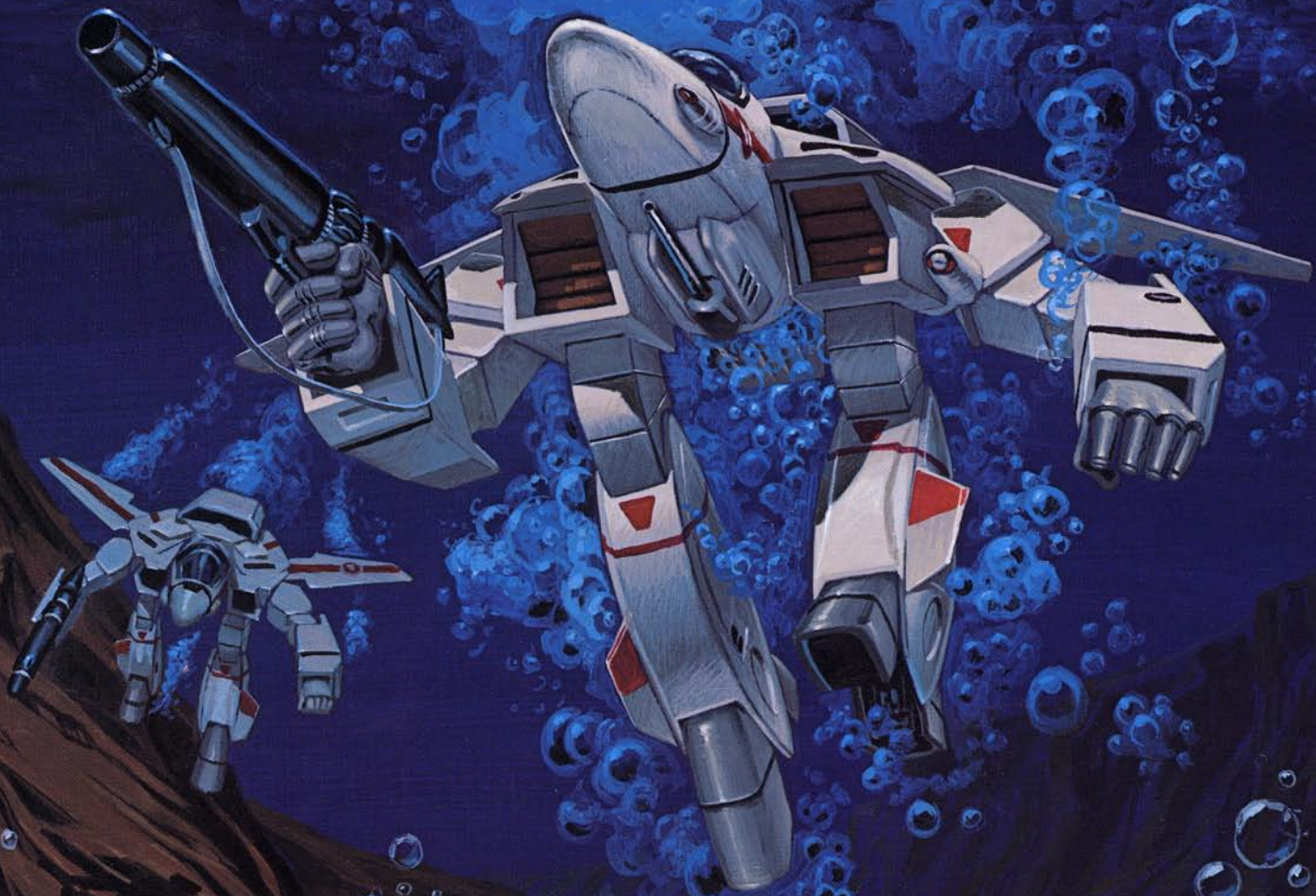


PALLADIUM BOOKS® PRESENTS . . .

ROBOTECH® RPG ADVENTURES

RDF ACCELERATED TRAINING PROGRAM

BY GARY REED



A sourcebook for Macross with a dozen adventures and ideas for dozens more. Includes over 20 random tables.

About this book

Originally published in 1988

This book was first printed in the mid-1980s. Before the Internet as we know it, and even before the term “anime” came to be known in the United States.

Accurate information about the original anime was difficult to find, and the people managing the *Robotech*® intellectual property in those days preferred to keep *their Robotech*® at arm’s length from the original three anime series – *Macross*, *Southern Cross* and *Genesis Climber Mospeada* – that inspired the unique and beloved creation that is **Robotech**®.

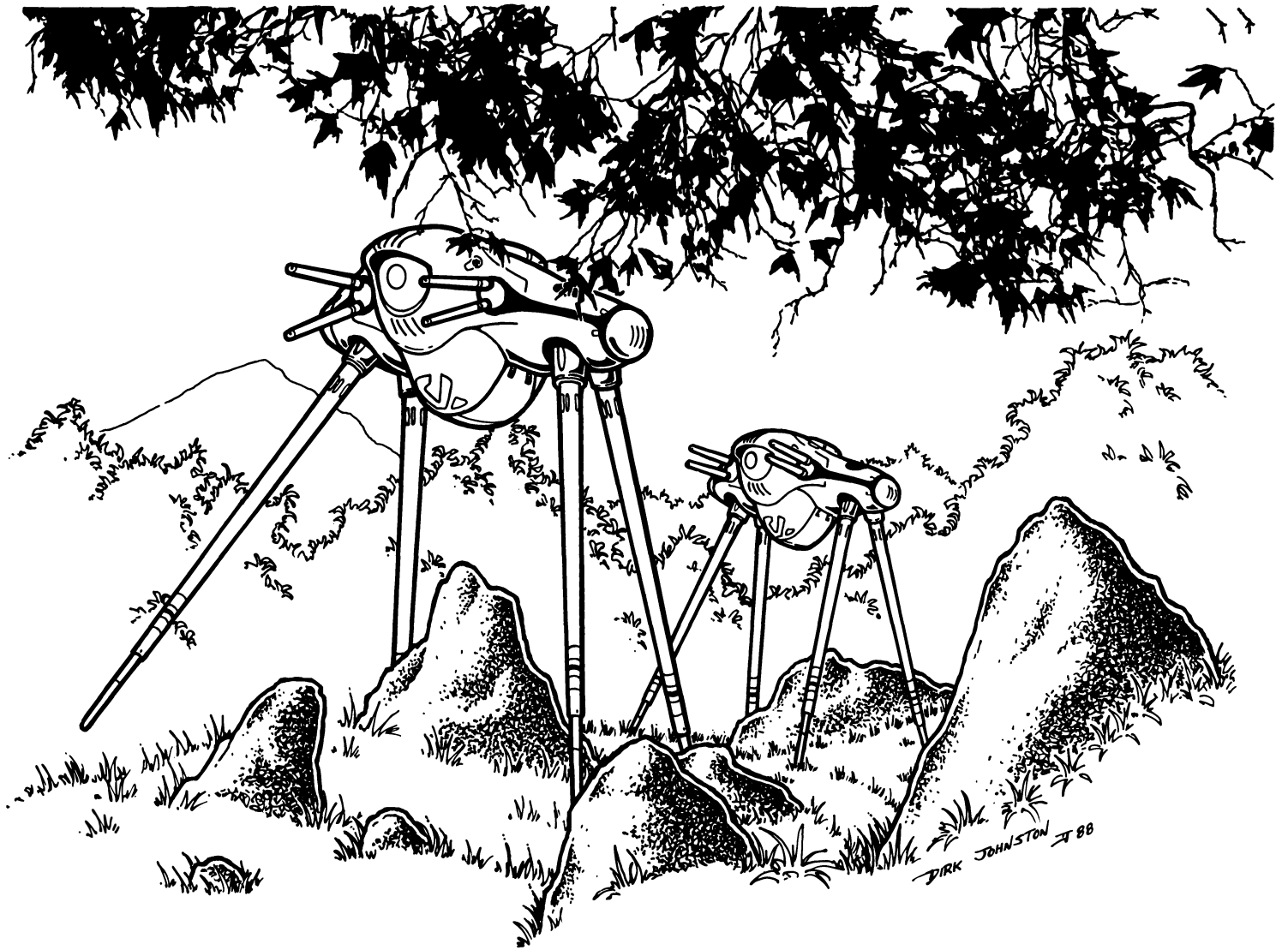
As a result, the details and stats behind some of the mecha, characters, vehicles, weapons and settings reflect a different era and mindset than the **Robotech**® we know today. The information and stats reflect that time period, the information available, and the wishes of the *Robotech*® series’ creator and the managers of the I.P. at that time. Palladium Books followed their wishes.

Please enjoy these **Robotech**® RPG books for what they are. Enjoy the nostalgia, and use or adapt the rules, stats, maps and data to the modern **Robotech**® books as you deem desirable. Though different, much of the material of these 1980s and 1990s books is easily modified and adapted to current **Robotech**® RPG titles and **Robotech**® RPG Tactics™.

An important note about the new *Robotech*® RPG titles: When we *relaunched* the **Robotech**® RPG series in the new millennium, we approached the games as if they were brand new to us. Stats and information are all updated and brought in line with the modern history, back story, and mecha, as well as featuring new artwork. That means new stats, deeper history, and new information and equipment. Some titles like **Robotech**®: **The Masters Saga**™ **Sourcebook** contain a wealth of new and exciting mecha, power armor, robots and weapons never before seen in the RPG series. Stats and information from the original books were NOT reprinted, and only a small amount of the past artwork has reappeared in the new *Robotech*® titles.

It is our pleasure to make the original *Robotech*® titles available, once more, with the permission of Harmony Gold, USA, Inc. Enjoy.

– Kevin Siembieda, Publisher & Game Designer, 2017



PALLADIUM BOOKS® PRESENTS ...

ROBOTECH® RPG ADVENTURES

ROF ACCELERATED TRAINING PROGRAM

This Book is Dedicated to my wife , Jennifer, for so many reasons.

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PDF ACCELERATED TRAINING PROGRAM

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INTRODUCTION

Welcome to the **Robotech Defense Force Accelerated Training Program!** The RDF Training Program is a *supplement* to the **Robotech® Role-Playing Game**. Please note that I said supplement, as this book is designed to be used in conjunction *with the other Robotech books*. It is not intended to stand on its own. Frequent referrals to the **Robotech Role-Playing game**, as well as other books in the **Robotech series**, will be necessary to get the *full* benefit of the material contained within these pages.

The promise of this book is exactly what the name implies — a training manual. Players utilizing this supplement will be asked to stretch their characters to the limit; test new, unknown, or unused (!) abilities, and sharpen the character's skills. Participants in *RDF Accelerated Training* will be more confident and resourceful than their "untrained" counterparts, thus encouraging adventures which are more stimulating. As a consequence, game masters will be challenged by the characters' skills and inventiveness, thus offering a greater diversity in most situations.

GAME DESIGN

Most of the training sessions and scenarios are designed for interaction in battle. This will allow characters the opportunity to be involved in an array of situations having different weapons, opponents, and terrain. The Training Program can be effectively run using the systematic approach whereby you start at the beginning and proceed through the entire book, or it can be played by randomly selecting various segments out of sequence. Once a rudimentary knowledge of the Training Program is gained, some sections may be utilized for a short game or combined into a long running campaign. It is recommended that the Training Program be utilized as a *complete course* to maximize the enjoyment, as well as the benefits.

Training sessions are divided into two types. These are the *individual* sessions where only one character is involved (these are few) and *group training*, where the characters are interacting as a team. In both cases, there is a great deal of flexibility, and modifications available. There are numerous *random tables* throughout the entire book and chances are slim that a specific scenario will repeat the same conditions such as location, terrain, and encounters. Even

after completing all training sessions, both the individual and group scenarios can be played over and over again without becoming repetitious.

The essence of the "training program" is that combat is simulated, but real missions, assignments and adventure can be interwoven with the training. The random tables can be used for simulations and real assignments. Of course, in role-playing games, combat is always a simulation. Real players simulate the actions of an *imaginary* playing piece called a character. The character is the individual role being played by you, the player.

DAMAGE

Possible one of the most appealing aspects of the *RDF Accelerated Training Program* is the damage incurred. Why? — because there is none! *All combat is simulated*. No real damage is sustained, only loss of points and prestige. Therefore, a player's character can be blasted to pieces in one simulated exercise and removed as dead (no longer a participant), but can be included at the start of the next exercise, fully restored. Of course, foolish death and repeated acts of recklessness will result in failure or even expulsion from the program.

All damage is recorded the same as if it were "real." By utilizing the same rules system, characters can conceptualize damage capabilities without suffering the real life consequences. It will also make assessment of damage a more familiar concept for *new* players.

Built into all the mecha units, as well as the various uniforms are complex micro-sensory units. These record the damage inflicted whether they be hit points, structural damage, or mega-damage. These sensors will activate a shutdown mechanism if a particular location has surpassed the damage threshold. For example — The Excaliber has a mega-damage capacity of 200 for each leg. If during a heavy combat melee the sensory units read that the left leg has exceeded the 200 M.D.C. allotted, the left leg will shutdown and become totally inoperative. *The advanced holographic design of the simulation unit* will create the visual damage as it occurs. So, the first hit will put a dent in the leg's armor and when the leg has been totally incapacitated, the character will only see a mangled mess of wires and armor where the mecha's left leg used to be!

Unless otherwise stated by the game master, all damage incurred in one exercise is applicable only to that exercise. That means the character will usually begin each training segment at full strength and peak efficiency.

CHARACTERS NEW OR OLD

The character used in the RDF Accelerated Training Program is completely open. You can create a totally new character or place your existing character in the program to experience new and different situations and mecha.

It seems that, far too often, players who have established characters are reluctant to try out new or unknown devices because they don't want to take any *chances*. After all, they got this far, why risk it? By using the training sessions, players can experiment with different mecha, weaponry, environments and maneuvers. This offers an excellent opportunity to try out a few ideas that a player may otherwise be hesitant to do.

If a player wishes to create a *new character*, be sure to consult the Robotech Role-Playing Game for the five main steps in creating a character. All steps should be included every time a new character is generated.

If utilizing an *existing character*, all attributes, hit points, damage capacity, occupational skills, and alignments remain the same. All equipment will be adjusted to standard equipment levels only. Other equipment will be available for use upon authorized clearance, on a mission to mission basis.

Players who come into the training exercises with established characters may also have some limitations placed upon them or the training exercise modified to accommodate their experiences. This is at the Game Master's discretion.

To utilize Robotech characters from the T.V. series, refer to the various other Robotech books for their skills and other essentials.

GAME MASTER OPTION

Game masters may have a group of players designated as a particular squadron or group and assign colors, emblems, etc. Game masters may also want to have some sort of award certification and ceremony for completion of Accelerated Training. The GM may also opt to award a Merit Badge for each session for outstanding action by an individual character, or to have an overall "Best in Class Award" to the character or group who shows outstanding ability.

ATP Weaponry for Training Exercises and Basic Patrols

One of the objectives of the Accelerated Training Program is to encourage *recruits* in the use of the many types of weapons available for their use. Although seasoned troops may have a particular favorite weapon, ATP cadets shouldn't limit themselves to personal favorites. They should have a broad and comprehensive understanding of the different weapons and missiles.

A variety of standard weapon and missile allotment are issued to recruits regardless of personal preference. These issued weapons will be included in all training exercises and adventures unless *otherwise* stated. Any weapons picked up in the field or obtained in some other manner are to be turned in after that particular assignment. The following are the standard mecha weapons issued to each type of mecha unit. For hand to hand weapons, standard issue of the particular O.C.C. are to be provided.

RDF MECHA

VERITECH FIGHTERS

High Powered Lasers (Jet Mode Only)

Lasers: Head when in Battloid, underbelly when in Guardian and Jet Mode.

GU-11 Gun Pod (usable in Battloid Mode only)

Wing Missiles (usable in Jet and Guardian Modes only)

EXCALIBER

PBC — Particle Beam Cannons

M-89 12.7 Machinegun

TZ-IV Gun Cluster

Missile Launcher Pods (Shoulders)

Left Shoulder

- 1 — Plasma
- 2 — Plasma
- 3 — Armor Piercing
- 4 — Smoke (red)
- 5 — Smoke (green)
- 6 — Fragmentation
- 7 — Fire Retardant
- 8 — Tear Gas
- 9 — High Explosive (light)
- 10 — High Explosive (light)
- 11 — High Explosive (medium)
- 12 — High Explosive (medium)

Right Shoulder

- 1 — Plasma
- 2 — Armor Piercing
- 3 — Armor Piercing
- 4 — Smoke (blue)
- 5 — Smoke (yellow)
- 6 — Fragmentation
- 7 — Fragmentation
- 8 — Knock Out Gas
- 9 — High Explosive (light)
- 10 — High Explosive (light)
- 11 — High Explosive (medium)
- 12 — High Explosive (medium)

Heavy Missile Pod (above right shoulder)

- 1 — High Explosive (medium)
 - 2 — High Explosive (medium)
 - 3 — Fragmentation
 - 4 — Fragmentation
 - 5 — Armor Piercing
 - 6 — Armor Piercing
- All are medium range Missiles.

Leg Missile Pods

Left Leg — Upper

- 1 — Fire Retardant
- 2 — Tear Gas
- 3 — Knock Out Gas

Right Leg — Upper

- 1 — High Explosive (medium)
- 2 — Plasma
- 3 — Fragmentation

Left Leg — Lower

Same as Right Leg Upper.

Right Leg — Lower

Same as Left Leg Upper

M.A.C. II

Auto Cannons

Triple-Barrel, Anti-Ground Missile Launchers

Left Arm

- 1 — Reflex Multi Head
- 2 — Proton Torpedo
- 3 — Proton Torpedo
- 4 — High Explosive

Positions 1-4 are all long range.

- 5 — Fragmentation
- 6 — Fragmentation
- 7 — Armor Piercing
- 8 — Plasma

Positions 5-8 are all medium range.

- 9 — Smoke (black)
- 10 — Smoke (red)
- 11 — Fire Retardant
- 12 — Knock Out Gas

Positions 9-12 are all short range.

Right Arm

- 1 — Reflex Multi-Head
- 2 — Proton Torpedo
- 3 — High Explosive
- 4 — Reflex Multi-Head

- 5 — Fragmentation
- 6 — Armor Piercing
- 7 — Armor Piercing
- 8 — Plasma

- 9 — Smoke (white)
- 10 — Smoke (green)
- 11 — Fire Retardant
- 12 — Tear Gas

SPARTAN

Missile Launchers

Both arms are the same.

- | | |
|-----------------------------|------------------------------|
| 1 — High Explosive (medium) | 12 — High Explosive (light) |
| 2 — High Explosive (heavy) | 13 — High Explosive (medium) |
| 3 — Fragmentation | 14 — High Explosive (heavy) |
| 4 — Armor Piercing | 15 — Fragmentation |
| 5 — Plasma (medium) | 16 — Fragmentation |
| 6 — Plasma (heavy) | 17 — Armor Piercing |
| 7 — Proton Torpedo | 18 — Plasma (heavy) |
| 8 — Reflex (medium) | 19 — Plasma (heavy) |
| 9 — Reflex (heavy) | 20 — Multi-Warhead |
| 10 — Reflex Multi-Warhead | 21 — Smoke (red) |
| 11 — Reflex Multi-Warhead | 22 — Smoke (green) |

Note: All are short range missiles. For training purposes, the character will be required to carry this variety of missile types.

GLADIATOR

ROV-10 Laser Turret

TZ-IV Gun Cluster

Battle Mace (GU-11 Gun Pod is *not* standard issue!)

Missile Launcher Pods

Left Shoulder

1 — Plasma

2 — Plasma

3 — Armor Piercing

4 — Smoke (red)

5 — Smoke (green)

6 — Fragmentation

7 — Fire Retardant

8 — Tear Gas

9 — High Explosive (light)

10 — High Explosive (light)

11 — High Explosive (medium)

12 — High Explosive (medium)

Right Shoulder

1 — Plasma

2 — Armor Piercing

3 — Armor Piercing

4 — Smoke (blue)

5 — Smoke (yellow)

6 — Fragmentation

7 — Fragmentation

8 — Knock Out Gas

9 — High Explosive (light)

10 — High Explosive (light)

11 — High Explosive (medium)

12 — High Explosive (medium)

All are short range missiles.

RAIDAR X

Laser Cannons

ZENTRAEDI MECHA

Loyal Zentraedi who have joined the RDF are usually allowed to continue to operate Zentraedi mecha. They, like all recruits will be asked to handle recon patrols, civil defense and other non-combatary functions.

MALE POWER ARMOR

Impact Cannon

Particle Beam Cannon

Laser Pistol

FEMALE POWER ARMOR

Dual Auto Cannons

High Speed Pulse Lasers

Short Range Missile Launchers

Top Launchers

All are high explosive (light) as are the reloads.

Hip Launchers

All are armor piercing.

TACTICAL BATTLE POD

Particle Beam Cannons

Laser Guns

Auto-Cannons

LIGHT ARTILLERY BATTLE POD

Particle Beam Cannons

Auto Cannons

Light Missile Pods

Left

1 — High Explosive (light)

2 — High Explosive (medium)

3 — Fragmentation

4 — Fragmentation

5 — Armor Piercing

6 — Armor Piercing

7 — Plasma

8 — Tear Gas

9 — Knock-Out Gas

10 — Smoke (red)

11 — Smoke (green)

12 — Fire Retardant

All are short range missiles.

Right

1 — High Explosive (light)

2 — High Explosive (medium)

3 — High Explosive (medium)

4 — Fragmentation

5 — Armor Piercing

6 — Plasma

7 — Plasma

8 — Tear Gas

9 — Knock-Out Gas

10 — Smoke (white)

11 — Smoke (black)

12 — Fire Retardant

HEAVY ARTILLERY POD

Particle Beam Cannons

Auto Cannons

Heavy Missile Launcher

1 — Multi-Warhead

2 — Fragmentation

3 — Armor Piercing

4 — High Explosive (heavy)

Note: All are medium range missiles.

OFFICER'S BATTLE POD

Large Particle Beam Cannon

Auto Cannons

Weapons Arm (Particle Beam Cannon and Small Impact Cannon)

Short Range Missiles

1 — Fragmentation

2 — Armor Piercing

3 — Plasma

4 — High Explosive (medium)

5 — Knock-Out Gas

6 — Smoke (black)

FIGHTER POD

Particle Beam Cannon Cluster

Medium Range Missile Launchers

Top

1 — Armor Piercing

2 — Armor Piercing

3 — Multi Warhead

4 — Multi Warhead

Left

1 — High Explosive (light)

2 — High Explosive (light)

3 — High Explosive (heavy)

4 — High Explosive (heavy)

Bottom

1 — Fragmentation

2 — Fragmentation

3 — Plasma

4 — Plasma

Right

1 — High Explosive (medium)

2 — High Explosive (medium)

3 — High Explosive (medium)

4 — High Explosive (medium)

Note: All are medium range missiles.

LVT ADVENTURER II

Right Wing

Cluster I:

1 — High Explosive (light)

2 — High Explosive (light)

3 — Smoke (white)

4 — Fragmentation

5 — Fragmentation

Cluster II:

1 — High Explosive (medium)

2 — High Explosive (medium)

3 — Tear Gas

4 — Armor Piercing

5 — Armor Piercing

Cluster III:

1 — Plasma/Napalm

2 — Plasma/Napalm

3 — Knock-Out Gas

4 — Plasma/Napalm

5 — Armor Piercing

CRITERIA FOR PASSING THE ATP

To determine if a recruit or group has passed a specific test requires a subjective analysis by the game master.

In the Accelerated Training Program (ATP), success is not measured in terms of winning and losing. Although these two options are usually all that exist in actual warfare, the simulation exercises allow much more latitude. Losing the assigned session does not insure a failing grade and winning the battle does not guarantee a passing mark either.

The purpose of the ATP is for recruits to utilize the many resources they have to handle each scenario in the most efficient and resourceful way possible. A lucky shot that grasps victory from the clutches of defeat will be considered just that — luck! If a serious blunder or act of stupidity places the mission in jeopardy, that is to weigh much more heavily. GMs acting as RDF training directors, should see how the recruit or team approaches the mission at hand and how they carry out their goals. These objectives may be the ones established at the onset of the scenario or developed during the exercise.

Some of the criteria that are to be taken into account when deciding if an individual or group has completed the exercise satisfactorily include:

initiative	survivability
obtaining goals	damage inflicted on the enemy
creative approach	adaptability
team cooperation	morale (clear head or panic)

In some of the testing exercises, more specific goals will be listed for strong consideration by the game master when determining whether the test has been passed successfully.

It is important to note that although all of the individuals playing will make up the team, the group's success will not necessarily reflect on all of the individual players in every adventure. This also means that just because the "group" passes, it doesn't mean that every one in the group will pass.

The Accelerated Training Program is based on an individual basis, even in group sessions. Players should be able to act within a group, yet still show individual contributions. Game masters should allow a great deal of flexibility for the different roles that will be assumed by the team members; after all, not everyone can be the leader. Some players will not add a great deal to the plans and goals of the team, but will carry out their duties effectively. They should not be penalized for this, in fact, they should be given credit for realizing their own strategic weaknesses and allowing more insightful players to handle that particular aspect. However, this should not be confused with those characters who are totally passive and allow others to do all their thinking for them, even which missiles to shoot! There are many different ways of contributing to a team and the game master must realize the various approaches.

What Constitutes a Completed Training Session?

It is entirely the game master's discretion that determines the completion of a simulation exercise. *Options Include:* 1) Imposed time limit, 2) Satisfactory involvement, 3) Completion of mission, 4) Death or total disablement of one or all of the combatants, or 5) An arbitrary decision based on any further benefit in continuing. **Please note that all training exercises require a Training Director (T.D.).**

Requirements for Successfully Passing the Accelerated Training Program

1. The recruit must pass *at least* one exercise in each of the seven sections.

Left Wing

Cluster I:

- 1 — High Explosive (light)
- 2 — High Explosive (light)
- 3 — Smoke (black)
- 4 — Fragmentation
- 5 — Fragmentation

Cluster II:

Same as the Right Wing II

Cluster III:

Same as the Right Wing III

Note: All short range.

COMMANCHERO

M-89 Machinegun

32mm Auto Cannons

Missile Pods

- 1 — High Explosive (light)
- 2 — High Explosive (medium)
- 3 — Fragmentation
- 4 — Armor Piercing
- 5 — Tear Gas
- 6 — Plasma/Napalm
- 7 — Knock-Out Gas
- 8 — Fire Retardant
- 9 — Smoke (see chart for color)

All pods are the same except position number 9 (smoke).

Right

- Pod 1 — Red
- Pod 2 — Green
- Pod 3 — Yellow

Left

- Pod 1 — Black
- Pod 2 — White
- Pod 3 — Gray

Note: All are short range.

FALCON FIGHTER JET

Right

- 1 — Armor Piercing
- 2 — Fragmentation
- 3 — Multi Warhead

Left

- 1 — Armor Piercing
- 2 — Plasma/Napalm
- 3 — Multi Warhead

2. In section 7.00 (*Command Performance*), the recruit must lead the team in one of the sessions. Manner of deciding is at the Training Director's discretion. The assignments may be chosen by the recruit or Director or determined randomly. A "X" is to be placed in the appropriate box for the exercise.
3. If a session is unsuccessful, a player may repeat an exercise as many times as the Training Director will let him. However, no experience points are gained from repeat sessions.
4. A recruit may be assigned *demerits* for misconduct and other wrongful behavior. If the accumulated demerit total reaches seven, then the recruit must successfully pass two additional training exercises. For each accumulated total of seven there of (14, 21, 28), the recruit will have to succeed in the completion of yet another session for each increment. If the total of demerit points reaches 35 or above, the recruit is *expelled* from the Accelerated Training Program. He is to be denied credit for any exercise he may have participated in, whether successful or not and experience points are reduced by ½.
5. If a recruit fails to pass with other members of his class, he may reenter the program. However, if assigned to a new class, all previous credit earned (exercises passed) are to be forfeited and experience points are reduced by ½.

DEMERITS

The RDF, like all military organizations, depends on a code of behavior that should be followed by *all* of its members. This code of conduct is usually enforced by strict military regulations.

In the Accelerated Training, a demerit system has been implemented to serve as punitive measures against minor indiscretions. Even major infractions are covered for the A.T.P. because some allowance for mistakes must be made for recruits, especially for those being involved in warfare for the first time.

The following table lists some of the more common misconduct rules and a suggested amount of demerits assigned to each. The Training Director should weigh each case individually and fine the recruit accordingly.

For every seven demerits accumulated, an additional two exercises will have to be successfully completed by the recruit. If the total reaches 35, the recruit is *expelled*. He may be readmitted, but will have to start from the beginning and accumulated A.T.P. experience points are reduced by half.

Note: Since the adventures take place during the training sessions, demerits will accumulate during both the Accelerated Training and adventures as a single system.

<u>Action</u>	<u>Demerits</u>
Disobeying Superior Officer	1
Flagrant disregard for Mission Directive or Mission Director	2
Striking an Officer	2
Disruption of native life	1
Willful & Wanton destruction of Property	1
Injuring Innocents	1
Willful Injury of Innocents	3
Killing of hostage(s) or Innocents (willful)	4
Unnecessary force with prisoners	1
Possessing illegal or unauthorized weapons	1
Cheating at training session	2
Criminal act (misdemeanor)	1
Criminal act (felony)	6
Bribery to pass a session	6
Accepting bribes/extortion	4

ACCELERATED TRAINING PROGRAM CODE OF ETHICS

In addition to the Code of Honor that all recruits have agreed to abide by when joining the Robotech Defense Force, a supplementary code has been adjoined for further emphasis of some aspects.

1. All recruits shall be deemed equal in all matters regardless of social status, race, age, rank, previous military experience, religion, sex, nationality, physical deformities, previous occupations, and sexual preference.
2. All recruits shall act in a manner conducive to the RDF behavioral guidelines. In unspecified cases, the recruit shall act in a manner that is most likely to fit in with International morality.
3. Regardless if recruit successfully completes the Training Program, no information concerning any of the practices, procedures, or any other constituents of the program are to be divulged unless proper clearance of recipient is known and verifiable.
4. The recruit shall serve the RDF loyally and disregard any previous loyalties such as nationality, race, or religion. While the RDF recognizes the importance those factors have in establishing present and previous bonds, they must remain secondary to the cause of the *Robotech Defense Force*.
5. All recruits shall be held to an internal honor system whereby they are to report any recruit or other member who has, in any way, degraded the Code of Ethics set down by the RDF.
6. The recruit, once completing the Accelerated Training, agrees to serve in any capacity assigned by the RDF for a period of not more than two years. Future reenlistment status shall fall under the standard RDF Rules and Regulations.

AWARDING EXPERIENCE POINTS

Although the Accelerated Training Program (ATP) is largely simulation, the holographic images and combat programs are so realistic and challenging that characters can actually gain real experience points. After all, it is the intention of the A.T.P. to build a better, more capable, confident soldier. Real experience under the most difficult (albeit simulated) conditions is one of the benefits of this military training.

Unfortunately, no matter how real a simulation may be, it is *not* the same as the real thing. If nothing else, the recruit knows he or she can not really die in a simulation. That knowledge alone can produce false bravado and heroics that might not occur in a real combat situation. Likewise, one can keep a cooler head when he/she knows that his/her life isn't really on the line.

Consequently, experience points for simulations are awarded somewhat differently than normal. **First**, the number/amount of experience is greatly reduced per each category. **Second**, some of the reasons for getting it are different. **Third**, there is an *Experience Penalty Table* that is used to *subtract* experience points gained from "simulated" exercises. **Fourth**, unless otherwise stated, each training simulation provides a maximum of 230 experience points per character, regardless of the session's length and complexity. **Fifth**, only the *TEN* (maximum) best experience scores can be applied to the character's permanent experience points and level. That means even if the characters participate in 30 different simulated training exercises, he can only select the 10 best experience scores to add to his character. **Sixth**, experience gained from the A.T.P. are applied *only* upon successfully passing the program. Failure or expulsion from the program means all experience is forfeited. **Note:** Experience from "real" missions/adventures are applied normally to the character's experience points after each mission.

Experience Points for Simulated Combat Exercises

Points	Action
2	Clever, but futile idea.
5	Clever, useful idea.
10	Quick action or decisive use of a skill.
25	A critical plan or action that saves the character's life or the lives of others.
50	A critical plan or action that saves the entire mecha team or dozens of people.
20	Sacrificing one's own safety to help or save others (but not foolishly).
10	Avoiding unnecessary violence.
10	Upholding the law.
10	Obedying orders faithfully.
10	Fulfilling the prime directive of the mission.
5	Good judgment.
5	Self-control (a cool head under difficult conditions).
10	Killing or subduing a minor menace.
25	Killing or subduing a major menace.
50	Killing or subduing a great menace.
25	Successfully passing the training exercise.

Note: Reduce experience awards by half for characters who are Fourth Level or higher. The A.T.P. is designed specifically for *new* recruits, not seasoned veterans.

Experience Penalty Table

Points	Action
-10	Foolish action that jeopardizes the team or its mission.
-20	Foolish, unnecessary self-sacrifice/death or foolish act of bravado that risks personal safety.
-30	Jeopardizing teammates or innocents by refusing to help or work as a team. Includes acts of cowardice.
-10	Unnecessary violence.
-10	Disobeying orders.
-20	Willfully disregard the prime directive of the mission.
-10	Willfully cheat, hurt, or deceive teammate(s) for selfish reasons.
-50	Cheat during the training exercise.
-50	Failure to pass the exercise.
-100	Willful betrayal of the RDF or teammates (torture is not willful; revenge, power, wealth are).

REGARDING THE ADVENTURE SCENARIOS . . .

The location of the RDF Accelerated Training is the **Argentine Base**. This not only provides a source of reserves for this volatile region, but also frees up the seasoned troops from the many mundane tasks that the recruits will be handling. Some of these tasks will be included in the adventures.

A real assignment/adventure may be inserted at any time during the course of the training. Experience points and damage should be adjusted and incorporated in the real adventures so that they are in line with the other role-playing games, rather than the modified versions utilized in the training sessions.

As with all adventures — modifications, additions, and deletions are welcomed, even encouraged. The random tables are offered as skeletal scenarios waiting to be fleshed out for individual tastes as either simulations or actual missions.

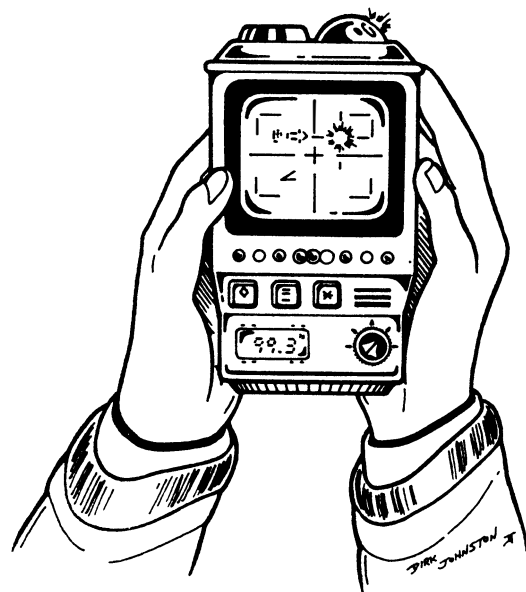
Although the recruits may not be under evaluation during real assignments (adventures), they still can “earn” demerit points which will be added to their accumulated total of the training program.

Game Master Note: It may be a good idea to look through the adventures before starting the training as they can add a great deal to the authenticity of the training. Also, the training sessions may be hard on some players and this will give them a chance to “cut loose.”

A Special Note Regarding Encounter Tables

Random Encounter Tables are provided as a guide and easy reference for the game master. Such tables reflect a reasonable variety of encounters that *should* be appropriate for most games. However, the game master may need or want to modify any given encounter to best satisfy the demands of the players and/or the circumstances of a specific adventure. The GM may decrease or increase the number of opponents or specific elements, to keep the action fresh, or to even the odds one way or the other. Speaking of odds, the situation does not always have to be balanced. An easy enemy, or calm, can be important to the game's pace and player confidence. Likewise, it is okay to have a more powerful opponent(s) to challenge the players; sometimes it may be wiser for them to negotiate, flee, or hide than fight.

Encounter tables are often presented in this book as possibilities for simulated combat exercises, but they can also be used for nonsimulated adventures as well. They are also designed so that they can be used for any Macross-type adventure campaign.



NON-PLAYING CHARACTERS (N.P.C.s)

In this book, like most other gaming books, the role of non playing characters range from insignificant “background” figures to vitally important characters with whom the players have interaction. The non-playing character (NPC) is played by the game master.

In the Accelerated Training Program, there can be hundreds of non-playing characters, each with different levels of interplay with the playing characters. The GM may emphasize some more than others, depending upon the particular situations.

It would take an enormous amount of time to pre-roll all of the NPCs ahead of time and to generate a NPC during the campaign can interrupt the flow of the scene. Included here are **Quick Roll Character Generations** for creating non-playing characters. The charts offer a *typical version* of that character class in addition to the quick rolls. The chart will enable NPCs to be created quickly and yet allow a great deal of diversity among members of the same group. Not only are the 8 attributes listed but also other essentials and skills. **The NPC Generation tables** will insure that although one can predict a “typical” bandit, not all of them are the same.

N.P.C. CHARACTER GENERATION TABLES

LOCALS — i.e. Townspeople, Villagers, Etc.

	Typical Local	01-08	09-20	21-34	35-50	51-66	67-80	81-92	93-00
Hit Points	12	9	10	11	11	12	15	18	20
S.D.C.	8	5	7	7	8	8	11	14	20
I.Q.	9	6	8	9	9	9	10	11	13
M.E.	10	6	8	9	9	10	11	13	15
M.A.	11	8	10	10	11	11	12	13	14
P.S.	9	6	8	8	9	9	10	11	13
P.P.	9	6	8	8	9	9	10	11	13
P.E.	9	7	8	8	9	9	10	11	12
P.B.	11	7	9	10	10	11	12	13	16
Speed	9	7	8	8	9	9	10	11	12
Experience Level	2	1	1	1	2	2	3	3	4
Alignment	Unprincipled	Principled	Scrupulous	Unprincipled	Unprincipled	Anarchist	Miscreant	Aberrant	Diabolic
Age	30	22	24	26	28	18	32	35	40
Height	5ft 7in	5ft 4in	5ft 5in	5ft 6in	5ft 7in	5ft 8in	5ft 9in	5ft 10in	6ft 0in
Weight	157lbs	145lbs	148lbs	152lbs	155lbs	157lbs	163lbs	168lbs	175lbs
Skill #1	Roll for one	Electrical Engineer +10%	Computer Operation +10%	Professional Cook +20%	Automotive Mechanic +20%	Aircraft Mechanic +10%	Locksmith +15%	Mechanical Engineer +10%	Professional Medical Doctor +20%
Skill #2	Roll for one	Pilot Helicopter +10%	Pilot Motorcycle +5%	Pilot Automobile +10%	Pilot Truck +10%	Computer Programming	Photography	Basic Electronics +5%	First Aid
Skill #3	Roll for one	W.P. Revolver	W.P. Revolver	W.P. Revolver	W.P. Rifle	W.P. Rifle	W.P. Auto. Pistol	W.P. Sub-Machinegun	W.P. Energy Rifle
Skill #4	Roll for one	Climbing	Gymnastics	Swim +5%	Boxing	Body Building	Swim	Wrestling	Hand to Hand Basic
Skill #5	Roll for one	Read Sensory Instruments +5%	Fish +10%	Sing +5%	W.P. Knife	Dance +5%	T.V./Video +5%	Sew +10%	W.P. Staff

NOMADS

	Typical Nomad	01-08	09-20	21-34	35-50	51-66	67-80	81-92	93-00
Hit Points	20	12	14	16	18	20	22	24	28
S.D.C.	13	8	10	11	12	13	14	15	18
I.Q.	11	8	9	10	11	11	12	12	14
M.E.	10	8	9	10	10	10	11	12	14
M.A.	10	8	9	10	10	10	11	12	13
P.S.	10	8	9	9	10	10	11	12	13
P.P.	11	8	9	10	10	10	11	12	14
P.E.	10	8	9	9	10	10	11	12	13
P.B.	8	6	7	7	8	8	9	11	13
Speed	10	8	9	9	10	10	11	11	12
Experience Level	2	1	1	1	2	2	2	3	4
Alignment	Unprincipled	Principled	Scrupulous	Unprincipled	Unprincipled	Anarchist	Miscreant	Aberrant	Aberrant
Age	29	22	24	26	28	29	32	34	36
Height	5ft 8in	5ft 4in	5ft 5in	5ft 6in	5ft 7in	5ft 8in	5ft 10in	6ft 0in	6ft 2in
Weight	156lbs	145lbs	151lbs	153lbs	155lbs	156lbs	160lbs	163lbs	168lbs
Skill #1	Roll for one	Pilot Automobile	Radio: Basic	Basic Electronics	Pilot Motorcycle	Land Navigation	Tracking +5%	Wilderness Survival +10%	Disguise
Skill #2	Roll for one	First Aid +10%	Cook	Sew	Fish +10%	First Aid +5%	Cook +10%	Sew +5%	Fish +5%
Skill #3	Roll for one	W.P. Revolver	W.P. Automatic Pistol	W.P. Auto & Semi. Auto Rifle	W.P. Energy Rifle	W.P. Rifle	W.P. Automatic Pistol	W.P. Knife	W.P. Sub-Machinegun
Skill #4	Roll for one	Hand to Hand Basic	Boxing	Hand to Hand Expert	Prowl	Hand to Hand Basic	Swim +5%	Climbing	Hand to Hand Expert
Skill #5	Roll for one	Computer Operation	Detect Ambush +5%	Pilot Truck	Read Sensory Equipment	T.V./Video	Pilot Airplane	Pick Pocket	Pilot Destroid (No Bonuses)

HIGH TECH BANDITS

	Typical H. T. Bandit	01-08	09-20	21-34	35-50	51-66	67-80	81-92	93-00
Hit Points	25	20	22	23	24	25	27	30	34
S.D.C.	17	14	14	15	16	17	18	20	22
I.Q.	13	11	12	12	13	13	14	15	16
M.E.	13	11	11	12	12	13	13	14	14
M.A.	14	12	12	13	13	14	14	15	15
P.S.	13	11	11	12	12	13	13	14	15
P.P.	15	13	13	14	14	15	15	16	16
P.E.	13	11	11	12	12	13	13	14	14
P.B.	12	10	11	12	12	13	13	14	13
Speed	13	11	11	12	12	13	13	14	15
Experience Level	3	1	2	2	3	3	4	4	5
Alignment	Miscreant	Unprincipled	Anarchist	Miscreant	Anarchist	Miscreant	Diabolic	Aberrant	Diabolic
Age	27	22	23	24	25	27	29	30	32
Height	5ft 8in	5ft 5in	5ft 6in	5ft 6in	5ft 7in	5ft 8in	5ft 10in	5ft 11in	6ft 1in
Weight	165lbs	152lbs	156lbs	160lbs	161lbs	165lbs	170lbs	175lbs	180lbs
Skill #1		Forgery +10%	Intelligence +5%	Interrogation	Sniper	Tracking +5%	Wilderness Survival +10%	Disguise +10%	Impersonation +5%
Skill #2 gets 2 skills		Cryptography Automotive Mechanic +10%	Laser Aircraft Mechanic +5%	Optic Systems Computer Repair +10%	Surveillance Mecha Mechanic +10%	T.V./Video Pilot Mecha Mechanic (Destructoid)	Radio: Satellite Mechanical Engineer +15%	Radio: Scrambler Mecha Mechanic +10%	Electrical Engineer +10% Veritech Mechanic +5%
Skill #3 gets 2 skills		Weapon Systems +5% Computer Operation +15%	Demolitions Disposal +10% Demolitions +10%	Land Navigation +5% Computer Programming +10%	Space Navigation +5% Photography +5%	Weapon Systems +5% Computer Operation +10%	Space Navigation +10% Computer Programming +5%	Land Navigation +10% Demolitions +5%	Weapon Systems +5% Computer Programming +5%
Skill #4 gets 3 skills		W.P. Revolver Rifle Knife	W.P. Revolver Energy Pistol Knife	W.P. Rifle Energy Rifle Knife	W.P. Revolver Heavy Rifle	W.P. Revolver Sub-Mach. Knife	W.P. Rifle Energy Rifle Revolver	W.P. Revolver Heavy Knife	W.P. Rifle Heavy Revolver
Skill #5		Hand to Hand Basic	Hand to Hand Basic	Hand to Hand Basic	Boxing Basic	Hand to Hand Basic	Wrestling Basic	Hand to Hand Expert	Hand to Hand Expert

Special: All high-tech bandits have the following skills: Pilot Automobile (+10%), Pilot Motorcycle, Pilot Truck (+5%), Pilot Helicopter (+5%), Pilot Motorboat (+5%). There is also a 1-20% chance the character can operate a droid too.

BANDITS

	Typical Bandit	01-08	09-20	21-34	35-50	51-66	67-80	81-92	93-00
Hit Points	23	20	21	22	23	24	25	26	27
S.D.C.	14	11	12	12	13	14	15	16	17
I.Q.	10	6	7	8	9	10	11	12	13
M.E.	11	8	9	9	10	11	12	13	14
M.A.	13	11	11	12	12	13	14	14	15
P.S.	11	9	10	10	11	11	11	12	13
P.P.	14	11	12	12	13	14	14	15	16
P.E.	11	9	10	10	11	11	12	12	13
P.B.	9	7	7	8	9	9	9	10	11
Speed	11	9	10	10	11	11	11	12	13
Experience Level	2	1	1	1	2	2	2	3	3
Alignment	Roll	Unprincipled	Anarchist	Anarchist	Miscreant	Miscreant	Aberrant	Diabolic	Anarchist
Age	24	20	21	22	23	24	25	27	30
Height	5ft 9in	5ft 5in	5ft 6in	5ft 7in	5ft 8in	5ft 9in	5ft 10in	5ft 11in	6ft 1in
Weight	161lbs	151lbs	153lbs	155lbs	158lbs	161lbs	166lbs	172lbs	180lbs
Skill #1	Roll for one	Auto Mechanics +10%	Aircraft Mechanics	Computer Repair	Mecha Mechanics	Mechanical Engineer +5%	Demolitions	Computer Operation +5%	Computer Programming
Skill #2	Roll for one	Interrogation	Land Navigation +5%	Sniper	Tracking +5%	Wilderness Survival +5%	Forgery +5%	Disguise	Detect Ambush +5%
Skill #3	Roll for one	First Aid +5%	Cook	Pick Locks	Read Sensory Equipment	First Aid	Cook +10%	Pick Pockets +5%	Pilot Airplane
Skill #4	Roll for one	W.P. Revolver & Energy Pistol	W.P. Auto. Pistol & Knife	W.P. Revolver & Rifle	W.P. Rifle & Energy Rifle	W.P. Heavy & Sub- Mach. gun	W.P. Energy Pistol & Knife	W.P. Energy Rifle & Knife	W.P. Semi-Auto. & Rifle
Skill #5	Roll for one	Hand to Hand Basic	Boxing	Hand to Hand Expert	Wrestling	Hand to Hand Martial Arts	Swim +5%	Climb +10%	Prowl +10%

E.B.S.I.S. Soldier

	Typical Soldier	01-08	09-20	21-34	35-50	51-66	67-80	81-92	93-00
Hit Points	32	25	27	30	32	35	40	45	48
S.D.C.	17	14	15	16	17	19	20	22	26
I.Q.	12	10	11	11	12	12	13	13	14
M.E.	13	11	12	12	13	13	14	15	16
M.A.	12	11	11	12	12	13	13	14	15
P.S.	13	11	12	12	13	14	14	15	16
P.P.	14	11	12	13	14	14	15	16	17
P.E.	12	11	11	12	12	13	14	14	15
P.B.	13	9	10	11	12	12	13	14	15
Speed	11	9	10	10	11	11	12	12	13
Experience Level	2	1	1	2	2	3	3	4	5
Alignment	Unprincipled	Aberrant	Scrupulous	Unprincipled	Anarchist	Miscreant	Diabolic	Anarchist	Principled
Age	25	22	23	24	25	26	27	28	30
Height	5ft 10in	5ft 6in	5ft 7in	5ft 8in	5ft 9in	5ft 10in	5ft 11in	6ft 0in	6ft 1in
Weight	175lbs	162lbs	168lbs	172lbs	175lbs	178lbs	180lbs	182lbs	186lbs
Skill #1	Roll for one	Inelligence +10%	Interrogation +10%	Intelligence +15%	Interrogation +2%	Intelligence +2%	Pick Pockets +5%	Escape Artist +5%	Impersonation +10%
Skill #2	Roll for one	Sniper	Sniper	Tracking +5%	Wilderness Survival +10%	Forgery +5%	Detect Ambush +5%	Pick Locks +10%	Disguise +5%
Skill #3	Roll for one	Pilot Automobile	Pilot Truck	Pilot Tank +10%	Pilot Auto +10%	Pilot Motorcycle	Pilot Helicopter	Pilot Mecha	Pilot Jet +10%
Skill #4	Roll for one	W.P. Rifle & Heavy	W.P. Rifle & Knife	W.P. Revolver & Energy Rifle	W.P. Rifle & Semi. Auto.	W.P. Revolver & Sub-Mach.	W.P. Rifle & Energy Pistol	W.P. Revolver & Knife	W.P. Rifle & Heavy
Skill #5	Roll for one	Hand to Hand Expert	Boxing	Wrestling	Hand to Hand Basic	Hand to Hand Expert	Prowl +15%	Hand to Hand Martial Arts	Climbing +20%

Special Note: If a mecha pilot, the character will have the following skills in addition to those just rolled.

Pilot Destrroid: This includes all E.B.S.I.S. battloids/destrroids. **Base Skill:** 55%+5% per level of experience. The pilot can also pilot RDF Destrroids (not Veritech), but with a -15% skill penalty.

- Mecha Combat (equal to Gladiator).
- Read Sensory Instruments — +10%.
- Navigation — +10%.
- Weapon Systems — +10%.
- Hand to Hand: Basic (applicable only if hand to hand skill was not randomly rolled yet).

MICRONIZED ZENTRAEDI — Zentraedi That Have Been Trained by Humans

	Typical Zentraedi	01-08	09-20	21-34	35-50	51-66	67-80	81-92	93-00
Hit Points	34	26	28	32	34	35	37	38	42
S.D.C.	17	13	14	15	16	17	19	20	23
I.Q.	11	9	10	10	11	11	12	12	13
M.E.	12	10	10	11	11	12	12	13	13
M.A.	12	10	11	11	12	12	13	13	14
P.S.	16	13	14	15	16	16	17	18	20
P.P.	14	12	12	13	13	14	15	16	17
P.E.	12	10	11	11	12	12	13	13	14
P.B.	9	8	8	9	9	10	10	11	13
Speed	11	9	10	10	11	11	12	12	13
Experience Level	2	1	1	1	2	2	2	2	3
Alignment	Unprincipled	Scrupulous	Principled	Scrupulous	Unprincipled	Anarchist	Unprincipled	Miscreant	Aberrant
Age	24	22	23	23	24	24	25	25	26
Height	5ft 10in	5ft 8in	5ft 9in	5ft 9in	5ft 10in	5ft 10in	5ft 11in	5ft 11in	6ft 0in
Weight	175lbs	168lbs	171lbs	173lbs	175lbs	178lbs	180lbs	183lbs	185lbs
Skill #1	Roll for one	Air Navigation +5%	Air Navigation	Land Navigation +10%	Land Navigation +5%	Sea Navigation +5%	Sea Navigation +10%	Space Navigation +5%	Space Navigation +15%
Skill #2	Roll for one	W.P. Revolver	W.P. Rifle	W.P. Energy Pistol	W.P. Energy Rifle	W.P. Heavy	W.P. Sub-Machinegun	W.P. Auto. Pistol	W.P. Semi. Auto
Skill #3	Roll for one	Body Building	Gymnastics	Swim & S.C.U.B.A.	Boxing	Wrestling	Prowl +5%	Climbing +5%	Swim +10%
Skill #4*	Roll for one	Basic Electronics +5%	Automotive Mechanics	Computer Operation	First Aid	Automotive Mechanics	Basic Electronics	First Aid	Automotive Mechanics +5%
Skill #5	Roll for one	Cook +5%	Sew -2%	Cook -5%	Sew -2%	Cook +2%	Sing -2%	Dance -2%	Sew +5%

***All these skills get no bonuses or penalties.**

Note: Micronized Zentraedi can also be made 40ft giants again. As giant warriors they all can pilot most Zentraedi Mecha (must be giant to operate Zentraedi Mecha).

Zentraedi Soldier O.C.C. Skills Include:

- Pilot Mecha (Pods) — +20%
- Mecha Combat (Pods)
- Weapon Systems (Pods) — +20%
- Hand to Hand: Basic

ZENTRAEDI WARRIOR (Full Size)

	Typical Zentraedi	01-08	09-20	21-34	35-50	51-66	67-80	81-92	93-00
Hit Points	1400	900	1100	1300	1400	1500	1600	1800	2200
S.D.C.	20	16	17	17	18	20	23	25	30
I.Q.	13	9	10	11	11	12	13	13	14
M.E.	11	9	10	10	11	11	12	12	14
M.A.	12	8	9	10	10	11	12	12	14
P.S.	14	12	13	13	14	14	15	16	20
P.P.	14	12	12	13	13	14	14	15	16
P.E.	13	10	11	11	12	13	13	14	15
P.B.	12	8	9	10	11	12	12	13	15
Speed	11	8	9	10	10	11	11	12	14
Experience Level	3	1	1	2	2	3	3	4	6
Alignment	Anarchist	Scrupulous	Miscreant	Anarchist	Miscreant	Anarchist	Unprincipled	Diabolic	Aberrant
Age	24	22	23	23	24	24	25	25	26
Height	56ft	52ft	55ft	56ft	58ft	60ft	62ft	66ft	70ft
Weight	18,000lbs	12,000lbs	14,000lbs	16,000lbs	18,000lbs	20,000lbs	21,000lbs	22,000lbs	24,000lbs
Skill #1	Roll for one	Radio: Basic +20%	Radio: Basic +5%	T.V./Video +5%	Radio: Basic	T.V./Video	Surveillance	Optic Systems	Radio: Scrambler +10%
Skill #2	Roll for one	Basic Math	Demolition & Disposal +15%	Photography	Intelligence	Demolition & Disposal	Tracking	Demolition & Disposal +10%	Computer Operation +10%
Skill #3	Roll for one	Boxing	Climb +10%	Prowl +10%	Wrestling	Swim +10%	Body Building	Boxing	Wrestling
Skill #4	Roll for one	W.P. Energy Pistol	W.P. Energy Pistol	W.P. Energy Pistol	W.P. Energy Pistol	W.P. Energy Rifle	W.P. Energy Rifle	W.P. Energy Rifle	W.P. Energy Rifle
Skill #5	Roll for one	Pilot Fighter Pod +10%	Pilot Theatre Scout +5%	Pilot Power Armor	Pilot Reentry Pod	Pilot Recovery Pod	Pilot Power Armor +10%	Pilot Reentry Pod +10%	Pilot Fighter Pod +20%

Note: All Zentraedi Warriors have the following additional skills:

- Pilot Mecha (Pods) — +20%
- Mecha Combat (Pods)
- Weapon Systems — +15%
- Read Sensory Instruments — +10%
- Hand to Hand: Basic

R.M.P. ROBOTECH MILITARY POLICE

	Typical R.M.P.	01-08	09-20	21-34	35-50	51-66	67-80	81-92	93-00
Hit Points	46	38	40	42	44	46	48	50	55
S.D.C.	30	25	26	28	29	30	31	33	35
I.Q.	11	10	10	11	11	12	12	13	14
M.E.	16	14	14	15	15	16	16	17	17
M.A.	13	11	12	12	13	13	14	14	15
P.S.	16	13	14	14	15	16	16	17	18
P.P.	17	14	14	15	16	16	17	17	18
P.E.	15	13	13	14	14	15	15	16	16
P.B.	12	9	10	10	11	11	12	12	13
Speed	11	9	10	10	11	11	12	12	13
Experience Level	3	1	2	2	3	3	3	4	5
Alignment	Scrupulous	Principled	Principled	Scrupulous	Scrupulous	Unprincipled	Unprincipled	Anarchist	Aberrant
Age	26	22	23	24	25	26	27	28	29
Height	5ft 11in	5ft 9in	5ft 10in	5ft 10in	5ft 11in	5ft 11in	6ft 0in	6ft 1in	6ft 2in
Weight	178lbs	169lbs	172lbs	174lbs	176lbs	180lbs	182lbs	184lbs	186lbs
Skill #1 See Note	Roll for one	Detect Ambush +15%	Pick Locks +15%	Detect Concealment +15%	Forgery +15%	Land Navigation +15%	Wilderness Survival +15%	Paramedic +10%	Disguise +15%
Skill #2	Roll for one	Automobile Mechanics +5%	Aircraft Mechanics +5%	Computer Operation +5%	Radio: Basic & Scrambler +10%	Surveillance +10%	Automobile Mechanics +5%	Escape Artist +15%	Demolitions & Disposal +10%
Skill #3	Roll for one	Pilot Motorcycle +5%	Pilot Truck +5%	Pilot Tank +5%	Pilot Mecha (Destroid)	Pilot Helicopter +10%	Pilot Airplane +5%	Pilot Motorcycle +10%	Mecha Combat
Skill #4	Roll for one	W.P. Heavy	W.P. Energy Rifle	W.P. Heavy	W.P. Energy Pistol	W.P. Heavy	W.P. Energy Rifle	W.P. Heavy	W.P. Energy Pistol

Note: All R.M.P. are *Military Specialists O.C.C.* and have the following skills automatically:

- Intelligence — +15%
- Interrogation — +30%
- Pilot Automobile
- W.P. Revolver
- W.P. Semi & Auto. Rifle
- Hand to Hand: Martial Arts
- Tracking — +15%
- First Aid
- Basic Electronics

RDF (Base Higher Personnel)

	Typical RDF	01-08	09-20	21-34	35-50	51-66	67-80	81-92	93-00
Hit Points	45	39	40	42	44	45	47	49	52
S.D.C.	28	25	26	27	28	28	30	32	34
I.Q.	12	10	11	11	12	12	13	14	15
M.E.	15	13	13	14	14	15	15	16	16
M.A.	15	12	13	13	14	15	15	16	16
P.S.	16	14	14	15	15	16	16	17	17
P.P.	17	14	15	16	16	17	17	18	18
P.E.	15	13	13	14	14	15	15	16	16
P.B.	13	10	11	12	12	13	13	14	14
Speed	12	10	10	11	11	12	13	13	14
Experience Level	3	1	2	2	3	3	4	5	6
Alignment	Scrupulous	Miscreant	Principled	Scrupulous	Scrupulous	Unprincipled	Anarchist	Unprincipled	Aberrant
Age	27	23	24	25	26	27	28	29	31
Height	5ft 10in	5ft 7in	5ft 8in	5ft 9in	5ft 9in	5ft 10in	5ft 11in	6ft 0in	6ft 1in
Weight	178lbs	170lbs	173lbs	175lbs	176lbs	178lbs	180lbs	183lbs	185lbs
Skill #1	Roll for one	Pilot Automobile +10%	Pilot Motorcycle +10%	Pilot Truck +5%	Pilot Tank +5%	Pilot Jet +10%	Pilot Helicopter +5%	Pilot Motorboat +5%	Pilot Space Shuttle +10%
Skill #2	Roll for one	Cook +10%	Sew	Cook	Fish	Dance +5%	Sing	Computer Operation	Pilot Sailboat
Skill #3	Roll for one	Boxing	Gymnastics	Swim Basic +10%	Body	Climbing +5%	Fencing	Prowl	Wrestling
Skill #4	Roll for one	Computer Program	Photography	Computer +5%	Electronics: Basic	First Aid	Radio: Basic +5%	T.V./Video	Swimming: S.C.U.B.A.

First pick whether the character is a Destroid Pilot or a Veritech Pilot. OR roll for random O.C.C.

Random O.C.C. Table

01-08 Military Specialist
 09-20 Communications
 21-34 Mechanical Engineer
 35-50 Destroid Pilot
 51-66 Veritech Pilot
 67-80 Electrical Engineer
 81-92 Field Scientist
 93-00 Military Specialist

The character then gets all the **O.C.C. Skills** under that specific Occupational Character Class (O.C.C.).

Other R.A.T.S (Robotech Accelerated Training Students)

	Typical R.A.T.S	01-08	09-20	21-34	35-50	51-66	67-80	81-92	93-00
Hit Points	36	29	31	33	35	37	40	41	43
S.D.C.	20	15	17	19	20	22	24	26	28
I.Q.	12	10	11	11	12	13	13	14	15
M.E.	14	12	13	13	14	14	15	15	16
M.A.	13	11	12	12	13	14	14	15	15
P.S.	14	11	12	13	14	14	15	16	17
P.P.	15	13	14	14	15	16	16	17	17
P.E.	13	11	12	12	13	14	14	15	16
P.B.	12	10	11	11	12	12	13	14	15
Speed	11	9	10	10	11	12	12	13	14
Experience Level	2	1	1	1	2	2	2	3	4
Alignment	Scrupulous	Principled	Principled	Scrupulous	Scrupulous	Unprincipled	Unprincipled	Anarchist	Miscreant
Age	23	21	22	23	23	24	24	25	27
Height	5ft 10in	5ft 7in	5ft 8in	5ft 9in	5ft 10in	5ft 10in	5ft 11in	5ft 11in	6ft 0in
Weight	170lbs	163lbs	165lbs	168lbs	170lbs	172lbs	174lbs	178lbs	180lbs
Skill #1	Roll for one	W.P. Laser Pistol	W.P. Heavy	W.P. Semi & Auto.	W.P. Laser Rifle	W.P. Laser Pistol	W.P. Heavy	W.P. Semi. Auto.	W.P. Laser Rifle
Skill #2	Roll for one	Swim	Prowl	Boxing	Hand to Hand Expert	Climb	Hand to Hand Martial Arts	Boxing	Hand to Hand Expert
Skill #3	Roll for one	Pilot Jet +15%	Pilot Helicopter +10%	Pilot Truck +5%	Pilot Tank +5%	Pilot Jet +10%	Pilot Helicopter +10%	Pilot Truck +10%	Pilot Tank +5%
Skill #4	Roll for one	Automotive Mechanic +5%	Mecha Mechanic +5	Mechanical Engineer	Veritech Mechanic +5	Aircraft Mechanic +5	Computer Repair	Automotive Mechanic +10%	Mecha Mechanic +10%

First pick whether the character is a Destroid Pilot or a Veritech Pilot. OR roll for random O.C.C.

Random O.C.C. Table

01-08 Military Specialist
 09-20 Communications
 21-34 Mechanical Engineer
 35-50 Destroid Pilot
 51-66 Veritech Pilot
 67-80 Electrical Engineer
 81-92 Field Scientist
 93-00 Military Specialist

The character then gets all the **O.C.C. Skills** under that specific Occupational Character Class (O.C.C.).

N.P.C. CHARACTER GENERATION TABLES

The following two blank generation tables are provided so that you can create your own N.P.C. tables.

	Typical	01-08	09-20	21-34	35-50	51-66	67-80	81-92	93-00
Hit Points									
S.D.C.									
I.Q.									
M.E.									
M.A.									
P.S.									
P.P.									
P.E.									
P.B.									
Speed									
Experience Level									
Alignment									
Age									
Height									
Weight									
Skill #1	Roll for one								
Skill #2	Roll for one								
Skill #3	Roll for one								
Skill #4	Roll for one								
Skill #5	Roll for one								

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	Typical	01-08	09-20	21-34	35-50	51-66	67-80	81-92	93-00
Hit Points									
S.D.C.									
I.Q.									
M.E.									
M.A.									
P.S.									
P.P.									
P.E.									
P.B.									
Speed									
Experience Level									
Alignment									
Age									
Height									
Weight									
Skill #1	Roll for one								
Skill #2	Roll for one								
Skill #3	Roll for one								
Skill #4	Roll for one								
Skill #5	Roll for one								

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Optional Ways to Round Out NPCs

Sex

- 1-78 Male
- 79-00 Female

Land of Origin

- 1-18 Asia
- 19-37 Europe
- 38-60 North America
- 61-75 South America
- 76-89 Mars Base
- 90-00 Moon Base

Relationship to the Other Characters

(Roll for each character in the group)

- 1-15 Finds him or her irritating, but basically okay.
- 16-25 No relationship developed yet.
- 26-42 Friends.
- 43-50 Finds him or her irritating, but basically okay.
- 51-60 Old classmates (school or military).
- 61-70 No relationship yet developed.
- 71-85 Dislikes the other.
- 86-96 Friends
- 97-00 Cousins

Family Ties: Parents

- 1-25 Died in civil war.
- 26-40 Both alive and well.
- 41-80 Both died in the Zentraedi global assault.
- 81-90 Only one still alive; 1-50 father, 51-00 mother.
- 91-00 Orphan; never knew your parents.

Birth Order

- 1-30 First Born
- 31-60 Second Born
- 61-90 Last Born
- 91-00 Illegitimate

Disposition

- 1-10 Hate Aliens; very prejudiced, distrust all.
- 11-15 Shy; timid, tends to be a loner.
- 16-20 Gung-ho; guts and glory type who sees self as a hero. Likes combat.
- 21-25 Worrywart; nervous and cautious.
- 26-37 Hothead; quick-tempered, emotional, but basically nice.
- 38-45 Schemer; gambler who likes to take chances.
- 46-50 Blabber mouth; nice guy, but too talkative.
- 51-56 Wild man; cocky, overconfident, takes unnecessary risks.
- 57-66 Nice guy; friendly, courteous and hospitable.
- 67-76 Snob; arrogant, feels superior to others.
- 77-84 Tough guy; self-reliant, cocky, a lone wolf.
- 85-89 Paternal; overbearing, overprotective of others, especially young characters.
- 90-94 Complainer; constantly aggravated about something.
- 95-00 Paranoid, trusts no one.

Language

- | | |
|----------------------|------------------------------|
| 1-39 English | 73-76 German |
| 40-48 Spanish | 77-80 Scandinavian |
| 49-53 Portuguese | 81-84 Arabic |
| 54-60 Russian/Slavic | 85-88 African Dialect |
| 61-64 Chinese | 89-91 Indo-China Dialect |
| 65-67 Japanese | 92-95 Symbolic (Descriptive) |
| 68-72 French | 96-00 Sign |

Accent

- 1-29 None
- 30-57 Light
- 58-83 Heavy, but understandable.
- 84-00 Heavy; 10% chance of misinterpretation.

Rank

- | | |
|----------------------------|----------------------|
| 1-20 Private | 66-69 Sergeant Major |
| 21-33 Private 1st Class | 70-74 2nd Lieutenant |
| 34-42 Corporal | 75-78 1st Lieutenant |
| 43-53 Sergeant | 79-85 Captain |
| 54-58 Staff Sergeant | 86-91 Sergeant |
| 59-61 Sergeant First Class | 92-95 Corporal |
| 62-65 Master Sergeant | 96-00 Major |

AFFLICTION (Optional)

- 1-10 Affective Disorders
- 11-19 Neurosis
- 20-34 Phobia
- 35-50 Obsession
- 51-63 Psychosis
- 64-83 Alcoholic
- 84-00 Drug User

Once determined, roll on the following tables.

AFFECTIVE DISORDERS

- 1-19 **Frightened** by loud noises to the point of cowering and wetting self.
- 20-35 **Disgusted** by anything sticky, and will go to *any* length to avoid touching it.
- 36-54 **Obsessed** with cleanliness, and must clean up any area he/she is at for more than a few minutes.
- 55-75 **Outraged** by acts of violence, becoming violent himself; 72% chance of going berserk and attacking the perpetrator of the violent act without regard for self. Bonuses: +1 to strike, +2 to damage.
- 76-88 **Hates** music and musicians, and will try to destroy or stop the source of those terrible noises.
- 89-00 **Intimidated** by spoken language; cannot speak meaningful sentences, and must use sign language or written communication.

NEUROSIS

- 1-18 **Fear of the Dark** (spent much time locked in closets) to the point of gibbering and total collapse while in the dark.
- 19-34 **Fear of Animals** (chewed on by the family pet while a nipper) to the point of running away when confronted by small, furry things.
- 35-49 **Cannot tell the Truth**; compulsive liar, even if of a good alignment.
- 50-64 **Invasion of the Body Snatchers**: Acute paranoia toward all aliens, those of alien heritage and even humans born off of Earth. ("They're out to get ya! They could be anybody!! Even . . . You!?!")
- 65-85 **Fear of Heights** (Uncle Goober used to dangle the character, by one foot, out of windows) to the point of being frozen above the second story; character is fine as long as ground is not visible.
- 86-00 **Fear of Success** (mom always said you weren't any good): Character will sabotage self at critical moments. The following minuses apply during critical, or high pressure moments (battle, danger, watched by others, etc.): -15% on all skills, -3 to hit, dodge, parry and damage.

PSYCHOSIS

- 1-15 **Hysterical Blindness** when under pressure, 1-89% likelihood of happening — roll for each situation.
- 16-28 **Paranoid type**; everyone is out to get you/trusts no one.
- 29-49 **Manic depressive**; alternate severe depression one week (suicidal, nobody loves you — -5% on all skills) with manic episodes the next week (everything is great and I'm the best that there ever was! — +5% on all skills). 30% chance of alcoholism.
- 50-73 **Schizophrenia**; you are passive and easily frightened, jumpy. You hear voices telling you that all the angels are dead; worry about what angels are. 50% chance of alcoholism or drug addiction.
- 74-85 **Mindless aggression**; roll percentile:
- 1-94 Semifunctional: when frustrated, angry, or upset, there is a 72% likelihood of going berserk and lashing out at anyone/everyone around until killed or confined; will take 3-18 minutes of confinement to regain composure.
 - 95-00 Nonfunctional/homicidal: Continually going berserk until confined or killed; have one lucid day a week and try to talk your way out of confinement.
- 86-00 **Become a psychiatrist** and try to cure everyone around (they're all sick, even if only you have the perspicacity to tell); be sure to demand stiff fees.

PHOBIAS (A deep, overriding fear)

- 1-5 Insects
- 6-10 Reptiles
- 11-15 Boats
- 16-18 Opposite Sex
- 19-20 Dogs
- 21-25 Darkness
- 26-30 Confining Enclosures
- 31-35 Warehouses/Abandoned Buildings
- 36-40 Contamination
- 41-45 Zentraedi (especially micronized)
- 46-50 Heights
- 51-55 Space Fold (teleporting)
- 56-60 Aliens
- 61-65 Water
- 66-70 Drugs
- 71-75 Robots (not necessarily mecha)
- 76-80 Flying
- 81-85 Police
- 86-90 Computers
- 91-92 Strangers
- 93-95 Cats
- 96-00 Open Spaces

Note: If the same phobia is rolled, the player must re-roll.

OBSESSIONS

- 1-5 Timeliness (either a fanatic about being punctual or always late).
- 6-12 High technology (either loves to acquire/use or loathes it).
- 13-20 Women (or men, if a woman character)
- 21-27 Wealth
- 28-35 Secrecy (either prizes his secrecy above all else, or abhors even the thought of keeping secrets).
- 36-43 Specific individual.
- 44-50 Specific object/item or animal.
- 51-55 Appearance (fashion plate or slob).
- 56-63 Danger (either loves the thrill of danger, which usually means throwing caution to the wind, the more deadly the better; or, despises danger, overly cautious, worrywart, jumpy).
- 64-70 Food (covets only the finest foods and drink, or would, just as readily, eat worms and stale food as anything else — a slob).

- 71-78 Alcohol (either a heavy drinker with a keen taste for the finest liquor, or a fanatical, anti-alcohol prude).
 - 79-86 Gambling (will bet it all, or an anti-gambling fanatic).
 - 87-92 Solitude (either loves quiet and being alone to the point of growing irrationally angry and frustrated if continually bothered or interrupted; or can't stand the thought of being left alone for even short periods of time).
 - 93-00 Gods and/or clergy (feelings may be directed at a specific deity(s), clergy-member, or religion, church or sect).
- Note:** This insanity may drive a character to incredible, even outrageous, lengths to satisfy his or her obsession.

Focus of the Obsession

- 1-50 Love/Desire
- 51-00 Hate/Destroy

AFFECTS OF ALCOHOLISM

(Roll for effects and disposition while intoxicated)

- 1-10 Mean, hostile, strong; +2 to damage.
- 11-20 Quick temper, argumentative; +1 on initiative, -1 to parry or dodge.
- 21-30 Impulsive, takes risks; +2 on initiative.
- 31-40 Quiet, withdrawn; -2% on all skills.
- 41-50 Paranoid, trusts no one, agitated; +1 on initiative.
- 51-60 Moody, sad; -5% on all skills.
- 61-70 Secure/self-assured only while intoxicated; -2% on all skills when sober.
- 71-80 Depressed, pessimistic; -5% on all skills.
- 81-90 Hyper, agitated, always moving, distracted; -2 on initiative.
- 91-00 Super syndrome; believes he/she is best when intoxicated. +5% on all skills when intoxicated, -10% when sober.

DRUG USER

- 1-10 Quick temper, argumentative; +1 on initiative.
- 11-20 Totally passive, will *not* attack, confused, wants to be left alone. -5 to parry, dodge, and roll with punch or fall.
- 21-30 Extremely paranoid. Trusts no one, not even friends; +1 on initiative.
- 31-40 Disoriented. Has difficulty following movement; -4 to parry and dodge, -2 to strike.
- 41-50 Hallucinations. Totally oblivious to reality; -4 to parry and dodge, 50% chance of not recognizing friend or foe, or attacking a friend (thinking him an enemy), or not recognizing danger, or cringing in terror of battle phantoms.
- 51-60 Withdrawn, quiet; -6% on all skills.
- 61-70 Secure/self-assured only while high; -4% on all skills when not on drugs.
- 71-80 Depressed, pessimistic; -8% on all skills.
- 81-85 Recurring hallucinations when under severe pressure/combat. 43% chance of recurrence/flashback; same as hallucination listed previously.
- 86-91 Hyper, agitated, always moving, distracted; -2 on initiative, -2% on all skills.
- 92-00 Super syndrome; believes his abilities are heightened by drugs. +1 to strike, parry and dodge; +6% on all skills when high. -1 to strike, parry and dodge; -12% on all skills when straight (not on a drug high).

Note: The inclusion of drugs and alcohol is in no way meant to condone nor encourage the use of drugs or alcohol. They are meant to be used as a tragic flaw, weakness, or crisis which the *hero* must overcome. Or they can be one more despicable aspect of a villain.

See the *ROBOTECH® RPG: Book One* for additional rules and details concerning withdrawal and cures.

THE ACCELERATED TRAINING PROGRAM

All applicants about to undergo the *Accelerated Training* have already completed their RDF Introductory and Basic Training. The introductory training, which took place at the various RDF bases around the world, not only introduced the new recruits to military procedures, but also functioned as a preliminary testing site for the recruits' aptitudes and abilities.

Those recruits who tested with a high aptitude for combat were transferred to the **Yellowstone Base** to enter the next level of training. *Basic Training* teaches the recruits in the use of standard weapons and equipment, mecha piloting, mecha combat, as well as, exposes them to possible areas of specialized training.

After completing the Basic Training, recruits are full members of the *Robotech Defense Force (RDF)*. Assignments to other regions commence immediately afterward.

However, some recruits may be sponsored, or self-elected to enter the *Accelerated Training Program (ATP)*. At the *Argentine Base*, *Veritech Pilots*, *Destroid Pilots*, and other military personnel (any O.C.C.s) who will be part of a recon or assault team can apply. Loyal Zentraedi, who are members of the RDF, can also participate in this program, along with their micronized counterparts.

The Robotech Accelerated Training Students, commonly referred to as the *R.A.T.S.*, are to be *elite troops* of the RDF. Their specialized and comprehensive training prepares them for virtually any situation and enemy that they might encounter. Although the percentage of recruits entering and actually graduating from this rigorous program is low the training they receive while in the A.T.P. is an invaluable experience.

The Goals of the Accelerated Training Program are Simple



1. Familiarize oneself with the many new technology weapons, especially the ones that are almost always available to you. These include standard weapons as well as the mecha gear.
2. Realizing *your* abilities and attributes, and consequently, your strengths and weaknesses. This knowledge is vital in getting the maximum potential from yourself in all situations.
3. Understanding the actions and reactions of other members of the group in both individual and group situations. One should know how a comrade will react under different circumstances — your life may depend upon it!
4. Observing the capabilities and potentials of *other* types of weapons and mecha, whether they belong to your opponents or your allies.
5. A familiarity with the Robotech global scene could prove vital sometime in *your* future. Becoming acquainted with the various terrains and localities of the new world is also important.
6. A deeper perspective on the changing relationships and factions existing in the varying communities throughout the world.

STARTING THE PROGRAM

COMBAT SIMULATIONS

All cadets are given this introductory speech by the RDF officer. Read . . .

“The combat simulations are accomplished by various means, often interfacing with each other to form intricate scenarios that are so tightly interwoven with imagination and reality that the two are virtually inseparable.

“The major components of the simulator sessions are the realistic mock-ups and the sophisticated weaponry utilized by the Robotech Defense Force in the training. The complex system of transmitters and receivers built into the circuitry allow for a realistic representation of damage caused by actual weapons. The simulator weapons show a high level of technical evolution from the ‘Lazer-Tag’ games which were so popular in the days before Earth’s global war.

“The greatest asset in *simulation combat* is due to the work of the incomparable, Dr. Emile Lang. This, of course, refers to the *Enhanced Video Emulator*. Originally perfected at the Robotech Research Center, the Enhanced Video Emulator (EVE) gave the residents of the SDF-1 the illusion of day, night, and sky. With the use and extensions of EVE, simulation combat can be just as realistic and frightening as real war. Physical exhaustion and mental anguish appear in the training troops as frequently as in real combat. Many recruits have suffered battle fatigue during the training sessions as if it were actual war. Recruits may know the conflict is a simulation before and after the exercise, but during the session — the combat is real! The complexity of the EVE will prime the conscious mind into combat mode. Pain and death will seem all too real.

“Furthermore, with the use of the various simulation equipment, the training sessions know no limit. The confines of the Training Program have been stretched in every conceivable manner. Weather, terrain, encounters, and time are interchangeable simulator pieces in a realistic puzzle. In one combat session, recruits could be fighting in the rage of a snowstorm in the Arctic Tundra and the next, facing the ravaging fury of a desert sandstorm. The whole world, as well as the solar system, can be the battlefield.”

The Exercises Begin . . .

“This is it! You are now joining the Accelerated Training Program and can be officially proclaimed one of the R.A.T.S. (Robotech Accelerated Training Students).

“In the following exercises, you will be tested, drilled, and judged. You may perform admirably in one exercise and fail miserably in the next. Your pride may take turns being boosted then deflated. But remember, that’s the whole purpose of the training program. Learn from your mistakes and learn from others. When you get into real combat situations, you won’t have that opportunity, so take advantage of it now!

“The A.T.P. has been set up to familiarize the students with many of the variable situations that may occur. This not only includes the mecha gear, but also the use of standard weapons and vehicles, enemy gear, and special unit applications. Although most encounters will be based on the Zentraedi forces that currently pose the greatest threat to the RDF, operations against the Eastern Bloc Soviet Independent State (E.B.S.I.S.) will also be introduced. The Soviet forces present a potential source of trouble for the RDF, so the ATP has incorporated the anti-Soviet preparation exercise in the event a skirmish arises.



SECTION 1.00: RESPONDABILITIES

The following exercises are designed for *individual* play, but can be easily modified for group interactions. Although both can be an integral part of the Accelerated Training, they can also be utilized as short sessions during breaks or while waiting for the other players to show up. In either case, it will give characters an opportunity to hone their skills and strengthen their weaknesses without infringing on the goals (and play time) of other members of the group.

The purpose of these two exercises is as the name implies: increasing the response time of the player. This would be both for reaction to an attack and weapon selection based upon that attack. Although both are skills that can not have an attribute score levied on them, the benefits will be apparent in the player's confidence and play.

SECTION 1.10: WEAPON PROFICIENCY

In this training session, players will be placed in an open area with their full complement of mecha, gear and weapons. The goal is for characters to develop a keen sense of weapon capability. This may be a hard exercise for beginning players, but after a while, good players should find the session challenging, but much easier.

Testing Scenario:

The setup of the exercise is this: The player will receive attacks from various directions and by different types of weapons. By analyzing the information given regarding these simulation guns, the recruit is to respond with an appropriate choice, to counterattack. The information given to the combatant will include data such as range, description, and blast radius. Proper interpretation of that data will enable the recruit to determine the type of weapon or missile and likely assault vehicle/mecha, therefore, retaliating with the proper type of weapon. Players who have a developed understanding of the different weapon systems, such as lasers, auto-cannons, and missiles, should do quite well in this session. An example is given here with the recruit in Excaliber mecha. Remember, this is a realistic *simulation* and not actual combat.

EXAMPLE OF PLAY

Game Master Read:

Your character is in a gym-like chamber with a 40ft ceiling and a long stretch of floor and very little else. Your Training Director (T.D.) walks you over to a strange device in the middle of the chamber. A sphere is suspended inside a web of cables and sensors attached to a simple frame housing. From the ATP literature, you recognize the device to be Doctor Lang's famous combat simulator.

A hatch automatically opens as you approach, as if beckoning you to enter. Strapping yourself to the seat inside the sphere you recognize all the familiar controls of "your" Mecha. The door shuts and a pleasant voice announces that simulation 1.10 is about to commence. There is a soft buzzing and for a moment you feel a little dizzy/lightheaded. Suddenly, the gym melts away. There *you* stand in "your" Excaliber. A RDF long range rocket launching vehicle rests combat ready 100ft to your left and awaits your orders. In every direction is the parched, blistered earth of the Wastelands. Overhead, a few clouds slowly drift westward. An instrument check shows all systems go. A small dust cloud envelops the giant mecha's foot as it takes a step forward. The familiar moans of the powerful hydraulic muscles of the Excaliber hum in your ears. You know it's all an illusion, yet the simulation is so *real* that it seems as if you and your mecha have been instantly teleported to the middle of a wasteland. Suddenly, the bark of you Training Director's voice over the radio-vidcom grabs your attention.

T.D.: Okay, you've been assigned to *Decoy Patrol*. You're stationed far away from the camp in an open and barren field. Your purpose is to engage enemy scouts and patrols by drawing their fire. If possible, an estimate of the attacking force is to be relayed back to the base.

Note: You notice how quiet and still everything seems. Suddenly, the targeting computer sirens scream "Red Alert," just before you receive a hit from a missile. It appears to be an armor piercing missile and does 1D6 × 10 damage. (rolls) To be more specific: 30 points mega damage.

RATS: Ouch, that hurts. But no big deal.

T.D.: What do you do?

RATS: I read my sensors.

T.D.: Which ones?

RATS: All of them!

T.D.: All at once? I think not.

RATS: Oh sorry, um . . . radar.

T.D.: Okay, you can tell by radar that the enemy Simulation Gun (SG) #1 is approximately one and a half miles due east.

RATS: I'm going to launch an 180mm grenade at him and skrag him!

T.D.: Falls short. (Rolls die) A plasma missile blows up about 30ft away from you.

RATS: Does it do any damage?

T.D.: No; its blast radius is only 15ft.

RATS: Aha! That means it's a short-range missile, probably from a *Light Artillery Pod*. I'm going to use my radar to locate him.

T.D.: Radar indicates a second target, Simulation Gun #2, two miles south of you.

RATS: Okay, I send two fragmentation missiles from my heavy missile pods and frag the sucker. (Roll to strike).

T.D.: Yea you sure did. Let's hope it was a hostile force and not a friendly. However, SG #1 fires another armor piercing missile at you. Damage is again 1D6 × 10.

RATS: Hmmm, let's see. Uh, I think I'll send a high explosive missile – no, I'll shoot a plasma — wait! How far did my radar say?

T.D.: About 1½ miles; but while you were deciding, it launches a volley of four missiles and the second missile hits you doing 40 M.D.C. damage.

RATS: Oh no. I'll —

T.D.: Just about the same time, your computer identifies a multi-warhead launched from the west side.

RATS: Ok, ok. I check my radar for the west side.

T.D.: No readings.

RATS: I shoot two fragmentation missiles in the direction that the west attack came from. Did I hit him?

T.D.: No. you have no tangible target, you're shooting wild. Meanwhile, the volley of four armor piercing missiles does hit you.

At this point, the T.D. may stop the simulation to explain some basic aspects to the recruit. The player may also wish to review the Missiles chart contained in the other ROBOTECH books.

A knowledgeable, fast reacting character should be able to fire an appropriate counter weapon as soon as he was fired upon. If a recruit hesitates too long or fires a weapon that doesn't have the necessary range, the simulation gun will remain in action.

On the attack from SG #1, the player had his sensors tell him the "attacker" was 1½ miles away, yet he fired an 180mm grenade which only has a range of 4000ft. It falls far short of the target. In the case of SG #3, the player knew it was either hidden in the hills or out of the range of his radar (30 miles), but not how far. He responded to the attack with a missile that has a range of 40 miles. However, he was hit with a multi-warhead, which has a range of 80 miles. Therefore, that was a poor weapon choice because his missile only had the potential to cover 50% of the possible range (40 of the 80 miles). He should have immediately responded by destroying the missile or the volley of four before they hit him.

He should have concentrated on the attackers (Simulation Guns) that were in range and then attempt to strike the incoming missiles as they entered his/her own missile or particle beam range; i.e., the volley of four missiles could have been destroyed before they ever hit. If the long-range attacks continue or the number of attackers increase dramatically, he should radio for assistance and alert his comrades.

Game Master Notes:

Long-range weapons should be used sparingly, but should be included to thwart the players who will resort to using their longer range missiles on every attack. Be fair to the players and don't limit them to *one* correct action. The purpose of this session is for characters to recognize the blast radius, weapon type, and damage inflicted as reference points to determine who the enemy is, how many attackers there are and what their apparent weapon capability is.

Be very generous with their counterattacks. If they send a proper range missile in the direction of the attacker, then it's a hit. For keeping score, you can use M.D.C. damage or just keep track of hits and misses.

For optional play, you may want to involve the group, and have each player deployed separately. One player could be overwhelmed, so that the group can move into position to aid him, yet not surrender too much of their own area. The simulation can be very cut and dry or a very realistic combat simulation, complete with moving targets and visual opponents. Zentraedi, E.B.S.I.S. and even RDF weapon systems can be the opponents.

This simple combat scenario can be repeated with different opponents, but with the same basic environment, as often as desired or necessary. **Note:** While failure in this exercise does not mean failing the ATP, the recruit must eventually pass one session in this program. Five tries are possible. Up to 200 experience points can be gained from the first successful, "passed," session. Additional or repeat sessions will provide a mere 25 experience points, with a possible maximum of 100 points. Additional sessions provide no experience points.

SECTION 1.11: REACTION PROWESS

This exercise is designed as more of a game than for developing an applicable skill that can be obtained. It is hard, even if desirable, to incorporate reaction time into the framework of a character's attributes. However, if a player shows great proficiency in reaction time, his physical prowess could be raised to reflect the training. Another possibility is to give the player an initiative bonus on attacks and counterattacks.

This is a very basic session. The recruit will receive some type of hit and he has to determine the proper direction and counterattack. The direction is determined by the location from which he believes the attack originated from. The enemy is unseen. The test can be in either mecha or standard gear.

An example is given here:

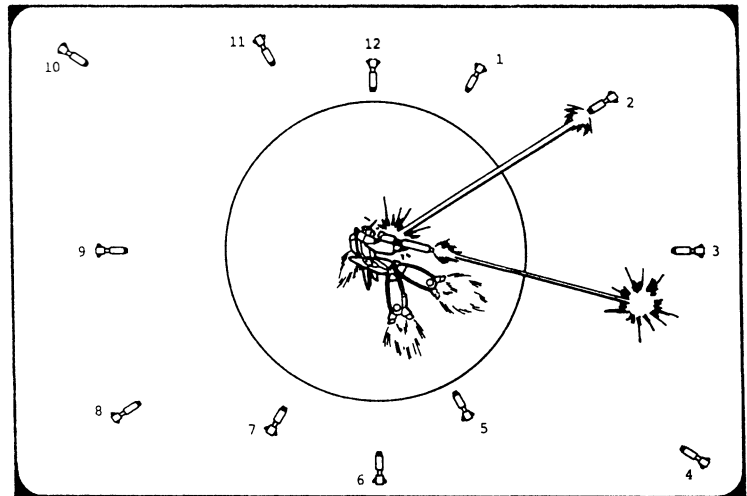
- T.D.:** Okay, your right hip just felt a blast from a laser.
RATS: I swing to my right and fire a burst with my GU-11 at the 4:00 position.
T.D.: Got him! Now your left arm has just taken a dead center shot from a 180mm grenade.
RATS: Oh, oh. Mecha?! I fire a couple of plasma missiles at 11:00 and burn him up!
T.D.: Nope, missed. Your head snaps back from the particle beam that smacks you right in the forehead area.
RATS: I'll teach that sucker — I send an armor piercing missile right down his throat.
T.D.: What clock position?
RATS: Oh, sorry. Straight ahead, 12 o'clock high!
T.D.: Okay, got him. Now . . .

This would continue to the training director's satisfaction. Once hit, a gun (clock position) is not automatically out of commission.

Testing Scenario:

The recruit is placed in a clock-like setting, facing 12 o'clock. The hits will come in certain locations and he'll respond in kind by firing at a *clock position* (see diagram). After each hit, he'll revert back to the 12:00 position. The chart is listed below.

<u>BODY LOCATION</u>	<u>CLOCK POSITION</u>
Head (front)	12
Right Breastplate	1
Right Arm	2
Right Side	3
Right Hip	4
Right Side of Back	5
Head (back)	6
Left Side of Back	7
Left Hip	8
Left Side	9
Left Arm	10
Left Breastplate	11



Training Director Notes:

To determine which clock position is firing at the player, you can use random rolls (on a D12) or just pick them yourself and try to mix them up a little. There are no specific weapons at any of the locations that are required; however, the attacker (mecha, vehicle, foot soldier, etc.) will be realistically simulated, popping up from behind debris, rocks and trees.

The passing of this test will rely on your judgement of how well the character is responding. The player's quickness in determining shot location should increase as the session continues. The total number of experience points possible is 125.



SECTION 2.00: INDIVIDUAL PLAY

This session is offered to allow play by individual characters against the training director. It has extensive options via the random tables for both mecha and non-mecha combat. Although a requirement of the Accelerated Training Program, the Solitaire session can be an excellent way for a player to undergo additional training, but for no credit. A total of 50 experience points per each of the first six simulations, each with a different environment and random opponents, can be gained.

Note: The simulation can also be set up to accommodate Mecha pairs or a full group without Mecha.

SECTION 2.01: SOLITAIRE

This is an introductory simulation that will enable a new player to obtain a basic knowledge of his mecha. The option for standard armaments is also included. But either can be utilized to introduce new recruits to the world of ROBOTECH®. It may be a good idea to have all new players start off in a solitary scenario to build up their self-confidence and self-reliance. Too often, new members will rely on the more experienced characters and hesitate to offer their own input.

Testing Scenario:

The recruit will be put into a random area against randomly derived opponents. The test? Survival!

STEP ONE: Random Training Terrain

- 01-09 Cracked Dry Earth:** Area is very hot. Small crevices and ridges have formed due to the intense heat and consequential disruption of the soil. 10% chance per turn of tripping. After 5 minutes, there is a 50% chance that all skills will be reduced by -5% due to high temperatures. Roll for each additional 10 minutes. No problem for mecha (environmental systems regulate temperature).
- 10-18 Dust Bowl:** With dust protection, visibility is reduced to 4ft. Without any eye protection, visibility is reduced to one foot. Mecha visibility is 8ft. All speeds are reduced by 60% and all sensory equipment is useless.
- 19-25 Mud:** Speed is cut by 60%. Mecha suffers only 20% impairment.
- 26-31 Desert:** Sandy area. Speed is cut by 40%, mecha is slowed by 20%. Due to the sun's intensity, visibility is reduced by 70% and there is a 20% chance of error with *all* sensory equipment.
- 32-39 Grassland:** Extremely tall and dense grass. Visibility reduced to 20% and speed is reduced by 40%. Mecha has no sight impairment and speed is only limited by 10%.
- 40-51 Flat Land:** Close cropped land, no problem.
- 52-58 Battlefield:** Very recent. Smoke billows from dying fires, reducing visibility by 50%, mecha by 25%. Due to the abundance of debris strewn about, speed is reduced by 25%.
- 59-63 Rocky Terrain:** All travel is slowed by 50%.
- 64-70 Marsh Lands:** Shallow, about 2-3ft deep; mecha is unaffected. All others have speed reduced by 40%.
- 71-79 Swamp:** Stagnant water having a depth of 5ft. On foot, speed is reduced to 40%. Mecha is slowed by 20%.
- 80-86 Jungle:** Extremely dense with tall, towering tapestry. Flight out of jungle is impossible except for Mecha. All speed is drastically cut down to 20%. Visibility is 20%. Heat and motion sensory equipment is useless; radar applicable only to above ground targets.
- 87-93 Mine Field:** There is a 10% + 4D6% chance of landing on a mine for each full melee round of movement. 50/50 chance of being AM-1 or AM-2.
- 94-00 Dead Forest:** Charred, blackened forest with everything reduced to charcoal and ash. On foot, travel is slowed by 15% due to the depth of the remains. Mecha unaffected.

STEP TWO: Individual Random Encounters

- 01-09 2D4 Zentraedi with assault rifles — no armor.
10-16 1D6 Tactical Battle Pods, hostile.
17-24 Officer's Pod and 1D4 Light Artillery Pods.
25-32 1D4 Females in Power Armor.
33-39 3D4 Foot Soldiers with assault rifles.
40-46 1D4 Fighter Pods.
47-55 1D4 Male Power Armor, aggressive.
56-64 1D4 Light Artillery Pods, 1D4 Tactical Battle Pods.
65-72 1 Recon Scout Pod, 1D4 Tactical Battle Pods.
73-80 1D4 Heavy Artillery Pods.
81-90 1D4 Fighter Pods, 1D4 Foot Soldiers with assault rifles.
91-00 1 Heavy Artillery Pod, 1D4 Light Artillery Pods.

Antagonists for Foot Soldiers (No Mecha)

- 01-09 2D6 Nomads. 1D4 AK-47 Russian assault rifles, rest have .45 automatics.
10-18 1D4 terrorists with M16A1 assault rifles following their leader who carries an Uzi.
19-28 1D4 micronized Zentraedi with automatic weapons; hostile and looking for trouble.
29-30 1D6 High Tech Bandits armed with holstered revolvers. They will fight only if attacked or if they believe they can win.
31-39 Four anti-unification rebels. One has a shotgun, the other three have revolvers. All are fanatics.
40-51 2D4 renegade RDF members. By their bickering, it's obvious that they've sold their mecha to high tech bandits. The bandits failed to live up to their end of the bargain. The desperate renegades are not only unhappy but unarmed, except for the clubs they're carrying.
52-62 1D4 Soviet scouts armed with AK-47 assault rifles.
63-74 1D4 + 1 townspeople who got hold of 3 RDF sub-machine pistols. They feel they can take on the world.
75-84 1D4 drunken hunters armed with shotguns. They haven't bagged anything yet and are desperate for some kind of trophy.
85-92 Two bandits looking over their recently acquired RDF laser pistols.
93-00 Lone E.B.S.I.S. soldier carrying a M-2A1-7 portable flamethrower. Also has an automatic handgun.

Game Master Notes

It may be advisable to have a quick encounter with an inexperienced or hesitant player during the first simulation. On the other hand, this is a good opportunity to show an experienced or "cocky" player that the training is not as easy as he may have thought. The G.M. should feel free to modify the random encounters as is most appropriate for the player(s).

SECTION 3.00: DUAL PLAY

The dual (2 person) play session entitled *Duel* involves a competition between two characters. Not only is this an excellent training exercise, but is a perfect way to solve disputes among characters or two recruits who are vying for leadership. Duels, however, are not the solution to every dispute and could get out of hand with a group of mischievous or rambunctious players. Both the G.M. and players should use some discretion and restraint. Remember, role-playing is a cooperative, team game, not a one on one competition.

SECTION 3.01: DUEL

In this training set, characters are pitted against one another. The game master/training director serves primarily as a referee. As referee, the Training Director has the responsibility of interpreting the actions

and reactions of the characters. This can be extremely challenging because both opponents, who have worked together as teammates, know each other much more intimately than any generic opponent. They can use that knowledge to their full advantage (i.e., “I’ll lure Jim up here because he’s afraid of heights.”)

Testing Scenario

The two contestants will be put together in a random testing site and in a random location within that site. The recruits may be placed within sight of each other for a straight out slug-fest, or removed from one another, requiring them to stalk each other. Each player should apprise the T.D. of his/her plans, strategies and tactics (secretly) to get full credit from this game. This information will not be made known to the opponent until after the match. It may be wise to provide both players photocopies of the testing site so each can trace his moves on his own sheet. The referee will have both contestants’ moves and will let them know when engagement occurs. Note that long, drawn out stalking will be boring for everyone.

As the opponents outline their directional path to the referee, he will silently trace their location. Visibility is limited to 300ft in the closed area and upon encountering, the moving player has initiative. Motion detectors, audio systems, thermo-imagers, and other sensory equipment are optional.

Cautious Movement (i.e., Stalk/Prowl)

Number of Feet Covered Per Turn (melee = 15 seconds)

Human on foot	100ft
M.A.C. II	100ft*
Excaliber	300ft
Spartan	200ft
Zentraedi on foot (full size)	300ft
Gladiator	500ft
Veritech	500ft
Power Armor – Male	300ft
Raidar X	200ft
Artillery Pod	300ft
Power Armor – Female	600ft
Battle Pod	400ft
Officer’s Pod	400ft

Note: Reduce speed by half for crawling (not applicable for Mecha)
 *The M.A.C. II is so big and heavy it is *impossible* to prowl, (each footstep thuds or clangs and hydraulics whine quite loudly, and can be easily heard up to 300ft away, unless the surrounding area is noisy). Likewise, most mecha are best suited for dead on combat, not stealthy movement. A 40ft tall machine is not very subtle.

The combat site will be one of two training mock-ups: the CVS Submersible Aircraft Carrier or the SLV Beachmaster Vessel. Although the design is very similar to the actual ships themselves, the vessels are devoid of any battleship weapon systems and are constructed of wood and cheap alloys, and have very few operational sensors. Only concealed video units are hidden everywhere, so that the TD can observe and record the actions of his students.

The mecha bays and hangars contain only nonfunctioning replicas of mecha and are to be considered security sealed units without access (pick locks will not access a mecha). Likewise, mecha missiles are not available for plunder (no real missiles can be found). However, weapon lockers *will* contain a full complement of RDF weaponry standard for the crew of that vessel. Weapon Lockers are securely locked and impose a –30% to pick locks and –15% on locksmith skill. To break open a locker requires 800 S.D.C. to the door or 200 S.D.C. to the lock.

Elevators and doors operate as normal. Inner sensors and communication systems appear to be sabotaged and do not work. The vessel is devoid of all other personnel. This is one on one combat.

G.M. Note: Passing the Duel test is *not* dependent on winning. Both dueling partners, winner and loser, can pass this training exercise. Recruits are judged on their resourcefulness, ingenuity, skill, combat abilities and judgment. The opponent can be captured or killed (that’s a *Simulated* kill, not real). Consequently, even the loser can pass the session if he or she exhibits clever and skilled actions.

Experience is subject to the aforementioned system (see Awarding Experience). A *maximum* of 150 experience points can be awarded to both combatants. The winner also receives a bonus of +50 experience points, while the loser suffers a penalty of –25 points.

Pairs of combatants can also be run through this test (two playing character pitted against two other characters). Likewise, non-player characters (N.P.C.s) can be substituted for player antagonists, but only if that is acceptable to the game master. Not all GMs will be comfortable with this or the pair option, so it is left entirely up to the individual game master.

STEP ONE: Which Vessel (roll once)

- 01-50 Daedalus Type
- 51-00 Prometheus Type

STEP TWO: Where?

(Roll for each opponent; may be on different decks)

- 01-25 Deck One
- 26-50 Deck Two
- 51-75 Deck Three
- 76-00 Deck Four

STEP THREE: Which Room or Locale

(Roll for each combatant)

- 01-13 ;1
- 14-26 #2
- 27-39 #3
- 40-52 #4
- 53-66 #5
- 67-79 #6
- 80-90 #7
- 91-00 #8

STEP FOUR: You’re all set. Now go out and subdue your opponent.

SLV BEACHMASTER CLASS DECK ONE (Top)

1. **Folding Landing Ramp & Mecha Release.**
2. **Landing Pad** for helicopters & VTOL aircraft (165ft × 82.8ft).
3. **Smaller, Secondary Landing Pad** for VTOL aircraft (165ft × 55ft).
4. **85ft × 85ft Elevator** mainly used for mecha & VTOL aircraft. Descends from top deck to deck two.
5. **85ft × 85ft (25.9m × 25.9m) Elevator** used for mecha & vehicles. Descends from top deck to decks two and three.
6. **68ft × 85ft (21.9m × 25.9m) Elevator** used for mecha & vehicles. Descends to all decks.
7. **Retractable side ports** can open to reveal part of decks two and three. Used for defense/offense, evacuation, and entrance/exit of VTOL aircraft. 110ft wide.
8. **Communications and Radar Tower.** Passive and active radar systems capable of tracking up to 144 targets simultaneously. Radar Range: 200 miles. Communications system includes standard, long range, wide band radio capabilities (approximately 250 mile range), as well as laser and satellite communications.
9. **Observation Tower** containing two periscopes, short range radar (50 mile), and secondary, long range, conventional radio.

DECK TWO

1. **Ramp to Deck Three** for mecha beach landing (assault).
- 2-A. **Assault Mecha Bay** containing 60 Raidar Xs, 6 Excalibers, and 18 Gladiators. (Note: X=Raidar X, E=Excaliber, G=Gladiator).
- 2-B. **Service ledge**, with five foot tall guide wall, for crew and vehicles. The service ledge is approximately 27 feet wide.
3. **The Excaliber's assigned position for assault.**
4. **The Gladiator's assigned position for assault.**
5. **Elevator** to top deck (same as deck one, #4). In combat during beach landings, it carries 4 Raidar Xs and 2 Excalibers to deck one to defend the vessel's surface deck.
6. **Elevator** to deck one (top) and deck three. Can be used to transport men, mecha, vehicles or equipment (same as deck one, #5 — 85ft).
7. **Elevator** within the mecha garage. Can be used to transport men, mecha, vehicles and equipment to decks one, two, three and four. (Same as deck one, #6 — 68ft x 85ft).
8. **Side Ports.** Same as deck one, #7.
9. **Mecha Garage.** Where the ship's vehicles, aircraft and mecha are maintained and repaired. Two Gladiators and six Raidar Xs guard the facility. *The Raidar Xs* are stationed at the side ports for assault/defense during beach landings and surface assaults. *The two Gladiators* serve as defenders within the garage itself, as well as assist in moving heavy or large equipment.
10. **Mess Hall** (main)
11. **Kitchen** (main)
12. **Lounge**
13. **Recreation Room**
14. **Crew's Quarters**
15. **Crew's Quarters**
16. **Security** with 12 M.P.s, weapon locker and 36 laser rifles.
17. **Security** with 12 M.P.s, weapon locker and 48 laser rifles.
18. **Communications Central.**
19. **Command Central**
20. **Officer's Mess with Kitchenette**
21. **Officer's Quarters**
22. **Officer's Quarters**
23. **Administrative Officer**

Notes: *Ceiling height* of the mecha bay and garage is 60ft; crew and command areas have a ceiling height of 30ft. Two Gladiators, one Excaliber and a dozen guards patrol the mecha bay when not on combat alert. These mecha guards are not armed with missiles, and the use of particle beams is done with extreme caution. The mecha garage is guarded by one Gladiator and six security personnel. All sections can be sealed

It's important to point out that the *Assault Mecha Bay* (#2-A) is a sort of balcony that overlooks the Assault Mecha Bay of deck three. The ramp (#1) connects the two decks for disembarkment during beach landings. A system of hooks, winches and pulleys are built into the ceiling to pick up, move/remove, repair, and arm the mecha of decks 2 and 3. The service ledge (or walkway) (#5) is also for arming and servicing the mecha. The 27 foot deck area is wide enough for two-way traffic (yes, trucks and vehicles), as well as pedestrian crew members.

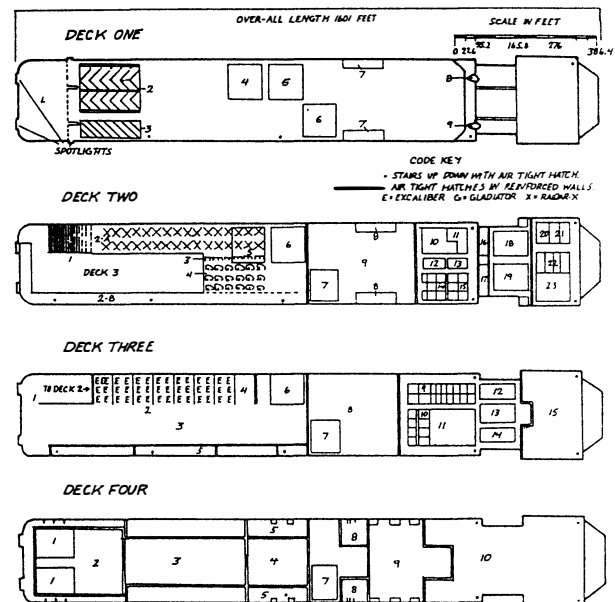
DECK THREE

1. **Ramp going up**, connecting decks two and three, for mecha disembarkment for beach assaults.
2. **The Excaliber Mecha Stalls.** Six Excaliber type mecha are housed in each stall, for a total of 48 combat units.
3. **Mecha Assault Bay.** An open area for disembarkment, combat and servicing.
4. **Vehicle Stall.** A storage area for a variety of large and small vehicles used to service mecha. Also an area for personnel to seek

cover during an attack.

5. **Service/Access Tunnel.** The heavily armored tunnel provides the crew protection during combat and can be completely sealed airtight. The 27ft wide and 24ft high enclosure is large enough to allow two-way vehicle and pedestrian traffic.
6. **Elevator** connecting decks 1, 2, and 3.
7. **Elevator** connecting all decks.
8. **Vehicle garage** which is also used as a secondary mecha garage when necessary.
9. **Crew's Quarters**
10. **Crew's Quarters**
11. **Gym**
12. **Security** (the brig), with 8 cells and an M.P. staff of eight on duty at all times (24 during combat).
13. **Secondary Mess Hall**
14. **Secondary Kitchen**
15. **Navigation and Life Support**

Note: The ceiling height in the mecha bay, garage and crew area is 60ft.



DECK FOUR

1. **Forward Torpedo bay.** Crew of eight. Each of the two forward bays can fire six small torpedoes per melee (equal to short range missiles).
2. **Storage Area.** One Gladiator is always on guard here to protect the forward torpedo bay and assist in combat.
3. **Storage**
4. **Vehicles and Parts Storage.** One Gladiator is always on guard here.
5. **Mid-way, heavy Torpedo Bay.** Each bay fires two large torpedoes per melee (equal to long range missiles).
6. **Storage**
7. **Elevator to all decks.**
8. **Midway medium Torpedo Bay.** Fires up to 12 torpedoes (equal to medium range missiles) in volleys of two, four or six. Note: Each of the two torpedo bays can fire 12 torpedoes per melee.
9. **Underwater, Deep-Sea Vehicles.** This area contains two mini-sub scouts (two-man, no weapons), 122 one-man mini-cycles; 4 six-man mini-sub with 10 mile range sonar, front and rear searchlight (200ft beam), and mini-torpedoes (can fire 8 small torpedoes per melee, which are equal to short range missiles).
10. **Engineering Section.** Guarded by 4 Gladiators at all times. Additional security includes 12 M.P.s. Crew: 36.

CVS SUBMERSIBLE AIRCRAFT CARRIER

DECK ONE (Top)

1. **Main Veritech Flight Deck**
2. **85ft × 75ft (25.9m × 22.9m) Elevator** used for mecha, vehicles and service crews. Connects decks 1, 2, 3, and 4.
3. **85ft × 75ft (25.9m × 22.9m) Elevator** used mainly for Veritech Fighters and other combat aircraft. Connects decks 1, 2, and 3.
4. **85ft × 75ft (25.9m × 22.9m) Elevator** used in conjunction with #3 elevator by Veritech Fighters and combat aircraft. Connects decks 1, 2, and 3.
5. **85ft × 75ft (25.9m × 22.9m) Elevator** (same as #3 and 4).
6. **85ft × 75ft (25.9m × 22.9m) Elevator** (same as #3, 4 and 5).
7. **Secondary Flight Deck**
8. **Communications, Radar and Observation Tower.** Passive and active radar system capable of tracking up to 144 targets simultaneously. Radar range: 200 miles. Communications system includes standard, long range, wide band radio capabilities (approximately 250 mile/402km range, as well as laser and satellite communications. The top floor has an observation deck with adjoining rooms for the periscope, sonar and secondary short range radar (50 mile/80km range).
9. **75ft × 75ft (22.9m × 16.8m) Elevator** used for combat aircraft. Connects decks 1, 2, and 3.
10. **75ft × 75ft (22.9m × 16.8m) Elevator** used for combat aircraft. Connects decks 1, 2, and 3.
11. **Flight Deck**
12. **85ft × 75ft (25.9m × 22.9m) Elevator** for combat aircraft. Connects decks 1 and 2 only.
13. **85ft × 75ft (25.9 × 22.9m) Elevator for a Veritech Fighter squadron and other combat aircraft.** Connects decks 1 and 2 only.

Weapon Systems of Deck One

1. **Wide-angle, rapid-fire, double-barreled, laser cannon turrets,** controlled by an advanced targeting/radar, reflex system. The reflex targeting system can identify and track up to 20 targets within a 20 mile (32.1km) range. It will automatically engage any enemy targets which enter its range of fire. Each turret can swivel 180 degrees side to side, and 90 degrees up and down.
2. **Falcon, Sprint Missile System.** Missile launchers are mounted above each of the twelve, reflex, laser cannon turrets. Unlike the turrets, these long range missile launchers can be set to react by reflex or manually controlled. Each missile launcher is linked to the laser turret radar targeting system, as well as the ship's long range tracking system. The missile launchers are able to make full 360 degree rotations, with a 180 degree arc up and down.
3. **Short Range Falcon Missile System** is mounted between each laser/long range missile system. The short range Falcon Missile System is built into a rotating launch canister that can instantly rotate 360 degrees around, and 180 degrees up and down. Like its larger brother, this missile defense system can be placed on independent reflex control, or manual.
4. **Depth Charges** are used against other submarines and for underwater assaults. They are high explosive canisters which detonate at a preset depth or upon contact. They are not missiles and do not dart through the water.
5. **Forward Torpedoes** can be launched from deck five underwater or onto the surface.
6. **Destroids** can be brought up to the *top deck* or the *side ports* (the letter "P" on the diagram) for combat. The type of mecha carried on board the CVS class vessel are excellent for anti-aircraft, anti-warship, and anti-battle pod combat. The Gladiator Destroid is included for internal security and close range combat.

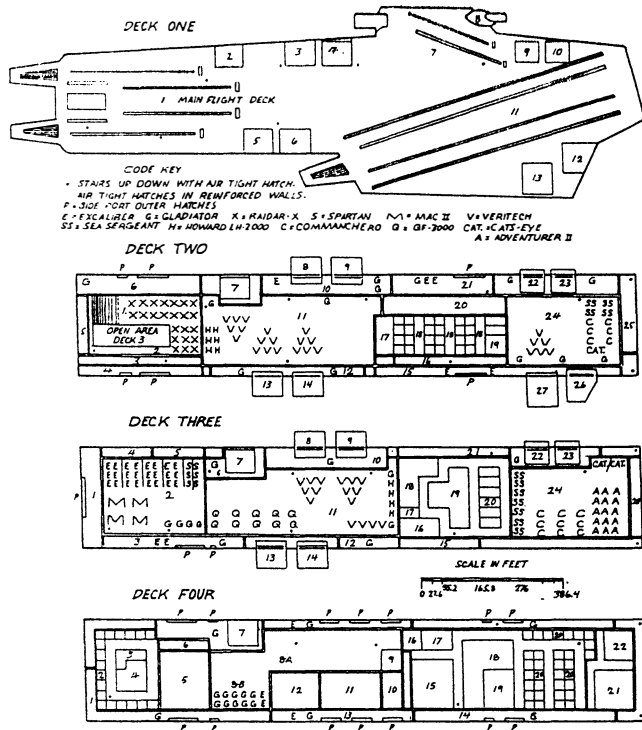
7. **Veritech Fighters** are the main assault/defense force of the CVS class vessel. Unlike the Destroids, the Veritechs can function well underwater, and superbly in the air and space.

8. Aircraft

DECK TWO

1. **Mecha Bay** for Raidar-X complement. Access hatches make it accessible to the Veritech hanger (#11) and connecting corridor (#6) to the side ports and elevator (#7). A ramp connects to the mecha bay on deck three.
2. **Service walkway** wide enough to accommodate two-way traffic.
3. **Access tunnel** which can be sealed airtight. Large enough (22 feet) to accommodate two-way traffic.
4. **Connecting corridor** to side ports.
5. **Connecting corridor**
6. **Connecting corridor** to side ports and elevator.
7. **85ft × 75ft (25.9m × 22.9m) elevator** connecting decks 1, 2, 3, and 4.
8. **85ft × 75ft (25.9m × 22.9m) elevator** connecting decks 1, 2, and 3. Used to transport mecha. Note that side ports can open to allow Veritechs to fly off from deck 2.
9. **Elevator** identical to #8.
10. **Corridor connecting** elevators #7 & 8 with the Veritech hangar. Two Gladiators and an Excaliber guard the elevators.
11. **Veritech Hangar** containing three squads of Veritech Fighters, and six Howard LH-2000 Recon Helicopters. Two Gladiators are always on guard in the hangar, as well as a half dozen security guards.

The hangar is predominately used to store, service, repair and maintain the Veritech Fighters, but is also used to service other mecha.
12. **Corridor connecting** elevators with the Veritech hangar. Two Gladiators patrol this passageway. During combat the Gladiators defend the access hatches to the hangar, as well as the elevators themselves.
13. **85ft × 75ft elevator** connecting decks 1, 2, and 3. It is used to transport Veritechs and other aircraft. Veritechs can also take-off directly from deck two via the elevators.
14. **Elevators** identical to #13.
15. **Connecting corridor** to rear elevators and second hangar area. It is patrolled by two Excalibers. The two Destroids can fire from the side port or elevator hatches during combat.
16. **Connecting Corridor**
17. **Medical**
18. **Veritech's Pilot Quarters**
19. **Lounge**
20. **Large connecting corridor for mecha.**
21. **Connecting corridor** with side port. Guarded by two Excalibers and one Gladiator which can fire from the side ports during combat.
22. **75ft × 55ft (22.9m × 16.8m) elevator** connecting decks 1, 2, and 3. Can be used by Veritechs or helicopters to take-off directly from deck two.
23. **Elevator** identical to #22.
24. **Aircraft hangar** contains one Veritech Fighter squad, four Sea Sergeant choppers, one Cat's-Eye Recon, and six Commanchero assault helicopters. This area is used to service, repair and maintain Veritech Fighters, mecha and helicopters. Guarded by three Gladiators.
25. **Connecting corridors**
26. **Elevator** connecting decks 1 and 2.
27. **Elevator** connecting decks 1 and 2.



chero assault helicopters, fifteen L. V. T. Adventurer IIs, and seven Sea Sergeant helicopters. Most of the ship's conventional aircraft are serviced and maintained here.

25. Connecting passage.

DECK FOUR

1. L-Shaped corridor with side ports. Always patrolled by a Gladiator.
2. Crew's Quarters
3. Secondary Kitchen
4. Mess Hall
5. Main Medical
6. Connecting Passage
7. Elevator connecting decks 1, 2, 3, and 4.
- 8-A. Mecha Garage and vehicle service center. Also used for storage.
- 8-B. Ten Gladiators and two Excalibers are stored here for back-up.
9. Elevator to deck 5.
10. Storage
11. Storage
12. Storage
13. Connecting Corridor, with three side ports, patrolled by an Excaliber and a Gladiator.
14. Connecting Corridor, with two side ports, guarded by a Gladiator.

DECK THREE

1. **Combat Deck** with reinforced side port. It is from here that one or two of the M.A.C. IIs will take up defensive positions firing at attackers from the side port. Connects with deck three mecha hangar.
2. **Mecha Hangar** contains 24 Excalibers, six Spartans, four Gladiators, and four M.A.C. IIs.
3. **Connecting corridor** with two side ports. A Gladiator and two Excalibers are posted here.
4. **Connecting passage.**
5. **Connecting passage.**
6. **Elevator room** guarded by a Gladiator.
7. **85ft x 75ft (25.9m x 22.9m) elevator** connecting decks 1, 2, 3, and 4.
8. **85ft x 75ft (25.9m x 22.9m) elevator** connecting decks 1, 2, and 3. Used by the Veritechs and other aircraft.
9. Same as #8.
10. **Connecting passage** to the second Veritech hangar.
11. **Second Veritech Fighter hangar** contains two Veritech squads, four back-up VF-1J units; ten QF-3000 E Ghost, unmanned, trans-atmosphere fighters, and six Howard LH-2000 scout helicopters. The hangar is also used to service, repair, and maintain mecha and other vehicles. It is guarded by two Gladiators at all times.
12. **Connecting passage** patrolled by a Gladiator.
13. **Elevators** connecting decks 1, 2, 3 (and both VF hangars).
14. **Elevators** connecting decks 1, 2, 3 (and both VF hangars).
15. **Connecting corridor.**
16. **The brig and ship's security.**
17. **Secondary kitchen.**
18. **Communications Center:** Includes radar, sonar, targeting, aircraft coordination and internal ship's communications.
19. **Command Center**
20. **Officer's Quarters**
21. **Connecting corridor.**
22. **75ft x 55ft (22.9m x 16.8m) elevator** connecting the fourth aircraft hangar with decks 1, 2, and 3. Guarded by a Gladiator at all times.
23. Same as #22.
24. **Fourth Hangar:** Contains two Cat's-Eye Recon, nine Comman-

15. Gym

16. Library

17. Ship's Chapel

18. Main Mess Hall

19. Main Kitchen

20. Crew's Quarters

21. Navigation and Life Support

22. Secondary Communications System

G.M. Note: Passing the Duel test is based on the level of skill and ingenuity of each opponent. Thus, even the loser can pass this combat session if he plays well.

Experience points bonuses: +50 to the winner, -25 to the loser.

Pairs of combatants: This same duel can also be played with a pair of antagonists (two characters pitted against two other individuals), and they can be N.P.C.s only if the game master allows it.

SECTION 4.00:

ACCLIMATION EXERCISES

The following set of exercises put the recruits in different environments than they may be accustomed to. They will also be taken out of their mecha and exposed to some of the other equipment and vehicles that exist in the Robotech Defense Force. Too often, a mecha pilot will come to rely too heavily on his mecha. The safety of the mecha combat unit can become a dangerous illusion and death trap. These exercises will give the recruit the confidence to leave the confines of his giant war machine and take action as a human operative (on foot or in more conventional vehicles).

SECTION 4.10: AIR COMBAT

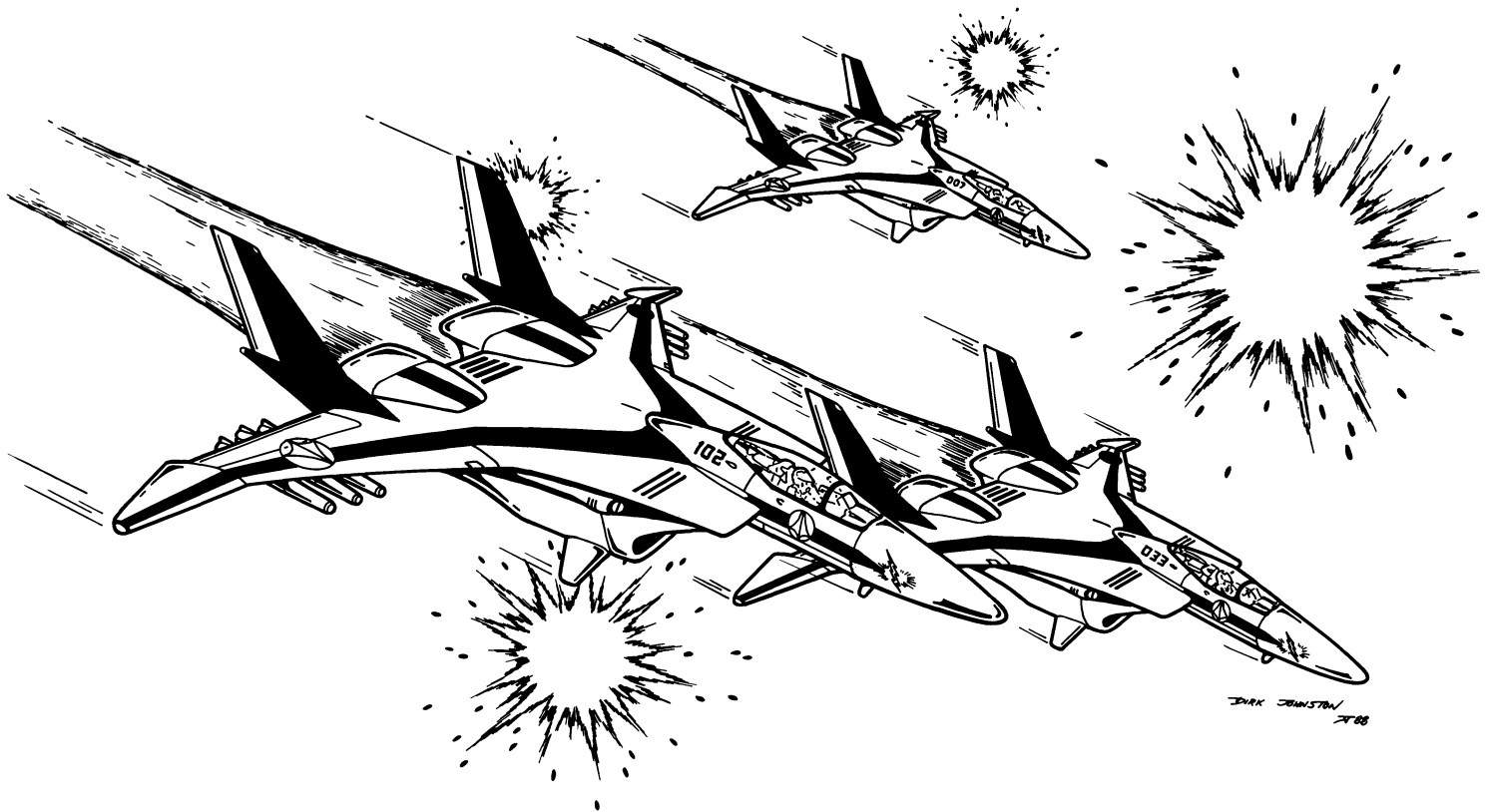
This acclimation exercise will deal with combat and aerial maneuvers. Players will be able to choose different types of aircraft to battle Zentraedi forces. Players who lack pilot skills can act as the weapon's tech in vehicles like the Commanchero, and other crew members. All players can choose one of the following:

UF-14 Supersonic Interceptor (See RDF Manual, pg 14)

L.V.T Adventurer II (Robotech®, pg 71)

Falcon Fighter Jet (Robotech®, pg 71)

Commanchero (Robotech®, pg 73)



The GM may wish to incorporate other aircraft such as the Glamour VC-33, Sea Sergeant, or conventional aircraft if situations utilizing these vehicles make them applicable.

Testing Scenario:

The group is assigned to suppress a hostile force. The mission is one of *expedience*, so flight is necessary to eliminate any lengthy travel time. The location will be revealed upon take-off. Total elimination of the menace is expected, deadly force is sanctioned.

RANDOM LOCATION TABLE (Roll Percentile Dice)

- 01-12 Alaskan Tundra:** Although much of this area is wasteland, the ice and snow have covered up most of the war destruction. Cliffs and small mountains seem to grow out of the flat land. **Note:** Under heavy fire, there is a 20% chance of an avalanche occurring, resulting in 1D20 points of mega damage to any vehicle caught under the falling snow and ice.
- 13-29 Grand Canyon:** The enemy force is hiding at the base of the great wonder. Low flying is required, but due to the numerous crevices and jutting rock, safe speed is 350mph maximum. There is a 5% chance of crashing for every additional 100mph.
- 30-48 Wales:** This remote area of the British Isles serves as the base for a small Zentraedi force. Due to the heavy fog that has just rolled in, visibility is reduced to 30%. Instrument guidance is a must. - 10% on all pilot skill rolls. Inside the fog, visibility is about six to eight feet (1.8 to 2.4m).
- 49-71 South Pacific Islands:** Chain of 5 islands. Islands are designated A, B, C, D, and E. If any of these islands suffers 150 mega-damage from missed shots, then there is a 50% chance of volcanic eruption on the next hit. Damage from a volcano blast is 2D6 × 10 M.D.C. in a blast radius of 2D4 × 100ft. Shock vibrations will cause an additional blast radius of 2D6 × 100ft with damage being 2D4 M.D.C. Due to the exploding debris, a black, billowing cloud will drop visibility to 20% inside a radius of 300ft of the island. All sensory apparatus will be completely scrambled and useless; visual I.D. only.
- 72-00 Chinese Badlands:** Long rumored to be a Soviet sponsored Zentraedi base, the fact has never been confirmed. The group will

undoubtedly add to that rumor due to the 3 Raider X Mecha that are firing at them as they engage the enemy. See *RDF Manual*, pgs 29-30, for *Soviet Mecha*.

AIR ENCOUNTERS

- 01-06 High Tech Bandits** operating with small Zentraedi force; 1D4 Fighter Pods (no missiles), one Recovery Pod, 1D4 + 1 L.V.T. Adventurer II aircraft, fully armed. Plus 1D4 Tactical Battle Pods, 1D4 All-Terrain Trucks (25 M.D.C.). 3D4 humans (in trucks with standard weapons) comprise the ground team. Hostile and aggressive, but will try to flee if they begin to take heavy casualties.
- 07-12 One Reentry Pod** in flight, low to the ground. Contains 2D4 Tactical Battle Pods manned and ready to fight. If outnumbered, it will try to escape by using evasive maneuvers.
- 13-18 Zentraedi Ground Force.** 6D4 foot soldiers armed with assault rifles (no body armor), and 1D4 Tactical Battle Pods. Desperate and frustrated warriors, they will fight to the death rather than be taken captive.
- 19-24 Damaged Reentry Pod;** (max. speed is about 500mph/804kmph). Inside is 2D6 foot soldiers in light body armor (25 M.D.C.) armed with assault rifles, one Tactical Battle Pod and 6D6 wounded foot soldiers. The Reentry Pod is severely damaged, with only 227 M.D.C. remaining on its main body.
- 25-30 Two Female Power Armor Scouts.** Both have half their possible missile load. Both are looking for trouble. Not likely to fight to the death.
- 31-36 1D4 + 1 Fighter Pods** looking for victims to gun down. Each has only 2D4 missiles.
- 37-42 1D6 + 1 Male Power Armor** units flying at top speed (70mph/112.6kmph). Each has a shoulder mounted plasma cannon (no laser pistols). 4D6 miles behind them is a ragtag ground force of 1D6 Zentraedi foot soldiers with laser pistols, 2D6 foot soldiers with assault rifles and 1D4 Tactical Battle Pods.
- 43-48 1D4 Fighter Pods** on a suicide killing spree. Fortunately, they have used up all missiles. Will fight until destroyed.
- 49-54 One Lone Female Power Armor** looking for victims. The pilot is a little crazy and will take on any number of foes in a fight to the death. She has a FULL MISSILE PAYLOAD (126 missiles), laser pistol and fully operational Power Armor weapon systems.

55-60 MiG-29 (E) Soviet Interceptor and 1D6 MiG-23S fighters are in a restricted zone and will not turn back. All will fight until the MiG-29 is destroyed, then the others will flee, fighting only if pursued.

61-66 Rogue RDF Pilot has stolen a UF-14 Supersonic Interceptor and is making a run to rendezvous with high tech bandits.

67-72 1D6 + 1 Zentraedi Fighter Pods with a taste for blood. No missiles, no force fields, except the leader who has full shields and 1D6 missiles.

73-78 1D6 MiG-25 Foxbat B Interceptors and 1D6 MiG-23S Fighters have suddenly appeared on radar (launched from a secret base or aircraft carrier). They will be in combat range within 1D6 melees. All are fully loaded. 50/50 chance they will fight to the death.

79-84 An independent State has launched 1D4 + 1 Falcon Fighter Jets to destroy invaders within their air space (You). No warnings have been given; these chumps are just trying to prove how tough they are. This amounts to being some foolish political blustering that could cost lives.

85-90 High Tech Bandits on the prowl with one Cat's-Eye Recon, 2D4 L. V. T. Adventurer IIs and one Zentraedi Fighter Pod (no force shield, but does have 2 missiles).

91-95 Helicopter Team composed of 2D6 Sea Sergeant style helicopters (use Sea Sergeant stats), 1D4 Howard LH-2000s and one fully armed Commanchero assault chopper. They are a hostile force that refuses to acknowledge or respond to radio communications. Will attack only if attacked first or feel threatened. Could be Soviets, bandits or an independent, rogue government.

96-00 High Tech Bandit aerial assault force composed of 1D4 + 2 Turbo Fan Jets modified for combat (see RDF Manual, pg 13) and one Zentraedi Fighter Pod (force field has only 63 M.D.C., and can fire only one missile).

Optional alternative: Three unusual aircraft which appear hostile and refuse radio contact. They surprise ATP recruits when they "transform" into guardian mode, brandishing some sort of hand-held weapon. These are experimental versions of the Southern Cross' new *Logan Veritech*. (See *ROBOTECH® Book Four: Southern Cross*, pgs 57-59, or *Ghost Ship* adventure supplement for stats)

Note: Remember, in the context of a training program, all combat is really a convincing simulation. Death means the character is removed from the sessions, while his fellow teammates continue. Simulated death/destruction does not necessarily mean failure for that session if it is a TEAM oriented test. A team without fatality or loss of an aircraft gets a bonus of 25 experience points each. A wipe-out of all characters or aircraft gets a penalty of -25 experience points each.

This random encounter table can also be used for determining REAL encounters for later, non-simulated, adventures. To accommodate a mecha team of three or more, some of the enemies strength will have to be increased by the G.M.

GROUND ENCOUNTERS (Optional) (Suitable for mecha Teams)

01-12 1 Officer's Pod, 2D4 Fighter Pods.

13-26 1D4 Females in Power Armor in air, 2D4 Battle Pods on ground

27-39 3D6 Tactical Battle Pods.

40-52 One Theatre Scout Pod, 2D4 Light Artillery Pods.

53-65 One Officer's Pod, 2D4 Tactical Pods, 1D4 Light Artillery Pods.

66-78 One Female Power Armor, Two Heavy Artillery Pods, and 2D4 Fighter Pods.

79-89 3D8 Tactical Battle Pods, 1 Hover Platform.

90-00 One Recon Scout Pod, 2D4 Tactical Battle Pods. If engagement continues past 4 melee rounds, 2D6 more Battle Pods will be summoned.

As a further challenge, the GM can install a set of aerial maneuvers that *must* be undertaken by the players. During the course of the session, players may be required to complete or attempt some of the following maneuvers:

SPECIAL NOTE: *The following rules apply to ALL aircraft.* Roll under your pilot skill for each maneuver:

Special Maneuvers — Conditions and Penalties:

Evasive Action: Fleeing or dodging another aircraft, obstacle, missile or other attack by moving out of the way. All attacks are lost while engaged in evasive action, unless something suddenly flies directly in front of the vehicle, and even then the pilot is -4 to strike. **Note:** tactic will lose *any* attacker(s), meaning they cannot attack unless the attacker(s) engage in a "dog tail" chase. **Skill Penalty:** -12% (no attack possible). Maneuver consumes one full melee. **A failed roll** means an ineffective evasive maneuver, attacker(s) still in strike position and/or have struck. The player's attacks are still forfeit from a failed evasive action.

Tilt Dodge: This is a difficult maneuver in which the pilot attempts to avoid an attack 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 attacks (if any). **Skill Penalty:** -35%; -2 to strike. **A failed roll** means no dodge, aircraft is hit and takes full damage. A tilt dodge can be used to attempt to avoid each individual attack. A tilt dodge can *not* avoid more than one blast from a multiple/simultaneous assault; evasive action is necessary.

Stunts: These are sudden, severe or highly difficult maneuvers, including dives, sharp turns, dead man's drop (nearly straight down, high speed drop), tumble, somersault and similar actions. **Skill Penalty:** -30%; lose attacks that melee. **A failed roll** means the stunt is incomplete and serious difficulties are encountered. Roll percentile dice on the following table:

1-40 Engine chokes; stalled out and descending. Must make an emergency landing unless the vehicle can be restarted (Pilot skill -25%; can try once every melee). All attacks are defensive only, -4 to strike.

41-70 Stunt maneuver botched, speed and altitude reduced by 1/3.

71-88 Engine difficulties; forced to make an emergency landing. Repairs will require 4-24 hours.

89-00 Engine and/or vehicle damaged beyond repair, crash inevitable. Character must parachute to safety. Optional: Can direct vehicle on a suicide crash into an immediate target; Pilot skill -20% to strike.

Emergency Landing: Executed when the vehicle or pilot is damaged and flight can not be maintained. **Skill Penalty:** -30%; loses all attacks. **A failed roll** will result in a crash landing. Roll on the following table for Crash Landing:

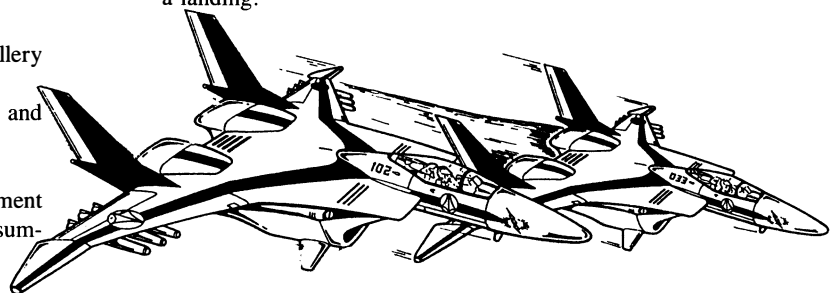
1-31 Pilot and/or passengers survive; minor injury.

32-57 Crash; pilot and passengers take 5D6 damage.

58-80 Pilot and passengers in critical condition/coma, require immediate, extensive medical treatment. Treat as surviving death and coma.

81-83 No survivors; vehicle exploded.

84-00 Passengers survive with minor injury, pilot dead. Optional: Pilot can opt to parachute to safety rather than attempting a 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 vehicle being pursued in every way, so that he will be thought to be a radar shadow or aberration. **Skill Penalty:** –20%; no attacks possible without revealing true position and nature. While imitating the evasive actions, stunts, and so on of the craft being shadowed, roll for each maneuver being copied.

Dog Tail: This is an offensive maneuver in which the pilot closely pursues an enemy air vehicle 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:** –15%; no strike penalty. **A failed roll** means the target has momentarily slipped out of the striking range/area. Roll once every other melee to maintain dog tail position, *or* for every evasive or stunt action.

SECTION 4.11: SPACE STRATEGY UTILIZATION

A.R.M.D. SPACE PLATFORM

The A.R.M.D. Platforms are utilized much like aircraft carriers in space. Although they were originally designed to serve as space docking vessels, weapons were added to transform the platforms into a more strategic component of Earth's Defense Force.

Although this session involves deployment in a situation that will likely be out of the recruit's usual realm, enough interest has been expressed in using the A.R.M.D. Platform so that it's being included as part of their training.

This exercise requires a group of players, since a division of labor is needed for the team to perform the many capabilities of the A.R.M.D. Space Platform. The group will be assigned to different weapons systems on the platform. The GM may assign players randomly or they may choose. The different components are listed below. Consult the Robotech role-playing game for complete descriptions of the A.R.M.D. Space Platform and its weapon systems (pgs 66-68).

Breakdown of Weapon Systems:

Main Anti-Warship Missile Launchers
Main Laser Cannons
Medium Missile Launchers
Anti-Aircraft Guns
Group of Lancer I Space Fighters
Deployment of Unmanned Fighters (Lancer II & QF-3000 E Ghost)
Veritech Fighters
Destroids with space propulsion systems.

Suggested Divisions of Weapons:

For a group of 4 players, the following *could* be directed by the individual players:

1. 5 Main Laser Cannons: 2 attacks each, 1D6 × 100 M.D.
2. 2 Main Anti-Warship Missile Launchers: 2 attacks each, 1D6 × 100 M.D. per missile.
3. 6 Medium Anti-Aircraft Missile Launchers: 2 attacks each, 1D4 × 100 or 1D6 × 100.
4. 48 Anti-Aircraft Guns: 6, 3 or one attack per melee doing 1D4 × 5 or 1D4 × 10 or 3D4 × 10.

Quick rolls may be required or desired when using the multiple armaments of the A.R.M.D. Space Platform. The G.M. may come up with his own means of combining multiple attacks into a lesser number of attacks and damage rolls, or considered the following.

The 48 Anti-Aircraft Guns: Only six guns can be trained on any one target which could reduce the 48 individual weapons into EIGHT groups of six. Damage rolls could be 6D10 × 5 for short bursts, 6D4 × 20 for long bursts and 3D8 × 100 for continual fire all melee.

The 6 medium Anti-Warship Missile Launchers can be divided and combined in the same way, assuming that two missile launchers are shooting at the same target. This turns the six into THREE. Damage rolls would be 2D6 × 100 if only one missile was launched from both launchers, or 4D6 × 100 if a volley of two missiles was launched from each.

For Three Players, the main anti-warship missile launchers *could* be combined with the quick rolled medium anti-warship missile launcher.

For Larger Groups (5 or more), the G.M. can increase the number of attack weapons by decreasing the combination within the quick rolls or by having some players assume control over the deployment of unmanned vehicles or by allowing Veritech and Destroid Pilots to utilize their mecha against the attackers (or to pursue the enemy as they retreat). Mecha can be used from the onset if the session or alternate session being used is to acquaint the recruits with *mecha space combat*.

Mecha Space Propulsion System

A special propulsion system has been devised for Destroids: the *Space Maneuvering and Propulsion Pack*. It is only useful in the zero G vacuum of space. The large, bulky propulsion unit can be bolted to the back of any destroid *except* the M.A.C. II. Forward movement at *top speed* is limited to a mere **mach one (670mph/1070kmph)**; weight: 1.8 tons; M.D.C.: 110.

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

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

Testing Scenario: Main Attack

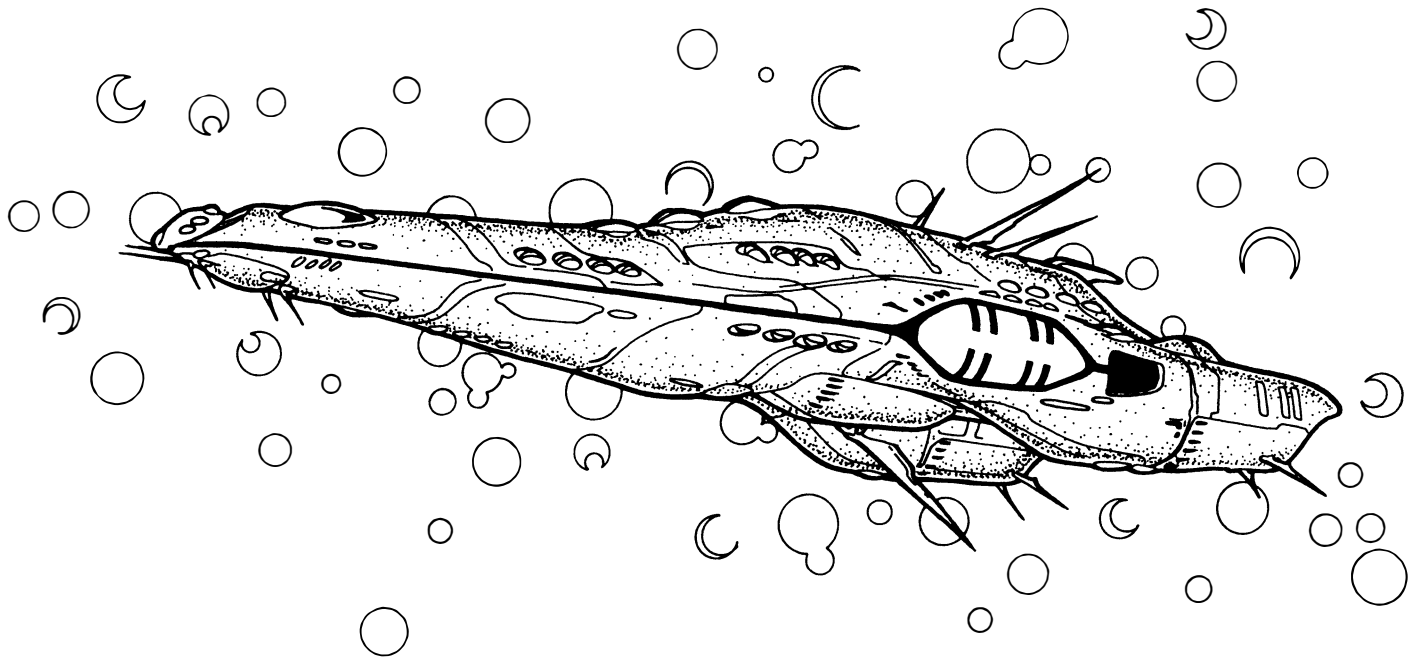
In this simulation the group has been assigned to man one of the A.R.M.D. Space Platforms. The Platforms orbit the Earth and keep a constant vigil for the hordes of Zentraedi that may again come to desecrate the Earth. Boredom is the common enemy of the crew, except for those moments when all lights flash red and the horns squeal that they are under attack. Like now.

The Attacking Force Includes:

1 Zentraedi Destroyer (A.K.A. Thuverl Salan)
2D6 × 10 Tactical Battle Pods
5D6 Light Artillery Pods
3D6 Heavy Artillery Pods
3D4 Scout Recon Pods
3D4 Officer's Pods
4D4 Fighter Pods
4D4 Male Power Armor

Game Master Notes

Obviously, a battle as large as this will be hard to maintain control over. Players should be allowed *one aspect* of the A.R.M.D.'s weapon systems or defense force. Enemy forces should come in groups when at all possible. I would suggest keeping the battle relatively short so that it doesn't seem irrelevant.



After the main attack by the Zentraedi, a secondary attack will commence. The regular crew of the Space Platform will operate the vessel's weapons. The player group has been designated to handle the smaller, individual Zentraedi mecha that are avoiding the laser weapons.

Testing Scenario: Secondary Attack

While the main battle rages on in space, there are numerous skirmishes in and around the two ships. The group is involved in any of these skirmishes as they battle one on one. Each recruit is assigned to one of the following:

- Veritech Fighters (VF-1A, VF-1J, VF-1S and a Super VF are available)
- Destroids outfitted for space propulsion (each type is available)
- Lancer I (there are enough Lancers to accommodate each player).
- Optional: Lancer II (assumes control over 2 units)
- Optional: QF-3000 E Ghosts (control over 2 units)

Random Skirmish Encounters

- 01-16 1 Female Power Armor, fully armed; 2D4 Tactical Battle Pods.
- 17-30 1D4 Officer's Pods, 1D4 + 1 Male Power Armor.
- 31-46 3D4 Tactical Battle Pods
- 47-63 1D6 Light Artillery Pods, 2D4 Tactical Battle Pods.
- 64-76 1 Female Power Armor with half her missiles (63), 1 Officer's Pod, 1D4 Tactical Battle Pods.
- 77-89 1D4 Fighter Pods, fully armed; 1D4 Heavy Artillery Pods, 1D4 Tactical Battle Pods.
- 90-00 1 Officer's Pod (Armored Vehicle), 2D6 Tactical Battle Pods, 2 Fighter Pods (with half their missile payload).

Zentraedi Roundup (Optional Encounters)

The Zentraedi force has scattered, seeking refuge in the Debris Ring that orbits the Earth. It is the recruits' job to track down and capture or eliminate these rogues. Destroids equipped for space propulsion may be the most ideal for this assignment. **Note:** This can be used as a simulation or a real adventure.

THE DEBRIS RING

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

Characters *should be reminded* that the debris field is not only an ideal place to shake hostile forces and await rescue, but also a place to regroup and counterattack. As trained space-jockeys, they should know that there is a slight chance of getting hit by a fast piece of debris. In fact, there is a 25% chance of getting hit by something every few minutes. The chance of being hit increases to 50% if traveling faster than Mach One. While most hits do no damage or result in minimal damage, there is still a chance of being totally disabled. (See *Random Debris Damage Table*).

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

INSIDE DEBRIS RING

- Firing Energy Weapons:** -4 to hit; deflected off floating debris.
- Firing Weapons Close Range:** No penalty if target is within 50ft (15.2m).
- Firing Missiles:** -4 to hit; detonated by floating debris.
- Being Hit by Debris:** 01-25 Struck (see next table)
26-00 Not hit by anything.

Random Damage Table From Debris

- 1-10 Small bolt, slow speed — no mega-damage.
- 11-20 Mecha foot, medium speed — 1D6 mega-damage.
- 21-35 Piece of pod, medium speed — 1D8 mega-damage.
- 36-55 Unidentifiable sharp thing, hits hard and fast — 3D6 mega-damage.
- 56-75 Spinning missile shrapnel — 1D4 mega-damage.
- 76-85 Half of a Zentraedi soldier (dead) — no mega-damage.
- 86-95 Slow Veritech head (VF-1J) — 1D4 mega-damage.
- 96-00 Large, fast hull section — 6D6 mega-damage.

- Radar:** Useless; cluttered by tons of debris. Only high speed objects traveling faster than Mach one can be distinguished from the rest. But even fast moving targets are hard to follow in the debris field.
- Motion Detector:** Useless; too much movement.
- Collision Warning System:** Useless; too much movement.
- Optics/Visibility:** Obscured

Hunting Down Zentraedi in the Debris Ring (Optional)

01-10 An E.B.S.I.S. force is giving political asylum to the murderous Zentraedi (these are definitely the Zentraedi who just attacked). The Soviets are cocky and insulting, but attacking means an international incident.

All RDF characters roll percentile dice. A 58% or higher means that the character recognizes the E.B.S.I.S. mecha to be those reported stolen by high-tech space bandits (they are *not* real E.B.S.I.S. forces); combat can begin. If all rolls fail the group must leave them alone, only to be attacked when their guard is lowered.

E.B.S.I.S. Mecha includes 1D4 Soldier Battloids and two Recon Destroyer Battloids. **Note:** These Soviet Mecha can be found in the Southern Cross and Ghost Ship supplements. If unavailable, substitute a space shuttle with limited combat capabilities.

Zentraedi Mecha consists of 1D6 + 1 Tactical Battle Pods and a Recon Scout.

11-20 **Reentry Pod** hiding in debris (playing dead). Four Light Artillery Pods flank it from positions around the pod. Each has a full complement of missiles. If any RDF vessel comes within 300ft (91m) of it, the Artillery Pods will open fire and it will take off at Mach One (a somewhat dangerous speed in the debris ring). As it flees, it will release 2D6 Tactical Battle Pods to stop pursuers.

Inside the Reentry Pod is 2D4 × 10 wounded foot soldiers, several damage beyond use Battle Pods, 4D6 combat ready foot soldiers and another 1D6 Tactical Battle Pods. The Reentry Pod will surrender only when all but 20 M.D.C. (or less) remains of its main body.

21-30 **Officer's Pod** and 1D6 Tactical Battle Pods.

31-40 **1D4 Light Artillery Pods** (full missiles) and 1D4 Tactical Battle Pods.

41-50 **Two Female Power Armor**, crazy with revenge. Will fight till the death. One has half her missiles (63), the second has only 18 missiles. All other weapons are fully operational.

51-60 **3D4 Tactical Battle Pods** and one Heavy Artillery Pod with missiles.

61-70 **Officer's Pod** in armored vehicle commanding 1D4 Male Power Armor, 1D4 Heavy Artillery Pods and 1D6 Tactical Battle Pods. And they are hungry for revenge.

71-80 **2D4 Fighter Pods** with only four missiles each; all other systems at full capacity.

81-87 **Two Zentraedi Shuttle Craft** (no weapons) guarded by one Female Power Armor unit at full capacity (all missiles). The shuttles each hold a dozen foot soldiers and two Tactical Battle Pods.

88-93 **Theatre Scout Reconnaissance Pod** and two Recovery Pods.

94-00 **3D4 Foot Soldiers** in body armor (25 M.D.C.) armed with assault rifles. Two Tactical Battle Pods and one Light Artillery Pod are hidden about 600ft (180m) from the soldiers.

SECTION 4.12: MARS BASE

Testing Scenario:

This simulation has the group stationed on Mars near what was once Mars Base Sara. Tracking systems had located a renegade Zentraedi Cruiser in the vicinity. It is not known whether the cruiser was leaving the area or arriving. It's been two months since the sighting, but the RDF is keeping a patrol out, just in case. The team's orders: In the unlikely event engagement occurs, *hold* until reinforcements arrive.

The cruiser is believed to be heavily damaged. This is verified by the group as they spot the Scout Ship heading towards them.

Attacking Force:

1 Zentraedi Cruiser (Salen Scout), heavily damaged. Minus 80%

M.D.C. from all locations. All weapons operational, except main Laser Cannon.

4D6 Tactical Battle Pods
2D4 + 2 Light Artillery Pods
1D4 + 1 Heavy Artillery Pods
1D6 Male Power Armor

Game Master Notes

Since the Cruiser is so heavily damaged, you should have it stay out of the forefront of the combat. The players should notice that the ship stays far from the combat. Attacking the ship will cause all forces to retreat.

Since the group will be vastly outnumbered, this will be a crucial test of their teamwork. The Zentraedi Battle Pods will attack the group, yet maintain a position to defend the cruiser in the event it falls under heavy fire. The recruits can radio the Mars Polar Base for reinforcements at any time. Reinforcements in the way of three Veritech squads will arrive within 15 minutes of receiving their call for help. The simulation ends with the arrival of the reinforcements.

ATTACKING ZENTRAEDI BATTLE CRUISERS

Veritech Fighters, Destroids, and spacecraft do not have a chance of destroying any of the gargantuan vessels. The best that any of these can do is to destroy individual laser turrets, missile turrets, and weapon housings. Additional damage can be done to airlocks and other protuberances. Auxiliary engines are also fairly vulnerable targets.

This tactic is more effective than it may seem. *Remember, Zentraedi CAN NOT repair any damaged or destroyed weapons, machinery or mecha.* Consequently, any damage inflicted is permanent.

The humans can also wreak havoc by punching through the hull(s) of a battle cruiser and waging a limited assault *inside*. Considering the vast number of foot soldiers and mecha on board Zentraedi warships, this type of assault is best used as a hit and run tactic; get in, do as much damage as possible, and get out as quickly as possible. **Note:** Tiny humans, who abandon their mecha inside a cruiser, have the advantage of being able to avoid all internal sensory detection and have hundreds of places to hide. Of course, this leaves them almost entirely defenseless, even with the Wolverine heavy assault rifle, explosives, and energy weapons. NO, humans can not operate giant Zentraedi mecha! **GM Note:** Unless floor plans of a typical type of battle cruiser have been provided or a loyal Zentraedi scout accompanies the humans, they will have absolutely NO concept of internal layout. The locations of elevators, airlocks, weapon bays, storage bays, engine room, life support, stasis, or any other areas, are unknown to humans.

Note: Floor Plans of the Salen Scout are contained in the ROBOTECH® Supplement "Ghost Ship." Other ships can be found in the "Zentraedi" Supplement.

Random Encounters Within the Ship

If the group decides to enter the Zentraedi vessel and inflict damage internally, there is a 50% chance of an encounter every 10 minutes.

01-12 Officer Pod (one)
13-19 1D4 crew members with assault rifles, but no armor.
20-33 2 Tactical Battle Pods.
34-45 1D4 Male Power Armor
46-55 2 Fighter Pods.
56-66 1D6 Tactical Battle Pods and 1D6 foot soldiers in body armor (25 M.D.C.)
67-76 1 Officer in body armor, 2D6 crew members in body armor and carrying assault rifles.
77-89 1 Light Artillery Pod, 1 Heavy Artillery Pod.
90-00 1D6 foot soldiers in body armor and with assault rifles.

MECHA UNDERWATER

SECTION 4.13: UNDERWATER SKILLS

This acclimation exercise is to have the group become familiar with using mecha underwater. Some of the mecha units have severe limitations underwater and this is a great opportunity to introduce these restrictions to the recruits the hard way. Since this is likely to be the first experience for most recruits in using mecha underwater, a map is provided to allow for a simple engagement with random opponents.

All mecha can survive underwater. However, their movements and weapons are often restricted.

DESTROIDS

Destroids, like all mecha, are self-contained environments with an independent oxygen supply and circulation system. This means they can survive underwater, or in space, for great lengths of time, without any adverse effects on the pilot.

The Destroid's disadvantage underwater and in space is that it has no means of propulsion. Thus, maneuverability is severely limited and often impossible. In space, the mecha will float helplessly, able to turn only at the waist. Firing missiles (not energy weapons) will provide a minute amount of momentum, enabling the mecha to shift position or move a distance of 200 feet (90m).

Underwater in lakes, rivers, and other inland waterways, the Destroid can walk along its floor. It can not swim or rise through the water. The only way up/out is to *walk or be hauled* out. If dropped or knocked out of a boat or aircraft into water, it will sink to the bottom. Again, it must walk out or be hauled out. The same applies to ocean conditions. The only new danger is rupturing from the pressure at great depths.

Penalties For Destroids Underwater

Speed: Walking is reduced by 25%. Without any means of propulsion, the Destroid can not swim or move in any other way.

Projectile Weapons: Machineguns, grenade launchers, and missiles have their range reduced by half. Speed is also reduced by half.

Flame and Smoke: Weapons are useless.

Energy Weapons: Such as lasers and particle beams, have their range reduced by 70%.

Maximum Ocean Depth: 0.8 mile (1km)

Oxygen Supply: 3 weeks

Standard Food and Water Rations: Two weeks, but can be stretched to three weeks.

Veritech Fighters

The Veritech Fighter functions almost as well underwater as it does in the air and in space. Its propulsion system enables it to easily maneuver through water in all its modes.

Penalties For Veritech Fighters Underwater

Speed: In all modes is reduced by half.

Missiles and GU-11 Gun Pod: Ranges are reduced by half.

Laser Ranges: Reduced by 70%.

Maximum Ocean Depth: 1 mile (1.6km)

Oxygen Supply: 2 weeks

Standard Food and Water Supply: Can be stretched to two weeks.

ZENTRAEDI MECHA UNDERWATER

All mecha can survive underwater. However, their movements and weapons are often restricted.

BATTLE PODS

Battle Pods, like all mecha, are self-contained environments with an independent oxygen supply and circulation system. This means they can survive underwater, or in space, for great lengths of time, without any adverse effects on the pilot. The propulsion system, designed for space flight, is somewhat restricted underwater, but still quite effective, allowing for great speed and mobility. The major limitation, which almost all Zentraedi mecha suffer from, is the diffusion of energy weapons through water. Lasers and particle beams are reduced dramatically (70%), leaving the auto-cannons and missiles (if any) as the most effective underwater weapons.

Battle Pods

Speed: Walking is reduced by 25%. It can move by its propulsion system at 300mph for up to three to six minutes, as well as provide bursts of movement through the water.

Missiles and Auto Cannons: Range and speed are reduced by half.

Lasers and Particle Beams: Ranges are reduced by 70%

Oxygen Supply: 3 days.

Food and Water Supply: None

Maximum Ocean Depth: 0.8 mile (1km)

Note: The same conditions apply to the *Officer's Pod*, *Power Armor* and *Fighter Pod*.

OTHER ZENTRAEDI MECHA AND VEHICLES

The Theatre Scout, or Cyclops, functions extremely well underwater.

Its heavy armor allows it to attain great depths without damage, and its stilt-like legs enable the reconnaissance vehicle to casually prowl along any lake, ocean or seabed.

Speed: Walking is reduced to 50mph; movement by propulsion is reduced by 70%.

Missiles: Range and speed are reduced by half.

Particle Beams: Range is reduced by 70%

Oxygen Supply: Indefinitely.

Food and Water Supply: None standard, but can be included for a full 4 week duration.

Maximum Ocean Depth: 2 miles (3.2km)

Maximum depth for the *escape capsule* is 0.8 mile (1km).

Note: The Theatre Scout is equipped with sonar.

RECOVERY POD

Speed: Walking is reduced to 30mph; movement by propulsion is reduced by half.

Weapons: None. Hand to hand combat is not affected.

Oxygen Supply: 4 weeks.

Food and Water Supply: None standard, but can be included for a full 4 weeks.

Maximum Ocean Depth: 1.2 miles (1.8km)

REENTRY POD

Speed: Reduced by half.

Weapons: None

Oxygen Supply: Indefinitely

Food and Water Supply: None standard, but could be included; duration varies with purpose and number of personnel carried.

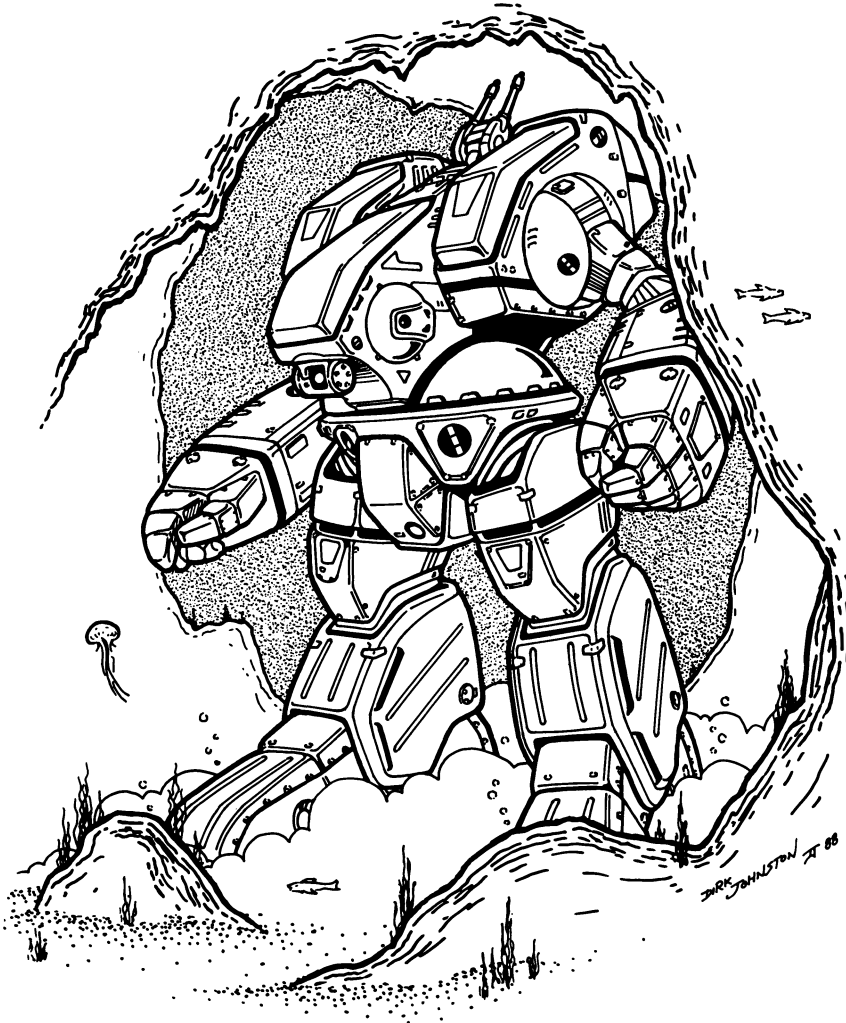
Maximum Ocean Depth: 1.2 miles (1.8km)

Note: One Reentry Pod can comfortably transport 480 Battle Pods or 960 foot soldiers. (Yes, the numbers 24 and 48 in the ROBOTECH® RPG, pg 93, are incorrect).

Testing Scenario

There have been reports of a Zentraedi raiding party terrorizing the eastern coast of what was once known as Florida. It is believed that the raiding party is utilizing an immobilized Zentraedi Landing Ship (A.K.A. Quiltra Queleual) that crashed in the Atlantic Ocean during their assault in the first Robotech War.

The RDF team is to find and destroy the Zentraedi raiding party and cruiser. A map has been provided showing the suspected location of the ship, as well as the approximate area of underwater caves thought to be inhabited by the Zentraedi.



CAVE ENCOUNTERS

Cave #1: Upon entering the cave, all sensors will seemingly go haywire due to the large school of garish red fish rushing by. There is a 65% chance of firing at them because of being "spooked," (all characters 3rd level and lower roll). Otherwise, the cave is empty.

Cave #2: Inside is a *Theatre Scout Pod (Cyclops)* tangled in the seaweed-like vegetation growing, densely, from the floor of the cave. Feeling cornered, it will fire at everything that comes in through the cave opening. **Note:** The pod is disabled, with two of its four legs bent at awkward angles; the Escape Capsule is lying next to it — crushed. The Theatre Scout's main body M.D.C. has been depleted to 200.

Cave #3: As soon as anyone enters, a Zentraedi Tactical Pod will fire its particle beam (70% chance of hitting the first entrant). Due to the numerous stalactites and stalagmites protruding from the cave ceiling and floor respectively, it's hard to see where the shot came from. **Note:** Cave occupants are two Tactical Pods. The pods will have a +4 to strike and there is a 50% chance with each shot that the recruits will see the pods; otherwise, they will remain undetected. Structural formations in the cave make radar and sonar virtually

useless. If the cave suffers 65 mega-damage (from missed shots), there is a 40% chance each additional shot will cause a cave-in. A cave-in will destroy the pods, but will also severely damage any RDF Mecha in the cave; 2D4 × 10 M.D.C. Use the following table to assess additional damage. Site of critical damage immobilizes or destroys: 01-21 Leg, 22-48 Arm, 49-00 Weapon Turret (Radar if a Raidar-X).

Cave #4: Brightly lit from the florescent phosphorous. The illumination is blinding so sensors must be relied on. Nondescript cave with its lone occupant being a skeleton of a full sized Zentraedi.

Cave #5: Totally dark. Floor of the cave suddenly drops out from under the character(s) into a crevice pit area of approximately 35 × 50ft and 100ft deep. On the drop, all hand-held weapons will be dropped, with a 40% chance of recovery. Damage from the fall is 2D4 mega-damage, due to the jagged extensions and funnel shaped holes on the cave floor.

Roll for Area of Damage:

- 01-18 Left Arm
- 19-36 Right Arm
- 37-67 Main Body
- 68-83 Left Leg
- 84-00 Right Leg

To get out of the crevice, the pilot must have a climbing skill of 60% or higher. If not, then will have to call for help or find some other way out.

Cave #6: Empty and rather small. Towards the rear there appears to another opening that is on a downward slope (leads into cave #7).

Cave #7: A large cave that appears to have three tunnels exiting from it. This is the view from all angles. One is actually the cave opening, one leads to cave #6, and the other two are just cavernous sockets.

Cave #8: Contains 1D6 Tactical Battle Pods. Will wait for recruit(s) to completely enter and then block off entrance way and open fire. If they sustain heavy damage, will flee.

Cave #9: Small empty cave. It looks like the cave was once larger but collapsed. This is indicated by the rubble along the opposing wall.

Open Area Random Encounters

- 01-12 one female in Power Armor, 1 Officer's Pod, 2D4 Tactical Battle Pods.
- 13-25 1D6 Male Power Armor. (**Note:** See Robotech® RPG Book 3: Zentraedi for correction in the limited flight ability of the Male Power Armor.)
- 26-37 1D6 + 2 Female Power Armor Squad (each has only 24 missiles).
- 38-49 3D4 Tactical Pods, 1 Heavy Artillery Pod.
- 50-63 One Recon Scout Pod, 1D4 + 2 Battle Pods, 1D4 Light Artillery Pods.
- 64-77 One Theatre Scout Pod, 1 Recovery Pod, 2D6 Fighter Pods.
- 78-89 One Officer's Pod, 1 Heavy Artillery Pod, 2D4 Battle Pods.
- 90-00 4D6 Tactical Battle Pods.

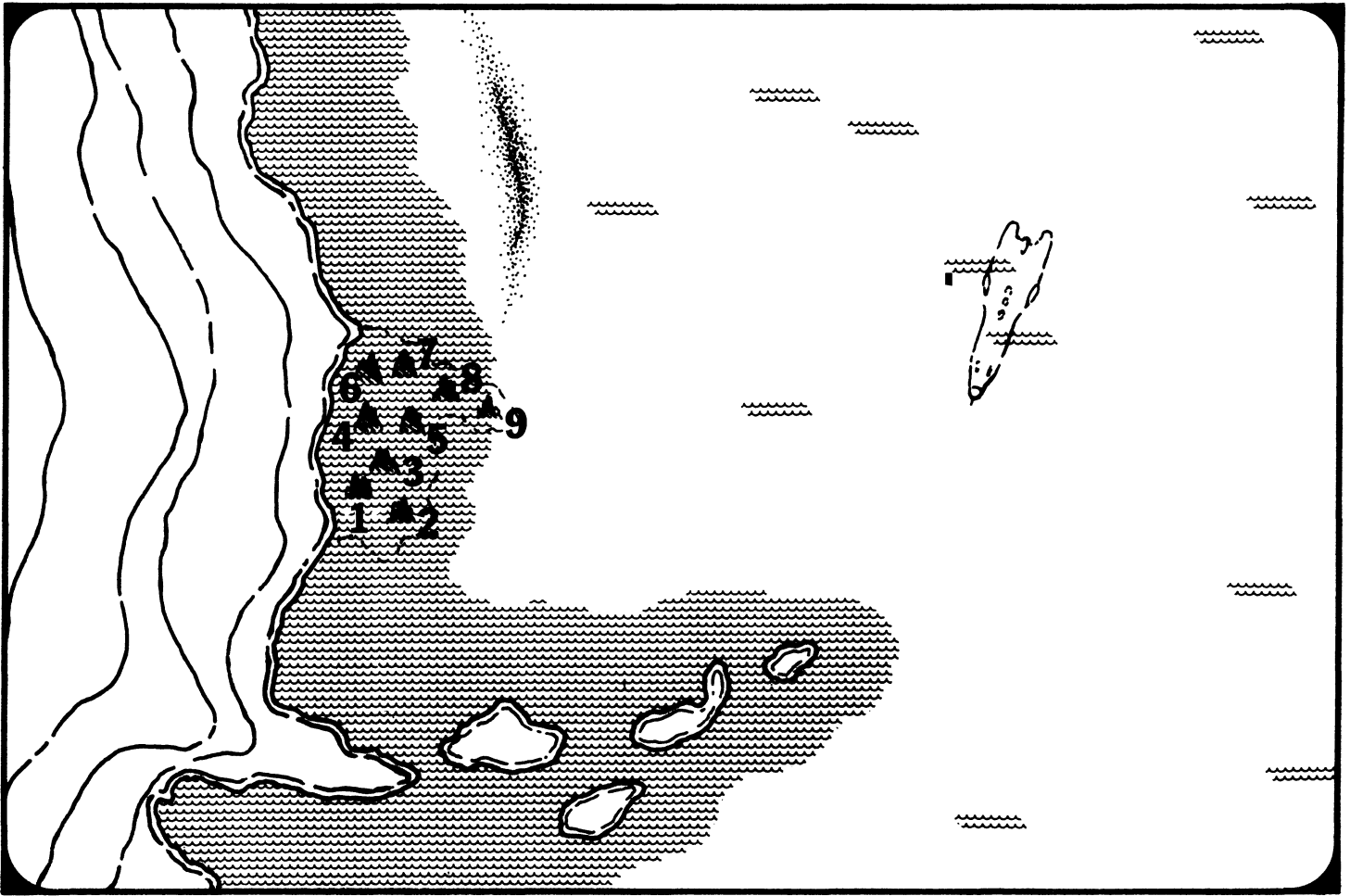
Ship Encounters

The vessel lying on the bottom, mired in the tangled vegetation, is a Zentraedi Landing Ship. The vessel took heavy damage which is readily apparent by the enormous rip in her side. Closer examination will reveal that the gash has torn through the entire two middle levels. The upper front of the ship is crushed and mangled. The rear of the cruiser is fairly intact and is the sole area where all seven levels are still able to be sealed and operational. Atmospheric and other life support systems have created a perfect underwater base.

If the team investigates inside the ship, they run across the following:

Level One:

Storage Bay: 6D6 × 10 Tactical Battle Pods and 2D6 × 10 Fighter



Pods stand like silent sentinels of destruction, waiting to be activated. 2D6 Tactical Battle Pods, 1D4 Light Artillery Pods and an Officer Pod Patrol this bay.

Pods and 1D6 Light Artillery Pods. 4D6 humans and 4D6 Zentraedi warriors occupy the area. Two Light Artillery Pods stand guard.

Levels Two and Three:

These levels are completely destroyed, with melted walls and sagging debris. There is no life on these levels.

Level Four:

Fold System; still operational: One Officer's Pod, two Light Artillery Pods, two male warriors in Power Armor and 2D4 Tactical Battle Pods guard the fold system. Nearby is a huge storage bay with 2D6 × 10 Fighter Pods and 1D6 Battle Pods. 2D4 Tactical Battle Pods patrol this area.

Level Five:

Crew's Quarters: Two human high-tech bandits in stolen Gladiator mecha who are wrestling with a Zentraedi in Male Power Armor. 1D4 × 10 humans and 2D4 × 10 Zentraedi foot soldiers watch the wrestling match. This is the heart of the bandit force. 1D6 × 10 Battle Pods are available to the soldiers.

Level Five B:

Stasis Chamber containing 800 Zentraedi warriors still in hibernation. Guarded by one Officer's Pod and six warriors in Power Armor (Male). 3D6 Tactical Battle Pods are down the hall, 3 melees (45 seconds) away.

Level Six:

This floor is mostly destroyed, but has a *hangar bay* with 2D4 Reentry Pods. 1D6 Tactical Battle Pods and 1D6 warriors patrol the area.

Level Seven:

Mecha Bay containing several human-type submarines (two and six-man types), as well as six Recovery Pods, 6D6 Tactical Battle

Random Encounters in the Ship

Roll once for every 10 minutes

- 01-10 2D6 Tactical Battle Pods
- 11-15 2D6 humans (bandits) in two jeeps.
- 16-23 1D6 Warriors in Male Power Armor
- 24-31 2D6 Foot soldiers with assault rifles (no armor)
- 32-40 1D6 Foot soldiers with assault rifles (no armor) accompanied by 1D4 Tactical Battle Pods.
- 41-48 1D6 Foot soldiers with no weapons or armor; will try to flee and alert others.
- 49-57 1D4 Tactical Battle Pods
- 58-64 One Officer's Pod
- 65-72 2D6 Foot soldiers in body armor (25 M.D.C.) armed with assault rifles.
- 73-80 1D4 Light Artillery Pods with full missile loads.
- 81-88 1D6 Tactical Battle Pods and a Heavy Artillery Pod.
- 89-94 Foot soldiers with laser pistols (no armor) and 2D4 human bandits on motorcycles.
- 95-00 Two Howard LH-2000 with human bandits and one Tactical Battle Pod; will flee and sound alarm.

SECTION 4.14: RADIO SILENCE

This is a simple training session utilizing the following random tables. The trick to this exercise is that the group has to work without verbal communications. The game master will decide if he wants to allow hand signals and at what range they would be applicable. It is very important that the players reveal only the action that they are doing at that particular moment! Descriptions of plans and motives for particular actions *cannot* be allowed. This requires a firm control by the game master on what is a visible action and what is an implied action. Reasons for various actions are not offered by the players. It is up to the other players to interpret the actions of their teammates and try to work in a coordinated fashion.

Testing Scenario:

The team will be sent to a random location and try to subdue a Zentraedi force. The force is utilizing a jamming signal that is cutting off all radio transmissions between the RDF mecha units. Radar is also scrambled and unreliable. All other sensors are okay.

Random Locations:

- 01-18 Congo Quadrant:** Dense forest which inhibits aerial reconnaissance. Due to the heavy vegetation under the towering canopy, reconnaissance "Patrols" are required to investigate the area.
- 19-38 Mountains:** The mountain range which line the *South American Sector* sometimes offers a maze-like surrounding for searching patrols. Long-range weapons can effectively inhibit pursuit for quite some time.
- 39-56 York:** This Barony, located in the area of the former Ohio and Kentucky borders, harbors a resentment towards the RDF; however, their dislike of the Zentraedi is much greater. But, they would rather handle any Zentraedi menace with their own methods rather than having the RDF interfere. The area is industrialized and is heavily populated. Use of heavy weapons can be deadly to innocent people.
- 57-79 Arkansas Protectorate:** This area has been subjected to much hostile activity by the Zentraedis. It is believed that there are two opposing factions existing in the area and the destruction that is occurring is mainly the aftermath of the internal war between the two divisions of Zentraedis.
- 80-00 Argentine Desert:** This desolate area rarely has much Zentraedi activity. The few cases of operations reported, usually involve Zentraedis travelling to reach the mountains on the west coast.

Random Encounters

- 01-09 One Officer's Pod, 1D4 Tactical Battle Pods, 2D4 foot soldiers with assault rifles, but no armor.
- 10-18 One Recon Scout Pod, 2D4 Tactical Battle Pods.
- 19-27 3D4 Fighter Pods, one Female Power Armor (she has only 34 missiles).
- 28-37 1D4 Reentry Pods with 3D4 Tactical Battle Pods inside each.
- 38-45 One Officer's Pod, 1D6 Light Artillery Pods.
- 46-58 3D4 Foot Soldiers, all with assault rifles and 1D6 have armor.
- 59-68 2D4 Tactical Battle Pods, 2D4 foot soldiers with assault rifles, but no armor.
- 69-77 One crushed Reentry Pod, one Female Power Armor (officer's) and 2D6 Tactical Battle Pods.
- 78-86 2D4 + 2 Male Power Armor
- 87-94 One Theatre Scout Recon Pod, 2D6 Fighter Pods.
- 95-00 1D4 Heavy Artillery Pods, 2D4 Light Artillery Pods.

Note: The number of opponents *may* have to be reduced by 25% for small groups of 4 or less.

SECTION 5.00: COMBATIVENESS

The following exercises will allow the recruits to use their mecha units and engage in "real" group combat. *Live* ammunition is used by all parties to give the recruits firsthand exposure to combat and its consequences. The sessions are also designed to build teamwork within the squad in handling diverse combat situations. Although some special units are involved in most cases, the recruits will have a chance to "cut loose" with all their weapon capabilities.

SECTION 5.10: T.R.A.C.T. UNITS

T.R.A.C.T. is an acronym for the *Tactical Remote Assault and Combat Testing units* that are utilized in training the R.A.T.S. These have been modified to have enhanced power and weaponry and are controlled from a remote testing site. Most of the combat skills have been programmed into the units, so they need little direction during the course of battle. The remote operator's primary function is to direct the units to their potential victims or targets.

They are much more powerful than their human occupied counterparts and have been structurally reinforced to be much more durable and tougher. Their speed may be reduced in some areas, but the brute power that has been added is an effective compensating factor.

Recently introduced into the Training Program are two prototype units that are designated for ground combat and civil defense. Although the Zentraedi are still the primary concern, Earth's defenders realize that many of the future engagements may be against the native population of Earth itself. Trends indicate that warring factions worldwide will call for mecha that can handle urban situations and crowd control. The current mecha units utilized by the RDF can sometimes be too imposing a force and often, just too large.

The two prototypes, like their predecessors, are fully automated. A new ceramic alloy has been formulated for incorporation into the armor of the new mecha. The alloy is somewhat laser resistant, cutting the damage from laser weapons by 25%. A newer ceramic based alloy is currently undergoing testing and it is hoped that future laser resistance will reach 40-50%. These two prototypes will soon become mecha for the Armies of the Southern Cross.

Testing Scenario:

The recruits have a simple assignment. They will be placed in a combat situation with the T.R.A.C.T. units and are to disable them. The training squad shouldn't worry itself needlessly over the lack of success of previous training classes.

Encounters

- 01-12** The scene takes place in a vast deserted area which appears to be the **Mojave Desert** for those familiar with it. There are no distinguishable landscape markings of any kind, save for the stone cliffs that surround the testing site in a perimeter of about 45 miles. One T.R.A.C.T. unit is due west of the group, atop the cliff, and another is northeast, having just descended from the stone. The group will undoubtedly spot the two because they have just opened fire on them. No other T.R.A.C.T. units are visible — yet.
- 13-32 Iceland.** Although this desolate area appears to be a virtual wasteland, it actually survived fairly intact from the Zentraedi onslaught. Being of recent volcanic origin (geographically speaking), the large island is mostly barren, with lava formed rocks jutting haphazardly from the textured surface. There are many geysers releasing the pent-up steam stored within. Due to the cold wind coming in from the north, the steam will form billowing clouds of grayish smoke that reduces visibility by 40%. Radar sensors will have trouble distinguishing natural formations from the T.R.A.C.T. units until one of them moves.

33-54 Chinese Grasslands. Tall dense grass a height of 12ft. During the battle against the Zentraedi, many dams were destroyed and minor rivers were diverted. This once savannah is now a flooded region where growth is uninhibited. The bog-like conditions of the soil will reduce all speed by 30%. No vegetation besides grass is evident. A versatile mecha unit could easily hide just by lying in the thick grass, able to pop up at any time.

55-78 This setting is a *giant petro-based plastic dome* outside of **Houston**. This is something of a scientific landmark since it was built during the early stages of the development of Moon Base and Mars Base as a possible covering of Moon Base and Mars Base. Although this particular model was rejected, it provided a great deal of information regarding the stress factors of plastic in space.

The dome's housing is an oblong circular shape, 4200ft (1280m) long and 1200ft wide (366m). Concrete forms the floor, as well as the first 48ft of the perimeter walls. The actual dome is attached to the curved walls and is a convex configuration, rising from the 48ft of the walls to its center height of 192ft. M.D.C. of the dome is 20 M.D.C. per 40ft (12.2m) area. Zentraedi T.R.A.C.T. units are spaced out evenly along the walls; a dozen total. As little damage as possible should be inflicted on the dome.

79-00 A forest of extremely tall coniferous trees forming a densely foliated canopy. The towering trees resemble poles pushing into the green covering. Trees are an average height of 300ft (91m) and keep the normal ground vegetation dark and damp. Visibility is limited to 60%. Missed shots have a 40% chance of striking nearby trees. Felled trees will fall directly opposite of hit location and cause 2D6 mega-damage. The M.D.C. of the trees is a low 7 (or 700 S.D.C.). Due to the numerous trees and the darkened location, the T.R.A.C.T. units could be almost anywhere.

Game Master Information

The scenario(s) should be played out as an all-out battle. For those characters who attempt to venture outside the test site, perhaps have some restrictive force curtailing their desires. M.A.C. IIs stationed around the site might work or maybe an electrical field which will short out their circuitry. If the group is not faring well and decides to make a run for it, which is sure to displease their Training Director (T.D.), you could utilize the various random tables to create a simulated place (holographic projection) to put them in even worse situations. Of course, the T.R.A.C.T. units will continue to follow them, hoping for further engagements.

It's important to remember that since the T.R.A.C.T. units are automated and have no pilots, they will fight until they are disabled or until the combat exercise is concluded. The T.D. will make certain that no recruits are seriously injured, although their mecha may be blown to pieces.

The number of T.R.A.C.T. units should *equal* the number of members in the training squad. To add (or deduct), choose or roll random percent on the *five different* types of T.R.A.C.T. units.

T.R.A.C.T. UNIT TYPE I (Modified Armored Veritech)

Vehicle Type: Battloid only

Crew: Automated

M.D.C. By Location:

Head Lasers — 30 each

Head — 100

Arms — 160

Hands — 50

Legs/Engine Thrusters — 275

Main Body — 400

Retractable Utility Arms — 3 each

GU-11 — 100

Hand to Hand

Punch: 2D4 M.D.

Kick: 2D4 M.D.

Body Flip: 1D6 M.D.

Stomp: 1D6

Speed: 35mph running or booster pods.

Weapons System: 5 attacks per melee

1. Head Lasers

Range: 2000ft

Payload: Unlimited

Rate of Fire: 2 attacks per melee on short bursts, 1 attack for extended blast.

Mega-Damage: 4D4 on short blast, 4D8 on extended blast.

2. Shoulder Missile Launchers

Range: All short range.

Payload: 12 for each shoulder pod.

Rate of Fire: Volleys of 1 or in increments of 2, with up to 12 fired simultaneously.

Left Pod

Positions 1-6 Armor Piercing

Positions 7-12 Fragmentation

Right Pod

Positions 1-6 Plasma

Positions 7-12 High Explosive (medium)

3. Arm Missiles

Range: All medium range.

Payload: 3 per arm.

Rate of Fire: 1, 2, or all 3 launched per arm.

Left Arm

All multi-warheads

Right Arm

All fragmentation

4. Hip Missiles

Range: All short range

Payload: 3 per hip

Rate of Fire: 1, 2, or all 3 launched per hip.

Left Hip

1 – Smoke (red)

2 – Smoke (black)

3 – Smoke (grey)

Right Hip

1 – Smoke (green)

2 – Smoke (white)

3 – Smoke (yellow)

5. Leg Mounted Missiles

Range: All short range.

Payload: Two missile pods are mounted on the side and back of each leg, so there are 4 pods per leg. Each pod contains 3 missiles, so there are 12 missiles for each leg.

Rate of Fire: Volleys of three.

Right Leg and Left Leg, both are armed the same:

Top Side: All Fragmentation

Bottom Side: All Armor Piercing

Top on Back: All Plasma

Bottom on Back: All High Explosive (medium)

6. Chest Missiles

Range: All short range.

Payload: Five per breast

Rate of Fire: 1, 2, or 5

Left breast are all armor piercing and right breast are all fragmentation.

7. GU-11 Gun Pod

Range: 4000ft

Payload: 200 rounds

Rate of Fire: Short burst (uses 10 rounds), long burst (uses 20 rounds), full melee burst (uses 40 rounds)

Mega-Damage: Short burst — 3D6, long burst — 6D6, full melee burst — 1D6×10.

T.R.A.C.T. UNIT II — Modified Gladiator

Vehicle Type: Destroid

Crew: Automated

M.D.C. by Location:

Hands — 150

Arms — 200

Legs 350

Main Body — 400

Missile Pods/Shoulders — 200

Gun Cluster — 100

Top Laser Turret — 50

Battle Mace — 100

Speed: 50mph

Weapon Systems: 5 attacks per melee

1. ROV-10 Laser Turret

Range: 4000ft

Payload: Unlimited

Mega-Damage: 4D6

2. Shoulder Missile Pods

Range: All short range

Payload: Each shoulder pod holds 12 missiles

Rate of Fire: 1, or in any increment of 2.

Left Shoulder

Positions 1-6 All Plasma

Positions 7-12 All Fragmentation

Right Shoulder

Positions 1-6 All Armor Piercing

Positions 7-12 All High Explosive (medium)

3. TZ-IV Gun Cluster

Laser

Range: 2000ft

Payload: Unlimited

Rate of Fire: 1 attack per melee

Mega-Damage: 2D6

4. 32mm Auto-Cannon

Range: 4000ft

Payload: 240 rounds

Mega-Damage:

Short — 2D6, uses 6 rounds

Long — 4D6, uses 12 rounds

Full — 6D6, uses 24 rounds

5. 180mm Grenade Launcher

Range: 4000ft

Payload: 50 rounds

Rate of Fire: 1 attack per melee

Mega-Damage: 4D6

6. Flamethrower

Range: 200ft

Payload: 50 blasts

Rate of Fire: 2 attacks per melee

Damage: 5D10 S.D.C. (does not inflict Mega-Damage)

7. Battle Mace

Heavier and reinforced structurally to sustain and inflict more damage than the ordinary battle mace.

Mega-Damage: Thrown — 3D4, Hand Weapon — 1D4 × 10

8. Hand to Hand:

Punch: 3D6

Power Punch: 3D6 + 5

Stomp: 2D4

Body Block/Tackle: 2D6

Tear or Pry: 2D4

T.R.A.C.T. UNIT III — Prototype of Civil Defense Corps

Vehicle Type: Battloid

Crew: Automated

M.D.C. by Location:

Head — 50

Head Lasers — 20 each

Head Spotlight — 10

Upper Arms — 100

Forearms/Shield — 300

Legs — 120

Hands — 30

Rear Thrusters — 50

Directional Thruster — 20

Main Body — 175

RU-11 — 60

Speed: Running — 38mph, thruster enhanced leaps up to 110ft high and 25ft long. Underwater — 6mph.

Height: 27ft

Weight: 15 tons

Weapon Systems: 6 attacks per melee

1. Head Lasers (2)

Range: 2000ft

Payload: Unlimited

Rate of Fire: Can both be fired simultaneously as one attack.

Mega-Damage: One Laser — 2D6, 4D6 for both.

2. RU-11 Gun Pod

Range: 3000ft

Payload: Unlimited

Mega-Damage: 1D4 × 5 M.D.

3. Hand to Hand

Punch: 2D4

Body Block: 2D4

Kick: 1D6

Leap Kick: 2D6

Stomp: 1D4

T.R.A.C.T. UNIT IV — Prototype of Veritech Hover Tank

Vehicle Type: Tank (non-transformable)

Crew: Automated

M.D.C. by Location:

Legs - 175

Retractable Hover Jets — 50

Main Cannon — 150

Tri-Auto Cannon — 60

Main Body — 325

Speed: 6mph. Special maneuver: The tank can leap or propel itself straight up into the air 50ft.

Height: 16ft, 9in

Width: 8ft, 5in

Length: 29ft, 1in

Weight: 18.8 tons

Main Engine: MT 798 Fusion Reactor

Weapon Systems: 4 attacks per melee

1. Main Cannon

Range: 6000ft

Payload: Unlimited (however, it is limited to 20 blasts per hour).

Rate of Fire: Two attacks per melee.

Mega-Damage: 3D4 × 10

2. Tri-Auto Cannon

Range: 4000ft

Payload: 40 bursts

Rate of Fire: Two attacks per melee.

Mega-Damage: 6D6 per burst

T.R.A.C.T. UNIT V — Prototype of Zentraedi Tactical Battle Pod

Vehicle Type: Zentraedi Pod

Crew: Automated

M.D.C. by Location:

Particle Beam Cannon (2) — 25 each

Laser Guns (top)(2) — 10 each

Auto Cannons (2) — 25 each

Legs (2) — 50 each

Engine Thrusters (2) — 50 each

Main Body — 150

Weapon Systems: 3 attacks per melee

Same as normal Zentraedi Pod.

SECTION 5.11: CAPTURE

It is common, especially in the Argentine Quadrant, for RDF mecha to fall into the wrong hands. This can be either through capture by Zentraedi, high-tech bandits, or through traitorous members of the RDF out to make a quick buck. As always, the Soviets are eager to obtain mecha equipment.

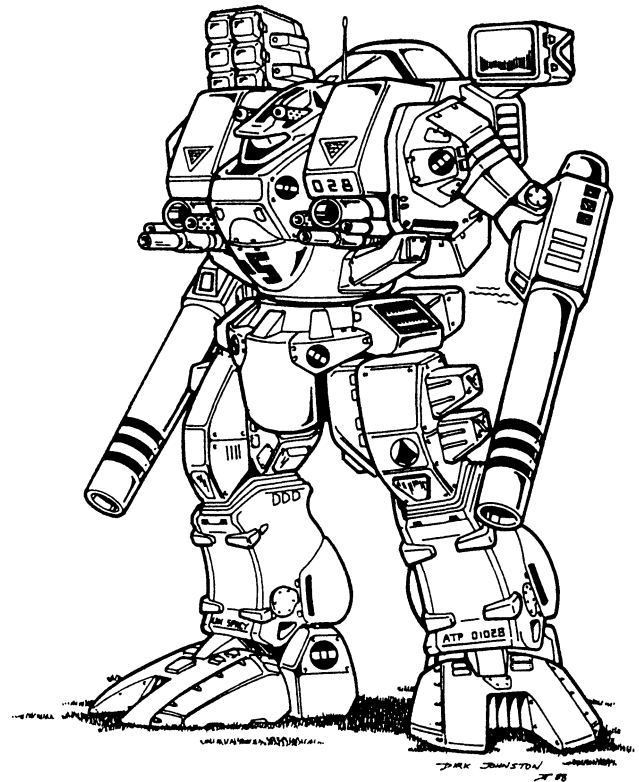
Testing Scenario

The group's task in this case is to *retrieve* a stolen mecha unit. Sounds easy, right? But this is a special type of mecha that is in the prototype stage. The war machine is similar in most aspects to its **Excaliber counterpart**, this unit is designed to be completely functional underwater. Not only can it survive three times the length of time underwater as regular mecha, but it can withstand the brutal pressure of 2.2 miles (3.2km) depths. It is outfitted with 4 additional thrusters which enable it to have propulsion in space or underwater and, to a limited extent, on land. Thrusters will enable leaps of 30ft high (9m), covering a maximum of 100ft (30m) lengths. Speed underwater is 40mph with full mobility.

One of the *new weapon systems* that has been utilized in this experimental unit is the *Detachable Floating Mines*. These can work in water and in atmosphere. The floatation systems operates on a magnetic field issued by the unit. There are 6 detachable mines which can be ejected from the outer skin of the mecha. Projection range varies from 40 to 100ft (12-30.5m). Mega-Damage from the blast is $1D6 \times 10$ and the blast radius is 30ft (9.1m). Rate of fire is singly or in any combination up to six and weight is 112 pounds. The mines, once ejected, stay in the same relative position around the mecha unit until they are destroyed or attach themselves to something. The strong magnetic field allows the mines to hover in the same location respective to the mecha unit regardless of the movement of the mecha. Basically, they serve as a defensive barrier against close-in combat. The mines can be placed anywhere around the unit, including straight above its head.

Another weapon system modification is the replacement of missiles with torpedoes. Range and damage are equal to short range missiles. The torpedoes have a terrible range of $1D6 \times 100$ ft when fired on dry land and -2 to strike. Both shoulder mounted missiles have been replaced with torpedoes. The medium range missile pod still contains ground to air missiles, not torpedoes.

Although the recapturing of the unit will not *necessarily* take place underwater, the task of the training recruits also presents another, perhaps more difficult to deal with element. Since this is a prototype unit, the RDF wants to have the unit returned in as perfect condition as possible. In other words, get the unit back with no major damage. This will require the group to utilize aimed shots, parrys, dodges, and



less powerful weapons so they don't inflict heavy damage to the unit. However, the pilot of the stolen unit will not have any such reservations.

Game Master Notes

Most players will be unfamiliar with the "defensive" fighting they will need to utilize in this test. Hopefully, players will try to incorporate the many hand to hand skills such as dodge, entangle, parry, pulled punch, and other less damaging actions.

Pay close attention to the blast radius of missiles when they attempt to blow up the mines! That is also something players should consider when they contemplate proper weapons to incapacitate the mines.

Incapacitating tactics might include blowing off a leg or two. Better yet, forcing open the pilot's access hatch (plastic explosives would work) and immobilizing the pilot/crew. Then the mecha could be piloted back in one piece. Of course, this means somebody must leave the safety of his/her mecha to do this.

Remember, for the group to successfully complete this mission, the mecha should be captured in the best possible condition. Players who ignore this stipulation should be *penalized heavily*. This should mean failure of this test, a mandatory extra difficult session, and a penalty of no experience points which each recruit may have gotten from session 5.11. This might also mean a demerit.

Testing Scenario Roll for Location of Combat

01-21 Lake Erie, outside New Detroit. In the shallow area, years of, chemical wastes have stimulated the growth of plant life at an alarming rate. The heavy strands of weeds can cause cumbersome travelling through the bottom of the lake (minus half of all walking speeds). Visual sight is virtually useless in the blackened water, reduced to a mere 10ft (3m) range.

22-51 Dead Sea. Known for its great salt deposits and water almost impossible to drown in, **the Dead Sea** is now even saltier than before. Water has been diverted by nearby Zentraedi forces to form minor rivers and capillaries to irrigate fields where the enormous amounts of food they require grow. The chemical purification process keeps the salt in the sea and also gives the added minerals a bonding agent so that in low water concentration, crystallization occurs almost

immediately. This is further compounded by the fact that all fresh water supplies going into the sea have been dammed. Eventually, the sea will be reduced to a mass of solid crystallized salt. **G.M. Note:** All external weapons, including GU-11 gun pods, have a 20% chance, every 30 minutes, of becoming encrusted and inoperable because of the crystallization that has occurred due to the weapon's intense heat evaporating the surrounding water. The encrusting of weapons takes one melee to knock away so the weapon can be used again. Of course, that one melee (15 seconds) could mean life or death in combat.

52-77 Saudi Arabian Desert. Although considered a wasteland, the sifting sands have restored most of the topography to what it was before, a desert. Vast areas of tarnished amber sand intermixed with dried oil gives a random mosaic pattern. Virtually all of the oil rigs and derricks were destroyed, but some have been repaired so that they can start pumping the precious fuel again. Any doubts about whether the missing unit is here are banished with the explosion of an oil rig behind the group. All roll 2D4 × 10 mega-damage. There is a 10% chance that any missed missile shots will hit an oil rig. M.D.C. of oil rigs is 20. Damage from an exploding rig is 2D4 × 10 within 200ft and 1D4 × 10 for an additional 300ft.

78-00 Buttes of South Dakota. Relatively flat land except for the odd formations erupting from the ground. *Most* of the buttes stand about 200ft tall (61m) and have a flat cap that is about 30ft (9.1m). However the one that the missing mecha unit is standing on is 260ft tall. A pair of large transport helicopters will arrive to pick up the mecha within 10 minutes. Either chopper can haul the Destroid away. Two melees are needed to attach cables (30 seconds). Each large helicopter has a Main Body M.D.C. of 11 (use Sea Sergeant stats for speed and mobility). A third small, Howard LH-2000 type helicopter will accompany the two other choppers and it is armed with two small heat seeking missiles that inflict 1D4 × 10 M.D.C. The little copter has 5 M.D.C.

SECTION 5.12: RENEGADE SQUAD

This simulated session, like so many, can be used as an actual adventure/mission instead of a training exercise.

The group is called in regarding a field report that has just been turned in. Apparently, there is a band of renegade RDF members that have been pilfering nearby towns and villages. Since they have RDF mecha and weapons, this is causing much strain among the relationships that the RDF is trying to establish with the area's communities.

The group is assigned the task of "neutralizing" the renegade band in any manner deemed appropriate.

Random Testing Scenarios

01-26 The RDF base has just issued a notice that there is an unauthorized RDF Squad coming out of the Argentine Desert. The ATP recruits have been flown out there to greet them. As the group arrives, they will see the maverick squad. Due to the missiles being shot at them, they will realize that this *is* definitely the renegade squad they were looking for.

G.M. Note: In this scenario, the renegade squad should be set up as a doppelganger to the team undergoing the mission. Therefore, in essence, the group will be fighting themselves.

27-51 The renegade squad left their usual calling card on the small village of Vista de Lucina'. The billowing smoke slightly obscures the battle site, but not enough to hide the total and complete damage inflicted on this village. Although there are few human bodies lying around, some mecha units scattered about suggest that a Destroid patrol had unsuccessfully tried to stop the renegades. Three

Gladiators are on the ground and a Spartan is collapsed against a large tree. The Spartan shows some movement.

G.M. Note: When the team ventures into the devastated village for further investigation, the Spartan will suddenly stand upright and fire a volley of 6 missiles from each arm at the center of the group. At the same time, a Veritech in Battloid mode will be firing his GU-11 at the group as he sneaks up behind the team. After the initial attack, the three Gladiators will close in for hand to hand combat, leaving the Spartan and Veritech to handle anyone who escapes their clutches.

52-77 The setting is a lush, green valley with a wide river running through the center. Very little shrub growth and the two ridges forming the valley are about five miles apart. The terrain separating the two related ridges is relatively level, with a slope of two miles on the near side and a less inclined three miles on the facing slope. The two *M.A.C. IIs* facing the group quickly answer the recruits' probable questions: 1) Yes, they are part of the renegade squad; 2) Yes, they have the tri-laser cannons as opposed to the missile launchers; 3) Yes, they have just opened fire on the team; and 4) No, they're not alone as the *four Veritechs* in fighter modes can attest to. (Two Veritechs for small groups of 4 or less).

78-00 The renegade group is believed to be currently located in a small, *friendly*, Zentraedi outpost. The full sized Zentraedi occupying that site wish to remain neutral and just want to carve out their own little niche in the woods. They ask for nothing more, and the RDF intends to respect their wishes unless their behavior proves otherwise.

As the team approaches the outpost they can see that it is deserted. The clearing that the Zentraedi have called home is relatively unmolested. No sign of life that is evident in the area, except for the radio call for help. Upon investigating, the team will see a lone Spartan in the small lake. The pilot in the Spartan informs the group that he was an unwilling part of the renegade squad. His unit malfunctioned upon crossing the lake so the renegades decided to leave him here trapped in his totally inoperable mecha. If the group would rescue him, he'd be glad to go back with them and report all the activities of the renegade squad to the RDF. A further search of the grounds will reveal that there is no one else around.

As soon as the group relaxes or attempts to rescue the Spartan, a Veritech will come in, speeding from the west. Behind the immobile Spartan, two Zentraedi hover platforms burst out of the lake. Each carries a piloting Gladiator, along with an Excaliber firing its Particle Beam Cannons. The group may also notice the adeptness of the Gladiator units as they are firing their shoulder missile pods while still piloting the hover crafts. 1D4 Tactical Battle Pods can be added to the fray, but they are not part of the little Zentraedi outpost. **Note:** The people at the outpost have fled into the woods to avoid trouble.

SECTION 5.13: ANTI-SOV. PREPARATION

The Eastern Bloc Soviet Independent State (E.B.S.I.S.) is a major concern for the RDF. They are the largest and most stable of the Independent States and are against the formation of the one world government. They have been building a ragtag army comprised mostly of rebuilt mechas, preferably those of the RDF. With the high black market activity in the South America Sector, the Soviets have established a large concentration of their own bandits and mecha recovery teams in that sector. Although the Soviets themselves lack the technical knowledge of the RDF, they have successfully modified and repaired both RDF and Zentraedi mecha to be utilized in their mecha army. The RDF believes the Soviets may engage in open warfare to expand their influ-

ence; thus, the RDF has begun training sessions to familiarize their recruits with some of the E.B.S.I.S. weaponry. This will include the use of both the modified mecha and original Soviet designed vehicles.

Random Testing Scenarios

01-17 It is believed that the village of Salta del Estro, located in the lower zone of the *Brazilia Quadrant*, is actually a Soviet base used to funnel black market product out of the Argentine Sector. The town is devoid of any natives, so the group is assigned to investigate the village and destroy it if it is a Soviet base. Reasonable force is expected, but not a slaughter of foreign nationals. Helicopters will be sent to collect prisoners for interrogation.

18-41 This situation is a diplomatic one for, believe it or not, the E.B.S.I.S. Apparently, a small group of Soviet troops crossed over into the *China zone* and attempted to kidnap a high ranking official of the RDF Diplomatic Corps. However, they were discovered and while attempting to escape, the RDF diplomat was killed. Although it is probable that the group was sanctioned by the E.B.S.I.S. government, the official Soviet bureaucracy *insists* that the group was acting on their own.

The E.B.S.I.S. also states that the renegade group, while an embarrassment, is not their problem. They will, however, allow the RDF a free rein in taking care of that particular problem. They have even given the suspected location of the rebels. They are, after all, opposed to any activity of this nature and would like to aid the RDF in restoring peace and harmony between the two ideologies.

The location of the "rebel" group is near the center of the architectural marvel, the Great Wall of China. Even though the great wall survived the Zentraedi assault mostly intact, it was later skirmishes that caused much of the damage that now exists. Roughly 50% of the wall is now in ruins and only a few remnants will remain to remind the future generations of the monument. The renegade group is utilizing a small portion as a retreat from both the RDF and their former comrades who have turned against them. It is world policy that the few remaining wonders of the world should be preserved at all cost.

The rebel E.B.S.I.S. team can be using any type of rebuilt RDF Destroyers (no Veritech), Zentraedi mecha or the Soldier and Recon Destroyer battloids. See the **RDF Manual** for stats on rebuilt RDF mecha and **Ghost Ship** or **Southern Cross** for E.B.S.I.S. built battloids.

42-61 The San Estoban Bridge, part of the Vertical Trail serves as a vital link for *black marketeers*. The Corstoba Bandits use the trail as their primary highway on which to send equipment and supplies to the E.B.S.I.S. The RDF, frustrated at being unable to curtail the smuggling activities of the bandits, have decided to attack the supply lines instead. This will hopefully slow down black market activity and possibly provide clues that will lead to the sources involved in the rampant and unchecked smuggling.

The group is to destroy the bridge, but must be wary because the E.B.S.I.S. may have a defensive force deployed near the bridge.

G.M. Note: The bridge appears to be made of wood, but is actually interlaced with metal alloys and plastics. MDC is 50 per 100ft area (30m) and the bridge is 523ft long (160m). The G.M. can introduce any type of E.B.S.I.S. mecha including rebuilt RDF and Zentraedi mecha.

62-83 The Matrilona Oasis, located deep in the Argentine desert, is of vital strategic importance. It is the central source of water in the area, and has been maintained for hundreds of years by the small Pesto Tribe. In exchange for a nominal fee, whether currency or trade, the Pestos allow all to have access to the water and food that they grow. They discriminate against no one and are of mutual benefit to all.

Recently, the leader of the Pesto Tribe has reported to the RDF that a group of bandits have taken over the oasis by force. They are now only serving the E.B.S.I.S. and select groups of other bandits. It is believed that the oasis is being converted into a E.B.S.I.S. rendezvous base. The RDF recruits are to investigate the oasis and *eliminate* the menace. *Preservation* of the oasis is also of utmost importance.

The E.B.S.I.S. force is a large one and they will not give up the oasis without a battle. In addition to 288 ground troops (humans), there are numerous jeeps, trucks and motorcycles. A dozen huge transport helicopters and small observation copters rest on the newly constructed Heli-pad (they are used for transport of contraband. **Mecha** include a rebuilt Raidar X and Gladiator, along with 2D6 Tactical Battle Pods, 1D4 Light Artillery Pods, 1D4 Heavy Artillery Pods, an Officer's Pod and a Recovery Pod.

84-00 It has come to the attention of the RDF that a small force of E.B.S.I.S. soldiers have been masquerading as part of the nonaligned Argentine Army. By using this pretense, they can help facilitate the gunrunning and transport of stolen equipment through the Argentine government sectors. The team is to stop the infiltrators. It is believed that the E.B.S.I.S. force may have a mecha unit standing for their protection.

G.M. Note: Upon encountering the E.B.S.I.S. group, most of the soldiers will flee (more likely, alerting the nearby mecha and any aircraft forces) and the rest will surrender. Roll on the Random Encounter Table for the E.B.S.I.S. combat team.

Random Encounter Table for the E.B.S.I.S. Forces

Use for miscellaneous encounters or as substitute forces for those listed in the Random Testing Scenarios.

Be sure to check the RDF Manual for the penalties imposed on the rebuilt RDF Mecha. Game masters should decide which of the reconditioned units will be put into play based upon the size and armaments of the group undergoing the exercise. This would apply to the Zentraedi mecha as well. **Note:** If future game scenarios will involve a heavier use of the Soviet forces, game masters may wish to utilize this random table in lieu of other random tables found throughout the training exercises. As always, the game master can use any of these tables and situations as regular adventures instead of simulations.

01-08 1D4 Tactical Battle Pods, 1D4 Modified Fighter Pods, 2D6 MiG-29 Interceptors.

09-18 One Raidar X, 1D4 Male Power Armor, 1D4 MH Battle Pods.

19-27 One Veritech Fighter stuck in Battloid mode, 2D4 Tactical Battle Pods, 1D4 MiG-29 flying back up.

28-35 One Female Power Armor with only 28 missiles, 1D4 Modified Fighter Pods, 1D4 MiG Foxbat B Interceptors, 2D4 MiG-29 Interceptors.

36-45 1D4 Gladiator, one Excaliber, 2D4 MiG-23S Fighters.

46-53 2D4 Male Power Armor, one Raidar X, and 1D4 MiG-23S Fighters for air support.

54-62 One Spartan, 3D4 MiG-29 Interceptors, one Recon Scout Pod, 1D4 Tactical Battle Pods.

63-71 One Officer's Pod, 1D4 Tactical Battle Pods and two rebuilt Gladiators.

72-80 One Excaliber, one Raidar X, 2D4 Tactical Battle Pods, 1D4 Light Artillery Pods (type MLA).

81-88 1D4 rebuilt Gladiators, one Female Power Armor with half of its missiles (63), 2D4 Tactical Battle Pods.

89-95 1D4 MiG-25 Foxbat B Interceptors and 2D4 + 2 MiG-29 Interceptors.

96-00 1D4 Officer's Battle Pods (type MO), 1D6 Soviet Tanks, 1D6 jeeps armed with recoilless rifles and 2D4 transport trucks laden with contraband.

SECTION 6.00: MANEUVERS

Virtually every military force that has existed in the world has had military training via maneuvers. This type of war reproduction permits the opportunity to analyze combat preparations and troop readiness better than any other format, save, perhaps, actual combat. There are two alternative maneuver situations given here. The first is a short form where the recruit group takes on a single task force. The other is a long version, whereby the playing group is one of many teams. In both scenarios, the object is the same and that is to capture the opposing flag and keep possession of your own. Both options are listed here. The GM will decide which one will be part of the Accelerated Training Program or he may decide to run both of them.

Testing Scenario

In both versions, a map has been provided giving the area and confinements of the maneuver session. The location of the opposing team(s) flag will be secretly placed by the game master and the playing group will determine the site of theirs. Once the flags are placed, the recruit team will determine the strength of the base team which will stay with the flag. The group then must decide how many patrols to send out and how strong each patrol will be. If the patrol is a single person, he may be overwhelmed by the opposing patrols. If a group patrol is sent out, while formidable, it will have much more territory to cover in the search for the opposing flag.

Once a flag is captured, which is done by defeating the protective force, that team is out of play. In the short version where there are only two teams, this would end the maneuver session and the capturers would then be the winner, regardless of the number surviving members on the team whose flag was captured.

Game Master Notes

Ideally, in both the single and multiple team versions, it would be great to have two or more teams playing. In this case, you would serve mainly as a referee.

A quick version would be to place the player characters as the guardians of their teams' flag. Let them figure out their own strategies and defensive positions. To escalate the situation, you can explain that after almost a full day of maneuvers, only two team flags remain. However, while their teammates (NPCs) move to capture the opposing teams' flag, they have reported an enemy team heading toward their flag. If the player characters can hold their flag, they will win!

Single Team Version

Once you have secretly placed the random squad's flag, it is time to generate the team that will go up against the playing group. The squad should be *one member greater* than the playing squad. With this determination of how large the random squad is, roll for each member to determine the mecha component of the opposing group as follows:

The Opposing Team:

- 01-18 Destroid M.A.C. II
- 19-34 Destroid Gladiator
- 35-40 Veritech Fighter — VF-1J
- 41-55 Destroid Excaliber
- 56-59 Officer's Battle Pod
- 60-65 Destroid Raidar X
- 66-77 Tactical Battle Pod
- 78-82 Male Power Armor (or Female Power Armor with 30 missiles)
- 83-86 Armored Veritech fighter (has only half its missiles)
- 87-00 Destroid Spartan

After the squad has been created, determine how many patrols will be sent out. This would depend upon the game situation as would the

number in each patrol and at home (flag) base. A minimum of two is suggested in all cases.

The patrols will not be placed in any specific locations as the encounters will be at random. For every five minutes of play, there is a 30% chance of one of the random patrols encountering the group. If an encounter does occur, then there is a 10% chance that the encounter will be at the playing squad's flag, and a 90% chance that it will be at one of the recruit team's patrols. Roll proper percentile if necessary, to determine which one.

If the encounter pits the random patrol against the base of the training group and the flag is taken, then the exercise is over and the playing group has lost the maneuver session. If one of the player recruit's patrols come across the opposing flag, it is his (their) decision as to what kind of attack to wage or to call for reinforcements (other player characters). The R.A.T.S. can claim victory for the training exercise if they capture the opposing flag without losing their own.

Multiple Team Version

In the case of the multiple team version, it is necessary to do a lot of pre-rolling. The playing group will be designated as *Zeta Squad*. The five random squads that are to be generated will be Alpha, Beta, Gamma, Delta, and Sigma. The team generation is done in the same manner as the single team version. All squads will consist of one home base (protecting the flag) and two patrols. This includes Zeta Squad. Each of the generated teams should be *one less in number* than the playing group.

After Zeta squad has placed their flag, place the five respective flags in varying locations. Roll random encounters as follows:

For every five minutes of play, roll against each of the Zeta patrols. There is a 40% chance that a Zeta patrol will encounter another patrol.

For every fifteen minutes of play, roll to see if Zeta's flag base defender(s) are being attacked. They have a 25% chance of an encounter occurring. Use the previous method to decide which random patrol is attacking the base.

Remember, since this is six teams against each other, the random squads have a good chance of eliminating each other. For every thirty minutes, there is a 50% chance that one of the other squads will either have eliminated an opposing patrol or captured a flag. To determine which patrol is eliminated roll:

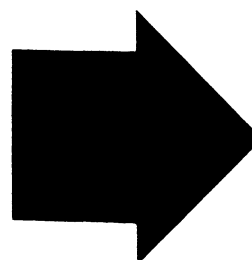
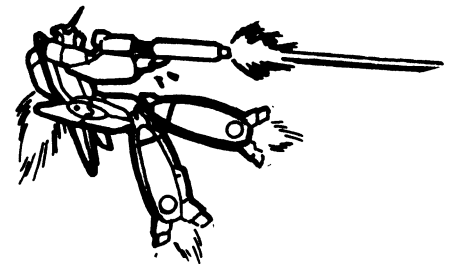
Patrol Eliminated

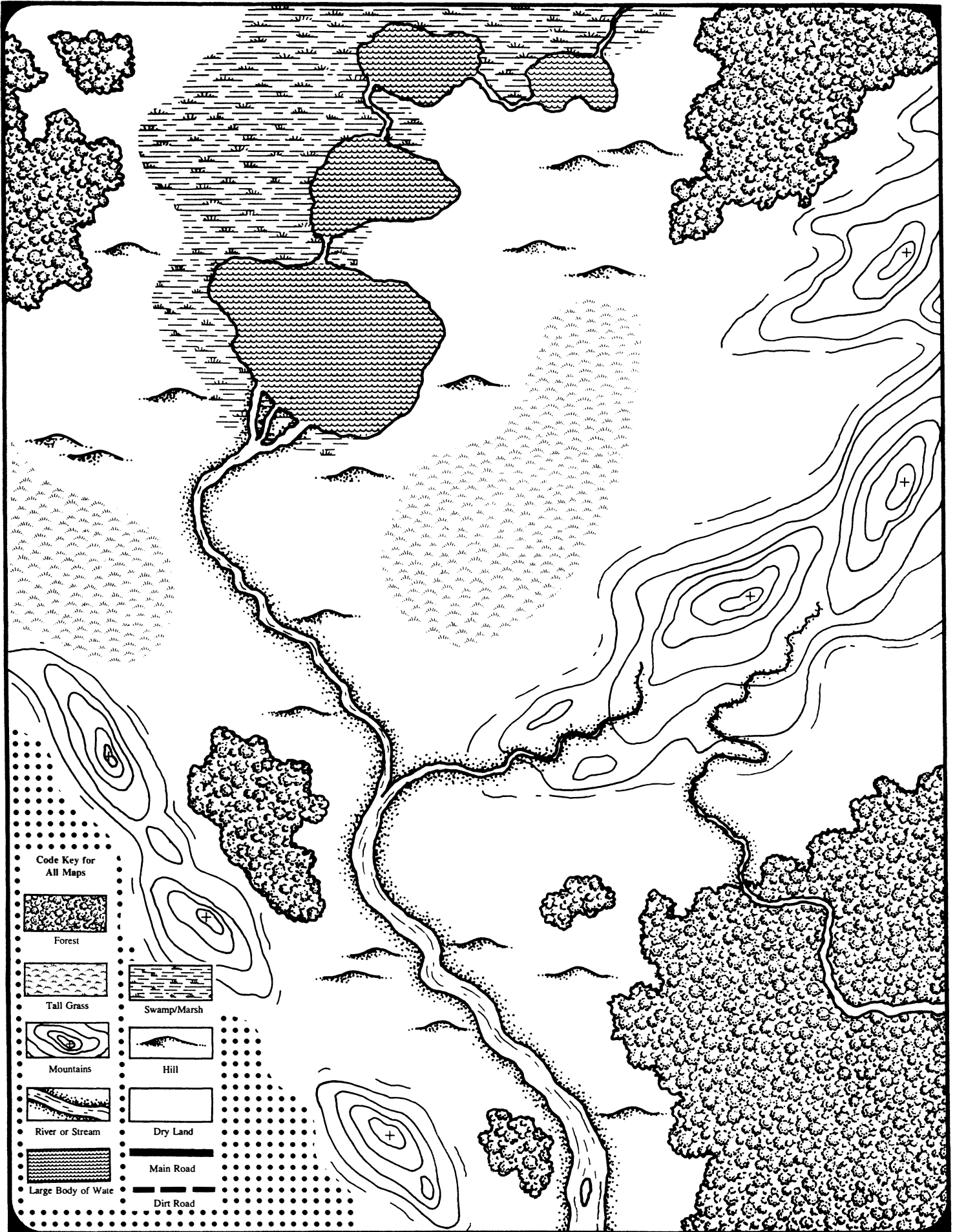
- 01-25 Alpha
- 26-50 Beta
- 51-75 Gamma
- 76-00 Sigma

Flag Captured

- 01-33 Alpha
- 34-66 Beta
- 67-85 Sigma
- 86-00 Gamma

Note: This could leave Delta the only remaining opposing forces.





SECTION 7.00: COMMAND PERFORMANCE

Part of the Accelerated Training is to develop leadership abilities. Although this may occur naturally in many campaigns, the RDF has designed a training session so that all trainees have the opportunity to lead a team in action. The following scenarios offer diverse situations for the group to undertake. Players may take specific missions or all take turns at the different objectives. In each case, the assigned leader has complete control over the group — no questions asked! Other players may make suggestions, but the designated leader has to make the final decisions.

The designated leader is the only one that is given any information regarding the mission. He, in turn, will pass on the pertinent data to the other members as he sees fit. Coordinates are given for use on the map included in this section. The criteria given by the training director is said only once and can not be repeated once the mission is undertaken. The mission directives are purposely brief and it is up to the leader to get the training director to divulge more information by analyzing the situation and *asking* the right questions.

SECTION 7.10: MISSION #1

Code Name: Blitzkrieg

Weather/Climate: Clear skies, humid, temperature in 80's.

Coordinates: C-17

Topography: Flat land with dense forest to the southwest, hill to the southeast and river northeast of the site.

Mission Directive: Zentraedi outpost. Cause as much damage as rapidly as possible, using hit and run tactics. The team leader is to decide point of attack, deployment of forces, etc.

Background: Small outpost extending off crashed Zentraedi cruiser. Estimated number of Zentraedi mecha units is under 10. Estimated number of non-mecha units is 20. **Note:** These numbers are estimates and may not reflect the true forces.

Game Master Notes

The point of this mission is for the team to get in and get out as quick as possible and do as much damage as the group can inflict. It is not to engage in a "toe to toe" battle with the occupants as the recruit team stands a good chance of losing. Once maximum damage can no longer be inflicted, the team should pull out. The team is *not* to engage in prolonged combat regardless of their success or number of enemy. They retreat and report their findings to RDF command and the T.D.

Zentraedi Base Force:

1 Officer's Pod

2D6 Tactical Battle Pods

3D4 Zentraedi Foot Soldiers with standard weapons.

3D6 Zentraedi Foot Soldiers with clubs.

Inside the Zentraedi Ship are the following:

1D6 Officer's Pods

1D6 Female Power Armor (all have half their missiles, 63 each)

4D6 Tactical Battle Pods

The recruit team will draw heavy fire if they linger too long. There is a good chance that the sizeable Zentraedi force hiding in the cruiser will come to join the combat. If the ship is entered or the hidden force is revealed in any manner, they will pursue the recruit team in an attempt to destroy them.

SECTION 7.11: MISSION #2

Code Name: Diversion

Weather/Climate: Torrential rain, dark clouds that allow only twilight illumination, temperature in lower 60's.

Center Coordinates: N-3

Topography: Steep cliff protecting the rear western side, large hill to south-southeast direction, visibility obscured on the eastern side by foliage and small hills.

Mission Directive: The recruits are to attack the perimeter of the base to cause a *distraction* and draw forces into conflict. Center area will be attacked by a second, larger, RDF force if base forces can be successfully diverted, thus diluting the core strength.

Mission Background: The main assault force is unlikely to overrun the base unless the recruit team can create a state of confusion. Armor and missiles are available to any Veritech Fighter who requests it. See *ROBOTECH® RPG, pg 55, for Armored Veritech.*

Game Master Notes

If the group attempts to overrun the base themselves, they are likely to be quickly wiped out and foil the mission. The group is to cause a ruckus and lure part of the enemy forces away. They can stay on the periphery of the combat zone to oppose enemy troops fleeing or coming to aid the main base.

The leader may be tempted to go in and try to inflict heavy damage to the base or join the main attack if it seems reinforcements are needed.

Note: This mission can be used as a simulated exercise or as an actual combat mission. After all, each recruit is considered to be an active, combat trained, soldier of the Robotech Defense Force

Zentraedi Base Force

Three outposts each having 1 Heavy Artillery Pod and 2 Battle Pods. Opposing forces outside the base core. (GM to position)

- A. 1 Recon Scout Pod, 3 Battle Pods, 4 Foot Soldiers with energy weapons, 6 soldiers in Male Power Armor.
- B. 3 Zentraedi Foot Soldiers with no weapons, fleeing.
- C. 1 Officer's Pod, 10 Zentraedi soldiers with assault rifles, 2 Fighter Pods with full missile complements offer air support.
- D. One Recon Scout Pod flanked by two pair of Tactical Battle Pods.
- E. Two Hover Platforms bob about. Both have a pilot and two Zentraedi foot soldiers in body armor (25 M.D.C.) and carrying assault rifles.
- F. One Officer's Pod, 1 Female Power Armor (has only 16 missiles), 2 Light Artillery Pods, 3 Tactical Battle Pods, and One Heavy Artillery Pod.

Inside the Base: 1D4 Officer's Pods, 4D6 Tactical Battle Pods, 1D6 Heavy Artillery Pods, 2D6 Light Artillery Pods, 2D6 × 10 Foot Soldiers — half with energy weapons and Body Armor (25 M.D.C.).

SECTION 7.12: MISSION #3

Code Name: Defensive Deployment

Weather/Climate: Overcast, temperature in 70's.

Center Coordinates: P-20

Topography: Depression between hills with large opening to the southwest.

Mission Directive: Determine best strategic location and hold until reinforcements arrive. Do not press attack if invaders retreat.

Mission Background: The defensive position is to *repeal* the Zentraedi force attacking. Chosen for its geographical value as a crucial defensive site, the area is also the rendezvous camp for reinforcements and further deployment.

Game Master Notes

It is highly likely that the group's mecha will not survive this mission as no reinforcements will ever show. Of course, they will receive an occasional message that help is on the way, but heavy fighting is occurring everywhere and help is *not* available. The messages keep coming, so that the team won't abandon their post. If they do, the attacking Zentraedi force will be able to attack the RDF's unprotected flank.

Attack Force:

G.M.: Divide this force into several smaller teams or attack as one swarming mass.

3 Officer's Pods

14 Tactical Battle Pods

4 Male Power Armor

12 Zentraedi Foot Soldiers with assault rifles and body armor (25 M.D.C.)

4 Light Artillery Pods

3 Fighter Pods (with all of their missiles).



SECTION 7.13: MISSION #4

Code Name: Town Procurement (San Barcloun)

Weather/Climate: Sunny, dry, temperatures in low 90's.

Central Coordinates: H-15

Topography: Town located on dry, flat land. Forests in surrounding areas.

Mission Directive: Reconnaissance of the town of *San Barcloun* which is believed to be occupied by micronized Zentraedi and E.B.S.I.S. troops. The lives of the innocent townspeople have precedence over all else.

Mission Background: This mission calls for the group to step out of their mecha. The town is occupied by rebel *micronized Zentraedi* and E.B.S.I.S. (Soviet) troops. The rebels have taken over the town to turn it into an outpost for black market operations. The townspeople are frightened and offer no resistance, nor will they offer any help. Both the occupying troops and townspeople are suspicious of strangers. The RDF wants the group to play "intelligence gatherers" and determine the strength of the occupying forces. If the opportunity for sabotage or capture of the enemy arises, the recruits should do so. **No mecha can be used!!!**

Game Master Notes

Town Locations

- 1 — House (occupied by 1D6 Zentraedi and a Soviet advisor)
- 2 — House (occupied by a farmer, his wife and seven children.)
- 3 — House (occupied by a family of four and shared with two E.B.S.I.S. advisors).
- 4 — House (family of 8)
- 5 — House (family of 5; chicken coop in the back, along with 3 milking cows).
- 6 — Doctor's Office (nurse is a Soviet agent)
- 7 — House (family of 12, loyal to the E.B.S.I.S. and their promise of prosperity).
- 8 — Fueling Station (operated by 4 Zentraedi and 2 Soviet spies).
- 9 — Bar/Restaurant/Hotel (head bartender is an E.B.S.I.S. espionage officer; 1D6 Soviet soldiers and 1D6 micronized Zentraedi can be found in the bar at all times disguised as locals.)
- 10 — Houses (family of 6)
- 11 — House (two farmer families share this house and have a total of 9 kids).
- 12 — Sheriff's Office/Jail (4 ex-bandits, 3 Zentraedi and 2 E.B.S.I.S. agents represent the law. Building has five cells and attached garage, with 4 jeeps).

- 13 — Bar (town bar operated by Emelio, his wife, 2 brothers and 3 children. There's a 50% chance of their helping the RDF if approached tactfully).
- 14 — Boarding House
- 15 — Town Hall (secretary is an E.B.S.I.S. Officer)
- 16 — Schoolhouse (teacher fears the E.B.S.I.S. and does not want to see her town turned into a black market outpost. Will help the RDF).
- 17 — House (Family of peasant farmers will hide and refuse to talk to anybody. They are terrified. Family of 11.).
- 18 — House (occupied by 4D4 Zentraedi and 1D6 E.B.S.I.S. agents at all times).
- 19 — General Store (Victor Sanchez has disappeared and the store is operated by Rodriguez as Soviet agent and six clerks all Zentraedi).
- 20 — House (occupied by a family of 5, but the attic is an E.B.S.I.S. communications station. A radio operator and 1D6 Soviet agents are present in the house at all times).

Note: All Zentraedi are micronized. No mecha of any kind are being utilized. The Zentraedi and Soviets will use the townspeople as hostages or bargaining chips if pushed.

SECTION 7.14: MISSION #5

Code Name: Assault Delay

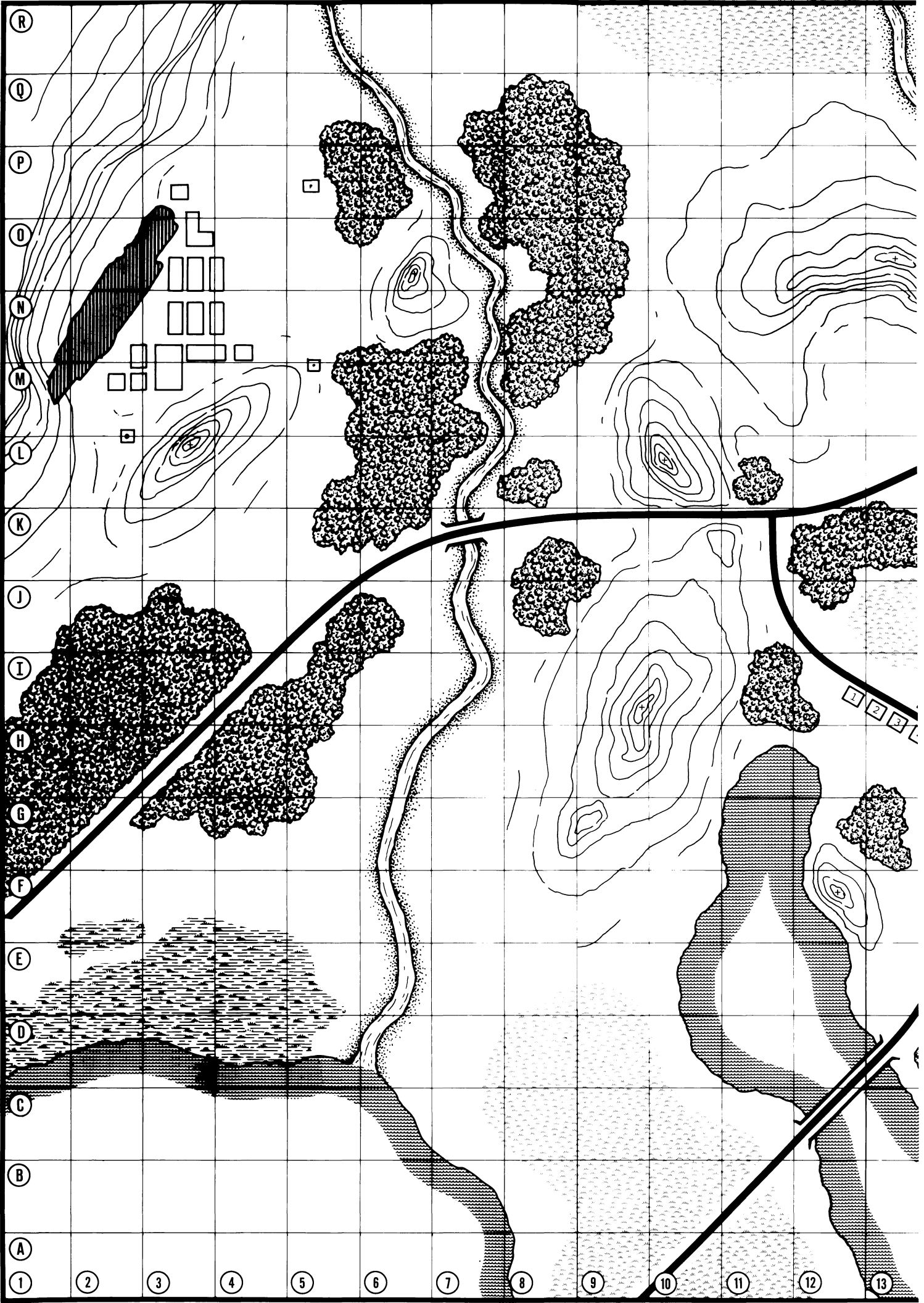
Weather/Climate: Rain, nighttime with very little lunar illumination, temperature in low 50's.

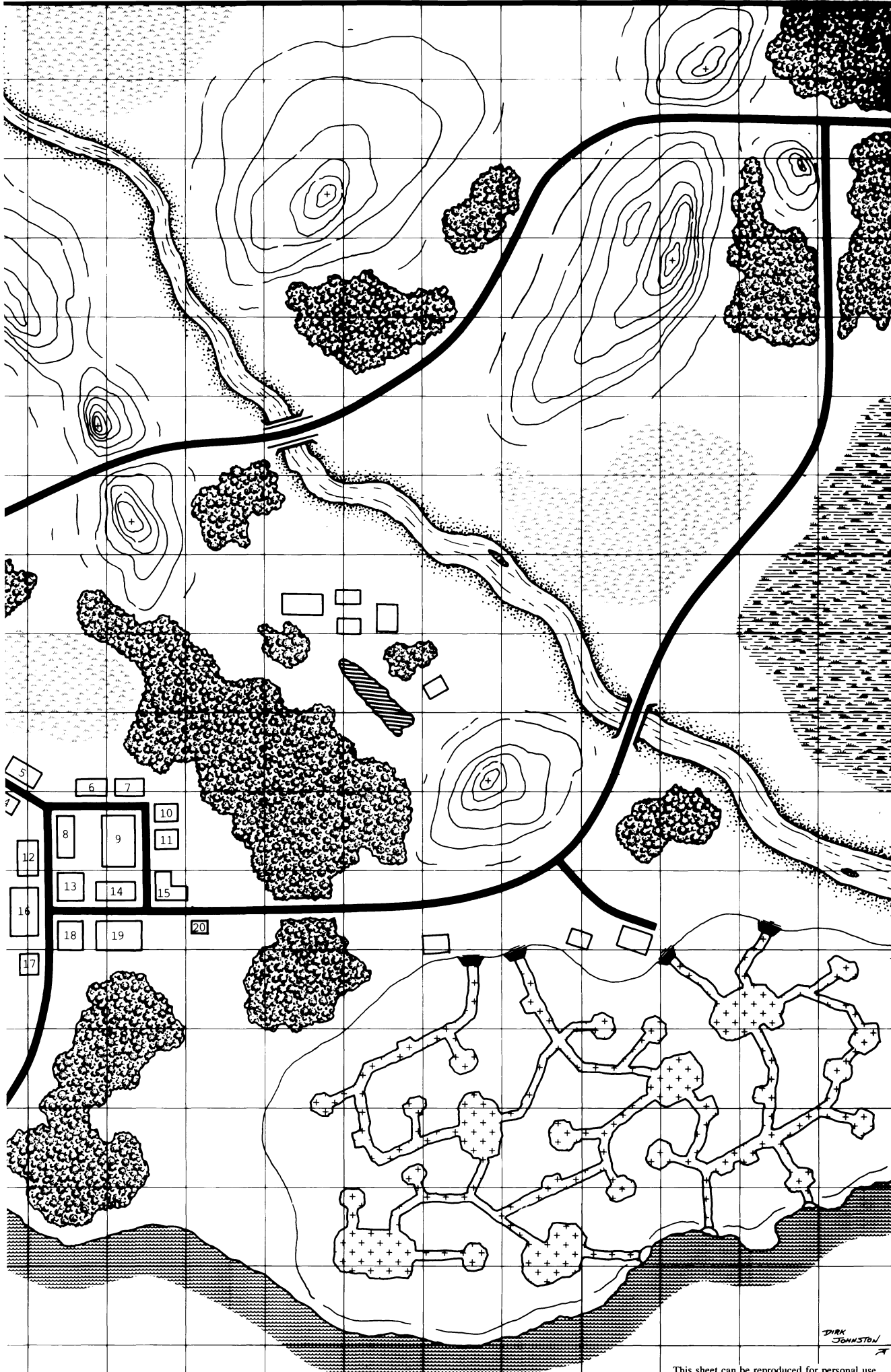
Central Coordinates: K-8

Mission Directive: Carry the rear of the retreating RDF force. Slow the attacking Zentraedi enough to allow restabilization of the RDF Corps, at Sector Q-23.

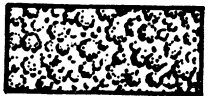
Mission Background: The RDF Outpost has been overrun by a Zentraedi force who are devout followers of Khyron. They believe he is still alive and hope that their efforts here will bring themselves to the attention of Khyron.

The team, if they can slow the advancing Zentraedi, will give the RDF a chance to regroup and wipe out this menace once and for all.





Code Key for All Maps



Forest



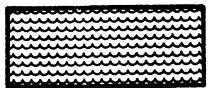
Tall Grass



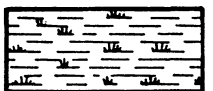
Mountains



River or Stream



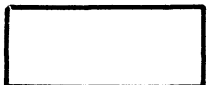
Large Body of Water



Swamp/Marsh



Hill



Dry Land



Main Road



Dirt Road

DIAN JOHNSTON

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Game Master Notes

The advancing horde of Zentraedi will overcome the group unless they strategically place themselves and put the Zentraedi assault force in a cross fire yet allow themselves an avenue of escape. They are *not* actually required to hold the position, just *slow down* the pursuing force. If the Zentraedi suffer a heavy loss or sustain a high amount of damage, they will retreat to regroup and regain their courage. Then they will mount their attack again. The group is successful if they can slow or hold the advancing Zentraedi assault force. This will be a subjective decision based upon the T.D.'s observations.

Armored units for Veritech fighters can be made available, as well as GU-11 gun pods for the Gladiator(s).

The Assault Force (1st Wave):

4 Officer's Pods
12 Tactical Battle Pods
1 Light Artillery Pod
20 Zentraedi Foot Soldiers with energy pistols.
15 Foot Soldiers in Body Armor (25 M.D.C.) with assault rifles.
65 Foot Soldiers armed only with clubs.

The Assault Force (2nd Wave):

1 Officer's Pod
2D6 Tactical Battle Pods
1D4 Light Artillery Pods
2D4 Foot Soldiers flying on Hover Platforms and shooting with assault rifles (soldiers are in body armor).
6D6 Foot Soldiers (no armor) with assault rifles.
3D6 Foot Soldiers (no armor) with clubs.

SECTION 7.15: MISSION #6

Code Name: Search and Destroy

Weather/Climate: Hot, humid, temperature in lower 100's.

Central Coordinates: F-21

Topography: Mine entrances on clear flattened land. Lake runs along entire southern side.

Mission Directive: Investigate the *La Cherro Silver Mines*, exterminate any hostile forces, and provide a map of the mines for possible future use. **Note:** The use of missiles and grenades is prohibited and *no* mecha are allowed to be loaded with any explosive ammunition for this mission.

Mission Background:

There are no maps or diagrams available of the mine and it is known that many people have entered the mines without coming out. The maze-like configuration of the mine is due to all the digging in the unfruitful search for silver. Although some silver was found, it was mainly uranium ore that caused the mined-out condition. Trace amounts of both ores still exist, but not enough to be worth much of anything. However, there's enough uranium to cause all sensors to go haywire; -30% accuracy in all readings.

The leader is to assign the team to go into the mines and search the entire area until they are sure no Zentraedi inhabit them.

Game Master's Notes

After entering the mine, one thing the players may forget is that the sensors will also pick up each other. A quick fire on a blip may cause the group to fire on one of its own members. Hopefully, the group will realize that the best way to search the mines is to split up and rely on visual confirmation. This of course will mean that they all have to draw their own sections of the map.

Random Encounters

- 01-12 2D6 Nomad bandits camping; will flee the area and offer no resistance.
13-34 One Tactical Battle Pod; hostile, attacks.
35-49 1D4 + 1 Zentraedi Foot Soldiers (no armor) with assault rifles. Will fight, but will try to escape.
50-58 One lost Recon Scout Pod and one Foot Soldier (no armor) will try to escape, but will fight if prevented.
59-71 One Tactical Battle Pod; fights to the death.
72-78 1D6 × 10 rats swarming through; no danger to mecha, but will cause a false sensory reading.
79-84 1D4 High Tech Bandit scouts on motorcycles armed with Uzi sub-machineguns; also, a souped-up jeep with a recoilless rifle.
85-00 1D4 + 1 Tactical Battle Pods anxious for combat.

CAVE-IN POSSIBILITIES

If the player characters disobey orders (which *will* cost demerits) and use explosives, there is a good possibility of creating a cave-in.

180mm Grenade Launcher: 60% chance of a cave-in in the area of the explosion. Will collapse a 10ft area, blocking the tunnel.

32mm Auto-Cannon: Short Burst — 48% chance.

Long Burst — 60% chance

Full Melee Burst — 80% chance.

Will collapse a 10ft area, blocking the tunnel.

Short Range Missiles: One missile — 89% chance.

Two or more — 98% chance

Will collapse a 60ft area, blocking the tunnel.

Medium or Long Range Missile: One missile — 96%.

Two or more — 99% chance.

Will collapse a 1D6 × 100ft area.

Battle Pods and Excaliber Particle Beam (each hit to a wall or ceiling:

50%. Will collapse a 4D4ft area.

Raidar X Laser Blast (on wall or ceiling): 60% chance will collapse a 4D6ft area blocking the tunnel.

Zentraedi Assault Rifle (on wall or ceiling): 34% chance will collapse a 2D4ft area. *Same for the light lasers of the Veritech or Gladiator.*

Note: Any missed shots will hit the wall or ceiling.



SCAVENGER HUNT

This adventure is designed for the trainees to have some fun and relaxation during the Accelerated Training Program. Every class has the traditional contest which has to measure up to the success of previous classes. The event for the A.T.P. is the *Scavenger Hunt*. A list of items is given and the recruits are to acquire them. A tally of the items will be listed at the end so that there can be a measure of how well each group did.

The beginning of the exercise involves placement in an unspecified area. The players then can travel in any direction in an effort to "hunt" the objects. Encounters with hostile forces are possible.

Items to Obtain

Particle Beam Cannon bearing seal
Zentraedi Assault Rifle trigger
Searchlight bulb
Land mine (please deactivate!)
Zentraedi Laser Pistol barrel
Short Range Missile Launcher firing pin
Capacitor from Thermo/Imager unit
40 International credit units
Antenna from Tactical Battle Pod
Fuse from Force Field generator
Any Lynn Minmei record
Zentraedi helmet (bill portion will suffice)
Handlebar grip from a RDF motorcycle.
Uniform insignia from a Zentraedi officer
Lock of Zentraedi hair (orange) or two locks of blue
Oxygen hose from Zentraedi back-pack
Canteen (any type)
4 different bullets from standard weapons
Sensor light from a dosimeter
Shotgun shell (empty or full cartridge)
Empty ammo clip from a GU-11
Medical Kit from a Zentraedi Pod
Swivel joint from an auto-cannon (Zentraedi or RDF)
Foot Pedal from a Zentraedi Officer's Pod
Foot from a Battle Pod
Zentraedi Assault Rifle
Chunk of Copper Ore
Airplane or Jet tail fin
Full size Zentraedi tooth

To The Players

The object of the scavenger hunt is like any other scavenger hunt, and that is to accumulate as much of the sought after items as possible in the time allotted. You are placed in an area that has restricted barriers that you are not to cross. Most of the objects are obtainable within the given area. Some items will simply be unavailable during the course of this particular hunt. Here are the Official Scavenger Hunt Rules as set by the *RDF Recreational Activities Board*:

1. Participants shall not engage in any unnecessary combat; preferably, *no* combat at all.
2. During the course of this activity, and under no circumstances, are trespasses allowed into restricted areas allowed.
3. All conduct during the activity shall be carried out in a manner conducive to the code and honor of the Robotech Defense Force.
4. The activity is based on recreational purposes and participation is the reward rather than a symbolic victory. Good sportsmanship is requested of all participants.
5. Items to be obtained shall be set down by the Chief Commanding Officer of the Squadron Garrisons.

Before the squad is dispatched to the activity site, the Training Director of your squad has a few words to say to you for moral support:

"Men, don't worry. I'm not going to give you any long rah-rah speeches. I just want to impress upon you how important this 'activity' is to all of us. For personal reasons, I would like one of my squads to win, to be the best. It would let me know that I'm doing my job right, and doing my job right means all the years I've put into this man's army have amounted to something. But more importantly, if you are successful in this endeavor, it will let you know that all of your sweat and hard work is paying off. Sure they say that winning isn't important, but let me tell you one thing. Never go into battle, whether it's real or simulated without envisioning yourself walking out the victor. Battles and games have one thing in common. You are winners and everyone else is a loser. Remember that! Now I know that they have set down some rules, some guidelines that you are to follow. I'm not telling you to break these rules, I'm not even telling you to bend the rules. What I will tell you about rules is this: when you're fighting for survival, there is only one rule. Survive! Remember that!"

I like to think of my men as winners. I can tell by looking at all of your faces that you think like winners, act like winners, are winners! . . . so go out there and win! Oh, just one more thing. There has never been a loser who was told, 'Good job; you lost, but you followed the rules.' Remember that! Good Luck!"

To the Game Master

To set up the scene, the players will be placed in an area and asked what direction they want to head. For simplicity, the choices are restricted to: North (N), Northeast (NE), East (E), Southeast (SE), South (S), Southwest (SW), West (W) and Northwest (NW). The accompanying guide map gives the initial starting point and encounters. The encounters are set up numerically. Also included are some encounters in case the players venture into the restricted zone. These are set up in a random table. **Note:** All items should be available within the established limits. All locations are set in the hostile South American Sector, specifically the Argentine Quadrant.

Some of the items may be taken from their own sources, but it is up to them to realize that. I would suggest that you limit the obtainable items to two or three per encounter. List the other items as damaged beyond recognition.

The guide map also has some varying terrain which should be mentioned to the players so that they can include them in their own map (if they remember to draw one!) as reference points. Unless they keep an accurate map, it is probable that the group could get lost.

Win or Lose?

Roll on the following table to see how well their best competitor has done. If the player team has more items, they win.

01-10	Sixteen
11-20	Eight
21-30	Thirteen
31-40	Nine
41-50	Ten
51-60	Eleven
61-70	Twelve
71-80	Fifteen
81-90	Seven
91-94	Eighteen
95-98	Twenty
99-00	Three

Numerical Encounters

1. **Agricultural village** comprised of natives and micronized Zentraedi in an equal ratio. The population numbers about 400. They use their excess crop products to trade for other necessities. The village still shows some remnants of its former self, indicating that it was once a town on the verge of becoming a self-supporting entity.

The language of this village is a mixture of Spanish strongly influenced by the Welsh inhabitants who came to the region during the 1860's.

The community is somewhat distrustful of the RDF, but much more suspicious of the full sized Zentraedi. The micronized Zentraedi are respected because of the sacrifices they have made to live in the village.

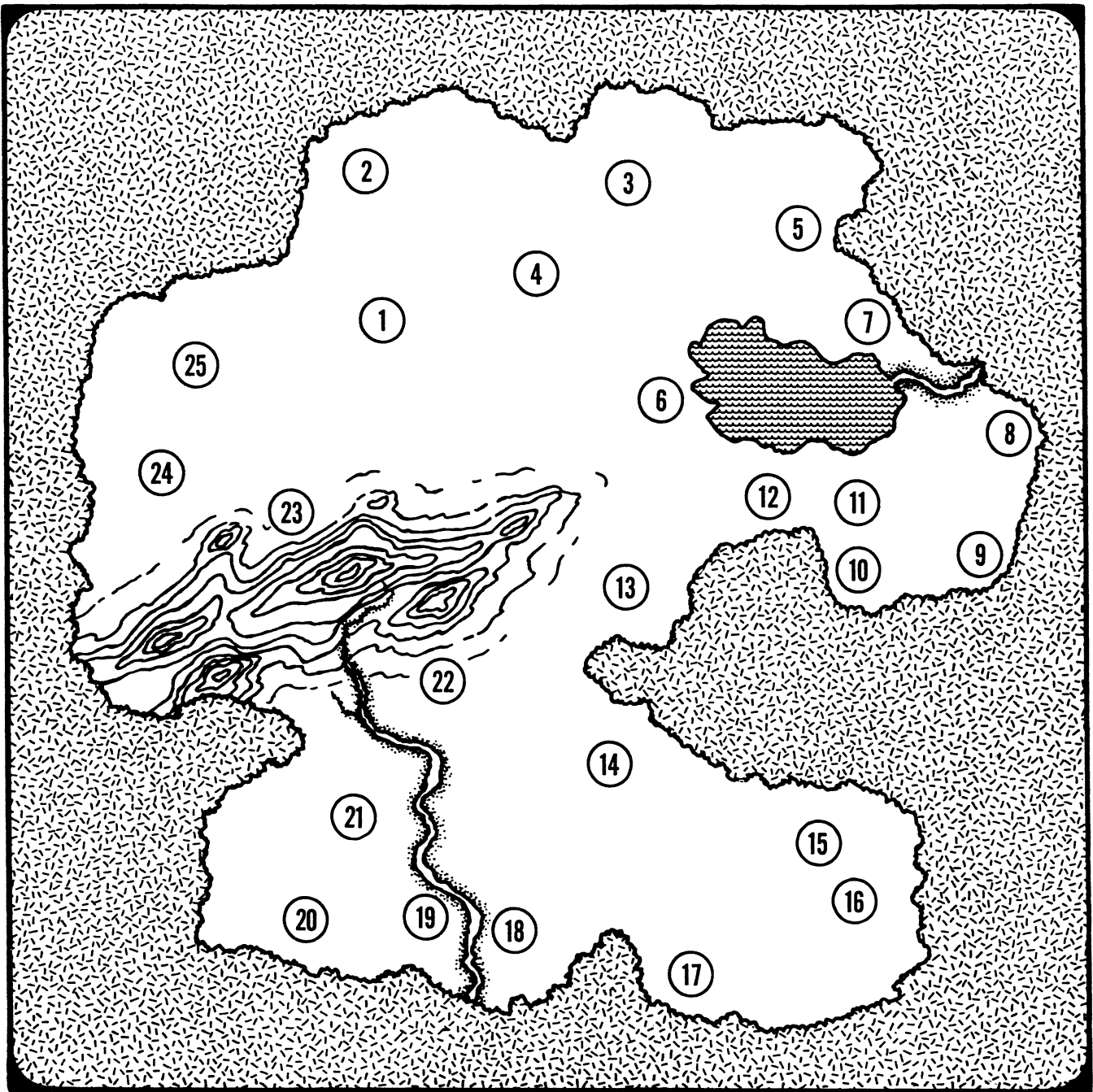
The technological and governmental levels of the village strongly resemble that of the 19th century community.

2. **A small mining town** with a population of roughly 800. Although there isn't any great quantity of minerals in this quadrant, they do have ample supplies of a variety of minerals such as aluminum, wolfram, tungsten, copper, uranium, and lead. The attitude of the town is rather indifferent, as they are accustomed to transient travelers. Open trading is active and government interference is minimal.
3. **This former metropolis** is mostly in *ruins*. The few inhabitants still living here are clannish and want no participation or even contact with outsiders. It is not known whether they are the original inhabitants or if they came on the scene after the city was destroyed. Many signs are posted warning of radiation. Roll for chance encounters:
 - 01-08 6D6 Nomads who fear the RDF will destroy the land. Some look as though they have suffered from radiation sickness. Although most appear healthy, blemishes and wet blistering confirm their illness. Will make things difficult for the recruits if they can (like stealing and hiding a scavenger hunt object).
 - 09-30 2D6 Zentraedi Battle Pods. They have deserted from the main force, but are indecisive about their future plans. Likely to attack if threatened, otherwise, will leave in peace.
 - 31-58 3D4 High Tech Bandits accompanied by one Soviet modified Gladiator unit. The bandits are armed with sub-machineguns and have within their forces: one Tornado tank, and two AAR-Recon II vehicles, both with M-89 machineguns. Hostile and dangerous.
 - 59-77 Zentraedi bandits. 3D6 foot soldiers with assault rifles, 1D4 Tactical Battle Pods. Likely to attack and then retreat quickly.
 - 78-00 Aerial Patrol comprised of one Officer's Pod in armored vehicle and 1D6 Fighter Pods (each has 10 missiles).
4. **Mine Field.** Awareness of the mine field is noted when damage is incurred by one of the team's mechas. Afterwards, players will notice that they are in a mine field with 6D6 active mines. 4D4 mines are AM-2 but the rest are AM-1 mines that have been added. Players may want to "map" out the location of mines and utilize the mine field as a potential trap for enemy mecha. The team can easily avoid it and go around if they choose.
5. **Zentraedi raiding patrol.** Consists of 4D4 Tactical Battle Pods led by one Officer's Pod and accompanied by 1D4 Light Artillery Pods.
6. **One Scout Recon Pod** and 1D6 + 1 Tactical Battle Pods.
7. **1D4 Zentraedi Foot Soldiers** with armor and assault rifles. The player characters have initiative if they choose to attack first. Two females in the fully loaded Power Armor are berating them for their incompetence. If *careful*, the RDF recruits can sneak away without being seen or attacked.
8. **Abandoned Zentraedi Battle Cruiser.** It has been virtually stripped clean by bandits. 3D4 bandits with RDF body armor, sub-machineguns and grenades remain at the site.
9. **Destroid Patrol** consisting of one Spartan, two Excalibers, and one Gladiator are on routine security patrol. The like to give *the rookies* a hard time.
10. **Anti-Unification Rebels:** 3D6 rebels armed with automatic rifles, 1D4 Land Rovers with recoilless rifles, 1D4 standard (pre-Robotech War) battle tanks. They will attack without provocation and fight until incapacitated.

11. **1D6 Zentraedi in Male Power Armor** who appear to be intoxicated. They will react in kind, based on how they are treated. They could be hostile, friendly, silly, or harmless nuisances.
12. **Recon party of the E.B.S.I.S.** 1D4 MiG-29 Interceptors will fly by unless attacked.
13. **2D4 + 2 Male Power Armor Zentraedis** who have depleted over half of their weapon supplies. They have just engaged a bandit raid and are tired and desperate. Will attack on even a minor provocation, but would prefer to avoid any fighting.
14. **1D4 Heavy Artillery Pods and 3D4 Fighter Pods** waiting for a fresh load of supplies that will come via Reentry Pod, which will arrive shortly. The Reentry Pod will contain 4D6 Battle Pods as well.
15. **Recent Battlefield.** This area is covered with the parts and casings of Zentraedi mecha. There are very few RDF mecha remains. There are also 1D4 Zentraedi skeletons within the rubble, if the group searches. All the usable weapons have been removed, as has most of the sensory equipment.
16. **Bandit Airstrip.** In addition to the 4D6 bandits armed with sub-machineguns, the vehicles include: 1D4 MiG-29 Interceptors, 1 Commanchero Assault Helicopter, 2D4 jeeps, 2D4 small trucks, and 1D4 MH Battle Pods.
17. **RDF members** who are selling out to some high tech bandits. 2D4 bandits with standard weapons and 2 Destroids — 1 Excaliber and 1 Spartan. They must destroy the scavenging R.A.T.S. to prevent their discovery and subsequent court-martial and imprisonment.
18. **One crashed Titanic VC-27 Tunny aircraft.** Apparently shot down quite a while ago, the jet has already been ransacked and anything worthwhile.
19. **Two members of the RDF Patrol** conducting scouting missions. They are working on 1 of the 2 RDF motorcycles which has apparently broken down.
20. **A giant Zentraedi** lying face down and not moving. (If disturbed, the decoy will attack, along with 1D4 Battle Pods and 2D4 Zentraedi armed with clubs.)
21. **A small group of locals** hunting for game. The 2D4 group have standard weapons, half being shotguns.
22. As soon as they enter this encounter area, roll die to determine who receives hit from a stray shot from a Raider X. The shot came from the mountains located north.
23. **Wreckage of a Zentraedi Battle Cruiser.** Inside are 3D6 peasants led by a priest. At time of the group's arrival, the inhabitants are praying, as they revere the cruiser as some type of shrine.
24. **High Tech Bandits** covering up their contraband weapons and equipment from aerial view. The bandits number 2D6, with various standard vehicles.
25. **4D4 Zentraedi in Battle Pods.** Will fight if attacked, but are actually heading for a RDF base so they can be micronized and join the RDF. They long to meet Lynn Minmei (one even has a collection of her records).

Restricted Zone — Random Encounters

- 01-12 As soon as they enter the area they spot a heavily damaged Zentraedi Cruiser lifting off. Deduct ½ of all M.D.C. from all locations. Inside there are: 1 Officer's Pod, 1D4 Male Power Armor, 2D4 Heavy Artillery Pods, and 4D6 Tactical Battle Pods all are hiding. They will attack if discovered.
- 13-24 In the grasps of a Recovery Pod is a struggling Female Power Armor (no missiles). Also, there is one Officer's Pod, one Theatre Scout, and 3D6 Battle Pods. The Female will radio for help, insisting she wants to join the RDF.
- 25-40 2D4 Battle Pods attacking a Veritech Fighter. The Veritech seems to be damaged and looks like it won't last much longer. Actually, they are all modified Soviet mecha trying to lure the squad into a trap.

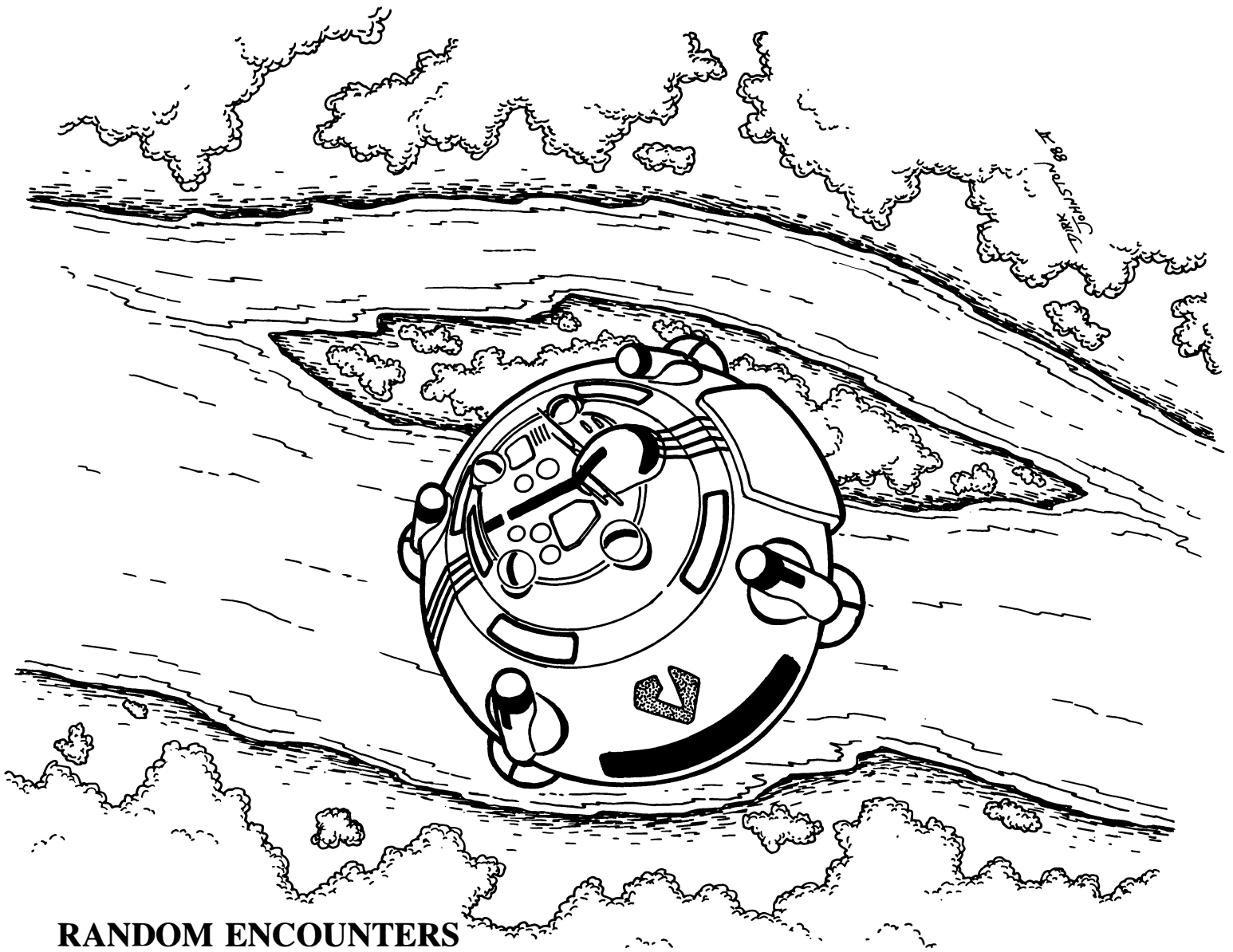


41-57 Tied to a large tree is a single Zentraedi male. Although he looks severely beaten, movement indicates he is still alive. (Surrounding the tree to a distance of 100ft are 4D8 AM-1 land mines). The Zentraedi will be finished off if any mines go off within 30ft of him.

58-77 Squadron consisting of 3 Veritech Fighters and 6 mixed De-stroids. Upon encountering, the players will realize that the leader is one of the commanders at the base. The scavenger hunt for the group is ended — now! The group will be escorted back to the base where they will be reprimanded for entering the restricted area.

78-91 Another competing squad on the scavenger hunt. Both squads are aware that each group has items the other group doesn't. The encountered squad should be similar in composition to the playing group. Will this cause a friendly skirmish or will good sportsmanship prevail?

92-00 2D4 + 10 Tactical Battle Pods. The team has come across a training session where the Soviet Pilots are learning the workings of modified Pods. Only ½ have operational Auto-Cannons.



RANDOM ENCOUNTERS (Optional)

IN MOUNTAINS:

01-17 Small Zentraedi squad consisting of 1 Officer's Pod, 1 Heavy Artillery Pod, and 1D4 Tactical Battle Pods. Will be quick to attack as they feel that they are probably being roused for the many small raids they recently undertook.

18-31 Lone Raidar X that likes to shoot at passers-by. The two occupants are local inhabitants who obtained the mecha unit from a dying soldier. They still haven't mastered the unit and can only work the arms and the firing controls. Their aim is poor (-1 to strike) and movement in the mecha is incomprehensible to them.

32-57 Nomadic tribe numbering about 20. They have temporary shelters for protection against the elements and most are concerned with keeping their goat herd (approx. 30) in some semblance of order. **Note:** If the team investigates the tents, they will find that the tribe are actually black marketeers and they have a great quantity of stolen goods hidden.

58-78 Living within an area dotted with caves is a large group of various nationalities numbering over 100. The only thing they have in common is *leprosy*. This disturbing disease was once virtually eliminated on Earth until the Zentraedi Assault halted the use of vaccines and the World Health Organization's medical detection. Most health measures that were implemented have fallen by the wayside. Disease, formerly held in check, are beginning to run

rampant in certain areas. This leprosy colony is one evident consequence of the impending situation.

79-00 Nestled in the side of the bedrock forming the massive peaks of the mountain range could be best described as a makeshift factory. Dozens of workers are busy at manufacturing small arm weapons and are seemingly oblivious to the RDF group. Upon closer examination, the team can tell that the crudely made weapons are the common fodder of the fledgling rebels and bandits supplied by the E.B.S.I.S. troops. Although the quality is low, the Soviets are more concerned with quantity. Judging from the production of this small crew, the E.B.S.I.S. will have many weapons available for use.

IN THE LAKE

01-29 Sitting on the lake bottom is an Officer's Pod Armored Vehicle. The vehicle looks to be completely intact, with no visible sign of damage. **Note:** If the team investigates, it will appear to be unoccupied. If they open the hatch, a booby trap bomb will go off. **Damage is as follows:** Opener will suffer 1D6 x 10 mega-damage and any team members within 100ft will suffer 3D6 mega-damage. The explosion will devastate the interior of the Armored Vehicle.

30-51 Lone Fighter Pod will free itself from the tangled weeds and attack the group before it attempts to flee. The Fighter has 2D6 missiles.

52-77 Almost melted together are the remains of a Battle Pod and a Recon Vehicle. Both are completely destroyed and all serviceable parts are victims of the intense heat which turned the (somewhat recognizable) parts into virtual slag.

78-00 Carefully obscured by the lake's overgrowth is a storage shed made of metal and plastic. Inside are racks of standard weapons such as rifles and assorted sidearms. Apparently, this was a hiding spot for the E.B.S.I.S. infiltrators or bandits who could travel weapon-less and still have an available weapon depot at their disposal.

ESCORT SERVICE

This is a simple adventure. It requires heavy use of the various random tables. Many of the training exercises can be incorporated within the mission. This scenario has purposely been left bare so that the game master can concentrate on specific aspects of play. These could be areas where the team is weak or situations the group favors.

To the Players

Being recruits and trainees, much of the less desirable but necessary missions fall on your shoulders. This includes escorting *Ambassador Fendal* to the various cities and villages so he can show them that the RDF is indeed concerned about their welfare. Although the Ambassador can sometimes be obnoxious and pretentious, he is very good at what he does. Usually, after he leaves an area, RDF relations improve dramatically.

Your job is to take him around and do his bidding. Your primary responsibility is to protect the Ambassador at all costs, including your life.

To the Game Master

As stated previously, this adventure allows you a great deal of flexibility. You may want to include this as a training exercise to see how well the players follow the ultimate instruction, which is to protect the ambassador at all costs. You could test the players by enticing them to attack or pursue an enemy force. Another option would be to have the Ambassador inadvertently lead them into various dangerous situations or have Ambassador Fendal kidnapped or that he's a traitor!

GAME MASTER OPTION:

It may be interesting to use this adventure situation as a recurring one throughout the entire exercise session. Between training exercises, the R.A.T.S. squad could be assigned to baby-sit the Ambassador on his irregular excursions to the neighboring towns & cities. This can also serve as a great opportunity to put together some of your favorite encounters and situations. Feel free to use any of the random encounter tables in this book. The following are some optional assignments that you may wish to utilize.

MISSION #1 (Optional)

Ambassador Fendal is to be escorted to Llanos Plains in Venezuela to discuss a possible trade pact with Chief Ricardo Chatrevez, leader of the Llanos Tribe. The tribe is in control of the Orinco Tar Belt, believed to be the largest oil reserve in that part of the world. he has begun to step up production once again. Chatrevez has destroyed most of the old fueling rigs and built new ones scattered across the countryside and resembling the mammoth giants of pre-Robotech War Earth. Each rig is also boobytrapped in the event that an opposing force tries to capture the oil area. The ragtag army of the Llanos consists of mostly guerilla fighters that have been very successful in fending off previous attempts to overtake them.

Chief Chatrevez realizes that, eventually, he'll have to choose sides between the RDF and E.B.S.I.S. and step off his thin neutral line where he is currently positioned. He is allowing the two powers to petition him and offer their terms of alignment. He'll choose the best deal. One strong consideration that he demands is negotiating helping in start a new cartel like the Organization of Petroleum Exporting States (OPEC). Venezuela was a member and Chatrevez wants his native country to be in the forefront of a powerful economic force. Of course, both the RDF and E.B.S.I.S. have readily agreed to his demands in order to have Chatrevez align himself with their respective governments.

The Llanos Plains are located about 300 miles north of the nearest RDF outpost. Although the area is relatively secure, the team is to provide protection in case there exists any bandits or Soviet Recon teams.

Potential Encounters

There are reports of an E.B.S.I.S. squad in the area, armed with standard weapons and equipment. The team is to keep a vigil eye out for them. Also, high tech bandits always seem to be a problem. A couple of enemy mecha is optional.

The RDF Team's Equipment

- 1 — Mecha guard/scout (M.A.C. II, Spartan, and Veritech armor are *not* available)
- 1 — AAR-Recon II Armored Amphibious Reconnaissance Vehicle.
- 1 — Land Rover

Weapons include an automatic pistol and an automatic or semi-automatic rifle for each recruit.

Standard military field dress and equipment.

MISSION #2 (Optional)

The Zentraedi of the Charrapi Plateau are holding a high ranking officer of the RDF and 2D6 RDF Soldiers hostage. Preliminary reports indicate that the hostages are being held in a small village within the Plateau by some micronized Zentraedi. Fendal is to hold negotiation talks with the leaders of the terrorist group at the neutral site of Binndal, some 200 miles away. The demands of the terrorists include surrendering of all RDF mecha units at the Argentine Base and immediate evacuation. if the terms are not met, the officer will be killed and then every day, a prisoner will be killed. When they run out of RDF prisoners, they will kill civilians. These demands are totally outrageous, but in a stalling tactic, the RDF has sent Fendal to talk with the terrorist leaders.

During the course of the meeting, the RDF will send a jamming signal throughout the area. They estimate this will give about one hour of radio silence before the terrorists can compensate for the jam and reestablish their frequencies. It is unlikely that the terrorists will suspect anything as the radio jamming is an almost daily occurrence carried out by the RDF.

While Fendal is negotiating, the mecha squad is to attack the village. Rapid and total devastation is called for. If the RDF officer and soldiers can be retrieved, the RDF will consider it a bonus. Their survival is *not* an integral part of the mission. The primary goal is to illustrate to the terrorists that such tactics are useless against the RDF and will not be condoned in any manner.

Potential Encounters

Since the village is surrounded by forests and fairly inaccessible by land, ground troops would be ineffective for this type of mission. The attack will have to come by air. The village defense base has three pairs of wide-angle, rapid fire, double-barreled laser cannons as anti-aircraft armament. These are the same type of cannons utilized by the Raidar X. They also have in their possession one L.V.T. Adventurer II Jet and one Zentraedi Hover Craft which has a Zentraedi Assault Rifle mounted on it.

Equipment

Since the attack is to come from the air and the village is situated in the wooded area adjacent to the plateau, maneuverability is the key.

Mecha and Assault Craft Suggested for this Mission Are:

Veritech Fighters (no Armored Veritechs)

*Zentraedi Fighter Pods

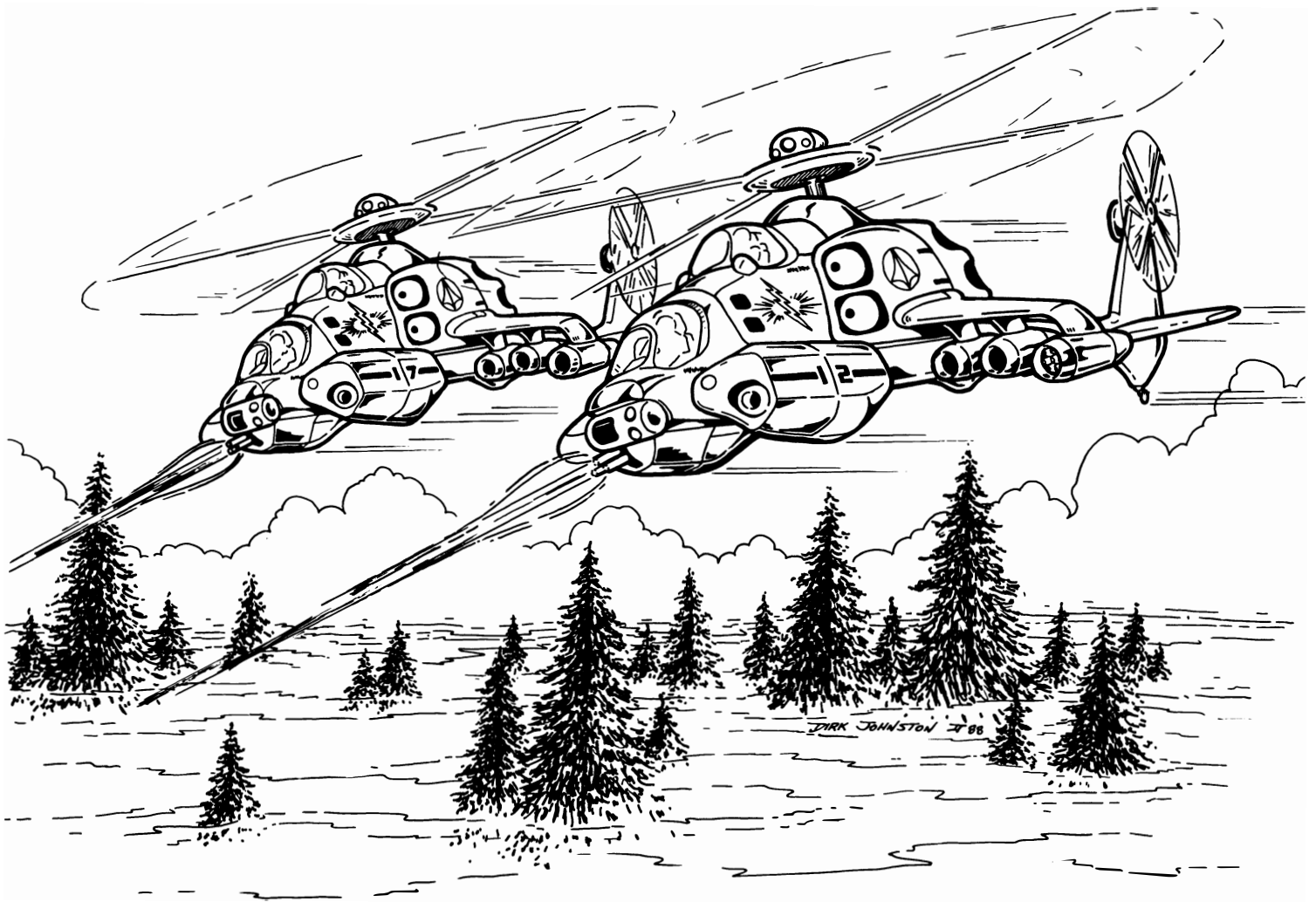
*Zentraedi Female Power Armor

Commanchero Assault Helicopters

Howard LH-2000 Observation Helicopter

Note: A Gladiator or Zentraedi Male Power Armor may be able to climb to the plateau.

*Available to loyal, full size, RDF Zentraedi recruits only.



MISSION #3 (Optional)

The squad is to accompany Ambassador Fendal to the small mountain village of Catarta. The village is currently being utilized as a stop-off point for black marketeers. The RDF has discovered that the smugglers are paying the village people a small monetary amount and also providing protection from bandits and isolated bands of Zentraedi. Fendal is authorized to offer the citizens of Catarta regular monetary aid and RDF protection to not serve as the smuggling port. The residents are more than willing to accept the RDF's money since it is a sizable sum over the Black Marketeers, however, they are worried about how their

“protectors” will react to the news. The squad is to handle the criminal element while Fendal completes the negotiations. Then escort them 100 miles out of town. The black marketeers will not be taken into custody unless they resist an attack.

Potential Encounters

Stationed at the village of Catarta are modified mecha of the E.B.S.I.S. purchased by the black marketeers. Usually, the Soviets will not sell the much needed equipment, but they realize that, in this

case, the sale of some mecha units will eventually bring a much greater return in stolen equipment. The mecha units in the village include: (all are rebuilt units and *penalties* apply)

- 1 — Gladiator
- 2 — Tactical Battle Pods
- 1 — Type MLA, modified, Light Artillery Pod
- 2 — MiG-29 (E) Interceptors that routinely patrol the skies.

In addition to the faithful Zentraedi who pilot the mecha units, there are two Zentraedi foot soldiers (without armor) with assault rifles.

Equipment

Standard issue of mecha units (players choice provided the character has the skill knowledge). Fendal is to be provided passage in a safe and secure mecha unit. M.A.C. II is not available.

MISSION #4 (Optional)

Although both York and the Quebec Quadrant are opposed to the RDF and its unification policies, they have contacted the RDF for a diplomatic mission. John Henry Talbot, a vehemently opposed of all Zentraedi, had murdered Colonel Samuel Johnansen. Johnansen was a political favorite of the Barony of York and expected to rise to the top of the power structure in York. Talbot, who headed the S.E.Z. movement (*Society to Eliminate all Zentraedi*) disagreed with Johnansen's policy of pacifism towards the Zentraedi. Johnansen and his followers believed that the giant Zentraedi would eventually die out as their needs for resources were too great to survive. They felt that micronized Zentraedi should be ostracized and their gene pool is so diluted that they wouldn't be a factor in future generations. Thus, rather than worry about Zentraedi, Johnansen believed that York's efforts would be better spent establishing itself as a world class power and providing food for its starving population.

After the murder of Johnansen, Talbot fled to the Quebec Quadrant where he felt he could hide until the people of York recognized his great service and he could return. He was captured in Quebec on another charge (drunk and disorderly) and York has requested extradition. The Barony of York feels that he must be made an example of for assassinating one of its top political figures. Murder, against a human being, can not be accepted for any reason.

Both York and Quebec would like to have the extradition go as smoothly as possible, but neither is entranced by the idea of going through the wastelands and the RDF supported North American Sector. They have contacted the RDF for safe passage and the RDF volunteered to escort Talbot from Quebec to York. They both accepted this offer as it eliminated any concerns that they had about attacks from anti-Zentraedi terrorists and bandits. The RDF sees this as a golden opportunity to open further discussions with both of these growing, independent territories and who better to represent the RDF than Ambassador Andori Fendal.

Potential Encounters

It is expected that some Parisians of York who feel that Talbot was acting in the best interests of York will attempt to rescue him. Some of these followers include high ranking officials of the York Military. The RDF squad is to be on their guard, especially in the wastelands.

Random Encounters

01-24 A small force headed by one of York's military leaders. It consists of 2D6 conventional type tanks, 1D4 Commancheros, and 1D4 Falcon Fighter Jets.

25-52 The 5th Armored Battalion who served under Colonel Johnansen. They only want to capture Talbot so that they can hang him themselves. The Battalion is comprised of 4D6 tanks.

53-76 This is a small volunteer group made of supporters of Talbot. Although they have access to very little combat vehicles, they have scraped together a small battle force which consists of 2D4 Turbo Fan Jets, 2 Falcon Fighter Jets, 1 Commanchero, and 1D4 tanks. The Turbo Fan Jets, being weaponless, are each stock with 2 incendiary grenades which the pilots will throw at the RDF mecha.

77-00 A small faction of the York population which disagrees with the anti-Zentraedi stance has enlisted the aid of some Zentraedi stragglers to capture Talbot and put him on trial for crimes against all humanity, which they feel includes Zentraedis. The Zentraedi force includes: 1D4 Tactical Battle Pods, 1 Officer's Pod, and 2D6 Foot Soldiers with Assault Rifles.

Equipment

Standard mecha gear.



AMBASSADOR Andori Fendal (NPC)

Hit Points: 28 S.D.C.: 16

Attributes: I.Q. 17, M.E. 14, M.A. 26, P.S. 10, P.P. 12, P.E. 15, P.B. 15, Spd. 13

Alignment: Anarchist

Height: 6ft 5in **Weight:** 185lbs **Age:** 43

Skills: Laser — 85%, Optics Systems — 98%, Radio — 95%, Basic Electronics — 98%, Intelligence — 90%, Interrogation — 92%, Fencing — 98%, Swimming — 98%, Pilot Automobile — 90%, Pilot Airplane — 98%, Pilot Jet — 95%, Botany — 98%, Mathematics: Advanced — 98%, W.P. Sword.

Disposition: The Ambassador carries an air of authority, as well as one of superiority. He treats subordinates with contempt and has a total lack of patience with them. He is a master in the practiced art of speaking in double-talk and innuendo.

Personal Profile: Although Fendal's arrogance is well evidenced by those in contact with him, his demeanor completely changes when he is in a diplomatic situation. His guise of compassion and caring will fool virtually any delegation that he meets. His accomplishments for the RDF are numerous, and sometimes unbelievable in the compromises and concessions that the opposing negotiating party will concede to. Leaders of the RDF will attest to his worth and one general even stated that Ambassador Fendal is worth any ten squadrons.

A.T.P. TRAINING EXERCISE SCHEDULE

RECRUIT: _____

TRAINING DIRECTOR: _____

<u>SECTION</u>	<u>DESCRIPTION</u>	<u>PASS</u>	<u>FAIL</u>
1.00	RESPONDABILITIES	_____	_____
1.10	Weapon Proficiency	_____	_____
1.11	Reaction Prowess	_____	_____
2.00	INDIVIDUAL PLAY	_____	_____
2.10	Solitaire	_____	_____
3.00	DUAL PLAY	_____	_____
3.10	Duel	_____	_____
4.00	ACCLIMATION	_____	_____
4.10	Air Combat	_____	_____
4.11	A.R.M.D. Platform	_____	_____
4.12	Mars Base	_____	_____
4.13	Underwater	_____	_____
4.14	Radio Silence	_____	_____
5.00	COMBATIVENESS	_____	_____
5.10	T.R.A.C.T. Units	_____	_____
5.11	Capture	_____	_____
5.12	Renegade Squad	_____	_____
5.13	Anti-Sov. Preparation	_____	_____
6.00	MANEUVERS	_____	_____
6.10	Single Team Maneuvers	_____	_____
6.11	Multiple Team Maneuvers	_____	_____
7.00	COMMAND PERFORMANCE	_____	_____
7.10	Blitzkrieg ()	_____	_____
7.11	Diversion ()	_____	_____
7.12	Defensive Deployment ()	_____	_____
7.13	Town Procurement ()	_____	_____
7.14	Asault Delay ()	_____	_____
7.15	Search & Destroy ()	_____	_____
Scavengerhunt	Total Items: _____	Win(?): _____	

Demerits: _____

Special Awards for Merit: _____

Notes: _____



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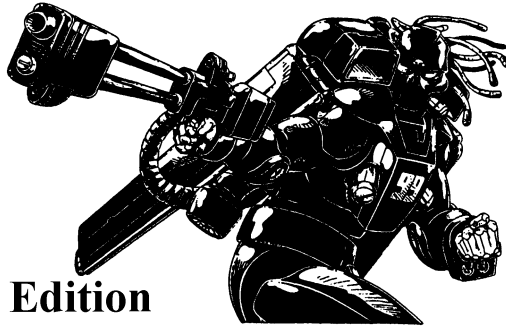
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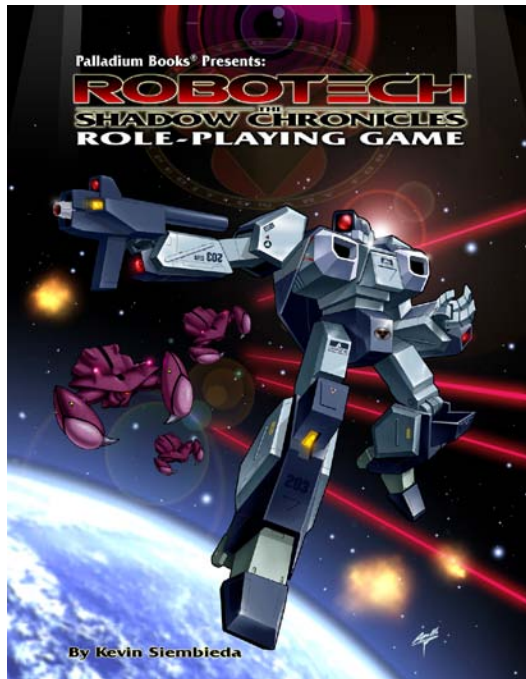
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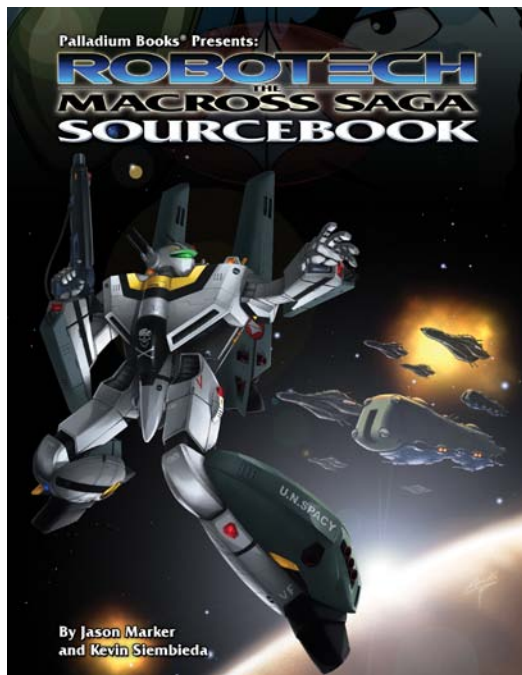
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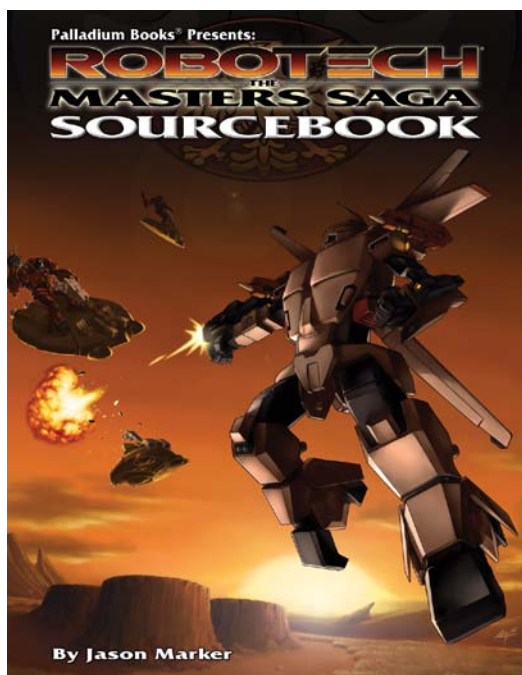
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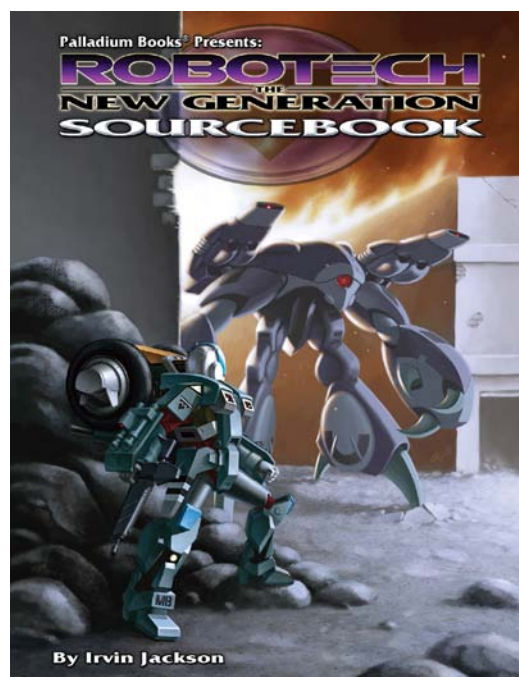
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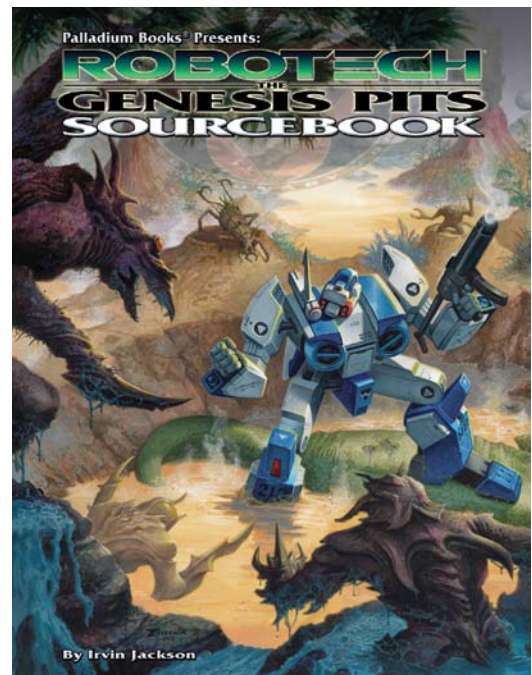
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