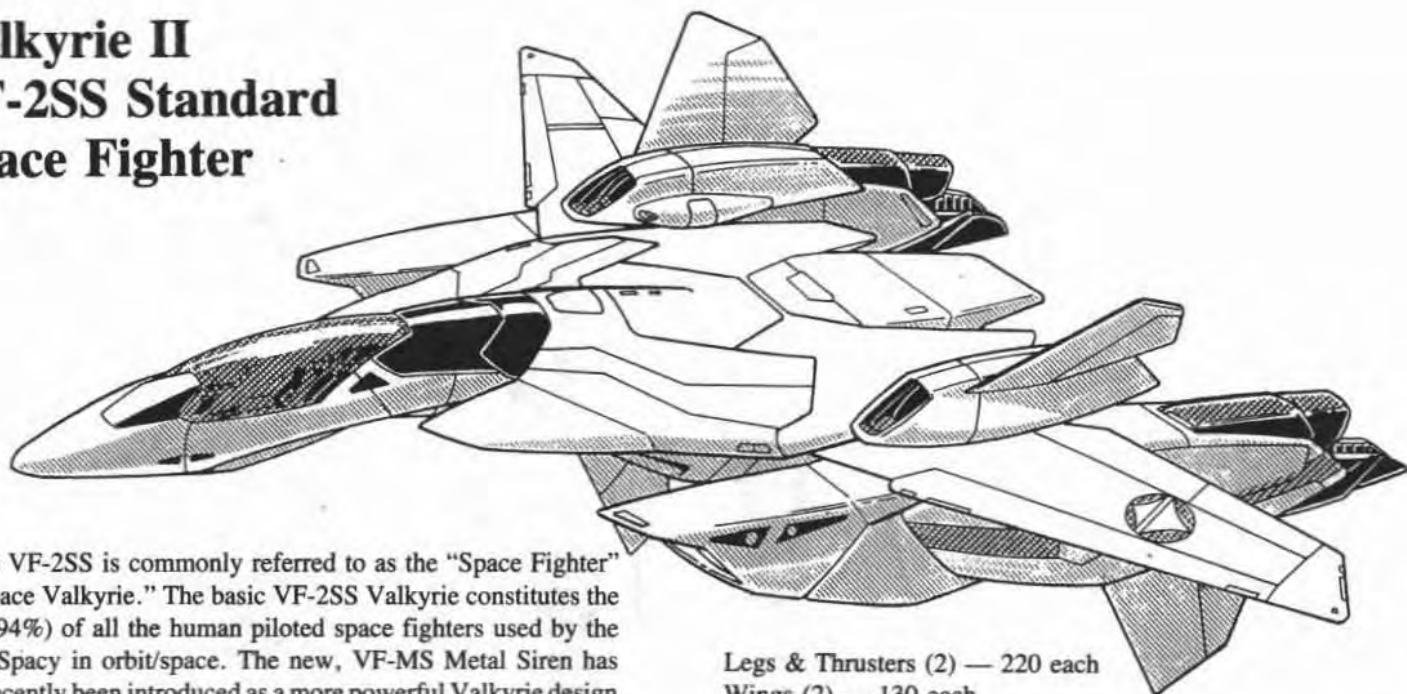
The VF-2SS is commonly referred to as the "Space Fighter" or "Space Valkyrie." The basic VF-2SS Valkyrie constitutes the bulk (94%) of all the human piloted space fighters used by the U.N. Spacy in orbit/space. The new, VF-MS Metal Siren has only recently been introduced as a more powerful Valkyrie design and represents only 6% of the current force. Of the VF-2SS Valkyries, 50% are the standard space fighters, 35% are the heavy weapons VF-2SS SAP fighters and 15% are VF-2SS SAP Special fighters (typically reserved for officers, aces and special assignments). Within the next five years, the Metal Siren should represent 30% of the space fighters piloted by humans. **Note:** These numbers do not include the VF-XX used by Zentran fighter pilots.

The VF-2SS Valkyrie II is a versatile mecha specifically designed for use in space. The Space Valkyrie is heavily armored, fast and maneuverable. In addition to the jet thrusters in the feet, it also has two top mounted jet engines for greater speed and mobility, as well as many tiny directional jets. The VF-2SS has served the U.N. Spacy for nearly 23 years and has proven to be extremely tough and reliable under the most adverse conditions. One of its unique features is that it can be dramatically augmented with additional weapons and armor attachments known as the Super Armored Pack (SAP). The pack transforms the space fighter into what is effectively an entirely different fighting machine (see SAP and SAP Special).

The Space Fighter is an all terrain and all environment vehicle, so it *can* function in an atmosphere. However, it is not as aerodynamic as the VF-2JA and can only attain a top speed of Mach 2.5 when flying in Earth's atmosphere. Like the VF-2JA, once trapped inside Earth's gravity, it can not return to space under its own power and must hitch a ride in or on a larger spacecraft or use a space booster similar to the one used by the **SNN, Scramble News Network**. Without the booster pack or other means of transportation the VF-2SS is trapped on Earth.

Vehicle Type: VF-2SS

Class: Valkyrie II: Space Fighter (transformable)

Crew: One pilot; one or two human-sized passengers can be accommodated in an emergency situation.

M.D.C. by Location:

Head Mounted Lasers (2) — 30 each
*Head — 100
Hands (2) — 50 each
Arms (2) — 120 each

Legs & Thrusters (2) — 220 each
Wings (2) — 130 each
Top Jet Thrusters (2) — 110 each
Beam Cannon (1; hand-held) — 100
Reinforced Pilot Compartment — 200
**Main Body — 350

* Destroying the head will destroy the two top mounted lasers and destroy all forms of optical enhancements. The range and targeting capabilities of radar and all other sensors (non-optical) are reduced by half.

** Depleting the M.D.C. of the main body will shut the mecha down completely, making it useless. **Note:** Destroying a wing will make flight in an atmosphere impossible; in space reduce the dodge bonus by two points.

Speed

Note: In a zero gravity environment like outer space, the length of leaps are increased by ten times. The flying speed in space and in an atmosphere are provided for all space fighters. Remember, running is not possible in zero gravity, the character must have some form of propulsion or he will simply drift aimlessly.

Running (soldier configuration): 70 mph (113 km) — 40 mph (64 km) when in gerwalk form.

Leaping (soldier configuration): The powerful robot legs can propel the unit 25 feet (7.6 m) high or 50 feet (15.2 m) lengthwise. A jet thruster assisted leap will propel the unit 80 feet (24.4 m) high and/or 150 feet (46 m) lengthwise without actually attaining flight. The thrusters, located in the feet, can also be used to reduce the speed from a fall. Leaping in gerwalk configuration is not possible without assistance from the jet thrusters.

Flying in Gerwalk Configuration: 2537 mph (4060 km) or approximately Mach 3.8 in space.

Mach One (670 mph/1072 km) in Earth's atmosphere, with a ceiling of 12,000 feet (about 2.3 miles/3.7 km). However, while in the gerwalk configuration the Valkyrie can hover as low as one foot (0.3 m) above the ground and dart around with sudden bursts of speed, maintain a speed of Mach One and perform jet thruster assisted leaps equal to the soldier mode.
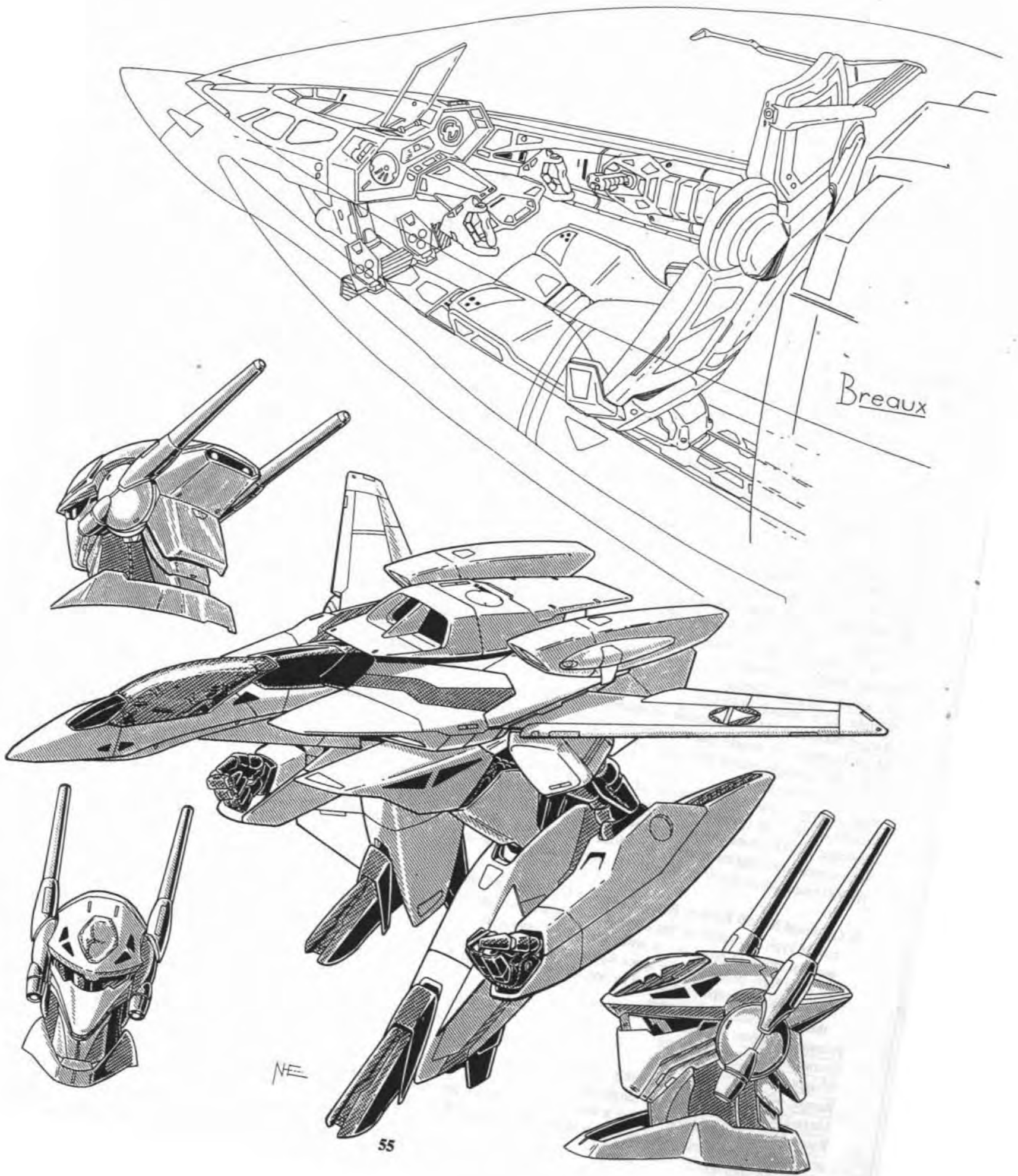
Flying in Jet Configuration: 5690 mph (9104 km) or Mach 8.5 in space. Cruising speed in space is typically Mach 4.

1675 mph (2672 km), approximately Mach 2.5, is the maximum speed of the VF-2SS in Earth's atmosphere, with a maximum altitude of 60 miles (96 km).

Flying in Soldier Configuration: Mach One (670 mph/1072 km) in space or 168 mph (270 km) in Earths atmosphere with a 5000 foot (1524 m) ceiling.
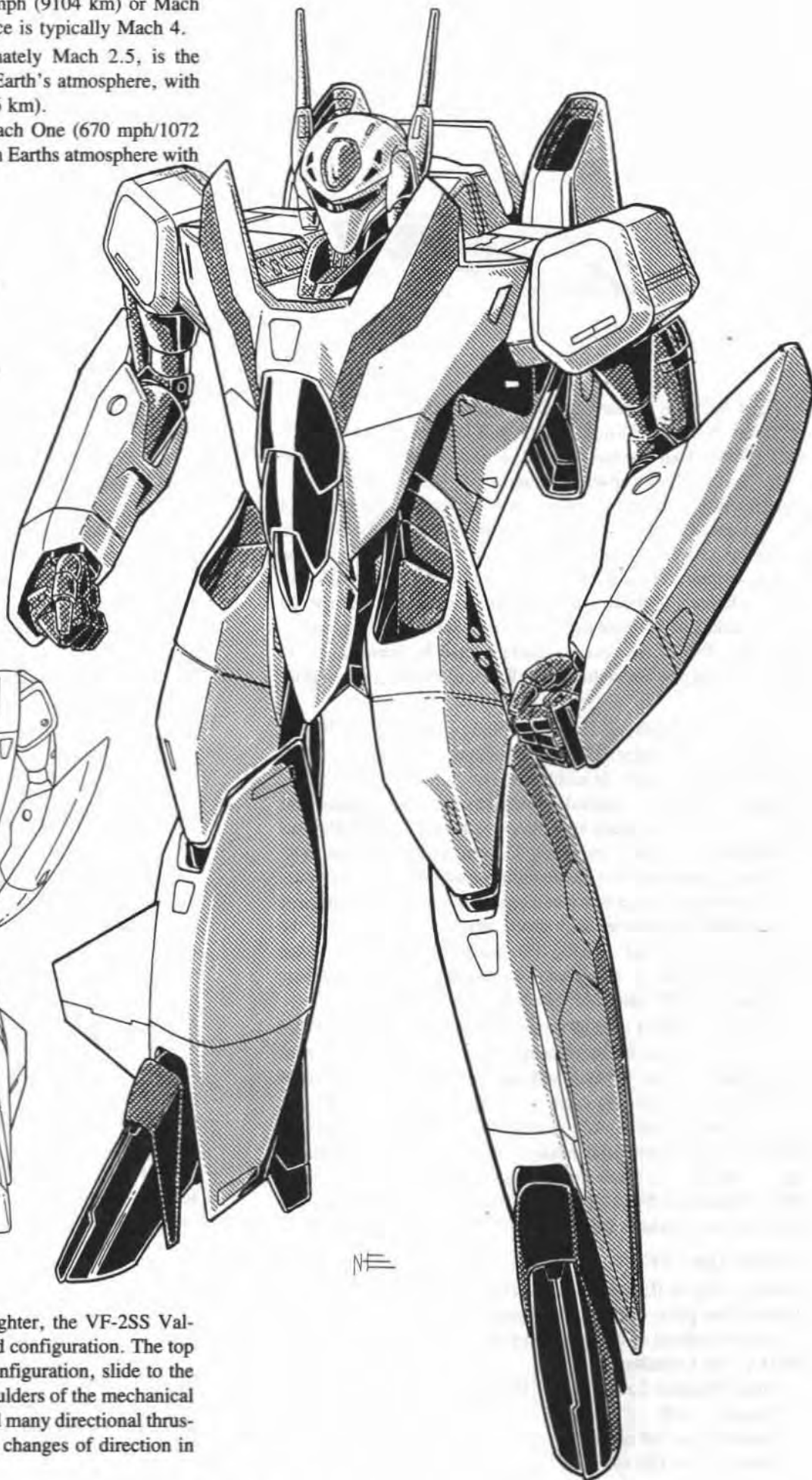
Unlike the VF-2JA atmosphere fighter, the VF-2SS Valkyrie II can fly when in the humanoid configuration. The top mounted thrusters, seen in the jet configuration, slide to the back and are mounted behind the shoulders of the mechanical giant. It also has the feet thrusters and many directional thrusters to provide movement and quick changes of direction in zero gravity.

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Breaux

NE

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Statistical Data

Height: 45 feet (14 m) in humanoid configuration.
24 feet (7.3 m) in gerwalk configuration.
17 feet (5.2 m) in jet configuration.

Width: 19 feet (5.8 m) at the shoulders in humanoid configuration.
28 feet (8.5 m) in gerwalk configuration.
26 feet (7.9 m) in jet configuration and as much as 40 feet (12.2 m) wide with wings extended to their fullest.

Length: 16 feet (4.9 m) when in humanoid configuration.
30 feet (9.1 m) in gerwalk configuration.
52 feet (15.8 m) in jet configuration.

Weight: 29 tons
Physical Strength: Equal to a P.S. of 50.
Cargo: Standard, small compartment behind the pilot's seat.
Power System: Nuclear, with a 12 year life.

Weapon Systems

1. Twin Lasers (2): Mounted on the head when in humanoid soldier configuration, but located on the underbelly when in gerwalk or jet configurations. Each can be operated in tandem or individually. Each can rotate 280 degrees.

Primary Purpose: Assault
Secondary Purpose: Anti-missile/defense
Range: 4000 feet (1220 m; double in space)
Mega-Damage: 3D6 per single blast or 6D6 per dual blasts fired from both simultaneously.
Rate of Fire: The lasers can be fired twice per melee round and combined with other actions per melee.
Payload: Effectively unlimited.

2. 2-SS Heavy Gun Pod: This rail gun is standard issue for the VF-SS space Valkyrie, but the BC-60 beam cannon can be used in its place if so desired.

Primary Purpose: Assault
Secondary Purpose: Defense
Weight: 1200 pounds (540 kg).
Range: 5000 feet (1524 m; double in space).
Mega-Damage: A single burst fires 80 rounds and inflicts $1D6 \times 10$; a single round does 1D6 M.D. Half damage when used in an atmosphere.
Rate of Fire: Equal to the number of combined hand to hand attacks of the pilot (usually 4 to 6 bursts per melee round).
Payload: 10,000 round drum clip providing 125 bursts! It takes 30 seconds, two melee rounds, to reload the weapon with a 10,000 round drum clip, if such an ammo clip is readily available.

3. Optional BC-60 Energy Beam Cannon: This rifle-like cannon is typically used by the atmosphere fighters but can be used in space in place of, or with, the 2-SS heavy gun pod. At least forty percent of the space fighter pilots keep a BC-60 as a back-up weapon (attached to one of the arms or legs of the fighter when not in use).

Primary Purpose: Assault
Secondary Purpose: Defense
Weight: 500 pounds (225 kg).
Range: 4000 feet (1220 m; double in space)
Mega-Damage: $1D4 \times 10$ per single blast.
Rate of Fire: The weapon can fire a single blast per melee action or release a short burst of six rapid-fire blasts (see rules for firing bursts and sprays).

Payload: 60 individual beams or ten bursts. It takes 15 seconds, one melee round, to reload the weapon with a new energy clip, if such an energy clip is readily available.

4. Optional Hand to Hand Combat: Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat. See *Valkyrie Combat Training* in the Robot Combat Section.
Note: The Valkyrie fighter in humanoid soldier configuration is extremely agile and can execute any hand to hand combat move, such as punches, jump kicks, leap attacks, roll with impact, etc., that the pilot would care to attempt.

Valkyrie II VF-2SS with SAP Augmentation System

The VF-2SS Valkyrie II space fighter can be physically enhanced with the addition of the Super Armor Pack or "SAP" augmentation system. The incredible Super Armor Pack virtually transforms the standard VF-2SS into a super-powered, armored assault unit bristling with missiles, rail guns, super beam cannon and additional body armor! The SAP augmentation weighs 20 tons, two-thirds of the weight of the Space Valkyrie itself, however, in space the additional weight is meaningless and does not impair its speed nor hamper its mobility. Unfortunately, in Earth's atmosphere, the VF-2SS SAP unit is ponderous and vulnerable to faster moving opponents.

Vehicle Type: VF-2SS SAP

Class: Valkyrie II: Space Fighter (transformable)

Crew: One pilot; one or two human-sized passengers can be accommodated in an emergency situation.

M.D.C. by Location:
Head Mounted Lasers (2) — 30 each
*Head — 100
Missile Launching Shields (3, right, left, top) — 200 each
Hands (2) — 70 each
Arms/Missile Launchers (2) — 300 each
Legs/Thrusters/Missile Launchers (2) — 350 each
Wings (2) — 200 each
Top Jet Thrusters (2) — 150 each
2-SS Rail Gun (2; hand-held) — 100 each
Super Beam Cannon (1) — 150
Reinforced Pilot Compartment — 200
**Main Body — 580 (total; 230 is from the SAP armor)

* Destroying the head will destroy the two top mounted lasers and destroy all forms of optical enhancements. The range and targeting capabilities of radar and all other sensors (non-optical) are reduced by half. The head (and shoulder thrusters) is a difficult target to strike, because it is protected from the rear by a special armor and is −3 to strike even when a called shot is made.

** Depleting the M.D.C. of the main body will shut the mecha down completely, making it useless. **Note:** Destroying a wing will make flight in an atmosphere impossible; in space reduce the dodge bonus by two points.
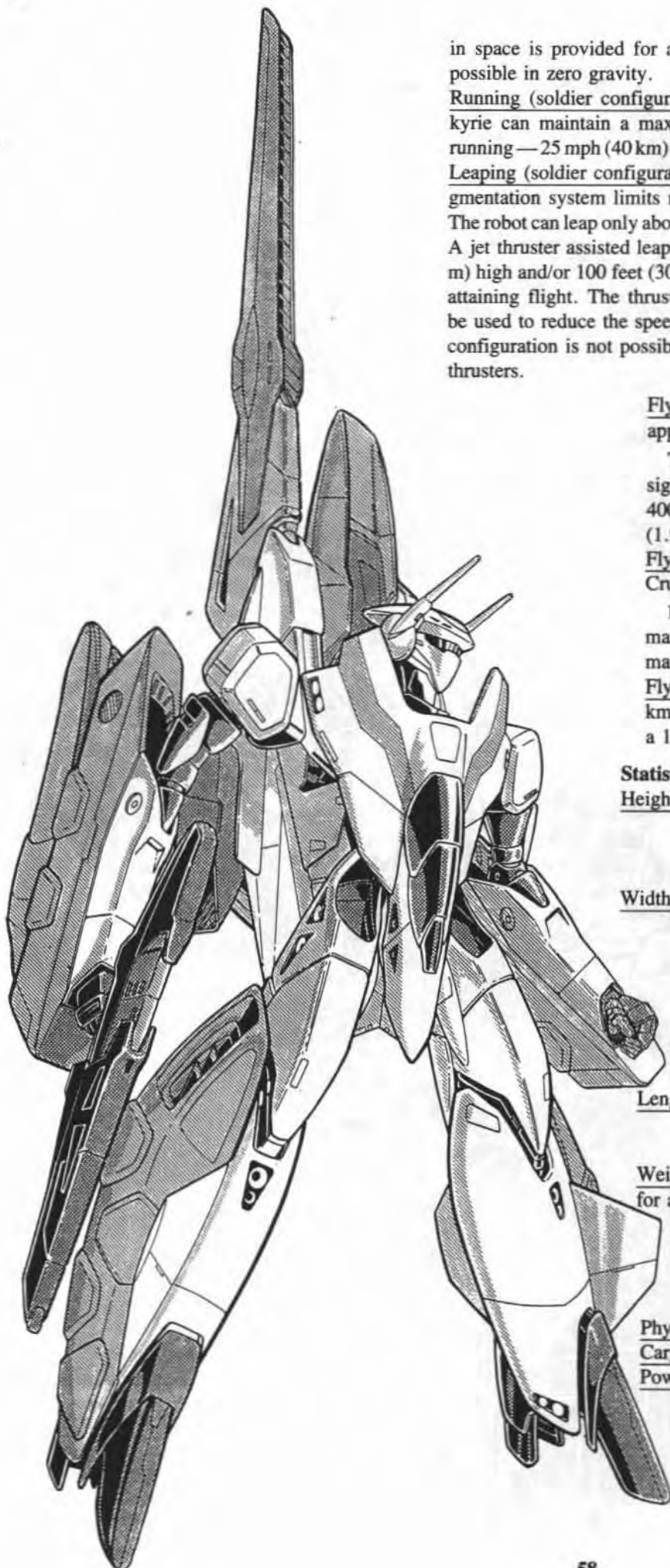
Speed

Note: In a zero gravity environment like outer space, the length of leaps are increased by ten times. The flying speed

Breaux

VF-2SS
Pilot's Area/Cockpit
in soldier configuration

in space is provided for all space fighters. Running is not possible in zero gravity.

Running (soldier configuration): The heavily armored Valkyrie can maintain a maximum speed of 40 mph (64 km) running — 25 mph (40 km) when running in gerwalk form.

Leaping (soldier configuration): The weight of the SAP augmentation system limits movement in Earth's atmosphere. The robot can leap only about 10 feet (3 m) high or lengthwise. A jet thruster assisted leap will propel the unit 60 feet (18.3 m) high and/or 100 feet (30.5 m) lengthwise without actually attaining flight. The thrusters, located in the feet, can also be used to reduce the speed from a fall. Leaping in gerwalk configuration is not possible without assistance from the jet thrusters.

Flying in Gerwalk Configuration: 2537 mph (4060 km) or approximately Mach 3.8 in space.

The SAP augmentation system is not aerodynamically designed, and reduces speed in Earth's atmosphere to around 400 mph (640 km), with a maximum altitude of 10,000 feet (1.9 miles/3.0 km).

Flying in Jet Configuration: 5690 mph (Mach 8.5) in space. Cruising speed in space is typically Mach 4.

1000 mph (2672 km), approximately Mach 1.5, is the maximum speed of the VF-2SS with SAP enhancement. The maximum altitude is 40 miles (64 km).

Flying in Soldier Configuration: Mach One (670 mph/1072 km) in space. 168 mph (270 km) in Earth's atmosphere, with a 10,000 foot (3005 m) ceiling.

Statistical Data

Height: 50 feet (15.2 m) in humanoid configuration with rear protective plate.

24 feet (7.3 m) in gerwalk configuration.

17 feet (5.2 m) in jet configuration.

Width: 19 feet (5.8 m) at the shoulders in humanoid configuration.

28 feet (8.5 m) in gerwalk configuration.

26 feet (7.9 m) in jet configuration and as much as 40 feet (12.2 m) wide with wings extended to their fullest.

Length: 16 feet (4.9 m) when in humanoid configuration.

30 feet (9.1 m) in gerwalk configuration.

52 feet (15.8 m) in jet configuration.

Weight: The VF-2SS is 29 tons. The SAP adds another 20 tons for a total of 49.

Physical Strength: Equal to a P.S. of 50.

Cargo: Standard, small compartment behind the pilot's seat.

Power System: Nuclear, with a 12 year life.

Weapon Systems

1. **Twin Lasers (2):** Mounted on the head when in humanoid soldier configuration, but located on the underbelly when in gerwalk or jet configurations. Each can be operated in tandem or individually. Each can rotate 280 degrees.
Primary Purpose: Assault
Secondary Purpose: Anti-missile/defense
Range: 4000 feet (1220 m; double in space)
Mega-Damage: 3D6 per single blast or 6D6 per dual blasts fired from both simultaneously.
Rate of Fire: The lasers can be fired twice per melee round and combined with other actions per melee.
Payload: Effectively unlimited.

2. **Super Beam Cannon (1):** This powerful weapon fires a devastating beam of charged particles. It is top mounted when in the jet and gerwalk configurations and on the back when in the humanoid, soldier configuration. In the first two instances the cannon is fixed forward. In the case of the soldier configuration, the cannon typically points up, but can fold up and down to shoot in a 45 degree angle.

Primary Purpose: Assault; anti-space fighter
Secondary Purpose: Defense
Range: 8000 feet (2438 m; double in space)
Mega-Damage: 3D6 × 10 per single blast!
Rate of Fire: The super beam cannon can be fired once per melee round (every 15 seconds) and can be combined with other actions/ attacks per melee.
Payload: Effectively unlimited.

Twin Lasers

Super Beam Cannon

Missile Shield

Missile Shield

Mini-Missiles

VF-2SS with Super Armor Pack

3. **Heavy, Long Range Missile Shields (3):** Part of the armor are three large, shield-like missile launchers. In jet and gerwalk configurations, one shield faces forward above the rear end of the body. It can rotate 360 degrees and has a 45 degree arc of fire. The other two are mounded on the ends of the wings. They too can rotate 360 degrees and have a 45 degree arc of fire. When in the soldier configuration, all three are mounted on the back.

Each missile shield holds two (2) long range, heavy missiles, typically proton or nuclear multi-warhead.
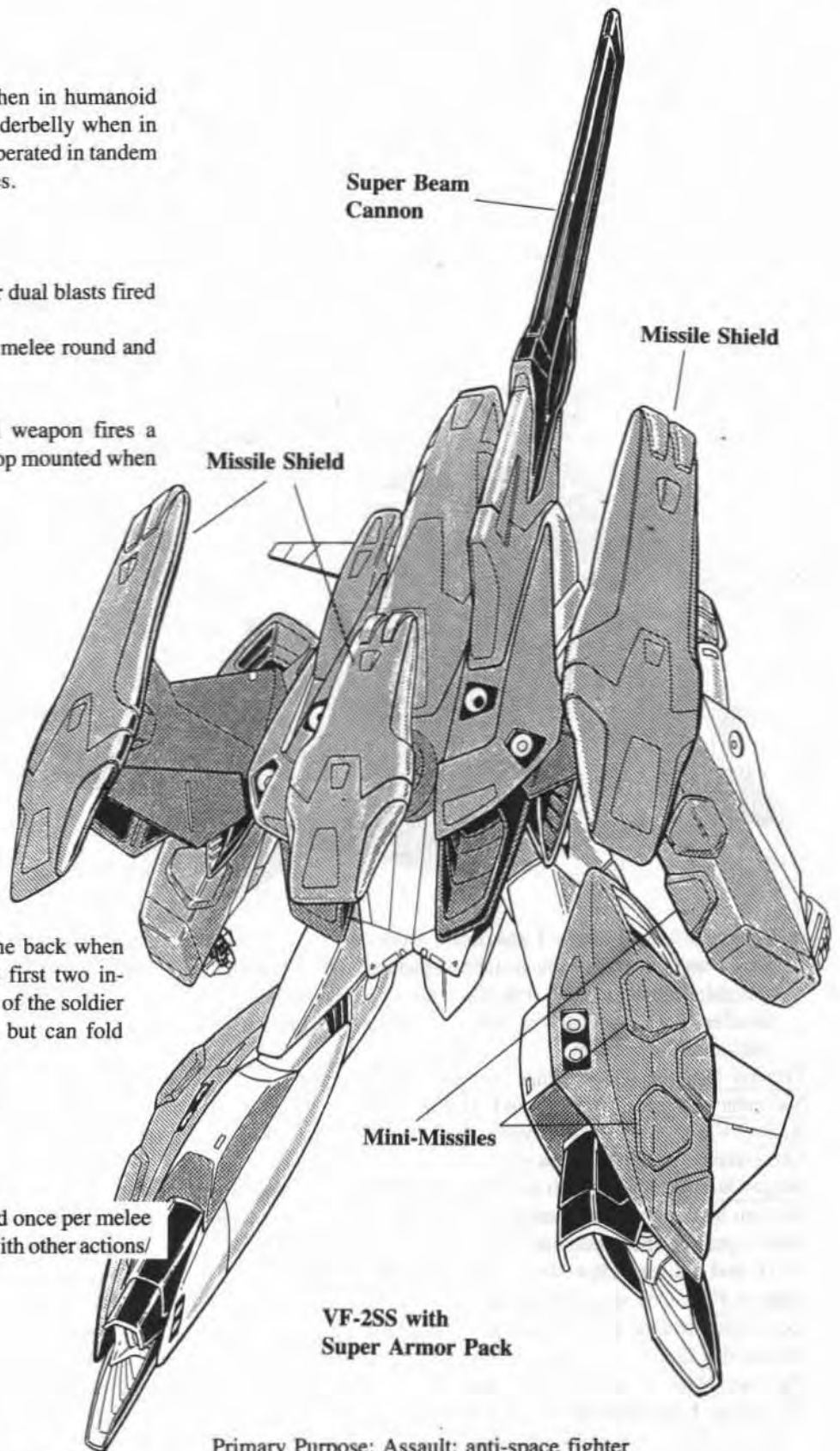
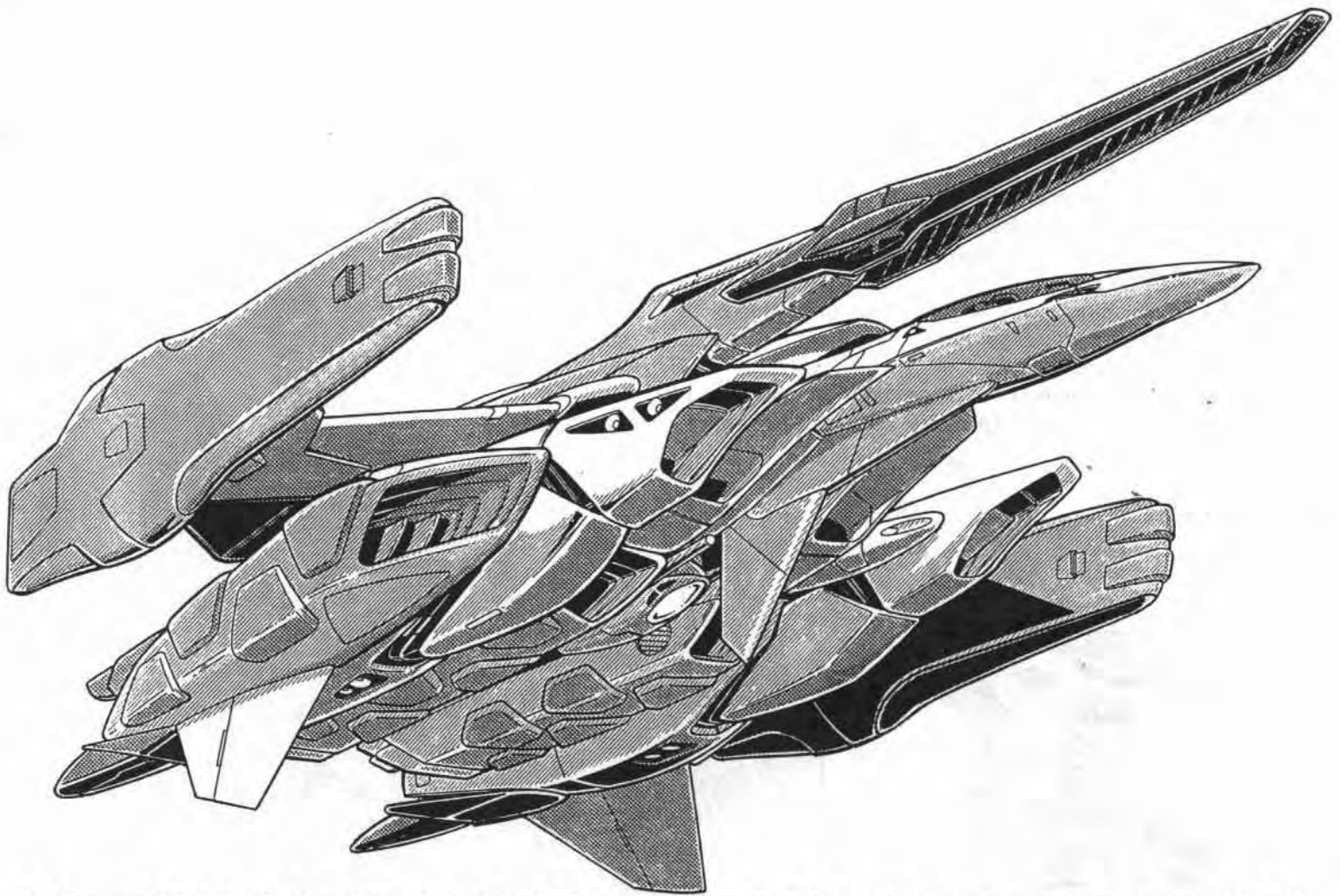Primary Purpose: Assault; anti-space fighter
Secondary Purpose: Defense
Range: Varies with missile type, but approximately 1800 miles (2893 km; increase by 75% in space).
Mega-Damage: Varies with missile type; any long or medium range missiles can be used. Proton or multi-warheads inflict 4D6 × 10 per missile!
Rate of Fire: One at a time or in volleys of two or four. One volley counts as one melee attack regardless of the number of missiles fired.
Payload: Six

4. Forearm Mini-Missile Launchers: Both of the SAP's armored arms contain mini-missile launchers. The somewhat triangular plates on each arm flip open to reveal three mini-missiles. Each arm has three launchers for a total of nine (9) mini-missiles per arm.

Primary Purpose: Close Range Assault/Anti-Personnel
Secondary Purpose: Defense and Anti-Missile
Range: Varies with missile type, typically about one mile (1.6 km; increase by 75% in space).
Mega-Damage: Varies with missile type. Any type of mini-missile can be used. Armor piercing and plasma are the most common types for space combat: Armor piercing inflicts 1D4×10 M.D. and plasma 1D6×10 M.D. per missile.
Rate of Fire: One at a time or in volleys of three, six or nine. One volley counts as one melee attack regardless of the number of missiles fired.
Payload: Nine (9) per arm for a total of 18.

5. Lower Leg Mini-Missile Launchers: Each of the SAP's armored legs contains mini-missile launchers. The somewhat triangular plates on the legs flip open to reveal three mini-missiles. Each leg has four launchers for a total of twelve (12) mini-missiles ready to fire with an additional twelve behind the first for a total of 24 per leg.

Primary Purpose: Close Range Assault/Anti-Personnel
Secondary Purpose: Defense and Anti-Missile
Range: Varies with missile type, typically about one mile (1.6 km; increase by 75% in space).
Mega-Damage: Varies with missile type. Any type of mini-missile can be used. Armor piercing and plasma are the most com-

mon types for space combat: Armor piercing inflicts 1D4×10 M.D. and plasma 1D6×10 M.D. per missile.
Rate of Fire: One at a time or in volleys of three, six, nine or twelve. One volley counts as one melee attack regardless of the number of missiles fired.
Payload: A total of 24 per leg for a total of 48 in both legs combined. Note, four of the mini-missiles are usually smoke/flare types.
Note: The total number of all mini-missiles provided by the SAP augmentation systems (both arms and legs) is 66! Plus the six long-range missiles.

6. Forearm Weapon Compartments (2): Each of the heavily plated armored forearms can house a 2-SS heavy gun pod or BC-60 beam cannon. Many fighter pilots elect to have a 2-SS heavy gun pod in one arm and a BC-60 beam cannon in the other. Some carry a 2-SS heavy gun pod into combat with a second gun pod contained in one arm and four ammo-clips in the other.

7. 2-SS Heavy Gun Pod (2): This rail gun is standard issue for the VF-SS Valkyrie space fighter. One can be carried into battle with an additional weapon in one forearm compartment and four ammo-clips in the other (see number six).
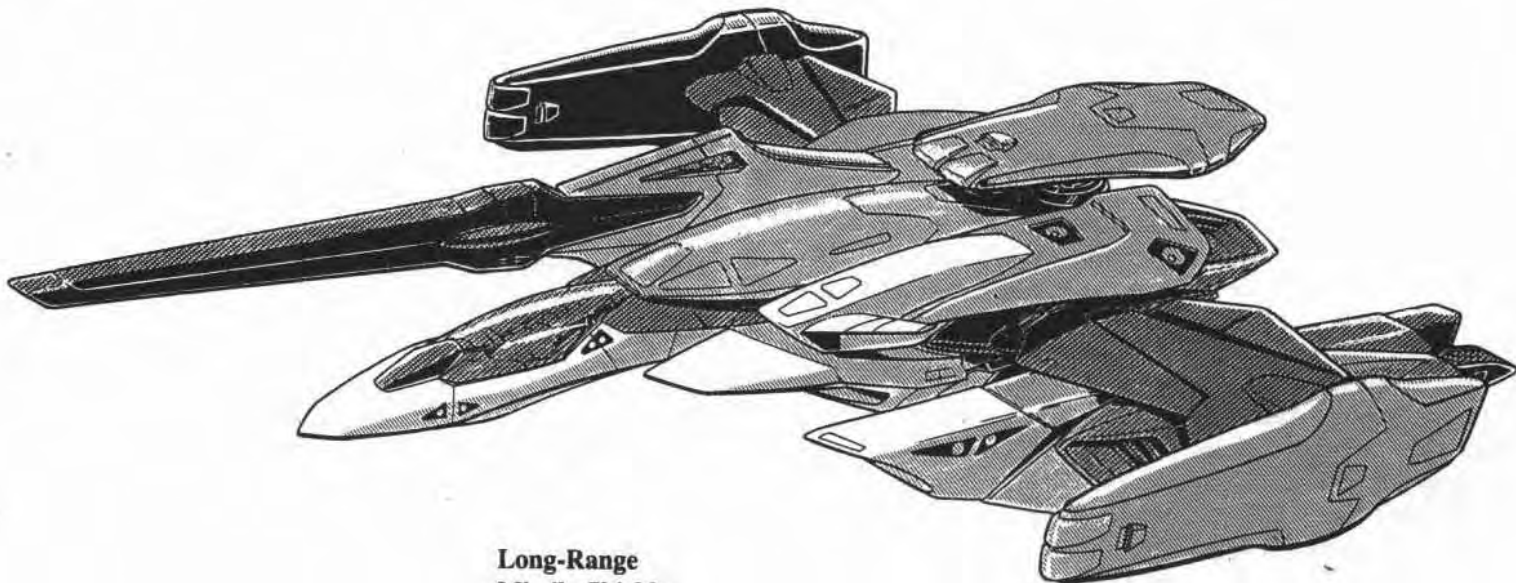
Primary Purpose: Assault
Secondary Purpose: Defense
Weight: 1200 pounds (540 kg).
Range: 5000 feet (1524 m; double in space).
Mega-Damage: A single burst fires 80 rounds and inflicts 1D6×10; a single round does 1D6 M.D. Half damage when used in an atmosphere.

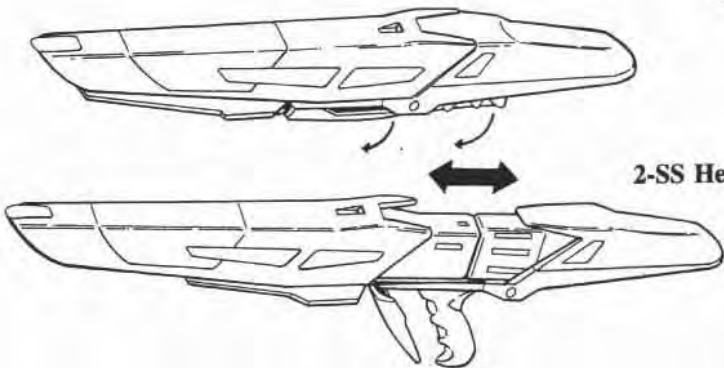Long-Range
Missile Shield

Missile Shield

Super Beam
Cannon

2-SS Heavy Gun Pod

VF-2SS in Gerwalk Mode

Gun
Compartment

Mini-Missiles

2-SS Heavy Gun Pod

Rate of Fire: Equal to the number of combined hand to hand attacks of the pilot (usually 4 to 6 bursts per melee round).
Payload: 10,000 round drum clip providing 125 bursts! It takes 30 seconds, two melee rounds, to reload the weapon with a 10,000 round drum clip, if such an ammo clip is readily available.

8. Optional BC-60 Energy Beam Cannon: This rifle-like cannon is typically used by the atmosphere fighters but can be used in space in place of, or with the 2-SS heavy gun pod. At least forty percent of the space fighter pilots keep a BC-60 as a back-up weapon (attached to one of the arms or legs of the fighter when not in use).
Primary Purpose: Assault
Secondary Purpose: Defense
Weight: 500 pounds (225 kg).
Range: 4000 feet (1220 m; double in space)
Mega-Damage: 1D4 × 10 per single blast.
Rate of Fire: The weapon can fire a single blast per melee action or release a short burst of six rapid-fire blasts (see rules for firing bursts and sprays).
Payload: 60 individual beams or ten bursts. It takes 15 seconds, one melee round, to reload the weapon with a new energy clip, if such an energy clip is readily available.

9. Optional Hand to Hand Combat: Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat. See *Valkyrie Combat Training* in the Robot Combat Section. **Note:** The Valkyrie fighter in humanoid soldier configuration is extremely agile and can execute any hand to hand combat move, such as punches, jump kicks, leap attacks, roll with impact, etc., that the pilot would care to attempt.

Valkyrie II VF-2SS SAP Special Space Fighter

The VF-2SS Valkyrie II space fighter can be armed with a beefed up version of the Super Armor Pack called the "SAP Special" augmentation system. The Special provides even greater armor protection to the fighter (see M.D.C.), has a flip down head shield that gives the robot's head dramatically increased protection when in the humanoid soldier configuration and offers a more powerful rail gun, the 2E-SS heavy gun pod, and lower leg holster. The additional armor and features do not hamper the mobility or speed of the SAP Special. All other features are the same as the SAP.

Vehicle Type: VF-2SS SAP
Class: Valkyrie II: Space Fighter (transformable)
Crew: One pilot; one or two human-sized passengers can be accommodated in an emergency situation.
M.D.C. by Location:
Head Mounted Lasers (2) — 30 each
*Head — 100
Head Shield — 220
Missile Launching Shields (3, right, left, top) — 200 each
Hands (2) — 70 each
Arms/Missile Launchers (2) — 300 each
Legs/Thrusters/Missile Launchers (2) — 350 each
Wings (2) — 230 each

Top Jet Thrusters (2) — 200 each
2-SS Rail Gun (1; hand-held) — 100
2E-SS Rail Gun (1; hand-held) — 100
Super Beam Cannon (1) — 150
Reinforced Pilot Compartment — 200
**Main Body — 620

* Destroying the head will destroy the two top mounted lasers and destroy all forms of optical enhancements. The range and targeting capabilities of radar and all other sensors (non-optical) are reduced by half. **Note:** When the head shield is in place, attackers are −7 to strike the head or head lasers even on a called shot (instead the attack is likely to strike the head shield).

** Depleting the M.D.C. of the main body will shut the mecha down completely, making it useless. **Note:** Destroying a wing will make flight in an atmosphere impossible; in space reduce the dodge bonus by two points.

Speed

Note: All speed stats are provided with an atmosphere in mind. In a zero gravity environment like outer space, the length of leaps is increased by ten times and flying speed is increased by 75%. Running speed is not increased in zero gravity. In fact, the weightlessness of space makes running impossible — the character must have some form or propulsion or he will simply drift aimlessly.

Running (soldier configuration): 70 mph (113 km) — 40 mph (64 km) when in gerwalk form.
Leaping (soldier configuration): The powerful robot legs can propel the unit 25 feet (7.6 m) high or lengthwise. A jet thruster assisted leap will propel the unit 80 feet (24.4 m) high and/or 150 feet (46 m) lengthwise without actually attaining flight. The thrusters, located in the feet, can also be used to reduce the speed from a fall. Leaping in gerwalk configuration is not possible without assistance from the jet thrusters.
Flying in Gerwalk Configuration: 2537 mph (4060 km) or approximately Mach 3.8 in space.

Mach One (670 mph/1072 km) in Earth's atmosphere with a ceiling of 10,000 feet (1.9 miles/3 km). However, while in the gerwalk configuration the Valkyrie can hover as low as one foot (0.3 m) above the ground and dart around with sudden bursts of speed, maintain a speed of Mach One and perform jet thruster assisted leaps equal to the soldier mode.
Flying in Jet Configuration: 5690 mph (Mach 8.5) in space. Cruising speed in space is typically Mach 4.

1675 mph (2672 km), approximately Mach 2.5, is the maximum speed of the VF-2SS, with a maximum altitude of 60 miles (96 km).
Flying in Soldier Configuration: Unlike the VF-2JA atmosphere fighter, the VF-2SS Valkyrie II can fly when in the humanoid configuration. The top mounted thrusters seen in the jet configuration slide to the back and slide into place behind the shoulders of the mechanical giant. It also has the feet thrusters and many directional thrusters to provide movement and quick changes of direction in zero gravity.

Statistical Data
Height: 45 feet (14 m) in humanoid configuration.
          24 feet (7.3 m) in gerwalk configuration.
          17 feet (5.2 m) in jet configuration.

Width: 19 feet (5.8 m) at the shoulders in humanoid configuration.
28 feet (8.5 m) in gerwalk configuration.
26 feet (7.9 m) in jet configuration and as much as 40 feet (12.2 m) wide with wings extended to their fullest.

Length: 16 feet (4.9 m) when in humanoid configuration.
30 feet (9.1 m) in gerwalk configuration.
52 feet (15.8 m) in jet configuration.

Weight: The VF-2SS is 29 tons, the SAP Special adds another 22 tons for a total of 51 tons.

Physical Strength: Equal to a P.S. of 50.

Cargo: Standard, small compartment behind the pilot's seat.

Power System: Nuclear, with a 12 year life.

Weapon Systems

1. **Twin Lasers (2):** Same as the VF-2SS SAP space fighter.
2. **Super Beam Cannon (1):** Same as the VF-2SS SAP space fighter.
3. **Heavy, Long Range Missile Shields (3):** Same as the VF-2SS SAP space fighter.
4. **Forearm Mini-Missile Launchers:** Same as the VF-2SS SAP space fighter.
5. **Lower Leg Mini-Missile Launchers:** Same as the VF-2SS SAP space fighter. Note: The total number of all mini-missiles provided by the SAP augmentation systems (both arms and legs) is 66! Plus the six long range missiles.
6. **Forearm Weapon Compartments (2):** Same as the VF-2SS SAP space fighter.
7. **2-SS Heavy Gun Pod (2):** This rail gun is standard issue for the VF-SS Valkyrie space fighter. Typically, one is concealed

in one of the forearm compartments, while the other has four
ammo-clips for the 2E-SS gun pod. Otherwise, same as the
VF-2SS SAP space fighter.

8. **Optional BC-60 Energy Beam Cannon:** Same as the VF-2SS
SAP space fighter.
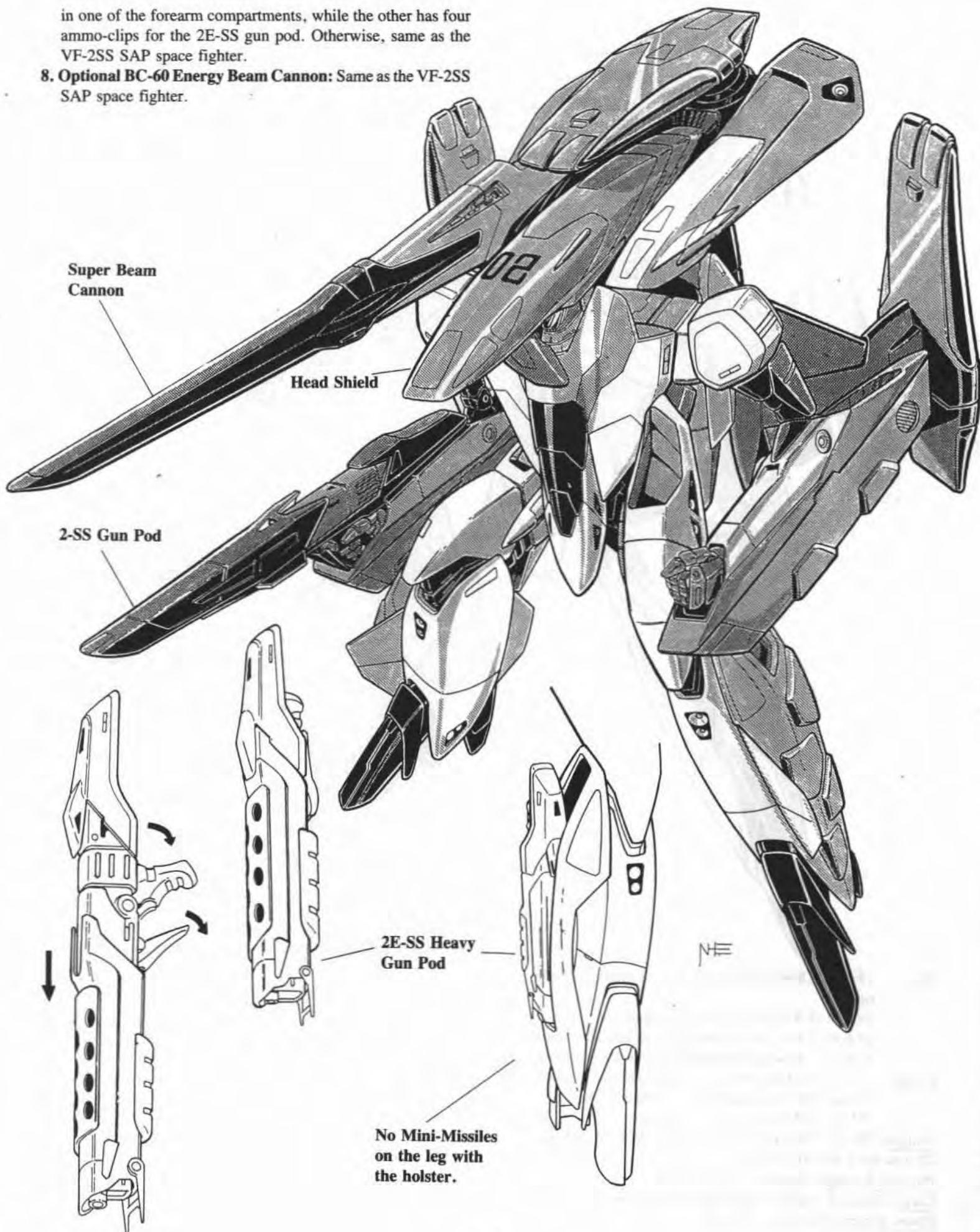
Super Beam
Cannon

Head Shield

2-SS Gun Pod

2E-SS Heavy
Gun Pod

No Mini-Missiles
on the leg with
the holster.

9. **Optional Hand to Hand Combat:** Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat. See *Valkyrie Combat Training* in the Robot Combat Section. **Note:** The Valkyrie fighter in humanoid soldier configuration is extremely agile and can execute any hand to hand combat move, such as punches, jump kicks, leap attacks, roll with impact, etc., that the pilot would care to attempt.

10. **2E-SS Heavy Gun Pod (1):** This weapon is exclusive to the VF-2SS SAP SPECIAL space fighter. It is a rail gun that fires special, explosive tipped ammunition. It also has a special holster mounted on the lower leg of the fighter when in the soldier configuration. A standard 2-SS rail gun is typically carried; one is concealed in one of the forearm compartments, while the other arm compartment has four ammo-clips for the 2E-SS gun pod.

Primary Purpose: Assault
Secondary Purpose: Defense
Weight: 1000 pounds (450 kg).
Range: 6000 feet (1829 m; double in space).
Mega-Damage: A single burst fires 40 rounds and inflicts $1D6 \times 10$; a single round does 2D6 M.D. It inflicts full damage when used in an atmosphere.
Rate of Fire: Equal to the number of combined hand to hand attacks of the pilot (usually 4 to 6 bursts per melee round).
Payload: 8000 round drum clip providing 200 bursts! It takes 30 seconds, two melee rounds, to reload the weapon with a 8,000 round drum clip, if such an ammo clip is readily available.
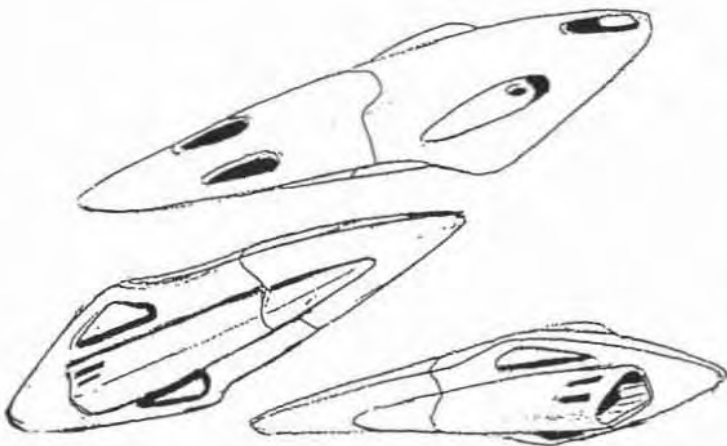
Automatic Attack Bits (AAB)

The AAB is an automated, drone attack system that is used in tandem with the Valkyrie space fighters, SAP or SAP Special fighters. The Automatic Attack Bits, fondly dubbed "squires," are roughly the size of the Valkyrie's cockpit and nose. They received the name "squire" because they assist the space fighters. The AABs are designed as an anti-spacecraft and anti-missile system. When the U.N. Spacy must repel enemy battle cruisers or missile attacks they send out squadrons of Valkyries. The Valkyries that are assigned defensive positions are also given two to four AAB drones. The "squires" then link to their Valkyrie's targeting computer and weapons system. When the Valkyrie fires at a large space craft or incoming missile volley, the "squires" fire simultaneously at the same target. The combined assault can be devastating!

Once linked to a particular Valkyrie, the "squires" stay with it, using their own thrusters to keep pace with the space fighter. If their Valkyrie is destroyed, the AAB drones automatically seek out the next nearest fighter and link to it. The maximum number of AAB drones per one Valkyrie is four (4). Without a Valkyrie to direct them, these simple minded drones cannot attack. If they can't find a new fighter to direct them, the drones will return to their home base/ship.

The AAB drone: This powerful weapon fires three simultaneous energy beams at attacking vessels, battle cruisers and missile volleys. All attacks must be coordinated with a space fighter and directed by a human.
Primary Purpose: Assault: anti-spacecraft
Secondary Purpose: Defense
Range: 8000 feet (2438 m; double in space)
Mega-Damage: $3D6 \times 10$ per triple blast ($1D6 \times 10$ per single blast). The AAB will always fire three simultaneous energy blasts unless one or two of the laser nozzles are damaged.
Rate of Fire: The AAB drone can fire a maximum of three times per melee round (every 15 seconds). The simultaneous attacks from one or more AAB drones count as part of the pilot's melee actions/attacks and fire at the very instant that he or she fires.

For example: If the pilot of a space fighter is accompanied by two "squires," one on either side, they fire at the exact same moment, at exactly the same target, that he is shooting at (but they can shoot only three times in a single melee). If the pilot was using the super beam cannon, the combined damage from the big gun and the two AAB drones would be $9D6 \times 10$ M.D. (90 to 540 M.D.) from that one attack!! Thus the reason this devastating attack and defense system is typically reserved for strikes against battle cruisers, other large spacecraft, and missile volleys.
Payload: Effectively unlimited.
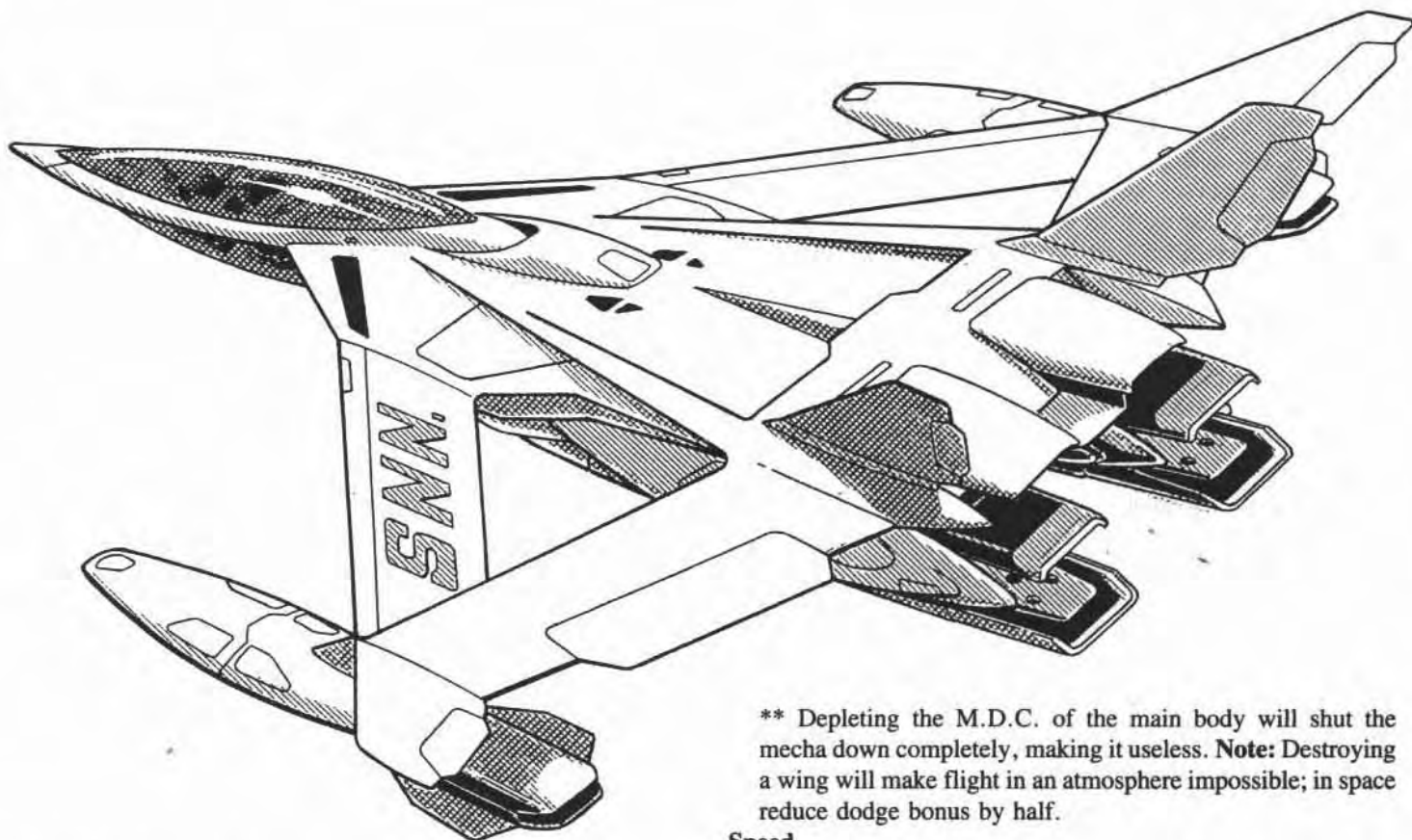Size: 30 feet (9.1 m) long.
Weight: 24 tons
Speed: Equal to the Valkyrie and follows its every move.
Main Body of the AAB: 200 M.D.C.; the main engine has 100 M.D.C., and each of the three blaster nozzles have 30 each (attackers are -4 to strike because the nozzles are small and protected).

VC-079 Civilian Valkyrie

The transformable Valkyries have proven to be so reliable and renowned, that the U.N. Spacy has authorized the production and sale of a *civilian* model. The VC-079 is made available mainly to civil defense, news, communications, and space agencies and mega-corporations. The VC-079 has no weapon systems and cannot transform into the soldier configuration; limited to jet and gerwalk (without arms). It is also designed for use specifically in the atmosphere of Earth and has two seats, one for the pilot and one for a passenger. A second passenger can squeeze into the back seat but the ride will be very uncomfortable.

The all environment aspect of the civilian Valkyrie makes it ideal for the placement and recovery of communication satellites and the transportation of news correspondents to and from space stations, orbiting space craft and the moon. For this purpose, a detachable and reusable space booster has been designed for the VC-079. A similar space booster is used by the U.N. Spacy for military craft as well.

The SNN, Scramble News Network, and many other communication agencies have made modifications to the standard VC-079 to include better radio capabilities, satellite relay communications, video and sound recording and transmission, and still photography cameras, all with telescopic lenses. Although the civilian Valkyrie is not designed for combat, in an emergency the robot vehicle can use the hand-held beam cannon or any of the rail guns used by the military fighters. Likewise, the craft could be modified to have a pair of lasers or carry missiles and/or a handgun. However, adding weapons to the civilian Valkyrie is a Federal crime. The unauthorized modification of any VC-079 is illegal and offenders will pay a 1D4 × 100,000 dollar fine, and lose their pilot's license for 10 years. The modified vehicle is confiscated at the owner's expense and the offending participants could face 3D6 years of imprisonment.

Vehicle Type: VC-079

Class: Civilian Valkyrie: Atmosphere aircraft (transformable)

Crew: One pilot and one passenger. Two human-sized passengers can be accommodated in an emergency situation.

Cost: 300 million dollars each.

M.D.C. of VC-079 by Location:
  Legs & Thrusters (2) — 200 each
  Secondary Wing Thrusters (2) — 50 each
  Wings (2) — 120 each
  Reinforced Pilot Compartment — 150
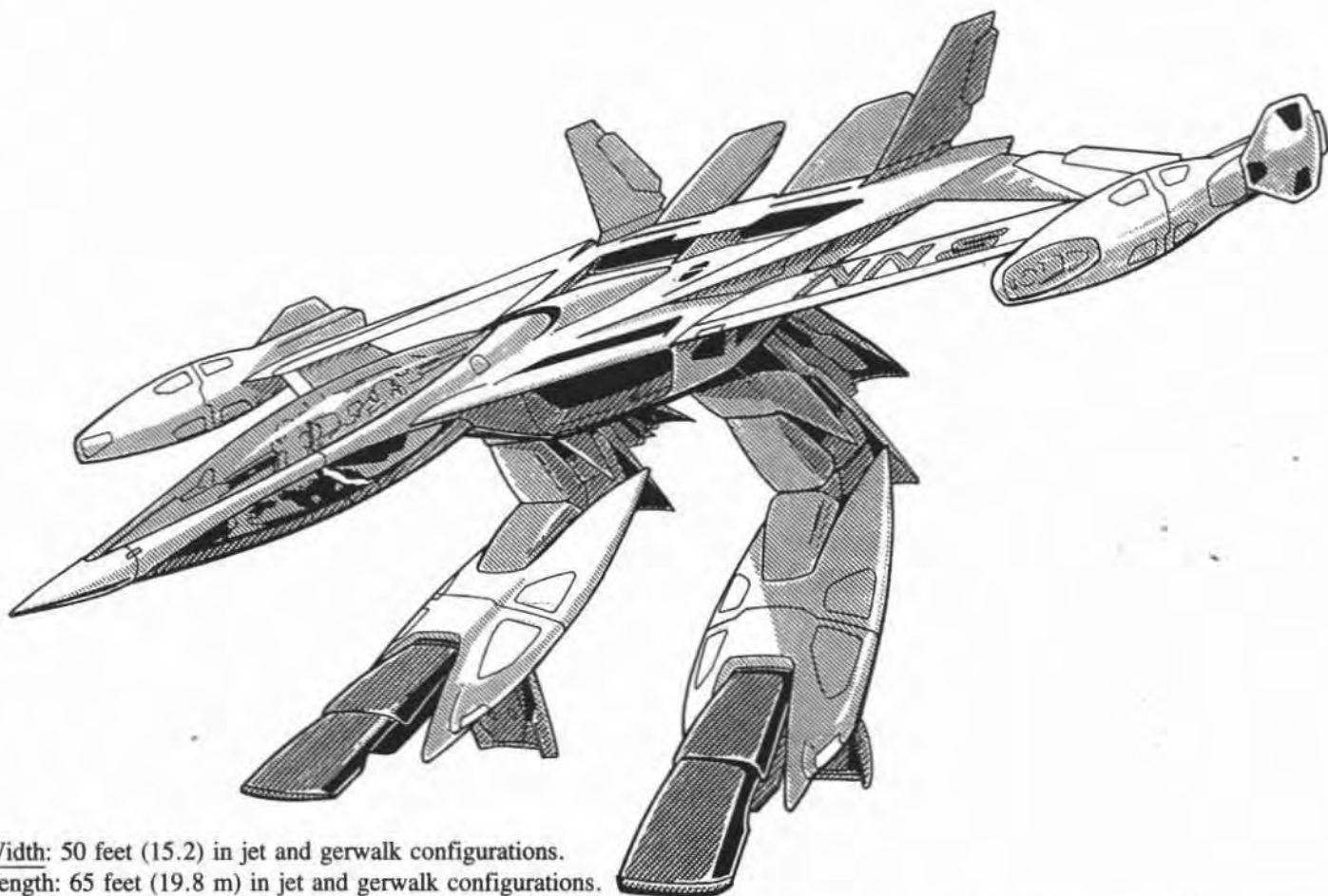 **Main Body — 200

M.D.C. of Civilian Space Booster:
  Main Thrusters of Space Booster (2) — 75 each
  **Main Body of Space Booster — 150

M.D.C. of Military U.N Spacy Space Booster:
  Main Thrusters of Space Booster (2) — 100 each
  **Main Body of Space Booster — 250

** Depleting the M.D.C. of the main body will shut the mecha down completely, making it useless. **Note:** Destroying a wing will make flight in an atmosphere impossible; in space reduce dodge bonus by half.

Speed

Note: All speed stats are provided with an atmosphere in mind. In a zero gravity environment like outer space, the length of leaps is increased by ten times and flying speed is increased by 75%. Running is not possible in the weightlessness of zero gravity. The character must have some form of propulsion or he will simply drift aimlessly.

Running in Gerwalk Configuration: 50 mph (80 km)

Leaping in Gerwalk Configuration: A jet thruster assisted leap will propel the unit 100 feet (30.5 m) high and/or 200 feet (61 m) lengthwise without actually attaining flight. The thrusters, located in the feet, can also be used to reduce the speed from a fall. Leaping while in the gerwalk configuration is not possible without assistance from the jet thrusters.

Flying in Gerwalk Configuration: 1000 mph (1600 km) or approximately Mach 1.5; the altitude ceiling is 20,000 feet (3.8 miles/6.1 km). While in the gerwalk configuration, the Valkyrie can hover as low as one foot (0.3 m) above the ground and dart around with sudden bursts of speed, maintain a speed of Mach One and perform jet thruster assisted leaps equal to the soldier mode.

Flying in Jet Configuration: Mach 3 (2010 mph/3216 km) is the maximum speed, with a maximum altitude of 60 miles (96 km). Cruising speed is typically Mach 1.5 (approximately 1000 mph/1600 km). Remember, the VC-079 cannot transform into the humanoid soldier configuration and even in gerwalk it has no arms.

Penalties: In space, the vehicle is −3 to dodge and −1 on initiative, but the flying speed is 75% faster. SAP enhancement and the AAB drone defense system are not available for the VC-079.

Statistical Data

Height: 22 feet (6.7 m) in gerwalk configuration.
  16 feet (4.9 m) in jet configuration.

Width: 50 feet (15.2) in jet and gerwalk configurations.
Length: 65 feet (19.8 m) in jet and gerwalk configurations.
Weight: 30 tons for the VC-079 and an additional 40 tons for the space booster. The space booster is 65 feet (19.8 m) long.
Physical Strength: Leg strength is equal to a P.S. of 40.
Cargo: A tiny compartment behind the passenger's seat.
Power System: Nuclear, with a 6 to 8 year life depending on the amount the aircraft is used.
Weapon Systems: None
Optional Hand to Hand Combat (limited): The civilian Valkyrie is limited to body swat (One M.D. point, hits by turning the entire body to strike an opponent with a wing or nose, −3 to strike), stomp (1D4 M.D.) or body block/ram (1D6 M.D.).

Sensors of Note

The standard sensors and features found in the military Valkyries are not found in the civilian Valkyrie although many are similar.

1. **Auto-pilot:** A computerized auto-pilot is especially useful for transatlantic flights and travel in space. Virtually identical to the military version.
2. **Ejector Seat:** In case of emergencies, the pilot's seat can be instantly ejected from the craft. A parachute is released from the seat.
3. **Heating and Cooling System:** The temperature and humidity of the pilot's compartment are automatically regulated by the heating and cooling systems. A small refrigeration unit for preserving food, water and specimens is connected to this system. Refrigerator is approximately 26 inches (66 cm) wide.
4. **Heat and Radiation Shields:** Special shielding prevents the penetration of life threatening heat and radiation. A radiation detection and alarm system are linked with the shields and will sound an alarm if there is a rupture in the shields and inndicates what the levels of radiation are.

5. **Independent Oxygen Supply and Circulatory System:** This system automatically engages in environments where oxygen and circulation are required, such as in the vacuum of space or when toxic gases are sensed. It can recirculate breathable air for up to eight weeks before getting stale.
6. **Radar:** Range is 200 miles (320 km) and can simultaneously track up to 60 different aircraft.
7. **Standard Radio/Video Communications:** Medium range, directional communications system. Range: 200 miles (320 km).
8. **Reinforced Pilot's Compartment:** Standard
9. **Standard Survival Kit:** Standard, same as military.
10. **Voice Actuated Locking system:** Most mecha have an automatic locking system that is engaged the moment the hatch is closed. A six digit spoken code will open the hatch. A manual key pad is provided in case of system failure.

Each optional system costs about 50,000 dollars.

- **Optional Communications Enhancement: External Audio Pickup:** Range: 300 feet (91.5 m). A sound amplification listening system that can pick up a whisper 300 feet away.
- **Optional Communications Enhancement: Homing Signal:** Identical to the military Valkyrie's homing device built into the pilot's compartment. This enables rescue teams to locate disabled craft. The range of the signal is 400 miles (640 km) in space or about 100 miles (160 km) in Earth's atmosphere. This system also enables the Valkyrie to key on and track/locate specific homing signals; same range limits as above.

- **Optional Communications Enhancement: Loudspeaker:** A loudspeaker system is built into the craft. It is used to amplify the pilot's voice up to 90 decibels.
- **Optional Communications Enhancement: Radio Scrambler:** A device that turns radio and video signals into a scrambled/coded message. Can also receive and unscramble known coded signals.
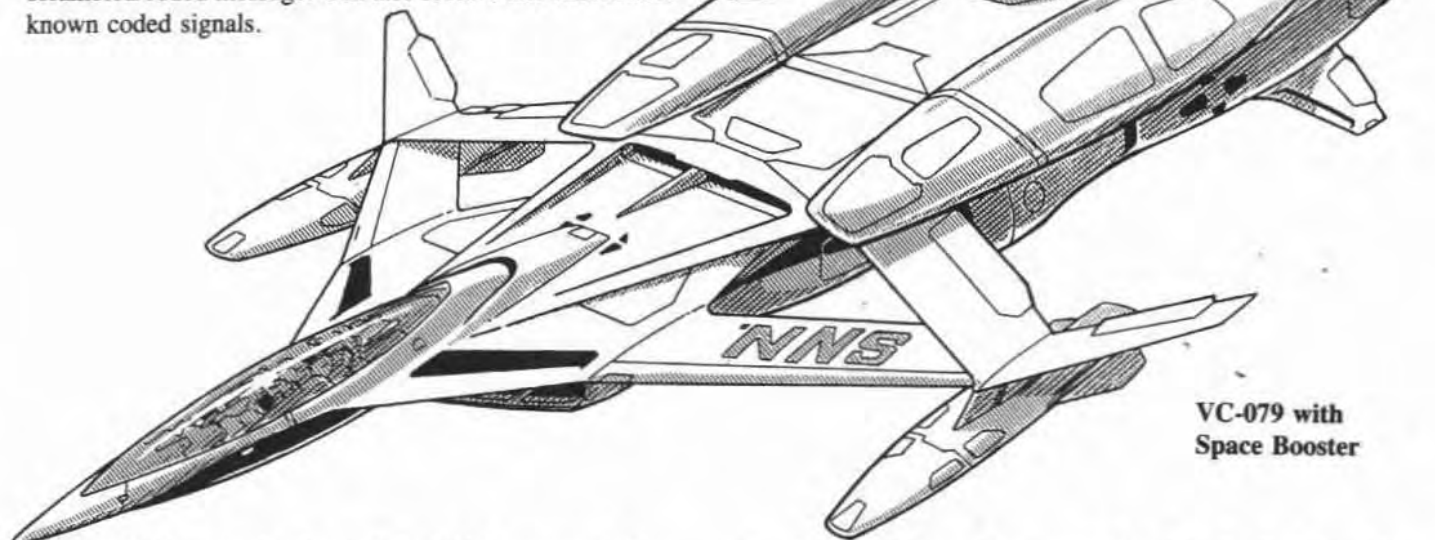
VC-079 with Space Booster

- **Optional Communications/Optical Enhancement: Infrared:** Range: 2000 feet (610 m). This optical system projects a beam of infrared light that is invisible to the normal eye. The infrared beam enables the pilot to see in the dark and to see other infrared beams the same as the military version. **Note:** Smoke impairs and blocks the vision/beam, rendering it temporarily useless.
- **Optional Communications/Optical Enhancement: Nightvision:** Range: 2000 feet (610 m). A passive light image intensifier, meaning it emits no light of its own, but relies on ambient light which is electronically amplified to give a visible picture.

- **Optional Long Range and Satellite Radio/Video Communications System:** Long range, directional communications system with satellite relay capabilities. Range: 600 miles (960 km) or can be bounced/relayed indefinitely via satellite relay.

- **Valkyrie II-SAP** (VF-2SS with Super Armored Pack)
- **Valkyrie II-SAP Special** (VF-2SS SAP Special — Nexx type)
- **Valkyrie Space Fighter** (VF-2SS Standard)
- **Valkyrie Atmosphere Fighter** (VF-2JA)
- **Valkyrie Civilian Jet** (SNN type)

Miscellaneous Equipment of Note

Conventional Weapons & Equipment

The Earth of Macross II is very similar to our own present day planet. Items that are available today are available a hundred years in the future. Only styles may have changed, not the item itself. This means there are equivalents of all kinds of automobiles, trucks, motorcycles, cameras, radios, electronic equipment, tools, toys, clothes, etc., all at comparable prices. With the exception of the war machines and space capabilities of the U.N. Spacy, the technology level of Macross II is not much farther advanced than our own — I'd guess roughly 20 years our superior. Even items like the videophone, holographic projectors and nano-technology are only a decade or so away.

Most hand-held weapons such as pistols and rifles are similar to those of today. The typical gun of the future still fires a projectile or bullet that inflicts S.D.C. damage. Only military weapons and explosives inflict mega-damage. Military mega-damage weapons are not available to the general public and are usually giant sized.

One area of advancement is space technology. There is a moon base, orbital space-stations, countless spaceships and satellites in Earth's orbit. Many news agencies, such as SNN, and corporations have their own satellites, space shuttles and/or civilian Valkyrie. Limited space travel and the presence of alien humanoids are commonplace to the people who live in the world of Macross II.

Note: I didn't want to fill a lot of pages of this book with general equipment lists. Players can refer to any number or RPG books and real life catalogs for modern clothing, weapons, and equipment. Palladium's **Compendium of Contemporary Weapons** offers descriptions of hundreds of modern weapons, plus tanks, mortars, grenades, body armor and much more, all illustrated. **Heroes Unlimited** and other Palladium role-playing games also present fairly lengthy lists and prices for general weapons and equipment. Any of the items from these books can be used. Generally, I suggest adding 25% to 50% to the cost of any given item (inflation; it is 100 years in the future). The same basic currency and rate of exchange are also applicable (if nothing else, for ease of game play).

What follows are some specific items either seen in the **Macross II** series or that I felt important enough to include. The items listed in this section are priced in the dollars of the United States of America; adjust as is appropriate. Military issue items are not available to the public and their possession is likely to be illegal.

Spacesuits & Space Items
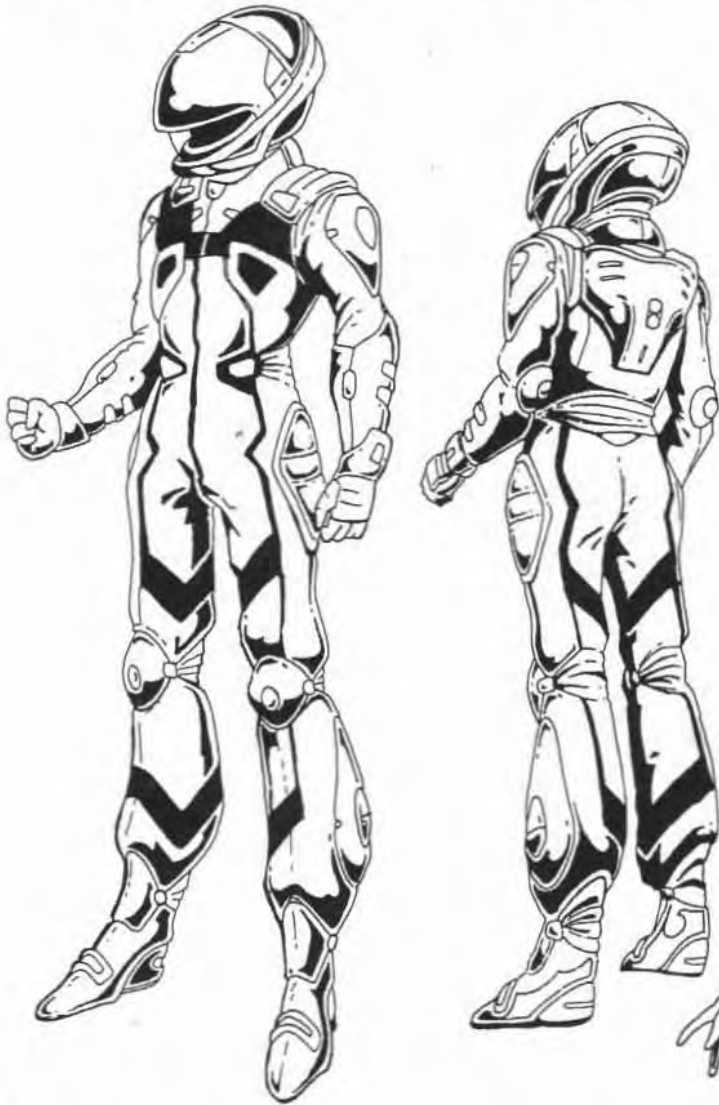
Fighter Pilot Spacesuit

Most Valkyrie pilots and other spacefaring travelers wear a basic, padded vacuum suit. The spacesuit is comparatively lightweight, flexible and very comfortable.

The small backpack contains an air supply that will last three hours. It also has two small directional jets for movement in a vacuum, but has NO flight capabilities.

Type: EVA "soft" spacesuit — various styles are available for both the military and civilian population; all are fundamentally the same.
Class: Environmental vacuum suit.
M.D.C. by Location:
* Helmet (1) — 12
**Backpack/Oxygen Tank (1) — 10
**Directional Thrusters (2) — 1 each
Legs (2) — 8 each
**Feet & Hands (2 each) — 3 each
**Arms (2) — 5
***Main Body — 11

* Destroying the head will kill the person in the suit! However, the head can only be hit when a called shot is made, but even then the target is difficult to hit and the shooter is −3 to strike.

** Items denoted by two asterisks are difficult targets to strike and can only be hit when an opponent makes a "called shot" and even then the attacker has a penalty of −3 to strike.

*** Depleting the M.D.C. of the main body will destroy the suit and kill the person inside.
Height: Average 5 foot, 6 inches to about seven feet tall (1.65 to 2.1 m); varies with the size of the wearer.
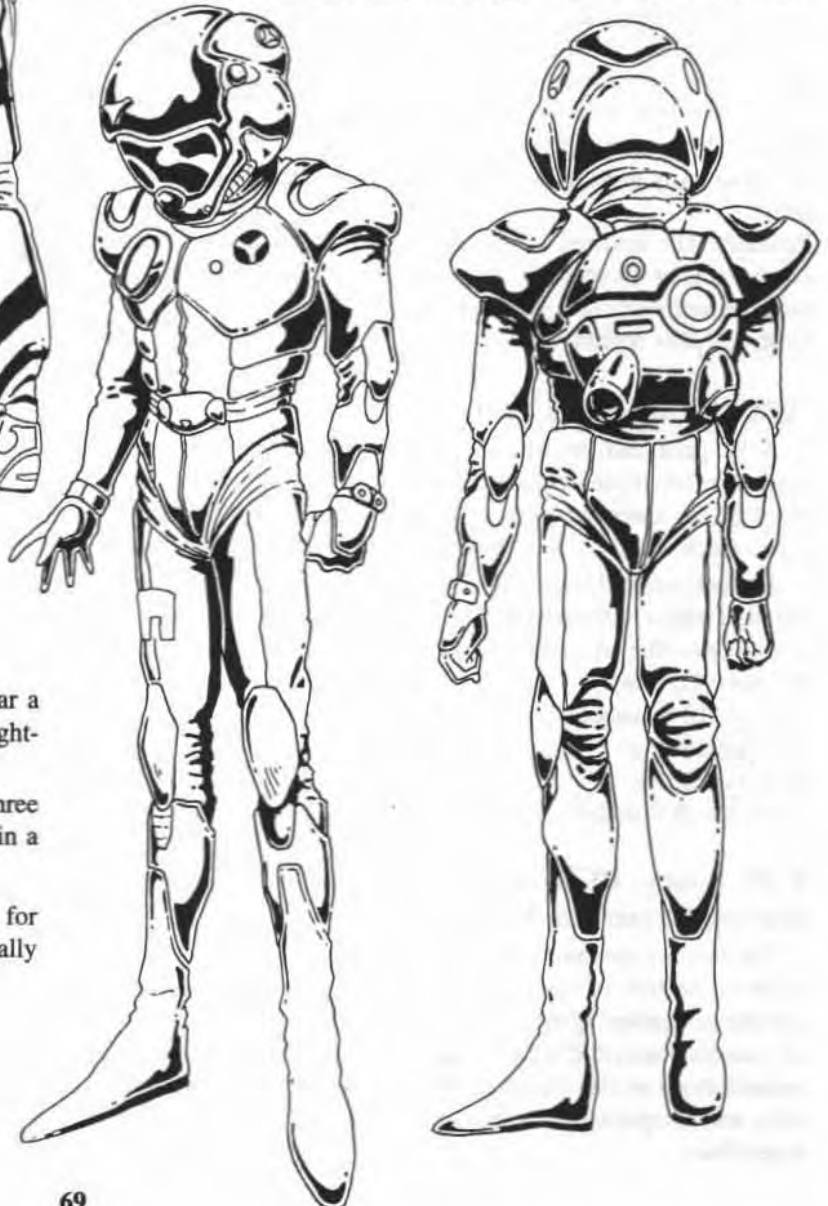Weight: 18 pounds (8 kg)
Weapons: Any hand-held weapon may be holstered around the waist.
Penalties: None.
Cost: $45,000 dollars

EVA Hardsuit

Most cargo and shuttle pilots, news/war correspondents, and officers wear the hardsuit. Most fighter pilots prefer the more

flexible and comfortable soft suit. **Note:** Hibiki wore a hardsuit in the animated series.

This suit is more heavily armored and has a larger air supply and heavy-duty, directional jet thrusters. The oxygen supply will last six hours.

Type: EVA Hardsuit — various styles are available for both the military and civilian population; all are fundamentally the same.
Class: All-purpose, armored, environmental vacuum suit.
M.D.C. by Location:
 * Helmet (1) — 22
 **Back-Pack/Oxygen Tank (1) — 20
 **Directional Thrusters (2) — 2 each
 Legs (2) — 20 each
 **Feet & Hands (2 each) — 3 each
 **Arms (2) — 10 each
 ***Main Body — 45

 * Destroying the head will kill the person in the suit! However, the head can only be hit when a called shot is made, but even then the target is difficult to hit and the shooter is −3 to strike.

 ** Items denoted by two asterisks are difficult targets to strike and can only be hit when an opponent makes a "called shot" and even then the attacker has a penalty of −3 to strike.

 *** Depleting the M.D.C. of the main body will destroy the suit and kill the person inside.
Height: Average 5 foot, 6 inches to about seven feet tall (1.65 to 2.1 m); varies with the size of the wearer.
Weight: 30 pounds (13.6 kg)
Weapons: Any hand-held weapon may be holstered around the waist.
Penalties: The armored suit does hamper mobility and is not as comfortable as the soft suit. The wearer is −1 on initiative, −1 to strike and parry and −10% to prowl.
Cost: $95,000 dollars

APS-300 Space Jet Pack

A jet pack can be attached to the back of most types of spacesuits for greater speed and mobility in space. The APS-300, all-purpose, space jet pack is designed specifically for use in outer space and does NOT provide flight in an atmosphere.

Jet pack assisted leaps will propel the character 50 feet (15.2 m) high and/or 100 feet (30.5 m) lengthwise in zero gravity or low gravity like on Earth's moon. Maximum speed in space is 80 mph (128 km).
Weight: 10 pounds (4.5 kg)
Weapons: None.
Penalties: None.
Cost: $50,000 dollars

U.N. Spacy: RCR-20
Roving Camera & Radar Unit

The military uses an RCR-20 drone vehicle/satellite to monitor strategic sectors of space, as well as for reconnaissance and intelligence gathering missions. The robot drone has a full system of sensors, motion detectors, radar, and communications that exceed those of the Valkyrie. Plus, it has long range satellite relay and complete recording (sound and video) and transmission capabilities.

The large dish mounted on the right side is its radar and tracking system. The long rod, which resembles a cannon, is actually its main sensor rod. In the front of the RCR-20 is a high intensity light bar for illuminating areas of darkness, above it is an infrared spotlight. Inside the housing, on the top of the drone, are its two main cameras, each facing opposite directions. Two others are housed on each side of the RCR-20, toward the thruster area. Three back-up sensor dishes and a pair of antennae are located toward the rear section. Two large thrusters and nine smaller thrusters are located in the rear of the main body. The two large, ski-like appendages on the side of the unit have marking lights in the front tips and powerful jet thrusters at the other end. The ski-like appendages/thrusters can rotate 360 degrees for instant movement in any direction. The combined thrusters give the RCR-20 tremendous speed and mobility, enabling it to dodge, avoid, and outrun the enemy.
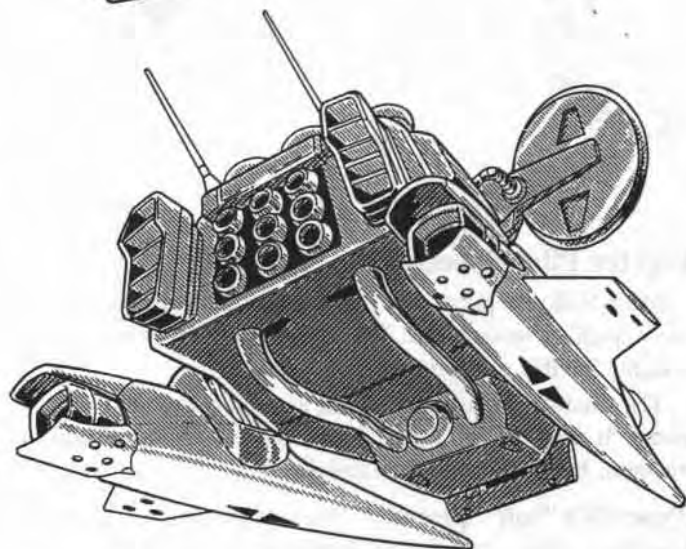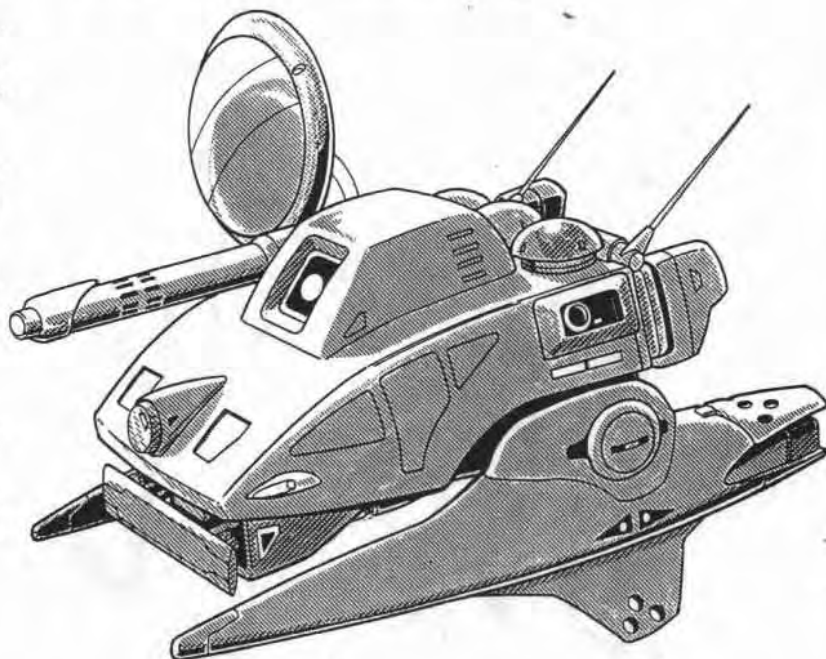
The RCR-20 can be programmed with a specific destination and mission to record (and/or transmit) sights and sounds as per its instructions, or it can be directed by a human operator via remote control. The character directing the drone sees and hears everything the RCR-20 sees and hears and reacts accordingly. Through remote control and "live" viewing, humans can explore

and observe dangerous places without ever placing themselves in jeopardy. During combat, a fleet of RCR-20s are scattered across the battlefield (space field) where live observers monitor the action in search of weaknesses in both the enemy and their own combat lines. They can warn of approaching enemies, sneak attacks, crumbling defenses and so on, as it happens. In this regard, the observation drones are of tremendous importance. The RCR-20 can also establish a particular orbit, a stationary place in space or on an asteroid, or it can hitch a ride on the hull of an enemy vessel to transmit and/or record pertinent information.

Vehicle Type: U.N. Spacy Drone
Class: Surveillance and Intelligence
Crew: None — robot drone
M.D.C. by Location:
  *Sensor Rod (1) — 60
  **Radar Dish (1) — 60
  **Secondary Sensors (3 disks) — 25 each
  **Retractable Antennae (2) — 5 each
  **Forward Light Bar (1) — 15
  **Forward Spotlight (1) — 5
  **Marking Lights (2) — 2 each
  **Main Cameras (2) — 10 each
  **Side Cameras (2) — 10 each
  Ski Thrusters (2) — 125 each
  **Rear Thrusters (2; main) — 100 each
 **Rear Thrusters (9; secondary) — 15 each
  ***Main Body — 220

* Destroying the sensor rod will only cause the secondary sensor disks to engage. Destroying the rod and the three disks will negate all non-optical and non-radar systems. Destroying the radar will eliminate the tracking and targeting. The drone can still film even with impaired senses. The cameras serve as the eyes of the drone. The rod and sensor disks can only be hit when an opponent makes a "called shot" and even then the attacker has a penalty of −3 to strike.

** Items denoted by two asterisks are difficult targets to strike and can only be hit when an opponent makes a "called shot" and even then the attacker has a penalty of −3 to strike.

*** Depleting the M.D.C. of the main body will shut the drone down and destroy $2D4 \times 10 + 10\%$ of the recorded information.

Statistical Data
Height: 14 feet (4.3m)
Width: 15 feet (4.6 m)
Length: 28 feet (8.5 m)
Weight: 20 tons, fully loaded.
Physical Strength: Not applicable.
Flying in Space: Mach 10 (6700 mph/10,720 km) in space. Cruising speed in space is typically Mach 4. The drone is not designed to fly in an atmosphere.
Cargo: Tape storage bay, holding 500 hours of film.
Power System: Nuclear, with a 20 year life.
Weapon Systems: None
Cost: Not available to the public; military issue.
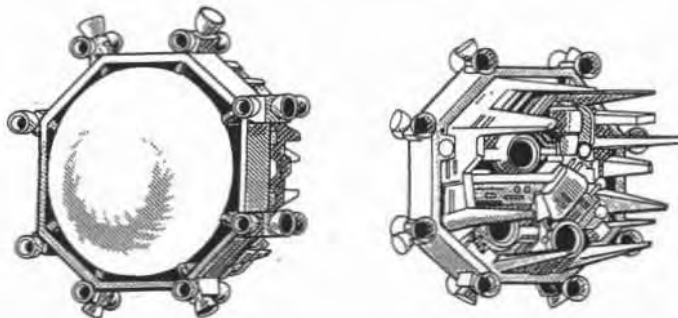
U.N. Spacy: RCT-10
Targeting Satellite

The RCT-10 targeting satellite is often deployed and linked with the RCR-20 drone to monitor the movements of the enemy. The targeting satellite can also be used independently linked to a space fighter, space cruiser or an entire monitoring network. The satellite relays pertinent information about specific enemy targets or activity in a particular area.

Vehicle Type: U.N. Spacy Strategic Satellite
Class: Surveillance and Targeting
Crew: None
M.D.C. by Location:
  Small Thruster Clusters (8) — 10 each
  Main Body — 100; destroying the main body obliterates the satellite.

Statistical Data
Height: 20 feet (6 m)
Width: 20 feet (6 m)
Length: 18 feet (5.5 m)
Weight: 8 tons
Physical Strength: Not applicable.
Flying in Space: Mach One (670 mph/1072 km) in space. This is a satellite and cannot fly in an atmosphere.
Cargo: Tape storage bay, holding 500 hours of film.
Power System: Nuclear, with a 20 year life.
Weapon Systems: None
Cost: Not available to the public; military issue.

U.N. Spacy: Holographic
Communications Satellite

The HCS is an all-purpose military communications satellite with holographic image projecting capabilities. The three bowl shaped appendages are the laser imaging system that creates the hologram. In addition to their obvious communication functions, the satellites were part of the Minmay Attack system which projected the recorded image of the famous singer performing her songs. Diagrams, radar images, maps, live images, and so on, can be projected via this satellite.

Vehicle Type: U.N. Spacy Military Satellite
Class: Communications & Holographic Imager
Crew: None
M.D.C. by Location:
  Small Thruster Clusters (8) — 15 each
  Holo-Projection Bowls (3) — 50 each
  Fins/Vanes (6) — 30 each
  Main Body — 150; destroying the main body obliterates the satellite.

Statistical Data

Height: 88 feet (26.8 m)
Width: 88 feet (26.8 m)
Length: 44 feet (13.4 m)
Weight: 12 tons

Physical Strength: Not applicable.
Flying in Space: Mach One (670 mph/1072 km) in space. This is a satellite and cannot fly in an atmosphere.
Cargo: Tape storage bay, holding 500 hours of film.
Power System: Nuclear, with a 20 year life.
Weapon Systems: None
Cost: Not available to the public; military issue.

Miscellaneous Vehicles

U.N. Spacy: JP-2000 Aero-Jet Pack

The JP-2000 is a jet pack exclusively used by the military. It enables the soldier to fly in an atmosphere at a speed of 100 mph (160 mph) with a 5000 foot (1524 m) altitude ceiling.
Weight: 30 pounds (13.6 kg)
Weapons: Any hand-held weapon may be holstered around the waste.
Penalties: None, other than weight encumberence.
Cost: Not available to the public; military issue.

U.N. Spacy: V.T.O.L. Ambulance Jet

The Tilt-Rotor V.T.O.L. Ambulance Plane, also known as a the "Am-Jet," is an all-terrain medical evacuation jet that is used in a similar way as helicopters. The main difference is the speed in which the jet can get from one place to the other (helicopters are still used for short "hops"). The cockpit seats a pilot and co-pilot, both of whom are skilled paramedics. Behind the forward facing cockpit seats are four "jump seats" where the medical team sits. The team consists of two medical doctors and two paramedics. The cargo or passenger area can comfortably accommodate nine (9) prone patients and another four (4) seated patients. In an emergency, an additional eight people can be crammed into the bay of the jet, but conditions will be unhealthy, uncomfortable and unsafe because of the cramped quarters and unsecured passengers.

The Am-Jet is designed strictly as a medical evacuation vehicle for use in an atmosphere environment. Thus, it has no weapons, should never be used to transport healthy combat troops and cannot operate in space. The two giant tilt-rotors can turn to face directly up, providing Vertical Take-Off & Landing (V.T.O.L.) capabilities. This means the flying ambulance can land and take-off in a straight up and down motion, like a helicopter. It doesn't need a landing strip like a conventional airplane. Once it is in the air, the tilt rotors move back into their normal flight positions and the Am-Jet can fly toward its destination at jet speeds.

Vehicle Type: Military V.T.O.L. Jet
Class: Medical Evacuation Atmosphere Jet (non-transformable)
Crew: One pilot and co-pilot, two medical doctors and two paramedics.
Cargo: The passenger-medical bay holds 13 passengers plus basic medical and life support equipment.
M.D.C. by Location:
 Tilt-Rotor Thrusters (2) — 80 each
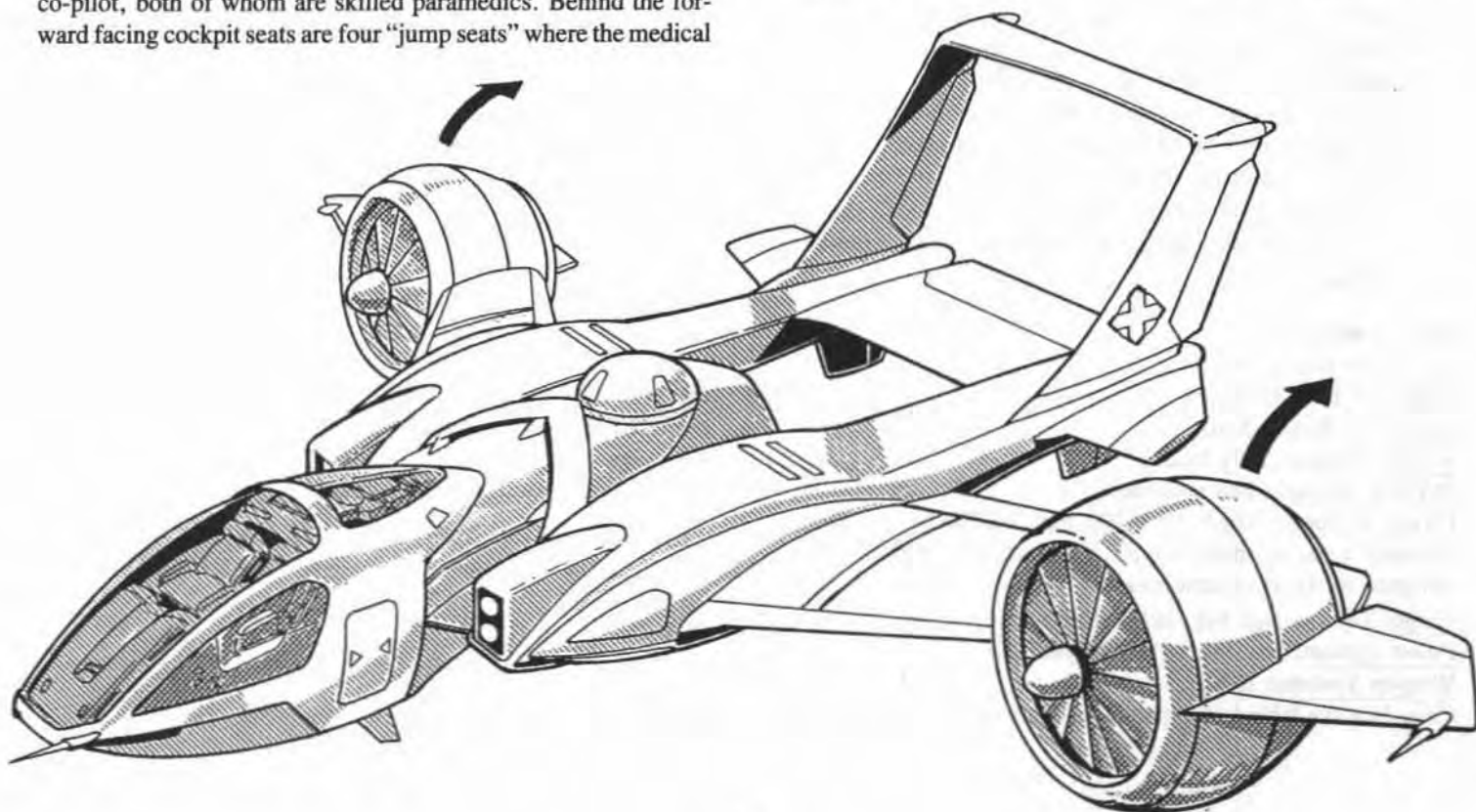 *Wings (2) — 120 each
 *Tail Section — 100
 Passenger/Medical Bay — 120
 *Forward Section/Cockpit — 120
 Reinforced Pilot Compartment — 50
 **Main Body (overall) — 340

 * Destroying any of these areas of the jet will cause it to crash.

** Depleting the M.D.C. of the main body will damage the aircraft so badly that the engines and all systems shut down and the aircraft falls to the Earth. A safe landing may be possible, but not likely. The pilot must roll under his flying skill with a −80% penalty. A failed roll means a devastating crash with only 2D6 of the people on board surviving the impact.

Statistical Data

Speed: 10 mph (16 km) straight up and down in landing/ V.T.O.L. mode. 670 mph (1072 km) or approximately Mach One in jet mode with an altitude ceiling of 30,000 feet (about five and a half miles/9.1 km). The Am-Jet can also hover in a stationary position as low as four feet (1.2 m).
Range (fuel): 2300 miles (3701 km)
Height: 16 feet (4.9 m) in jet configuration.
Width: 82 feet (25 m) from wing tip to wing tip.
Length: 80 feet (24.4 m)
Weight: 32 tons
Power System: Liquid fuel
Weapon Systems: None

up" to go as much as 50 mph (80 km) faster than the standard model.

Speed: 180 mph (288 km); standard
Size: 10 feet (3 km) long
Weight: 2200 pounds (1000 kg)
Weapons: None
Cost: $80,000 dollars

Communications & Optical Equipment

Roadway Turbo Motorcycle

Hibiki used a Roadway Turbo as his primary means of transportation. The motorcycle is fast, mobile and its small size means it can frequently go where larger vehicles cannot. It can be "souped-up" to go as much as 50 mph (80 km) faster than the standard model.
Speed: 150 mph (240 km); standard
Size: Five feet (1.5 m) long
Weight: 320 pounds (144 kg)
Weapons: None
Cost: $2000 dollars

Hawk XL Sports Sedan

Silvie Gena owns this popular sports sedan. The automobile seats two people comfortably, but does have a back seat with minimal leg room. It can be purchased as an automatic or manual stick shift and comes standard with CD player, radio, air-bags, anti-lock brakes, cruise control and air-conditioning. The door slides up, rather than out. The car is noted for its excellent performance, handling and low maintenance. It can be "souped-

Video Gun

This is a handy, miniature video and sound recorder that is slightly larger than a person's hand, about seven inches (0.18 m) long. It has a retractable pistol grip and full video camera capabilities, including telescopic lens (10× magnification), close-up lens (within three inches) and low light compensation. The camera uses tiny film cassette cartridges, each with two hours worth of film. Three additional video cartridges will fit in a character's pants pocket.
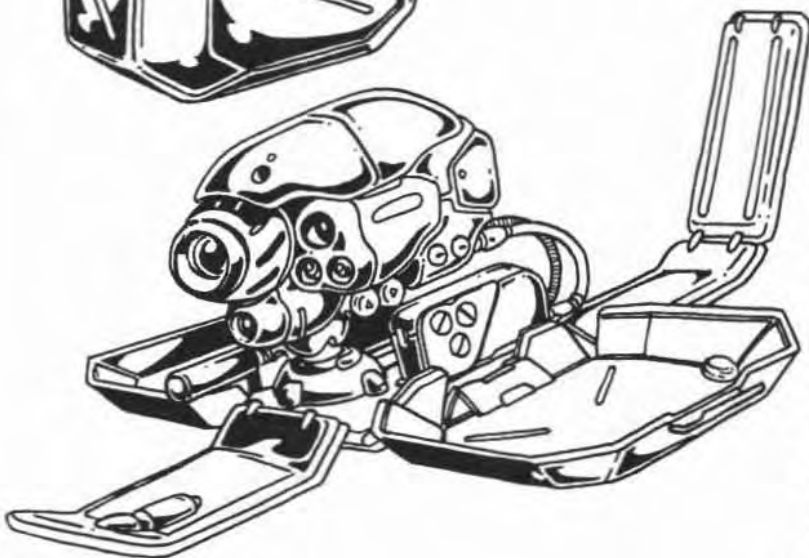Weight: Less than one pound (.45 kg), fully loaded. Each cassette weighs two ounces (56 grams).
Cost: The video gun costs $2000 dollars and a blank tape is five bucks.

case unfolds to project a 3-dimensional, holographic image and editing board. The camera display can also be linked to a Heads Up Display (HUD) system, long range networking system, or tie in with other cameras or a complete audio or video network.

Size: Two feet (0.6 m)

Weight: Total weight, including carrying case is nine pounds (4.1 kg). The camera weighs 5 pounds (2.3 kg). Each two hour cassette weighs two ounces.

Cost: The video camera costs $125,000, the mega-damage (10 M.D.) holographic and editing studio carrying case costs $64,000. Utility belt with protective cassette carrying case (protects against magnetism, x-rays and radiation) costs $1000 dollars. A blank, two hour, studio quality tape is $10 dollars.

Holographic Video Studio System

This is a professional quality video camera, recording, transmission and communications system frequently referred to as "the studio" or "portable studio." The camera has a triple lens system with automatic and manual adjustments, built-in filters and optical enhancements, video and sound recording, full editing capabilities, tape to tape duplication, computer networking, modem transmission, radio scrambler, scramble decoder, directional transmission, can send and receive 300 different frequencies, and satellite relay. The heavy-duty, protective carrying

Long-Range Communications Networking System

SNN and most news/communications agencies, both civilian and military, use the portable, long range communications system. An antenna harness is strapped across the chest, while the triple antennae array rests on the shoulder. The three antenna are completely retractable and fold down behind the wearer's back and shoulders when not in use.

The communication system increases the transmission and reception range of any other system by 500 miles (804.5 km), allows satellite feed, bounce and relay, provides a greater range of networking, can receive and send messages on 1200 different channel frequencies and can monitor or transmit on three different channels simultaneously (1200 when linked to a network).

Transmission Range: 500 miles (804 km minimum); indefinitely via satellite relay.
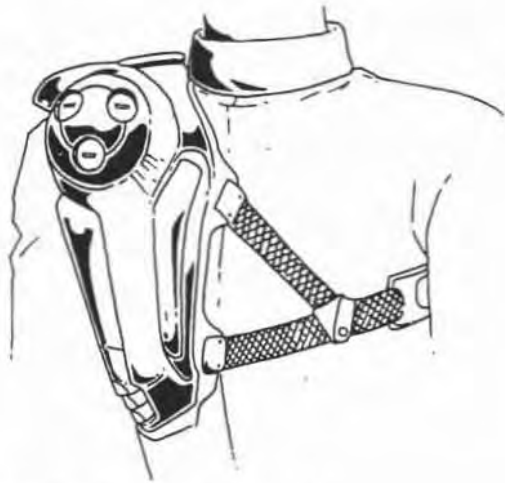
Weight: Five pounds (2.3 kg)
Cost: $80,000 dollars.
Note: A standard long range radio with 200 channels and directional transmission costs $10,000 dollars and has an effective range of 300 miles (482.7 km).

Short-Range
Radio H.U.D.

This unique radio system is all contained in a lightweight headpiece, keeping the hands free. It has a short range, directional radio receiver and transmitter, microphone, and Heads Up Display (HUD) window. Diagrams, radar displays, and written messages can be transmitted onto the HUD, while audio communications are heard through the earpiece.
Transmission Range: 8 miles (12.8 km)
Weight: Seven ounces (0.2 kg)
Cost: $25,000 dollars.
Note: A pair of good, basic walkie-talkie style communicators cost $1000 dollars and have an effective range of two miles (3.2 km).

Videophone

The videophone works just like a telephone except that it also transmits a video image of the caller as well as sound. Videophones come in a variety of models, from stand-alone units to concealed units that slide out of walls or pop out of the tops of desks.

Weight: Seven ounces (0.2 kg)
Cost: $100 to $500 dollars.
Note: An ordinary telephone costs $20 to $100 dollars.

Infrared Distancing Binoculars

High-powered, telescopic binoculars with infrared beam for night-sight, crosshair indicators and digital readout of estimated distance of the item or area being viewed. These popular binoculars are used for field work by the military, explorers, and travelers.
Weight: Seven ounces (0.2 kg)
Range: One mile (1.6 km)
Cost: $1200 dollars.
Note: An ordinary pair of traditional binoculars (half mile range) costs $100 to $300.

Multi-Optics Helmet (M.O.H.)

The multi-optics helmet is a special optical enhancement system built into a protective helmet (2 M.D.C.) and includes the following features:
1. Targeting Sight: 1600 foot (487 m) range.
2. Infrared Optics System: 1600 foot range.
3. Passive Light Amplification: 1600 foot range.
4. Thermo-Imager: 1600 foot range.
5. Telescopic Monocular Lens: One mile (1.6 km) range.
6. Combat Bonus: +1 to strike and dodge when using the M.O.H.
Weight: 1.6 pounds (0.72 kg)
Cost: $5000 dollars.

Passive Night-Sight Goggles

Passive night-sight is a light amplification system also known as the "Starlight" system. It is an image intensifier that electronically amplifies existing ambient light to provide a visible picture. It is passive in that it does not emit any detectable light of its own (unlike the active infrared system which emits infrared light invisible to the human eye but detectable by other infrared sight systems).
Weight: 8 ounces (0.22 kg)
Range: 1600 feet (487 m)
Cost: $1200 dollars. Also available as weapon sights at the same cost.

Thermo-Imager

Basically an optical heat sensor that converts infrared radiation of warm objects into a visible image. These devices allow its user to see in darkness, shadows and through smoke. Battery powered and electronically cooled. A typical running life is 16 hours before requiring a recharge or new battery.
Weight: 8 ounces (0.22 kg)
Range: 1000 feet (305 m)
Cost: $1200 dollars. Also available as weapon sights at the same cost.

Miscellaneous Equipment

Dosimeter: Picks up and measures the amount of radiation in a given area. **Cost:** $100 dollars.

Motion Detector: Detects and pinpoints the location of movement. May be connected to alarms, video monitors and surveillance systems. **Cost:** $200 dollars each.

PC-3000 Hand-held Computer: This is a fully functioning computer that is about the size of an opened paperback book or the size of an average human's hands placed together. When closed, the handle can be folded up and the entire unit can easily fit in most jacket pockets. The computer can be powered by a small, rechargeable battery (about 24 hours of life) or plugged into an electrical outlet. A hard copy of text can be printed out on the thermo-paper printer, but a magnifying glass is needed to read the tiny print. The computer can also be plugged into most video and cybernetic systems for use as a video monitor (no sound). Uses one inch disks. Dual drive system, hard memory is 100-K. Weight: one pound (0.45 kg). **Cost:** $4500 dollars

Portable Language Translator: A unique device that resembles a hand-held communicator. It is programmed with 48 known languages of the Earth including Zentran/Meltran and Marduk. Six others can be added with a supplemental language disc. The amazing device can recognize and monitor up to three different voices and two different languages or dialects. Level of accuracy is 98.7% with a three second delay when directed at one individual, but drops to 78% with a six second delay when translating three speakers simultaneously. The operator must hold the microphone portion of the translator out toward the individual(s) whose words he wishes to translate. The tiny computer inside the hand-held unit identifies and translates the words, transmitting them to the accompanying headphones or ear-jack or broadcasts the words over the speaker in the base of the handle. **Cost:** $27,000 dollars.

Uni-Ear Language Translator: This tiny translator fits into the wearer's ear like a hearing aid or clips on the earlobe like an earing. The translator can only translate two different languages and enables the listener to respond in the appropriate words of the spoken language. **Cost:** $48,000 dollars; only recently put on the market and used extensively by news and diplomatic agencies.

Pocket Laser Distancer: A handy item about the size of a cigarette lighter that is used for measuring distances. The unit also has a digital display and built-in calendar (day, month, year), clock, and alarm clock capability. Laser range is 4000 feet (1200 m). **Cost:** $1300 dollars.

Pocket CD Player & Recorder: Basically a future CD player with recording capabilities. The item is the size of a transistor radio or Walkman and plays or records on one and three inch discs. A typical blank disc will cost $20 dollars with a two hour recording time. Prerecorded discs will cost $20 to $80 dollars depending on the quality, length of the recording, and availability. **Cost of the Player:** $1200 dollars.

Portable Tool Kit: A general purpose tool kit with an electric screwdriver and socket wrench, as well as 36 lightweight, high impact conventional tools. Approximate weight is 12 pounds (5.4 kg) and comes in a convenient carrying case. **Cost:** $400 dollars.

Standard First-Aid Kit: Contains gauze bandages, 48 bandaids of various sizes, a dozen tongue depressors, pen flashlight, a roll of medical tape, a dozen disposable medicated wipes, six butterfly clamps, disinfectant, a pair of plastic gloves, scissors, forceps, six razor blades, lighter, tweezers, a ther-

mometer, 100 aspirin tablets, and 24 decongestant tables (allergy/cold). **Cost:** $100 dollars.

Protein Healing Salve: This is a special high protein chemical solution that comes in a tube like toothpaste. The salve can be applied to burns, cuts, and rashes to increase the rate of healing (doubles normal healing). **Costs:** $120 dollars per six ounce (0.17 kg) tube.

Weapons

Pretty much any type of pistol, revolver or rifle available in the 20th Century (or its updated equivalent) is available to the people of Macross II Earth. Prices are about 25% higher than 20th Century Earth.

Typical 7.6 mm Automatic Pistol: Effective Range: 120 feet (36.6 m), **Cost:** $300 dollars, **Payload:** 8 rounds, **Damage:** 2D6 S.D.C. standard round or 3D6 for dum-dum or armor piercing.

Typical 9 mm Automatic Pistol: Effective Range: 120 feet (36.6 m), **Cost:** $500 dollars, **Payload:** 13 rounds, **Damage:** 3D6 S.D.C. standard round or 4D6 for dum-dum or armor piercing.

Typical .45 Caliber Automatic Pistol: Effective Range: 135 feet (41.4 m), **Cost:** $500 dollars, **Payload:** 7 rounds, **Damage:** 4D6 S.D.C. standard round or 5D6 for dum-dum or armor piercing.

Typical 9 mm (Uzi) Automatic Sub-Machinegun:Effective Range: 600 feet (183 m), **Cost:** $500 dollars, **Payload:** 30 rounds, **Damage:** 2D6 S.D.C. per each standard round or 3D6 for dum-dum or armor piercing; fires one round at a time or in bursts.

Typical Police Style, Pump Action Shotgun: Used by police for riot control. **Effective Range:** 200 feet (61 m), **Cost:** $900 dollars, **Payload:** 12 shots, **Damage:** 1D6×10 S.D.C.

Typical Shotgun: Effective Range: 200 feet (61 m), **Cost:** $300 dollars, **Payload:** 2 shots, **Damage:** 6D6 S.D.C.

Typical 5.56 mm (M16) or 7.62 (AK-47 type) Automatic Assault Rifle: This is standard military issue and is not typically available to the average citizen. **Effective Range:** 1200 feet (366 m), **Cost:** $1500 dollars, **Payload:** 30 rounds, **Damage:** 4D6 S.D.C. per each standard round or 5D6 for dum-dum or armor piercing; fires one round at a time or in bursts.

Typical 50 caliber Heavy Machinegun: This is a military weapon and is not typically available to the average citizen. **Effective Range:** 3000 feet (914 m), **Cost:** $5000 dollars and up, **Payload:** 200 to 300 round belt, **Damage:** 5D6 S.D.C. per each standard round or 6D6 for dum-dum or armor piercing; fires in bursts or sprays. See combat section.

Typical Military Rocket Launcher: This is a military weapon and is not typically available to the average citizen. **Effective Range:** 1000 feet (305 m), **Cost:** $3000 dollars and up, **Payload:** Fires one rocket at a time and needs six seconds (two melee actions) to reload, **Damage:** 1D6×100 S.D.C. or 1D6 M.D. per each standard rocket. **Blast Radius:** 40 feet (12.2 m).

Typical Explosive Hand Grenade: This is a military weapon and is not typically available to the average citizen. **Effective Thrown Range:** 120 feet (36.5 m), **Cost:** $70 dollars each, **Payload:** Not applicable. **Damage:** 1D6×10 S.D.C. each. **Blast Radius:** 20 feet (6 m).

U.N. Spacy Zentran-Meltran Assault Rifle

One of the standard weapons used by the Zentran-Meltran soldiers in the U.N. Spacy is the ZM-12 heavy laser assault rifle. It is a sturdy and reliable rifle that can survive a great amount of combat abuse without mechanical failure. The rifle has three setting, one S.D.C. and two M.D. settings. The rifle can also be set to fire a single shot or a burst of five. Comes standard with a passive nightvision scope and laser targeting. The giant soldiers can also use any of the hand-held Valkyrie weapons.

Weight: 500 lbs (225 kg)

Mega-Damage: Setting one: 4D6 M.D., setting two: 2D6 M.D., or setting three: 6D6 S.D.C.

Rate of Fire: Aimed, burst, wild; see Modern Weapon Proficiencies.

Effective Range: 4000 feet (1200 m)

Payload: 60 M.D. blasts.

Laser Targeting: Add +1 to strike on an aimed shot.

Cost: Not available on the market/restricted to military use.

Marduk Laser Pistol

This is the standard issue sidearm of the Marduk officers.

Weight: 2 lbs (0.9 kg); human size.

Mega-Damage: 1D4 M.D.

Rate of Fire: Standard, see Modern Weapon Proficiency Section.

Effective Range: 400 feet (122 m)

Payload: 12 shots.

Cost: Not available on Earth.

Marduk Laser Rifle

Weight: 5 lbs (2.3 kg); human size.

Mega-Damage: 2D6 M.D. per shot; no variable settings.

Rate of Fire: Aimed, burst, wild; see Modern Weapon Proficiencies.

Effective Range: 2000 feet (610 m)

Payload: 20 shots from a standard E-Clip.

Cost: Not available on Earth.

The Marduk & Their Troops

Weapons of Destruction

The old-style vehicles, power armor, weapons and space-craft used by the Zentraedi were mostly designed by their masters, the Marduk. Over the last eighty years, the Marduk have made changes and improvements on their weapons of war, making them more deadly than ever. One consistent design change is the increased level of mega-damage the armor can withstand. Another is the increased number of missiles built into many of the units.

Note: The Marduk-Zentran fighters and power armor have all the same sensors and optic systems as the Valkyries. Only some of the other features are not included, like: self-destruct, ejection seat, space docking tube, and voice control locking system.

One-man fighters used by the Marduk

The percentage number indicates the availability and commonness of each particular type.

30% Battle Pod

20% Officer's Pod

20% Zentran Power Armor

10% Meltran Power Armor

10% *Gilgamesh Type I, Marduk Officer Power Armor

5% *Gilgamesh Type II, Marduk Commander Power Armor

5% *Gilgamesh Type III (new, transformable; to be presented in the first sourcebook).

* Only those marked with an asterisk are piloted by the Marduk; all others are piloted by giant Zentran or Meltran.

Typical Squads

Standard Reconnaissance

2 Battle Pods

2 Zentran Power Armor

1 Officer's Pod

Long Range Reconnaissance

4 Battle Pods

1 Officer's Pod

Ship or Planet Investigation Team

4 Zentran or Meltran Power Armor

1 or 2 Officer's Pod

1 Gilgamesh Type I

Standard Seek & Destroy Team

3 Battle Pods

3 Zentran Power Armor

1 Officer's Pod

Elite Seek & Destroy Team

2 Meltran Power Armor

2 Zentran Power Armor

2 Battle Pods

1 Gilgamesh Type I or II
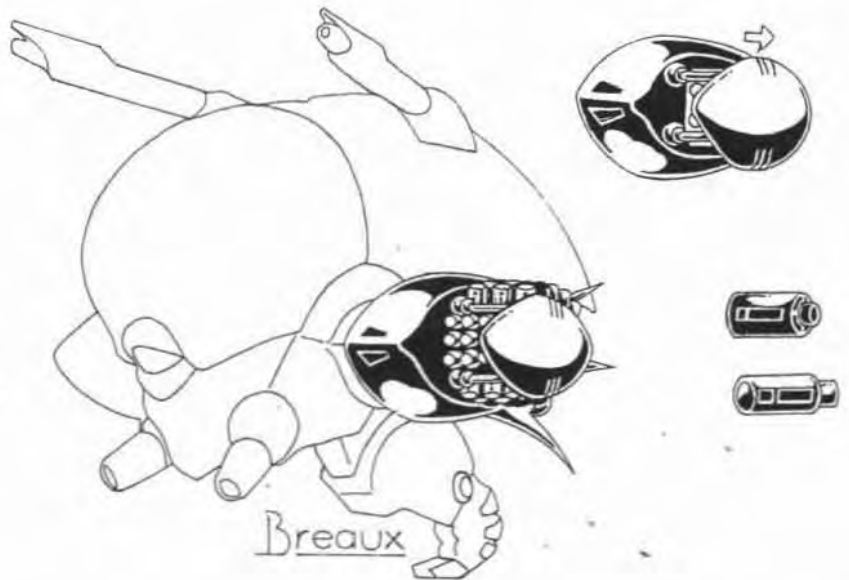
Elite Squadron

4 Meltran Power Armor

2 Zentran Power Armor

2 Officer's Pods

2 Gilgamesh Type I

1 Gilgamesh Type II

1 Gilgamesh Type III

Standard Zentran Fighter Squadron

6 Battle Pods

4 Zentran Power Armor

2 Officer's Pods

Standard Meltran (female) Fighter Squadron

8 Meltran Power Armor (all aces and officers)

4 Battle Pods

Battle Pod

The Zentran battle pod is a basic infantry, armored combat vehicle. It is piloted by a giant, 40 foot (12.2 m), Zentran warrior. The pilot lays in a prone position inside the pod and operates both its movement and weapons via joy stick style controls. Weapons include a pair of forward lasers, top-mounted particle beam cannons and a pair of side-mounted missile pods/launchers. Behind the missile launchers are thrusters. The entire missile and thruster pod appendage can rotate 360 degrees.

The Zentran battle pod uses an experimental antigravity propulsion system. Normally, a spacecraft must reach an escape velocity of Mach 5.2 or greater to break the hold of Earth's gravity. The antigravity system of the battle pod enables it to breach Earth's gravity even though it only has a speed of Mach 4. Jet thrusters are located behind the pod's missile launchers for additional maneuverability, particularly in space. The hooked tail-like appendage can move up and down 90 degrees and is used to hook onto spaceships or other large space objects, for storage inside the Marduk battle cruisers, to balance itself when landed and occasionally, to ram or rake an opponent. The battle pod and all Marduk fighters and power armor are all-environment vehicles which means they can operate in space, in an atmosphere, or underwater.

Vehicle Type: Zentran Battle Pod
Class: Infantry Space Fighter
Crew: One giant Zentran pilot.
M.D.C. by Location:
  Head Mounted Lasers (2) — 30 each
  *Sensor Eye — 50
  **Forward Beam Cannons (2, lower) — 50 each
  **Top Beam Cannons (2) — 75 each
  Missile Pods (2) — 100 each
  **Rear Thrusters (4) — 30 each
  Reinforced Pilot Compartment — 25
  ***Main Body — 150

   * Destroying the sensor eye will negate all forms of optical enhancements. The range and targeting capabilities of radar and all other non-optical sensors are reduced by half. It can only be hit when an opponent makes a "called shot" and even then the attacker has a penalty of -3 to strike.

** Items denoted by two asterisks are difficult targets to strike and can only be hit when an opponent makes a "called shot" and even then the attacker has a penalty of − 3 to strike.

*** Depleting the M.D.C. of the main body will shut the vehicle down completely, making it useless.

Speed

Note: Stats are provided for both traveling in an atmosphere and in space. In a zero gravity environment like outer space, the character must have some form of propulsion or he will simply drift aimlessly. In the case of the battle pod, its antigravity propulsion system "pushes" off the mass of objects in space. The larger the object, the better, such as planets and moons, however, it can also use battle cruisers, asteroids and floating debris. When the antigravity system cannot be used, the pod relies on its four jet thrusters as a back-up propulsion system and for additional maneuverability.
Running & Leaping: Not applicable.
Flying: Mach 4 (2680 mph/4288 km) is the maximum speed of a Zentran battle pod in Earth's atmosphere, with no limit to the altitude. This fighter can breach Earth's gravity. Cruising speed is typically Mach 2 (approximately 1340 mph/2144 km). In the vacuum of space, the vehicle can fly at a speed of Mach 7 (4690 mph/7504 km). Penalties: In an atmosphere, the vehicle is − 1 to dodge.

Statistical Data

Height: 33 feet (10 m)
Width: 25 feet (7.6 m)
Length: 45 feet (13.7 m)
Weight: 36 tons fully loaded
Physical Strength: Not Applicable
Cargo: Standard, small area to the side of the pilot, enough room for some basic supplies and an energy rifle.
Power System: Nuclear, with a 20 year life.

Weapon Systems

1. **Twin Lasers (2):** A pair of lasers are mounted in the lower front portion of the battle pod just below the sensor eye. Each can be operated in tandem with each other or individually. Each rotates 360 degrees and has an arc of fire of 90 degrees.
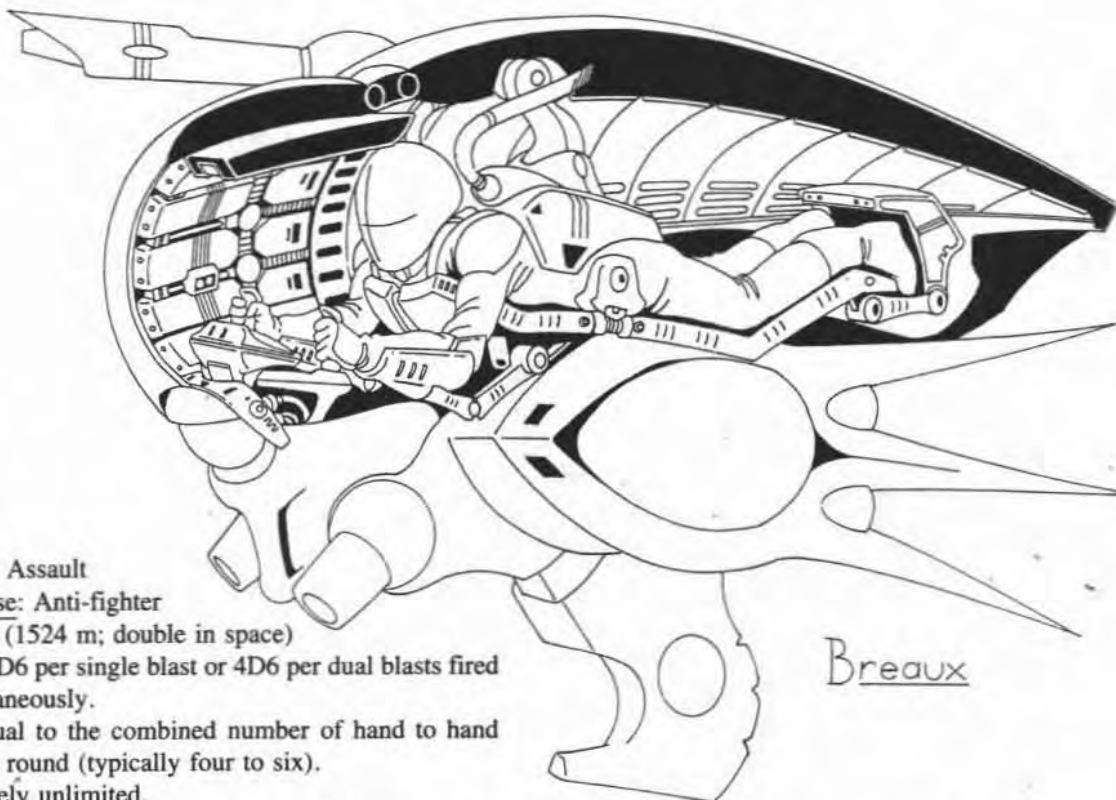
Primary Purpose: Assault
Secondary Purpose: Anti-fighter
Range: 5000 feet (1524 m; double in space)
Mega-Damage: 2D6 per single blast or 4D6 per dual blasts fired from both simultaneously.
Rate of Fire: Equal to the combined number of hand to hand attacks per melee round (typically four to six).
Payload: Effectively unlimited.

2. **Energy Beam Cannons (2):** Two large particle beam cannons are mounted on the top of the battle pod. The range of these guns is a bit less than the lasers', but they are more deadly. The cannons are fixed forward but can be raised up and down in a 90 degree arc of fire.

Primary Purpose: Assault
Secondary Purpose: Defense
Range: 4000 feet (1220 m; double in space)
Mega-Damage: $1D4 \times 10$ per single blast or $2D4 \times 10$ per double simultaneous blast (both cannons blast the same target at the same instant).
Rate of Fire: Each cannon can fire twice per melee round.
Payload: Effectively unlimited.

3. **Short Range Missile Pods (2):** A missile launcher is located in each of the shoulder-like pods on either side of the main body. Each of the pods holds 36 short range missiles (total of 72). Each of the missile pods can rotate 360 degrees.

Primary Purpose: Assault
Secondary Purpose: Anti-aircraft
Range: Varies with missile type.
Mega-Damage: Varies with missile type; typically the most destructive warheads are used in combat ($1D4 \times 10$ or $1D6 \times 10$ each).
Rate of Fire: One at a time or in volleys of two, four, six, eight or 12.
Payload: 72 short range missiles (36 per each missile pod).

4. **Hand to hand combat** is not an option in this war machine, unless the pilot gets out and goes at it with his bare hands. The battle pod can ram or rake an opponent, inflicting 2D6 M.D. and has a 70% chance of knocking him down (victims of knockdown lose one melee action/attack and initiative). A ram attack counts as two melee actions.

Officer's Battle Pod

The Officer's battle pod is piloted by a giant Zentran warrior who sits in the belly of this devastating war machine. It is armed with high powered lasers and an array of missiles. The officer's pod has two legs but walking and maneuverability are limited. Two laser cannons are attached to the shoulder-like appendages which also house the main thrusters. The officer's pod is a fast, deadly armored vehicle ideal for space combat. As an all terrain and all environment craft, it can also function in an atmosphere or underwater. Zentran officers are those who have proven themselves to be trustworthy and resourceful combat veterans.

Vehicle Type: Zentran Officer Pod
Class: Infantry
Crew: One giant Zentran pilot.
M.D.C. by Location:
  *Sensor Eye — 50
  **Shoulder Laser Cannons (2) — 50 each
  **Shoulder Thrusters (4) — 100 each
  **Rear Thrusters (2) — 30 each
  Legs (2) — 100 each
  Fins (6) — 30 each
  Forward Fin (1) — 50
  Rear Missile Drum — 70
  Top Missile Launcher (1) — 200 each
 Reinforced Pilot Compartment — 50
  ***Main Body — 250

  * Destroying the sensor eye will negate all forms of optical enhancements. The range and targeting capabilities of radar and all other non-optical sensors are reduced by half. It can only be hit when an opponent makes a "called shot" and even then the attacker has a penalty of -3 to strike.

  ** Items denoted by two asterisks are difficult targets to strike and can only be hit when an opponent makes a "called shot" and even then the attacker has a penalty of -3 to strike.

*** Depleting the M.D.C. of the main body will shut the
vehicle down completely, making it useless.
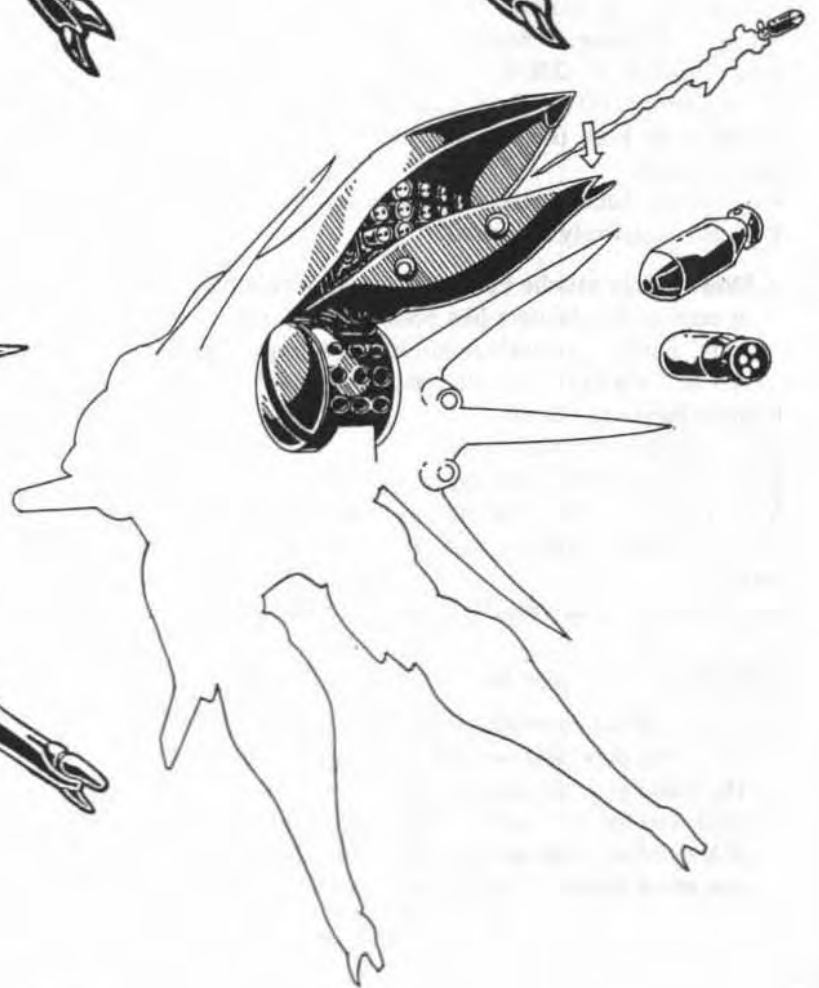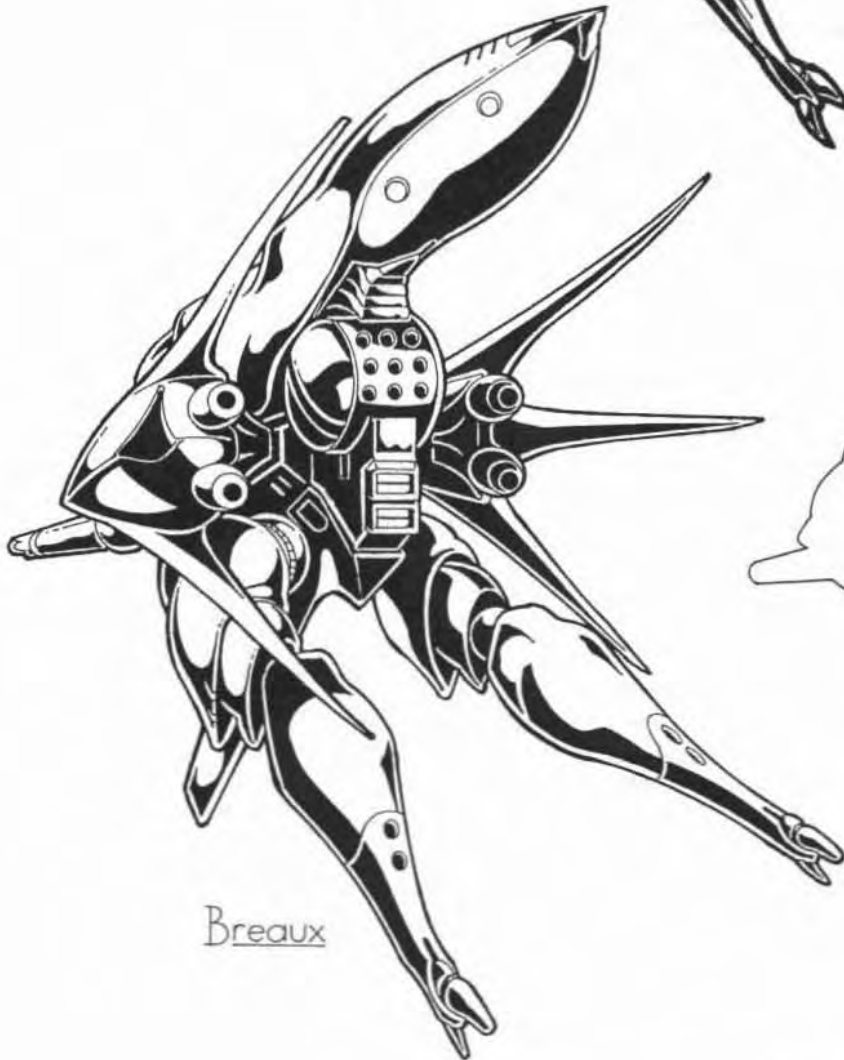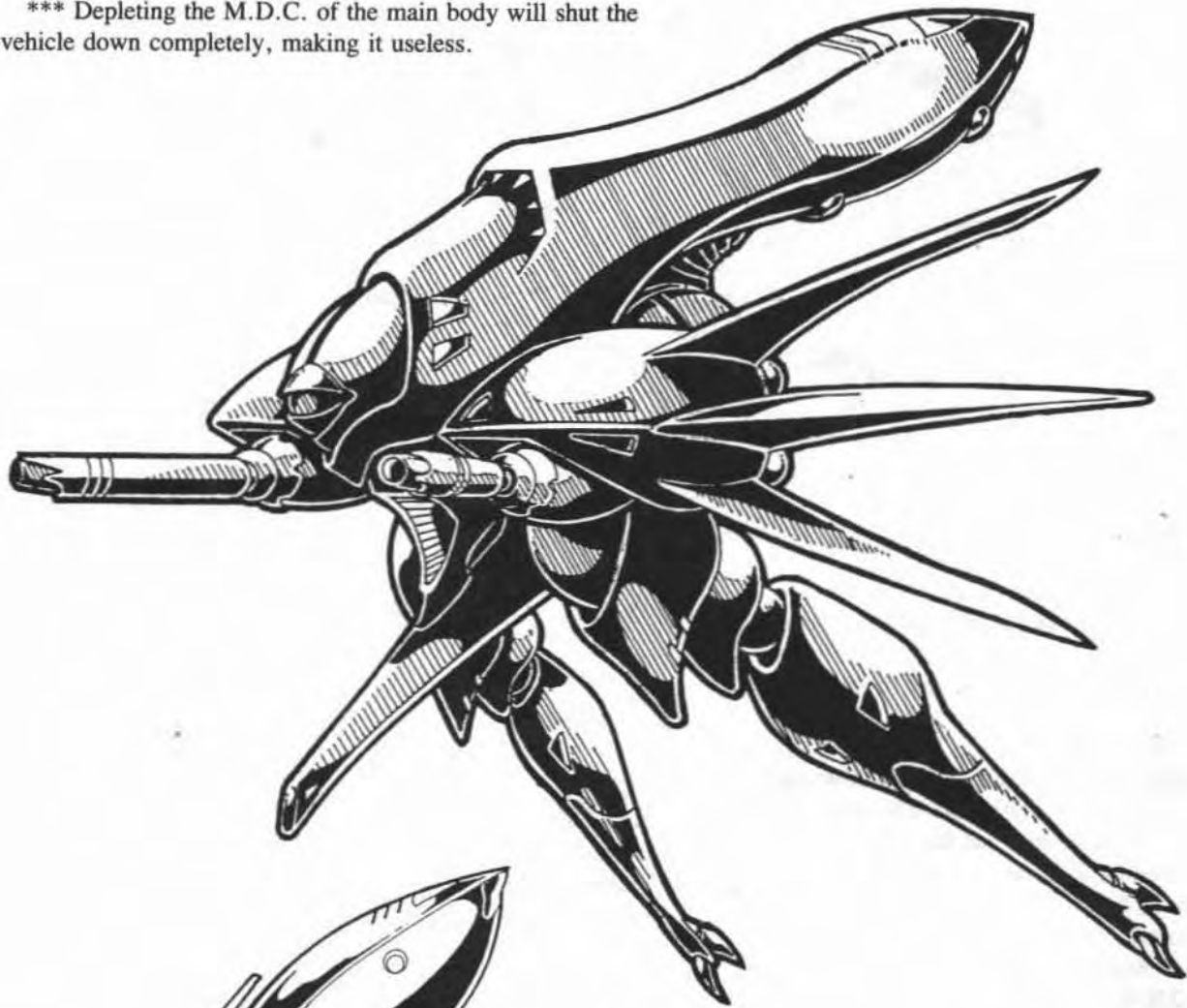
Breaux

Speed

Note: In a zero gravity environment like outer space, the lengths of leaps are increased by ten times. The flying speed in space is provided for all Marduk fighters. Running is not possible in zero gravity.

Running: The officer's pod is not well suited for running or leaping. The legs serve primarily as landing gear. Maximum running speed is 15 mph (24 km).

Leaping: Leaps and kicks are impossible unless the thrusters are engaged. A jet thruster assisted leap will propel the unit 60 feet (18.3 m) high and/or 100 feet (30.5 m) lengthwise without actually attaining flight. The thrusters, located in the shoulder appendages and rear, can also be used to reduce the speed of a fall.

Flying: Mach 8.5 (5690 mph/9104 km) in space. Cruising speed in space is typically Mach 4.

The vehicle is one of the more aerodynamically designed Marduk power armor suits, but speed in Earth's atmosphere is reduced to Mach 4.3, with a maximum altitude of 60 miles (96 km).

Statistical Data

Height: 52 feet (15.8 m)
Width: 25 feet (7.6 m)
Length: 78 feet (23.8 m)
Weight: 88 tons fully loaded (20 tons of missiles).
Physical Strength: Not applicable.
Cargo: Standard, small compartment behind the pilot's seat.
Power System: Nuclear, with a 20 year life.

Weapon Systems

1. **High Powered Laser Cannons (2):** Mounted in the shoulder-like appendages. Each shoulder appendage can rotate 360 degrees. The two guns can be fired individually or simultaneously at the same target. Each can rotate 280 degrees.

Primary Purpose: Assault
Secondary Purpose: Anti-missile/defense
Range: 5000 feet (1524 m; double in space)
Mega-Damage: 6D6 per single blast or 1D6 × 10 per dual blasts fired from both simultaneously at the same target.
Rate of Fire: Equal to the combined attacks per melee of the pilot.
Payload: Effectively unlimited.

2. **Medium Range Missile Launcher (top dorsal fin-like appendage):** The rear part of the dorsal fin opens up to reveal three banks of missiles, four in each row. A second bank of missiles are located behind the first and are automatically loaded into firing position a moment after the missiles in front of them have been fired.

Primary Purpose: Assault; anti-space fighter
Secondary Purpose: Defense
Range: Varies with missile type, but approximately 1200+ miles (1928 km; increase by 75% in space).
Mega-Damage: Varies with missile type; any medium range missiles can be used. Typically high explosive or plasma are used, inflicting 2D6 × 10 per missile!
Rate of Fire: One at a time or in volleys of two or four. One volley counts as one melee attack regardless of the number of missiles fired.
Payload: Twenty-four (24).

3. **Short Range Missile Launcher Drum (1; rear):** The drum has a 45 degree arc of fire and can fire nine short range missiles.

Primary Purpose: Close Range Assault/Anti-Personnel
Secondary Purpose: Defense and Anti-Missile
Range: Varies with missile type, typically about two miles (3.2 km; increase by 75% in space).
Mega-Damage: Varies with missile type. Typically plasma or armor piercing, inflicting 1D6 × 10 M.D., but any type of short range missile can be used.
Rate of Fire: One at a time or in volleys of three, six or nine. One volley counts as one melee attack regardless of the number of missiles fired.
Payload: Nine (9).

4. **Hand to hand combat** is not an option in this war machine, unless the pilot gets out and goes at it with his bare hands. The officer's pod can ram an opponent, inflicting 1D6 M.D. and has a 70% chance of knocking him down (victims of a knockdown lose one melee action/attack and initiative). A ram attack counts as two melee actions.

Zentran Power Armor

Unlike the previous vehicles, this environmental armor is worn by the giant Zentran warrior like a suit of armor. The power armor is of Marduk design and augments the giant's already formidable strength. It also gives the soldier the ability to hover and fly. It is armed with a chest cannon and an overhead particle beam cannon. As an all terrain and all environment craft, it can also function in an atmosphere or underwater. The Zentran power armor is the second most common fighter unit in the Marduk-Zentran mechanized forces.

Vehicle Type: Zentran Power Armor
Class: Infantry
Crew: One giant Zentran pilot.
M.D.C. by Location:
   *Sensor Eye/Head (1) — 50
   ** Top Beam Cannon (1) — 100
   **Chest Cannon (1) — 50
   **Optional Assault Rifle (1) — 75
   **Shoulder Thrusters (2) — 30 each
   **Rear Thrusters (2) — 100 each
   ** Lower Leg Thrusters (4) — 10 each
   Upper Arms (2) — 100
   Forearms (2) — 100
   Legs (2) — 120 each
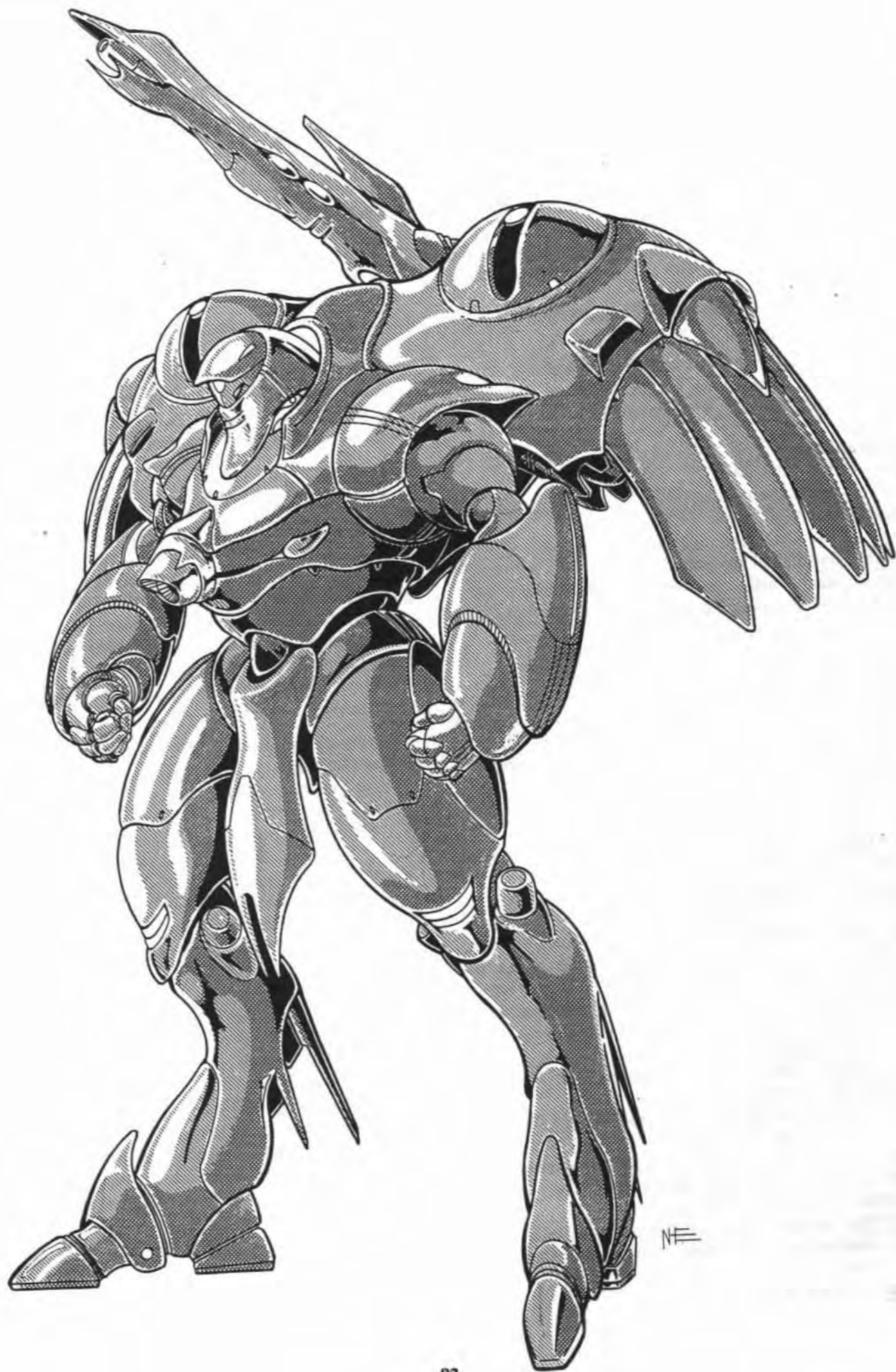   Feet (2) — 50 each
   Top & Back Armor Plates — 200
   ***Main Body — 200

* Destroying the sensor head will negate all forms of optical enhancements. The range and targeting capabilities of radar and all other non-optical sensors are reduced by half. It can only be hit when an opponent makes a "called shot" and even then the attacker has a penalty of −3 to strike. The massive umbrella-like armor that covers the shoulders, thrusters and top of the suit completely protects the head from a rear attack.

** Items denoted by two asterisks are difficult targets to strike and can only be hit when an opponent makes a "called shot" and even then the attacker has a penalty of −3 to strike.

*** Depleting the M.D.C. of the main body will shut the vehicle down completely, making it useless.

Speed

Note: In a zero gravity environment like outer space, the lengths of leaps are increased by ten times. The flying speed in space is provided for all Marduk power armor. Running is not possible in zero gravity.

Running: 60 mph (96 km)

Leaping: Leaps are 50 feet (15.2 m) high and 100 feet (30.5 m) lengthwise. Jet thruster assisted leaps will propel the soldier 100 feet (30.5 m) high and/or 200 feet (61 m) lengthwise without actually attaining flight. The thrusters, located behind the shoulders, lower back and lower legs, can also be used to stop a fall.

Flying in space: Mach 5 (3350 mph/5360 km).

Flying in an atmosphere: The power armor is not designed for great speed or aerodynamics in an atmosphere so it can only fly at Mach One (670 mph/1072 km) with a 30,000 foot (9,144 m, about 5.7 miles) ceiling in Earth's atmosphere.
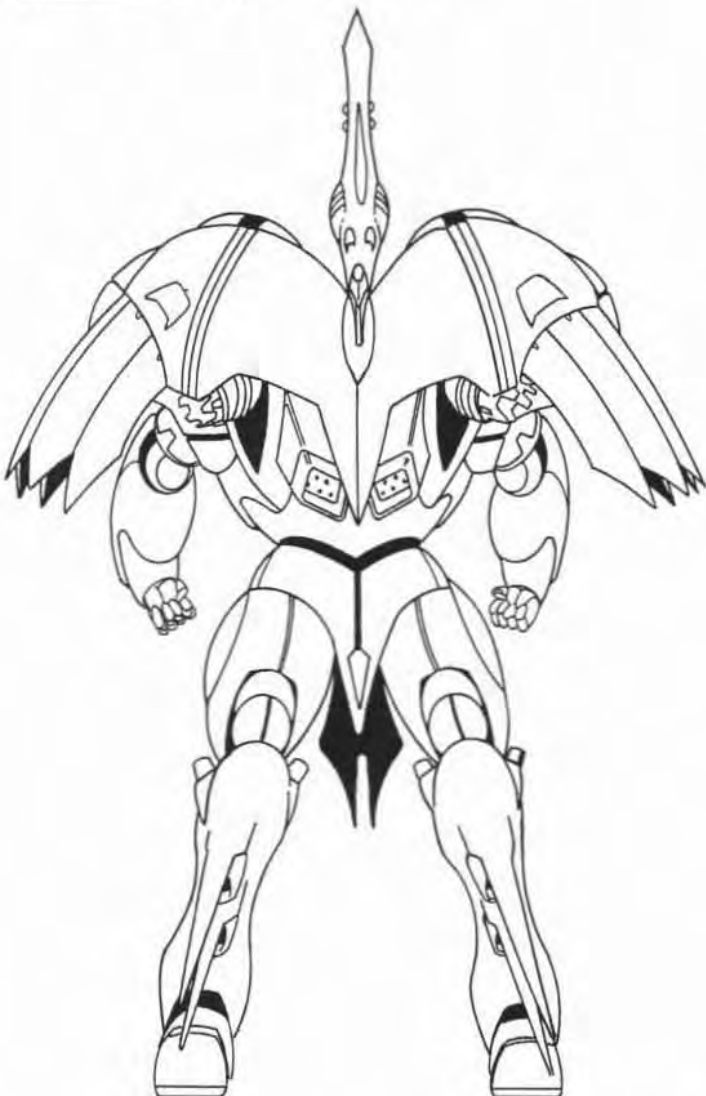
Statistical Data

Height: 49 feet (15 m) from the toes to the top of the head. The big cannon adds an additional 10 feet (3 m) at its lowest setting.

Width: 36 feet (10.9 m)

Length: 24 feet (7.3 m)

Weight: 38 tons

Physical Strength: Equal to a P.S. of 50.

Cargo: A tiny compartment behind the pilot's seat.

Power System: Nuclear, with a 20 year life.

Weapon Systems

1. **Chest Impact Cannon (1):** Mounted in the chest is a high powered impact cannon. The nozzle can rotate 360 degrees and can move up and down, left and right at a 25 degree angle.

Primary Purpose: Assault/anti-personnel

Secondary Purpose: Anti-missile/defense

Range: 3000 feet (910 m; double in space)

Mega-Damage: 4D6 per blast.

Rate of Fire: Equal to the combined attacks per melee of the pilot.

Payload: 60

2. **Particle Beam Cannon (1):** This powerful weapon fires a devastating beam of charged particles. It is top mounted on the heavy plated armored section above the thrusters. It can rotate 360 degrees and can point 90 degrees up or down.

Primary Purpose: Assault; anti-space fighter

Secondary Purpose: Defense

Range: 4000 feet (1220 m; double in space)

Mega-Damage: 2D4 × 10 per single blast!

Rate of Fire: The cannon can be fired three times per melee round (every 15 seconds) and can be combined with other actions/attacks per melee.

Payload: Effectively unlimited.

3. **Optional Zentran Assault Rifle (1):** This is a hand-held rail gun that is used as a rifle, similar to the cannons and rail guns used by the Valkyries. It is standard issue to most Zentran power armor troops and unarmored soldiers.

Primary Purpose: Assault

Secondary Purpose: Defense

Weight: 800 pounds (360 kg).

Range: 4000 feet (1220 m; double in space).

Mega-Damage: A single burst fires 80 rounds and inflicts 1D6 × 10; a single round does 1D6 M.D. Half damage when used in an atmosphere.

Rate of Fire: Equal to the number of combined hand to hand attacks of the pilot (usually 4 to 6 bursts per melee round).

Payload: 5040 round drum clip providing 63 bursts! It takes 30 seconds, two melee rounds, to reload the weapon, if such an ammo clip is readily available.

4. **Optional Hand to Hand Combat:** Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat. See *Zentran Power Armor Combat Training* in the Robot Combat Section. **Note:** The Zentran power armor is extremely agile and can execute any hand to hand combat move such as punches, jump kicks, leap attacks, rolls with impact, etc., that the pilot would care to attempt.

Meltran Power Armor

The Meltran power armor is the mechanized suit worn by the giant female warriors of the Marduk fleet. Most females are either fighting aces or officers. They are considered to be more aggressive, cunning and dangerous than the male Zentran. The environmental suit is worn by the giant females like a suit of armor. It augments the pilot's physical abilities and gives her the ability to hover and fly. A versatile energy lance with vibro-blades in one end and beam cannon in the other, is the only weapon. As an all terrain and all environment craft, it can also function in an atmosphere or underwater. The Meltran power armor is standard issue among the Meltran (giant female warriors).
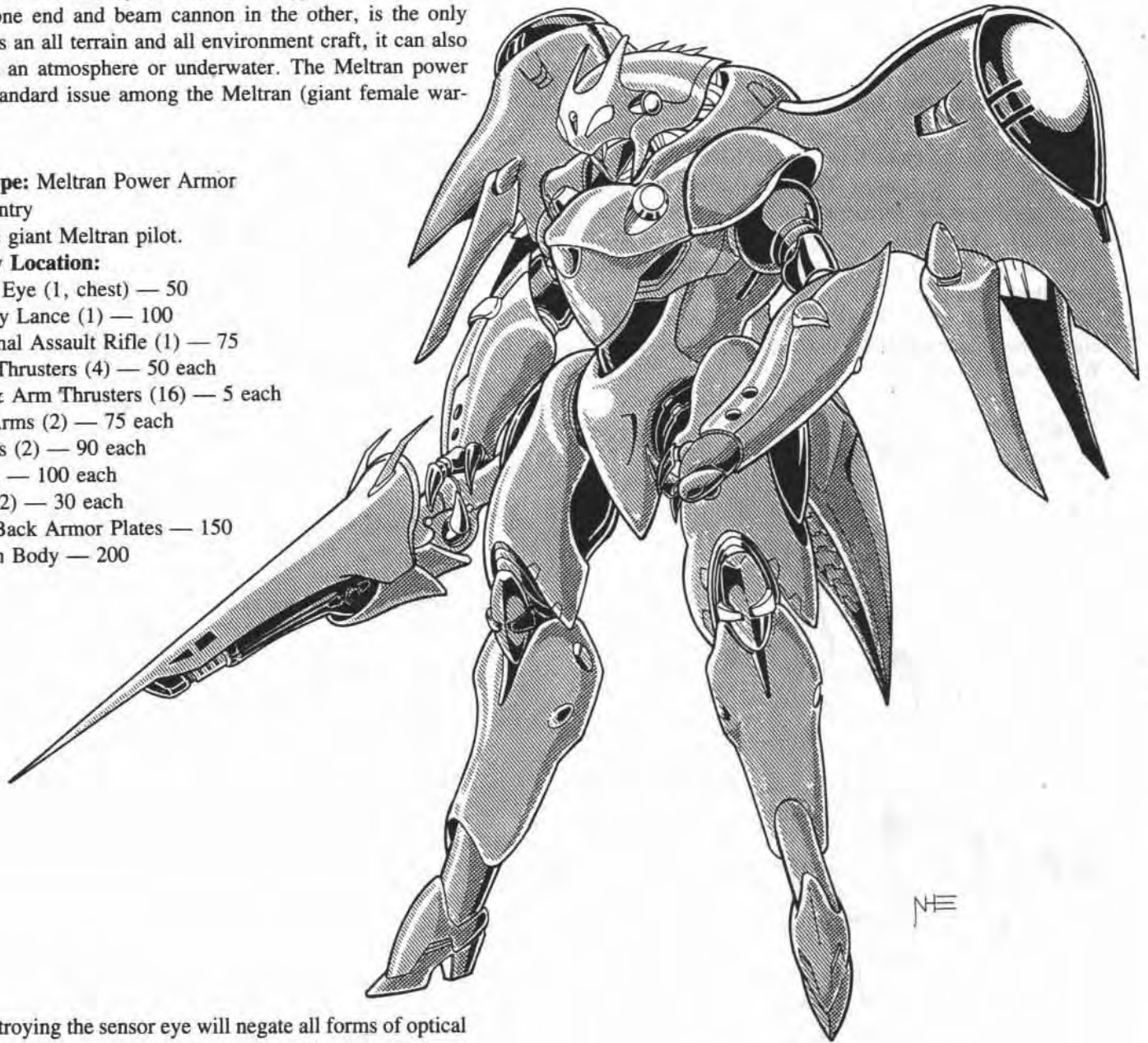
Vehicle Type: Meltran Power Armor
Class: Infantry
Crew: One giant Meltran pilot.
M.D.C. by Location:
   *Sensor Eye (1, chest) — 50
   **Energy Lance (1) — 100
   **Optional Assault Rifle (1) — 75
   **Rear Thrusters (4) — 50 each
   **Leg & Arm Thrusters (16) — 5 each
   Upper Arms (2) — 75 each
   Forearms (2) — 90 each
   Legs (2) — 100 each
   **Feet (2) — 30 each
   Top & Back Armor Plates — 150
   ***Main Body — 200

* Destroying the sensor eye will negate all forms of optical enhancements, however the warrior can still rely on her own vision and all radar and targeting systems are fully operable. The sensor eye can only be hit when an opponent makes a "called shot" and even then the attacker has a penalty of −3 to strike. The massive umbrella-like armor that covers the shoulders, thrusters and top of the suit completely protects the head from attack from the rear.

** Items denoted by two asterisks are difficult targets to strike and can only be hit when an opponent makes a "called shot" and even then the attacker has a penalty of −3 to strike.

*** Depleting the M.D.C. of the main body will shut the vehicle down completely, making it useless.

Speed

Note: In a zero gravity environment like outer space, the lengths of leaps are increased by ten times. The flying speed in space is provided for all Marduk power armor. Running is not possible in zero gravity.
Running: 80 mph (128 km)

Leaping: Leaps are 50 feet (15.2 m) high and 100 feet (30.5 m) lengthwise. Jet thruster assisted leaps will propel the soldier 100 feet (30.5 m) high and/or 200 feet (61 m) lengthwise without actually attaining flight. The thrusters, located behind the shoulders, lower back and lower legs, can also be used to stop a fall.

Flying in Space: Mach 7 (4690 mph/7504 km).

Flying in an atmosphere: The power armor is not the best design for aerodynamic flight in an atmosphere, but it can still muster a speed of about Mach Three (2010 mph/3216 km) with a 60 mile (96 km) ceiling in Earth's atmosphere.

Statistical Data

Height: 45 feet (13.7 m)
Width: 30 feet (9 m)
Length: 20 feet (6 m)
Weight: 28 tons
Physical Strength: Equal to a P.S. of 50.
Cargo: A tiny compartment behind the pilot's seat.
Power System: Nuclear, with a 20 year life.

Weapon Systems

1. Energy Lance (1): The lance is a hand-held weapon that can be used like a rifle or as a lance to stab or cut an opponent. It is standard issue to all Meltran warriors.

    Mega-Damage Blades (4): On one end of the lance is a large blade with three smaller blades. All are surrounded by an energy field which gives them additional mega-damage as a weapon. Mega-damage: Stab with large blade: 3D6 M.D., slicing cut with large or triple blades 2D6 M.D., thrown like a spear: 4D6 M.D. or a strike with a blunt portion of the lance: 1D6 M.D.

    A rapid-fire pulse laser (1) is built into the opposite end of the lance. The nose of the laser has a large, deadly blade used like a bayonet blade. The laser can fire individual blasts or a nearly simultaneous succession of three blasts or pulses at the same target.

Primary Purpose: Assault; anti-personnel and fighter
Secondary Purpose: Defense
Weight: 600 pounds (270 kg).
Range: 5000 feet (1524 m; double in space)
Mega-Damage: 4D6 per single blast or 2D4 × 10 per triple pulse. A pulse counts as a burst. Only a single shot can be used as a "called" or aimed shot.

Rate of Fire: Equal to that of the combined hand to hand actions/attacks per melee of the pilot. A triple pulse burst counts as one melee attack.

Payload: Effectively unlimited; one year life before needing to be recharged.

2. Optional Zentran Assault Rifle (1): This is a hand-held rail gun that is used like a rifle, similar to the guns used by the Valkyries. It is standard issue to most Zentran power armor troops and unarmored soldiers and is also available to female warriors. However, most Meltrans use only the lance which, in many instances, requires the use of both hands, especially in hand to hand combat.

Primary Purpose: Assault
Secondary Purpose: Defense
Weight: 800 pounds (360 kg).
Range: 4000 feet (1200 m; double in space).
Mega-Damage: A single burst fires 80 rounds and inflicts 1D6 × 10; a single round does 1D6 M.D. Half damage when used in an atmosphere.
Rate of Fire: Equal to the number of combined hand to hand attacks of the pilot (usually 4 to 6 bursts per melee round).
Payload: 5040 round drum clip providing 63 bursts! It takes 30 seconds, two melee rounds, to reload the weapon, if such an ammo clip is readily available.

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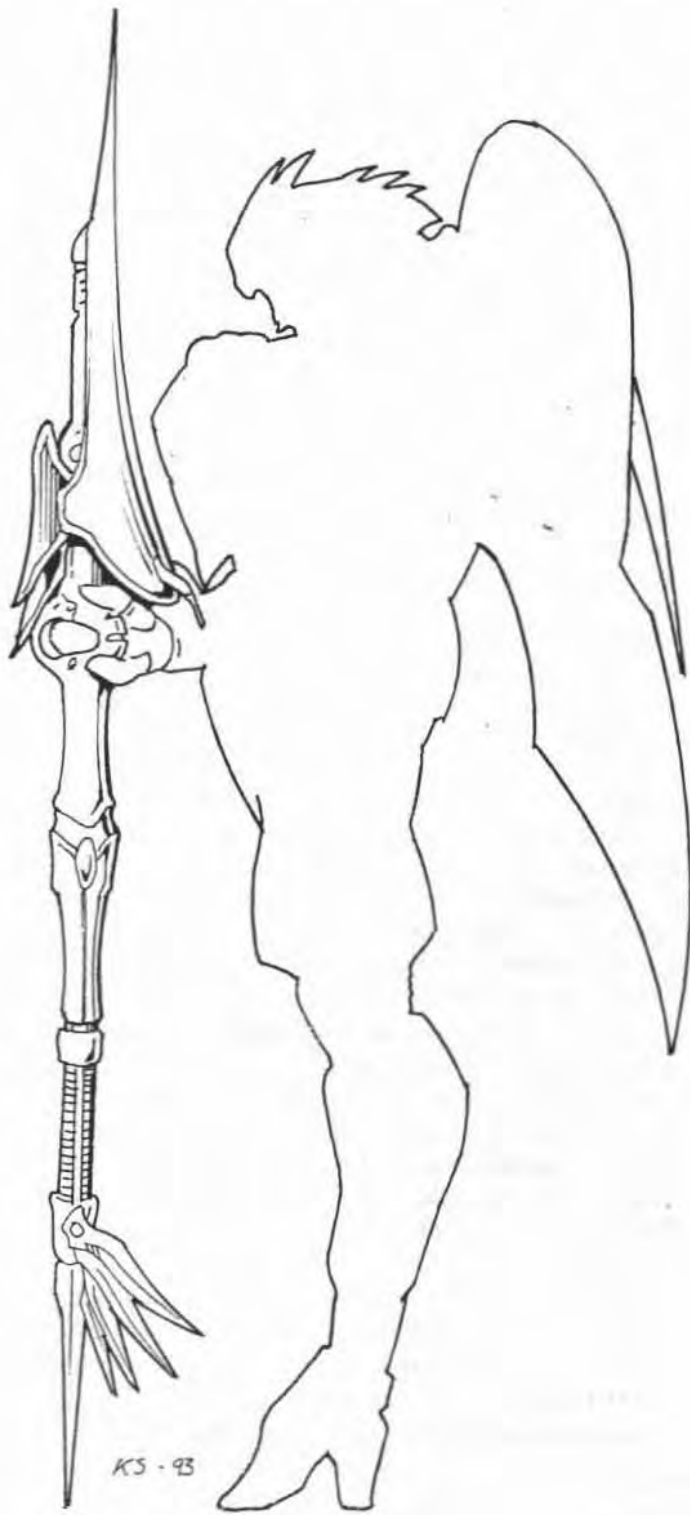
3. Optional Hand to Hand Combat: Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat. See *Meltran Power Armor Combat Training* in the Robot Combat Section. **Note:** The Zentran power armor is extremely agile and can execute any hand to hand combat move such as punches, jump kicks, leap attacks, roll with impact, etc. that the pilot would care to attempt.

Gilgamesh Type I, Marduk Officer Power Armor

The Marduk are human size and may in fact be human. For every 1000 Zentran or Meltran there is one Marduk officer. The Marduk pilot a vicious looking mecha with sharp shoulder blades, energy weapons and missiles. The pilot sits nestled inside the heavily armored chest of the giant robot.

Types one and two are very similar in design and power. The main differences are mostly stylistic to differentiate between officers and commanders. The **Gilgamesh Type I** robot has a pointed, cone-shaped nose, its shoulder blades are about half the size of those on the command model (type two), and it has no retractable claw weapons in the hands or claws in the knees. Otherwise the two are very similar.

Vehicle Type: Marduk Type I robot vehicle
Class: Infantry
Crew: One Marduk pilot.
M.D.C. by Location:
  *Sensor Head (1) — 50
  **Rear Thruster (1) — 200
  **Lower Leg Thrusters (2) — 100 each
  Legs (2) — 200 each
  **Clawed Feet (2) — 60 each
  **Hands (2) — 50 each
  Upper Arms (2) — 100
  Forearms & Missile Launchers (2) — 100 each
  Retractable Scythes (2) — 50 each
  **Retractable Foot Pick (2) — 15 each
  Top & Back Armor Plates — 250
  Reinforced Pilot's Compartment — 100
  ***Main Body — 340

  * Destroying the sensor head will negate all forms of optical enhancements. The range and targeting capabilities of radar and all other non-optical sensors are reduced by half. It can only be hit when an opponent makes a "called shot" and even then the attacker has a penalty of −3 to strike. The massive umbrella-like armor that covers the shoulders, thrusters and top of the suit completely protects the head from attack from the rear.

  ** Items denoted by two asterisks are difficult targets to strike and can only be hit when an opponent makes a "called shot" and even then the attacker has a penalty of −3 to strike.

  *** Depleting the M.D.C. of the main body will shut the vehicle down completely, making it useless.

Speed

  Note: In a zero gravity environment like outer space, the lengths of leaps are increased by ten times. The flying speed in space is provided for all Marduk power armor. Running is not possible in zero gravity.
  Running: 60 mph (96 km)
  Leaping: Leaps are 50 feet (15.2 m) high and 100 feet (30.5 m) lengthwise. Jet thruster assisted leaps will propel the soldier 100 feet (30.5 m) high and/or 200 feet (61 m) lengthwise without actually attaining flight. The thrusters, located behind the shoulders, lower back and lower legs, can also be used to stop a fall.
  Flying in Space: Mach 7 (4690 mph/7504 km).

Flying in an atmosphere: The power armor is not designed for great speed or aerodynamic flight in an atmosphere so it can only fly at Mach Two (1340 mph/2144 km) with a 30,000 foot (9,144 m, about 5.7 miles) ceiling in Earth's atmosphere.

Statistical Data
Height: 48 feet (14.6 m) from the toes to the top of the head. The height does not include the antenna or fin-like rod on the head which would add an additional 10 feet (3 m) to the over all height.
Width: 24 feet (7.3 m)
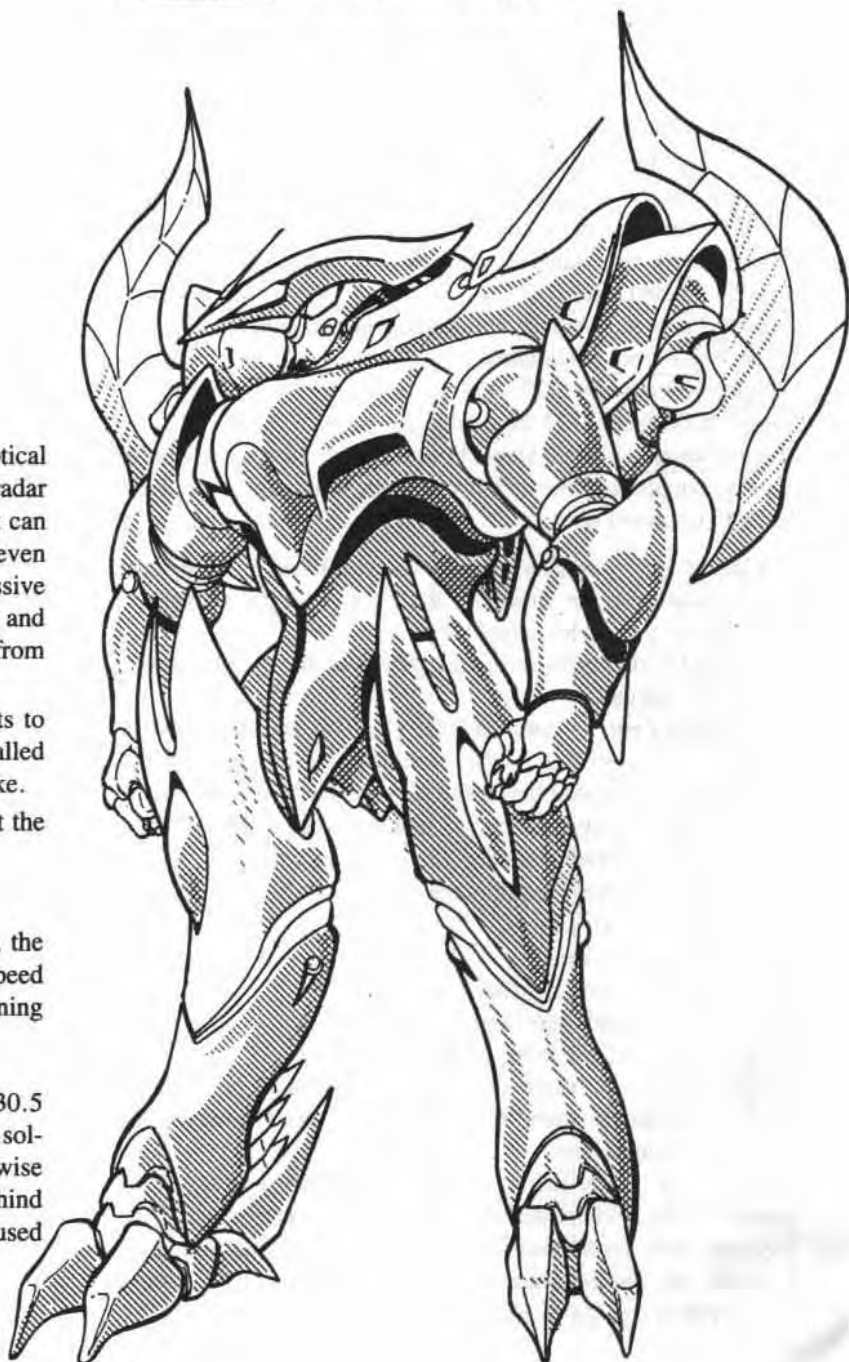Length: 14 feet (4.3 m)
Weight: 40 tons
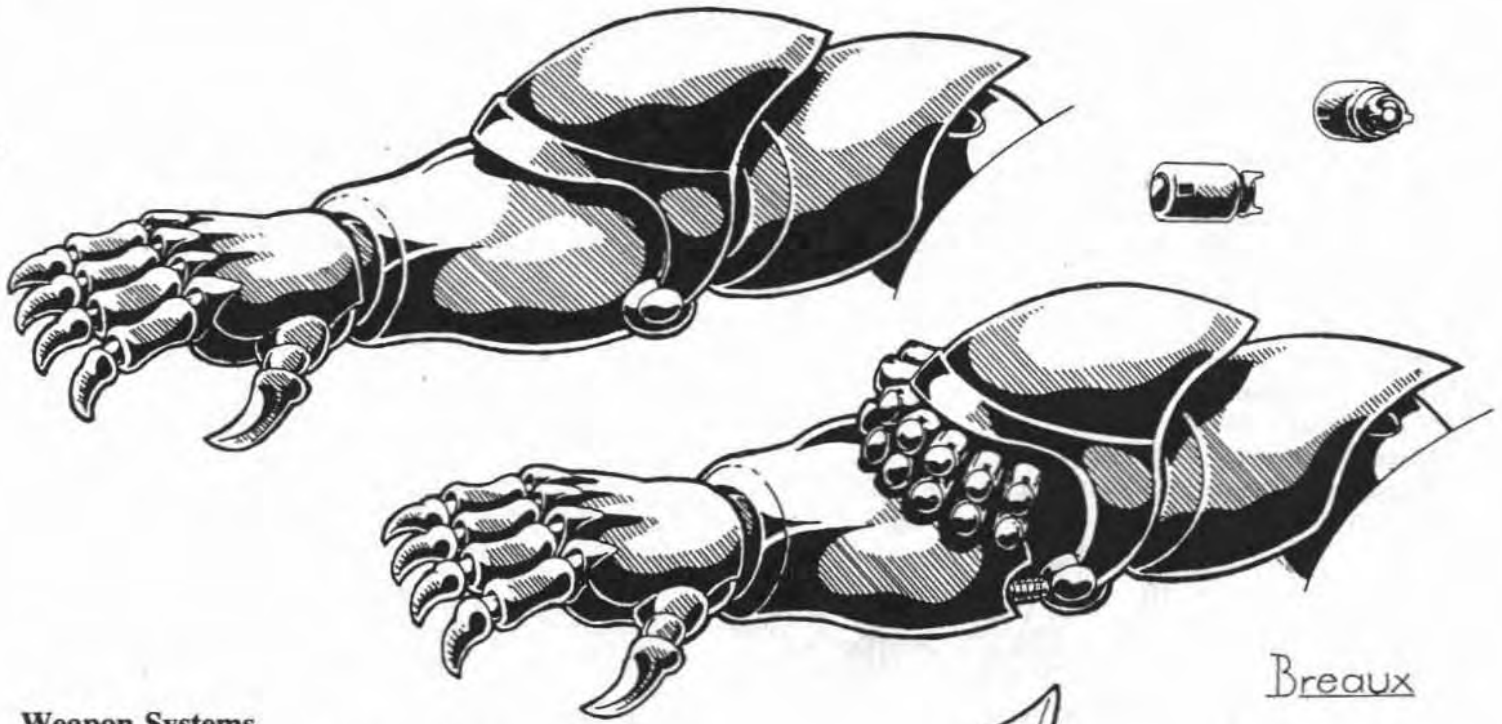Physical Strength: Equal to a P.S. of 50.
Cargo: A compartment large enough for one human size passenger.
Power System: Nuclear, with a 20 year life.

Breaux

Weapon Systems

1. Forearm Mini-Missile Launchers: Each arm contains mini-missile launchers. Each arm holds 18 missiles for a total of 36 mini-missiles.

Primary Purpose: Close Range Assault/Anti-Personnel

Secondary Purpose: Defense and Anti-Missile

Range: Varies with missile type, typically about one mile (1.6 km; increase by 75% in space).

Mega-Damage: Varies with missile type. Any type of mini-missile can be used. Armor piercing and plasma are the most common types for space combat: Armor piercing inflicts $1D4 \times 10$ M.D. and plasma $1D6 \times 10$ M.D. per missile.

Rate of Fire: One at a time or in volleys of three, six or nine. One volley counts as one melee attack regardless of the number of missiles fired.

Payload: Eighteen (18) per arm for a total of 36.

2. Projectable Scythes (2): The two scythe or sickle-like appendages can project from their housing behind the shoulders with a chain-like cable attached to each. The blades can be fired like a projectile with a chain attached or projected and swung by the cable like a hand-held blade and chain weapon. The giant blades are surrounded by an energy field which gives them additional mega-damage as weapons.

Range: 200 feet (61 m).

Mega-damage: 4D6 M.D. as a hand-held weapon or 5D6 M.D. when fired as a projectile.

3. Projectable Feet Spikes: The heel of each foot has a projectable, pick-like spike that can be released or fired from the feet similar to the scythes described in number two. Although they can be used as weapons, their primary purpose is to hook onto spacecraft.

Range: 200 feet (61 m).

Mega-damage: 2D6 M.D. as a hand-held weapon or 3D6 M.D. when fired as a projectile.
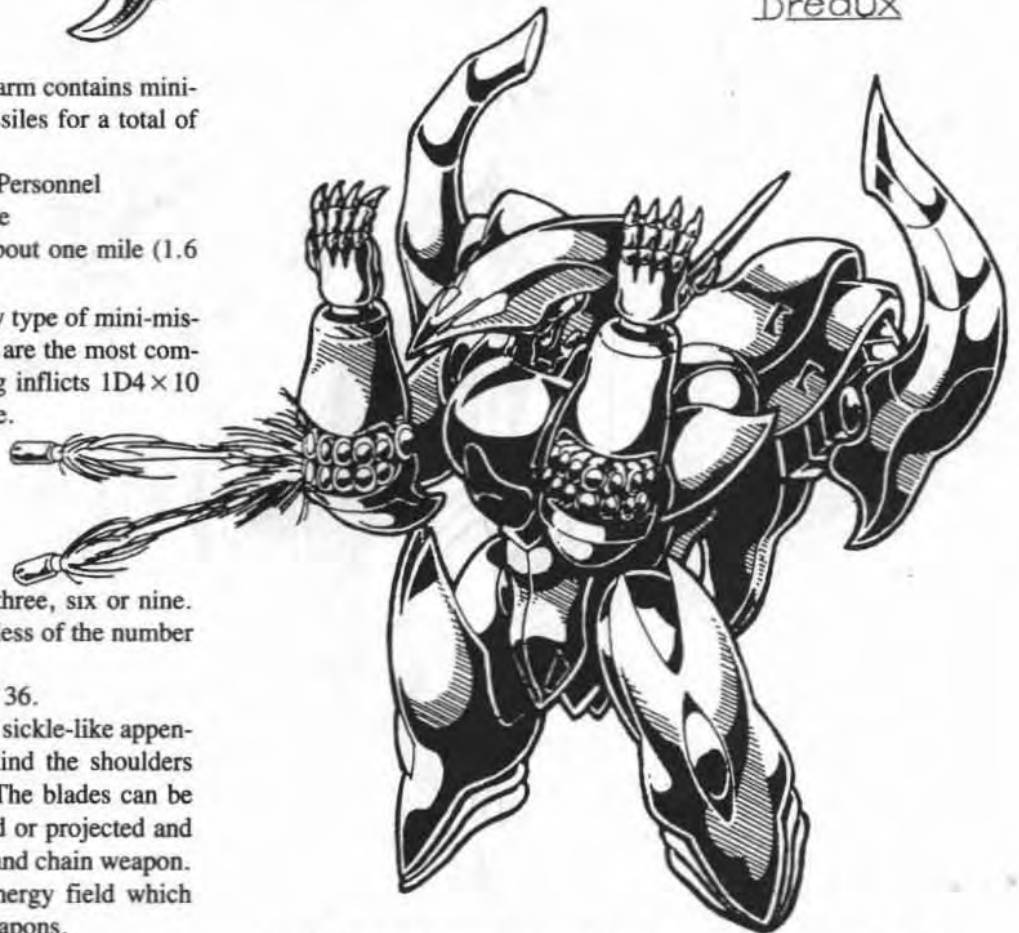
4. Optional Energy Lance (1): The same lance used by the Meltran power armor troops.

5. Optional Zentran Assault Rifle (1): The same weapon used by the Zentran power armor troops.

6. Optional Hand to Hand Combat: Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat. See *Marduk Gilgamesh Type I Combat Training* in the Robot Combat Section. **Note:** The Marduk power armor is extremely agile and can execute any hand to hand combat move such as punches, jump kicks, leap attacks, rolls with impact, etc., that the pilot would care to attempt.

Gilgamesh Type II: Command Power Armor

The command armor is the type most often seen and used by Feff in the animated series. It is slightly more heavily armored and has retractable finger and knee claws similar to the scythes. The scythes are also larger to denote rank. The head is not cone-shaped but instead has a hawk-like beak covering.

Vehicle Type: Marduk Type I robot vehicle
Class: Infantry
Crew: One Marduk pilot.
M.D.C. by Location:
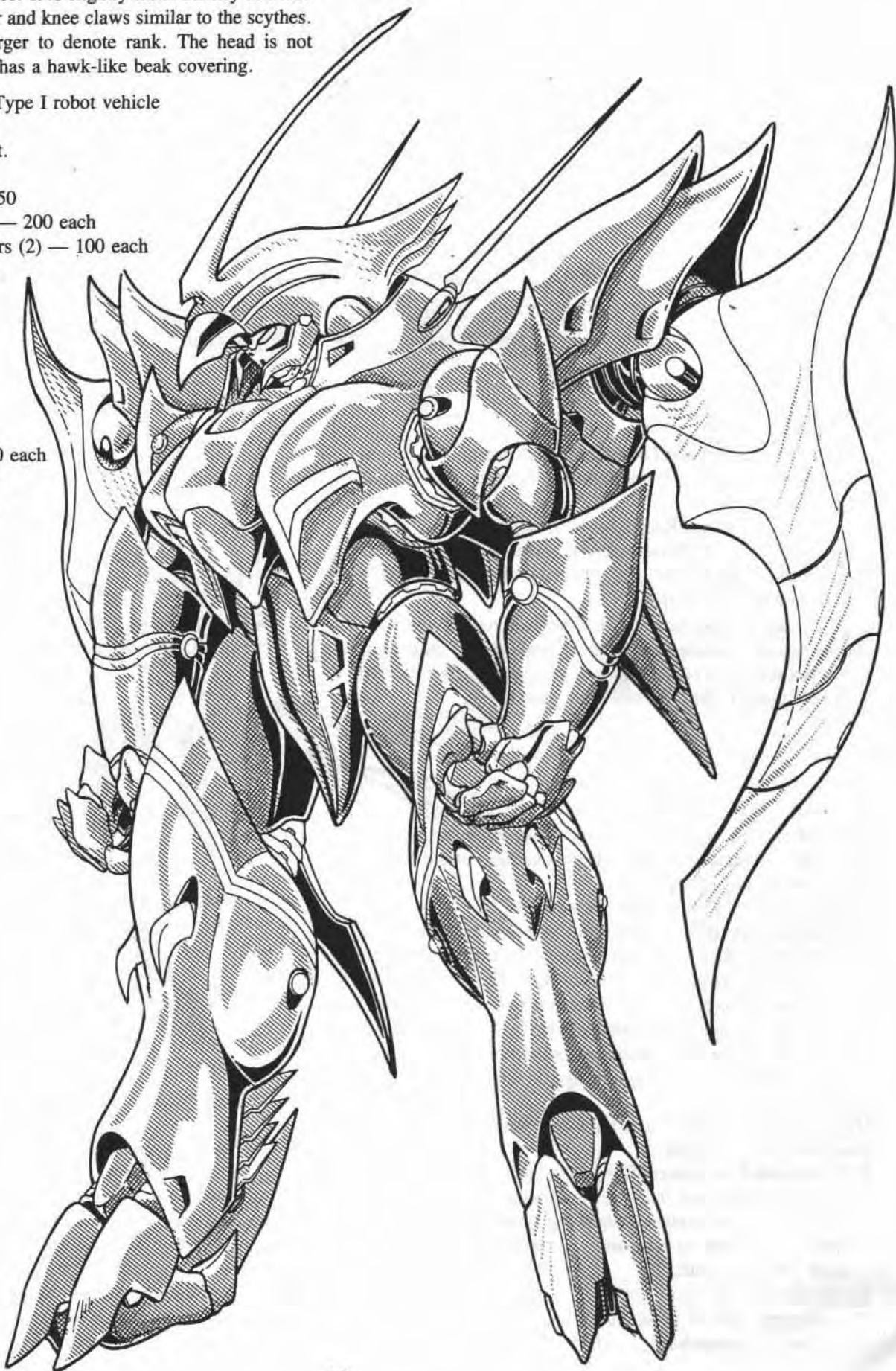   *Sensor Head (1) — 50
    **Rear Thrusters (1) — 200 each
    **Lower Leg Thrusters (2) — 100 each
    Legs (2) — 220 each

**Clawed Feet (2) — 60 each
**Hands (2) — 60 each
Upper Arms (2) — 120

Forearms & Missile Launchers (2) — 150 each
**Retractable Finger Claws (6) — 10 each
**Retractable Knee Claws (4) — 5 each
**Retractable Foot Pick (2) — 15 each
Retractable Scythes (2) — 100 each
Top & Back Armor Plates — 250
Reinforced Pilot's Compartment — 100
***Main Body — 400

* Destroying the sensor head will negate all forms of optical enhancements. The range and targeting capabilities of radar and all other non-optical sensors are reduced by half. It can only be hit when an opponent makes a "called shot" and even then the attacker has a penalty of −3 to strike. The massive umbrella-like armor that covers the shoulders, thrusters and top of the suit completely protects the head from a rear attack.

** Items denoted by two asterisks are difficult targets to strike and can only be hit when an opponent makes a "called shot" and even then the attacker has a penalty of −3 to strike.

*** Depleting the M.D.C. of the main body will shut the vehicle down completely, making it useless.

Speed

Note: In a zero gravity environment like outer space, the lengths of leaps are increased by ten times. The flying speed in space is provided for all Marduk power armor. Running is not possible in zero gravity.

Running: 60 mph (96 km)

Leaping: Leaps are 50 feet (15.2 m) high and 100 feet (30.5 m) lengthwise. Jet thruster assisted leaps will propel the soldier 100 feet (30.5 m) high and/or 200 feet (61 m) lengthwise without actually attaining flight. The thrusters, located behind the shoulders, lower back and lower legs, can also be used to stop a fall.

Flying in Space: Mach 7 (4690 mph/7504 km).

Flying in an atmosphere: The power armor is not designed for great speed or aerodynamic flight in an atmosphere so it can only fly at Mach Two (1340 mph/2144 km) with a 30,000 foot (9,144 m, about 5.7 miles) ceiling in Earth's atmosphere.

Statistical Data

Height: 48 feet (14.6 m) from the toes to the top of the head. The height does not include the antenna or fin-like rod on the head which would add an additional 10 feet (3 m) to the over all height.

Width: 24 feet (7.3 m)

Length: 14 feet (4.3 m)

Weight: 40 tons

Physical Strength: Equal to a P.S. of 50.

Cargo: A compartment large enough for one human size passenger.

Power System: Nuclear, with a 20 year life.

Weapon Systems

1. **Forearm Mini-Missile Launchers:** Each arm contains mini-missile launchers. Each arm holds 18 missiles for a total of 36 mini-missiles.

Primary Purpose: Close Range Assault/Anti-Personnel

Secondary Purpose: Defense and Anti-Missile

Range: Varies with missile type, typically about one mile (1.6 km; increase by 75% in space).

Mega-Damage: Varies with missile type. Any type of mini-missile can be used. Armor piercing and plasma are the most com-

Gilgamesh Type I

Gilgamesh Type II with Face Shield Up

mon types for space combat: Armor piercing inflicts $1D4 \times 10$ M.D. and plasma $1D6 \times 10$ M.D. per missile.

Rate of Fire: One at a time or in volleys of three, six or nine. One volley counts as one melee attack regardless of the number of missiles fired.

Payload: Eighteen (18) per arm for a total of 36.

2. **Projectable Scythes (2):** The two scythe or sickle-like appendages can project from their housings behind the shoulders with a chain-like cable attached to each. The blades can be fired like a projectile with a chain attached or retracted and swung and waved by the cable like a hand-held blade and chain weapon. The giant blades are surrounded by an energy field which gives them additional mega-damage as weapons.

Range: 200 feet (61 m).

Mega-damage: 4D6 M.D. as a hand-held weapon or 5D6 M.D. when fired as a projectile.

3. **Projectable Feet Spikes:** The heel of each foot has a projectable, pick-like spike that can be released or fired from the feet similar to the scythes described in number two. Although

they can be used as weapons, their primary purpose is to hook onto spacecraft.

Range: 200 feet (61 m).

Mega-damage: 2D6 M.D. as a hand-held weapon or 3D6 M.D. when fired as a projectile.

4. Projectable Knee Spikes (4): Each knee has two spikes that can be fired or projected similar to the scythes described in number two. Although they can be used as a weapon, there primary purpose is to hook onto space craft.

Range: 200 feet (61 m).

Mega-damage: 1D4 M.D. as a hand held weapon or 1D6 M.D. when fired as a projectile.

5. Projectable Fingers Spikes (6): Each hand has three finger-like claws/spikes that can be fired or projected similar to the scythes described in number two. Unlike the other blade and spike weapons, the three finger claws can unleash a powerful electrical charge damaging anything that the fingers are attached to or entangled with.

One combat tactic is to fire the three fingers of one hand into an armored opponent and not retract them. This means the Gilgamesh can fire the electrical charge and/or hold onto his opponent, preventing escape, or use the fingers to entangle, tow, or be towed. All three fingers are fired or projected simultaneously unless one or more are destroyed.

Primary Purpose: Assault

Range: 200 feet (61 m).

Mega-damage: 3D4 M.D. per hand (three fingers) as a hand-held claw weapon or 3D6 M.D. when fired as a projectile attack. The electrical charge inflicts an additional 3D6 M.D. (6D6 if held by both hands) once per melee round.

6. Optional Energy Lance (1): The same lance used by the Meltran power armor troops.

7. Optional Zentran Assault Rifle (1): The same weapon used by the Zentran power armor troops.

8. Optional Hand to Hand Combat: Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat. See *Marduk Gilgamesh Type II Combat Training* in the Robot Combat Section. **Note:** The Marduk power armor is extremely agile and can execute any hand to hand combat move such as punches, jump kicks, leap attacks, rolls with impact, etc., that the pilot would care to attempt.

Zentran Armored Space Suit

Most Zentran and Meltran warriors who pilot one-man fighters or work on the outside of spaceships wear armored spacesuits.

Type: EVA Hard-suit — available for Zentran and Meltran.
Class: Space Environmental Suit (Armored)
M.D.C. by Location:
* Helmet (1) — 50
**Front Directional Thrusters (6) — 2 each
**Rear Directional Thrusters (6) — 2 each
Legs (2) — 70 each
**Feet (2) — 20 each
**Hands (2) — 10 each
**Arms (2) — 40 each
***Main Body — 90

* Destroying the head will kill the warrior in the suit! However, the head can only be hit when a called shot is made, but even then the target is difficult to hit and the shooter is −3 to strike.

** Items denoted by two asterisks are difficult targets to strike and can only be hit when an opponent makes a "called shot" and even then the attacker has a penalty of −3 to strike.

*** Depleting the M.D.C. of the main body will shut the vehicle down completely, making it useless.

Speed
Running: 20 mph (32 km)
Leaping: Leaps are 20 feet (6 m) high and 30 feet (9 m) lengthwise.
Flying in Space: 50 mph (80 km).
Flying in an atmosphere: Not possible without a jet pack attachment.
Optional Jet Pack: Jet pack attaches to the back of the armored suit and provides greater speed and mobility for the wearer of the hard-suit.

Jet pack assisted leaps will propel the soldier 100 feet (30.5 m) high and/or 200 feet (61 m) lengthwise without actually attaining flight. The thrusters, located behind the shoulders, lower back and lower legs can also be used to stop a fall.

The jet pack enables the character to fly in an atmosphere at a speed of 100 mph (160 mph) with a 5000 foot (8000 m) altitude ceiling. In space, the jet pack offers a maximum speed of 175 mph (280 km).

Stastical Data:
Height: Average 40 and 45 feet (12.2 to 13.7 m); varies with the size of the wearer.
Weight: 1000 pounds (450 kg)
Physical Strength: Not applicable.
Cargo: None
Power System: Nuclear, with a 20 year life.
Weapons: Optional Zentran Assault Rifle (1): The same weapon used by the Zentran power armor troops.

Occupational Character Classes

U.N. Spacy Characters
Investigative Reporter
Valkyrie Pilot
Military Specialist
Soldier/Grunt
Mechanical Engineer
Communications Engineer
Field Scientist
Ground Mecha Pilot (see sourcebook)
Zentran Soldiers (see sourcebook)

Marduk Characters
Zentran Soldier/Grunt
Zentran Officer
Zentran Mecha Pilot
Meltran Officer or Ace
Marduk Officer
Marduk Science Officer
Marduk Emulator

When selecting an O.C.C. it is important to bear in mind the type of scenarios or campaign your game master intends to run. Presumably, adventures will be mostly combat oriented, but may include rescue, reconnaissance, sabotage, spying, etc. The action can take place in space, on the moon, on Earth or possibly in the far reaches of our galaxy and who knows where else. In the long run, it is probably wise to create a group of soldiers or military explorers with a variety of mecha, skills, and special abilities. The first **Macross II Sourcebook** will include a half dozen different robot combat vehicles, spaceships, characters and more data of all kinds to broaden the world and scope of play.

Game Masters, let players have as much control in designing their characters as possible. The allocation of robot vehicles, ammunition and equipment will vary with the type of assignment and the commanding officer. This is where you, the GM, can get creative by providing or limiting the equipment and the assignments. Is the commanding officer stingy? Stupid? Is he a gung-ho psycho? volunteering the group for all the most danger-ous assignments (and perhaps limiting their equipment)? That's up to the GM. Remember, these are high-powered fighting units but 60 missiles only go so far if the character(s) is on a mission without access to additional ammunition and military support. GMs remember, these robots, fighters and power armor were made tough so that they could survive rough situations, but the U.N. Spacy is caught in an intergalactic war, resources must be limited.

Think big! Both players and GMs should think big. This is a conflict of intergalactic proportions. The characters are larger than life heroes whose actions, no matter how trivial they may sometimes seem, will make a difference! And most importantly, have Fun!!

Note: All characters automatically have basic math skills (+10%) and can read, write, and speak their native language at 96%. Full blooded Zentran and Meltran refugees and descen-dants of the Zentran speak and read both English, at 96%, and Zentran/Marduk, at 90%.

Investigative Reporter or War Correspondent O.C.C.

The investigative reporter and war correspondent are unique occupational character classes because they are *civilians* au-thorized to work with the military and allowed in war zones.

The main difference between the investigative reporter, like Hibiki, and the **war correspondent**, like Dennis Lone, is that the war correspondent has a complete understanding of military procedure, rank, law and conduct. This character is also likely to have had been a soldier with past military experience or has some degree of combat training. The war correspondent will also know how to use a weapon, has "sources" and friends within the military and has combat field experience. Field experience means the war correspondent will not panic under fire and has come to terms with the horrors of war. His job is to report news regarding war, combat, the military and political unrest.

The **investigative reporter** may be just as capable as any war correspondent, but his area of reporting covers a broader spec-trum of civilian events, from disasters and criminal activity to social and political galas. These characters are civilians with little or no military or combat background. They know the streets and back alleys like the average person knows the highways. They can spot a celebrity, military officer, political leader, crim-inal kingpin or other notorious public figures at a glance. The investigative reporter is less likely to have combat experience, however, he or she should be accustomed to keeping his head and understands the need for discretion and resourcefulness.

A reporter's relationship with the military can be good, bad or indifferent. Ultimately, it will depend on each individual character. The military is likely to view some reporters with respect and consider them to be friends and allies. Other reporters are seen as nuisances, troublemakers, jerks or even completely despised; the latter will get little cooperation from military au-thorities.

All in all, the U.N. Spacy is pretty tolerant of reporters, especially war correspondents, but they consider most reporters to be an unavoidable nuisance. The most respected reporters are those who coordinate their activities with the military and ex-change/share information. However, most reporters and military officers tend to be tight-lipped regarding important secrets and exclusive information. The U.N. Spacy has been known to sup-press or alter/edit film and news presentations and reported infor-mation — usually for the sake of security. On a few occasions, they have even confiscated film footage and documents which they deemed to be dangerous to the public (the U.N. Spacy is a powerful political as well as military organization). But again, over-all, the U.N Spacy is reasonably honest and sincere with their dealings with the press and public. It's just that they are sometimes overzealous in their desire to defend the people of Earth.

Attribute Requirements: I.Q 11 or higher, M.E. 8 or higher. Generally the reporter should be alert, clever and resourceful. A high M.A. is always helpful for ferreting information out of others, but is not required.

O.C.C. Skills:

Radio: Basic (+15%)
T.V./Video (+15%)
Photography (+15%)
Computer Operation (+10%)
Journalism (+20%)
Research (+10%)
Streetwise (+10%)
Math: Basic (+20%)
Pilot Civilian Valkyrie (+15%)
Pilot Motorcycle or Automobile (+15%)
Running
W.P. of Choice (1)
Hand to Hand: Basic

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

O.C.C. Related Skills For the Investigative Reporter: Select eight other skills, but at least two must be selected from the technical skill category. Plus select one additional skill at level three, six, nine, and level twelve. All new skills start at level one proficiency.

Communications: Any (+10%)
Domestic: Any (+5%)
Electrical: Basic only (+5%)
Espionage: None
Mechanical: Basic and Automotive only (+10%)
Medical: First aid or paramedic (+10%), but the paramedic skill counts as two skill selections.
Military: None
Physical: Any, except acrobatics and wrestling.
Pilot: Any, except tanks and robot combat (elite) (all +10%).
Pilot Related: Any (+5%)
Rogue: Any (+10%)
Science: Mathematics and astronomy only (+10%)
Technical: Any (+15%)
W.P.: Any

O.C.C. Related Skills For the War Correspondent: Select nine other skills, but at least three must be selected from the skill categories of espionage and two from physical. Plus select one additional skill at level three, six, nine, and level twelve. All new skills start at level one proficiency.

Communications: Any (+10%)
Domestic: Any
Electrical: Basic only (+5%)
Espionage: Any (+5%)
Mechanical: Basic and/or Automotive only (+5%)
Medical: Paramedic only (+10% and counts as one selection)
Military: None
Physical: Any, except acrobatics and wrestling.
Pilot: Any, except tanks and robot combat (elite) (+10%).
Pilot Related: Any (+5%)
Rogue: Computer Hacking and Palming only (+5%)
Science: Any (+5%)
Technical: Any (+10%)
W.P.: Any

Secondary Skills for both the investigative reporter and the war correspondent: The characters also get to select four secondary skills at levels one and six from the previous list. These are additional areas of knowledge that do not get the advantage of the bonus listed in parenthesis. All secondary skills start at the base skill level.

Standard Equipment: Tuxedo, nice suit, overalls, spacesuit of choice, short-range radio, 35 mm camera and suitable lenses of excellent quality, video gun or other type of portable video camera, portable tape recorder, pocket calculator, 1D4 pens or markers, note pad, pocket flashlight, duffel bag, backpack, set of suitcases, and a motorcycle or common automobile (player's choice).

The character's personal wardrobe will be oriented to his or her personal tastes. It can include expensive suits and the latest in fashion or be predominately blue jeans and T-shirts. The character also starts out with a small apartment in a nice part of town.

Unorthodox equipment such as lock picking tools, pry bars, and surveillance equipment will depend on the character's skills and alignment. A hacker will have a portable, handheld computer and a full size computer and printer.

The war correspondent will also have two sets of army fatigues, boots, helmet, utility belt, canteen, walkie-talkie, signal flare and a sidearm (the pistol is optional). Military clearance is basic, low level clearance, I.D. card and papers which allows access to military bases and war zones. It does not include access to officer areas, computer/file rooms, interrogation areas, weapon/vehicle/missile storage areas, or other high security clearance areas.

For Special Assignments, the news agency is likely to supply the use of company vehicles, the rental of vehicles, or otherwise provide transportation (i.e. purchase plane tickets, make arrangements with a travel agency or the military, etc. — the agency will set the budget and often, the schedule). The agency is also likely to arrange for security clearance with the military, get passes to special events, arrange interviews and so on. The reporter's "Press Pass" will get him access to most public relations events meant for the press, news/media areas at police stations, military bases, city/state/federal offices of public relations and news briefings, and most public events seeking media coverage, such as the opening of a new play, concert, film, restaurant, etc.

Other available equipment provided for assignments may include additional camera and video equipment, superior video, recording and photography equipment like the video gun, holographic video studio system, long-range communications networking system, short-range radio H.U.D., translators, portable computers and miscellaneous odds and ends. The employer may also provide surveillance equipment, optic systems, special access to film/video/recording studio facilities, film crew (complete with van and elaborate equipment), and reimburse the reporter for reasonable expenses (expenses should be cleared before the purchase is made). The employer will NEVER encourage the use of, or supply, weapons!

Money: The reporter starts with a salary of 1D4 × 100 dollars a week. Experienced reporters (6th to 10th level) may make as much as 1D6 × 100 + 200 dollars a week and veteran reporters may make as much as 1D4 × 1000 dollars a week! Furthermore, the employer can pay the reporter a bonus of 100 to 10,000 dollars for exceptional work on any assignment. Characters start with a savings of 3D4 × 100.
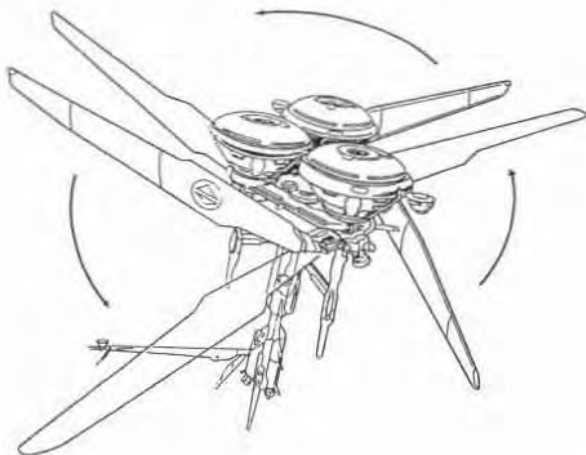
The U.N. Spacy Valkyrie Fighter Pilot O.C.C.

The Valkyrie fighter pilot represents the U.N. Spacy's first line of defense against alien invasion. They are the elite infantry of the military and as such, they are extremely well trained. Valkyries represent the vast majority of all combat mecha and are incredibly fast, deadly and perfect for a space environment. With the help of the Minmay attack system, they have successfully repelled every invasion attempt over the last 80 years.

Both men and women are eligible to become fighter pilots and soldiers in this fully integrated military of the future. As a general practice, full-blooded Zentran and Meltran are usually placed in an all Zentran combat division under the command of Zentran officers. Likewise, Zentran who have recently defected from recent invasion attempts are always placed among the loyal Zentran troops where they can be more easily monitored and taught Earth laws and customs. Characters of mixed heritage are commonly found throughout all the branches of the U.N. Spacy military. Zentran who have become citizens of Earth are treated with respect and equality by most members of the military and civilians.

If the U.N. Spacy has a problem, it's that the military leaders have become too reliant upon the transformable fighter craft and their courageous pilots. The U.N. Spacy has, as the saying goes, "Put all of their eggs in one basket." Lieutenant Silvie Gina, a Valkyrie ace, has recognized this problem and has had many discussions with her superiors about improving and diversifying their mechanized troops. The ponderous bureaucracy of the military has responded by slowly developing the powerful Metal Siren Valkyrie and making some advancements in their mechanized ground troops — improvements that were almost too late in their most recent conflict with the Marduk.

In the military's defense, until the Marduk invasion, the number of incidents involving the enemy had been few, insignificant and spread over the last 50 years. Thus, there was no pressing need to develop new and more powerful war machines. This long period of relative peace also means that most of the soldiers and fighter pilots are young and inexperienced. The average age of a Valkyrie pilot is 17 to 24, with an average experience level of one to three.

Attribute Requirements: I.Q. 8 and P.P. 9 or higher are preferred.

O.C.C. Skills:
   Radio: Basic (+10%)
   Read Sensory Instruments (+15%)
   Navigation (+15%)
   Weapon Systems (+10%)
   Pilot Jet (+20%)
   Pilot Robots & Power Armor (basic)
   Pilot Valkyrie VF Series Fighters (all; +20%)
   Robot Combat: All Valkyrie & jet fighter types (+20%)
   W.P. Automatic Pistol
   W.P. Automatic Rifle
   W.P. Heavy Energy (mecha weapons)
   Hand to Hand: Expert

   Hand to Hand: Expert can be changed to Martial Arts for the cost of one "other" skill selection.

O.C.C. Related Skills: Select eight other skills, but at least three must be selected from the pilot category. Plus one additional skill at level three, two at level six and one at nine and twelve. All new skills start at level one proficiency.

Communications: Any (+10%)

Domestic: Any

Electrical: Basic Electronics only.

Espionage: Wilderness survival, sniper and intelligence only (+5%)

Mechanical: Basic, automotive and aircraft mechanics only (+5%)

Medical: First Aid only (+10%)

Military: Any (+10%)

Physical: Any, except acrobatics

Pilot: Any (+5% on ground vehicles or +15% on all aircraft)

Pilot Related: See O.C.C. skills.

Rogue: None

Science: Astronomy, astrophysics and any Math (+10%)

Technical: Any

W.P.: Any

Secondary Skills: The character also gets to select six secondary skills from those listed, excluding those marked "None." These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Standard Equipment: Valkyrie 2SS space fighter in top condition, with full standard armaments. The SAP and SAP Special weapon systems are automatically available to commanding officers (captain and higher), but can be made available to lower ranking fighter pilots upon assignment. Soft padded spacesuit (hard suit available upon request), automatic pistol (sidearm), automatic assault rifle, survival knife, canteen (4 pints), food rations for two weeks, three signal flares, infrared distancing binoculars, pocket flashlight, compass, radio, first-aid kit, two uniforms, and one dress uniform.

All officers with a rank of Second Lieutenant and higher have top security clearance; lower ranks and those who have a history of trouble have mid-level security clearance.

Authorized Clearance Upon Assignment: Any Valkyrie style fighter, including the VF 2JA and new Metal Siren, as well as the SAP, SAP Special and Automatic Attack Bits (AAB).

Land vehicles, aircraft, and other vehicles may also be made available depending on the assignment. Other items available upon assignment include additional weapons and ammunition, special or prototype weapons, explosives, optical enhancements, sensory equipment, surveillance equipment, special items, and access to computers and military facilities.

Monthly Wages: $2000 dollars per month for enlisted pilots at levels 1-5, $3000 dollars per month for 6th level and higher, while high ranking officers (captain and up) make $3800 to $5000 dollars per month.

Personal Savings: Starts at 1D6 × 1000 dollars.

The U.N. Spacy Military Specialist O.C.C.

The military specialist is an expert in combat and espionage. Their specialized background may include tracking, disguise, computer hacking, wilderness survival, sniper, and piloting. They are brave and cunning men and women assigned to reconnaissance and intelligence missions, tracking fugitives, infiltrating the enemy and clandestine operations of all kinds. The military specialist's training includes basic Valkyrie and mecha piloting, but the emphasis of their training is spying.

Attribute Requirements: I.Q. 10 and P.P. 10 or higher are preferred.

O.C.C. Skills:

Radio: Basic (+10%)

Computer Operation (+15%)

Intelligence (+15%)

Interrogation (+15%)

Land Navigation (+15%)

Pilot Automobile (+10%)

Pilot Robots & Power Armor (basic)

Pilot Jet (+10%)

Language: One of choice (+20%)

Literacy: One of choice (+15%)

W.P. Knife

W.P. Automatic Pistol

W.P. Automatic Rifle

Hand to Hand: Martial Arts

O.C.C. Related Skills: Select 9 other skills, but at least four must be selected from the espionage category. Plus one additional skill at levels two, four, six, nine and twelve. All new skills start at level one proficiency.

Communications: Any (+10%)

Domestic: Any

Electrical: Basic Electronics only.

Espionage: Any (+10%)

Mechanical: Basic or automotive mechanics only (+5%)

Medical: First Aid only (+10%)

Military: Any (+20%)

Physical: Any, except acrobatics

Pilot: Any (+10%)

Pilot Related: Any

Rogue: Any (+5%)

Science: Any (+10%)

Technical: Any (+5)

W.P.: Any

Secondary Skills: The character also gets to select four secondary skills at level one and two additional at level five from those listed, excluding those marked "None." These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Standard Equipment: Automatic pistol (sidearm), automatic assault rifle, survival knife, canteen (4 pints), food rations for two weeks, three signal flares, infrared distancing binoculars, multi-optics band, pocket flashlight, compass, radio, first-aid kit, two uniforms, and one dress uniform.

All commissioned officers have top security clearance (starting at Second Lieutenant). Non-commissioned officers have mid-level security clearance.

Authorized Clearance Upon Assignment: Any Valkyrie style fighter including the VC-079, VF 2JA and VF 2SS, as well as the SAP. Land vehicles, aircraft, and other vehicles may also be made available depending on the assignment. Other items available upon assignment include additional weapons and ammunition, special or prototype weapons, explosives, optical enhancements, sensory equipment, surveillance equipment, cameras/video, computers, disguises, lock picking tools, soft padded spacesuit or hardsuit, special items, and access to computers and military facilities.

Monthly Wages: $2000 dollars per month for soldiers at levels 1-5, $3000 to $3500 dollars per month for 6th level and higher, while high ranking officers (captain and up) make $4000 to $6000 dollars per month.

Personal Savings: Starts at 2D4 × 1000 dollars

The U.N. Spacy Military Soldier/Grunt O.C.C.

The average soldiers can be human or of mixed heritage, male or female. The U.N. Spacy will allow teenagers as young as 16 years old to enlist. These soldiers are the grunts taught the basics in hand to hand combat, teamwork and fighting techniques. In addition to the basics, the character will have an area of specialized training or an M.O.S. (four skills selected from one particular skill category).

The average soldier, even officers, are NOT taught how to pilot giant robots or jet aircraft. **Note:** The U.N. Spacy Zentran and Meltran O.C.C.s are presented in the **Macross II Sourcebook One.**

Attribute Requirements: None. An average to high I.Q. and a high P.S. and P.E. are preferred, but are not a requirement.

O.C.C. Skills:
Radio: Basic (+10%)
Intelligence (+5%)
Land Navigation (+5%)
Pilot Tank & APC (+10%)
Pilot Jet Pack (+10%)
Climbing
Running
W.P. Automatic Pistol
W.P. Automatic Rifle
W.P. of Choice
Hand to Hand: Basic

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

O.C.C. Related Skills: Select an M.O.S. from any one of the skill categories with M.O.S. next to it, plus four additional skills. Plus one additional skill at levels two, four, six, nine and twelve. All new skills start at level one proficiency.
Communications: Any (+5% or +10% if selected as the M.O.S.)
Domestic: Any
Electrical: Basic Electronics only (Any +5% if M.O.S.).
Espionage: None (Any +5% if M.O.S.)
Mechanical: Basic or automotive mechanics only
Medical: First Aid only (Any +5% if M.O.S.)
Military: Any (+10%)
Physical: Any, except acrobatics
Pilot: Any, except pilot robots and robot combat (+5% or +10% if selected as an M.O.S.)
Pilot Related: Any
Rogue: None
Science: Math only (+10%)
Technical: Any (+10% if M.O.S.)
W.P.: Any

Secondary Skills: The character also gets to select four secondary skills at level one and two additional skills at level five from those listed, excluding those marked "None." These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Standard Equipment: Automatic pistol (sidearm), automatic assault rifle, two hand grenades, survival knife, canteen (4 pints), food rations for two weeks, three signal flares, infrared distancing binoculars, multi-optics band, pocket flashlight, compass, backpack, utility belt, two uniforms, and one dress uniform.

All commissioned officers have top security clearance (starting at Second Lieutenant). Non-commissioned officers have mid-level security clearance.

Authorized Clearance Upon Assignment: Any land vehicles (tank, APC, jeep, motorcycle, etc.), jet pack or aircraft (if the character can fly), may be made available depending on the assignment. Other items can include additional weapons and ammunition, special weapons, explosives, optical enhancements, sensory equipment, surveillance equipment, lock picking tools, portable computers, soft padded spacesuit or hardsuit, special items, and access to military facilities.

Monthly Wages: $1200 dollars per month for soldiers at levels 1-5, $1800 to 2800 dollars per month for 6th level and higher, while high ranking officers (captain and up) make $3000 to $5000 dollars per month.

U.N. Spacy Mechanical Engineer O.C.C.

Mechanical engineers are the men and women who maintain, repair and modify the vehicles and robots of the U.N. Spacy. They are often the unsung heroes behind the scenes, keeping the war machines of the pilot and infantry working — sometimes seemingly held together with spit and bailing wire. The engineer can be a crucial member of a mechanized team and as valuable as a doctor in keeping the giant robots and vehicles functioning.

The mechanical engineer is not trained in the piloting of Valkyrie fighters, but many have learned at least the basics in piloting ground infantry robots. Most full-blooded Zentran and Meltran avoid the engineering O.C.C., preferring to be soldiers and pilots.

Attribute Requirement: I.Q. 7 or higher; a high P.S. and P.P. are preferred but are not a requirement.

O.C.C. Skills:
Radio: Basic (+10%)
Basic Electronics (+15%)
Math Basic and Advanced (+20%)
Computer Operation (+15%)
Mechanical Engineer (+15%)
Robot Mechanics (+15%)
Weapons Engineer (+15%)
Pilot Automobile (+10%)
Pilot Robots & Power Armor (basic)
W.P. Automatic Pistol
W.P. Automatic Rifle
Hand to Hand: Basic

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

O.C.C. Related Skills: Select seven other skills, but at least two must be mechanical or technical and two piloting. Plus one additional skill at levels four, eight and twelve. All new skills start at level one proficiency.
Communications: Any (+5%)
Domestic: Any
Electrical: Any (+10%)
Espionage: Wilderness survival only
Mechanical: Any (+15%)
Medical: First Aid only (+10%)
Military: None
Physical: Any, except acrobatics
Pilot: Any (+10%)
Pilot Related: Any
Rogue: Any
Science: Any
Technical: Any (+5)
W.P.: Any

Secondary Skills: The character also gets to select four secondary skills at level one and two additional at level five from those listed, excluding those marked "None." These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Standard Equipment: Automatic pistol (sidearm), automatic assault rifle, survival knife, canteen, six signal flares, infrared distancing binoculars, multi-optics band, pocket flashlight, compass, radio, portable tool kit, two uniforms, and one dress uniform.

Most high ranking officers (Captain and higher) have top security clearance.

Authorized Clearance Upon Assignment: Use of ground mecha, land vehicles and aircraft (if the character can fly), access to a high-tech garage, tools, computers, optics and sensors used for repairing robots and vehicles, and assistance from a crew of fellow mechanics. Other items available upon assignment include additional weapons and ammunition, customized or prototype vehicles, explosives, optical enhancements, sensory equipment, cameras/video, computers, soft padded spacesuit or hardsuit, special items, and access to military facilities.

Monthly Wages: $2000 dollars per month for soldiers at levels 1-5, $2500 to 3000 dollars per month for 6th level and higher, while high ranking officers (captain and up) make $3800 to $5000 dollars per month.

Personal Savings: Starts at 1D6 × 1000 dollars.

U.N. Spacy Communications Engineer O.C.C.

The communications engineer creates, maintains and operates communication networks and equipment. Most are experts in radio, television, satellite relays, computers and surveillance, as well as the use of lasers and optics in communication and weapons systems. They too are often the unsung heroes behind the scenes, keeping the lines of communications open and sensor stations working. They are the eyes, ears and voice of the U.N. Spacy. This character can be a field operative working as a member of a reconnaissance team, security unit, or infantry.

Most Communication Engineers pilot basic ground or air vehicles; few can pilot the giant robots, although they may be a crew member on a spaceship or one of the large ground mecha. Most full blooded Zentran and Meltran avoid the engineering O.C.C., preferring to be soldiers and pilots.

Attribute Requirements: I.Q. 8 or higher.

O.C.C. Skills:
Radio: Basic (+20%)
Radio: Scrambler (+15%)
Radio: Satellite Relay (+20%)
Surveillance Systems (+15%)
Basic Electronics (+15%)
Read Sensory Instruments (+15%)
Language: One of choice (+20%)
Math: Basic (+20%)
Computer Operation (+15%)
Pilot Automobile (+10%)
W.P. Automatic Pistol
W.P. Automatic Rifle
Hand to Hand: Basic

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

O.C.C. Related Skills: Select seven other skills, but at least two must be communications. Plus one additional skill at levels three, six, nine and twelve. All new skills start at level one proficiency.
Communications: Any (+15%)
Domestic: Any
Electrical: Any (+5%)
Espionage: Wilderness survival only
Mechanical: Any (+5%)
Medical: First Aid only (+10%)
Military: None
Physical: Any, except acrobatics and wrestling
Pilot: Any (+5%)
Pilot Related: Any (+5%)
Rogue: Computer Hacker only (+10%)
Science: Any   Technical: Any (+10)   W.P.: Any

Secondary Skills: The character also gets to select four secondary skills at level one and two additional at level five from those listed, excluding those marked "None." These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Standard Equipment: Automatic pistol (sidearm), automatic assault rifle, survival knife, canteen, six signal flares, infrared distancing binoculars, multi-optics band, pocket flashlight, compass, two language translators, long-range directional radio, two short-range radios, H.U.D. headphone, portable tool kit, two uniforms, and one dress uniform.

Most high ranking officers (Captain and higher) have top security clearance.

Authorized Clearance Upon Assignment: Use of ground mecha, land vehicles and aircraft (if the character can fly), access to a high-tech garage, tools, computers, optics and sensors, satellites, additional weapons and ammunition, prototype communications and sensory equipment, optical enhancements, the best cameras/video, computers, soft padded spacesuit or hardsuit, special items, assistance from a crew of fellow engineers or soldiers and access to military facilities.

Monthly Wages: $1800 dollars per month for soldiers at levels 1-5, $2400 to 3200 dollars per month for 6th level and higher, while high ranking officers (captain and up) make $4000 to $5000 dollars per month.

Personal Savings: Starts at 2D4 × 1000 dollars.

U.N. Spacy Field Scientist O.C.C.

The field scientist is a "Jack-of-all-trades," using his or her varied knowledge to form hypotheses, analysis, interpretation, cataloging, investigation, and assist in communications, repairs and the sciences. A field scientist is often a standard member of most reconnaissance teams, spaceships, space stations and security outposts. Most scientists pilot basic ground or air vehicles; few can pilot the giant robots, although they may be a crew member on a spaceship or one of the large ground mecha. Most full-blooded Zentran and Meltran avoid the sciences, preferring to be soldiers and pilots.

This character has the opportunity to select many different skills reflecting his/her interests and training.

Attribute Requirements: I.Q. & M.E. 12 or higher.

O.C.C. Skills:
Radio: Basic (+10%)
Read Sensory Instruments (+10%)
Language: One of choice (+20%)
Math: Basic and Advanced (+20%)
Computer Operation (+15%)
W.P. Automatic Pistol
W.P. Automatic Rifle
Hand to Hand: Basic

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

O.C.C. Related Skills: Select 12 other skills, but at least three must be selected from the skill categories of science and three from technical. Plus one additional skill at levels two, three,

six, nine and twelve. All new skills start at level one proficiency.

Communications: Any (+10%)

Domestic: Any

Electrical: Any (+5%)

Espionage: Forgery, Intelligence and Wilderness Survival only (+5%) Mechanical: Any (+10%)

Medical: Any (+15%)

Military: Any (+15%)

Physical: Any, except acrobatics, gymnastics and boxing

Pilot: Any (+5%)

Pilot Related: Any (+10%)

Rogue: Computer Hacker only (+15%)

Science: Any (+15%)

Technical: Any (+15)

W.P.: Any

Secondary Skills: The character also gets to select four secondary skills at level one and two additional at level five and eleven from those listed, excluding those marked "None." These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Standard Equipment: Automatic pistol (sidearm), automatic assault rifle, survival knife, canteen, six signal flares, infrared distancing binoculars, multi-optics band, portable microscope, portable computer, note pad, pens or markers, first aid kit, language translator, 12 specimen containers, pocket flashlight, compass, radio, portable tool kit, backpack, utility belt, two uniforms, and one dress uniform.

Most high ranking officers (Captain and higher) have top security clearance.

Authorized Clearance Upon Assignment: Use of ground mecha, land vehicles and aircraft (if the character can fly), access to a high-tech garage, tools, sensors and surveillance equipment, optics and sensors, explosives, cameras/video, computers, soft padded spacesuit or hardsuit, special items, and assistance from a crew of fellow scientists or soldiers, prototype vehicles or equipment, and access to military facilities.

Monthly Wages: $1900 dollars per month for Soldiers at levels 1-5, $2600 to 3400 dollars per month for 6th level and higher, while high ranking officers (captain and up) make $4000 to $6000 dollars per month.

Personal Savings: Starts at 2D4 × 1000 dollars.

Marduk & Zentran Character Classes

These characters are either the enemy or deserters/refugees from the Marduk invasion force. The Zentran and Meltran serve the Marduk as warrior slaves. All are giants who tower 40 to 45 feet tall (12.2 to 13.7 m). Most are assigned to pilot a particular type of mechanized fighter or serve as assistants on spaceships or ground troops. All have been brainwashed to serve the Marduk without question or hesitation. When the Marduk suspect that their warrior slaves have become contaminated or influenced by the culture of other worlds they are blasted into atoms without an investigation or trial. This show of force also works to keep the Zentran and Meltran obedient and loyal.

Deserters are seen by the Marduk and other Zentran as contaminated and evil, and this means they are the enemy and must be destroyed. Few Zentran loyal to the Marduk will avoid contact with a traitor and will target them for extermination.

Player characters who are recent Zentran or Meltran deserters will find Earth customs and people to be very unique. They are likely to be very curious and somewhat innocent and often confused about life and culture on Earth and how they fit in. Many become instantly dedicated to the dreams of freedom, personal expression, love and life. These characters will fight valiantly to preserve the planet and people where such things are possible and are fiercely loyal to humans, the U.N. Spacy and Earth. They will die trying to protect these things.
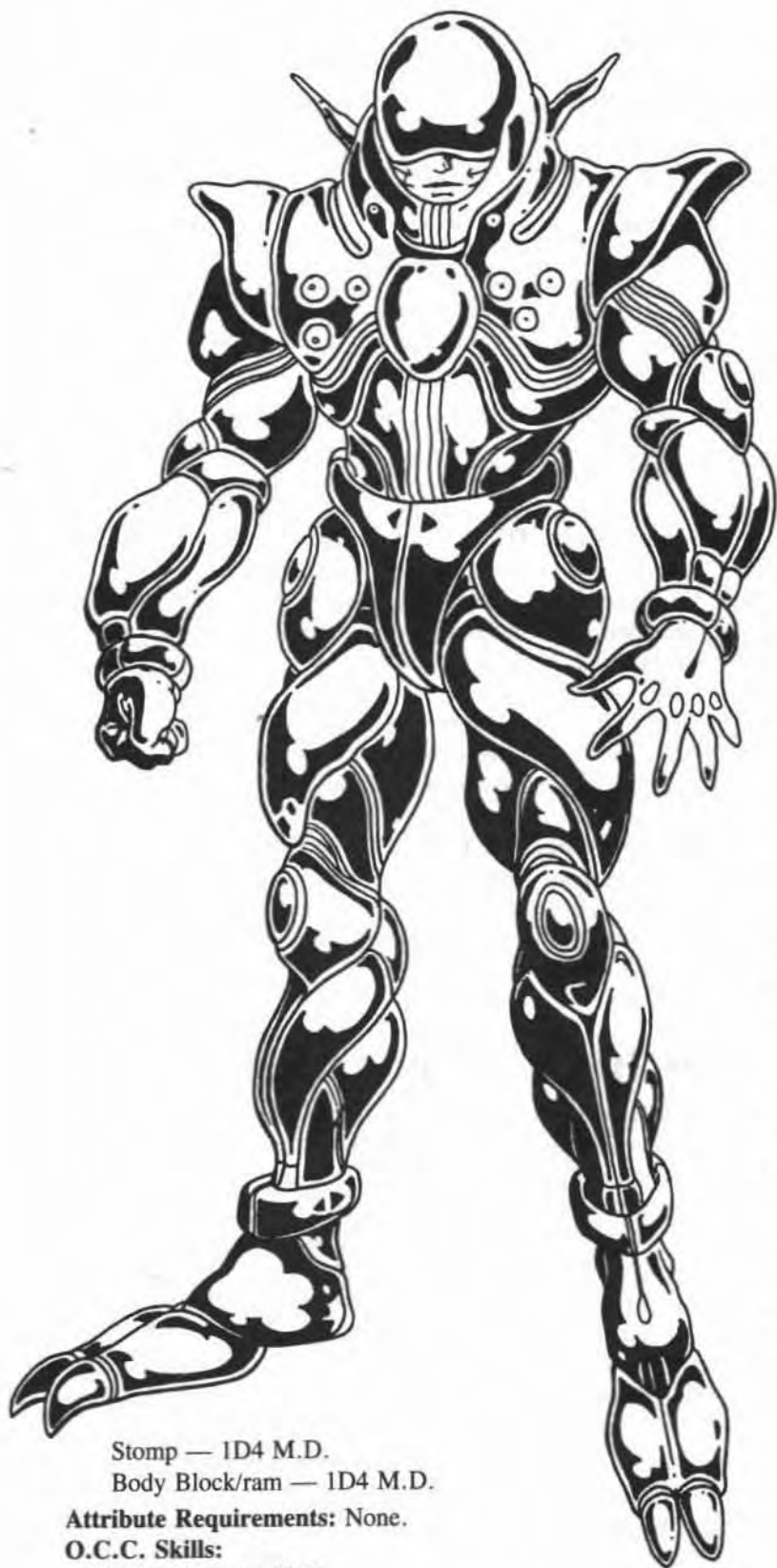
Zentran
Soldier O.C.C.

This is a merciless killing machine dedicated to vanquishing and/or destroying the enemy. Their conditioning makes them quite fearless and deadly adversaries. Those not piloting giant machines of war are clad in an armored spacesuit and armed with an energy cannon/rifle or rail gun. The vast majority pilot some sort of combat vehicle or robot. Remember, the distinction between Zentran and Meltran is that the former are male and the latter are female.

The mass of the giants also makes them the equivalent of mega-damage beings even without armor. Technically, they are not mega-damage creatures and suffer damage from S.D.C. attacks, although that damage may be insignificant compared to the thousands of hit points they may have.

Note: The U.N. Spacy Zentran and Meltran O.C.C.s are presented in the **Macross II Sourcebook One.**

1. **All Zentran (male) attributes** are determined by rolling 3D6 just like for human beings, then add the following bonuses. The first three bonuses are permanent and applicable even when the character is reduced to human size.

   +1D6 P.S. permanent bonus

   +1D6 P.E. permanent bonus

   +1D6 Spd. permanent bonus

   Bonuses for giant size:

   +300 S.D.C or +3 M.D. from punches and kicks.

   +1000 physical S.D.C. or equivalent of 10 M.D.C. points.

   Double speed attribute when giant — large strides.

2. **Hit Points:** 4D6 × 100 or the equivalent to 4D6 M.D.C. points.

3. **Mega-Damage Hand to Hand Combat:** Also, all 40+ foot giants inflict mega-damage from their punches and kicks as follows.

   Full Strength Punch — 1D6 M.D.

   Power Punch — 2D6 M.D. (counts as two melee actions)

   Kick — 1D6 M.D.

O.C.C. Related Skills: Select five additional skills. Plus two additional skills at levels three, nine and thirteen. All new skills start at level one proficiency.

Communications: Any (+5%)
Domestic: None
Electrical: None
Espionage: None
Mechanical: None
Medical: First Aid only (+5%)
Military: Any (+15%)
Physical: Any (+5% where applicable)
Pilot: Any, except pilot robots and robot combat (+5%)
Pilot Related: Any
Rogue: Any (+2%)
Science: Math only (+10%)
Technical: None
W.P.: Any

Secondary Skills: The character also gets to select four secondary skills at level one and two additional skills at level five from those listed, excluding those marked "None." These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Standard Equipment: Rail gun or beam cannon as an assault rifle, pocket flashlight, compass, backpack, utility belt, one uniform, and one dress uniform, and zentran hardsuit (spacesuit).

Authorized Clearance Upon Assignment: Additional weapons, spacesuits, and equipment. Remember, the Marduk deliberately keep their giant warriors uneducated so the types of weapons and equipment provided are pretty simple stuff.

Monthly Wages: Not applicable.

*Zentran Soldier/Grunt

Zentran Officer O.C.C.

This is a dedicated soldier with command abilities and a larger range of combat skills. Otherwise identical to the soldier.

Attribute Requirements: I.Q. 10 or higher, P.S. 20 or higher.

O.C.C. Skills:
Radio: Basic (+15%)
Demolitions (+15%)
Demolitions Disposal (+15%)
Intelligence (+10%)
Navigation (+15%)
Land Navigation (+5%)
Basic Math (+15%)
Pilot Zentran Battle Pod
Pilot Zentran Officer's Pod
Pilot Zentran Power Armor
Climbing
Running
W.P. Automatic Pistol
W.P. Automatic Rifle
W.P. Energy Rifle
W.P. Energy Heavy (rail guns & beam cannons)
Hand to Hand: Expert only

Stomp — 1D4 M.D.
Body Block/ram — 1D4 M.D.

Attribute Requirements: None.
O.C.C. Skills:
Radio: Basic (+10%)
Land Navigation (+5%)
Pilot Zentran Battle Pod
Climbing
Running
W.P. Automatic Pistol
W.P. Automatic Rifle
W.P. Energy Rifle
W.P. Energy Heavy (rail guns & beam cannons)
Hand to Hand: Expert only

O.C.C. Related Skills: Select four additional skills. Plus one additional skill at levels four, eight and twelve. All new skills start at level one proficiency.

Communications: Any (+10%)
Domestic: None
Electrical: None
Espionage: Any (+5%)
Mechanical: None
Medical: First Aid only (+5%)
Military: See O.C.C. skills
Physical: Any
Pilot: Any (+5%)
Pilot Related: Any (+10%)
Rogue: None
Science: None
Technical: None
W.P.: Any

Secondary Skills: The character also gets to select four secondary skills at level one and two additional skills at level five from those listed, excluding those marked "None." These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Standard Equipment: Rail gun or beam cannon as an assault rifle, pocket flashlight, compass, backpack, utility belt, one uniform, and one dress uniform, and zentran hardsuit (spacesuit).

Authorized Clearance Upon Assignment: Officer's pod, additional weapons, spacesuits, and equipment. Remember, the Marduk deliberately keep their giant warriors uneducated so the types of weapons and equipment provided are pretty simple stuff.

Monthly Wages: Not applicable.

Zentran Mecha Pilot O.C.C.

This is a dedicated soldier who can pilot all Zentran power armor and vehicles, old and new styles. Otherwise identical to the soldier.

Attribute Requirements: I.Q. 8 or higher, P.P. 18 or higher.

O.C.C. Skills:

Radio: Basic (+15%)
Intelligence (+10%)
Navigation (+15%)
Land Navigation (+5%)
Basic & Advanced Math (+10%)
Pilot All Zentran Battle Pod
Pilot Zentran Officer's Pod
Pilot Zentran Power Armor
Pilot Zentran/Marduk Spaceships
Read Sensory Equipment
Weapon Systems
W.P. Automatic Pistol
W.P. Automatic Rifle
W.P. Energy Rifle
W.P. Energy Heavy (rail guns & beam cannons)
Hand to Hand: Expert only

O.C.C. Related Skills: Select four additional skills. Plus one additional skill at levels four, eight and twelve. All new skills start at level one proficiency.

Communications: Any (+15%)
Domestic: None
Electrical: None
Espionage: None
Mechanical: None
Medical: First Aid only (+5%)
Military: See O.C.C. skills
Physical: Any
Pilot: Any (+10%)
Pilot Related: Any (+10%)
Rogue: None
Science: None
Technical: None
W.P.: Any

Secondary Skills: The character also gets to select four secondary skills at level one and two additional skills at level five from those listed, excluding those marked "None." These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Standard Equipment: Rail gun or beam cannon as an assault rifle, pocket flashlight, compass, backpack, utility belt, one uniform, and one dress uniform, and zentran hardsuit (spacesuit).

Authorized Clearance Upon Assignment: Battle pod, additional weapons, spacesuits, and equipment. Remember, the Marduk deliberately keep their giant warriors uneducated so the types of weapons and equipment provided are pretty simple stuff.

Meltran Ace & Officer O.C.C.

The females are also fearless and deadly warriors who are merciless fighting machines. They have faster reflexes than the males and make superb pilots. The vast majority pilot Meltran power armor. Those not piloting giant machines of war are clad in an armored spacesuit and armed with an energy cannon/rifle or rail gun.

The mass of the giants also makes them the equivalent of mega-damage beings even without armor. Technically, they are not mega-damage creatures and suffer damage from S.D.C. attacks, although that damage may be insignificant compared to the thousands of hit points they may have.

Note: The U.N. Spacy Zentran and Meltran O.C.C.s are presented in the **Macross II Sourcebook One.**

1. **All Meltran (Female) attributes** are determined by rolling 3D6 just like for human beings, then add the following bonuses. The first three bonuses are permanent and applicable even when the character is reduced to human size.

   +1 I.Q. permanent bonus
   +1D4 M.E. permanent bonus
   +1D6 P.P. permanent bonus
   +2D4 Spd. permanent bonus

   Bonuses for giant size:

   +100 S.D.C or +1 M.D. from punches and kicks.
   +600 physical S.D.C. or equivalent of 6 M.D.C. points.

   Double speed attribute when giant — large strides.

2. **Hit Points:** 4D6 × 100 or the equivalent to 4D6 M.D.C. points.
3. **Mega-Damage Hand to Hand Combat:** Also, all 40+ foot (12+ m) giants inflict mega-damage from their punches and kicks as follows.
Full Strength Punch — 1D4 M.D.
Power Punch — 2D4 M.D. (counts as two melee actions)
Kick — 1D6 M.D.
Stomp — 1D4 M.D.
Body Block/ram — 1D4 M.D.

Attribute Requirements: None.
O.C.C. Skills:
Radio: Basic (+15%)
Intelligence (+15%)
Escape Artist (+10%)
Tracking (+10%)
Land Navigation (+5%)
Navigation (space) (+15%)
Wilderness Survival (+10%)
Pilot Meltran Power Armor
Pilot Zentran Officer's Battle Pod
Basic & Advanced Math (+10%)
Climbing
Running
W.P. Automatic Pistol
W.P. Automatic Rifle
W.P. Energy Rifle
W.P. Energy Heavy (rail guns & beam cannons)
Hand to Hand: Martial Arts

O.C.C. Related Skills: Select six additional skills. Plus two additional skills at levels three, nine and thirteen. All new skills start at level one proficiency.
Communications: Any (+10%)
Domestic: None
Electrical: None
Espionage: Any (+10%)
Mechanical: None
Medical: First Aid only (+5%)
Military: Any (+15%)
Physical: Any (+5% where applicable)
Pilot: Any (+10%)
Pilot Related: Any (+10%)
Rogue: None
Science: Math only (+20%)
Technical: None
W.P.: Any

Secondary Skills: The character also gets to select four secondary skills at level one and two additional skills at level five from those listed, excluding those marked "None." These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Standard Equipment: Meltran power armor, rail gun or beam cannon as an assault rifle, flashlight, compass, backpack, utility belt, one uniform, and one dress uniform, and zentran hardsuit (spacesuit).

Authorized Clearance Upon Assignment: Officer's pod, additional weapons, spacesuits, and equipment. Remember, the Marduk deliberately keep their giant warriors uneducated so

the types of weapons and equipment provided are pretty simple stuff.
Monthly Wages: Not applicable.

Marduk Officer O.C.C.

The Marduk males are the ultimate leaders/generals, tacticians, and strategists of the Zentran and Meltran troops and the Marduk race. They are fanatics who are bent on conquest and the absolute subjugation or destruction of their enemies. Like their giant minions, these human-size warlords are also fearless and deadly warriors who are merciless fighting machines.

1. **All Marduk warriors' (males) attributes** are determined by rolling 3D6 just like for human beings, then add the following bonuses.
   +1D4 I.Q. permanent bonus
   +1D6 M.E. permanent bonus
   +1D4 P.P. permanent bonus
2. **Hit Points:** Same as humans. S.D.C. bonus is 30. May wear human size environmental body armor with an M.D.C. of 50. Remember, Marduk are human-sized.

Attribute Requirements: None.
O.C.C. Skills:
Radio: Basic (+15%)
Radio: Scrambler (+15%)
Land Navigation (+15%)
Navigation (space) (+20%)
Wilderness Survival (+15%)
Pilot Marduk Power Armor (all types)
Pilot Spaceships (all, +20%)
Basic & Advanced Math (+10%)
Climbing

Running
W.P. Automatic Rifle
W.P. Energy Pistol
W.P. Energy Rifle
W.P. Energy Heavy (rail guns & beam cannons)
Hand to Hand: Expert

O.C.C. Related Skills: Select six additional skills. Plus two additional skills at levels three, nine and thirteen. All new skills start at level one proficiency.
Communications: Any (+10%)
Domestic: None
Electrical: None
Espionage: Any (+10%)
Mechanical: None
Medical: First Aid only (+5%)
Military: Any (+15%)
Physical: Any (+5% where applicable)
Pilot: Any (+10%)
Pilot Related: Any (+10%)
Rogue: None
Science: Math only (+20%)
Technical: None
W.P.: Any

Secondary Skills: The character also gets to select four secondary skills at level one and two additional skills at level five from those listed, excluding those marked "None." These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Standard Equipment: All types of Marduk power armor, space shuttle, laser pistol, energy weapons, rail gun or beam cannon as an assault rifle, environmental armor (hard spacesuit, with 50 M.D.C.), flashlight, compass, two uniforms, two dress uniforms and personal items.

Authorized Clearance Upon Assignment: Any spacecraft, vehicle, power armor, additional weapons, spacesuits, special or prototype weapons, explosives, optical enhancements, sensory equipment, surveillance equipment, special equipment, access to all military facilities and data, and can command as many as 48 troops.

Monthly Wages: Not applicable.

Marduk
Science Officer O.C.C.

This creature is part humanoid (a conquered race or Marduk male) and part cyborg. They serve as the assistants to the Marduk officers and act as advisors, scientists and/or communication engineers. They are human size males who are capable of independent thought and action. Most are fair tacticians and strategists. They are quite aggressive and bent on the conquest and the absolute subjugation or destruction of their enemies. They are cunning and sly adversaries.

1. **All Marduk science officers are cyborgs.** Mental attributes are determined by rolling 3D6 just like for human beings, then add the following bonuses. The physical, cyborg attributes are standard as listed.
   +1D4 I.Q. permanent bonus
   +1D6 M.E. permanent bonus

P.S. 24 — Cyborg   P.B. 8 — Cyborg
P.P. 22 — Cyborg   Spd. 22 — Cyborg
P.E. 22 — Cyborg

2. **Hit Points:** The cyborg body includes artificial legs, arms, head, reinforced spine and environmental body containment, all concealed under a robe. This gives the character an S.D.C. of 3000 or 30 M.D.C. The cyborg also has a right hand that can turn into a laser pistol, range: 300 feet (91.5 m), damage has two settings: 1D6 × 10 S.D.C. or 1D4 M.D.

Attribute Requirements: None.
O.C.C. Skills:
Radio: Basic (+15%)
Radio: Scrambler (+15%)
Radio: Satellite Relay
Navigation (space) (+20%)
Pilot Jet Pack (+10%)
Pilot Spaceships (all, +20%)
Computer Operation (+20%)
Basic & Advanced Math (+20%)
Electrical Engineer (+10%)
Mechanical Engineer (+10%)
W.P. Automatic Rifle
W.P. Energy Pistol
W.P. Energy Rifle
Hand to Hand: Expert only

O.C.C. Related Skills: Select seven additional skills. Plus two additional skills at levels three, nine and eleven. All new skills start at level one proficiency.
Communications: Any (+15%)
Domestic: None
Electrical: Any (+10%)
Espionage: Intelligence and escape artist only (+10%)
Mechanical: Any (+10%)
Medical: Any (+10%)
Military: Any (+10%)
Physical: Swim and S.C.U.B.A. only (+10%)
Pilot: Any (+10%)
Pilot Related: Any (+15%)
Rogue: Any
Science: Any (+20%)
Technical: Any (+10%)   W.P.: Any

Secondary Skills: The character also gets to select two secondary skills at levels one, four, eight, twelve and fifteen from those listed, excluding those marked "None." These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Standard Equipment: All science, communication, medical, navigation, engineering equipment, tools, computers, data and facilities, as well as space shuttle, jet pack, scout ships and spacesuits (cyborg armor is an environmental system with an independent oxygen supply), two robes of rank and personal items.

Authorized Clearance Upon Assignment: Any spacecraft, vehicle, additional weapons, spacesuits, special or prototype weapons, explosives, optical enhancements, sensory equipment, surveillance equipment, special equipment, and access to all military facilities, and as many as 12 soldiers to assist him.

Monthly Wages: Not applicable.

Marduk
Emulator O.C.C.

The Marduk females are known as Emulators. The Emulator appears to be a combination communications engineer, priestess, spiritual counselor and historian. It is the duty of this character to motivate and help direct the Zentran and Meltran troops (and to a lesser degree, inspire the Marduk officers as well). One way they inspire the troops is through an eerie song of war. This is one of the reasons the songs of Minmay affected the earlier invaders so strongly and lead to the U.N. Spacy's infamous "Minmay Attack" which confused and unnerved the Zentran and Meltran warriors (thus giving Earth's defenders an edge). Unlike their male counterparts, the female Marduk are not trained in combat or quite as bloodthirsty. However, their lives and songs are dedicated to the Marduk way of life which is one of war and conquest.

The Emulators are greatly respected and hold a high place in the hierarchy of the Marduk. Generals can use, question and chastise an Emulator but they cannot punish her; an Emulator answers only to the high priestess (Ishtar's superior is Lady Elensh) and Lord Emperor Ingues.

1. **All Marduk Emulators' (females) attributes** are determined by rolling 3D6 for just like human beings, then adding the following bonuses.

   +1 I.Q. permanent bonus
   +2D4 M.A. permanent bonus
   +1D6 M.E. permanent bonus
   +1D6 P.B. permanent bonus

2. **Hit Points:** Same as humans. S.D.C. bonus is 10.

3. **Song of War:** The Emulator's song stimulates and encourages the Zentran and Meltran to fight with the resulting effects.

   Negates the Minmay Attack.

   +2 to save vs fear/horror factor.

   +2 to the initiative of all Zentran/Meltran who hear the song.

   +1 to strike, parry and dodge to all Zentran/Meltran troops who hear the song; instills courage and a blood lust, desire to fight.

Attribute Requirements: None, although a high M.A. and M.E. are desired.

O.C.C. Skills:

Radio: Basic (+10%)
Radio: Scrambler (+10%)
Computer Operation (+10%)
Read Sensory Equipment (+10%)
Navigation (space) (+15%)
Land Navigation (+10%)
Basic & Advanced Math (+20%)
Sing (+20%, professional quality)
Lore: Zentran/Meltran (+20%)
Pilot Marduk Power Armor (basic type)
W.P. Energy Pistol

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

O.C.C. Related Skills: Select six additional skills. Plus two additional skills at level three and one at levels six, nine and twelve. All new skills start at level one proficiency.

Communications: Any (+10%)
Domestic: Any (+10%)
Electrical: None
Espionage: Intelligence and escape artist only (+5%)
Mechanical: None
Medical: First Aid only (+5%)
Military: None
Physical: Any
Pilot: Any (+5%)
Pilot Related: Any (+10%)
Rogue: Any (+5%)
Science: Any (+10%)
Technical: Any (+10%)   W.P.: Any

Secondary Skills: The character also gets to select three secondary skills at level one and two additional skills at level eight from those listed, excluding those marked "None." These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Standard Equipment: Spacesuit (soft type), uniforms and personal items. She also has direct access to just about everything, including computers and data files.

Authorized Clearance Upon Assignment: Basic Marduk power armor, space shuttle, vehicles, laser pistol, additional spacesuit (hard suit), special or prototype equipment, optical enhancements, sensory and camera equipment, surveillance equipment, and access to all military facilities, spacecraft and data. An Emulator can directly command 24 troops and inspire and manipulate thousands through her song of war.

Monthly Wages: Not applicable.
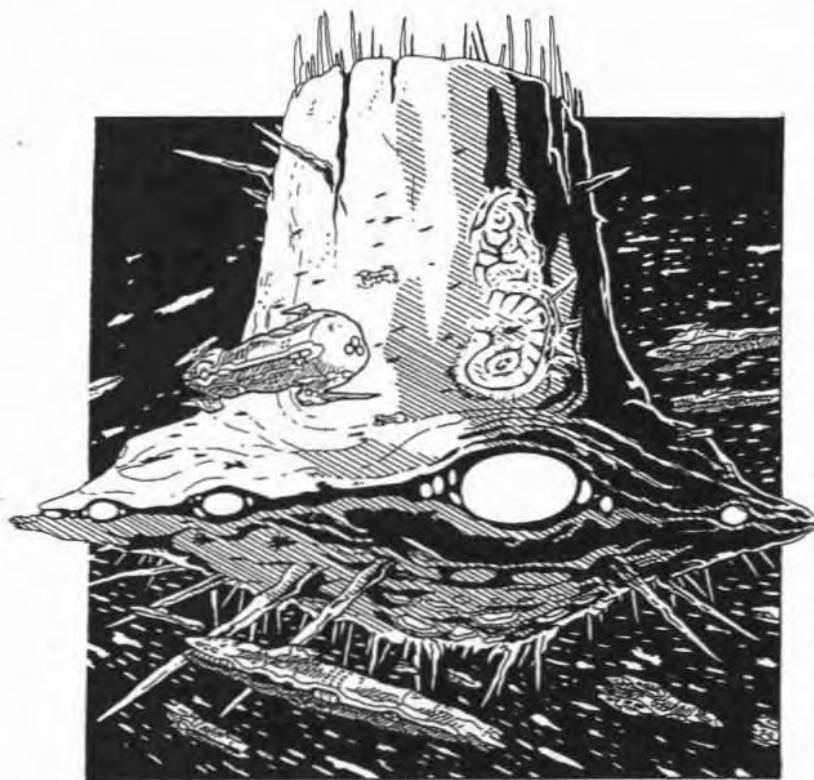
Breaux

The Setting of Macross II™

The **Macross II animated mini-series** is a pretty straightforward story of love, war, discovery and truth. We catch glimpses of Earth and Marduk society and there are hints about the Zentran and past conflicts. Titanic battles and much of the war takes place in the outer reaches of space. The animated mini-series focuses on just a handful of pivotal characters, but hundreds of stories can be woven from this conflict and the heroic champions who fight to save their world. As a role-playing game, we can explore the lives and adventures of countless characters. We are also free to explore the many facets of this future Earth's society, integrated with humans and non-humans, and their continuing conflicts with alien invaders bent on their subjugation or destruction.

The Basic Plot

The year, 2089. Eighty years earlier the Earth defeated an attempted invasion by giant aliens known as the Zentran and Meltran. Much of the planet was devastated in that war, but in the end, the Zentran, who were bred only for war, came to appreciate Earth's culture and embraced the concepts of freedom, love, peace and unity. Those Zentran exposed to such ideology began to question their existence and sided with the humans they were sent to destroy. Together, humans and Zentran/Meltran repelled the rest of the alien invasion fleet and have stood united from that day forward. Since that fateful day, the giant aliens have become fully integrated into Earth society. Of course the transition had its rough moments and there were scattered acts of violence, terrorism and the occasional military uprising from

dissidents. However, there have been no acts of organized subversion or aggression by the Earth Zentran or Meltran (females of the same race) in over 40 years. Most Zentran and Meltran are fiercely loyal to their adopted homeworld and its people. They revel in the comparative freedom of Earth society and have gone on to explore the wonders of their imagination, art, music and culture which had been so long denied to them.

The real danger came from the stars. It seemed that every ten years or so, other-worldly Zentran battle fleets or advanced scouts would enter Earth's solar system and inevitably head toward Earth to extract vengeance or cause trouble. The last of these skirmishes was 20 long years ago, with a minor incident involving Zentran rogues only 10 years ago. The people of Earth and even the military of the united Earth governments, the U.N. Spacy, began to believe they had seen the last of the alien invaders.

The military grew overconfident. Time and time again, the forces of the U.N. Spacy easily rebuffed each new offensive launched by the enemy. The combined might of the U.N. Spacy's Zentran troops, the Valkyrie space fighters, the Macross cannons/battle cruisers and the infamous Minmay Song Attack seemed to be an invincible force. Even the Earth Zentran and Meltran began to relax their guard. Many were now second and even third generation descedants of the original Zentran/Meltran — all born on Earth. The old warrior disciplines and ways of life have become a faded memory. To the young Zentran and Meltran, their forefather's slave masters, the *Marduk*, were little more than faceless monsters in stories almost a hundred years old.

When an alien fleet appears just beyond Mars, the U.N. Spacy is not initially concerned. They suspect it is just another splinter group of Zentran warriors. Continued observation, begins to indicate some alarming differences. This fleet is large, not like those of the last 80 years. More ships arrive every few hours, amassing into what will become an alien armada numbering into the thousands. The spaceships seem to resemble Zentran design but there are distinctive differences. When the first of the alien's space fighters and mecha are encountered, they too are reminiscent of Zentran design, but all are unlike any previously encountered.

It is soon learned that the aliens are indeed invading Zentran, but this is no ordinary assault force, this is part of the Imperial Marduk fleet! The spacecraft and mecha are the latest war designs and the fleet is led by the nefarious Marduk Lord Emperor Ingues.

The Marduk & Their Zentran

The Marduk (pronounced Mar-Duke) are a race of human looking beings who seek to achieve "peace through absolute power." This means war, destruction, genocide, and the conquest and enslavement of other intelligent life forms to "purge impure worlds and dominate them." Otherwise, "confusion and disorder shall reign throughout the universe." We see four distinct types of Marduk, the song singing, priestess-like **Emulators** (Ishtar and Lady Elensh), the seemingly **cyborg assistant scientists**, the **warrior officers/commanders** (Feff and Lord Volf), and the god-like **Lord Emperor Ingues.**

It is particularly interesting to note that Lord Emperor Ingues (pronounced En-Goose) is referred to as a "divinity." Interesting

because "Marduk" is the name of an ancient Babylonian god of war! Could there be a historical connection? If not, there is certainly a symbolic one. Viewers of the film are left with the impression that Emperor Ingues is more than mortal and has lived for hundreds, even thousands, of years. It has been the Emperor's twisted vision of "peace through absolute power" that has made the Marduk and their Zentran and Meltran slaves cold hearted warriors bent on intergalactic conquest and domination.

The Marduk and their warrior slaves have known only a life of war and destruction. They are mentally conditioned to thrive on fighting, conquest and winning. Whenever any of the troops are believed to have been "contaminated" by the culture/society of the people they are invading, those suspected of contamination are destroyed, battle cruiser and all! This extreme measure serves four purposes. **One**, it keeps the troops from ever trying to understand the people they are invading. As long as the enemy is faceless and the war impersonal, the soldiers can act swiftly and without mercy. The enemy is just a cardboard figure and therefore easier to destroy. **Second**, only views and philosophies of Lord Emperor Ingues are preserved. Outside influences and ideas, which might cause his people to think and question his insane philosophy, are crushed. **Third**, he keeps his troops loyal and narrowly focused through fear and intimidation. **Lastly**, the destruction of "contaminated" troops eliminates any possibility of dangerous new ideas infecting the rest of the troops and encourages the survivors to avoid contact with the enemy lest they suffer the same fate.

The Zentran and Meltran soldiers under the Marduk's rule are giant 40 to 45 foot (12.2 to 13.7 m) tall warriors bred exclusively for war. They are taught only combat skills and have no society, culture, recreational time, free thought or freedom of any kind. They are viewed simply as "machines" of war. Since Earth's first encounter with the Marduk/Zentran forces, the insidious Marduk have taken new measures to prevent future acts of treachery. To this end the Zentran and Meltran warriors are continually *brainwashed* and kept in suspended animation until they are needed for combat. **Note:** In one scene of the animated mini-series, we see a storage bay with hundreds of Zentran soldiers slumbering in stasis tubes with wires connected to their heads to reinforce their brainwashing.

Sadly, these giants are little more than living, flesh and blood robots made to serve the Marduk. When it is time to attack an enemy, they are awakened from stasis sleep and sent out to destroy. Their only purpose in life is to fight. The Zentran and Meltran are courageous, fearless warriors who rarely show mercy or hesitation of any kind. They plunge headlong into battle, ignoring the dangers that may await them. These brainwashed troops welcome death in battle as a glorious end to their lives. When the fighting is over, the majority (80%) are placed back into stasis sleep where they will remain until it is time once again to wage war.

The Zentran
& Meltran of Earth

The first invasion ended eighty years ago. The giants who dared to join forces with the humans did so because they had become "contaminated" by Earth's culture. First, by song, and then by what they saw. And they liked what they saw. A world where people were reasonably free and where there existed freedom of expression and individuality. Humans were a compassionate people filled with "dreams" (a new concept for the Zentran). These humans fought them not for conquest or the sheer pleasure of the hunt and kill, but out of the necessity to preserve their lives and freedom. These first invaders were touched by love, curiosity and imagination, all strange new emotions and concepts for them.

Song seemed to become the embodiment of all that Earth culture had to offer. A voice, a free voice, and music that soared on the airwaves and took the souls of all who heard it soaring along with it. At first, the music was strange and frightening, eventually, at least for those who let it, the music became a welcomed friend. A thing of beauty that set the mind to imagining words, pictures and emotions. The Zentran/Meltran were never given the opportunity to stop and enjoy such simple pleasures as the beauty of a song or the pleasing rythmn of a melody.

Something so innocuous, so inexplicable as a song brought them new awareness. It stirred emotions and thoughts that the giants had not realized were possible. This made many of them curious (another new emotion), which in turn caused them to *wonder* and *question*. They wondered about life and began to question their existence and the purpose of their endless wars. This war threatened to destroy their new found beauty. To what end would its destruction serve? Ironically, these thoughts ran through the invading fleet like a ravaging infection. All who were touched by the infection were irrevocably changed. For the first time, they realized they were tired of their empty existence filled only with war. The songs suggested that there could be much more in life. That one could be a creator rather than a destroyer. That life held wonders the emotionally retarded giants had never known. Experiences they had never before considered. In the end, those infected with such *ideas* rebelled against their masters and joined the enemy to fight for the human's dreams of freedom, life, and creation. With the Zentran and Meltran's help, the invaders were turned away.

The first thirty years after the war were a time of difficult transition and an uneasy alliance. The first step was to reduce the majority (70%) of the Zentran and Meltran population from 40 foot (12.2 m) giants to human size. This was easy, because the aliens' physical structure had been genetically engineered to allow them to be enlarged and shrunk as needed. Most of the Zentran battle cruisers were equipped with machines that could perform the task. The hard part was turning the giants into social animals.

The Zentran/Meltran were genetically designed, bred, cloned and psychologically conditioned for war. They were aggressive, short tempered and unskilled (except in combat). Socially they were infants, completely unaccustomed to life in any sort of society other than a strict military one. Their Marduk masters had even segregated the two sexes to such a degree that each considered the other to be an entirely different race, hence their separate names.

It was a quantum leap just to have the Zentran (males) and Meltran (females) learn to live together. They never knew a mother or father, or the love of a parent. The males and females never associated with one another and their feelings of sexuality were suppressed by separation, mind control, drugs and rigid military laws. Males and females were completely segregated

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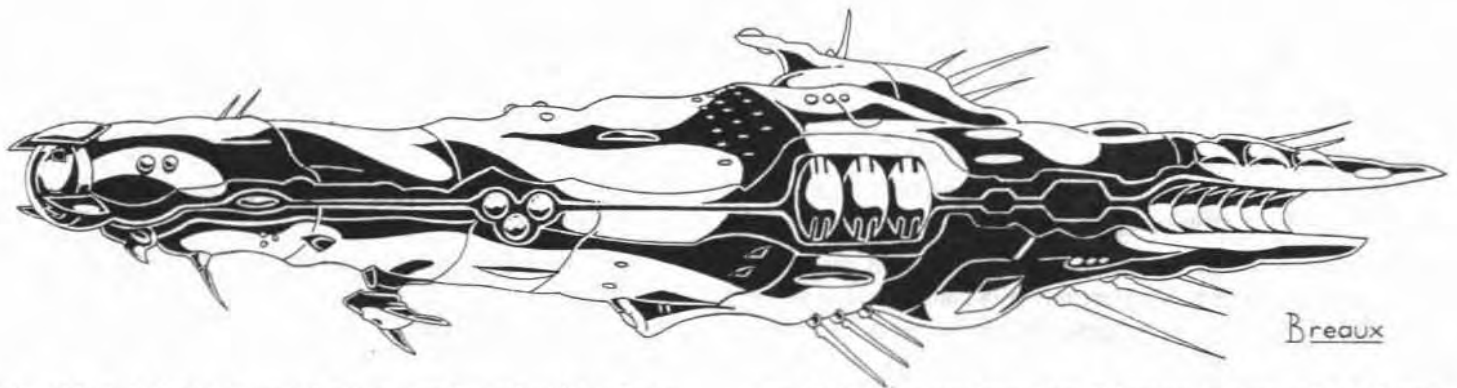
and seldom had any personal contact with each other. Some never saw a member of the opposite sex for their entire lives. They had no concept of family (clones don't have parents) and had been so brainwashed that they didn't know about the "birds and the bees" (clones don't need sex to reproduce)! Even friendships were a rarity. There was little or no socialization between any soldiers. Friendship, fraternization and sentimentality were all scorned as weaknesses. Remember that the giant warriors were also kept in stasis much of their lives, activated only during times of combat or to serve as a labor force.

Everything humans take for granted was new and strange to the giants. All struggled with the new ideologies, the socialization process and the human environment. Like children, the Zentran and Meltran learned the basics about human interaction and social conduct, mainly by watching others. Living among humans, reading, watching videos and so on, the aliens learned and changed. With time, most adapted reasonably well to human society. Those who had difficulty learning the new ways volunteered to remain giants and operated the great spaceships now under the leadership of the U.N. Spacy. Yet, even these misanthropes, who felt awkward among other people, enjoyed their new found freedom and culture. Earth was their home now and all would fight to protect her, especially from their own kind.

Of course, there were Zentran who could not adapt to life on Earth. These characters frequently returned to the ways of fighting and killing until they were destroyed. Uprisings and skirmishes from displaced and angry Zentran erupted frequently the first twenty years, but the hostility of the rogues slowly diminished until they became virtually nonexistent.

Most Zentran and Meltran have been completely integrated into human society. From a strictly medical/biological point of view, they are human beings. This has allowed Zentran/Meltran to marry native humans and bear offspring. The Valkyrie ace, Lieutenant Silvie Gina, is one-quarter Zentran/Meltran because her grandmother was a Meltran who married a human. Very few of the original Zentran and Meltran are still alive. The second and third generation Zentran and Meltran are as human and socially adept as anybody else. Their only possible distinction is their heritage and subsequent hatred of their ancestor's slave masters the marduk.

The appearance of the Marduk invasion force fills the Zentran of Earth with raging emotions. The descendants of the aliens are engulfed with loathing toward the heartless Marduk. They better than anybody understand that the Marduk and their Zentran/Meltran soldiers destroy anything that is different. They cannot hate the Zentran soldiers because they know they are the brainwashed slaves of the evil Marduk. Yet, they know they

must fight these giant warriors if they wish to save their adopted planet. The fact that they must fight and kill their own ancestors makes them hate the Marduk all the more, making many of the U.N. Spacy Zentran and Meltran especially savage and merciless when fighting the mechanized legions of the Marduk. They know full well that this is a life and death struggle and that the Marduk and their Zentran slaves will show them no mercy. **Note:** See the **Macross II Sourcebook** for data about Earth's Zentran and their special Valkyries.

The Earth of Macross II™

The Earth of **Macross II** is not much different than our own Earth of today. Oh sure, there is space travel, certain technological advancements and aliens walking among humans, but from a cultural and sociological point of view, the world is unchanged. People tend to have the same values, morals, and laws. The air is a little bit more polluted but it's still blue. Rock and roll is still popular, clothing, automobiles, telephones, homes and buildings are all still recognizable.

RPG Adventures

There are a couple of different approaches Game Masters and players can take in building adventures for **Macross II**. One is to recreate and elaborate on the combat action of the Marduk invasion and the arrival of Ishtar. The videocassettes and/or comic books will be a big asset in helping to establish one's view of the world, the enemy, machines, and story line. Recreations of the war can place attention on events and characters not seen in the film.

Another possibility is to extrapolate on events that happen after Earth triumphs and the Marduk and their Zentran/Meltran minions leave for their homeworld. This opens up a lot of possibilities! Remember, any such extrapolation by gamers may carry "their" story into very different directions than what the **Macross II** film people have in mind (and there are rumors that a **Macross III** is under consideration). Here are some of my thoughts for some likely plot-lines and scenarios for continuing the adventures.

How many Zentran, Meltran or even Marduk stayed behind on Earth? Are they all good guys looking for a new life or are some villainous cretins who seek to subvert and conquer Earth from within? Others may be dissidents which could lead to conflicts of civil unrest, terrorism, riots, espionage/sabotage, military coup attempt, and so on. Some may be working as spies and others might just be evil opportunists or the downtrodden who turn to a life of crime.

We see the surviving Marduk leave Earth with Ishtar, but what is their fate? It might be fun to play Zentran, Meltran and Marduk characters fighting among themselves. Ishtar and her followers are trying to build a new society where all its people are free and they work toward peace instead of war. This frightening new concept can lead to all kinds of trouble.

- Many reject this new life style and try to return to the life of war and slavery they have known for thousands of years. This could become a titanic conflict and lead to fights and schisms between different groups of Marduk and Zentran/Meltran. Did any human "advisors" go along? Stowaways? Troublemakers?

- There could be civil unrest among these groups with various would-be leaders seeking control of them and the Marduk empire (some are good like Ishtar and others are evil or selfish).

- Perhaps the Zentran and Meltran, removed from their mind control and allowed more freedom, revolt against their one time slave masters and seek to crush them out of revenge. Or they themselves become cruel conquerors.

Do other Marduk come to Earth and try to destroy it? It is implied that there is a Marduk Empire and presumably a Marduk homeworld. Does Ishtar and her legion return home? Probably not, since they are likely to be exterminated in the blink of an eye because they have been "contaminated" by an alien culture.

Does the Marduk Empire send out a fleet (or perhaps scouts at first) to find their missing fleet? Do they follow their trail to Earth? Do they realize that Earth engaged their fleet and won? Do they send a new fleet to conquer or destroy the Earth? Do they hunt down the "contaminated" traitors and destroy them or punish them in some other way? Earth's triumph over Ishtar's invasion force may serve only to escalate the entire conflict.

Alternately, is this the beginning of the end of the Marduk Empire? Is the empire falling apart? Are they losing control? This could mean other aliens from other planets might begin their own campaign of military conquest — is Earth a likely target? Perhaps these people, once conquered and abused by the Marduk and their Zentran/Meltran soldiers, seek revenge against their enemy and wage a manhunt to find and destroy them. Earth has become the home to millions of Zentran and Meltran refugees. Humans and Zentran/Meltran have become integrated and the two races have intermingled in the great world "melting pot." The question then becomes, will Earth be seen as a planet that is harboring the enemy or even be perceived as "the" enemy?! Will these vengeful aliens seek to destroy them or demand those of Zentran/Meltran heritage to be turned over to them for the crimes of their forefathers or the Marduk? **GM Note:** Alien races and technology can be liberally borrowed from many of Palladium's other role-playing games such as **Rifts, The Mechanoids, Heroes Unlimited, Villains Unlimited** and others.

There are zillions of exciting possibilities when one really looks at this story and the unique characters. Go for it! Build adventures and have fun!! The universe awaits you. **Note:** More information about the U.N. Spacy, spaceships, robots, and characters will be in the first sourcebook (due out in September 1993).

Non-Player Characters

Hibiki Kanzaki

Hibiki is a surprisingly young (17 years old, soon to be 18), energetic, reporter who is rapidly gaining a reputation for being one of the best investigative reporters at SNN, the Scramble News Network (Channel Five). He is sometimes an arrogant hot-shot who is more concerned with himself and getting an impressive news story than caring about the truth or the people involved. The ensuing war makes Hibiki a more sincere and compassionate person.

In addition to his work as a reporter at SNN, he is a skilled pilot and is sometimes asked to fly the company's private jet or civilian Valkyrie for special assignments. In fact, Hibiki got his start at the network as a pilot and earned his place as a reporter through hard work, talent and enthusiasm.

When the Marduk invade, Hibiki is assigned to pilot a civilian Valkyrie and to assist the veteran war correspondent, Dennis Lone, in covering the story. Hibiki learns a lot from Dennis even though their time together is brief. Perhaps the two most important lessons he learns is that a reporter must tell the "true" story, even if that story is painful or not what people want to see, and that news is not just a matter of ratings and entertainment, but the presentation of factual events and information, whether it's good or bad. During his temporary assignment as a war correspondent, Hibiki also learns that there is nothing glorious about war; it is ugly, brutal and painful on many different levels. Through the course of the **Macross II** story, Hibiki matures as a person and begins to see the whole picture in world events, not just the flashy fragments that make a good news story.

His work with Dennis Lone gets him involved with the Marduk Emulator, Ishtar. Hibiki finds himself attracted to the beautiful and innocent alien and there are opportunities for romantic en-

tanglement (Ishtar seems to be falling in love with him). Hibiki and Ishtar become dear friends, but romance blossoms unexpectedly between him and Silvie Gina. His involvement in the war and his friendship with both young women have a dramatic affect on his life. The end result serves to make him a better, more caring and responsible person and an excellent investigative reporter.

Name: Hibiki Kanzaki

Alignment: Scrupulous

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

Hit Points: 30 H.P. and 20 S.D.C.

O.C.C.: Investigative Reporter

Level of Experience: 4th level reporter

Disposition: Hibiki starts out as an arrogant, selfish character who seldom stops to think about anything other than how he can advance his career.

He is always self-reliant, resourceful, intelligent, inquisitive and clever. He is bold and gutsy, willing to take risks to get what he wants (like a hot story) or to help a friend, but he is sometimes too cocky and overconfident which can lead to trouble and make enemies.

By the end of the war, Hibiki is a much more caring and open-minded person with great respect for truth, integrity and friendship.

Combat Abilities: Hand to Hand: Basic

Combat/Attacks Per Melee Round: Four attacks or actions per melee.

Bonuses: +2 to parry and dodge, +2 to pull punch, +2 to roll with fall or impact, +3 to save vs psionic attack/mind control or insanity. Hibiki has a 60% likelihood to evoke a feeling of trust or intimidation in others and 40% chance to charm and impress.

Skills of Note: Basic math, computer operation, radio basic, photography, T.V./video, research, journalism, writing, streetwise, navigation, land navigation, running, swimming, general athletics, pilot motorcycle, pilot automobile, pilot jet, pilot civilian Valkyrie, and W.P. automatic pistol.

Appearance: Human male, 17 years of age (soon to be 18), 6 feet tall (1.8 m).

Special Vehicle: He personally owns a motorcycle and has access to the SNN motor pool and SNN owned VC-079 Civilian Valkyrie and company jets.

Equipment of Note: Motorcycle, two language translators (worn on the ear), video gun, the holographic video studio, and many accessory lenses and equipment, pocket tape recorder, two quality 35 mm cameras, note pad, pocket flashlight, binoculars, a nice three room apartment, good wardrobe and personal items.

Weapons: None

Money: Hibiki is currently earning about $300 a week and has 11,000 dollars in savings. His coverage of the war should get him a big bonus.

Alliances & Allies: Silvie Gina (human/Meltran Valkyrie ace), Ishtar (Marduk Emulator), Mush (a hairdresser with lots of street smarts and connections) and his SNN bosses and associates. His SNN connections gives him access to their data bases, newswires, information networks, files, computers, film library, satellites, etc.

Silvie Gina

Lieutenant Silvie Gina is the youngest officer in the U.N. Spacy. She has proven herself to be one of the greatest pilots in military history and is regarded as a Valkyrie ace. The only pilot who is better is her friend and mentor Lt. Nexx (who Silvie has also dated on occasion). She is alert, quick-thinking, smart, resourceful, bold, and courageous. She is totally dedicated to helping people and saving lives and loves the military. She has all the qualities that will make her an excellent leader (she is already the leader of her squadron).

At first Silvie dislikes Hibiki over a shoddy story he reports which suggests she is having an affair with her commanding officer (she's not, she's trying to convince him that the U.N. Spacy needs to upgrade the Valkyries and diversify the types of robots and weapons in the military's arsenal). She even punches Hibiki in the nose! However, as their paths become entangled, both discover the truth about each other and seem to be falling in love.

Name: Silvia ("Silvie") Gina

Alignment: Scrupulous

Attributes: I.Q.: 17, M.E.: 22, M.A.: 20, P.S.: 13, P.P.: 22, P.E.: 13, P.B.: 17, Spd.: 14.

Hit Points: 31 H.P. and 30 S.D.C.

O.C.C.: Investigative Reporter

Level of Experience: 5th level Valkyrie pilot

Disposition: Self-reliant, resourceful, intelligent, analytical, brave, honest, keeps a cool head under fire, makes a good leader and is a good strategist and tactician.

Combat Abilities: Hand to Hand: Martial Arts

Combat/Attacks Per Melee Round: Five attacks or actions per melee.

Bonuses: +1 on initiative, +6 to strike, +7 to parry and dodge, +7 to pull punch, +3 to roll with fall or impact, +4 to save vs psionic attack/mind control or insanity. She also has a 60% likelihood to evoke a feeling of trust or intimidation in others and a 35% chance to charm and impress.

Skills of Note: Basic math, computer operation, navigation, radio: basic, read sensory instruments, pilot jets, pilot jet pack, pilot Valkyries (all), pilot robots (basic), pilot automobiles, robot/Valkyrie combat (elite, all), weapon systems, running, swimming, hand to hand: martial arts, boxing, W.P. automatic pistol, W.P. automatic rifle, and W.P. heavy energy (Valkyrie weapons).

Appearance: Human female, 17 years of age (about to turn 18), five feet, six inches tall (1.6 m).

Special Vehicle: She has access to military vehicles of all kinds, including automobiles, jeeps, jet aircraft and all types of Valkyries.

Equipment of Note: All standard military issue and personal items.

Weapons: Standard for VF pilots.

Money: Silvie is currently earning $2000 a month and has 19,000 dollars in savings.

Alliances & Allies: Hibiki (human reporter), Ishtar (Marduk Emulator), Nexx (her fellow Valkyrie ace) and her military superiors, friends and associates. Her military connections gives her access to their data bases, newswires, information networks, files, computers, and installations.

Note: Silvie is one-quarter Meltran.

Ishtar —
Marduk Emulator

Ishtar is a Marduk Emulator rescued in space by reporters Dennis Lone and Hibiki Kanzaki. Hibiki doesn't tell the authorities about Ishtar and takes her to his home. His plan is to videotape interviews with her and get the news "scoop" of the decade. However, a friendship quickly develops between the young reporter and the gentle, enigmatic Ishtar. He helps Ishtar to understand Earth's culture and the concepts of love and freedom. The two get entangled in many adventures. Together, with Silvie Gina, they become key players in the defeat of the Marduk invaders.

In the end, Ishtar dedicates herself to bringing peace and freedom to her people (and the Zentran/Meltran). She has a crush on Hibiki, but he and Silvie seem to have a budding romance and Ishtar has other responsibilities away from Earth. Ishtar is a truly good person who cares about others. She is tired of war

and wants to see her people learn, enjoy life and build rather than suppress and destroy. The Marduk commander known as Feff seems to have deep feelings for Ishtar. If nothing else, they are good friends, but there seems to be more behind Feff's affections.

Name: Ishtar, no last name is used by the Marduk
Alignment: Scrupulous
Attributes: I.Q.: 18, M.E.: 19, M.A.: 24, P.S.: 12, P.P.: 11, P.E.: 13, P.B.: 21, Spd.: 14.
Hit Points: 33 H.P. and 10 S.D.C.
O.C.C.: Emulator/scholar
Level of Experience: 6th level Emulator
Natural Abilities: Song of War which inspires and controls the Zentran slaves of the Marduk. She is also a natural leader with a curious mind and pleasant personality.
Disposition: Intelligent, inquisitive, gentle, compassionate, tolerant of others, and willing to stand up for what she believes is right. She loves to sing and has found Earth's many varieties of music, song, art and culture to be fabulous.
Combat Abilities: None
Combat/Attacks Per Melee Round: Two
Bonuses: +5 on all skills from her I.Q bonus, +5 to save vs psionic attack/mind control or insanity. Ishtar has an 80% likelihood to evoke a feeling of trust or intimidation in others and 55% chance to charm and impress.
Skills of Note (I.Q bonus of +5%): Basic and advanced math, computer operation, radio: basic, radio: scrambler, writing, reads and writes Marduk, lore: Zentran/Meltran, navigation, land navigation, sing, play keyboard/piano, swimming.
Appearance: Human woman in her early twenties; real age unknown. She's about five feet, seven inches tall (1.65 m).
Special Vehicle: None
Equipment of Note: Language translator (worn on the ear), video and audio discs and players from Hibiki, along with some Earth clothing and personal items.
Weapons: None
Money: None
Alliances & Allies: Hibiki Kanzaki (human reporter), Silvie Gina (human/Meltran Valkyrie ace), and Feff (an officer in the Marduk high command).

Feff,
Marduk Commander

Feff is the stern commander of the Marduk invasion fleet. He is both friend and commander to Ishtar (and seems to have romantic feelings toward her). He is a bold, confident military leader with an excellent head for strategy and tactics. One of the things that sets him apart from many of the other Marduk officers is that he cares about his soldiers, even the Zentran and Meltran who are under his command. He cannot tolerate any senseless slaughter of his people. He is influenced by Ishtar and ultimately stands by her, against all odds.

Name: Feff
Alignment: Scrupulous
Attributes: I.Q.: 20, M.E.: 23, M.A.: 18, P.S.: 21, P.P.: 23, P.E.: 19, P.B.: 12, Spd.: 15.
Hit Points: 61 H.P. and 38 S.D.C.
O.C.C.: Marduk Commanding Officer
Level of Experience: 9th level Marduk Officer
Disposition: Bold, confident, resourceful, intelligent, and excellent strategist and tactician.
Combat Abilities: Hand to Hand: Expert

Combat/Attacks Per Melee Round: Four attacks or actions per melee (plus mecha).
Bonuses: +1 on initiative, +6 to strike, +7 to parry and dodge, +2 to pull punch, +2 to roll with fall or impact, critical strike on natural 18-20, paired weapons, judo throw, +4 to save vs psionic attack/mind control or insanity. He also has a 50% chance to evoke a feeling of trust or intimidation in others and a 35% chance to charm and impress.
Skills of Note: Basic and advanced math, computer operation, navigation, radio: basic, radio: scrambler, read sensory instruments, pilot Marduk power armor (all), pilot spaceships, pilot tanks & APCs, pilot robots (basic), running, swimming, general athletics, wrestling, hand to hand: martial arts, boxing, demolitions, demolitions disposal, W.P. automatic pistol, W.P. automatic rifle, and W.P. heavy energy (mecha weapons).
Appearance: Humanoid male, appears to be in his late twenties, six feet, five inches tall (1.9 m).
Special Vehicle: He pilots a Gilgamesh Type II power armor and has access to military vehicles and power armor and spacecraft.
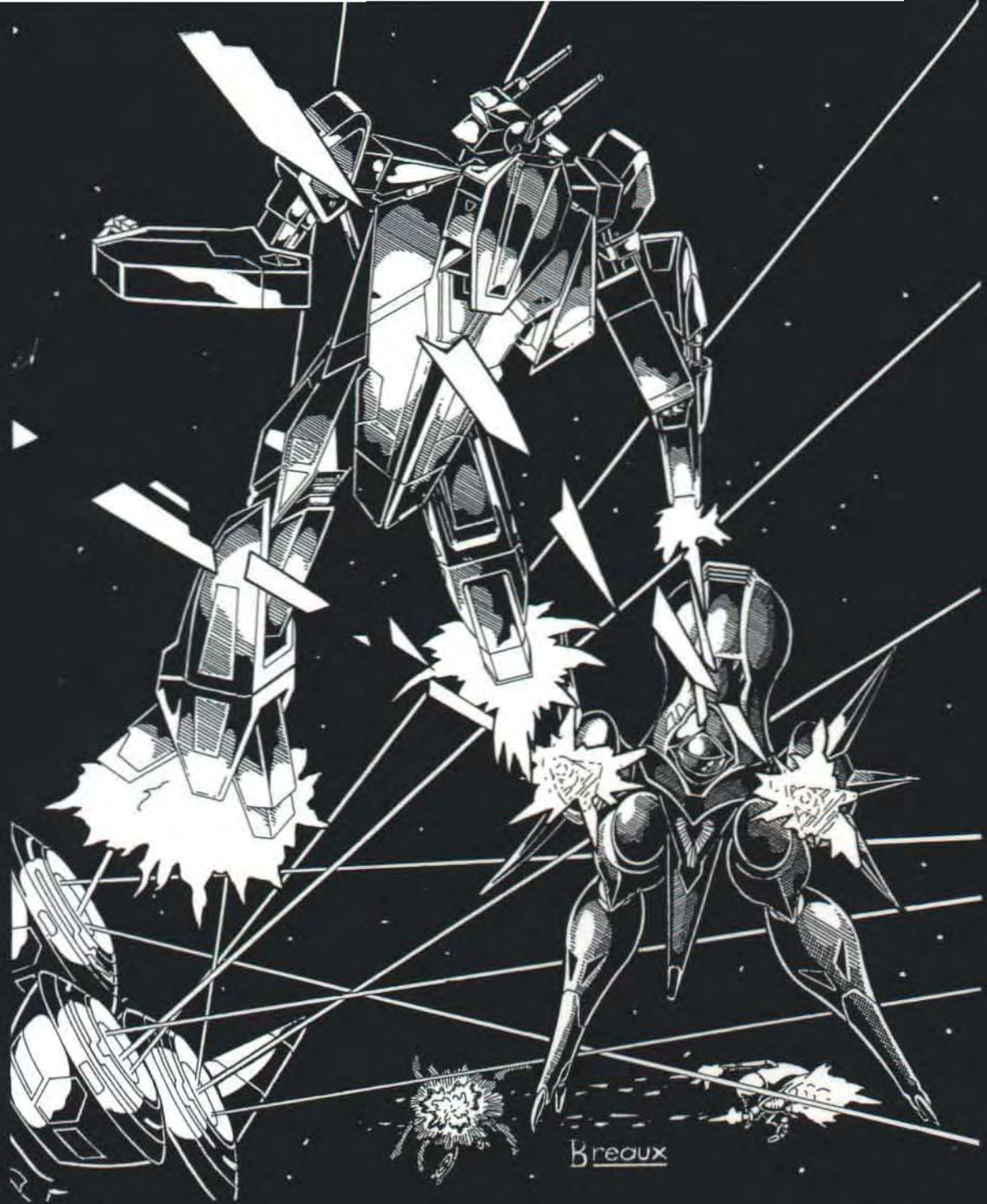**Equipment of Note:** All standard military issue and personal items.
Weapons: Standard for Marduk pilots.
Money: Not applicable.
Alliances & Allies: Ishtar (Marduk Emulator) and the majority of his troops. He also has an uneasy alliance with the U.N. Spacy and has met and knows about Hibiki and Silvie.

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