

Palladium Books® Presents:

ROBOTECH® New World Order

Book Seven

By Kevin Hassall



About this book

Originally published in 1995

This book was first printed in the mid-1990s. The Internet as we know it was in its infancy.

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

Warning!

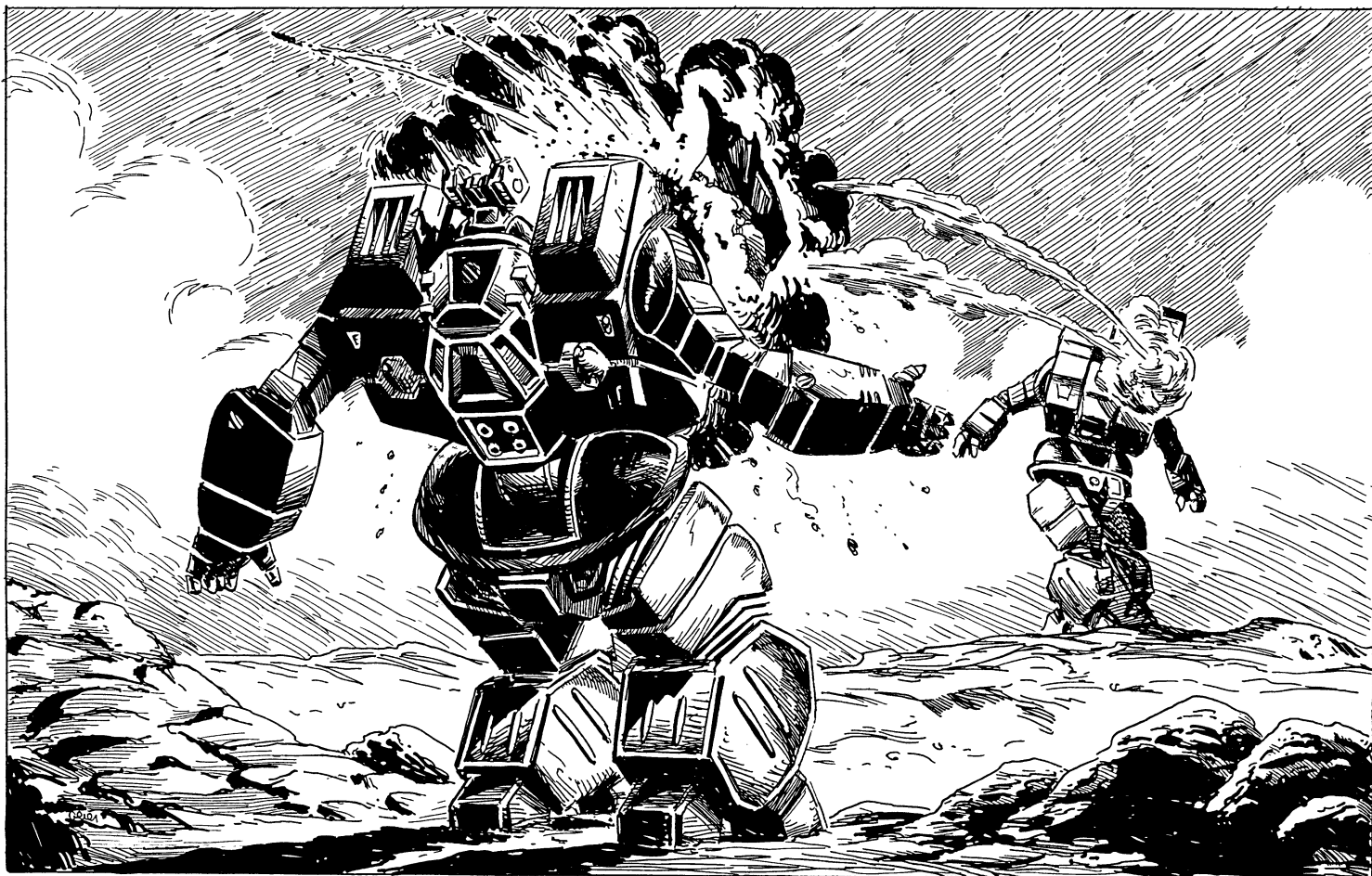
Violence and Combat

The fictional world of Robotech is one of war, conflict, survival and hope. Marauding aliens are a constant threat to the people of Earth. Players represent the human soldiers who fight an unyielding alien invader. Alien life forms, super-technology, giant combat robots, weapons, war and destruction are all elements in this book.

Some parents may find the violence inappropriate for young readers/players. We suggest parental discretion.

Note that Robotech and all of Palladium's role-playing game books are works of fiction! NONE of the aliens, monsters, characters, robots, powers or depictions are real. None of us at Palladium Books condone nor encourage the use of firearms, violence or war.

Based on the popular animated TV series.



**A supplement for the Robotech® RPG and Southern Cross™ .
Compatible with the entire Palladium Books® Megaverse®!**

Dedicated to Foucault and Chomsky ... just to prove that it is possible to be more pointlessly pretentious than White Wolf.

PDF Edition – July 2017

First Printing – April 1995

Characters copyright 1985 Harmony Gold USA, Inc./Tatsunoko Production Co., Ltd. All Rights Reserved.

Copyright © 1995 Palladium Books Inc.

Copyright © 1995 Kevin Siembieda. All rights reserved under the Universal Copyright Convention. No part of this book may be reproduced in part or whole, in any form or by any means, without permission from the publisher, except for brief quotes for use in reviews. All incidents, situations, institutions, governments and people are fictional and any similarity, without satiric intent, of characters or persons living or dead, is strictly coincidental.

Robotech[®] is a registered trademark owned and licensed by Harmony Gold USA, Inc.

Palladium Books[®], Rifts[®], and Megaverse[®] are registered trademarks owned and licensed by Kevin Siembieda and Palladium Books[®] Inc.

Robotech®: New World Order™ is published by Palladium Books® Inc., 39074 Webb Court, Westland, MI 48185. Printed in the USA.

Palladium Books® Presents:

Robotech® RPG Book Seven:

New World Order™

Written By: **Kevin Hassal**

Additional Text & Concepts: **Kevin Siembieda**

Senior Editor: **Kevin Siembieda**

Editors: **Alex Marciniszyn**

James A. Osten

Kevin Kirsten

Julius Rosenstein

Cover Painting: **Kevin Long**

Interior Artists:

Earl Geier

Wayne Breaux

Kevin Long

Art Direction & Keylining: **Kevin Siembieda**

Typography: **Maryann Siembieda**

Michael O'Connor

Special thanks and welcome to author Kevin Hassal on his first product for Palladium Books; an excellent adventure sourcebook for Robotech! To Kevin Long for another great cover painting. To Earl and Wayne for some dynamic artwork, and the usual gang of Palladium troops for another exciting addition to Palladium's Robotech series.

Kevin Siembieda

Contents

Overview	7
History of the African Sector.....	7
Geography.....	7
The Plot.....	8
Game Master Notes — Campaign Overview	8
The Traitor’ Plan.....	8
The Leaders.....	8
Potential Enemies	9
A Plan of Conquest.....	9
The Rebel Army.....	9
The Land Ship	10
New Equipment	12
Light Patrol Boat.....	12
Heavy Patrol Boat.....	12
“Njord Submersible Patrol Boat.....	13
MSS12 Submersible Freighter.....	13
Small Freighter.....	14
Large Freighter	14
Typical Pirate Freighter	14
Surveillance Pod	14
Optional Rules	14
Language Skill.....	14
Urban Specialist O.C.C.	15
Civilian O.C.C.	15
United World Government (UWG)	16
Government & The RDF	17
Markus Geertz (NPC).....	17
Bureau Six	18
Beant Kashmiri	18
Cassandra “Cassie” Blakemore (officer).....	18
Maduabuchi Abiola (civilian agent).....	19
Major Baronies	19
Ethiopian Free Holding	20
John James Needleman III.....	20
Islamic African Peoples’ Republic	21
Zuhayr al-Massari.....	21
The New Empire of Greater Zimbabwe	22
Pius Mariam.....	23
Tribes and Enclaves	23
The Ashanti.....	24
The Community of Saint Paul the Apostle	24
Father Peter Shola.....	25
The Last	26
The Captain.....	27
The E.B.S.I.S. Aswan Base	28
Troops	29
Colonel Vicktor Kolesnikov.....	29
Robotech Defense Forces	31
The Southern Cross.....	32
Independent Forces.....	32
Fort Victoria (RDF)	33

Adventures at Fort Victoria.....	35
Red Sea Fort (RDF)	37
Major General Lucrecia Meza	38
Adventures at the Red Sea Fort.....	40
Fort Hope — A Southern Cross Base	42
Colonel Martina Henisch	42
Adventures at Fort Hope	44
Fort Niamey — RDF HQ	45
Hints of Conspiracy (G.M. Notes).....	45
Checking out Industrial Complexes.....	47
The City of Niamey.....	48
Adventures at Niamey.....	48
Patrols & Encounters in the Field	50
Important NPC's.	52
Genral Zhu Lwen	52
Brigadier General Lester McMillan.....	53
Colonel Henrique Da Silva	54
Captian Neka Emeka.....	55
RDF Personalities at Niamey	56
The City of Lagos	57
President Ogheu	58
President Ogheu's Secrets.....	59
RDF Traitors.....	60
City Government	60
The UWG at Lagos	62
Lagos Underworld.....	62
The P.F.L.A.	63
Sani Kegare	63
Incidental Personalities	64
Adventures in Lagos.....	65
The Campaign	71
Plot-Hammers.....	71
Stopping General Zhu	72
Defeating the Conspirators	74
Adventures.	75
Part 1: Priorities	75
Part 2: While on Patrol.	78
Tanks (stats)	80
Part 3: Besieged.	81
Rebel Politics.....	86
Part 4: Strange Escort	88
Sergeant Niall Connor.....	89
Sergeant Sandra Pauling	90
Major Reinhard Stechan.....	91
Lastheart Camp	93
Joaquim Beye	93
Sabotage	95
Zentraedi Attack.....	96
Part 5: The Changing of the Guard	98
What Next.....	100
Rewarding the Characters	103
Maps	104
Character Index	105

Quick Find Table

Ashanti Tribe	24
Boats	12
Bureau Six	18
Character Index	105
Lagos Secret Army	59
Landship	10
O.C.C.: Civilian	15
O.C.C.: Urban Specialist	15
P.F.L.A.	63
UWG	16
Maps	104
Robotech Defense Force (RDF)	31
RDF Fifth Army	31
RDF Fort Victoria	33
RDF General Zhu Lwen	53
RDF HQ	45
RDF Sector Command	32
RDF Traitors (Lagos)	60
Southern Cross, Armies of	32
Fort Hope	42
SC Military Rank	32
SC Troops	43
 Characters of Note	
Brigadier General Lester McMillan	53
Bureau Six Operatives	19
Captian, The	27
Captain Neka Emeka	55
Colonel Henrique Da Silva	54
Colonel Khalid Bakri	33
Colonel Viktor Kolesnikov (E.B.S.I.S.)	29
Corporal Leon Semanski	29
Deka Ramhe	34
Father Peter Shola	25
General Zhu Lwen	53
Governor Francesca Vagras (UWG)	62
Jiang Shankun	88
John J Needleman III (Ethiopia)	20
Lieutenant General Lucrecia Meza	38
Major General Lucrecia Meza	38
President Samuel Ogheu	58
Jiang Shankun	88
Major Reinhard Stechan	91
Minister Mabuabuchi Uwa	60
Minister Sani Shagari	60
Sani Kegare (assassin)	63
Sergeant Niall Connor	89
Sergeant Sandra Pauling	90

Overview

Welcome to **New World Order**, the latest in a growing line of sourcebooks for the world of **Robotech**.

New World Order looks at the personalities, powers and plots of the African Sector, and plunges the characters into a world of violence, scheming and duplicity. The power-hungry and corrupt commanders of the Sector have dreams of conquest which threaten the earth's reconstruction and could finally destroy the United World Government, and it is the players' characters who will foil their plans... or allow them to succeed.

Combining the familiar excitement of mecha combat with fresh doses of intrigue and espionage, a campaign in Robotech Africa provides plenty of challenges for any group of players. One of the unique story and combat elements is that the RDF heroes must engage the incredible RDF Destroids and Veritechs, piloted by RDF traitors, in deadly combat.

History of the African Sector Fragmentation

The World Unification movement and the establishment of a global government destroyed all of the old national boundaries and allegiances. The World Government bureaucrats, largely drawn from outside of the continent, had little idea of how complex the Continent's politics could be. They ignored tribal affiliations, religious differences, the varying cultures and lifestyles of the Sector's peoples, and bumbled from one faux pas to another. They assumed that the groups would cooperate with one another, and overlooked long-standing feuds and animosities.

The World Government lost the respect of the Sector's people and its local branches were the sites of frequent civil disturbances. When the Zentraedi attack of 2011 paralyzed the World Government's bureaucracy, anarchy reigned in the African Sector. Scores of disgruntled and greedy groups seized power, wealth or land; none wanting to obey the World Government ever again.

In some places, landowners turned on their tenants and plantations expanded, while in other areas tribesmen reclaimed land long since stolen from their people. Trade unions seized factories, and industrialists massacred trade unionists. Old tribal feuds and animosities erupted into tribal wars. Often, religious groups tried to seize power or their mobs rioted against rival communities. The memories of this bloody period have festered in many peoples' minds, leaving everyone with a prejudice reinforced with a score to settle.

The African Sector is currently divided into three Quadrants. In the south, the **Angolan Quadrant** is relatively peaceful. A *Southern Cross* garrison is being established with plans to gradually relieve the RDF of the responsibility of patrolling the area.

The **North African Quadrant** contains the RDF headquarters at Fort Niamey, as well as the vital trade and industrial center of **Lagos**. The northernmost half of the Quadrant, is completely outside the control of the United World Government and the RDF. It is dominated by a barony called the *Islamic African Peoples' Republic*.

The central region is ravaged by Zentraedi. Its official designation is the **Congo Quadrant**, but is often referred to as the "Disputed Zone." Much of the Congo is completely dominated by the fractious Zentraedi, whom the RDF from *Fort Victoria* constantly struggles to contain.

Reconstruction

During the anarchy of 2011 and 2012, the more powerful groups within Africa managed to consolidate their power. In most cases, it was businessmen or local militia leaders who rose to power.

The RDF, who was trying to fight a desperate war at the time, could not concern themselves with who seized political power among the hundreds of tribes and baronies. All the RDF wanted was stability. To achieve it, they often co-operated with or tacitly supported bloody dictators in the interests of preserving order. Without a stable society and efficient economy, the RDF would find themselves without the recruits, food, materials, spare parts and the weaponry that they needed to defend the Earth. The splintered baronies at least offered some measure of order and protection for the people.

The crumbling United World Government (UWG) also tried to cooperate with these new local dictators, striking deals with the butchers in order to re-establish their own authority and influence. Only in a few places did the civilian rulers refuse to ally themselves in any way to the UWG. It was in these formative years, from, that the present form of Africa was determined. The states which refused to deal with the UWG grew into baronies. The despots who seized power during the time of anarchy still hold sway today.

For now, the United World Government (UWG) claims to control the African Sector, but the real powers are the local rulers, independent baronies and the semi-independent regional demagogues. The UWG struggles to impose its will over the local administrators and rulers who actually wield power. There are countless tribal chiefs, big businessmen, land owners and plantation managers, petty military tyrants, rabble-rousing politicians and religious fanatics, each holding power in different areas

Three baronies defy the UWG completely. Much of the north is held by the **Islamic African Peoples' Republic**, part democracy, part dictatorship, and part theocracy. The regions along the east coast are mainly wasteland held by the **Ethiopian Free Holding**, a vicious corporation masquerading as a nation. **The New Empire of Greater Zimbabwe** is a greedy oligarchy.

The UWG acknowledges and supports many of the de facto rulers, providing a stamp of legitimacy and the protection of the *Robotech Defense Force (RDF)* or the *Armies of Southern Cross*. In return, the rulers pay lip service to the ideal of unification and provide taxes, basic materials and supplies to help fund the RDF and Southern Cross. **Note:** More detail about politics and government can be found in subsequent chapters.

Geography

One third of the African continent is blasted wasteland, including the southern Cape, the entire east coast, and vast areas of the north. Much of the remaining land is scarcely more hospitable. Great deserts, like the Sahara, cover much of the north. Arid, rolling grasslands and deep jungles and forests cover most of the rest of the Sector.

Great rivers and lakes, like the River Nile and Lake Victoria, carve up the continent. Few bridges or established ferries exist to carry passengers or cargo across these waters and only a few decent roads link the Sector's communities. Consequently, most people are settled around fertile river valleys, or highlands where irrigation is possible. Farmers and ranchers supply the small towns and cities which trade them feed, machines and electronics. Other people roam the Sector as nomads, working as traders, laborers, or wandering cattle herders. Trade between many of these disparate communities is infrequent. Mail, telephone, radio and television services are available only to a handful of larger or wealthier towns and cities. For many communities, a radio transmitter and receiver may be the only way for its people to contact the outside world. Some don't even have that.

Threats

The most obvious threat to the people of the Sector are the quarrelsome Zentraedi of the Disputed Zone. Refusing to settle within human society and clinging to their warrior ways, these misanthropes slaughter or enslave the people of the central Congo Quadrant and frequently raid the surrounding quadrants. Some of the giants even raid ocean vessels and the coast of South America.

Zentraedi (giant and micronized), human bandits and pirates prey upon the common folk. Many are just bands of desperate thieves and vagabonds driven by hunger or greed. Others are underemployed mercenaries or deserters from the Sector's armed forces; primarily those from impoverished local militias and baronies. A handful are deserters from the ranks of the RDF.

Anti-Unification rebels, whether motivated by nationalism, religious zeal or lust for power, also strike against the United World Government in the African Sector. Simple squabbling between rival civilian groups can lead to bloodshed in an instant. All too often innocent people die in the crossfire. Industrial espionage plagues the business community, religious fanatics spread fear and hatred, rival tribes constantly feud, and politicians scheme against each other, all of which jeopardizes the tenuous dream for peace and stability.

Prominent People

The most powerful force in the Sector is the **Robotech Defense Force (RDF)**. Its commander, *General Zhu*, is the most powerful individual on the continent. General Zhu's personal aide, *Brigadier General McMillan*, is also a force to be reckoned with. Next in line are the commanders of the RDF's three great Forts - *Lieutenant General Barreau*, commanding the main Fort at Niamey, *Major General Meza* at the Red Sea Fort, and Colonel Bakri at Fort Victoria. *Colonel Henisch*, the commander of the fledgling Southern Cross, controls a rapidly expanding army. The unwelcomed **E.B.S.I.S. Base** at Aswan, commanded by the ambivalent Colonel Viktor Kolesnikov, is also a force on the continent and is feared by many locals.

The most important civilian rulers in the Sector are the rulers of the three big baronies: **The Islamic Republic**, **The New Empire of Greater Zimbabwe**, and **The Ethiopian Free Holding**. The rulers of the vital **City of Lagos** is also an ever growing power. The most important men at Lagos are President Samuel Ogheu and his "loyal" henchman, Sani Kegare. The **United World Government** is represented by eighteen Governors - glorified ambassadors - who are each responsible for small areas of the continent. The most important of these is *Governor Vagras*, who represents the UWG in Lagos.

The Plot

The African Sector is rife with schemes and schemers. Currently, there is no one political cabal which poses a particular danger to the RDF or the increasingly feeble United World Government. Player characters may be distracted by the minor machinations and corruptions of the Sector's elite, such as Major General Meza's dishonesty, Zentraedi and bandit activity, the underworld, or political rivalries in Lagos and elsewhere. These are intriguing red herrings to be sure, but the real danger is more insidious.

A group of RDF officers and civilians plot to seize control of the African Sector, using RDF mecha, troops, and a secret army. Once they have Africa firmly in their grasp, they think they can crush the Zentraedi rebels and anyone else who gets in their way, and move on to other Sectors. All in the misguided hope of bringing rigid unity and bloody order to the planet.

The misguided or megalomaniacal members of this conspiracy include *President Ogheu* and *Sani Kegare* from Lagos and RDF commanders *Brigadier General McMillan*. As unbelievable as it will seem to many soldiers in the RDF, *General Zhu* is the leader of this insurrection! So, the very people whom the player characters might initially assume to be beyond suspicion - the RDF's own Sector Commander, is in reality, the greatest threat to the RDF and the rebuilding of a peaceful earth! Ironically, as the plot unfolds, those whom the characters might initially despise or consider enemies — the impotent UWG Governors, the corrupt Major General Meza, the E.B.S.I.S., and the Islamic Republic, might become their best allies against these traitors.

Game Master Note: You can most easily set your scenarios in the African Sector between 2016 and 2023 - after the events of the Macross Saga and before the complete collapse of the Unification Movement.

Game Master Notes

Campaign Overview

Warning: Players should probably not read this section unless their Game Master allows it. Otherwise, they may learn some plot and story information that may diminish the suspense, investigation and surprises of the adventure campaign. Of course, everything will be revealed to them as events unfold.

The Traitors' Plan

An undercurrent of adventure

There are many groups and individuals who are not happy with the current state of affairs in Africa. Terrorists and rebel armies, religious and political groups, preachers and politicians, refugees, poor farmers and factory workers, all have their own axes to grind. The greatest threat to the status quo, however, comes from the military. For within the RDF itself, a group of officers plan to seize power in the Sector for themselves, deposing the UWG and subjugating the baronies!

The Leaders

The traitors' leader is none other than the RDF's commander-in-chief in the Sector, **General Zhu Lwen**. Convinced that only "he" can save the Sector from its own squabbling and the Zentraedi marauders, he intends to make himself supreme master of the Continent. After Africa has fallen to him, he expects the rest of the world to hail him as its savior. He already has contacts in other regions, most notably the *Manchuria Quadrant*, where his supporters would gladly seize power and welcome him as their overlord.

One of General Zhu's closest supporters is **Brigadier General Lester McMillan**, who works as his chief aide. A brash, unimaginative man, McMillan is sick of being restricted by regulations and the politics of the UWG. He believes that the only way the planet can be rebuilt is for a strong leader to take command. He gladly works to ensure that General Zhu will rise to become that great leader.

Colonel Henrique Da Silva is another of the General's henchmen. A well-intentioned but naive man, he foolishly became embroiled in General Zhu's plots, and now finds himself unable to extricate himself from the conspiracy. Zhu holds his wife and children as hostages, just in case Da Silva decides to betray the traitors.

The last of Zhu's henchmen is **Captain Neka Emeka**, a mercenary-minded Military Specialist working within the RDF's Military Intelligence division. She works as the General's personal spy and agent, often handling surreptitious investigations and negotiations on his behalf.

As many as two hundred other RDF personnel are involved in the conspiracy, mostly motivated by a belief in strong (military) government, or by personal ambition or greed. Nearly all take their orders from *Brigadier General McMillan* and are not even aware that General Zhu is the conspiracy's true leader.

Their Allies

General Zhu has forged close links with two important civilian politicians, **Samuel Ogheu** and **Sani Kegare**. Ogheu is the dictator who

rules the semi-independent city of Lagos, the largest city in Africa. Believing that he will be co-ruler of Africa alongside General Zhu, he has established secret factories and training camps in and around Lagos to provide men and machinery for Zhu's planned coup.

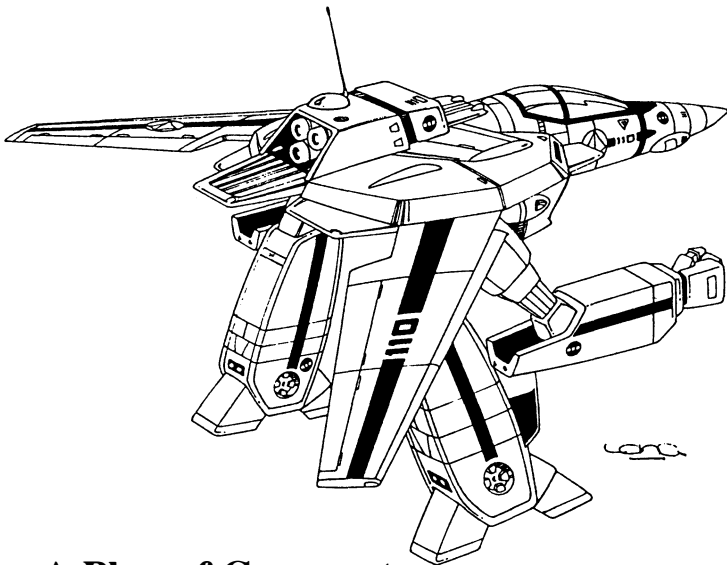
Kegare is a shadowy figure in the politics of Lagos. Ogheu believes that Kegare is his pawn, but in truth he serves General Zhu. He provides the General with invaluable information on affairs in Lagos, and offers his own murderous services.

Potential Enemies

Zhu and his conspirators have many potential enemies. The United World Government, the Army of the Southern Cross and the rest of the RDF will all oppose General Zhu — if only someone (like the players' characters?) could learn about and reveal his plans (but they better have evidence). These forces may look for trustworthy agents in the area to conspire on their behalf (like the characters again?).

All of the Sector's baronies will also oppose him, if they learn of his plans, after all, he intends to conquer them all. Likewise the E.B.S.I.S. would be horrified by the thought of an RDF General making himself lord of Africa. None of these groups, powerful as they are, would risk starting a war against an RDF General unless the RDF first publicly disowned him. They might, however, help those who sought to undermine his plans, send in their own spies and saboteurs, and are likely to oppose him and help the RDF after he launches his coup.

Many important individuals may also conspire against General Zhu and his allies in Lagos. Ogheu and Kegare both have enemies. (See the description of Lagos). Simply, there are plenty of people who would be appalled to hear of General Zhu's plans. However, most of them would need firm proof before they believed allegations against him, and they do not have the power to act against him alone. What is needed is for a motivated group of courageous men and women to investigate the treachery, expose it and organize an effective opposition against it... and who better than the player characters?



A Plan of Conquest

The traitors' basic plan is simple: Over the last year or more, the conspirators have ensured that military equipment, information and personnel have been delivered to Ogheu's secret factories in Lagos. Mechanical and electrical engineers have vanished to serve in the factories. Mecha parts, weapon systems, electronics, even whole vehicles, have been spirited away to Lagos. Here they are assembling an army of men, with mecha and a giant Landship (basically an aircraft carrier that runs along the ground like a giant tank).

This carefully crafted coup is an organizational, industrial and administrative nightmare that cannot be rushed. At present, the army and its equipment are nearing readiness, but are still not ready for battle. The background and adventures presented in this book are set at this

crucial time, when clues to the plan might be gathered by tenacious characters and while there is still time to stop the coup.

When the time is right, General Zhu will arrange to be "captured" by soldiers from Lagos, allowing him to put the finishing touches on his plans there. Lieutenant General Barreau, commander of the Fort at Niamey, will be seized and replaced by McMillan. And then the conspirators will launch the Landship and march their new army against the Zentraedi.

While the United World Government and RDF high command flail in helpless ignorance and confusion, the Landship and its attendant army will coordinate an assault on the Zentraedi strongholds of the northern part of the Congo Quadrant. Anticipating to win a dramatic victory, General Zhu will then declare himself supreme master of Africa, demand the surrender of the Zentraedi and the independent baronies. If the baronies do not immediately surrender, he will leave the Zentraedi to lick their wounds and wheel his army about to crush whichever barony seems most recalcitrant (probably the Islamic Republic).

Samuel Ogheu will be mysteriously murdered, and *Sani Kegare* will find a suitable scapegoat to blame for his death. After appointing Kegare his civilian prime-minister, General Zhu will establish a new bureaucracy dominated by the military, take over the UWG offices and accept the surrenders of the crushed baronies, before finally subjugating the Zentraedi. After Africa, the whole world awaits. At least, that's the plan.

In reality, there will be complications. The baronies may not prove so easy to conquer, and there are plenty of entrenched elite forces across Africa who could frustrate Zhu's attempts to establish an efficient bureaucracy to control the sector. The Southern Cross and loyal RDF troops will conspire against him, and the UWG is likely to dispatch additional S.C. and RDF troops and mecha into the area (although it will take at least two weeks to mobilize more than a company of Veritech Jet Fighters).

If someone can forewarn some of these groups, the conspirators might well be defeated. If the coup comes as a surprise to the outside world, a long and bloody civil war will ensue in Africa, as General Zhu and Kegare slowly come to dominate the north of the continent and impose a reign of terror upon its people. The General is unlikely to ever gain control over the entire Sector, especially the South, and will waste so many men and machines subjugating the Islamic Republic that he will be unable to win a decisive defeat of the Zentraedi. Certainly, the world will not greet him as its new savior regardless of how things turn out.

The Rebel Army & Its Personnel

The bulk of the army will be its 3,000 infantry, acting as crewmen in the Landship, ground troops and as occupation forces in conquered territories. The average soldier will have a Wolverine assault rifle (or M-16) and two hand grenades (inflicts 1D6x10 S.D.C. damage), one in ten will carry a heavy weapon (30% LAW, 40% rocket launcher and 30%, experimental energy rifles; see S.C. for energy weapons). Elite troops will be equipped with Wolverine rifles or energy weapons and mega-damage body armor. They may also have jet packs.

40% of the mecha pilots are 2nd and 3rd level Destroid pilots and 40% are local recruits who have never before piloted Destroids in combat. The remainder of the mecha pilots are deserters from the RDF; 10% are 3rd level and 10% are 1D4+3 level. The machines themselves were brought to Lagos by deserters, reconstructed from salvaged mecha bought on the black-market, or built from parts shipped from Niamey. 70% of the mecha units are RDF Destroids, 10% RDF Veritechs, 5% Southern Cross experimental mecha, 5% Zentraedi mecha (modified for human-sized pilots) and 10% E.B.S.I.S. battloids. **Note:** See the *Southern Cross* sourcebook for information about S.C. mecha, S.C. body armor and energy weapons, and E.B.S.I.S. battloids.

The Landship

The Landship is a cross between an aircraft carrier and a huge tank. Propelled on two huge caterpillar tracks, this beast is 840 ft (256.0 m) in length and 315 ft (96.0 m) wide, towering 125 ft (38.1 m) above the ground.

The top of the Landship is a flight deck for helicopters, Veritech fighters and small jets, with a communications tower, artillery turret and long-range missile launcher. Internal "decks" provide hangars for aircraft and mecha, living quarters, medical facilities, etc. Gun turrets placed along the sides of the Landship provide formidable firepower.

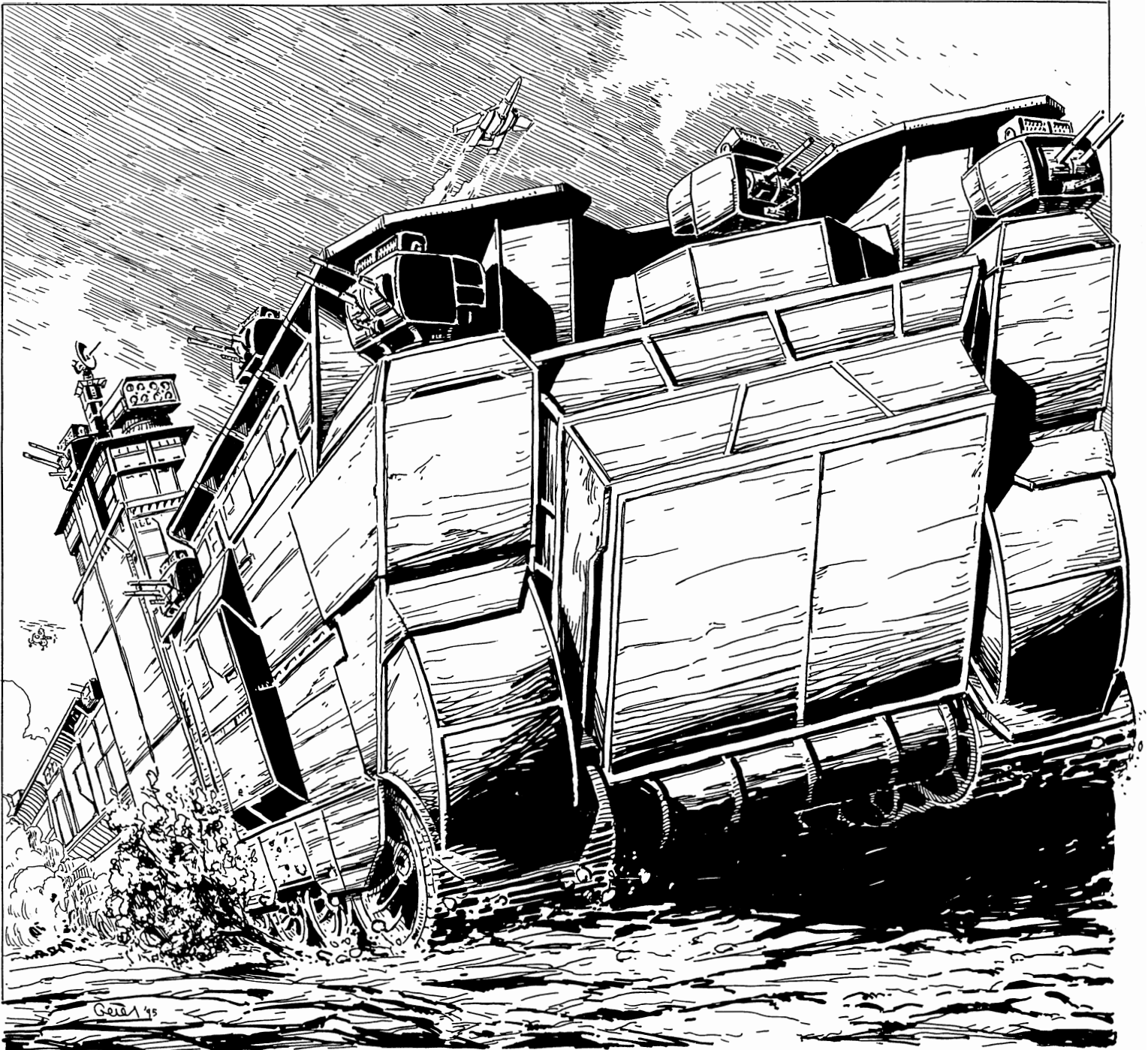
With characteristic modesty, General Zhu intends to christen the Landship "The General Zhu."

"The General Zhu" Landship

Vehicle type: Giant tank/aircraft carrier; ground vehicle.

M.D.C. by location:

- Flight Deck - 1200
- Side (2), Front and Rear - 2000 each
- Underside - 600
- Mecha hangar doors (2) - 300
- Flight deck elevator - 300
- Long-Range Missile Launcher - 150
- Artillery turret - 360
- Communications tower - 150
- Small gun turrets (15) - 240 each
- Magazine - 800
- Fuel Stores - 100
- Engine Room - 400
- Control Room - 600
- Caterpillar Tracks/Treads (4; two on each side) - 700 each



THE LANDSHIP — GENERAL PLAN

Note: Attackers firing at the Landship may make aimed shots against the gun turrets, the hangar doors (if firing from the appropriate side), the elevator (if firing from above) or one of the tracks/treads. Otherwise, all shots are deemed to strike the appropriate side, front or rear of the vehicle, depending upon which angle the attacker is firing from; attackers firing from above hit the flight deck.

Cunning attackers might plant explosives beneath the machine, damaging its soft underbelly: note that the underside of the Landship is only 10 ft (3.1 m) from the ground, so most mecha, tanks and large vehicles cannot get under it. Attacks from all angles are -6 to strike the underbelly unless the attacker gets directly underneath the incredible vehicle.

If a side, underbelly, or the flight deck is destroyed (M.D.C. reduced to zero), attackers may shoot through to the internal features and fixtures — attack mecha and troops still in the hangar, gain access to the control room, engines, etc.

Destroying (M.D.C. to zero) the engines or either side (two tread sections per side) of the caterpillar tracks renders the Landship immobile. The Engines also include the Landship's generators, so that destroying these prevents the Landship from using any of its bigger mechanical systems like the flight deck elevator, or the turning of the big artillery turret. All other systems start to work off a 24-hour battery back-up system (the small turrets, the mecha hangar doors, the communications equipment and radar, the lighting, etc.).

The fuel stores contain aviation fuel, and if destroyed (M.D.C. to zero) they explode. Such an explosion floods the adjacent crew quarters with burning fuel, inflicting 2D10x10 damage on anyone in there, and wrecks the elevator's mechanics.

The Magazine contains shells, missiles and assorted other ammunition. After it is destroyed (reduced to zero M.D.C.) any hit on it has a 60% chance of causing the entire magazine to explode. If this occurs, there is a HUGE explosion: all surrounding areas including the flight deck, long range missile launcher, and main turret, take 2D6x100 M.D. All other locations in the Landship take 100 M.D.; all aircraft and mecha take 100 M.D.C. to every location; all people within the Landship who are not safely insulated within an intact armored section (engines, control tower, command room) or a mecha are *dead!*

The Mecha Hangar Doors are designed to open downwards, providing a ramp for mecha to descend or ascend to or from the ground. If they lose 50% or more of their M.D.C., they are too buckled to open or close. If all their M.D.C. is depleted, they fall off.

Destroying the communications tower knocks out the Landship's radar (normally 200 mile/322 km range) and radio communications (normally 500 miles/805 km).

Destroying the control room kills the ship's commanders and makes the Landship uncontrollable (it just continues forward, blindly, until it is destroyed or the engines are shut off).

The whole Landship grinds to a halt if any *three* of the following locations are destroyed: either or both sides, the front, the rear, the flight deck, or the underside, (though the turrets may still fire). If four or more of these areas are destroyed, the whole machine falls apart.

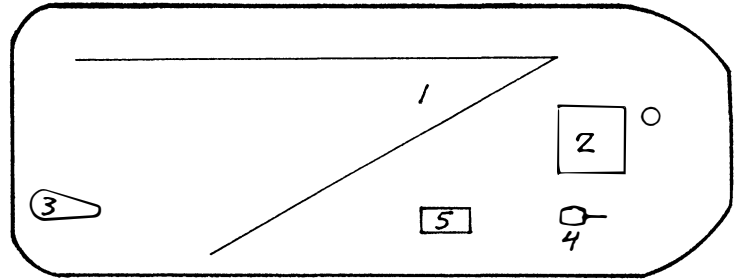
Note that the entire Landship is airtight, except for when the elevator is down or the hangar doors are open, and each section can be sealed off from the others. The air conditioning systems in each section filters out contaminants. The air and water recycling systems provide constant breathable air and drinkable water.

Speed: 55 mph (88 kmph).

Crew: 1,300, including mecha and vehicle pilots and 400 infantry troops.

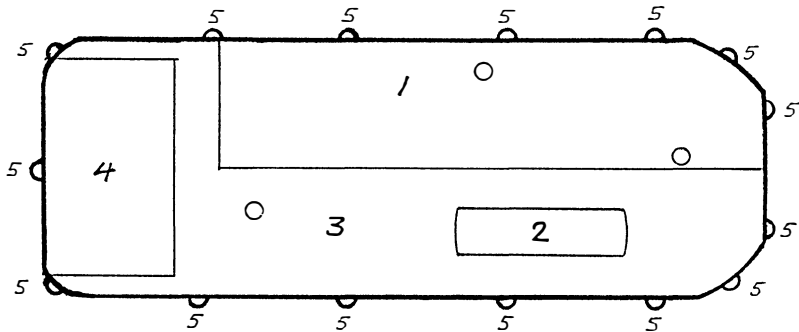
TOP

FRONT

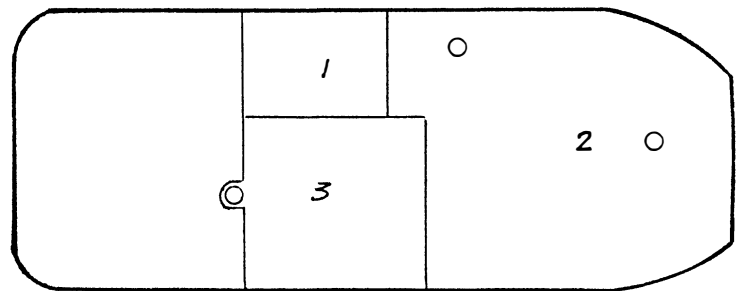


REAR

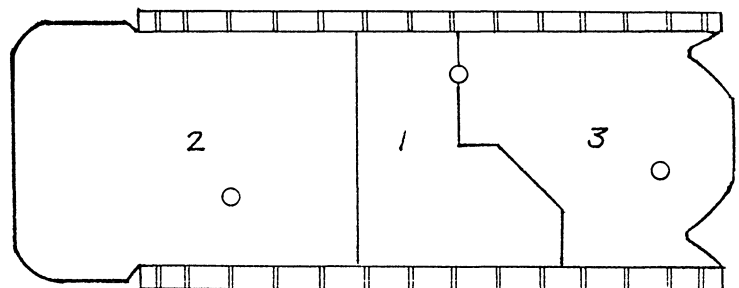
UPPER DECK



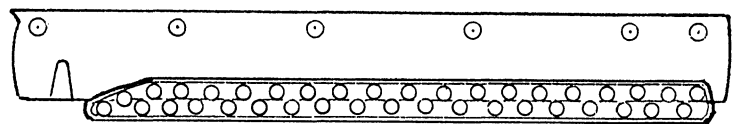
MID-DECK



LOWER DECK



SIDE VIEW



REAR

TREADS

FRONT

Weapons Systems:

1. Main Artillery Turret: Twin 195mm Artillery Guns.

Damage: 1D6x100 S.D.C. or 1D6 M.D.

Rate of Fire: Two per melee round.

Range: 90 miles (145 km)!

Payload: 240 shells.

2. Long-Range Missile Launcher (1):

Mega-Damage: Per missile type

Rate of Fire: One volley of 1, 2, 4 or 8 missiles per melee round.

Range: Per missile type

Payload: 8 missiles on the launcher. 60 assorted missiles stored in the magazine below the deck (reload at the rate of one missile per turn).

3. Small Multi-Weapon Turrets (15): Each turret has a short-range missile launcher, double barrel auto-cannon and 14.5mm machinegun.

Turret short-range missile launcher:

Mega-Damage: Per missile type.

Rate of Fire: Each turret can fire one volley of 1, 2 or 4 missiles per melee round.

Range: Typically one or two miles (1.6 to 3.2 km).

Payload: 25 missiles per turret (375 total).

Turret double barrel auto-cannons:

Mega-Damage: 2D6 per single blast or 4D6 M.D. per double blast.

Rate of Fire: Each can fire up to three times per melee round.

Range: 6000 ft (1830 m)

Turret 14.5mm machinegun:

Damage: 1D6x10 S.D.C. per burst (not mega-damage).

Rate of Fire: Up to 3 bursts per melee round.

Range: 3000 ft (914 m)

Payload: Sufficient for 100 bursts

Note: Each weapon turret has its own crew, who function separately, taking orders (on target selection, etc.) from the Control Room. Each weapon system may fire three times per melee round at any targets in range.

Landship Sections by Deck

Top

1. Flight Deck
2. Elevator
3. Communications Tower
4. Main turret
5. Long-Range Missile Launcher

Upper Deck

1. Aircraft Hangar: Contains 12 Adventurer II jets, 6 VF-1J Veritech Fighters, 8 Commacheros, 1 Sea-Sergeant, and 2 Howard LH-2000s, plus full equipment to repair and maintain these aircraft.

2. Magazine
3. Crew Quarters: bunks, canteens, toilets, etc.
4. Fuel Storage
5. Small Turrets

Middle Deck

1. Control Room
 2. Crew Quarters: Bunks, canteens, toilets, stores, etc., plus the Landship's hospital.
 3. Officers' Quarters
- Additional areas open to Hangar below.

Lower Deck

1. Engines: (Nuclear: beware radiation leaks if destroyed or badly damaged.)
2. Mecha Hangar: Contains 18 Gladiators, 10 Excalibers, 6 Spartans, 2 Raidar-Xs and 1 M.A.C. II, plus the equipment to repair and maintain them.
3. Crew Quarters: bunks, canteens, toilets, etc.

Note: The Landship has some 400 infantrymen stationed on board. There are clusters of guards around every major doorway, plus other crewmen going about their business. Sneaking around the Landship, once it is operational, is not an option — unless the characters have good disguises and forged credentials.

New Equipment

Light Patrol Boat

These Light Patrol Boats are common along the sheltered coasts of Africa, and on its great lakes, and are popular amongst pirates and baronies' defense forces.

Vehicle Type: Sea-going Patrol Craft.

Crew: One pilot, plus up to 8 crew/passengers.

A.R.: 12

Speed: 30 mph (48 kmph)

Max Range: 375 miles (603 km)

Length: 38 ft (11.6 m)

Width: 15 ft (4.6 m)

M.D.C. by Location:

Hull — 8 *

Laser Turret — 4

Pilot's Cabin — 5

Crew Cabins — 2

* If the hull is reduced to zero, the ship rapidly takes on water and sinks at the end of the current melee round. If 16 points or more are inflicted upon the hull, the ship disintegrates!

Weapons Systems:

1. ROV-10 Laser Turret: Mounted at the bow.

Mega-Damage: 2D4 M.D. per blast.

Range: 4000 ft (1220 m)

Rate of Fire: Twice per melee.

2. Short-range missiles/torpedoes: The torpedoes function as missiles, except that they travel along or just below the water level. They automatically strike the hull of a ship, and cannot be used to fire at targets above the waterline.

Mega-Damage: 1D4x10 M.D.

Range: 2000 ft (610 m)

Rate of Fire: One or two torpedoes per melee

3. 7.62mm Light Machinegun: One on each side and a third at the stern; 190 degree angle of fire.

Mega-Damage: None; 5D6 S.D.C. per round.

Range: 3000 ft (914 m)

Rate of Fire: 180 rounds per melee maximum.

Payload: 500 rounds

4. Features of Note: Sealed cabins, both water and air tight, with independent oxygen supply for three hours. The torpedoes may be aimed and fired from the pilot's cabin, but other weapons must be fired from the deck. Note that the laser has its own enclosed turret for the gunner.

Heavy Patrol Boat

These Heavy Patrol Boats are common along the coast of Africa, and on its great lakes. The RDF maintains several on Lake Victoria, but most are owned by local governments and baronies.

Vehicle Type: Ocean-going Patrol Craft.

Crew: One pilot, plus up to 12 crew/passengers.

A.R.: 14

Speed: 20 mph (32 kmph)

Max Range: 300 miles (483 km)

Length: 40 ft (12.2 m)

Width: 18 ft (5.5 m)

M.D.C. by Location:

Hull — 15 *

Missile Launcher — 6

90mm Gun — 5

Armored Pilot's Cabin — 12

Crew Cabins — 8

* If the hull is reduced to zero, the ship begins to take on water and sinks at the end of the following melee. If 30 points or more are inflicted upon the hull, the ship disintegrates.

Weapons Systems:

1. Self-loading 90mm Cannon: Mounted at the bow.

Mega-Damage: 2D6 M.D.

Range: 2000 ft (610 m)

Rate of Fire: Twice per melee.

Payload: 20 rounds.

2. Missile Launcher at stern:

Mega-Damage: Varies

Range: Varies

Rate of Fire: One or two missiles per melee round.

Payload: 6 short-range missiles; usually light or medium range high explosive.

3. 7.62mm Light Machineguns: One on each side; 190 degree angle of fire.

Mega-Damage: None; 5D6 S.D.C. per round.

Range: 3000 ft (914 m)

Rate of Fire: 180 rounds per melee maximum

Payload: 1000 rounds

4. Features of Note: 1. Sealed cabins, both water and air tight, with independent oxygen supply for 3 hours. The missiles may be aimed and fired from inside the cabin, but the cannon and machineguns must be fired from the deck. Note that the 90mm gun has armor plating to protect the gunner.

2. Self-righting. Unless the hull is breached, the boat will not capsize!

3. Helipad. Although rarely used by ocean going patrol boats, all have a helicopter pad on the top of the cabins, designed for a Howard LH-2000 or Commanchero.

The "Njord"

Submersible Patrol Boat

Originally developed to patrol the waters around Scandinavia, this is the RDF's standard patrol boat, much used in the Red Sea to protect shipping.

Vehicle Type: RDF Submersible Patrol Craft.

Crew: One pilot, plus up to seven crew/passengers.

A.R.: 14

Speed: 25 mph (40 kmph); 80 mph (129 kmph) with booster jets.

Max Range: 650 miles (1,046 km)

Length: 42 ft (12.8 m)

Width: 16 ft (4.9 m)

M.D.C. by Location:

Hull — 30 *

Missile Launcher — 12

Armored Pilot's Cabin — 35

Crew Cabins — 15

Booster Jets (2) — 8

* If the hull is reduced to zero, the ship begins to take on water and sinks at the end of the following melee round. If 60 points or more are inflicted upon the hull, the craft disintegrates.

Weapons System:

1. Missile/Torpedo Launcher foredeck (at bow): The torpedoes function as missiles, except that they only travel below the waterline. Any ship struck is automatically hit in the hull. Targets above the water level may not be struck. Four extra torpedoes are stored on board, but the launcher must be reloaded by hand from outside (one missile may be reloaded by one character each melee).

Mega-Damage: 1D6×10 M.D.

Range: 4000 ft (1220 m)

Rate of Fire: One or two per melee

Payload: 8 torpedoes

Features of Note: 1. Sealed cabins, both water and air tight, with a re-oxygenation system allowing submerged operation for five days continuously.

2. Detachable Pilot's Cabin. All eight crewmen may squeeze into the pilot's cabin, which may be detached from the boat as an escape pod. It is fitted with a radio beacon to attract rescuers and has a 36 hour oxygen supply. Ordinarily, the pod slowly sinks underwater, but the ballast may be jettisoned so that it floats to the surface.

3. Airlock. A small airlock (large enough for two humans at once) allows crewmen to enter and leave through the bottom of the boat. SCUBA equipment is carried as standard.

4. Booster jets are fitted to the sides of the boat. When fired, they propel the craft forward at 80 mph (129 kmph), for up to five minutes (20 melee rounds). If one is destroyed, the other is useless (unless the pilot wants to spin round and round in circles for a while).

MSS12 Submersible Freighter

Vehicle Type: RDF Submersible Supply Vessel.

Crew: 5, with up to 10 additional crew/passengers.

A.R.: 15

Speed: 10 mph (16 kmph)

Max Range: 800 miles (1,300 km)

Length: 250 ft (76.2 m)

Width: 42 ft (12.8 m)

M.D.C. by Location:

Hull — 35 *

Armored Pilot's Cabin — 35

Crew Cabins — 10

* If the hull is reduced to zero, the ship begins to take on water and sinks at the end of the following melee. If 70 points or more are inflicted upon the hull, the craft disintegrates.

Weapons Systems:

1. Six Missiles/Torpedoes on sides: The torpedoes function as missiles, except that they only travel below the water line. Any ship struck is automatically hit in the hull. Targets above the water level may not be struck, etc.

Mega-Damage: 1D6×10 M.D.

Range: 4000 ft (1220 m)

Rate of Fire: Volleys of one to six torpedoes.

Payload: 6 torpedoes.

2. Top mounted 12.7mm machinegun:

Mega-Damage: 3D4 M.D. for short burst, 6D4 M.D. long burst, 6D6 M.D. full burst.

Range: 2000 ft (610 m)

Payload: 1,000 rounds; short burst equals 10 rounds, long burst equals 20, full burst equals 40 rounds.

Features of Note: 1. Sealed cabins, both water and air tight, with re-oxygenation system, allowing continuous submerged operation for one week.

2. Detachable Pilot's Cabin, as in the Njord.

3. Emergency Airlock. A small airlock (barely large enough for two humans at once) allows crewmen to enter and leave through the side of the vehicle.

Small Freighter

This is a typical small freighter, carrying any sort of saleable cargo for military or civilian ends; foodstuffs, military hardware, chemicals, livestock, or even slaves or drugs (illegal but profitable). Most are owned by corporations, but individual free traders sometimes captain their own ships and the RDF have their own merchant fleets.

Vehicle Type: Merchant ship

Crew: 10, plus up to 20 additional crew/passengers.

A.R.: 12

Speed: 12 mph (19 kmph)

Max Range: 600 miles (960 km)

Length: 350 ft (107 m)

Width: 85 ft (25.9 m)

M.D.C./S.D.C. by Location:

Hull — 500 S.D.C. *

Bridge — 200 S.D.C.

Cabins — 400 S.D.C.

* If the hull is reduced to zero, the ship begins to take on water and sinks at the end of the following melee. If 1,000 S.D.C. points or more are inflicted upon the hull, the ship breaks up.

Weapons Systems: None.

Large Freighter

Vehicle Type: Merchant ship.

Crew: 15, plus up to 30 additional crew/passengers.

A.R.: 14

Speed: 18 mph (29 kmph)

Max Range: 1,200 miles (1,900 km)

Length: 1,200 ft (366 m)

Width: 150 ft (45.7 m)

M.D.C./S.D.C. by Location:

Hull — 1,200 S.D.C. *

Bridge — 250 S.D.C.

Cabins — 700 S.D.C.

* If the hull is reduced to zero, the ship begins to take on water and sinks at the end of the following melee. If 2,400 S.D.C. points or more are inflicted upon the hull, the ship breaks up.

These are the huge super-tankers and giant merchant ships, usually belonging to big corporations or oil companies. They may either be fitted out to carry liquids or solid cargo.

Typical Pirate Freighter

This is a “typical” pirate freighter, a converted merchantman used to carry loot away from raids. Its engine has been improved. Mega Damage resistant plating laid over the deck, and various weapons systems welded on. This example features a jury-rigged missile rack, three torpedoes, a machinegun from a Commanchero and the turret and main gun from a tank. Each pirate freighter, however, is unique, with weapons systems cobbled together from whatever the pirates could loot or salvage.

Vehicle Type: Converted Merchant ship.

Crew: 10, plus up to 30 additional crew/passengers.

A.R.: 12

Speed: 18 mph (29 kmph)

Max Range: 850 miles (1,400 km)

Length: 350 ft (107 m)

Width: 85 ft (25.9 m)

M.D.C./S.D.C. by Location:

Hull — 500 S.D.C./5 M.D.C. *

Bridge — 200 S.D.C.

Cabins — 400 S.D.C.

Missile Rack — 300 S.D.C.

Auto Cannon turret — 50 M.D.

* If the hull is reduced to zero, the ship begins to take on water and sinks at the end of the following melee. If 1,000 S.D.C. points or more are inflicted upon the hull, the ship breaks up. Note that Mega Damage resistant armor is attached to the top of the deck, so that from above only M.D. weapons are required.

Weapons Systems:

1. Air-Cooled Auto Cannon, mounted above the bridge.

Mega-Damage: 2D8 per blast

Range: 6000 ft (1830 m)

Rate of Fire: 4 per melee.

2. Missile Rack on the main deck

Mega-Damage: Varies

Range: Varies with missile type

Rate of Fire: One missile per melee

Payload: 10 short-range missiles (usually light or medium High Explosive).

3. 12.7mm machinegun on the bow.

Mega-Damage: 3D4 for short burst, 6D4 long burst, 6D6 continuous.

Range: 2000 ft (610 m)

Payload: 400 rounds; short burst equals 10 rounds, long burst equals 20, continuous fire equals 40 rounds.

4. Three short range missiles/torpedoes on side

Mega-Damage: 1D4×10

Range: 2000 ft (610 m)

Rate of Fire: One torpedo per melee.

Surveillance Pod

Fitted onto an airplane in place of a medium-range missile or missile pod, this metal lozenge contains sensitive radar and radio equipment. The radar range is 150 miles (241 km), tracking aerial and major ground-based targets (missiles, tanks, mecha, etc.) and its radio receiver intercepts and records all incoming radio transmissions on any channel for later decoding. The pods are in use with the RDF and baronies, but are most popular with the E.B.S.I.S.

Optional Rules

Languages

The dominant language in the world of Robotech is American English and is the official language of the United World Government, RDF and the Armies of the Southern Cross. All characters are assumed to speak this or some other form of English. However, the G.M or players may want to incorporate other languages into the campaign. In Africa, for example, rebel groups might insist on using their old traditional African languages (Yorba, Swahili, Xhosa, Bushman, Zulu, or one of scores of other tongues), and Arabic is important to the Moslems who dominate the north. German, Portuguese, Afrikaans and French may also be spoken in some parts of the Sector. In a campaign emphasizing intrigue, characters might also find it useful to know languages other than English, so that they can confound eavesdroppers when speaking together and to pick up local gossip.

If you want to use a variety of Languages in your Robotech campaign, characters may choose to take extra languages in place of “Other” skill slots. Any character may learn any number of languages, at a cost of one skill each. Military Specialists receive a +10% bonus on each language. Urban Specialists receive a +20% bonus.

Language: Characters with the language skill can understand, speak and write in ONE language other than their own native tongue. The character need not make a skill roll in normal conversation, but may have to roll in special circumstances; e.g., when trying to “pass” as a native language speaker, when listening to others who are whispering or have strong accents or different dialects, quickly scanning a text, understanding technical instructions, and similar. **BASE SKILL:** 50+5% per level of experience.



Urban Specialist O.C.C.

The urban specialist is trained or is naturally experienced in dealing with investigations, undercover work, bodyguard and courier duties, assassinations, and other operations based in towns and cities. They are spies and secret policemen who work for Bureau Six, local rulers, or terrorist groups.

Their roles are similar to some Military Specialists, but they are expected to interact with civilians, spies, terrorists and criminal groups, rather than with heavily armed enemies. Their skills and equipment reflect this: they do not necessarily gain any weapon proficiencies and have little instruction in handling expensive military hardware, but are good investigators and spies.

Urban Specialists are not members of the Robotech Defense Force, nor of the Armies of the Southern Cross. They are intended primarily as an O.C.C. for non-player characters (Bureau Six, Lagos's terrorists, etc.). If the Game Master intends to allow a player to pick this O.C.C. for his character, then you have three options: 1) Waive the rule preventing Urban Specialists from learning to pilot mecha; 2) give the character a split character class; 3) have the player roll up a secondary character, in addition to his Urban Specialist, such as a Destroid or Veritech pilot who only comes into play when the adventure precludes the Urban Specialist.

A player character Urban Specialist might be assigned to the characters' command by Bureau Six as an observer and advisor, he might be a freelance operative, or he might be a specially trained member of the RDF's or Southern Cross' own military police.

Experience: Same as Military Specialist.

Attribute Requirements: I.Q. 12, M.E. 12, M.A. 10.

O.C.C. Skills:

- Cryptography (+10%)
- Radio: Basic (+10%)
- Radio: Scramblers (+10%)
- Intelligence (+5%)
- Interrogation (+15%)
- Pick Locks (+15%)
- Prowl (+20%)
- Hand to Hand: Basic *

* Hand to Hand: Basic may be upgraded to Hand to Hand: Expert or Martial Arts at the cost of one "other" skill.

Other Skills: Select 14 other skills; at least 5 must be espionage skills.

Communications: Any (+5%)

Domestic: Any

Electrical: Basic electronics only.

Espionage/Military: Any (+5%)

Mechanical: Automotive repair only.

Medical: Criminal science/forensics, first aid or paramedic only.

Physical: Any

Pilot: Automobile, motorcycle, truck, airplane or helicopter only.

Pilot Related: None

Science: Basic mathematics only.

Technical: Computer operation or photography only.

Weapon Proficiencies: Any

Authorized Clearance Upon Assignment: Bureau Six operatives may request any vehicle which they can pilot, any firearm, body armor, and any sensory, surveillance and communications equipment. Many, however, like to carry as little high-tech equipment as possible, as such equipment may blow their covers (secret identities).

Standard Equipment: One firearm, usually something nondescript and unobtrusive — e.g., an automatic pistol or sub-machinegun, hand-held communicator and pocket scrambler. A blackjack and/or nightstick, and handcuffs are also available. The character *may* have access to additional weapons and equipment depending on the nature of his assignment and the availability of equipment.

Monthly Wages: Bureau Six pays its officers a basic 2,500 per month, rising to 6,000 or even more for operatives above 6th level.

Pay from other agencies varies, and freelance Urban Specialists can earn anything from mere board and lodging to 30,000 per mission.

Personal Savings: 3D6x100 to start.

Civilian O.C.C. Non-Military Personnel

Not everyone who lives in the world of **Robotech** or fights to survive is a trained warrior or mecha pilot. Some are just ordinary people who refuse to sit idly and watch their race get destroyed by marauding aliens. Others are opportunists (good and evil) trying to carve a life or make a fortune in a depressed and dangerous world. Most non-military personnel will never learn how to pilot mecha, but can learn how to use a radio, pilot a truck or helicopter, and use most weapons and armor. These characters can include civilian freedom fighters, militia men, scouts, terrorists and bandits to merchants, factory workers, technicians, farmers, and other civilian occupations.

Attribute Requirements: None

S.D.C. Bonus: 4D6; plus any bonuses from physical skills.

O.C.C. Skills:

Pilot Automobile (+5%)

Cook (+5%)

Basic Mathematics (+4%)

Speaks two Languages (60%+5% per level of experience)

Literate in one Language (45%+5% per level of experience).

Special: Three Additional O.C.C. Skills: The character has professional or special training in one area. Select three skills and add a one time bonus of +10% to each of them. All three skills must be from the same one (or two) "skill category." For example: A truck driver will select three piloting skills (+10% skill bonus for each), a laborer or athlete will select three physical skills, a computer technician will select a total of three skills from computer and communication skill categories, a bandit from espionage and/or physical categories, and so on. Players should also exercise some logic by choosing appropriate skills. A character with an I.Q. of 4 is not going to be a medical doctor or astrophysicist! Game masters should supervise skill selection and approve (and modify if necessary) all

choices. **Note:** Vagabonds and beggars do NOT get these three special skills, go directly to “Other Skills.”

Other Skills: Select 9 other skills.

Communication: Any, except laser and cryptography.

Domestic: Any (+5%)

Electrical: Any except mecha electronics.

Espionage: Any except forgery and impersonation.

Mechanical: Any, except mecha and Veritech mechanics.

Medical: First Aid; any others count as two skill choices and medical doctor as four skill choices.

Physical: Any, except hand to hand: expert. Boxing, gymnastics, acrobatics and wrestling count as two skill choices each, martial arts as three.

Pilot: Any conventional vehicle, including helicopter and jet (+5%).

Pilot Related: Navigation and read sensory instruments only.

Science: Any (+4% on math skills only).

Technical: Any (+5%), excluding both demolitions skills.

W.P.: Any

Standard Equipment: An automobile, jeep, or motorcycle. A modest wardrobe with two sets of work clothes, one set of good clothes (Sunday best) and a handful of casual pants, shirts, T-shirts, a cap or hat, a pair of sneakers, hiking boots (dress shoes if appropriate), plus sunglasses, a flashlight, hunting knife, small hatchet, compass, wristwatch, utility belt, frying pan, canteen or water skin, backpack, duffel bag or suitcase, and some personal items. Weapons are generally limited to S.D.C. weapons; select two.

Month Wages: Pay will vary dramatically. Skilled professions are likely to pay 300 to 600 credits a week. Manual labor and unskilled work are likely to pay 75 to 200 credits a week depending on the job and the employer. Some of the lowest paying jobs will include so-called “perks” such as one or two inexpensive meals a day and basic housing, typically a tent, shack or barracks.

Personal Savings: 2D4×10 credits.

Experience: Same as Communications Engineer.

United World Government

“Good afternoon - do come in! Would you like a sherry perhaps...? A coffee, then...? Very well, then just take a seat and we’ll see what we can do for you, hmm?”

“I’m delighted to have you here, really. There is too much friction between our office and the military. And I’m always delighted to have a chance to talk with you people.

“Now, we aren’t the guys in the front lines. We aren’t the ones dodging missiles and keeping the Zentraedi back, and ultimately we are not the heroes of this war. You alone are the heroes - the RDF and the Southern Cross.

“Still, we have a few meager skills and talents that the military lacks. You may think we talk to much, or that we spend too much time filing papers and writing reports. Ah, I see that you do.

“Well, in our humble way, we play our part, too. In fact, you might say that we are your lifeline. We collect the taxes that fund the planet’s defense. We keep the peace amongst all the squabbling local factions.

“We also keep law and order, see that the economy survives, provide education, provide famine relief and much more. All of the day to day things that make human life worth living, which are reasons for fighting the Zentraedi. Why, if we didn’t care about prosperity, freedom, learning, or art — if we just gave ourselves over wholly to fighting — then we would be no different than the Zentraedi and there would be no point in defending our planet.”

The UWG is as vital as the military. We must work hand in hand or anarchy will claim us all.

An excerpt from a conference with a UWG representative.

In theory, the United World Government (UWG) unites, controls and directs the African Sector and much of the world. It functions exactly like most governments in the area of collecting taxes, providing public services, transportation, communication, defense, and so forth. It provides rudimentary welfare and health-care systems by way of scattered famine relief stations and shoestring hospitals. Unwanted refugee camps often spring up around these facilities. They are unwanted because they often strain the community’s resources and are breeding grounds for disease and crime. Food and medical resources are scarce even among many of the major African towns and cities; the UWG is unwilling to upset the military or local businessmen by allocating too much of it to the continent’s homeless and starving millions.

Education is another area mismanaged by the UWG. Except in the richest communities, most African children receive only the most rudimentary

education at a village school or in shacks at refugee camps. Teachers are frequently volunteers whose skills range from good to terrible, depending on the individual. There are no formal guidelines or set standards of education. Many communities have no formal schools at all, so its children are tutored by their parents or elders. An estimated 50% of the people are illiterate and have few marketable, modern skills. Among the educated, most have the equivalent education of 7th grade or less. Only the children of the privileged and wealthy, an estimated 10% of the overall population, receive excellent education in well equipped public or private schools. Many of these privileged students are groomed for jobs in business, government or the military.

Although the UWG tries to oversee and encourage the development of communications, power stations, sanitation, agriculture, and law and order, these things are almost always handled on a local level, often by private firms who have little interest in the welfare of the people, (and a great concern for profit and government dollars. Thus, some are run efficiently while others are terribly mismanaged.

There is no national mail service, except between RDF bases. Telecommunication is available only in the largest or wealthiest communities; typically controlled by large firms and local governments. Distribution of goods and services is also poor, although the military convoys and supply lines are strong and the RDF helps to build, maintain and protect major roadways.

The largest single service provided by the UWG is defense funding for the RDF and the fledgling Southern Cross. Over 70% of the Sector’s government expenditures go toward defense. Most people accept this vast allocation as a necessity. After all, the RDF and Southern Cross are all that keeps the Zentraedi from dominating the continent. Some people in the military complain that they should get even more funding (the second largest area of government expenditure is its own bureaucracy, and senior government officials live in luxury, while the soldiers in remote areas die from lack of ammunition or medical facilities). Other forces are willing to gamble with their future for a little extra cash and push for cuts. Some of the most impoverished and desperate would rather live as slaves under the Zentraedi than starve to death under the “safety” of the UWG. In many remote areas, the people try to avoid paying taxes or otherwise contribute to the government’s war effort. This is very frustrating for the United World Government, because the African Sector is extremely poor and must be subsidized with revenues and materials from other parts of the world (and from people who don’t share the UWG’s views regarding maintaining such an extensive military force in Africa). Some argue that they should just abandon the Sec-

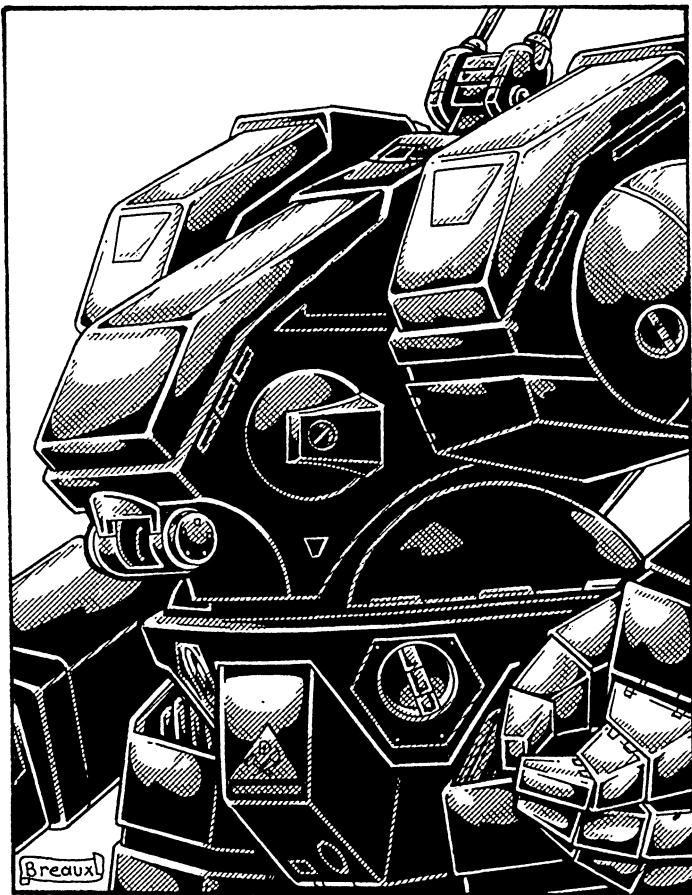
tor entirely, withdraw the armed forces and concentrate on more economically viable areas within the global community.

Government Offices

The United World Government (UWG) has established offices in every major city, and some of the larger towns. From these offices, they attempt to collect taxes, recruit soldiers, run schools, establish hospitals and supervise other services.

In practice, these operations are usually dismal failures. Over half of the estimated taxes remain uncollected, recruitment to the RDF is lower here than in any other Sector, and RDF soldiers are occupied guarding government buildings and policing the surrounding areas. Local businessmen, religious leaders and chieftains - who are often the real powers in the Sector - claim that these RDF "Police" are just brutal thugs, using their superior firepower to enforce the UWG's will on the local people. The Government wishes this were so: it is a rare achievement for them to enforce their will over anyone in the African Sector.

The average UWG office in Africa is a high-rise block of glass and steel, usually encircled by wire fences and concrete walls. Local mobs - either with legitimate grievances or spurred on by local power-brokers - often gather to jeer and throw rocks at these buildings, and it is not unusual for grenades or even LAW rockets to crash through office windows.



Government & The RDF

The relationship between the UWG and the Robotech Defense Force (RDF) is strained, but the two need each other.

The military needs the government to pay for their peacekeeping and reconstruction efforts, but resents the government's slow, painstaking diplomacy, the unevenness of the government's brand of justice, and the luxury that so many UWG officials enjoy while so many others suffer. The military thinks that the government drags its feet and achieves too little too late.

The government officials, on the other hand, need the armies to hold the Zentraedi at bay and give them muscle against local dissenters, but bemoan the officers' political naivety and what they consider to be blundering shortsightedness. Where the military would just find a short-term solution to a given problem and impose it with maximum force, the officials favor building long-term solutions with as little violence and acrimony as possible. Many officials consider soldiers to be brutes with no understanding of politics or diplomacy.

Political Structure

The World Government in this Sector is run by eighteen Governors. These are senior bureaucrats, each appointed to a major industrial or administrative city, e.g. Governor of Lagos, Governor of Luanda, etc., or to broad geographical regions, e.g. Governor of Old Zaire, Governor of the Angolan Coast. Few Governors are native Africans and few enjoy the support of the local people. They are simply sent in by the UWG to ensure that taxes are collected and to maintain some measure of law and order. They communicate with one another by satellite up-links and enforce their rule with the fire-power of the RDF.

Local Administrators oversee towns and smaller regions. Ambassadors and their entourages visit or establish embassies in the baronies. Other important bureaucrats include economic advisors, technical experts, administrators, regional tax assessors, etc., and all require the services of a staff of clerks, technicians, accountants, secretaries, cleaners, caterers, drivers, negotiators, and so on.

Markus Geertz

Markus Geertz is a *typical* senior official serving the United World Government. Use him as an example of a local Governor, ambassador, or visiting dignitary.

Alignment: Unprincipled; other characters can be any alignment but most will be unprincipled and anarchist — ultimately self-serving, power hungry or zealots. Of course there is the occasional humanitarian, but they tend to be a rarity in the UWG.

Attributes: I.Q. 15, M.E. 14, M.A. 17, P.S. 8, P.P. 9, P.E. 11, P.B. 14, Spd. 7

Hit Points: 21

S.D.C.: 20

Age: 55 (typically 35 to 75).

Weight: 155 lbs (70 kg)

Height: 5 feet 11 inches (1.80 m)

Disposition: Charming, tactful, friendly. Apparently helpful and caring, but really astute and devious.

Level of Experience: Civilian, 3rd Level.

Skills of Note: Intelligence 80%, pilot automobile 96%, pilot airplane 82%, pilot helicopter 72%, mathematics: basic 97%, computer operation 75%.

Personal Profile: Geertz is a career diplomat, combining a natural intelligence and personable manner with the confidence and education which comes from a privileged upbringing. He sincerely wants to help rebuild the world into a stable, prosperous planet, like the western world was before the Zentraedi arrived and has learned that he can't be too scrupulous about how the reconstruction takes place.

With a master's degree in economics, he counts recovery in largely financial terms, and though he claims to sympathize with the poor who must suffer while the reconstruction takes effect, he cannot possibly empathize with them nor relate to their plight. He moves easily amongst the rich and influential, speaks their language and shares their concerns.

Politics: His policies inevitably benefit big business and the land-owners, while he remains quietly suspicious of the great power of the military. Ideally he would like the RDF and Southern Cross to be the UWG's loyal lap-dogs, but he has sometimes found it necessary to bow before the Generals' demands. He truly believes that a politically powerful military will benefit no one and that the planet must stand united. But then, it is in his interests to believe that.

Bureau Six

Bureau Six (aka B-6) is a semi-secret organization within the United World Government. Its duty is to investigate and prevent acts of treason and rebellion throughout the world, and it is the only civilian organization with jurisdiction over the RDF and Southern Cross.

Bureau Six does not seek publicity. Military officers and UWG bureaucrats all know that it exists, but avoid talking (or even thinking) about it. Wily politicians and freelance operatives (Military Specialists, Urban Specialists, etc.) may also have discovered the organization. Bureau Six has broad powers of search and seizure. Its officers may rummage around civilian or military files, impound any data or “evidence” at a whim, spy on suspects and arrest just about anyone they please. They may then bring charges against any suspect, civilian or military, leading to a trial in a UWG court. Of course, they must be tactful. Arresting Generals, Colonels, soldiers and civilians without good reason would anger the RDF and other forces, which could endanger their continued operation. Annoying UWG big-wigs could lead to greater restrictions and/or a reduced budget. Furthermore, the ultra-conservative zealots of the Bureau are well intentioned and seek global unity, law and order.

At the moment, Bureau Six has no “teeth.” That is to say that it has very few field operatives or policemen directly under its control/pay. Instead, it must depend upon the good will and co-operation of the RDF, Southern Cross and local police forces. The leaders of the Southern Cross have shown the greatest cooperation and with time, Bureau Six will evolve into the **Global Military Police (GMP)** under the auspices of the Army of the Southern Cross (the GMP will actually be a gentler, less extreme organization).

The **African branch of Bureau Six** is run by a man named Beant Kashmiri, who occasionally makes clandestine visits to key UWG offices (like Lagos or Luanda), but who actually keeps his main offices in Bureau Six’s secret HQ in Scandinavia. Beneath Mr. Kashmiri are the Bureau’s officers. There are five to ten operatives in Africa at any given time, usually concealing their identities even from the UWG. They are responsible for organizing networks of spies and agents, paying informers, and similar covert operations. They rarely get their hands dirty and often appear at the end of a military investigation to pull rank and to throw their weight around — ransacking offices, impounding computers, arresting suspects, and generally doing all the things that their inferiors are not legally allowed to do.

The Bureau’s agents are its rank-and-file operatives. Most are specially trained or recruited from the military to serve as the undercover agents, spies, thieves, information gatherers, and investigation specialists who actually get the Bureau its information and carry out its plans. Most characters will be considered Military Specialists or Urban Specialists, others will be “independent contractors,” mercenaries and scoundrels outside the agency, but hired by the Bureau to work for them. There are even Bureau Six agents secretly serving with the RDF and Southern Cross. These agents have no special authority or legal rights; they just serve as spies and sympathizers who report on the activities and conduct of their fellow soldiers. However, if they are arrested for their activities, Bureau Six will be able to get them out of trouble. Bureau Six makes sure that its agents don’t know too much about its operations or other operatives. It frequently abandons captured agents or arranges for their disappearance, rather than risk an attempt to free them. Especially if they are “independent contractors.”

Beant Kashmiri

Beant Kashmiri is the current head of Bureau Six. He is not a particularly likeable man, but is driven, loyal and an excellent administrator.

Alignment: Aberrant

Attributes: I.Q. 18, M.E. 12, M.A. 13, P.S. 10, P.P. 11, P.E. 11, P.B. 12, Spd. 10

Hit Points: 31

S.D.C.: 30

Age: 59

Weight: 173 lbs (78.5 kg)

Height: 5 feet 11 inches (1.82 m)

Disposition: Cynical, dictatorial, deeply concerned for the Africa Sector, but in a cold detached way. His continence is usually that of a frowning face with a brandy glass in his hand.

Level of Experience: 8th level Military Specialist.

Skills of Note: Cryptography 74%, radio: basic 94%, radio: scrambler 84%, radio: satellite relay 69%, detect ambush 98%, detect concealment 98%, intelligence 98%, interrogation 94%, hand to hand: expert, prowl 94%, pilot automobile 98%, pilot jet 98%, mathematics: basic 98%, W.P. revolver, W.P. automatic pistol, and W.P. semi & fully automatic rifle.

Rank: Bureau Six Sector Chief.

Personal Profile: Before the wars, Beant Kashmiri was a policeman in the north of India, but the global war of the late '90s led to his involvement with counter-intelligence work. In the chaos after the first Zentraedi assault, he led an alliance of criminal, political and business interests, attempting to rebuild the shattered state of the Punjab. When order was reestablished, he handed the area back to the United World Government and accepted a post as Bureau Six officer responsible for most of the north of the India Quadrant. When the post of African Sector Chief became vacant four months ago, he was selected for the job, and he is still just settling in.

Kashmiri’s idealism was destroyed long ago. The Zentraedi assault has only bred a deep sorrow and despairing cynicism in him. He doesn’t believe that humanity will survive the century. He’s not even sure that humanity has the right to survive. As far as he can see, the entire race is greedy, cruel and stupid. Yet despite this cynicism, he battles on to protect the planet and preserve some kind of order, displaying a surprisingly deep concern for his fellow humans. The human race may be doomed, but fighting for its survival is better than giving up. The UWG may not be perfect, but it’s better than anarchy or bloody chaos.

He is a thoroughly miserable man, with a tendency to drink too much. He isn’t rude or unfriendly, but he can’t be bothered to be charming, witty or conciliatory. He just gives orders and expects people to get on with them.

Politics: Order, stability and strength are Kashmiri’s main concerns. Everything is doomed, so, he figures, just preserve the order, keep it stable and shore it up for as long as possible. He suspects (correctly) that RDF officers in Africa were responsible for his predecessor’s death, but he has no inkling of General Zhu’s plans: if he were to discover the plot he would do all he could to wreck it. Unfortunately, he does not have enough influence to topple Zhu and does not wish to start a civil war within the UWG. He would be dependant upon using or recruiting agents within the RDF (like the player characters), and would want them to report directly to him whenever possible. These “agents” would be given what support and clout he can muster, which may not be much, especially without concrete evidence. Furthermore, characters who are reckless and/or too “visible” or vocal will be abandoned as fools left to their own fate.

Cassandra “Cassie” Blakemore (NPC)

Blakemore is a “typical” young Bureau Six officer. Game Masters can use her as a contact or superior for continuing Bureau Six characters and activities (which may or may not directly involve the player characters), or as an irritation to the player characters in continuing adventures. If the player characters merit investigation by Bureau Six, for

example, she might be the officer in charge of the investigation. Any suspicious behavior may be investigated by B-6 with Ms. Blakemore in charge. If the characters are working for the B-6 as informers, investigators or enforcers, she may be their contact or even their secret mission leader. If she likes their work or considers them desirable agents or dupes, she may manipulate the characters into service (and adventure) on the Bureau's behalf.

Alignment: Unprincipled

Attributes: I.Q. 15, M.E. 14, M.A. 7, P.S. 9, P.P. 14, P.E. 13, P.B. 12, Spd. 13

Hit Points: 19

S.D.C.: 30

Age: 31

Weight: 136 lbs (61.5 kg)

Height: 5 feet 8 inches (1.73 m)

Disposition: Cold, calculating, sometimes testy, rarely using expressive gestures or showing emotion. Sometimes tries to flirt or feign friendship with potentially useful contacts, but can't keep the effort up for long.

Level of Experience: 5th level Military Specialist (typical agents range from 2nd to 8th level experience).

Skills of Note: Cryptography 55%, radio: basic 75%, radio: scrambler 65%, radio: satellite relay 50%, surveillance 65%, detect ambush 75%, escape artist 65%, forgery 65%, intelligence 80%, impersonation 70%, interrogation 75%, sniper, automotive mechanics 75%, hand to hand: martial arts, pilot automobile 98%, pilot truck 92%, pilot helicopter 80%, W.P. knife, W.P. revolver, and W.P. semi & fully automatic rifle.

Rank: Bureau Six Officer.

Personal Profile: Cassie Blakemore is a retired RDF soldier who now works for a UWG famine relief charity in the African Sector. At least, that's her cover.

In fact, she was recruited by Bureau Six from the RDF. Posing as a charity worker, she is free to move around Africa as she pleases. The charity she claims to work for does in fact exist, and even has her listed as a "consultant" in their records. Under this cover, she can get into RDF bases, forts, civilian businesses, UWG buildings and local militia bases, ostensibly begging for spare blankets, tents, food, or medicines for the needy or military protection and support for her "relief" efforts. In reality, she might be visiting a facility to gather information, or pass on orders, do a little spying, or just to keep up on local gossip. She may get the RDF or police to protect her and other operatives posing as relief workers, or escort her and a cargo of contraband, weapons, or supplies (or information) disguised as crates of food or medicine, and so on. Originally from the US, Cassie's complexion is dark enough to allow her to pass as an African and she knows enough about Islam to move unnoticed in the Islamic Republic.

Having lost her entire family in the Zentraedi attack, she is a dour, humorless woman. Furthermore, the strain of constantly plotting and deceiving is taking its toll on her, and she is becoming increasingly touchy and bad tempered. She has asked for a desk job back at the HQ in Scandinavia, but has been told to stay out in the field. Two things which are guaranteed to annoy her are macho, arrogant soldiers (intelligent, reasonable soldiers she doesn't mind) and people calling her "Cassie" (which she regards as a feeble and irritating name). She insists on being called Blakemore.

Politics: Blakemore is past politics. She doesn't care. She does her job, one day at a time, just concentrating on maintaining her deceptions and staying alive. She is vaguely aware that all she does is for the good of the planet; or so people keep telling her ... but she isn't sure that she believes them anymore. It's easier not to think about it.

Maduabuchi Abiola NPC

Abiola is a "typical" Bureau Six civilian agent, an individual conned into serving them for little reward. He could be used to pass information on to characters or run errands for them if they worked for Bureau Six, or he might spy on them or try to talk information out of them if they came under suspicion of treason.

Alignment: Principled and well meaning.

Attributes: I.Q. 11, M.E. 13, M.A. 12, P.S. 11, P.P. 8, P.E. 10, P.B. 11, Spd. 10 (the attributes will vary dramatically from agent to agent).

Hit Points: 14

S.D.C.: 15 (may vary with the character's background)

Age: 21

Weight: 161 lbs (73 kg)

Height: 6 ft (1.83 m)

Disposition: Eager and friendly, though sometimes nervous and easily startled. He is given to long monologues about how the world could be a better place.

Level of Experience: First level Civilian (other agents range from 1st to 4th level experience).

Skills of Note: Cryptography 35%, cook 58%, basic electronics 45%, intelligence 50%, impersonation 44%, pick pockets 35%, automotive mechanics 55%, hand to hand: basic, prowl 45%, pilot automobile 84%.

Rank: Bureau Six field agent.

Personal Profile: Maduabuchi Abiola is an ex-auto mechanic, now a refugee. He receives a small stipend from Bureau Six (200 per month) to help with his living expenses and he does odd jobs, fixing cars or electrical appliances, carrying messages, driving cars, etc.

Abiola is an idealist. He longs to see a world united in fraternal love, where petty tribal rivalries don't escalate into bloody feuds and brother no longer murders brother for a handful of flour. Both of his parents were killed in riots after the Zentraedi attack and his sister was hung for looting.

He can often be found sitting around refugees' fires or in seedy liquor joints, talking dreamily about a coming era of freedom, democracy, wealth and happiness.

Politics: Working for the UWG, in however petty a capacity, is Abiola's way of building towards his dream of planetary union. Of course, the Bureau tends to exploit his idealism, but he is happy to be exploited.

The Major Baronies

A "barony" is simply an independent state, nation, or other political unit, which is able to ignore the United World Government (UWG) and run its own affairs.

This is not as simple as it sounds. The UWG has little patience with people who have the nerve to run their own societies and often brands them "rebels" and "traitors." The RDF and Southern Cross often "intervene" (i.e. invade) in countries who try to secede from the union. So the country must be able to defend itself from the military mecha, tanks and aircraft, or it must be so insignificant (so poor) that the UWG would gain nothing by invading.

As a rule, the UWG will attempt to recapture any area of land where a year's tax revenue is greater than the cost of the invasion. "Cost" of the invasion is measured in terms of the price of RDF and Southern Cross hardware (mecha, vehicles, etc.) and manpower (troops) needed to retake the barony. The Wastelands of Africa are full of baronies too impoverished to concern the World Government.

Only three major baronies currently exist in the African Sector. That is to say, there are only three states which are wealthy enough for the UWG to want to control, but strong enough to remain independent. They are detailed below.

The Ethiopian Free Holding

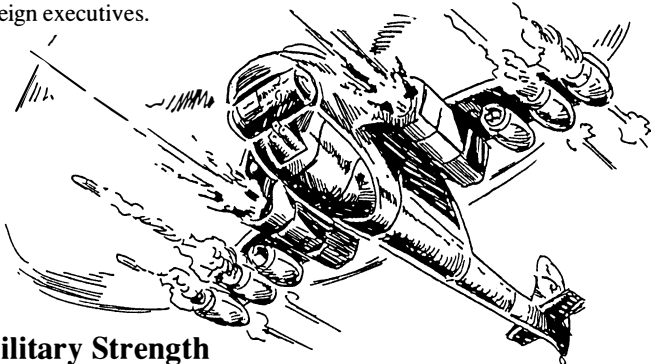
In 2013, an American industrialist named John J. Needleman II established a set of industrial complexes in the Wastelands of old Somalia. These included refineries, processing off-shore gas and petroleum pumped by Needleman's platforms, and a series of small factories clustered around natural harbors.

The factories churned out cut-price consumer goods, exporting them by land to North Africa and by sea to India. Munitions workshops were also established, allegedly selling to Zimbabwe and the Islamic Republic. There are also rumors of factories producing synthetic drugs. In 2014, the World Government launched an investigation into these rumors, but their inspectors were not permitted into the factories. Nonetheless, they discovered evidence of arms factories and slave labor. The UWG threatened to arrest Needleman. The industrialist retaliated by hiring mercenaries and established a considerable private army.

In January 2015, Needleman declared the **Ethiopian Free Holding** an independent barony, outside of United World Government's jurisdiction. The RDF considered military action, but Needleman's private army had grown to include tanks and jet fighters. A blockade was considered, but the UWG needed the petroleum and gas refined by Needleman and finally recognized the barony as an independent state.

A pipeline now carries gas from the Free Holding to eastern Africa, and Needleman's consumer goods, petroleum, weapons and drugs are still shipped across Africa and into India. Conditions in the factories are likened to concentration camps, with micronized Zentraedi and human mercenaries brutalizing the enslaved work force. Pirates often stop over in these ports to refuel and sell their captives, providing both naval defense and fresh workers for the barony.

The Free Holding is owned and run as a business, entirely controlled by John J. Needleman II, who is both Chief Executive Officer of the **Needleman Corporation** and President-for-Life of the **Ethiopian Free Holding**. His henchmen include members of his family (notably John J. Needleman III and Thomas John Needleman, his sons) and well-paid foreign executives.



Military Strength

The Ethiopian Free Holding's armies are commanded by *Carlo Cuccia*, a renegade RDF Major, currently wanted by the United World Government for war crimes in the Indonesia Quadrant. These armies include 1,600 infantry, all well trained and experienced mercenaries equipped with body armor, M-16 rifles and plenty of heavy weapons. The army functions as the barony's front-line defense, police force and guards over its slave-camps. **G.M. Note:** The soldiers are both human and micronized Zentraedi; typically 1D4+1 levels of experience as soldiers in some army or another; about 25% have served in the RDF or Southern Cross.

The Ethiopian military also has 53 tanks and approximately 60 other armored, military vehicles; bought legally or on the black market or

"leased" from the Zimbabwean Army. 12 Commanchero helicopters, 18 Adventurer II's, six Sea-Sergeant helicopters and two dozen commercial (non-combat) aircraft make up the Ethiopian Air Force. The country has no navy, but at any given time, 2D6 assorted pirate boats loiter in the ports, and these may be hired by Needleman to defend the barony or to engage in cargo transport and drug-running.

The Needleman Corporation has assets in India and America, although the Ethiopian Free Holding is where its most profitable enterprises and world headquarters are located. This gives Needleman a great deal of influence in the world's business community. The vast amounts of petroleum provided by his nation also give him leverage in the global community. Ethiopia also enjoys good relations with the New Empire of Greater Zimbabwe.

John James Needleman III

Alignment: Miscreant

Attributes: I.Q. 13, M.E. 19, M.A. 7, P.S. 10, P.P. 8, P.E. 12, P.B. 14, Spd. 13

Hit Points: 28

S.D.C.: 10

Age: 36

Weight: 182 lbs (82.5 kg)

Height: 6 feet (1.83 m)

Disposition: A loud, brash, self-satisfied chauvinist, who expects to be the center of attention and throws violent temper tantrums if he can't get what he wants.

Level of Experience: 5th level Civilian.

Skills of Note: Forgery 65%, intelligence 80%, interrogation 65%, pilot automobile 98%, pilot airplane 89%, pilot helicopter 80%, pilot jet 80%, pilot boats: sail 98%, pilot boats: motor 91%, mathematics: basic 98%, and computer operation 85%.

Rank: Executive Vice President, Needleman Corporation.

Personal Profile: John J. Needleman III is the eldest son and heir to the Needleman Corporation's founder and President, John Needleman II. He has been brought up to care for no one but himself, and to seek fortune and power without regard for the suffering of others. He can rehash all of the standard excuses for unfettered exploitation ("It's a necessary evil, just a temporary evil to get the world through its present crisis.", "You have to remember that without businessmen like me, our nations would simply collapse into anarchy.", "The bleeding-hearts are always exaggerating.", etc.). The bottom line is he really doesn't care if others suffer or die to make him wealthy.

John J. III positively wallows in his power and privilege. He loves the feeling of being superior to others, controlling lives, and playing games. Ever since he was a child, he has gotten whatever he wanted, first toys and attention, then sex and money. He has killed his slaves on a whim, and starved others so that he could afford the latest luxury sports-car, yacht, etc. In a sense he has just never grown up. He's just a spoiled (evil) child. But this child has the power to kill in his selfish tantrums and no one in the nation will hold him to account for his crimes.

John J. Needleman III helps to direct the activities of the Needleman Corporation. He often receives visitors from outside - representatives from other firms, the United World Government, the RDF, Zimbabwe and others. He may also be sent abroad to negotiate agreements and trade with these and other groups. He demands respect and expects others to show it to him, at least when in public. He doesn't care if his respect is born from fear or hatred, he just wants it as one of the privileges of power. His father is frequently out of the country overseeing corporation assets elsewhere, which means John J. III is the most powerful man in Ethiopia. However, he craves more money and power. He will go along with any apparently safe scheme that promises him power or wealth, or increases the Corporation's profits. He would even consider plotting against his own father, if the plan seemed fool-proof.

The Islamic African Peoples' Republic

In the wake of the Zentraedi planetary assault of 2011, order collapsed in northern Africa. The economy and local bureaucracies disintegrated. Rebel groups took the opportunity to strike at the United World Government. Riots, looting and murder filled the streets. Tribes and religious groups, previously held in check by the UWG, took the opportunity to settle old scores and recommence ancient feuds.

By 2013, local chiefs, warlords and religious leaders had managed to establish some degree of order, carving out little baronies and forming loose tribal pacts. The United World Government also began to reassert its authority and dispatched the RDF to pacify many of the more hostile forces in the lands to the south.

Between September 2013 and the February of 2014, an ex-soldier and Moslem chieftain named *Sayad Abd-Allah* came to dominate the northern stretches of North Africa. Through a diplomatic mixture of charisma, negotiation, threats and crass violence, he forged the warlords and corporate magnates into an alliance strong enough to face down the UWG!

The Islamic Republic is formed from a variety of smaller baronies, city states, and tribal communities. Each is run by their own local government which ranges from bloody tyrants to revered holy men, to democratic parliaments.

Large issues like the system of law and courts, prisons, the licensing of preachers, censoring the media, and so on, are decided by an Assembly. These Assemblies contain envoys from the petty rulers, leading religious thinkers, senior soldiers and other representatives who vote to pass laws and appoint bureaucrats.

Defense (i.e. control over the Republic's big guns) and foreign relations (mainly negotiating with the UWG and RDF) are the personal responsibilities of Sayad Abd-Allah. He also tends to overstep his authority when the Assembly displeases him, arresting or killing people who oppose him, but since he controls all of the big guns, no one complains too loudly.

Internally, the Republic is much like any other stretch of Africa, with a mix of forest, savanna, desert, farmland, towns and small industrial cities all bounded to the north by arid Wastelands. Tribal groups stick to their own reserves, and the real power is the army.

Islam is the Republic's only official faith. Other religions may be practiced, but not in public, and no other faith may seek converts. Unbelievers must also pay an extra tax for the "privilege" of being allowed to follow their own religions. Tribal religionists, secularists and Christians occasionally demonstrate or form terrorist organizations, and as a result the Assembly is considering persecuting or expelling several minority groups.

The Republic has also adopted Islamic ("sharia") Law. This dictates, as examples, that a woman's evidence in court is only worth half of a man's, that thieves automatically have a hand amputated as punishment, that a man may divorce his wife but not vice versa, etc. Women, incidentally, are obliged to "veil" themselves; to cover their hair and most or all of their flesh (a handy disguise for slightly built spies infiltrating the Republic).

Military Strength

Under the supreme command of Sayad Abd-Allah, the Islamic Republic has a sizable army, comprised of some 20,000 regular troops, 300 tanks, 80 jet aircraft and 1,600 other vehicles. It even has six rebuilt RDF mecha.

Most of the army's hardware is old fashioned, late 20th-Century equipment. M-16s and AK-47s are standard issue. **G.M. Note:** Most of the tanks are described on page 76 of the **Robotech RPG**. Some vehi-

cles and the mecha have actually been brought to the Republic by deserting RDF soldiers who still operate them in the name of Islam. In addition to these, there are theoretically 133,000 soldiers, all part of the "militia," and maintained as police and defensive troops by local governments within the Republic. Most (80%) of these troops are part-timers with little combat training (1st and 2nd level). Of these, about 20% are peasants armed with rusty rifles or spears, while some are just policemen. Only 20% are properly trained and disciplined soldiers (1D4+2 level of experience).

Political Influence

The Republic's Assembly is eager to extend its power further south in order to liberate the Moslems who currently live under the infidels of the United World Government. Preachers, revolutionaries, military instructors and funds all flow south to help the Islamic tribes rise up against the UWG and their RDF lap-dogs.

Sayad Abd-Allah, however, does not want a war with the united Earth forces and his agents actually cooperate with Bureau Six and the RDF to frustrate the Assembly's attempts to stir up trouble. Abd-Allah agrees with the Assembly that the UWG are heathen oppressors, with no right to rule over good Moslems, but he knows that he could never defeat the RDF in a war, and recognizes that the RDF's efforts do protect the Moslems from the Zentraedi.

Abd-Allah has offered to lend the RDF tanks, airplanes, and money, and to return the mecha which he controls, but on one condition: He demands that all RDF officers and UWG big-shots active in predominantly Moslem northern Africa must be Moslems. He proposes that an Islamic "advisor" be appointed, by him, to each RDF Fort, with the power to dismiss "non-Islamic" officers. The leaders of the RDF and UWG have repeatedly refused his offer. They are not about to hand over their power to Sayad Abd-Allah and his extremists.

Zuhayr al-Massari

Alignment: Principled

Attributes: I.Q. 14, M.E. 20, M.A. 14, P.S. 10, P.P. 11, P.E. 13, P.B. 9, Spd. 9

Hit Points: 35

S.D.C.: 10

Age: 38

Weight: 151 lbs (68.5 kg)

Height: 5 feet 10 inches (1.78 m)

Disposition: A quiet, somber, pious man, never flustered and impossible to anger. He never raises his voice.

Level of Experience: 6th level Civilian.

Skills of Note: Detect Concealment 70%, intelligence 98%, interrogation 80%, pilot automobile 96%.

Rank: Envoy of the Islamic Republic.

Personal Profile: Zuhayr al-Massari is a Moslem preacher and holy man trained in Saudi Arabia before the Zentraedi planetary attack. He is an authority on the Koran and on the attributed teachings of The Prophet. He also knows something of western history, philosophy and political theory (just enough to coherently argue that Western civilization is immoral, decadent, and thoroughly in need of the light of Islam). He is patronizing towards women, always addressing men in preference — even if there is a woman present who outranks the men. He distrusts Christians, Jews, etc., but despises atheists.

For the last three years he has served as a messenger and negotiator for Sayad Abd-Allah and can often be found at RDF Forts or UWG offices, repeating Abd-Allah's conditional offer of assistance. He may be used whenever the characters have to interact with a representative of the Islamic Republic.

Politics: Zuhayr al-Massari has a simple attitude to Africa's politics. He believes that in areas where the majority of people are Moslems, there should be Islamic Law, Islamic rulers and Islamic armies. Where the majority are not Moslems, he doesn't much care what happens, so long as the Moslems are not brutalized and are free to

emigrate to an Islamic state if they wish. Since most humans in north Africa are Moslems, he therefore sees the RDF and UWG as invaders, robbing the Moslems of their right to live in an Islamic state. He accepts, however, the fact that the region's Moslems are treated better by the UWG than they would be by the Zentraedi.



The New Empire of Greater Zimbabwe

Following the planetary assault of 2011, the government collapsed in southeast Africa. Much of the area was reduced to Wasteland, including the coastal cities, which had functioned as administrative centers and vital ports. World Government administrators struggled to rebuild their bureaucracies, but the World Government was preoccupied with Sectors they felt were more significant. However, the area's surviving businessmen and industrialists seized the opportunity and took charge. Local entrepreneurs and foreigners who had worked in the area in the past, had connections, respect and power. It was a comparatively simple matter for them to control the transport and sale of food, weapons, machine parts and other resources necessary to rebuild a government or economy.

These businessmen cooperated to rebuild the area's trading networks. At first this was a question of survival and profit. They needed to keep the area's economy going to make their living. Soon they realized that they could get far more money and power if they turned their trading network into an independent government. So in 2012, while the UWG's bureaucrats still struggled to re-establish local offices, the area's businessmen formally declared the creation of the **New Empire of Greater Zimbabwe (NEGZ)**.

The Empire is supposedly modelled after the ancient Empire of Greater Zimbabwe, which flourished in the region seven hundred years

earlier, and the leaders constantly spout nationalist rhetoric. They would have people believe that they stand for the people of Africa, returning to an ancient form of benevolent dictatorship, and are prone to threatening rhetoric toward the UWG and RDF "in the name of the African people."

In fact, there is nothing terribly ancient or African about the NEGZ. Most of the leaders were originally born outside of Africa and are only concerned with the people of Africa as consumers and victims to wring a profit from. It certainly has no desire to wage war against anyone on the behalf of "the people." Nor is their dictatorship benevolent. The government mercilessly exploits the majority of its population for the benefit of its rulers and their henchmen. The Empire's official motto is "For Africa and Empire!" Cynics suggest that it should be "For Money and More Money!"

Zimbabwe is ruled by the *High Imperial Board of Directors*, 35 prominent businessmen who establish laws, appoint civil servants and divide the Empire's trade amongst themselves. Bureaucrats and army commanders are not appointed according to merit. Each candidate for any senior position enters a bid, promising the Board a certain quantity of money in return for each post. Once they have their posts, these people then hand out subordinate posts to their friends, allies, or anyone who will pay them money in turn.

Having bought a position, a bureaucrat or soldier then has one year to make as much money as possible from their position before having to make a fresh bid to keep their jobs. Tax inspectors extort vast sums from the people and embezzle as much as possible. Senior soldiers frequently engage in acts of piracy, banditry, raids into outside territory and expeditions into the Wastelands. Other bureaucrats grow fat on bribes. The whole system thrives on profit, corruption and exploitation, encouraging greed and graft. The majority of the population exists on the brink of starvation.

Military Strength

The Empire has a large army, though not even the Board of Directors are entirely certain how large it is. Army commanders have been known to sell aircraft and weapons to the E.B.S.I.S. and other outsiders, as well as to falsify vehicle reports in order to gain "replacements" to increase the size of their battalions.

The Board's estimates give the army about 8,000 infantry troops. Most of these are part-timers with little training (1st to 3rd level). Officers often put their relatives and friends on the army lists so that they get a soldier's wages, even though they do not act as part of the regular army. Some commanders have even invented whole platoons of non-existent soldiers in order to embezzle the wages assigned for them. **Note:** This does not include "private armies" maintained by businesses (these soldiers are typically 2nd to 5th level in experience).

The Empire also has approximately 200 land vehicles. These are mainly supply trucks which often hire themselves out, unofficially, to work for private businesses. Fifty patrol boats roam the coasts, lakes and rivers of the Empire, often indulging in piracy.

The most reliable part of the army is its air force. It has approximately 80 Commanchero helicopters, 20 Adventurer II's and 15 Falcon Fighters, plus Howard LH-2000 and Sea-Sergeant helicopters, and Titanic supply airplanes.

Many of the military's officers would happily sell their Empire's security if the price were right, and characters who need muscle, and can pay for it, can get anywhere from a squad to an entire battalion of Zimbabwean soldiers at their disposal. Many of the "mercenaries" who fight across Africa are Zimbabwean soldiers "on extended leave" or "special services."

Political Influence

The New Empire of Greater Zimbabwe exports a variety of raw materials to the World Government, including copper and oil, upon which southwestern Africa's industries are largely dependent. The UWG cannot risk angering the Zimbabweans for fear that these supplies will cease and even tolerates the Empire's occasional banditry and cross-border raids.

Tribes and Enclaves

Game Master Notes

The tribes and enclaves of Robotech Africa are often the scattered, little communities and groupings which make up the bulk of the human population, especially in the more “uncivilized” and unpopulated areas. Inward-looking, parochial little units, they try to mind their own business and ignore the United World Government (UWG) and local dictators, but they simply aren’t powerful enough to stand up to these big outsiders. Some tribes and enclaves are members of traditional African Tribes (the Nuer, the Dinka, the Ashanti, etc.). Others are communes, religious communities or similar groupings.

There are a number of reasons why tribes and enclaves may become an element in adventures in the African Sector. For one, they make up a huge portion of the population, especially in the more remote areas. The player characters might want to gather local gossip about rebels, bandits, spies or micronized Zentraedi activity. Who is giving sanctuary to the bandit leader? Who are acting as messengers for the rebels? Who stripped the electronics from an abandoned destroid? Who better to ask than tribal nomads or the people of a local village? Who knows their area better and local trouble than those who inhabit a particular region? Some tribes may indulge in occasional banditry or scavenging themselves.

The player characters might be looking for a bunker or weapons cache which is concealed from aerial reconnaissance; or they might be looking for someone (perhaps a renegade mechanical engineer or rogue officer) and find themselves turning to the local population for help. Likewise, a character might be alone, having bailed out of a crippled Veritech Fighter and is trying to find his way back to base. In the wildernesses of Africa these tribes and enclaves may be the only people whom the characters can find, or trust.

RDF soldiers will also find themselves protecting these people from Zentraedi attackers, bandits, unscrupulous business people and uncaring politicians, as well as helping them in their plight against starvation, disease and other dangers.

Moreover, in any campaign set in Robotech Africa, there will come a point where the characters need friends outside of the RDF. They may cease to trust their commanders, gain enemies at their base, or come under investigation from Bureau Six. At these times they may need outsiders to lend them a hand. Somebody(s) who will hide their belongings, to carry a message, do a little investigation/spying for them, follow an enemy, or even launch an attack on their behalf. In all these instances, it is members of the local tribes and enclaves to whom they can most easily turn.

Of course, you could just ignore the tribes’ differences. If your players want information, you could just say, “OK, you find a bunch of primitive-looking types and climb down from your mecha. You ask them about the rebels, and they tell you...” but this makes for a dull and colorless environment.

It is more entertaining and exciting to give the members of a tribal community their own identity, character, goals, fears and prejudices. G.M.s should try to detail one or two of the leaders and enjoy some intriguing role-playing and negotiation with members of the tribe, be that character a chief, a lowly cattle raiser, or irascible thief. Detail is interesting. It brings the game to life.

Many of the regions bordering Zimbabwe pay protection money to the Empire’s military and/or bands of soldiers, to keep themselves safe from these troops’ raids. Some local administrators have been “persuaded” to hire Zimbabwean soldiers as bodyguards and advisors, allowing the army to exert some control over these bureaucrats.

Zimbabwean businessmen also maintain a substantial spy network, which spreads across all of southern and northeastern Africa. Such spies report on RDF and UWG activities, but are primarily concerned with commercial matters. The Zimbabweans are ever vigilant to keep one step ahead of their commercial competitors, and value inside information.

Pius Mariam

A Zimbabwean Army Captain

Alignment: Anarchist

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

Hit Points: 14

S.D.C.: 8

Age: 49

Weight: 165 lbs (74.5 kg)

Height: 5 feet, 11 inches (1.78 m)

Disposition: Amiable and witty, initially friendly and eager to be liked, but quietly conceited and arrogant.

Level of Experience: Civilian, 2nd Level.

Skills of Note: Intelligence 55%, impersonation 48%, interrogation 50%, hand to hand: basic, swimming 66%, pilot automobile 88%, pilot truck 72%, pilot boats: motor 78%, mathematics: basic 98%, W.P. automatic pistol.

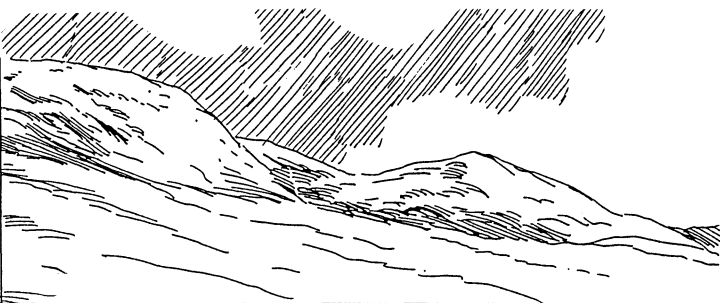
Rank: Zimbabwean army Captain.

Personal Profile: Pius Mariam has bought himself the rank of Captain in the Empire’s army, not because he knows anything about the military (which he doesn’t), but because he sees it as an excellent way to make money. He has already set up a number of protection rackets along the borders of the Empire, sends his troops on occasional bandit raids, and sponsors scavenging expeditions into the Wastelands, in addition to continuing his long-standing business interests: running two small copper mines near the border.

Mariam is a self-important little dictator, pleasant enough so long as people are polite to him, but an implacable enemy if insulted. He feels no guilt about his activities, about the poor peasants whom his protection rackets bleed dry, or the miners killed in his unsafe copper pits; he is doing all of these people a favor, he argues, because without people like him keeping the economy going, there would be no trade, no jobs, and no food distribution at all!

At present, Mariam is looking for fresh sources of income and would be delighted to establish links with RDF or Southern Cross officers. Both a soldier and businessman, Mariam might also be sent as a negotiator or envoy by the Zimbabweans to visit the RDF, Southern Cross or World Government.

Politics: Politics are just another opportunity for Pius Mariam to make money. He will sell information, hire troops or supply materials to any faction that does not threaten his position and wealth. Don’t talk to him about right and wrong, all he really cares about is profit and loss.



Sample Tribes & Enclaves

The Ashanti

The once-great Ashanti nation is now a collection of scattered tribes and wandering family clans and individuals. Evicted from their farmlands in old Ghana (west Africa) by greedy plantation owners and corrupt politicians, many now roam western Africa, often working as farm-hands, manual laborers, beggars or bandits. Others still remain in Ghana as hired hands on the farms that they once owned, or work for the plantation owners who stole the land from them. Some have travelled as far as the borders of the Islamic Republic and the Disputed Zone, others have settled in the cities, like Lagos, looking for work.

The Tribe still has a traditional chief, chosen by the heads of the Ashanti family groups. He wanders west Africa with an entourage of advisors, guards, priests, drummers and bards. They carry with them their ritual drums and portable shrines to traditional gods, and herd cattle with their convoy.

This chief's entourage includes some trucks and jeeps, plus motorcycles for his messengers and two ARR-Recons (one for his guards, one for him), but many of his followers travel on foot, in carts, or by bicycle. The herding of cattle and sheep tends to keep the procession on a slow trek along the roads of west Africa.

The scattered members of the tribe meet with their chief and greatest priests only once every two or three years. Between his visits to them, they may try to locate and follow his entourage to speak with him, or must look to priests, lesser elders and family heads for guidance. Whenever a group of Ashanti have settled, there will be a family head who adjudicates disputes, approves marriages, negotiates with outsiders, etc. Respected priests are usually on hand to advise the tribespeople.

Military Strength

There are around 8,000 Ashanti scattered across western Africa, including 2,000 still in their native Ghana, 600 in the city of Niamey and 1,000 in Lagos. Many of them keep guns and weapons for personal protection, but beyond the dozen guards who travel with the chief (armed with AK-47s and M16s, with one LAW and one Grenade Launcher), it has no army.

The Ashanti people are poor and dispossessed. They have no influence with the governments where they have settled, nor with the World Government and its agencies. However, the scattered Ashanti could form the nucleus of a useful spy network. They would gladly collect information and rumors for anyone whom they believed could get their land back for them, or whom they believe serve the good of the people (and the land).

Matthew Bosompra

A typical Ashanti Nomad

Alignment: Scrupulous

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

Hit Points: 23

S.D.C.: 10

Age: 28

Weight: 154 lbs (70 kg)

Height: 6 ft (1.83 m)

Disposition: Nostalgic optimist, given to talking about how good the past was and how good the future could be. A dreamer, often with an absent look in his eyes.

Level of Experience: 3rd Level Civilian.

Skills of Note: Radio: basic 65%, cook 74%, dance 58%, fishing 75%, basic electronics 55%, detect concealment 55%, land navigation 60%, wilderness survival 55%, first aid 68%, pilot motorcycle 82%, mathematics: basic 92%, W.P. rifle.

Personal Profile: Like many Ashanti of his generation, Matthew Bosompra was born into a family converted to Christianity, but when his tribe began to suffer — when the Zentraedi assaults killed his people, when the Ghanaian politicians and plantation owners conspired to steal the Ashanti lands — he returned to the old ways, to the worship of his ancestors and the nature spirits.

Now Matthew Bosompra travels west Africa on a reconditioned RDF motorcycle that his family salvaged. He works as a messenger and negotiator for his tribe. Sometimes he travels with the chief, but more often he is on the road alone, sustained only by the generosity of the scattered Ashanti and (he believes) the aid of his ancestors.

Politics: Matthew Bosompra wants only what is good for his tribe. He is sick of thinking of outsiders — since when did outsiders care about the Ashanti? Thus, he is suspicious of outsiders, especially foreigners. However, he can be a valuable friend to those who prove themselves in his eyes. He constantly works for the good of the Ashanti and ultimately wants to see their lands returned to them.

The Community of Saint Paul the Apostle

Situated on the northwest edge of Lake Victoria, in what used to be Uganda, the missionary church of Saint Paul has grown into a thriving farming commune, inhabited by 363 zealous fundamentalists.

The community's leader is Father Shola. A charismatic speaker, he promises that the end of the world is at hand and that only those who follow "the true faith" (i.e. his faith) will be saved. He believes that only through his vision of the Catholic Church can anyone be saved, and that those who fight against the Church are the devil's pawns. This includes atheists, Moslems, Protestants, and those who follow indigenous African religions; most people, actually.

To Father Shola and his followers, the Zentraedi are the agents of the apocalypse. Demons poured out of the heavens to cleanse the world at God's bidding. According to Father Shola, the RDF is just wasting their time, because the Zentraedi will inevitably destroy humanity and all mankind will face God's final judgement.

The Community is a self-supporting farm village within which individual family groups share food and property on a communal basis. Its organization is highly structured, with Father Shola as supreme head of the village. He makes all of the important decisions alone (usually after a night's vigil of prayer and fasting). Twelve able, eloquent men have been chosen by Father Shola as his assistants and they oversee the running of the village, as well as travel the surrounding lands preaching. Within individual families, Father Shola demands that the male parent be obeyed as master of the household.

The village has a school which teaches children reading, writing and religion, a generator operated by a treadmill, a small "hospital" (just a normal house where a trained doctor lives and works), a radio, and an aerial transmitter constantly broadcasting religious propaganda, and a large church.

Military Strength

The village is a simple farming settlement, protected only by a shallow moat and wooden fence. A drawbridge and checkpoint stand at the only entrance to the stockade. The buildings are all made of wood, with no bunkers or shelters. Six guards patrol the village at any one time, armed with assault rifles, but they are as much on the lookout for trouble within the village as attackers from without. The village's weapons are stored in the church, and include an assortment of 35 assault rifles, 120 sub-machineguns, 30 explosive hand grenades, 52 automatic pistols, 2 grenade launchers, and scores of bows, arrows and spears. If the village is attacked, all residents over the age of ten (219 of them) flock to the church to collect weapons.

Political Influence

Though physically weak, Father Shola and his community have considerable influence amongst the local peoples. Their preachers wander

the countryside, making new converts and gaining sympathizers every day. They spread Father Shola's decrees and opinions, and gather information to bring back to the community. Perhaps more importantly, the commune's radio station broadcasts prayer, Bible readings and politically charged sermons over a fifty mile (80 km) radius.

Player characters who can establish good relations with the Community might find them an excellent source of local gossip and reliable allies. If the characters annoy these fundamentalists, they can expect the preachers to provoke protests, riots, and trouble of all kind leveled against the characters.

Of course, the Community has many enemies. Those who follow other religions find them offensive, and local administrators and soldiers consider them an unwelcome fifth column. Their influence often undermines the power of the local bureaucrats and their sermons spread gloom, fatalism and rebellion.



Father Peter Shola

Alignment: Scrupulous; basically a well intentioned fellow with dangerous delusions.

Attributes: I.Q. 13, M.E. 18, M.A. 23, P.S. 9, P.P. 11, P.E. 13, P.B. 9, Spd. 10

Hit Points: 21

S.D.C.: 20

Age: 63

Weight: 161 lbs (73 kg)

Height: 6 feet, 1 inch (1.85 m)

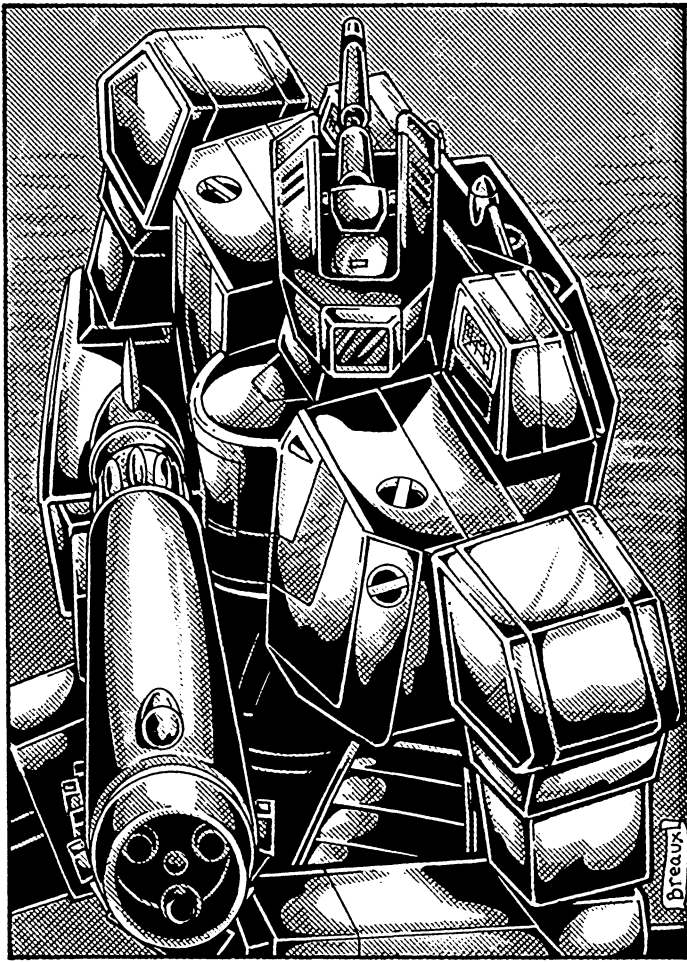
Disposition: Calm and extremely confident, with an air of profound wisdom and deep devotion. He is usually reserved but intimate and friendly. However, he is easily provoked to anger, though he never loses his temper.

Level of Experience: 3rd Level Civilian & Priest.

Skills of Note: Radio: basic 75%, sing 65%, basic electronics 55%, intelligence 75%, interrogation 55%, first aid 68%, pilot automobile 92%

Personal Profile: In a world filled with chaos and destruction, Father Shola's life has purpose and meaning. He believes that the world is slowly coming to an end and that he, and men like him, must gather the people unto God. And so, with more faith than real insight, he has founded the Community of Saint Paul the Apostle (quite ignorant of the ironic fact that Saint Paul was not, technically, an Apostle), a base of operations from which to save as many souls as possible. While others fight physical wars for territory, power, peace, or for survival, Father Shola wages a spiritual war for the peoples' eternal souls.

Father Shola is a reactionary, finding solace in ancient Church rituals and old-fashioned morals. He believes in the family, the superiority of men over women, the superiority of the rural over urban life, and of the absolute truth of the doctrines of the Catholic Church (as he sees them). He is not interested in liberal sentiment, with arguments about equality or academic debates - there is no time for such things, for the reckoning is at hand. To him, this world is done for, so Earthly disputes do not matter any more.



The Last

Roaming throughout north Africa, The Last is a large band of renegades, military deserters, ex-bandits and mercenaries. In a convoy of jeeps, dune buggies, motorcycles and two large, customized trucks, they roam the northern Quadrant, robbing, looting, righting wrongs and wronging rights.

Some people say that The Last are vicious thugs, stealing whatever they want and paying no heed to anyone else. Others cast them as modern Robin Hoods, always ready to help out a person in need and to stand up to tyrants and oppressors. Still other stories describe them as insular hedonists, unconcerned with anyone outside of their tribe and with no goal in life except mindless enjoyment.

The Last have become legendary figures amongst the poor of Robotech Africa. Everyone has heard tales about them, but which of the stories are true (or more true than others), nobody can say. The fact is, a little bit of all the stories are true. The Last can be heartless killers or bandits, compassionate saviors and mindless party-animals depending on the times and situations.

“The Last.” The Last what? If asked, these tribesmen just shrug. They figure that if a person needs to ask that sort of question, they’ll never understand, so why bother trying to explain it? The Last Heroes, The Last Villains, The Last Generation, The Last everything and anything. They see that human civilization is on its final, tormented descent into oblivion, and they reckon that they are the only ones with the guts to accept this, to stare into the eyes of eternity and carry on regardless of their grim fate.

They are fatalists and pessimists. They believe that the planet is doomed, and that anyone who says otherwise is just deluding themselves. This tends to lead to their more chaotic and sometimes savage behavior, dangerous risk taking and infamous festivals and parties. Yet, despite their pessimism, they are also incensed by wanton cruelty and

often show kindness and compassion to the less fortunate, especially those who starve, or are tormented so that some “Fat Cat” can get fatter. The Last have been known to raid food reserves to dispense it among the hungry, escort medical personnel, occasionally assist the RDF, and *extract vengeance* against corrupt and evil bureaucrats, police commanders, military leaders, slavers, Zentraedi, murderous bandits and other brigands who make innocent people suffer.

Joining The Last is difficult. They do not recruit. Occasionally, they hear about a person who seems to share their nihilistic attitudes and twisted values and track them down. The prospective candidate is invited to travel with them and may, after days, weeks, or months, discover that he or she is now being treated like a member of the tribe. There is no formal induction: it just happens.

Military Strength

The Tribe typically contains 64 people with another 3D4 members away on their own adventures. Most are human males, but there are a few women and micronized Zentraedi. Almost all have had military training and most have seen action in an army or bandit gang. 50% have some sort of mega-damage weapons such as rocket launchers, Wolverine rifles, grenade launchers, LAWs, etc., and all carry S.D.C. firearms (M-16s, AK-47s, Ingrams and Uzis are popular).

The Tribe is bound by an unspoken fatalism and a desire to live and die “well,” even if that means dying young. Their life style is a nihilistic blend of attitudes seen in movies about the American Old West and medieval chivalry. What truly unites them, however, is an overpowering sense of loyalty to the Tribe. Even those of alignments which would usually care nothing for friends or family would die for The Last (35% are unprincipled, 25% anarchist, 18% good and the rest evil, mainly aberrant).

The Tribe’s members move in a great convoy, a swarm of vehicles clustered around two huge trucks. Both trucks have been customized using looted mecha parts, so that they are armor plated with 83 M.D.C. each. One carries ammunition, supplies, and wounded members. The other has been turned into an enormous missile launcher, carrying 48 short-range missiles (12 armor piercing and 12 medium high explosive) which it can shoot in volleys of up to 10. There is also one VF-1S (piloted by Gabrielle Buchma) and a VF-1J piloted by one of her ex-officers. Both veritechs are in reasonably good condition (typically only -10% of normal M.D.C.), but look patched up and dirty. They usually travel in battloid mode, covered in piecemeal canvas, like giant ponchos, to avoid notice by the RDF. A third VF-1J has been so badly damaged that it is limited only to Battloid mode and has been rebuilt with E.B.S.I.S. mecha to the point that it resembles a Russian battloid more than a Veritech Fighter (153 M.D.C., it cannot transform or fly, and running speed is half normal).

The Last tribe has no political influence, but they have the respect of many wilderness people, villages and tribes. There are many people who owe them favors, some of whom would give their lives for them, but they have just as many enemies, especially among would-be tyrants and exploiters enraged by their insolence, rabble-rousing and banditry. Although one or more members of The Last may assist the RDF, Southern Cross and other people in trouble, they will never strike long-lasting alliances or work as spies, mercenaries or agents of any government or military.

Hugo and The Captain are the only members who still survive from the Tribe’s original foundation, back in 2012. The last of the other founders was Manuel Caraz, who is still being mourned (drunkenly) by The Tribe. Pursued by RDF mecha after he had indulged in a little banditry, he wheeled his motorcycle about and charged straight for them and slammed into the leg of an Excaliber at 120 mph (193 kmph). Most of The Tribe agrees that it was a good way to die.

The Tribe is led by a Military Specialist whom they call “The Captain.” No one knows his real name, but he is the brains of the tribe. Beneath The Captain in power are various lesser leaders. They have no formal rank or official powers, but are respected for their courage, bru-

tality and compassion by the subservient members of the tribe. These leaders include:

Gabrielle Buchma: Scrupulous, 5th level Veritech Pilot and squad leader. She was once an officer in the RDF's own infantry. Ordered to retreat before a Zentraedi advance, she refused, and she and her troops staged a heroic defense of a civilian hospital, saving hundreds from slaughter at the Zentraedi's hands. When the battle was over, her commander ordered that she return to her base to face court martial. She and her surviving troops simply deserted. Three of those fellow Veritech pilots fight at her side to this day (each is unprincipled and 3rd level).

Keldyl: Unprincipled, 4th level Military Specialist and Zentraedi warrior. She is a micronized Zentraedi, found wounded and nursed back to health by The Last. Grateful, she joined them and slowly absorbed their values. Today Keldyl is often absent from the Tribe, riding the plains on a heavy motorcycle, fighting for the poor and downtrodden like an alien Lone Ranger. If anything were to happen to The Last in her absence, she would not rest until she had avenged them.

Hugo Macha: Anarchist, 6th level Mechanical Engineer. The Tribe's technical expert, Hugo is responsible for customizing and maintaining their vehicles. He once worked for the RDF, then deserted and became a mercenary. He amassed a fortune, but asked himself why he had bothered and found no answer. So he gave his fortune away and helped to found The Last. As one of two surviving founders, he alone knows who "The Captain" is, but he isn't saying.

The Captain True Identity Unknown

Alignment: Scrupulous (was once miscreant)

Attributes: I.Q. 14, M.E. 19, M.A. 15, P.S. 13, P.P. 10, P.E. 15, P.B. 11, Spd. 13 **Hit Points:** 51 **S.D.C.:** 30

Age: 46; native African

Weight: 187 lbs (84.5 kg)

Height: 6 feet 4 inches (1.93 m)

Disposition: Somber and reserved, relaxed but alert, happy to let others take the lead in conversation but swiftly taking charge in a crisis.

Level of Experience: 6th level Military Specialist.

Skills of Note: Radio: basic 80%, radio: scrambler 70%, cook 80%, basic electronics 70%, detect ambush 95%, detect concealment 85%, forgery 75%, intelligence 95%, interrogation 85%, pick locks 80%, automotive mechanics 80%, first aid 82%, hand to hand: expert, climbing 80%, prowl 80%, pilot automobile 98%, W.P. revolver.

W.P. semi & fully automatic rifle, W.P. sub-machinegun, W.P. heavy.

Rank: Leader of The Lost.

Personal Profile: The Captain claims that he cannot remember who he is and never gives his real name. He has forgotten his past. Or so he tell himself, but sometimes his nightmares wake him, and for a while he remembers. He hates sleeping and stays awake for days on end, just to avoid the nightmares of blood and screams, of sledge hammers, hypodermics, scalpels and burnt flesh.

The Captain worked for the Nigerian Intelligence Service for years. Even after Global Unification, his department still carried on its work, financed by local businessmen. After the Zentraedi planetary assault, he became part of the city of Lagos' Security Ministry. There he worked as part of a torture/murder team, with the young *Sani Kegare*.

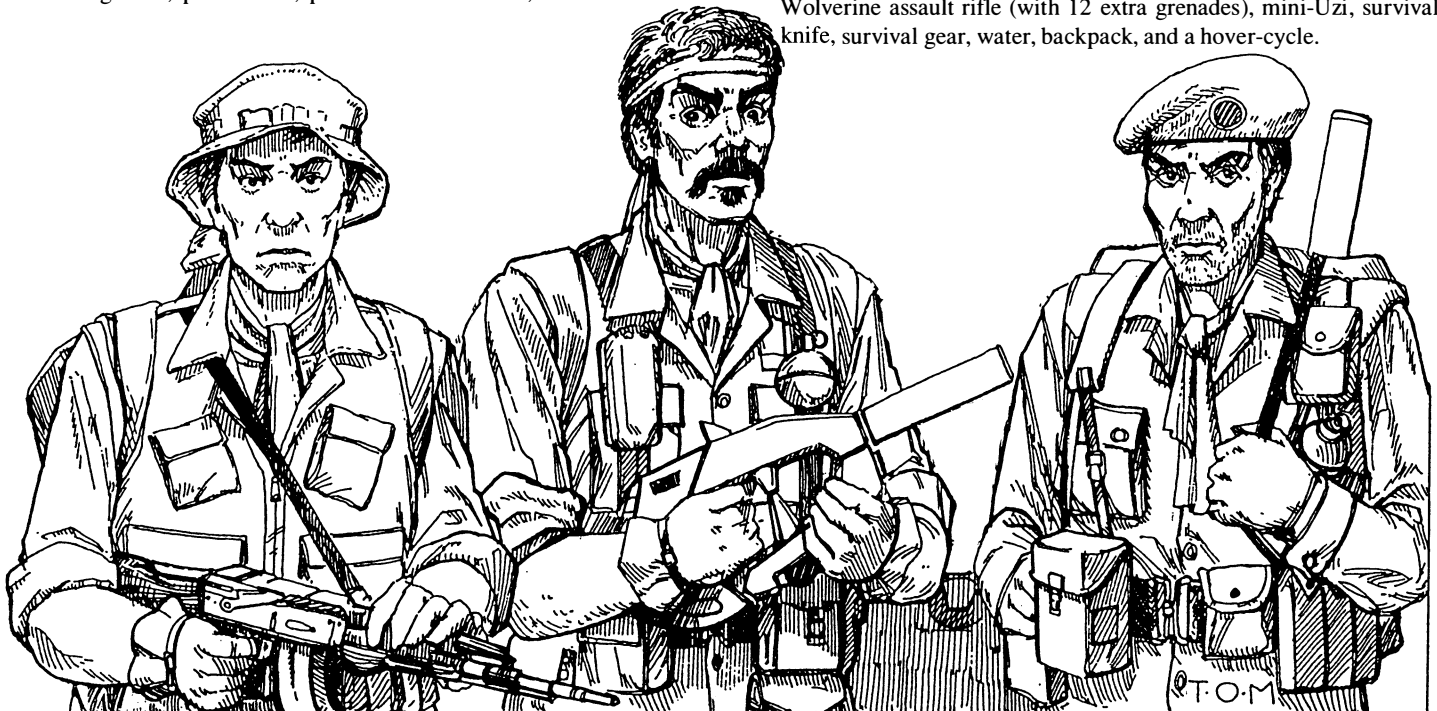
Kegare is the only person from his past whom The Captain usually remembers and he hates him with all his heart. Kegare is all that The Captain once was and all that he hates about himself.

In early 2012 he suffered a breakdown. Upon recovery, he fled the city with a group of friends to establish The Last. Now he just roams the Quadrant aimlessly, trying hard to atone for his past sins and to live a more noble, valiant life; whatever that means, he certainly isn't sure. He just muddles by as best he can, trying to do what is best for The Tribe and maybe to right a few wrongs along the way.

Politics: The Captain isn't interested in power, diplomacy, politics or conniving or plotting. He leads his Tribe wherever it collectively decides it wants to go, dealing with whatever problems arise along the way. If General Zhu, or anyone else, posed an obvious threat to The Tribe, he would oppose them. Otherwise, he is quite willing to let the outside world tear itself apart without him. This is one reason the RDF and other authorities tend to ignore The Tribe's exploits.

However, the Captain might get involved with characters who do him or his people a favor or if he is convinced that they are courageous, compassionate, and heroic. Generally, such involvement includes information/rumors/warnings/maps, temporary refuge, medical assistance, or even a rescue attempt or combat back-up, as required to help them out. He hates Sani Kegare and is *personally* willing to do anything to foil one of Kegare plots.

Equipment of Note: Southern Cross desert armor (42 M.D.C.), an experimental Southern Cross LR-12 laser rifle (same as the LR-20 but only has 12 blasts per clip, does 1D6 M.D.), a Putnam stun-gun, a Wolverine assault rifle (with 12 extra grenades), mini-Uzi, survival knife, survival gear, water, backpack, and a hover-cycle.



The E.B.S.I.S. Aswan Base

"What an unexpected honor. Whatever are you doing here? Do you come to threaten us again? Or perhaps you have come to defect? That was a joke. I forgot that you people have no sense of humor.

"Anyway, come into my office and have some Vodka. It tastes like bile, of course, but it warms the heart and rots the liver, which are both good things. If I drink enough, I will perhaps be sent to Siberia, which would be an improvement on this place. Do you like the scenery? The silted up dam makes a lovely waterfall, don't you think? No, I don't either.

"So, here's a toast to green fields, to hoarfrost, to children's laughter, and to all the other things that make life worth living ... You'll drink to that? Amazing. I had begun to think that all of you United Earth militarists were quite without hearts or souls. Perhaps I have just read too many of General Zhu's threatening transmissions.

"So, tell me, do you like Africa? Or do you find that the natives are a little restless? The Europeans learned that the continent was too big to subjugate and I am certain that your Earth Government will find it just the same. You know, I am supposed to be guarding the people of Africa from your World Government's imperialist aggression, and I heard the other day that Zimbabwe was threatening to attack you! I wonder if, perhaps, I should be offering to protect YOU from their imperialist aggression? No, no, that was a joke, too. I'm certainly not here to help you."

The E.B.S.I.S. base at Aswan is primarily an airfield situated on a blasted plateau half a mile (0.8 km) west of the old Aswan Dam on the River Nile. There is nothing but wasteland and ruins for 200 miles (322 km), with no inhabitants save for a few hundred destitute farmers who try to coax crops from the once fertile banks of the Nile.

For three miles (4.8 km) around the base, the ground is littered with anti-mech and anti-personnel mines. The only area not thickly mined is the Nile river valley, downstream from the leaking dam. The E.B.S.I.S. have wired the dam with explosives, so if they were attacked from downstream they could blast it away; enough water would be released to wash attackers halfway to the Mediterranean and leave them buried in mud. The only path through the mine field is a single paved road, always watched by four tanks and a pair of battloids.

The base itself is comprised of 34 concrete bunkers and hangars, linked by underground tunnels and sandbagged trenches. The air is on average, 91 degrees Fahrenheit (33 C), and the E.B.S.I.S. have nothing but lazy fans and the wings of a thousand insects to cool them.

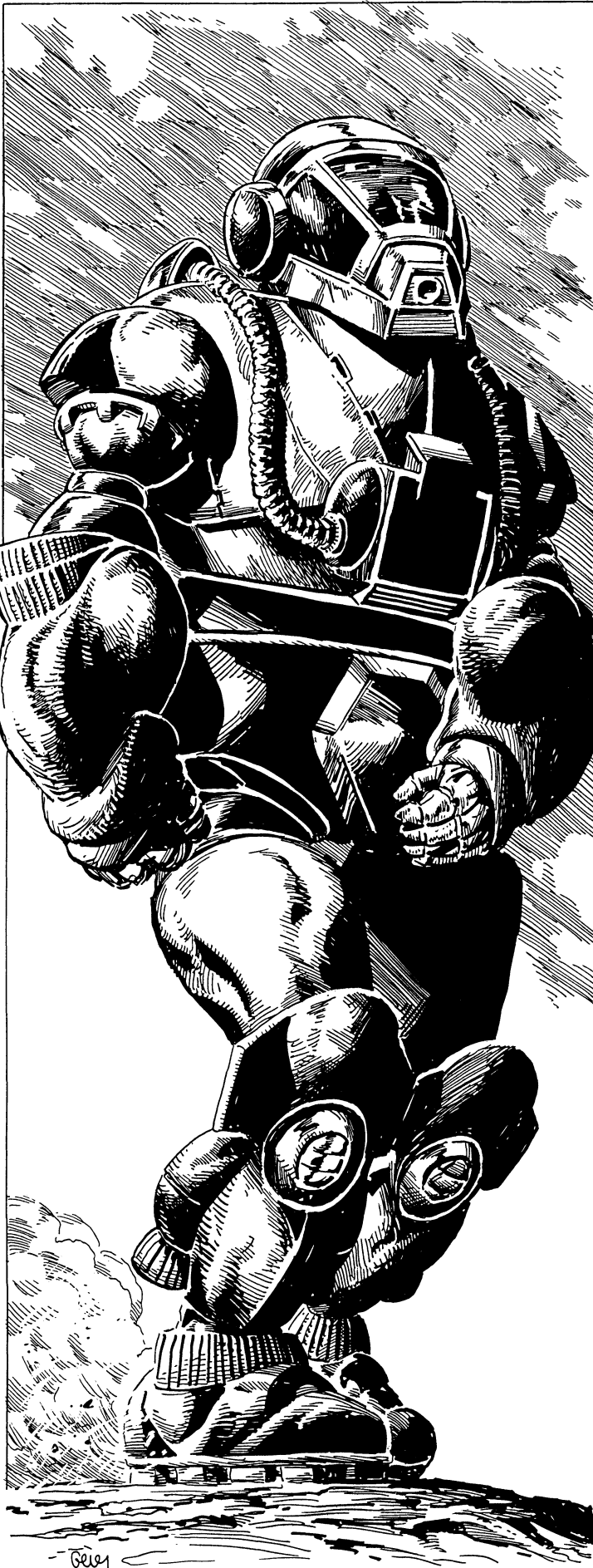
Foul but drinkable water is piped up from the Nile, but everything else is strictly rationed. The backwater base is largely forgotten by the E.B.S.I.S., and the only regular transmissions that it receives are from General Zhu in Niamey (telling them that they are on UWG land, which they aren't, and warning them to leave or "face the consequences"). The RDF have been threatening the base ever since its establishment, three years ago.

Most of the troops here regard it as a kind of purgatory, only barely preferable to fighting the Zentraedi marauders who plague eastern Russia.

The base at Aswan exists for three reasons:

Firstly, it allows the E.B.S.I.S. to keep an eye on the African Sector, or at least its northern portion. From here they can launch aircraft with surveillance pods to monitor RDF activity and they can coordinate their African spy network.

Secondly, they can supply arms and equipment to their favored baronies in order to discourage the RDF from reconquering these fragile states. The Islamic Republic receives considerable military support, although it has consistently refused to accept E.B.S.I.S. "advisors," and some arms also flow to Zimbabwe through the Wastelands.



Thirdly, the base provides a toe-hold in the Sector, in case the E.B.S.I.S. ever decided to intervene in force.

E.B.S.I.S Troops

The E.B.S.I.S. have few mecha at Aswan. This is primarily an air base, with a few tanks and infantry troops to guard the place. The idea is that in the event of a major RDF assault, all important equipment and personnel could be quickly evacuated by air.

The MiG aircraft named here are described in the **RDF Manual** sourcebook (pages 31-32). G.M.s who do not have the book can treat them all as *Falcon Fighters*. Aircraft typically patrol in groups of 2 to 6; one of which always has a surveillance pod fitted to it.

E.B.S.I.S. Mecha, Armor & Aircraft:

- 16 MiG-29(E) Interceptors (2 squadrons of 8 each)
- 18 MiG-25 Interceptors (2 squadrons, plus a couple spares).
- 8 MiG-23Ss (usually used for training Islamic Republic and Zimbabwean pilots).
- 4 VTOL transport airplanes (such as the Titanic VC-27).
- 10 General purpose helicopters
- 12 Standard tanks
- 12 Soldier Battloids
- 6 Juggernaut Battloids
- 4 Destroyer Battloids
- Plus assorted jeeps, dune buggies and light trucks.

E.B.S.I.S. Troops:

One infantry company (160 troops; average 3rd level), one air force company (160 troops; average 4th level) and about 240 support personnel (average 2nd level).

Personalities

Major Alexia Heym (Unprincipled, 5th level Military Specialist; I.Q. 15, M.E. 17, M.A. 13, P.S. 14, P.P. 11, P.E. 10, P.B. 10, Spd. 9) is a petite, abrasive German/Polish woman, Kolesnikov's second in command and head of the E.B.S.I.S.'s intelligence network in Africa. Gathering rumors and shipping arms are her chief responsibilities. She is well informed about affairs in Zimbabwe and the Islamic Republic and has spies in all three RDF forts, but she has no idea what is going on in Lagos and has no inkling of General Zhu's conspiracy plot. She has completely swallowed the E.B.S.I.S. line about the evil militarists of the RDF and regards the characters either as evil agents of the World Government or potential tools. She would love to recruit RDF officers as spies and talks to the player characters after their arrival to sound them out.

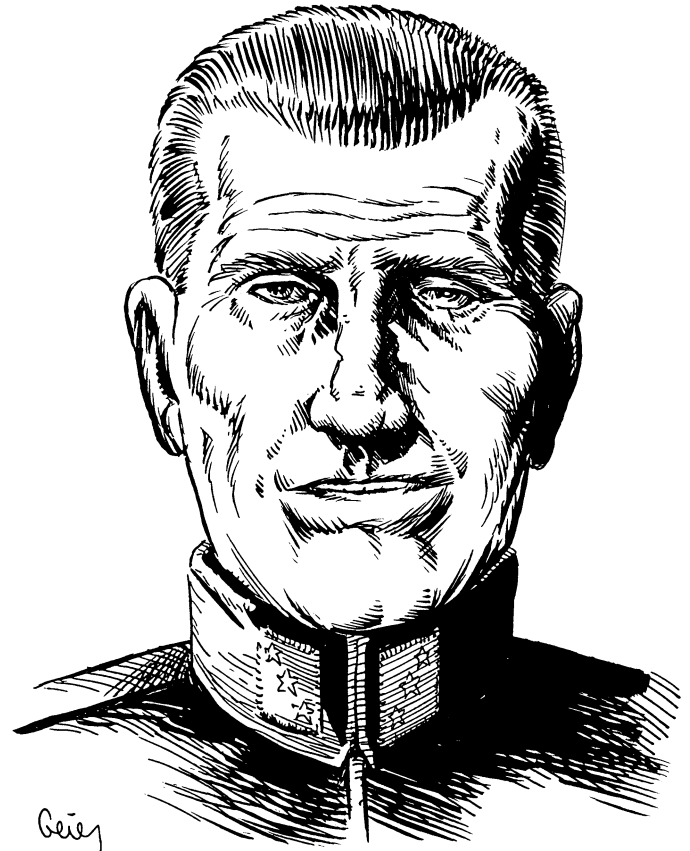
Corporal Leon Semanski (Anarchist, 3rd level E.B.S.I.S. soldier; I.Q. 14, M.E. 12, M.A. 15, P.S. 19, P.P. 13, P.E. 12, P.B. 7, Spd. 8) is another person who is eager to talk to visiting RDF or S.C. troops, preferring to talk to lower ranking visitors, and avoiding senior officers. A tall, scarred Pole with several missing teeth and burns down one arm, he runs the base's black market and racketeering. He is eager to buy any RDF equipment the characters might want to sell him, and asks them outright if they have anything that they want to sell him. In return he can offer chocolate, vodka, dubious literature and electronics.

Private Androv Ivanych (Scrupulous, 1st level E.B.S.I.S. soldier; all average attributes) also searches out RDF and S.C. characters soon after their arrival. He wants to defect, to leave the E.B.S.I.S. His motives are simple: he hates life in the army and has just heard that he is due to be transferred to a base in the center of the eastern Russian war zone. The wretch is desperately unhappy and doesn't want to die. He is only a tank driver and cannot offer the characters much in return for their aid, but he offers to steal some worthless documents or to give them his paltry savings (500 E.B.S.I.S. credits) if they will arrange for him to be spirited out of the base and into UWG territory. What he will do if he ever gets there, he is not sure.

Colonel Viktor Kolesnikov

Born in the Ukraine of Russian parents, Viktor Kolesnikov joined the Russian army during the conflicts of the late 1990s. He remained in the army as a career officer. When the United World Government was formed, he did not volunteer to join its military (now the RDF), but stayed with the Russian/Ukrainian army. He wanted to fight for his own country, not for other peoples'.

His loyalty put him in good stead when the E.B.S.I.S. split away from the UWG. He had always served with a mixture of obedience, resourcefulness and concern for his troops, and he climbed slowly through the ranks. In 2011, his family (parents, wife, children) all died in the Zentraedi's global attack. Since then he has had no family but his army, and no love but for a country he can barely remember, a Russia long since broken by war.



Kolesnikov is a melancholy man, given to bouts of cynicism and fatalism. Nothing bothers him much anymore and he often feels that he is merely a spectator in his own life, watching, detached and unconcerned. His pleasures are few and simple: sunsets, vodka, laughter, sentimental films, etc.

Characters should find him a genial companion, undemanding, amusing, and friendly. But he is no fool, his loyalty to the E.B.S.I.S. and its army is complete, and he never lets sentiment cloud his judgement.

Alignment: Principled

Attributes: I.Q. 14, M.E. 13, M.A. 14, P.S. 14, P.P. 10, P.E. 9, P.B. 9, Spd. 8

Hit Points: 34

S.D.C.: 25

Age: 53

Weight: 214 lbs (97 kg)

Height: 6 feet, 3 inches (1.91 m)

Disposition: Even tempered and unhurried, with a wry smile on his lips and an ironic, mildly cynical tone of voice. He is a romantic who loves life's simpler pleasures.

Level of Experience: 7th Level E.B.S.I.S. Soldier.

Skills: Cryptography 70%, radio: basic 95%, radio: scrambler 75%, cook 98%, detect ambush 85%, detect concealment 75%, intelligence 85%, interrogation 75%, first aid 90%, pilot automobile 98%, pilot truck 96%, read sensory equipment 75%, hand to hand: basic, boxing, climbing 85%, swimming 90%, W.P. automatic pistol, W.P. semi & fully automatic rifle.

Rank: E.B.S.I.S. Colonel, commander of the E.B.S.I.S. African outpost at Aswan.

Politics: Kolesnikov's job is to keep an eye on RDF troop movements, channel arms to the Islamic Republic, and to make sure that the fragile United World Government does not gain any more power over the African continent. This he does to the best of his abilities, though without obvious enthusiasm.

Game Master Notes: If the characters tell him that General Zhu intends to seize control of the Sector, he does not seem concerned (though he informs his superiors of any such conversation, in detail). His first thought is that they are trying to trick him into meddling with UWG/RDF politics. If General Zhu wishes to overthrow the civilian government of the UWG, then that seems irrelevant to Kolesnikov: that is just a military coup, outside of the E.B.S.I.S.'s sphere of influence. In fact, if it sparks a civil war within the RDF, that would serve the E.B.S.I.S. well. However, if the characters can convince him that General Zhu actually has the power to subjugate all of Africa, including the baronies, then he accepts that it threatens the E.B.S.I.S.

Proof of the Landship's construction will convince him of Zhu's intentions and power. Other evidence may suffice as well. In this case, he would not lend the characters aircraft, vehicles or troops (he does not want to start a war by clashing with General Zhu's RDF), but he would let them use Aswan as a base, supply them with food, guns, explosives, ammunition, surveillance equipment, and intelligence information. He will also speak favorably to the Islamic Republic on their behalf.

The Official Line

RDF and Southern Cross characters are likely to see the E.B.S.I.S. as a greedy, martial nation, only interested in gaining territory and power. Ironically, the E.B.S.I.S. sees the United Earth forces, the RDF, Southern Cross, UWG, and bureaucrats in exactly the same way.

As far as the E.B.S.I.S. are concerned, the United World Government is just an invader, oppressing the continent against the will of both its human and Zentraedi inhabitants. The UWG's talk about safeguarding the planet and mutual defense is just a cover for foreign domination

and exploitation. What confuses the E.B.S.I.S. is that while in their country there is one united ruling body, the military-controlled government, the United Earth forces have three independent structures: the RDF, Southern Cross, and the civilian United World Government, none of which seems to dominate the others. This seems impossible to the E.B.S.I.S. Who actually rules? And if all three are independent, how does anything ever get done? Of course, in reality there is a constant friction between civilians and the military in the areas of World Government. In any case, if the E.B.S.I.S. can get the characters thinking about questions of power and control, this might help them to focus on the plots and conspiracies which threaten Africa.

Digging Up Dirt

Characters may manufacture some pretext to visit the E.B.S.I.S. at Aswan, hoping to learn something about the corruption in the RDF, spies, bandits and other scoundrels. Many players may expect the E.B.S.I.S. to be behind RDF traitors' plots (they aren't). Others may come here looking for allies against General Zhu.

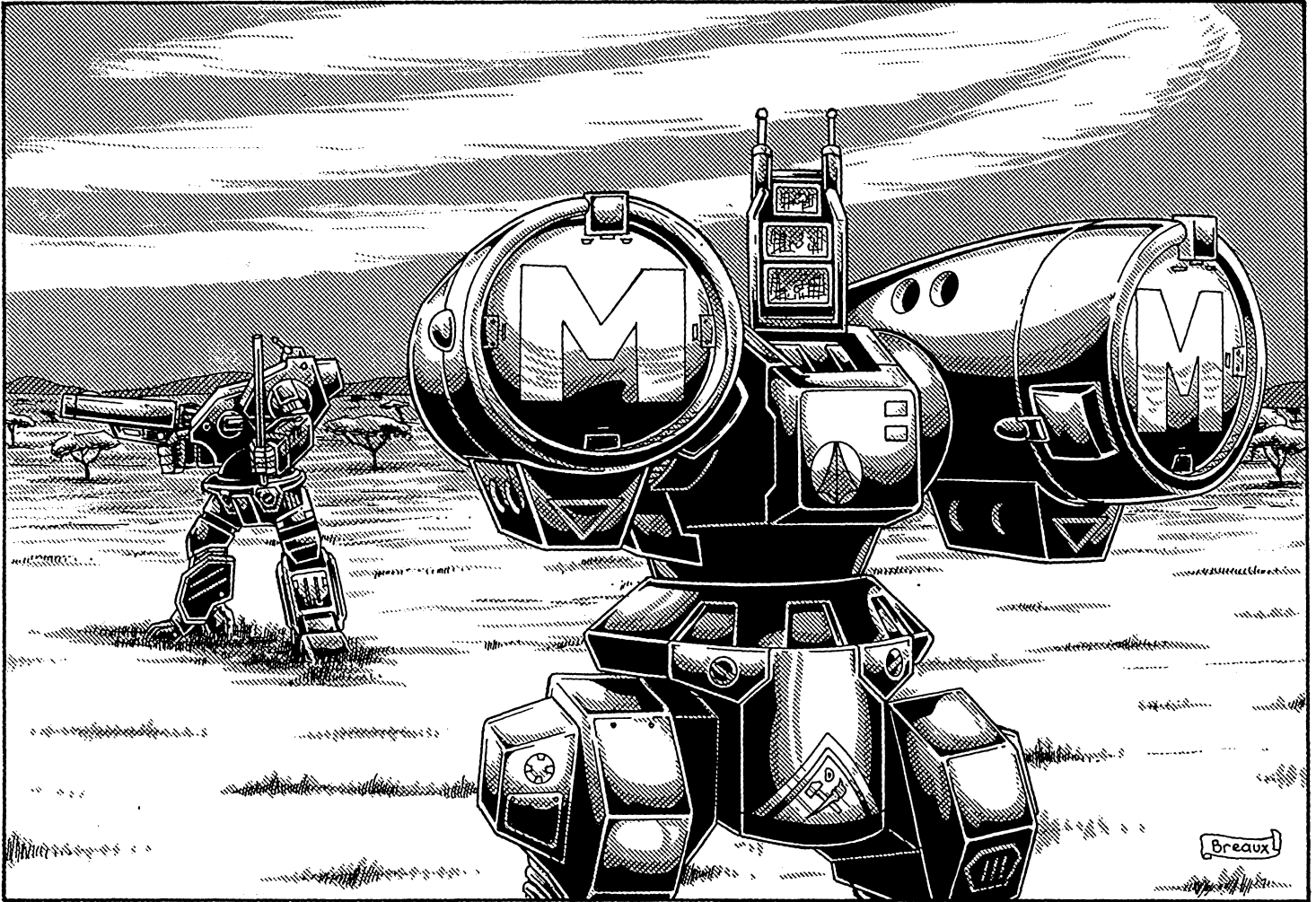
There are few rumors floating around the base. The personnel here rarely see outsiders and the only news they get comes in official E.B.S.I.S. propaganda papers. However, Major Heym knows a fair amount about Zimbabwe, the Ethiopian Free Holding, and the Islamic Republic (enough to know that none of these baronies are in league with Lagos or with any RDF officers), and can provide the characters with contacts (her agents) in any RDF base (Sergeant Basse in Niamey, for example). The question is, why should Major Heym trust the player characters, or betray her agents? She would want information in return, classified information, preferably, or must be convinced that it really is in the E.B.S.I.S.'s best interest to help them.

Local Affairs

Little happens around Aswan. A few farmers scrape a living from the near-barren earth, while traders, Moslem preachers, nomads and scavengers occasionally visit or pass nearby. Many of these travellers are agents for outsiders, such as traders reporting to Bureau Six officers or Zimbabwean officials, preachers reporting to the Islamic Republic, bandits, etc. Some are looking for information or aid from the Soviets, while others keep an eye on the E.B.S.I.S. base. Colonel Kolesnikov suspects as much, but unless these spies try to sneak into the base, take photographs, steal supplies or engage in sabotage, he really doesn't care.



Robotech Defense Forces



The African Sector is defended by a mish-mash of forces on a local level and troops supplied by the United World Government (UWG). At least theoretically, all forces cooperate to keep the Zentraedi and rebels at bay.

The main force is the **RDF Fifth Army**, 24,000 men and women spearheaded by 480 mecha. In addition to mecha, the 5th Army contains over 6,000 vehicles, plus engineers and doctors, Military Police, Intelligence units, and other Specialists and scientists. This is primarily an infantry force, with 10,000 troops tied up guarding UWG installations, supply dumps, supply lines, military bases and other strategic military and civilian locations. They are also involved with police and peacekeeping duties.

The brunt of the hard fighting is borne by the Army's Armored Mecha Companies, because they are best able to deal with the belligerent Zentraedi. However, the Army is dangerously short on fully operational machines. Its commanders have repeatedly requested extra mecha to be sent from less hard-pressed Armies (250 are needed to bring it back up to strength), but Africa is not considered an important Sector by the UWG or RDF high command.

The RDF and Politics

The RDF is not a political entity or force. It is impartial in civilian disputes, unable to intervene in earth's politics, and completely committed to the planet's defense from alien invasion... in theory. But think about these points:

1. The RDF Needs Supplies, like fuel, ammunition, spare parts and food. It must also find good quality recruits. For all of these things, the RDF relies upon local governments and populations. A religious group, tribe, criminal syndicate, local government, businessman or magnate could make life very difficult for the RDF. Such a civilian opponent might refuse to share information and resources, block military action, discourage people from joining the RDF, refuse to allow locals to sell food to the bases, and so on. These things could seriously reduce the RDF's capacity to fight the Zentraedi and other enemies. Do you really think that the RDF would stand for that?

2. Anti-Unification Rebels Hate the RDF. Without the RDF, the Anti-Unification Rebels have little trouble establishing their own baronies, and so they attack the RDF in order to weaken the World Government. The RDF, of course, fights back. It has to. But of course, the rebels are themselves political forces, serving certain interests, with their own agendas and beliefs.

3. Robototechnology Is Very Expensive. Somebody has to pay for the RDF's mecha, operation expenses, and soldiers' wages. In almost all cases, the United World Government foots the bill. The UWG gets its money from taxing the planet's people and businesses. If a barony is established, or rebels prevent the taxes from being collected, the RDF must either intervene to shore up the UWG, or sit around while its own source of funding dries up.

While the RDF tries to avoid obvious manipulation and threats, or blatant armed intervention, it often feels compelled to take steps to safe-

guard its own position, or the position of the UWG, upon which it currently depends (and believes in). Thus, the distinction between self-preservation and political interference isn't always very clear. Furthermore, despite its best intentions, the RDF is influenced by politics outside and within the Defense Force.

RDF Sector Command

The supreme commander in the African Sector is **General Zhu Lwen**. He commands the RDF 5th Army (i.e. all RDF troops in Africa). He is based at the RDF's main Fort at Niamey, and is assisted by **Brigadier General Lester McMillan**.

Under General Zhu's command are three major Forts. **Fort Niamey**, in western Africa, is the largest base in the Sector and contains General Zhu's headquarters. It is commanded by **Lieutenant General Laurent Barreau**. The Second highest ranking officer at the Fort, responsible for day-to-day strategic and tactical planning, is **Colonel Henrique Da Silva**. Also based here is **Colonel Winsley Hackett**, who is responsible for organizing the RDF's Military Intelligence and Military Police across the Sector.

Fort Victoria, in central Africa/the Congo Quadrant, is commanded by **Colonel Khalid Bakri**, and bears the brunt of the fighting against the Zentraedi. Bakri's second-in-command is the able, but cowardly **Lieutenant Colonel Eric Amstrom**.

Finally, the **Red Sea Fort** lies just off the coast of East Africa. Under the command of **Major General Lucrecia Meza**, it safeguards the area's oils fields and the shipping routes through the Suez Canal.

The Southern Cross

The **Armies of the Southern Cross** are establishing a base in old Angola, in southern Africa. The Commander of the Angolan Quadrant is **Colonel Martina Henisch**. In time, the Southern Cross will take over the defense of the Quadrant and, eventually, the entire Sector. Several thousand Southern Cross personnel have already arrived, some of them combat troops equipped with the new Veritech hover tank and other new mecha. Other new S.C. weapons, equipment and vehicles have been supplied for field-tests. These soldiers' primary concern, however, is to get their base properly established. The bulk of the people here are construction workers and administrators. Less than one battalion (640 troops) are combat ready and of those, only a third have any combat experience (2nd to 4th level), most are "green" recruits (1st level). Only one mecha company is engaged in regular field duty (1st to 3rd level).

Still, the Southern Cross combat troops do patrol the Quadrant and skirmish against the Zentraedi, rebels and bandits. Several squads (10 troops each) are rotated to assignments at RDF Forts in order to get combat experience and field training.

Military Ranks

The Armies of the Southern Cross use the following ranking system (highest ranks first):

General	Second Lieutenant
Lieutenant General	Sergeant Major
Major General	Master Sergeant
Brigadier General	Staff Sergeant
Colonel	Sergeant
Lieutenant Colonel	Corporal
Major	Private First Class (PFC)
Captain	Private
First Lieutenant	

Note: The RDF mecha forces uses Navy ranks, starting with Admiral as the highest. The RDF "army" or ground forces use the Army ranks noted above. Mecha forces are considered elite combat troops.

There is only one full General in Africa: Zhu Lwen, who is the supreme commander of all United World forces across the continent, and only a half-dozen Colonels, but there are thousands of Privates and

PFCs. Personnel from Second Lieutenant through full General are considered to be "officers." Those of lower rank are accorded less respect.

Game Master Note: It is suggested that in order to have some clout in Robotech Africa, one of the characters be an officer. However, no character should rise above Major at any point. Officers holding the rank of Lieutenant Colonel and above have only administrative duties, which makes them very dull to play in a role-playing game. All mecha pilots start at the rank of Corporal.

Local Forces

Many local governments and administrators take it upon themselves to raise and maintain militias and armies to defend themselves. Whether made up of local citizens or mercenaries, these provide constant defense for their communities and are outside of the UWG and RDF's control. Local politicians are very keen to stop the UWG and RDF in influencing, advising, or even training their troops. In some cases, they maintain their own troops as much as possible because they distrust the RDF and Southern Cross as much as they fear the Zentraedi.

Most local forces are small. Typically just a few tanks, a dozen or so light armored vehicles, and/or a dozen or two military helicopters or jets, and poorly trained infantry.

The largest and most impressive local forces are those of the city of Lagos, which includes two battalions of soldiers (1280 troops), 26 tanks, 12 E.B.S.I.S. battloids, 16 Adventurer jets, 9 Heavy Patrol Boats and assorted commercial vehicles and aircraft converted for military use. These forces are effectively under the joint control of **Samuel Ogheu** (the President of Lagos), **Thomas Bokassa** (his Minister of Defense) and **Salvatore Chihana** (the militia's representative in the city government and, ironically, Lagos's Minister of Public Health).

Finally, there are dozens of petty regional armies, militias, and police established by local governments, businesses, and peoples to protect their own backyards. Most are second-rate soldiers who would barely stand up against 20th Century troops and are frequently armed with little more than old rifles, and riot clubs/nightsticks (typically 1st to 3rd level experience). They stand little chance against armored Zentraedi but can fight efficiently against bandits and rebels. However, some, including a handful of assault helicopters, jets, tanks, or light artillery, and a handful of infantry, are extremely well trained and equipped (3rd to 7th level experience). **Note:** Use the descriptions of rebel groups as a basis for developing some of these groups.

Independent Forces

The baronies also have their own armies, not only independent of, but actually hostile to the United World Government, RDF and Southern Cross. The largest of these is the Islamic Republic's vast army under the command of **Sayad Abd-Allah**. It includes over 20,000 regular troops, with hundreds of tanks, 80 military aircraft and even dozens of mecha, plus over 130,000 militiamen controlled by local administrators. The New Empire of Greater Zimbabwe has an estimated 5,000 soldiers, plus land vehicles and over 100 aircraft. By comparison, the Ethiopian Free Holding has a mere 1,600 infantry and assorted vehicles. All of these forces are sufficient to deter military action against the baronies by the RDF.

And Finally...

There is another army building in Africa — an army which will have 3,000 members, scores of mecha, and the largest tank to ever crawl on the face of the Earth...

Fort Victoria

Fort Victoria stands ten miles (16 km) northwest of Lake Victoria, in what used to be Uganda. It is a huge, octagonal, concrete fortress, with all of the important rooms buried deep below the ground and further armored. It has already survived four attacks by Zentraedi, and construction crews constantly clamber over the concrete walls, repairing missile damage.

The fort is surrounded by the ruins of what was once a town. Tents and shanties cluster in the rubble, though Colonel Bakri refuses to allow refugees or nomads to stop for more than a few days.

Internally, the fort is a shambles. The plumbing leaks, leaving grimy streaks down walls already marred by peeling paint, and most of the fittings and machinery are in need of urgent repair. The hospital is too small, and the wounded and those convalescing are often lain on stretchers or beds in bloody corridors. Naked light bulbs swing from the ceilings and neon tubes flicker. There are a lot of repairs to be done, but food, ammunition and mecha parts are even more important: all of the Fort's supplies are badly depleted and space on supply flights and convoys are limited.

Secret tunnels run between the base and the huge lake, allowing for escape or resupply in case of another siege. A United World Government aid station outside the Fort provides basic medical attention and occasional food for the refugees and nomads who pass through. The military hospital inside the base is always overworked, and is not about to accept civilian patients.

The Fort also has a number of outlying bases that serve as supply dumps and radio relay stations, observation posts and small defensive fortresses. The RDF in this area also administers three refugee camps for humans fleeing the Zentraedi and provides patrols of the entire southern rim of the Disputed Zone.

Colonel Khalid Bakri Commander of Fort Victoria

"I don't know what you're doing here, or what you expect from me, but I don't have time for politics or gossip.

"I'll tell you straight. We've got less than a hundred mecha under this command, and half of them have got holes so big you could fly a plane through them. I've got pilots marching out with whole armor sections missing, or with empty missile pods — and don't tell me it's the same everywhere, because we're in the thick of it here. If General Zhu would just give me the parts and engineers I need, then maybe I could get more mecha back out on the line and we wouldn't have so many civilians to bury.

"If you're here to lecture me about the locals, then you can save your breath. Every factory owner, rancher and plantation supervisor wants my mecha to sit and guard their worthless little assets. Every town mayor and tribal chief base wants special protection. And then there are the refugee camps, roads, bridges, warehouses and ports. They think that just because they pay to the United World Government, we should be their personal, private security force. We're here for the planet! Not just for a few businessmen and officials!! And if they don't understand that, then I haven't got time to explain it. If there's one more whining petition sent off to HQ, then I swear I'll round up every fat pig who signed it and put them all on the front line!

"Now, if you don't mind, it's two days since I've gotten any sleep, so I'm going to ... oh no, not another one ..."

Colonel Bakri has been a soldier since he was seventeen, transferring to the RDF as soon as it was formed. He has served in Asia, North America and now Africa. When everyone else has collapsed from exhaustion or fled in panic, he has always been the man who stood at his post — and he has the battle scars to prove it.



The RDF recognized his intelligence and dependability, which enabled him to rise steadily through the ranks. But now, as acting commander of Fort Victoria, his stubborn determination is seen by some in the RDF high command as a weakness. His unswerving commitment to the planet's defense makes him unwilling to make political compromises and his single-mindedness has led to blazing arguments with most of the civilian leaders and UWG officials under the forts protection. Furthermore, his outspoken complaints about poor supplies have embarrassed and annoyed many of his superiors. Although probably the best available commander for Fort Victoria, his command is insecure and there is little chance of him being officially promoted.

Alignment: Principled

Attributes: I.Q. 15, ME. 20, M.A. 18, P.S. 13, P.P. 11, P.E. 15, P.B. 11, Spd. 9

Hit Points: 34

S.D.C.: 25

Age: 46

Weight: 183 lbs (83 kg)

Height: 6 foot, 1 inch (1.85 m)

Disposition: Obsessively hard working, compassionate, tactless and blunt; a loyal officer, but sometimes vindictive.

Level of Experience: 6th level Destroid pilot.

Skills of Note: Radio: basic 95%, radio: scrambler 85%, radio: satellite relay 70%, automotive mechanics 95%, mecha mechanics 85%, hand to hand: basic, pilot automobile 98%, pilot mecha (all destroids) 98%, mecha combat, pilot helicopter 92%, navigation 98%, read sensory equipment 85%, weapon systems 98%, W.P. revolver, W.P. energy pistol, and W.P. semi & fully automatic rifle.

Rank: Colonel (acting Brigadier General) in command of Fort Victoria.

Politics: Bakri remains a loyal soldier. Although he may occasionally ride roughshod over the local civilians, the idea of a coup appalls him. If he learns of General Zhu's plans he will face a quandary: his instinct is to stop the coup (he grew up under a military dictatorship, and didn't much like it), but the General's Landship would certainly be a valuable asset against the Zentraedi. If a plan were hatched that involved stopping the General and taking the Landship for the RDF, he would definitely cooperate. However, with the Zentraedi already stretching his garrison to its limit, he could not spare many men or mecha to help fight the renegade General without making the area extremely vulnerable to Zentraedi attack. **Game Master Note:** Should the troops at Fort Victoria be ordered to leave their post to engage the RDF renegades, the Zentraedi will take advantage of the situation to attack and destroy several villages and towns. A thousand civilians will be massacred and thousands more will be enslaved.

Personalities

Besides the Colonel, there are several other characters in the Fort whom the player characters might have dealings with.

Lieutenant Colonel Eric Amstrom (Anarchist, 4th level Military Specialist; I.Q. 14, ME. 10, M.A. 8, P.S. 18, P.P. 13, P.E. 12, P.B. 14, Spd. 10) is Bakri's nervous-looking but loyal second in command. This blond haired, blue eyed Scandinavian is desperate to get out of Fort Victoria, terrified that it may not hold out for more than a few months against the increasing Zentraedi offensive and decreasing RDF resources. He has volunteered to transfer to the fledgling Army of the Southern Cross, and has repeatedly sought reassignment to other posts. His greatest fear is that he might be promoted to command Fort Victoria (no chance!), in which case he would be stuck here.

He is always keen to probe visiting RDF personnel about politics and officers at other Forts, trying to find out if they have influential friends who could get him out of here. If he found out about General Zhu's plans he would just keep quiet about the whole thing; the last thing he wants to do is to make himself a hero.

Deka Ramhe (Principled, 3rd level Destroid Pilot; I.Q. 13, ME. 18, M.A. 11, P.S. 15, P.P. 20, P.E. 14, P.B. 17, Spd. 15) is convalescing when the player characters first arrive at the Fort. She has a broken arm and several cracked ribs, plus her Destroid is in charred pieces. She may be assigned to the player characters as their guide, until they get to know their way around. Deka Ramhe is one of the RDF's few African-born soldiers, and is fiercely committed to defending her continent from the Zentraedi or any other aggressor. Her burning zeal makes her opinionated and short tempered, but she can also be a loyal friend. She should be about the same rank as the characters, and a romance or deep friendship might blossom between Deka and one (or two) of the characters. This could lead to or complicate future adventures, with Deka marooned, lost (MIA) or captured and the player characters trying to rescue her (or vice versa). If she learns of General Zhu's plot, she would be furious! Africa has had enough "benevolent" dictators in the last century and certainly doesn't need another. She doesn't like the United World Government, dominated by foreigners as it is, but would willingly sacrifice her career or her life to stop Zhu.

Jean Carnot (Principled, 4th level Mechanical Engineer; I.Q. 11, M.A. 12, P.P. 13, all other attributes average) is the unofficial leader of Fort Victoria's Catholic fundamentalists. Grim-faced and stocky, Corporal Carnot firmly believes that the end of the world is fast approaching, and is impressed by *Father Shola's* fatalistic teachings. His loyalty is to God, not the RDF. He usually arranges for one of his fellow fundamentalists to "test" new arrivals and visitors, engaging them in conversation about religion, Catholicism and life in general. Carnot is convinced that Bakri, General Zhu and the other commanders of the RDF are all the devil's pawns and would ideally like to see them out of military service.

Fort Troops

Available Mecha:

Fort Victoria commands 97 operational mecha, plus salvaged parts of another dozen stored in the workshops beneath the Fort (either being cannibalized to maintain existing mecha, or awaiting dispatch to Niamet for reassembly).

These mecha are organized into two Veritech squadrons and 14 Destroid patrols (typically six destroids per squad). They are:

13 assorted Veritech Fighters (all that remains of 3 original squadrons)
44 Excaliber Destroids
9 Gladiator Destroids
5 M.A.C II Destroids
13 Raidar X Destroids
13 Spartan Destroids

Other Available Combat Vehicles:

17 Falcon Fighters (organized as 3 squadrons)
2 Cat's-Eye Recon airplanes
21 Adventurer II LVT aircraft (3 squadrons)
36 Titanic transport 'planes
15 Howard LH-2000 reconnaissance helicopters
8 Sea-Sergeant helicopters
27 Commanchero assault helicopters
96 AAR-Recon II
121 LCT-73 "Tornado" Combat tanks

Plus several hundred logistical supply trucks, land rovers, dune buggies and jeeps. **Note:** The "Tornado" and other RDF vehicles and equipment are described in the **RDF Manual** sourcebook.

Troops:

3,000 infantry troops, plus an additional 640 personnel that includes medical staff, Military Police, mechanics and engineers, administrative personnel, intelligence units, and technical and support staff.

Approximately half of the aircraft and ground troops listed above are based at Fort Victoria at any given time. The remainder are assigned to

temporary duty in outlying strategic posts such as towns, factories, UGW offices, airfields, etc. Frequent Zentraedi bombardments often render airstrips unusable, grounding the Falcons and Cat's-Eyes.

The Veritech fighters are all based at the Fort, with one squadron always on standby. Forty Destroids are also always held back at the Fort, theoretically as a strategic reserve, but mostly because they are so badly damaged that the commanders cannot risk sending them out into the field. The remaining Destroids maintain constant patrols along the south side of the Disputed Zone, intercepting Zentraedi raiders and smoking out human brigands. There are not enough of them for the job, but they do the best they can.

Digging Up Dirt

Player characters who visit Fort Victoria to dig up information and rumors should find plenty of gossip. In this hard-pressed garrison, the troops readily repeat and embellish stories about insufficient supplies, parts, repairs, ammunition, troops and resources. Many worry about the fort being overrun by Zentraedi, although that has never even come close to happening. Some say that General Zhu has abandoned the garrison, resigned to its inevitable destruction. On the contrary, others assert that there are reinforcements or supplies on their way and should arrive any time. Others grumble about Zimbabwean, E.B.S.I.S., and rebel activity and speculate that one or the other is planning a major offensive in collaboration with the Zentraedi. Still others suggest that the problems at and around the fort are exaggerated and that they will "kick the butts" of any "hostiles" who come looking for trouble. Such is the nature of rumors and morale. How much of this is just paranoid blathering is difficult to tell.

Colonel Bakri's leadership is also the center of much speculation. He is widely respected, almost revered by the majority of his troops, but people still mutter: "Why has he not been promoted?" "Perhaps he is suspected of treason?" "Is he to be replaced? Is Lieutenant Colonel Armstrong to be given command of the Fort?" And so on. The troops also wonder about a recent spate of murder attempts against the Colonel. Most believe that these assassins were religious extremists, while others insist that they were agents of the Zentraedi, Zimbabwe terrorists, or disgruntled local businessmen/politicians.

Game Master Notes: General Zhu's plots do not involve Fort Victoria, and the only relevant lead that the characters might pick up is in the administration and logistics records: An unusual number of supply shipments from Lagos and Niamey have been incomplete or stolen by bandits — a case of rifles missing here, a carton of mecha spares there, and so on. Over the last year, no fewer than 300 infantry weapons, 10,000 rounds of ammunition and a dozen crates of mecha parts have gone missing, plus electronic components, missile parts, computers, etc. By comparison, shipments from other parts of Africa have arrived intact. Fort Victoria has complained to General Zhu about these discrepancies. Back at HQ in Niamey, there are records of their complaints being received, but the actual text of their messages have usually been "lost."

The only other possibly suspicious thing is that supplies and reinforcements seem to be dispatched slower to Fort Victoria than other places; often taking three or four times longer than normal. While this may look like typical administrative bureaucracy, poor allocations and blunders, it is deliberate. The General knows that Colonel Bakri will never side with him, so he has taken action to insure that Fort Victoria will have no troops, mecha or supplies to spare in any efforts to stop him and his traitorous conspirators.

Local Affairs

The rulers of Greater Zimbabwe maintain an unhealthy interest in the area. They covet it for its agricultural land and copper deposits. They often have agents passing through the shanty town around the Fort to collect information from a small circle of paid spies within and around the RDF base. Zimbabwe has offered to send troops, vehicles

and cash to help the hard-pressed Fort, in return for economic privileges (i.e. control of the local copper mines). Colonel Bakri is enraged by the offer, believing that they should help defend against the Zentraedi without regard to personal gain. If the Fort falls, their petty barony will be next.

The money-conscious rulers of Zimbabwe, annoyed by Bakri's intransigence, are beginning to hatch other plans. For example, if their spies can discover the contents of supply shipments and their routes of transport, they will try to hijack at least part of it, perhaps in collusion with the Zentraedi. They can use military hardware to defend their own empire or resell it on the black market. Zimbabwean leaders also rhetorically threaten to invade the lands around Victoria, taking the copper mines by force "in the name of the African Peoples," which further galls the Colonel and his troops.

Local Islamic tribes also have an interest in the area. Colonel Bakri is a Moslem, and these tribes have approached him to demand that he place his Fort and its hardware "in the service of Allah." Bakri's response, that defending Allah's creation, the Earth, is serving Allah, is not what the tribes wanted to hear. They want him to persecute unbelievers, enforce Islamic law in the area, and generally turn southern Africa into an Islamic dictatorship. In the last six months, Bakri has survived four of these tribes' inept assassination attempts.

The area is also "blessed" with a zealous Catholic priest, *Father Peter Shola*. He maintains a thriving farming commune on the banks of Lake Victoria, preaching that the Zentraedi, brigands and the starvation that torment the people are merely God's judgement on a sinful world. His main doctrine is that if people refuse to return to the "true Church," and preferably to his community, then they are doomed to die in the coming apocalypse. Father Shola is described in detail elsewhere.

A dozen zealous disciples tour the area, spreading Shola's teachings. One of them preaches once every week in the shanty town around Fort Victoria. The speeches often degenerate into riots, as Shola's believers clash with unappreciative refugees (mostly Moslems and tribal religionists), and RDF troops have had to quell several scuffles in the last months.

Shola's fanatical disciples routinely denounce Colonel Bakri as a "blaspheming Moslem," and then complain that he won't let them preach inside the Fort. However, many RDF soldiers leave the base to hear the preachers and nearly one hundred are convinced by their speeches. Colonel Bakri is aware that this creates a conflict of loyalties, but is unwilling to enrage the believers by banning them from hearing the preachers.

Adventures at Fort Victoria

The player characters might be assigned to Fort Victoria as reinforcements or special agents to Bakri's garrison, sent either by the RDF or Southern Cross. Or they might be sent to investigate the Colonel or other goings on, to negotiate with him, or to spy on him. (**G.M. Note:** If General Zhu realizes that the characters are investigating his own treasonous plots, he might send them to serve at Victoria just to get them out of his hair).

The following tables suggest random encounters both inside the Fort (for players who enjoy role-playing and investigation) and outside (for a more combat-heavy game). The encounters need not be random: The G.M. can select whatever seems appropriate to the campaign and characters, rather than rolling for an incident at random.

Encounters at Victoria

01-20 One of the player characters notices an administrative clerk (a Private or Private First Class) photocopying supply rosters and slipping the copies into his pocket. The clerk is about to go off duty, and intends to smuggle the papers out into the shanty town to sell them to a Zimbabwean agent. How the characters respond (Apprehend the traitor? follow him? infiltrate the spy ring?) is entirely up to them.

21-40 As they leave or enter the main entrance to the base, the characters find the way blocked by a large mob. One of Father Shola's preachers—an imposing man named Brother John—has gathered a crowd of followers and intends to storm into the base and confront “the Godless blasphemer, Bakri.” At present there is a stand-off. The mob has got past the blast doors and cannot be shut out, the four guards on the gate are pointing rifles at the crowd, and the preacher is ranting at them with increasing vehemence. Things could turn nasty. The guards turn to the (higher ranking) characters to deal with the situation.

41-60 In the canteen (or other public space in the Fort) the characters overhear two opinionated Caucasians complaining loudly about the “damned Africans.” These two work loading and unloading supply convoys, and have just received another incomplete shipment from Lagos. This time a crate of radios are missing. They presume that civilian workers at the depot in Lagos stole the radios. The grumbling can stop there or the mixture with alcohol may cause a brawl with natives.

61-80 The warning siren suddenly blares! Seconds later, a volley of long-range missiles crash down on the Fort. The player characters are on or near the top floor, as girders and concrete fall, lighting fails, and water gushes from ruptured plumbing. The barrage only lasts for two melee rounds, but in that time there is plenty of falling debris to dodge, and when the explosions finish there are the trapped and wounded to attend to and fires to extinguish, all without proper lighting. You can make this grim and gritty (lots of blood, screaming and frustration) or heroic (pull wounded from the rubble before the flames close in, rescue soldiers trapped on a crumbling gantry — and only the player characters are near enough to help). The Zentraedi are not likely to press the attack, but an alien strike force can add to the action of this scenario.

81-100 A paranoid-looking mechanic stops one of the characters in a corridor, and hurriedly asks “Do you accept the Lord Jesus Christ as your Savior, and the Holy Catholic Church as His Body on Earth?” If the character answers yes, the man pushes a laser pistol into the character's hand and says, “Then guard this for His sake!” before running off down the hall. If the character says no, the soldier hurries away. Just as he disappears from view, two Military Police jog around the corner; “Where'd he go?” The laser pistol was stolen from the armory, and Shola's followers in the Fort intend to use it to kill Bakri.

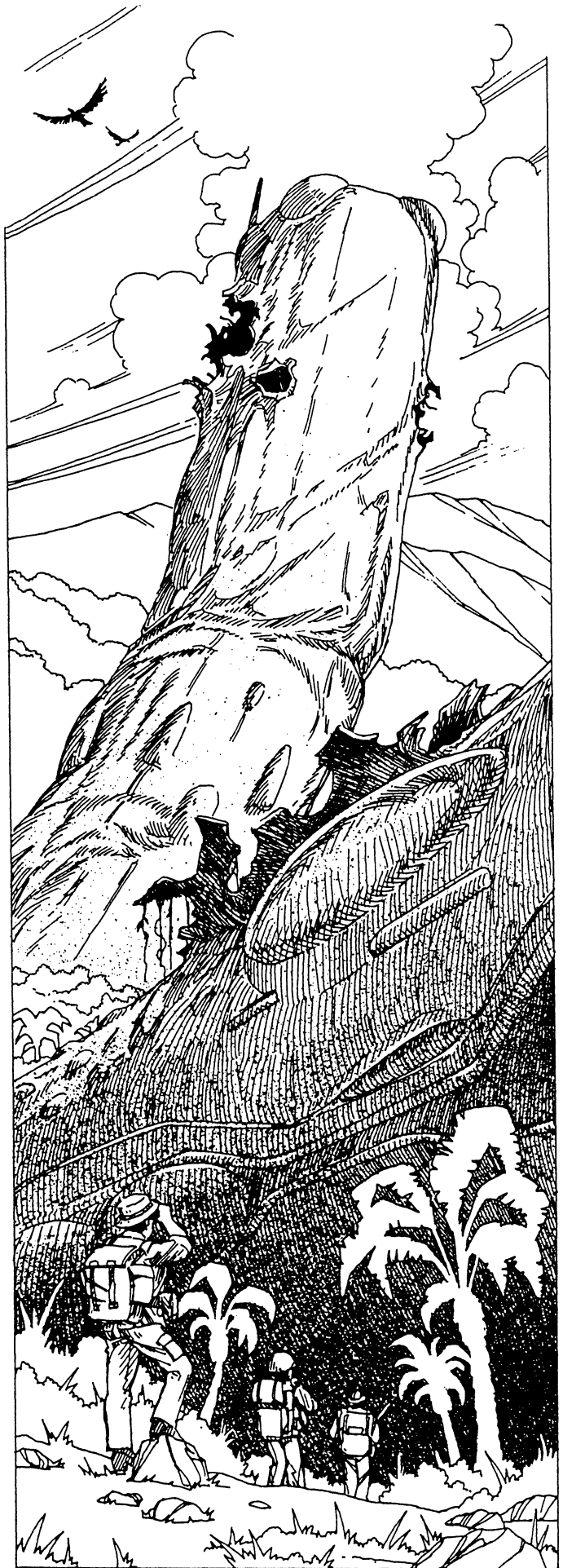
Patrols and Encounters in the Field

01-15 On routine patrol, the characters receive a distress call from a large ranch. 4D4 full sized, hungry Zentraedi (unarmored but armed with Zentraedi Assault Rifles) are grabbing cattle and stuffing them into huge sacks. They flee with as much as they can carry the moment they spot more than one mecha. They fight only enough to make their escape.

16-25 1D4+1 full sized Zentraedi in female power armor, lay camouflaged in the forest, waiting to spring a surprise attack. They ambush the player characters while they are on patrol. When the characters return fire, they retreat over the brow of a hill. Behind the hill are 2D4 Tactical Battle Pods, 1D4 Light Artillery Battle Pods, one Officer's Pod and one Scout pod, all waiting in gleeful expectation. This second group of Zentraedi automatically get the initiative from this trap and fire before the characters can.

26-42 Standard Zentraedi raiding party: The player characters encounter or are alerted to an incursion by 2D4 Zentraedi in light body armor and 2D4 Tactical Battle Pods, looking for easy pickings. They retreat if the player characters seem set to defeat them.

43-50 Zentraedi reconnaissance patrol: The player characters encounter or are alerted to an incursion by 1D4 Battle Pods (2D4 if the characters can handle that many), and 2D4 human-sized vehicles (equivalent to dune buggies or land rovers, each crewed by 3 micronized Zentraedi; half of the vehicles are armed with 90mm recoilless rifles). The patrol is sweeping across the countryside, spread out over a two mile (3.2 km) front. The Pods remain in the center of the line, the vehicles scouring the areas off to the flanks. They retreat if attacked, but



can call upon back-up from a Zentraedi artillery battery 40 miles (64 km) away. If pursued by the player characters, the patrol calls in 2D4 Heavy Artillery Pods or 2D4 Fighter Pods. The Pods commence firing two melees later, and continue to attack the player characters until they are destroyed, the reconnaissance patrol escapes, or the player characters drop out of sight or retreat.

51-55 Air reconnaissance reports the location of advancing Zentraedi Pods. The player characters are assigned to deal with them. As the characters arrive on the scene, 2D4 Heavy Artillery Pods, 1D4 Tactical Battle Pods, one Officer's Pod and one Recon Pod are coming to a halt, about 45 miles (72 km) from an RDF base or outpost (airfield, supply dump, or the Fort itself). During the following two melees, the enemy calculates their exact position and prepares to fire on their target. In the third and fourth melees, the Artillery Pods fire their missiles on the base. All the while the others try to keep the player characters at bay. All of the Pods attempt to withdraw from the area after the Artillery Pods have expended all their missiles — this is a hit and run attack.

56-60 The player characters are assigned to relieve a small town and industrial complex, which is under attack by micronized Zentraedi. 1D4×10+20 irregular Zentraedi troops are ransacking the town, running amok amongst the screaming crowds and whittling down a battered platoon of RDF infantry. They are armed with miscellaneous rifles and machineguns, wear body armor, and one in ten carries a rocket launcher or grenade launcher. Mecha easily rout the Zentraedi, who steal civilian vehicles, try to hide amongst the crowds, or take hostages to bargain for safe passage away.

61-75 An RDF reconnaissance unit spots a column of micronized Zentraedi. The player characters are dispatched to investigate. There are 1D4×10 Zentraedi with body armor and light weapons, driving stolen trucks, land rovers and dune buggies. They flee from any mecha that they meet. They are bandits and may flee or fight if they are approached by the military.

76-78 This is an unusually bold band of 2D6 micronized Zentraedi armed with Wolverine assault rifles and body armor; one has a LAW. They have ambushed a convoy of five civilian trucks, destroying two and crippling the remainder. The drivers and guards are all dead. Donning a driver's clothes, one of the Zentraedi climbs into the cab of a truck and uses the civilian radio to make a garbled, faint distress call: She reports the column's been attacked, and claims that she is a truck driver who has survived but is badly wounded; she feigns pain and claims that she can hardly move.

The player characters, on routine patrol, pick up the "distress" call and are the closest available military unit. When the characters arrive, the remaining Zentraedi are concealed in the trailers of two of the trucks. They hope that the characters will descend from their mecha to administer first aid and/or check the corpses that litter the area. When the characters are most vulnerable, they will be attacked. If possible, they will even try to steal the characters' mecha! The enemy troops have no pilot skills to pilot Destroids or Veritechs, but can pilot Zentraedi mecha and can work out enough to make a captured machine stumble around and shoot wildly; all skills at a mere 15%, 6 to strike, parry and dodge, has only two attacks per melee round, and opponents always have the initiative.

79-82 The player characters are assigned to escort a supply convoy, not far from the Fort (and not far from Greater Zimbabwe). They are attacked by 1D4 Zentraedi in male power armor and 1D4+1 in battle armor. The enemy attempts to halt the convoy and keep the player characters occupied. The following melee round, 4D6 human mercenaries spring from the undergrowth (armed with assault rifles, body armor, explosive grenades, etc.) and attempt to seize the vehicles and abscond with them to their paymasters in Zimbabwe.

83-85 The player characters receive an incoherent distress call from a small village. They arrive to discover 1D4 micronized Zentraedi, apparently hungry and demoralized, wishing to defect to the RDF. Just in case the characters aren't feeling reasonable, the Zentraedi have taken

several hostages — just to make sure that the player characters negotiate and don't just blast them. Are they sincere? Do they have ulterior motives? That's up to the G.M.

86-90 On routine patrol, the player characters are attacked by three Commanchero helicopters, painted with the insignia of Greater Zimbabwe. After one or two melee rounds, the helicopters drop behind a hill and flee. The attack takes place at a range of 1500 ft (457 m), and is carefully planned to give the helicopters the maximum opportunity to escape. To coordinate the attack, two spotters and their jeep lie camouflaged in a nearby thicket of shrubs. If any of the attackers are captured, they turn out to be anti-unification rebels, just local nationalists backed by the E.B.S.I.S., trying to stir up trouble between the RDF and Zimbabwe.

91-100 Six RDF infantry soldiers have absconded from Fort Victoria with a land rover and a case of twenty LAW rocket launchers. The soldiers were all followers of Father Shola's preachers and have gone to join his community. The player characters are sent to retrieve the weapons, and if possible, to bring the deserters back for trial. They may use any means that they wish. See details on Father Shola's community and its defenses elsewhere.

Stealth and cunning (sneak in, seize their quarry and flee) is risky, but brute force (wasting the place with mechas) could lead to bad propaganda and incite other fundamentalists to try to assassinate the characters responsible or start anti-RDF riots, so caution and diplomacy are suggested. A heavy handed response also gives General Zhu an excuse (if he wishes to take it) to demote player characters or their leaders.

The Red Sea Fort

The Red Sea Fort lies two miles (3.2 km) off the coast of old Sudan, submerged beneath one hundred feet (30.5 m) of the Red Sea's waters. It is a mass of concrete and steel, covered and camouflaged by sand and rock. Ships routinely pass straight overhead without ever guessing that this huge Fort lies beneath them.

Power is supplied by a nuclear reactor in the cellars of the base. Giant airlocks, obscured from vision from above by overhanging rocks, allow Veritechs, Destroids and submersible vehicles to leave and enter the base. Mecha patrols constantly sally forth, emerging at various points along the Red Sea coast to patrol the area.

The inside of the Fort is cramped and stuffy. Air-recycling systems function constantly, and each night, pipes are raised to the surface of the sea to pump in fresh air, but still the atmosphere always seem thick and muggy. A dampness clings to the insides of the base, and soldiers often go for months without seeing the light of day. Boredom is the greatest problem faced by the personnel here.

The Fort has only one outlying base, a combined communications station and airfield. This base has a tall radio mast and satellite dishes and acts as a relay station to keep in touch with patrols, and with other RDF Forts. Helicopters and aircraft sit on the tarmac around the station.

Destroids always patrol the banks of the Red Sea, and Veritechs fly overhead (often carrying Surveillance Pods). An unmanned, floating platform, ten miles (16 km) away, allows ships to drop off supplies for the fort. Cargos are simply lashed to this giant raft, to be picked up later by submersibles from the Fort.

The base's functions are to watch over the vital oil and gas fields of the Arabian peninsula and northeast Africa, and to ensure the safety of the ships which pass through between the Mediterranean Sea and the Indian Ocean. The mecha rarely have to fight, however. The surrounding areas are Wastelands without significant Zentraedi or human populations. The size of the Fort indicates the economic and strategic value of the area rather than the actual risk to it.

The greatest threat actually comes from the E.B.S.I.S., who would love to control the oil fields and refineries, and could seriously annoy

the World Government by seizing or blockading the Suez Canal which links the Red Sea to the Mediterranean. The mecha here are meant to deter them, as well as to combat the occasional pirates and bandits.

Major General Lucrecia Meza Commander of The Red Sea Fort

“Come in. Stand at ease... You! Yes you!! Stand up! Did I say that you could sit down? No. Get out of my office and wait outside the door.

“The rest of you: welcome to the Red Sea Fort. Let me tell you a bit about it. This Fort isn’t like any of the others you may have served in.

“First, we’re under water. That starts to get to people after awhile. They get testy and tempers flare too easily down here. To avoid unnecessary stress, I suggest that you all just quietly get on with your jobs. Stay out of peoples’ faces and until you’re settled in, don’t start pulling rank. Let the old hands advise you. You don’t need enemies and I don’t need feuds in the Fort.

“Second, we’re here to keep the shipping lanes open and to make sure that the oil fields and refineries are left in peace. Nice and simple. There aren’t many civilians to worry about. All you have to do is to keep the pirates, bandits and occasional Zentraedi away from the ships and oil fields. No complications. And being on the shipping lanes means that we’re well supplied. There is always plenty of ammunition and spare parts. We also get a few welcomed luxuries, like decent chocolate and wine. This place isn’t like the rest of Africa! This isn’t a war zone.

“Last point, and this is a big one, this is MY Fort. People play according to MY rules, and they do their jobs to MY satisfaction. I’ve got high standards, my own unwritten codes, and I hate people going behind my back. You have a problem, you come to me. You get your jobs done and you’ll be happy here.

“Dismissed.

“No. One more thing. On your way out, tell your insolent friend to report to the kitchens: he’s just volunteered to peel some potatoes.”

Alignment: Aberrant

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

Hit Points: 43

S.D.C.: 30

Age: 59

Weight: 147 lbs (66.5 kg)

Height: 5 feet 8 inches (1.73 m)

Disposition: Irritable and stern, she demands respect and obedience, and shows no mercy to those who defy her.

Level of Experience: 8th level Military Specialist.

Skills of Note: Cryptography 70%, radio: basic 98%, radio: scrambler 80%, detect ambush 98%, detect concealment 98%, escape artist 85%, forgery 85%, intelligence 98%, interrogation 90%, hand to hand: expert, prowl 90%, pilot automobile 98%, pilot mecha (gladiator) 98%, mecha combat (gladiator), mathematics: basic 98%, W.P. knife, W.P. revolver, W.P. semi & fully automatic rifle, W.P. sub-machinegun.

Rank: Major General, in command of the Red Sea Fort.

Personal Profile: Lucrecia Meza was born in Bolivia, into a family made wealthy by “agriculture” (cocaine). Through the 1980s and ’90s, the family became increasingly influential in the country’s politics and armed forces, sponsoring several coups, but during the Zentraedi assaults of 2011, Bolivia was overrun and the Meza family found itself leading the nation’s army-in-exile in a hopeless bid to recapture the country. In January 2012, Lucrecia Meza’s brother was killed in the fighting and she found herself as head of the family. A group of male officers attempted to take control of the army from her, considering a “mere woman” unworthy of command, but they were soon imprisoned, exiled, or mysteriously murdered.

Lucrecia Meza’s army was short of funds and ammunition, but the RDF and the world defense network was also in desperate straits at this time, unable to control the marauding Zentraedi. A deal was struck. The RDF absorbed Meza’s army, granting her the rank of Colonel and her henchmen subordinate ranks in its own infantry and Military Intelligence units.

No one in the RDF expected the Bolivian irregulars to be terribly competent, but Meza confounded the skeptics, proving herself to be astute, charismatic, efficient, and, at times, brutal. She was soon promoted to Brigadier General and was given command of the Red Sea Fort two years ago, as a Major General.

Her critics mutter that Major General Meza runs the Fort more like an old third-world Junta than a Twenty First Century RDF base. She still keeps a private bodyguard of Bolivians: men who murdered for her family in the ’80s and ’90s, fought with her against the Zentraedi, and now still stand loyally by her side. She is also grossly vengeful; her friends receive swift promotion, while her critics are repeatedly overlooked. It is no secret that she accepts “gifts” from the managers and owners of shipping lines and oil fields, both for herself and for the base. However, she is generous with these gifts and makes sure that most are used to improve the troops’ morale, rather than to line her own pockets.

Some malcontents talk about having her dismissed for corruption, but most people on the base are happy to have a constant supply of fuel from the oil fields and luxuries from the shipping lines. In return for these bribes, the base’s mecha patrols simply keep a special lookout over certain ships and oil installations.

Meza herself is a thick-set, smoldering woman, easily annoyed and expects to be obeyed. Those who displease her spend long periods in the stockade. She hates the Zentraedi, who took her lands and slaughtered her family. Fighting them gives meaning to her life. She has married one of her bodyguards and has long since abandoned dreams of regaining her estates in Bolivia or rebuilding her private fortune.

Politics: Lucrecia Meza is completely committed to the war against the Zentraedi. She dislikes the baronies, whom she believes are just shirking their responsibilities, but if she hears of General Zhu’s plan she will be dismayed. A war between the RDF and the baronies seems a pointless distraction and an unnecessary waste of human life. However, she would not want to fight against General Zhu for the same reasons, unless his power could be destroyed in a single, swift strike. She would encourage player characters to conspire bloodlessly against him. She will endorse any plan which forestalls General Zhu without obviously reducing the RDF’s ability to fight the Zentraedi. She will not bother consulting with the high command on this issue: if General Zhu plans treason, she figures, he may well have friends in the high command, too, so it is safer not to involve the other Generals.

Personalities

Lieutenant Luis Banzer (Unprincipled, 6th level Field Scientist; I.Q. 14, M.E. 11, M.A. 12, P.S. 18, P.P. 12, P.E. 12, P.B. 17, Spd. 10) is responsible for the Fort’s small scientific research labs, monitoring pollution in the Red Sea, processing geological information, etc. He is a tall, suave man, with broad shoulders and a well groomed mustache. Decorating his small apartment with opulent fabrics and dark wall papers (definitely not military issue), he frequently invites female visitors back to his place “for a home-cooked meal — a veritable taste of paradise.” He claims to be a dispossessed European aristocrat, but before joining the military he was actually a South American cattle handler. He has a stormy and faltering relationship with Master Sergeant Lindberg (below), but “loyalty” is not a word that he understands and no female character is safe from his false flatteries.

Master Sergeant Deanna Lindberg (Unscrupulous, 4th level Military Specialist; I.Q. 14, M.E. 9, M.A. 12, P.S. 14, P.P. 11, P.E. 10, P.B. 19, Spd. 12) is the Fort’s quartermaster. If the characters need anything

(mecha parts, weapons, etc.) they must deal with her. In theory, she is a glorified filing clerk, just accepting applications and handing out equipment in return. In practice, this sweet-faced blonde is a devious schemer (**Note:** if the characters have been annoying Major General Meza or causing trouble around the base, she makes life very difficult for them; “Sorry, your form must have gotten lost”, “Sorry, you didn’t fill page four in quite properly”, “Sorry, those are out of stock right now,” etc.). She also reports any unusual requests to the Major General, who rewards her well for her loyalty. However, Lindberg is not a perfect servant. She has a weakness for flattery and a man’s honeyed words can often win her cooperation.

Corporal Shena O’Leary (Anarchist, 4th level Field Scientist; I.Q. 12, M.E. 9, M.A. 11, P.S. 12, P.P. 13, P.E. 10, P.B. 9, Spd. 7) is the Fort’s greatest opportunist. Not content with her wages and the bribes that she routinely receives, this sharp-tongued, tubby marine biologist always has a score of get-rich-quick ideas. Most of her ploys are dismal failures, and Meza tolerates her as a harmless eccentric. On occasion, she has made big money (carefully giving Meza a cut of the profit) and most people regard her with amused curiosity. Whatever her current scheme — plundering bullion from a sunken freighter, raiding the vaults of a bank in the wastelands, mining diamonds from the floor of the Indian ocean, capturing and selling deep sea marine life as exotic pets — she is sure to need the help of people just like the characters.

Corporal Nayef Aziz (Scrupulous, 2nd level Mechanical Engineer; I.Q. 12, M.E. 9, M.A. 14, P.S. 17, P.P. 14, P.E. 11, P.B. 9, Spd. 9) is the leader of the Fort’s small Moslem community, acting as unofficial preacher, teacher and counselor. A skinny, quick-witted man with a keen sense of humor and a deep love of Allah’s creation. He frequently annoys his superiors by stopping work five times each day to pray, and often pesters vehicle and Destroid pilots (like the characters) to provide transport for the Fort’s Moslems to make a pilgrimage to the ruins of the city of Mecca in the wasteland of old Arabia.

Fort Troops

Available Mecha:

Fort Victoria commands 80 operational mecha. These mecha are organized into two Veritech squadrons and 12 Destroid patrols. They are:

- 2 Experimental S.C. Veritech Helicopters
- 12 Veritech Fighters (2 squadrons)
- 33 Excaliber Destroids
- 11 Gladiator Destroids
- 2 M.A.C II Destroids
- 11 Raidar-X Destroids
- 9 Spartan Destroids

Other Available Combat Vehicles:

- 16 Adventurer II LVT aircraft (2 squadrons)
- 2 Titanic transport planes
- 4 Howard LH-2000 reconnaissance helicopters
- 6 Sea-Sergeant helicopters
- 12 Commanchero assault helicopters
- 24 Patrol Boats (not submersible; for coastal patrols)
- 24 Njord submersible patrol boats
- 10 MSS12 submersible freighters

Troops:

500 infantry troops, plus an additional 160 personnel that includes medical staff, military police, mechanics and engineers, communications officers, administrative personnel, intelligence units, and support staff.

Corruption at the Red Sea Fort

Corruption is rife in the Red Sea Fort, but it is also carefully regulated by the commander, Major General Meza. She does not allow excessive partiality and is brutally strict about treason (some say that an uncovered spy is shot on the spot, with a court-martial being held later for the record). However, she accepts gifts and bribes from an array of

corporations, including most major shipping operators, local oil fields, refineries, and the Ethiopian Free Holding.

Some gifts are in cash, others in kind. Crates of beer, chocolate, black-market videos, and other luxuries are sometimes presented distribution amongst the troops. Meza keeps surprisingly little money for herself; she receives about 10,000 credits a month from bribes. Instead, she uses it to buy black-market fuel and supplies when the RDF supply ships are delayed, as well as to pay cash bonuses to the troops. Soldiers here can expect 1,000 credits in cash each year as thanks for their dedication from “anonymous donors.” Anyone recapturing military equipment from pirates finds 100 to 5,000 credits paid into their bank account; an efficient incentive, encouraging troops to capture hardware for the RDF’s use, rather than just blasting everything in sight or selling it on the Black Market.

In return for their gifts, the “donors” receive special protection from the Fort’s patrols. Ships might find Veritechs keeping a special eye on them, or Njord patrol boats accompanying them through the Red Sea. Drilling rigs at sea might find Veritechs “resting” on their platforms, or RDF observers stationed with them. Wells and refineries on land are looked over by Destroid patrols and Veritech fly-bys more frequently than normal.

Of course, this is what the RDF is meant to do here anyway: protect the industrial installations and shipping. However, selling protection for cash puts some of the smaller businesses at a disadvantage, because they cannot afford to pay such bribes, and it is not typical RDF policy to spend so much energy guarding the assets of baronies like the Ethiopian Free Holding’s (which is well-patrolled thanks to bribes). No one, however, has lodged an official complaint with the high command. The Fort’s personnel and the big corporations are quite happy with this state of affairs.

Digging Up Dirt

It is easy enough to find hints of the Fort’s corruption. Everybody here receives “bonuses” on their pay or hand-outs of luxuries like wine and chocolate. Player characters stationed here receive these gifts, too, though they might not immediately realize that these are bribes. However, because everyone here is on the take, few people (if anyone) will give evidence against Meza and her regime. Officially, all of the money and goodies given to the personnel are just “gifts” from charitable corporations with no strings attached. Characters may suspect that these are bribes, but proving it is a different (and difficult) matter.

Meza and her cronies plan patrols and deployments to favor the corporations who pay them these bribes, but this might be pure coincidence. All of these corporations play an important role in sustaining the world’s fragile economy, after all, and it makes sense for the Fort’s mecha to keep an eye on them.

Characters might, none the less, find proof that these gifts are bribes (They might bug Meza’s office, for example, or overhear her discussing these bribes with her henchmen.) If they can prove that she is corrupt, then the administration of General Zhu would listen sympathetically to their allegations. The General would be delighted if the characters give him an excuse to replace Meza with one of his own cronies (Da Silva, for example) or enable him to blackmail her.

Game Master Note: There is no evidence of Zhu’s conspiracy here. The Fort is simply too far from Niamey. The General has not risked recruiting people whom he cannot keep an eye on, but hopes that Meza will choose to join him after he has seized power.

Local Affairs

Although there are few civilians in the surrounding Wastelands, the area is not without its share of intrigue. Rival shipping firms and oil barons compete fiercely to increase their profits, and there is plenty of industrial espionage in the area, from spying to sabotage to occasional assassinations. Game Masters who want to run adventures which require the characters to solve mysteries, rather than shoot things, might

consider sending them to investigate such acts of espionage. The *Ethiopian Free Holding* is particularly underhanded in its business practices and is responsible for much of this espionage. Consequently, other businessmen and industrialists have begun to consider taking action against the Free Holding.

Of more obvious interest to the characters may be the pirates who occasionally trouble the area's ships and coastal installations. Skirmishes with these brigands are rarely as desperate as clashes with the Zentraedi in the Congo Quadrant, but they can provide plenty of excitement.

The busy shipping lanes through the Red Sea often attract pirates, frequently mutineers or bandits who have acquired one or more boats and now prey upon honest merchants. They may use light or heavy patrol boats, or converted merchant ships. Airborne pirates may also be encountered, using Howard LH-2000s, Commancheros and Sea Sergeant helicopters to launch swift attacks on shipping, but these are much rarer.

Most pirates are "renegade" merchants from the Zimbabwean Empire, officially denounced but secretly tolerated by their government. Others are sponsored by the E.B.S.I.S. (just to keep the RDF busy and annoyed), travelling across from the India Quadrant or from bases in the Wastelands. Those travelling from distant bases (e.g., in India) inevitably need supply dumps to store fuel for the return journey, or must raid coastal settlements to steal gasoline. Temporary pirate towns sometimes spring up on the coasts of the Wastelands to act as temporary bases and supply centers for these scoundrels and foreign spies.

Some pirates prefer swift craft, boarding their targets and stealing small, easily portable cargoes, especially arms and electronics. Others hijack entire ships! In neither case does it profit the pirates to destroy merchant ships. Others specialize in raiding settlements and industrial installations on the coasts, looting or rounding up slaves. A few even directly target military patrols as state-of-the-art military hardware fetches high prices on the black market.

Adventures at the Red Sea Fort

The player characters might be assigned to The Red Sea Fort by the RDF or Southern Cross. Or they might arrive to negotiate with or spy on Major General Meza, or to look for clues about Zhu's conspiracy.

The following tables suggest random encounters both inside the Fort and outside. The encounters need not be random. The G.M. can select whatever seems appropriate for the campaign and characters, rather than rolling dice.

Encounters at the Red Sea Fort

01-10 The characters are approached by a short, rotund Engineer who seems very upset and nervous. He begs the characters to get him out of the base immediately — to take him up to the surface. The characters may suspect that he has some dark motive. In fact, the poor man is just getting claustrophobic. It has been two months since he saw the sun or stood beneath an open sky, and the strain is getting to him.

11-20 A rumor starts circulating that a new Zentraedi fleet has appeared around the earth and poisoned the planet's atmosphere. The rumor is that all life above has died out, and that the people in the base will never again be able to leave. The story has no substance, it's just a paranoid rumor. But for a while (until the next mecha patrol returns and confounds the rumor) many people in the base are quite distraught. How do the characters react to the possibility of being trapped here?

21-30 A small smuggling ring has recently begun operating on the base. They are greedy and corrupt minor officers who want a bigger piece of the action at the fort. They are not sanctioned by Meza and will be harshly dealt with when she gets her hands on them. The player characters may be approached by these rogues or assigned to investigate and stop their activities.

31-35 The most attractive female character has a "chance meeting" with *Luis Banzer*: he just happens to bump into her on a stairwell and knock something from her hands. He is desperately, charmingly, apologetic. How can he apologize enough for his clumsiness? He simply **MUST** treat her to dinner (he says).

36-50 A couple of groups of soldiers enjoy a night of poker and gambling two to three nights a week (with booze and cigarettes aplenty). Such activity is "officially" against regulations, but is common at many military outposts. The Fort's brass turns a blind eye to the activity, hinting at potential corruption. The card games can be a good source of "rumors" (little factual or substantial) and player characters may engage in some gambling themselves. However, the regulars at these games are excellent card players and are always looking for new players to plunder.

51-70 Sabotage! Somebody is engaging in acts of minor sabotage. Nothing life threatening, but enough to be annoying and cause disruption on the base. This is probably the handiwork of a disgruntled soldier (or 1D4 soldiers) or spy. The player characters may stumble across the saboteur or be assigned to investigate the matter.

71-89 As the characters are standing in the main hangars, a large box of videos are unloaded - cheap pirate copies of popular films, sent from the Ethiopian Free Holding. Many of the videos are intended for Veritech, Njord and Adventurer pilots who patrol around the Free Holding's borders, and others are for the general use of the Fort's personnel. Theoretically mere tokens of good will, this is an unusual gift from a dubious barony, which should start to get the characters concerned about corruption at the Fort.

90-100 One of the characters happens to overhear two senior officers talking. They are discussing the latest "gifts" from several shipping corporations and planning how much protection the Fort should give each in return. It's obvious corruption, but they deny any charges brought against them. It's their word against the character's.

Patrols and Encounters in the Field

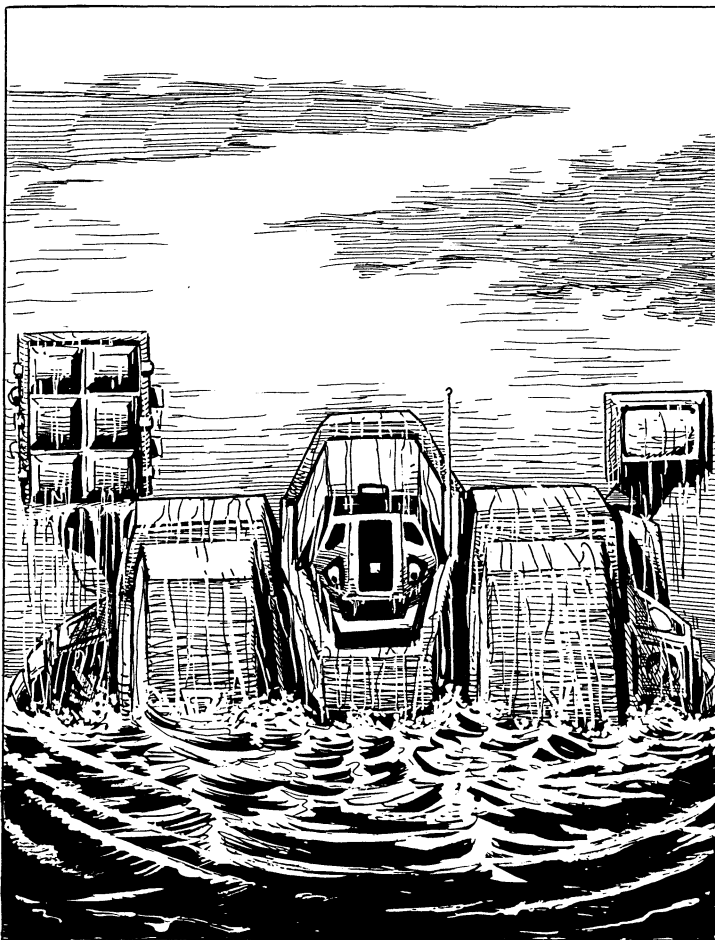
Note that because many of these encounters take place in the sea, normal mecha may not be as effective. Characters should therefore be allowed to requisition helicopters, Njord patrol boats, Adventurer jets and similar vehicles as required.

01-10 An anonymous tip-off informs the Red Sea Fort that a certain container ship, passing southward towards the Ethiopian Free Holding, carries hundreds of people captured by slave traders along the coasts of the Wastelands. They are bound for the Free Holding to be sold as laborers. The characters are sent to liberate the refugees and arrest the captain and crew for slave trading. The slaves are not to be harmed.

The ship is a standard large freighter, and most of its hold contains innocuous cargoes. One section of the hold does contain 50 slaves. The ship is defended by the 30 crewmen (1D4 level bandits) and by a tank anchored to the deck. Note that if a shot is fired at the tank and misses (or a missile strikes the tank) the ship's hull is also damaged (same amount as the tank). If the ship sinks, the slaves drown! **G.M. Note:** Using hand-to-hand combat, a Veritech jet or S.C. Veritech helicopter could just rip the tank from its moorings and tip it over the side of the ship, but the characters may not think of that.

11-20 They receive the same rumor as above, but in this case the tip-off is false. The ship belongs to a respectable shipping firm, and carries a legal cargo. Characters who brutalize the crew or damage the ship will have to grovel grossly to avoid a court martial.

21-30 The characters are on routine patrol when they receive desperate transmissions from a small coastal settlement (human scavengers and prospectors trying to scrounge a living from the Wastelands). A group of pirates (1D4 heavy patrol boats and a small freighter) have landed and rounded up all of the people, plus their possessions and livestock, and are just setting back out to sea when the RDF characters arrive. They have 1D6x10 human captives in the freighter, whom they intend to sell as slaves.



If the pirates escape the characters, they return to a coastal base at an oil refinery, 200 miles (322 km) away. 2D4 other pirate vehicles wait at the base (Light or heavy patrol boats and perhaps a helicopter or two. There may also be one or two E.B.S.I.S. battloids). If the player characters want to destroy the base, they might want to infiltrate or sneak into it, to discover where the civilians are held and free them before attacking. Characters who negligently cause the deaths of civilians (e.g., by sinking the freighter) are in serious trouble with their superiors.

31-40 On routine patrol, the characters receive a distress call from a small freighter. The ship is 5,000 ft (1,524 m) from the coast of the Red Sea and is surrounded by four light patrol boats. The occupants of these vessels are attempting (unsuccessfully, as yet) to pull alongside and board her. The patrol boats have RDF markings, and claim (by radio) that they are an elite unit of Military Specialists combating arms smuggling. The freighter, they say, is carrying weapons to rebels. Contacting the Red Sea Fort and checking on the patrol boats' stories reveals them as frauds. These are just pirates, using RDF markings as a cover.

41-50 Zentraedi hit and run strike force! These brutes are looking for blood and destruction. They may attack an RDF patrol boat, mecha or civilian vessels or town. The force can be one of the following: 1) 1D4+2 female power armor units, 2) 1D4+2 fighter pods, 3) one female power armor commanding 1D6 tactical battle pods, or 4) one male officer's pod commanding two male power armor, two battle pods and one fighter pod. Remember, Zentraedi mecha can fly and travel and fight underwater.

51-55 The characters are sent out to intercept a convoy of trucks in the Wastelands just east of the Ethiopian Free Holding. Military Intelligence believes that they contain arms being smuggled into Zimbabwe, and is always eager to keep weapons from that potentially hostile barony. Their mission is to capture the trucks and the cargo if possible, or else destroy them. Some prisoners are wanted for questioning.

The player characters arrive in the area to find six light trucks. Nearby are four E.B.S.I.S. MiG-25s! As soon as the characters threaten

or approach the trucks, the jets close in on them. They are informed by radio that the trucks are E.B.S.I.S. property and they are told to back off. If the characters do not comply, one MiG fires a missile wide, obviously as a warning shot. Note that the trucks are in UWG territory, have no military markings and carry Zimbabwean civilian crews. Whatever the characters do, the E.B.S.I.S. do not fire first. If the characters shoot at the MiGs, they retreat (they cannot inflict mega-damage). Eight melees later, however, four MiG-29(E)s fly to 38 miles (61 km) away from the characters and rain missiles down on their mecha. If such a fire fight does develop, the characters' commanders will not be happy, as this causes a major diplomatic storm.

56-64 Unidentified underwater vessels spotted via sonar near an oil refinery, freighter, base or coastal town. The intruder can be any of the following: 1) Zentraedi Theatre Scout on surveillance — fights only in self-defense, otherwise flees the area if it is approached (1D4+1 fighter pods will come to its rescue if it is attacked). 2) Zentraedi underwater strike force looking for a fight and/or plunder. Its forces include one officer's pod, 1D4 tactical battle pods, and 1D4 male power armor units; a reentry pod with another 3D6 tactical battle pods is concealed on the ocean floor, two miles away! 3) Pirate submarine looking for easy prey, 4) An E.B.S.I.S. submarine performing reconnaissance. It will fight only if attacked first; it is in international waters and has done nothing illegal (of course it may be supporting pirates, smugglers or spies).

65-70 Following a clash between a pirate boat and an RDF patrol boat, the Fort receives a radio message from the pirates: their boat is virtually crippled and they have landed at a small geological survey station on the coast. There they have taken the geologists prisoner and they demand that the RDF fix their boat or provide them with a new one and free passage to get away. The characters are sent to deal with this hostage situation.

Characters may use force or diplomacy to settle the matter, but if their actions get the geologists killed they can forget all hope of future promotion and might be court martialled! The survey station is a collection of a dozen tents and flimsy huts, with three ARR-Recon vehicles. Half of the 3D4 pirates are in three different ARR-Recon vehicles, with one hostage in each (just to dissuade the RDF from shooting at them); the other half guard the other 2D4 geologists in one of the buildings (the building has A.R. 6 and 200 S.D.C.); 1D6 of the remaining tents and huts are boobytrapped; e.g., packs of explosives, each equivalent to one explosive grenade, are detonated by characters opening the doors.

71-80 The Fort receives an incomplete distress signal from a Njord supply ship carrying military prisoners through the Red Sea. The player characters are sent to investigate. When they contact the patrol boat, the "captain" apologizes for the "false alarm" and says that everything is fine now. The fact is, the boat's six military prisoners have seized control of the craft, killed the crew and taken their uniforms. They intend to escape to the Ethiopian Free Holding, but face execution if recaptured; they fight to the death if need be.

81-90 On routine patrol in the Wastelands, the characters approach an oil refinery. Here two small mercenary armies are blasting at each other. Each side has 1D6 tanks, 1D4 ARR-Recons and 1D4x10 infantry troops. Both armies claim to be defending the installation from the other's aggression. The characters should break up the fight and deal with this feud. Actually, the refinery is owned by one corporation which hired one bunch of mercenaries, but the oil field is owned by another, which hired the opposing force. Neither army is in the right or entirely in the wrong. It is up to the characters to stop the fighting.

91-100 The Red Sea Fort intercepts an S.O.S. call from an oil tanker, and also some taunting calls from a Zentraedi officer ("Come and get us, you puny human scum!" etc.). They pinpoint the source of the transmissions: a large freighter 75 miles (121 km) southeast of the base, heading out towards the Indian Ocean. One Zentraedi Officer's Pod and two Battle Pods are standing on the deck. A Sea Sergeant helicopter also stands on the deck and 2D6+10 micronized Zentraedi have swarmed out of it to take control of the ship. The characters are sent to deal with the situation. They may take any vehicles or mecha that they

want. Other vehicles might also be sent to assist them (e.g., a Sea Sergeant helicopter may be assigned to fly mecha out onto the deck of the tanker, if that is what the characters want). Complication: Except hand to hand attacks, 50% of unsuccessful attacks against the enemy pods will hit the tanker, which is full of gasoline. If its hull is ruptured, the ship not only starts to sink but also bursts into flames, causing a huge, burning slick to spread across the sea and the untimely deaths of the human crew. Toppling/forcing the Zentraedi into the sea, of course, makes it safer to attack them.

Fort Hope

A Southern Cross Base

Fort Hope looks like a huge construction site, spread out over seven square miles (18 square km) of farmland and jungle. Some civilian buildings have been converted for temporary military use, while others have been demolished. The whole area is littered with vehicles, portable cabins and half finished buildings. The site resembles a giant ants' nest with thousands of workers toiling at their individual tasks and with little sign of military order or regimentation.

The location was chosen because of the flat land (ideal for an airfield) and the existing road network in the area. The civilians who lived on the site a year ago have almost all been evicted. For now, however, the Fort is some way from becoming fully operational (it is due to be ready in three years), and construction crews and their vehicles greatly outnumber the military personnel and their machines.

Barbed wire fences have been erected to keep civilians off-site. However, around the site, outside the fenced in perimeter, several thriving villages have sprung up. Video arcades, small cinemas, "hotels," shops, bars, drug-dens, and other similar establishments now cater to the thousands of construction workers who labor on the site. Beggars, spies, unemployed refugees, political activists, thieves and others have settled in or pass through these villages. A never ending stream seems to arrive weekly, riding in with the supply caravans that constantly travel between Luanda and Fort Hope.

Colonel Martina Henisch

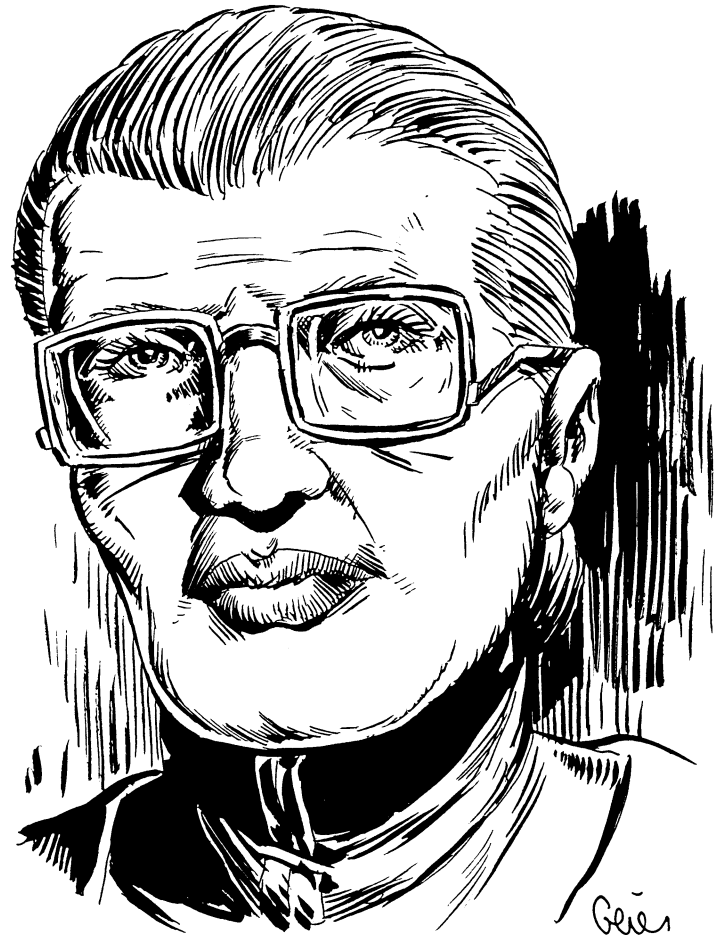
"Well, this is Fort Hope. Not much to see, is there? Those woods over to the east will be workshops and factories in a couple of years. Over to the north you can see the bulldozers smoothing the savanna to make a landing strip. It all reminds me of when I started out in business: my first project was to take some farmland and dilapidated housing near Dresden and replace it with a gleaming entertainment and industrial complex. That was before the wars of course.

"Anyway, you can see the mounds of earth where we've put in the first underground barracks for the troops, and that large concrete block in the center is the shell of the command center. Right now we're using these old school buildings for our HQ. There was a small town here before we moved in, but we've flattened most of it now, and there are hardly any civilians left. If you are staying for long we can find you rooms in those temporary cabins, and if you need anything there's a quartermaster's store and armory in that old art gallery over there."

Colonel Henisch is the sort of Southern Cross officer that "real" soldiers, like RDF Brigadier General McMillan, absolutely despise. Simply, she is not a soldier. She is an administrator, a businesswoman. Awarded the rank of Colonel, she is one of the people who is building up the Armies of the Southern Cross, organizing them, ensuring that their Forts and machinery are properly built. She actually began her career in a firm of Civil Engineers. Before the Zentraedi invasion, she had become extremely wealthy in the construction business. Her expertise as a manager and administrator, along with her knowledge of the construction and engineering industries, won her current post with the Southern Cross.

Henisch does not even see herself as a soldier. She is simply employed by the Southern Cross to help get the Armies up and running as she would any expanding civilian corporation. In military matters (tactics and strategy, troop deployment, etc.) she always defers to her second in command, Major Navarrete.

She is efficient, organized, and sees everything in her life as a problem to be attacked or a situation to be manipulated. This extends to people and to her personal life, as well as to her duties. She treats people with a cultivated but disinterested politeness, trying to make them feel relaxed but making sure that conversations are brief and to the point. All of her relationships have been dismal failures. She always sees love



affairs in terms of what she can get from others and inevitably leaves them feeling used.

Alignment: Unprincipled

Attributes: I.Q. 19, M.E. 14, M.A. 11, P.S. 8, P.P. 10, P.E. 9, P.B. 11, Spd. 11

Hit Points: 27

S.D.C.: 10

Age: 50

Weight: 122 lbs (55.5 kg)

Height: 5 feet, 6 inches (1.68 m)

Disposition: Politely abrupt, efficient and quick-witted, pleasant to everyone but cares about no one.

Level of Experience: 7th level Civilian-in-Uniform.

Skills: Radio: basic 90%, basic electronics 80%, intelligence 85%, pilot automobile 98%, read sensory equipment 80%, mathematics: basic 98%, mathematics: advanced 98%, computer operation 95%.

Rank: Colonel in the Armies of the Southern Cross.

Politics: Right versus wrong, good versus bad, are not issues which Henisch can cope with. What she does understand is efficient versus inefficient, legal versus illegal, profitable versus unprofitable. Consequently, she would be firmly opposed to General Zhu's planned

coup, if she were ever to hear of it. The coup neither strikes her as very efficient (if the RDF is split, it will not function properly), nor legal or profitable. However, she will not take any illegal action against any serving RDF officer (e.g., she will not sanction an attempt to murder Zhu or McMillan).

Personalities

Major Lucio Navarrete (Principled, 5th Level Jungle Squad Soldier; I.Q. 14, M.E. 14, M.A. 10, P.S. 20, P.P. 10, P.E. 11, P.B. 10, Spd. 15) is in command of the military operations at the Fort, including patrols sent out and operations to “disperse” demonstrators and troublemakers. He is a hard-bitten, no-nonsense, obnoxious soldier who has seen heavy fighting in the South American Sector where he was recruited into the Southern Cross from a local militia. He has no patience for civilians or politicians, and prefers action to negotiation in all circumstances. He hates “inferiors” telling him what to do, but obeys his superiors’ orders unquestioningly. Characters may initially suspect that he could be linked to General Zhu’s conspiracy (he is exactly the sort of anti-civilian militarist that Zhu might well recruit), but actually he has not been contacted by the conspirators, and is so unthinkingly obedient that he would remain loyal to the Southern Cross under any conditions.

Private Vernon Cuthbert (Scrupulous, 1st Level C.D.U. Soldier; I.Q. 9, M.E. 11, M.A. 10, P.S. 17, P.P. 11, P.E. 10, P.B. 12, Spd. 8) is a naive young soldier (about 16 years old) fresh from training. He regards a military life as being full of adventure and excitement, just righting wrongs and protecting the innocent, and he will eagerly try to attach himself to more experienced soldiers (like the characters) whom he idolizes. They may not appreciate his constant pestering and inane good nature. Cuthbert has not yet faced the harsh realities of war and probably wouldn’t be able to cope when he does. For the time being he can delude himself that the world’s military are heroic defenders of freedom who can do no evil, but eventually his illusions are likely to be shattered.

Ronald Sexwale (Unprincipled, 2nd Level Civilian; I.Q. 9, M.E. 7, M.A. 11, P.S. 21, P.P. 10, P.E. 9, P.B. 8, Spd. 12) is an honest, hard-working man, hired onto the construction crews. He has a wife and children in Luanda and took the job so that he could send money back to them. Sadly, the loneliness and drudgery of life on the site has gotten to him and he has become addicted to a synthetic drug sold in the villages around the base. Now he must steal and beg to feed his habit, and has given up hope of saving money for his family. His latest idea is to find extra work as a servant to a visiting or resident officer (perhaps one of the player characters) in order to earn extra cash.

Yehaya Geshenu (Anarchist, 3rd Level Civilian; I.Q. 11, M.E. 12, M.A. 7, P.S. 17, P.P. 10, P.E. 11, P.B. 9, Spd. 6) is a foreman on the site. He is an overweight, coarse man, given to complaining about the “troublesome” workers and whistling at young women. Unlike his workers, he is paid extremely well and receives fat bonuses for getting work done ahead of schedule, so he is keen to cut corners and ignore safety measures. Characters who are sympathetic to the workers’ plights frequently argue with him, and attractive female characters may become the unfortunate targets of his leering stares and rude suggestions.

Southern Cross Troops

In 2016, there are few military personnel stationed at the Fort. There is no more than one battalion (640 troops), equipped with an odd mixture of “still experimental” mecha, body armor, and weaponry. Battloids and Veritech vehicles are in very short supply and are here largely to be field-tested by the troops. Such prototypes *may* have “extra features” (at each G.M.’s discretion) not found on the production models detailed in the **Southern Cross** sourcebook (greater speed, extra or different weapons, etc.). Equally, such vehicles might lack features added to the later models, or might function less efficiently. Pedantic G.M.s might note that these test-versions are still largely experimental and might be prone to embarrassing (or dangerous) malfunctions. Body

armor and equipment is equally diverse with the Jungle Squad, the Humid Climate Offensive Squad (H.C.O.S.), Desert Squad, Civil Defense Flying Corps (C.D.F.C.), Civil Defense Unit (C.D.U.), Alpha Tactical Armored Corp (ATAC), Recon Escort Patrol (R.E.P.), Tactical Corps, Global Military Police (G.M.P.) or Tactical Air Force (T.A.F.) hardware all present. Southern Cross characters may select O.C.C.s from any of these Armies.

Mecha forces in 2016 are likely to include:

- 24 S.C. Veritech Hover Tanks (4 “short” squads)
- 12 S.C. Logans (2 squadrons)
- 4 S.C. Veritech Hover Copters (extremely experimental)
- 6 S.C. G.M.P. Battloids
- 6 S.C. T.C. Reconnaissance Battloids
- 6 RDF Raidar-X (for training and protection)
- 6 RDF Excaliber (for training and protection)
- 6 RDF Veritech Fighters (for training and protection)

By 2020, the Fort is almost operational. There are 10,000 troops here by this date, with standard equipment, Veritech vehicles, battloids and even high-tech aircraft (like the Spector) all in service. The troops are predominantly Jungle Squad, H.C.O.S. and T.A.F., with token forces from G.M.P., R.E.P. and similar obscure Armies.

Mecha forces in 2020 are likely to include:

- 160 S.C. Veritech Hover Tanks (one full armored company)
- 320 S.C. Logans
- 24 S.C. Veritech Hover “Copters (still experimental)
- 24 S.C. G.M.P. Battloids
- 48 S.C. T.C. Reconnaissance Battloids
- 96 C.D.C Battloids (divided between light and heavy)
- 12 RDF Veritech Fighters (advisors and teachers)
- Plus hundreds of aircraft, tanks, vehicles and equipment.

Digging Up Dirt

Characters investigating events at the Fort should find plenty to unsettle them. The Southern Cross are accountable to no local power and ride roughshod over the local civilians and the construction workers. They are evicting and deporting residents without reparations, brutalizing demonstrators and strikers, and threatening local bureaucrats. The settlements around the site are rife with crime. Drug addiction, alcoholism and political agitation are increasing amongst the site’s laborers. The military troops, who could be fighting the Zentraedi, are preoccupied guarding the site’s stores and laborers from frequent criminal acts; mostly assaults, muggings and robberies.

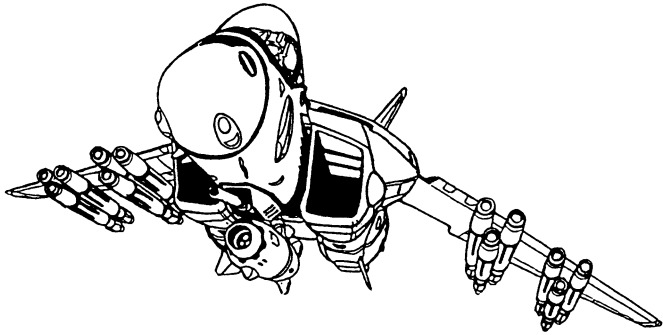
G.M. Note: The Southern Cross is unaware of General Zhu’s plots and remain loyal to the United World Government. There are plenty of workaday brutalities and human suffering, but no signs of treasonous conspiracy; they will fight the renegade general tooth and nail.

Local Affairs

The Southern Cross has established its Fort here despite the opposition of local politicians and civilians. This has caused a great deal of hard feelings and ill will. Some local bureaucrats conspire against the Armies, closing roads and bridges, impounding goods in transit to the Fort, and so on, in the hope of gaining some concessions from the Southern Cross. At the very least, they want some reparations paid to the landowners who lost their assets when the Armies requisitioned the site. Poorer civilians have also tried to get some compensation from the Southern Cross or World Government, and have vainly organized petitions, demonstrations, and lobbyists.

However, by and large, local opposition to the Fort is crumbling. Dispossessed civilians have largely moved away (or been deported) and local politicians and businessmen are coming to see that a large military base could generate a lot of wealth for their area (recreation will be required for the troops, contracts will be awarded for menial services inside the fort, etc.). Money speaks loudly to the local power-brokers.

Within the Fort, there are other problems. Hurrying to build the Fort as swiftly and cheaply as possible, safety standards are poor and accidental deaths are frequent. Some workers have begun complaining about conditions on the site and about their low pay. Indeed, to supplement their wages, some workers have begun to steal tools and supplies, selling them to a growing number of disreputable civilians who have settled around the base. The makeshift villages around the site brings other evils, too, including cheap liquor, drugs, gambling, and vice, not to mention attracting political agitators, preachers, Zimbabwean spies, bandits, terrorists, and other troublemakers.



Adventures at Fort Hope

Southern Cross characters assigned to the African Sector are first sent to Fort Hope. From there they might be sent out on patrols to the north, or perhaps assigned to an RDF garrison to assist and gain combat experience in protecting the Sector.

RDF characters might visit the Fort to negotiate with the Southern Cross or be assigned to them to help train raw recruits, police the unsavory shanty town around the fort, protect it from spies, terrorists, bandits and the Zentraedi, and similar things.

The following tables suggest encounters around the Fort. These can be determined with a random roll of the dice or the Game Master can select whatever seems appropriate for his or her campaign and characters. For events while on patrol in the field, refer to the **Encounters In The Field** section under the description of the **RDF Fort Victoria**; the Southern Cross patrols the same area as the forces from Victoria, and so will have similar encounters.

Encounters at and around the Fort

01-20 The characters are walking through the site when there is a scream and a crash from a half-finished building. Workers start shouting for medical assistance; presumably the player characters respond. A laborer fell from 30 ft (9.1 m) when a cable supporting him broke. He has several compound fractures and may never walk again. Investigations of the cable reveal that it was old and rusty. Looking at other equipment around the area (or the site in general) reveals several other accidents waiting to happen. The Fort's commanders' and the construction crew managers aren't interested in allegations of unsafe working conditions. It's a question of time and money, they say. They are "only following orders," and aren't allowed to spend more on wages or safety. The characters later hear that the crippled worker has been dismissed without compensation.

Any efforts to help workers, no matter how futile and unproductive, will gain the characters the respect and loyalty of many workers. This may make them privy to rumors and inside information from people trying to repay them for their kindness. However, it will only breed animosity and contempt from the construction bosses and military. As a result, the characters will be branded as "troublemakers" and may find themselves being reprimanded, getting the worst and most dangerous assignments, framed for crimes they did not commit, or getting reassigned to a different post.

21-40 Characters stationed at Fort Hope are ordered to lead a squad of troops to evict the last few civilians still in their homes on the site. Their houses are to be demolished to build a hangar, and the residents refuse to leave. The characters can easily force them out; they have nothing but bricks and bottles to defend themselves with. However, the situation can generate some intense and heart-rending role-playing: The civilians should include an old woman who has lived there all her life, a family with seven small children, an anti-Unification political activist, and others. All who denounce the characters' actions, sob, scream, plead and demand explanations. All complain that they have received no compensation and are now penniless and homeless. If the characters refuse to evict the families, they are court martialled for disobeying orders, demoted at least one rank and reassigned to a different post; future insurrection will see these "troublemakers" drummed out the service or possibly imprisoned. The Southern Cross is not interested in making deals with the civilians (money is tight). They just want them out and expect that soldiers follow orders.

41-50 After an evening relaxing in the villages around the base, the characters head back towards the Fort. But before they reach the main gates of the base, they are confronted by 2D4 refugees holding "guns" (one-third have 9mm Browning pistols, one third have AK-47s, and one-third have lumps of wood, crudely shaped to look like pistols in the dark). These hungry refugees, who came to the base in search of work, demand money and valuables from the characters, and flee as soon as they get some loot or if any of them are seriously injured or killed.

51-60 A group of professional bandits has grown increasingly bold and violent. The player characters may run into them as intended victims, or while on guard duty of a supply hut, warehouse or convoy. Another possibility is the characters may be charged with investigating the brazen crimes and bringing the criminals to justice. The bandits are well armed, skilled and dangerous.

61-70 "Here friend, you want to buy..." Relaxing in a bar outside the base, the characters are approached by a small-time peddler and drug dealer. He is selling a variety of goods from a large shoulder bag which includes pirated videos, magazines, a dozen over-priced commodities which are currently in short supply (chocolate, contraceptives, etc.), and a variety of drugs.

71-80 Spies and smugglers! These scoundrels can be human bandits or agents for one of the less scrupulous baronies or the E.B.S.I.S., or even micronized Zentraedi. They may or may not have mecha (E.B.S.I.S. battloids or Zentraedi pods) or assault vehicles to lend muscle to their activities. They do have mega-damage weapons and body armor, many of which are stolen S.C. and RDF items. The player characters may stumble into them during a criminal act, raid, robbery or covert operation. Or they may be charged with investigating their activities and to bring the brigands to justice.

81-90 "Here friend, you want to buy..." In the streets of a village outside the Fort, one of the civilians recently evicted from her home is trying to avoid starvation by selling the only things that she has left: her children. This should be particularly awkward for player characters who were involved in the eviction noted in number 21-40, as they might actually be directly responsible for the family's plight. Whether they try help the woman in any way is up to the players.

91-100 In a bar outside of the Fort, a character is approached by a very friendly young woman (very, very friendly). She attempts to lead the character off to a more secluded, intimate location. There, the character is ambushed by 2D4 terrorists (a mix of Anti-Unification Nationalists and disgruntled locals). If the character falls into the trap they tie him up, question him, beat and rob him, and leave him for dead. Obviously, the woman is a part of their gang. If he manages to escape they will give pursuit, but will give up after a short while and will lay low until any investigation blows over. **Note:** If the character was involved in the eviction, above, it might be particularly fitting if some of his assailants were the powerless civilians whom he helped to make homeless.

Fort Niamey — RDF HQ

Fort Niamey is a sprawling complex of bunkers, hangars, sheds, barracks, and concrete blocks, all enclosed with rows of barbed wire, a ring of minefields, trenches, and interconnected by a spider's web of roads and underground passages.

The most important rooms in the Fort are found underground, including the communications room, ammunition stores, computer rooms, emergency generators, and the "operations center" (where battles are planned and overseen). However, the Fort is comfortably far from the Disputed Zone and the senior officers have taken airy offices above ground.

Internally, the Fort is spartan; neat and well maintained. Bare luminous strips may not provide beautiful lighting, and military-grey is not everyone's favorite color, but at least the lighting works and the paint is clean and fresh. The Fort is maintained with military efficiency, with a place for everything and everything in its place.

The Fort itself serves several functions. It is primarily a garrison at war. Mecha, aircraft and ground vehicles constantly enter and leave the base, heading out to patrol the perimeter of the Disputed Zone or on other duties. As a supply center and clearing house, it contains hundreds of personnel and tons of equipment which are in transit, usually having flown in from other Quadrants or even Sectors (often Scandinavia) and now await redeployment. It is also a training camp for mecha troops and military specialists. Finally, the Fort is the Sector's strategic command Headquarters, with offices for General Zhu, his staff, specialists, intelligence, and administrators.

Around the base itself is a small factory city, inhabited by 200,000 civilian workers and their families. Many work in defense related industries, making anything from missiles to note paper for the RDF. Row upon row of factories spread out from the base, mixed in with middle class neighborhoods, crumbling inner city buildings, stores, theaters, and squalid shanty towns. Pleasant looking apartment blocks house factory managers, businessmen, UWG representatives, and senior RDF officers (everyone from Colonel up has an apartment off-base, and those with families may have houses). The RDF infantry police the city with a heavy hand, and keep a special eye on the apartment blocks where senior officers and dignitaries live.

Fort Troops

RDF Mecha Force:

Fort Niamey commands 210 operational mecha. These are organized into three Veritech squadrons and 32 Destroid patrols. They are:

- 48 Veritech Fighters (split into eight squadrons of 6 each)
- 72 Excaliber Destroids
- 32 Gladiator Destroids
- 10 M.A.C II Destroids
- 19 Raidar-X Destroids
- 29 Spartan Destroids

Other Available Combat Vehicles:

- 32 Falcon Fighters (organized as 4 squadrons)
- 6 Cat's-Eye Recon Jets
- 48 Adventurer II LVT aircraft (6 squadrons)
- 12 Titanic VTOL transport aircraft
- 19 Howard LH-2000 reconnaissance helicopters
- 18 Sea-Sergeant helicopters
- 33 Commanchero assault helicopters
- 96 AAR-Recon II
- 121 LCT-73 "Tornado" Combat tanks

Plus 1000 logistical supply trucks, land rovers, dune buggies and jeeps. The Veritech fighters, training staff and most of the miscellaneous technical/support personnel are based permanently on-site. One squadron of Veritechs, Falcons, and Adventurers, and a Destroid squad, are always on standby in case of emergencies.

Note: The "Tornado" and other RDF vehicles and equipment are described in the **RDF Manual** sourcebook.

Fort Niamey Troops:

4,000 infantry troops plus an additional 800 personnel that includes medical staff, military police, mechanics and engineers, administrative personnel, intelligence units, communication units, and technical and support staff.

Approximately one-quarter of the mecha, vehicles and ground troops listed above are based at Fort Victoria at any given time. Many troops are assigned to temporary duty at outlying strategic posts, such as towns, factories, UWG offices, airfields, and bridges, or hunting down rebels, and deserters, etc.

Hints of a Conspiracy

Game Master Notes

When the player characters first begin to suspect that there is some sort of treason or conspiracy within the RDF, they should start asking questions. Making inquiries, keeping an eye open for suspicious activity and searching through files are likely to dig up information to support their suspicions. Whether what they find is sufficient evidence to prove General Zhu's involvement (unlikely) or any of his conspirators (more likely) will depend on the characters' determination, skills, and luck. Remember, the General has taken precautions to appear innocent and above any acts of treason. If anybody comes under suspicion it will be *Brigadier General McMillan* — which means the characters may, at some point, turn to General Zhu or one of the other conspirators for help!

As the characters come to learn more about the conspiracy, and begin to suspect the Sector's own commanders of involvement, they may take greater risks looking for information and even burglarize officers' apartments and offices, hack into base computers, monitor transmissions, put suspects under surveillance, or even kidnap and interrogate officers! Of course, ultimately their actions, no matter how cautious or extreme, will be left in the hands of the players. Game Masters should just be certain to give the characters enough incentive and information to keep the intrigue and suspense going.

The following entries are *guidelines* (and only guidelines, not hard-and-fast rules) regarding investigation and communications. Bear in mind that many of these activities are quite dangerous and the characters risk a confrontation with military police, court martial and imprisonment as spies, traitors or criminals themselves.

Breaking and Entering

Characters wishing to enter any office or apartment illegally, must either get a key (e.g., mug the office/apartment's owner), pick the lock (successful pick locks required, or the lock jams and the door cannot be opened), or break down a door or window (immediately setting off any alarm that is likely to be present). Most security systems around Niamey are set off by forced entry and motion detection. The police or

M.P.s will arrive within 2D4 minutes after an alarm has been triggered. Only 40% of the apartments off base have an alarm system.

There may also be a chance of military or civilian police stopping to investigate suspicious looking loiterers and activity they happen to notice while on routine patrol. The prowl skill should help to avoid and evade such chance encounters. The chance of being noticed by police or passers-by will depend on exactly where the room is, visibility, what time it is, and how populated/active the location may be. For example, there is little chance (1-5%) that anyone would notice a character breaking into a civilian's apartment at 2 a.m., especially if it is in a bad or noisy neighborhood (make a prowl roll to avoid detection). However, there will always be people outside General Zhu's office and other important places, with a pair of guards or policemen checking the location regularly. Likewise, a place crowded with people is good to get lost in a crowd, but also offers a good chance that one or more of the characters will be noticed and remembered (and reported to the authorities). It is up to the Game Master to determine the risk and chance for being discovered (and captured?) for each situation.

Bugs & Surveillance

Characters may wish to place listening or video devices at strategic locations. To do this they must get into the room or vehicle that they wish to bug, and hide the appropriate surveillance devices. Further, every 2D6 days, Military Police check each office room at the Fort (even the Generals' offices), for bugs and transmissions. If such devices are found, there is a major scandal and a correspondingly thorough investigation. The Military Police will also begin a sweep of the officers' living quarters outside of the Fort, looking for further devices. Characters who had previously requested surveillance devices from the RDF are expected to give flawless accounting of their use.

Furthermore, surveillance teams run the risk of being discovered and arrested, captured by the conspirators, beaten, interrogated, or worse. Taking photographs and videotape, planting and monitoring bugs, following suspects, recording observations and gathering evidence is also time consuming, and player characters under suspicion may have to account for their whereabouts and activities.

Communications from the Base

The Fort at Niamey includes a large communications complex, which enciphers, transmits, receives and relays thousands of messages every hour. These range from electronic mail for the troops to sensitive military secrets; all at high speed. The base has both a powerful radio receiver/transmitter to communicate with units in the field and an array of satellite dishes to send messages to other Forts. Most incoming messages are decoded here, and sent on paper to their recipients. Those in secret codes, and all messages intended for Colonels and Generals, are transferred onto computer disk and taken by hand to the officers' offices to be decoded. Outgoing messages are similarly submitted in writing or already encoded on disk. Note that the communications center is not directly linked to the HQ's computer system, or any other external system; that would be inviting hackers.

Monitoring all of these messages is infeasible. However, characters might be able to record transmissions and received messages by sneaking or bluffing their way into the communications room and secretly installing a mini-computer to record specific calls, time periods or frequencies. They can later retrieve the recordings and search through them for incriminating evidence and clues. Radio transmissions may be intercepted by erecting a receiver nearby (satellite messages may not, however).

Remember that many messages are encrypted, using scores of different and regularly altered codes, including all of the General's messages. Still, incoming messages, even if encrypted, must bear some kind of recognizable address, stating who it is intended for (e.g., all messages to General Zhu have the same destination code). Characters who manage to intercept the General's radio traffic to and from Lagos, could effectively listen in to (and record) all of the broadcasts between Zhu and Ogheu, and between Zhu and Kegare. They might also be relieved to

discover that there are no incriminating transmissions passing between Zhu and RDF officers in other Sectors. With enough time and skill, any codes can be decoded, but such a task may take days, weeks or even months.

Computers and Hacking

Much of the HQ and the city's industrial areas are computerized. Little strategic or important information is stored on the system for fear of hackers, but high ranking characters will have access codes to gather considerable information, and characters with the computer programming skill can break through the system's security to access information which they should not be allowed to see.

Think of the computer system as a series of doors. Beyond each door is a certain amount of information, and another door. To get through each door, the character either needs a key (the code-number, which he or she types into the computer) or must crash through the door. Through each successive door, information becomes increasingly sensitive, and increasingly useful to the characters.

What access codes ("keys") the characters know is dependent upon their rank and position at HQ. Of course, they may be able to persuade higher ranking people to reveal their codes, or might discover such codes through burglary or surveillance. Generally, characters can get any information for which they have the access codes without the players having to make dice rolls. However, if characters are looking for obscure or veiled information, or are likely to stumble on an important clue which they aren't actually looking for, have them roll on their computer operation skill. Breaking into a level of computer security above which the character isn't cleared, requires a successful computer programming roll. If this roll fails, there is a 50% chance that Tanuma Kentaro or one of his underlings has noticed the character trying to hack into the system. He can't tell who the hacker is, but can identify the computer terminal being used and dispatches a squad of 10 Military Police, who arrive at that terminal in 1D4 minutes.

The man responsible for the base's computers is Tanuma Kentaro. He knows ALL of the codes, plus a few personal codes allowing him to play around with the system. The information accessible to each rank is, roughly, as follows:

Sergeant and below: Publicly accessible information only. Such characters may use terminals to send and receive electronic mail, keep a private diary, run word-processing packages, play games, do some home shopping, etc., but information available to them is limited to innocuous (not actively harmful or damaging) stuff.

Staff Sergeant to Second Lieutenant: May check lists of people on leave or sick-leave, access personnel records of those below them in rank, and look through business directories and computerized news reports covering recent African history.

First Lieutenant to Lieutenant Colonel: May check transport and equipment requisitions (e.g., "Hey look - it says here that General McMillan has booked a transport flight to Lagos tomorrow. Why do you think he'd do that?"), and access personnel records of those below them in rank (military history, commanders' comments, reprimands, personal details, addresses, next of kin, etc.).

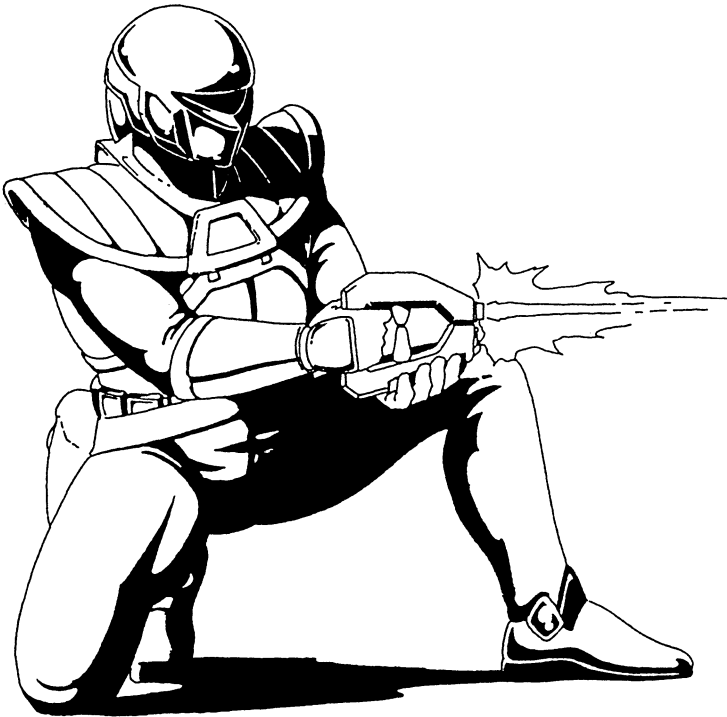
Colonel and Above: May access personnel records of any RDF personnel under the African Sector command, and may request any reasonable information from the UWG, Southern Cross or RDF high command; may also examine any field reports or medical records. Has reasonable access to most military records, strategy, tactics, and data bases.

General Zhu (and, unofficially, Tanuma Kentaro) only: May read anyone's personal electronic mail, examine other personal files, and may scrutinize Zhu's personal dispatches to high command. Has access to absolutely everything!

Searching General Zhu's Apartment

The General's apartment has little of interest. Characters searching it and making an intelligence skill roll, will notice that the only books (be-

sides those on military history, tactics, etc.) are on political theory, and tend to be very right-wing, promoting autocracy and dictatorships. They also find his scrawled manuscript for the book he is slowly writing. According to the manuscript, Genghis Khan was “a great commander and visionary,” and “No true general accepts the supremacy of the lily-livered civilians.” Telling stuff. He also has a Zimbabwe war club and chieftain’s headdress hanging from one of the walls (Zimbabwe is not part of the plot in any way other than as a target for conquest).



Searching General Zhu’s Office

The General has kept no written details of his plans. However, those searching his office may find (intelligence skill roll to notice each): 1) Several unmarked computer disks containing messages to and from Lagos. 2) A small notebook, in a locked draw, containing non-standard codes, plus phone numbers and addresses (labelled “K” for Kegare’s code, phone number and address and “O” for Ogheu’s). 3) A personal address book containing, amongst other things, current methods of contacting all of the people with whom Zhu supposedly refused to cooperate with in Manchuria.

Checking General Zhu’s Past

General Zhu is still able to contact those who offered to make him Emperor of Manchuria and China (this much is clear from his address book). The UWG and Bureau Six can also find out most of these people’s current locations. Many still hold minor positions in the barony of Manchuria. Zhu has recently contacted them and told them that he may be able to establish a “greater Empire,” of which Manchuria could be a part. These people do not willingly tell this to the player characters, unless convinced that the characters are also part of the General’s conspiracy.

The original Manchurian conspiracy is dead and forgotten. The characters cannot prove whether or not the General was actually involved at any stage.

If the characters talk to the RDF, they are assured that the General’s behavior was commendable and loyal. They consider him beyond reproach.

If they talk to the UWG bureaucrats in the East, they get “Well, we can’t prove anything, but we think he played along with the conspirators for awhile, before he decided to reject their offer.” Bureau Six keeps an open mind on the matter and would like to know why the characters have made such “unusual” inquiries. Bureau Six may send agents

to follow and observe the player characters and/or invite the characters to work for them in “finding out the truth” about the General (or any of the other conspirators).

Checking on Brigadier General McMillan

Checking on Brigadier General McMillan will reveal a distinguished career of service to the military. The RDF and General Zhu have complete trust in the man, but Bureau Six has its suspicions.

He is General Zhu’s right-hand man, but has a great deal of autonomy. Certainly McMillan has the capability, resources, connections and power to engage in covert or criminal activity without General Zhu or other people’s knowledge. Any number of investigations (and information forced from lowly underlings) seem to imply that whatever it is that’s going on, Brigadier General McMillan has his hand in it! See Logistics Records and Transport Logs, Industrial Records, and other sections.

Checking out the Industrial Complexes

The characters may think to look over the production records and work logs of the military factories outside of the base. They could either break into a factory office or concoct an excuse to look at a factory’s paperwork. Of course, if they look at such paperwork openly, and if the factory is involved in General Zhu’s plot, then someone in the factory is going to tell the conspirators that the characters are snooping around. If General Zhu considers them a threat he might act to “take care” of them. This could mean framing them as criminals, spies or traitors, placing them under surveillance (and possibly feed them false leads to send them and anybody working with them on one wild goose chase after another), have them reassigned far away from his own activities or to a dangerous post, arrange for an accident (death), or have his minions capture, interrogate and exterminate them.

In 25% of the military-related factories, an unusual proportion of the products are going missing or are being reported as “faulty.” In these cases, a group of managers or foremen at the plant are setting equipment aside to be transported to Lagos. All such equipment is loaded and removed in secret, usually at night. Characters who “stake out” such factories should be able to photograph, videotape, interrupt or intercept the loading and/or transportation of this equipment. In almost all cases, the vehicles which transport the equipment are from Lagos, with civilian drivers.

The factory managers and foremen do not know where the goods are going. They are following orders from *Brigadier General McMillan*, or one of his cronies. They have no idea that General Zhu is the mastermind behind any plot and are not even sure that they are committing treason against the UWG or RDF. McMillan has told many of these dupes that the equipment they set aside is being transported to “friendly armies” on the quiet or for inspection elsewhere. All of these people are being well paid not to ask questions.

Checking Logistics Records and Transport Logs

There are anomalies in the logistics and transport logs; available by accessing the base’s computer or checking physical, printed manifests.

In some cases, two different trucks are listed for the same duty. Some vehicles have more miles displayed on the odometer than the vehicle log says they should have. An hour pawing through the records and a successful intelligence skill roll, reveals 1D4 dozen such abuses and discrepancies. At the same time, a great deal of military equipment seems to have been quietly and efficiently discarded as “damaged,” or “old” or “worn out”.

Characters who can (or dare) arrest or question the drivers may discover that such trucks are making unofficial detours and unauthorized deliveries of equipment to Lagos, on the orders of *Brigadier General McMillan*. Most of the equipment listed as “damaged” also ends up in Lagos.

One other interesting anomaly appears in the transport records. *Brigadier General McMillan* has requisitioned individual cargo planes for no clear purpose, roughly once per fortnight for the last three

months. The airplanes have no destination recorded, but the flight-miles logged are consistent with a round-trip to Lagos! One or two such flights are planned in advance, and characters may “stake out” the airplane or track it to its destination. **G.M. Note:** These are the flights that carry Neka Emeka (with strategic information or special cargo) to Lagos as General Zhu’s ambassador.

Checking Payroll

The base’s payroll logs are kept on the base computer. Anyone ranked Sergeant or higher can access them. With a week of leg-work, wandering around and asking questions, cross-checking files, etc., and a successful intelligence skill roll, a character can discover a score of anomalies in the payroll.

People are listed twice on different pay-lists, but only one load of money is transferred into their bank accounts. Dead soldiers are still (apparently) being paid. Unmarried personnel are being credited with an additional allowance intended for married soldiers, etc. The upshot of this is that the RDF’s accountants are paying out much more money than they should be, often to soldiers who don’t exist. It is uncertain where this money is going (Actually, it is being paid in cash bribes to the conspiracy’s agents and accomplices). Subsequent weeks of investigation turn up more and more abuses in the system.

Checking Personnel Records

There is nothing inherently incriminating in the personnel files. However, if characters already have their suspicions about certain personnel, they might find a few facts here.

Captain Emeka and *Colonel Da Silva* both earned their posts with General Zhu’s special favor; they would not otherwise have received their present appointments. Almost all of the lesser members of the conspiracy have received conveniently influential or useful postings because Brigadier General McMillan or Colonel Da Silva pulled strings for them.

Their personnel files include comments on potentially subversive, political or religious opinions, where appropriate. Hints of neo-fascist political opinions or blatant megalomania may be found here. Successful intelligence skill rolls should be required to find such information (if any exists) about suspects; assuming that the player characters can get access to the personnel files (e.g., Lieutenants and above, or those successfully hacking into the computer system).

The City of Niamey

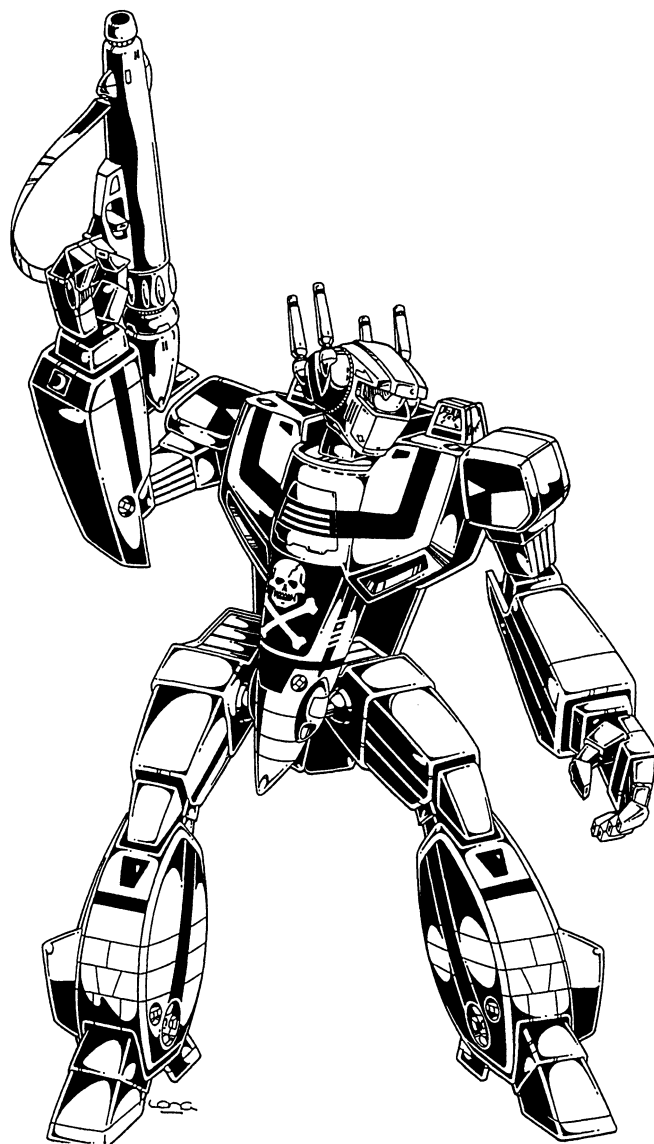
The RDF keep the peace throughout the civilian city of Niamey. They are determined to crush any anti-Unification movements or protest groups which might disrupt the smooth operation of the munitions factories and other strategic facilities. The result is that the civilian city often resembles a stern police state, with armed “police” (RDF infantry) patrolling the roads in armored vehicles or mecha, and random searches, arrests, seizure and detention without trial. Hundreds of “probable traitors” languish in prisons within the Fort, awaiting a formal trial and/or deportation. Public protest is met with restrained force. Consequently, few political groups manage to organize within the city of Niamey, while the RDF’s brutality fosters discontent.

Niamey is populated largely by immigrants, including groups from dozens of tribes, such as the Ashanti. Fresh refugees and migrant laborers arrive daily and are obliged to register at the Fort. Those who fail to register, or stay for over two weeks without getting a job, are deported. While these sorts of policies help prevent terrorism, riots, strikes, crimes and other inconveniences, there is little that the RDF can do about the city’s hordes of fifth columnists.

The Islamic Republic, Zimbabwe, the E.B.S.I.S., various politicians in Lagos, Doctor Arsenic, Bureau Six, RDF Military Intelligence and Captain Emeka, all have informants and agents planted in and around the city. All are careful to relay information (and sometimes equipment) from their place of business or neighborhoods to their bosses. As

swiftly as Military Intelligence uncover rival agents, others infiltrate the city.

Niamey has also become home to several “fringe” groups, “weirdos” begrudgingly tolerated by the RDF. The New Church of African Spiritualism is a fast-growing sect that is winning recruits from the Churches, Mosques and traditional religions of the city. They combine workaday African spirit-magics and divinations with the Christian message of salvation. A self-proclaimed sorcerer calling himself “The Chief,” also does a brisk trade, selling “authentic African talismans” to superstitious RDF personnel, claiming that his trinkets can provide safety in battle (500 credits), irresistibility to men/women (1,000 credits), luck in gambling (600 credits), etc. None of these fringe groups can demonstrate that their “magics” have any effect at all, but there are plenty of people willing to take them on trust.



Adventures at Niamey

Niamey is the largest RDF base in the Sector, with a huge, permanent garrison of mecha and soldiers, plus other personnel staying here on a temporary basis, awaiting assignment to one of the Sector’s other Forts.

If the characters are with the Army of the Southern Cross, rather than the RDF, they might easily be assigned to the garrison, because it would be considered a good experience for them. If an investigation is underway to unearth corruption or conspiracy within the RDF, Southern Cross agents might be assigned the case because they are not personally

or emotionally tied to the RDF and should be able to conduct a “fair and objective” investigation.

The following tables provide some possible encounters which can occur both inside the city and out on patrol. Roll percentile dice for a random encounter or select whatever seems appropriate for the campaign and player characters.

Encounters in Niamey

01-10 One of the player characters, any engineer or technically minded character, gets to his/her workshop one morning to find that some of his prized tools are missing (i.e. personal property, not just RDF issue). Lounging close by is *Sergeant Turner* (described under the NPC section). He says that he might be able to find the thief and have the tools returned, for a fee.

For 500 credits, the tools (which should be worth at least double that) are returned the next day. Every month thereafter, some young lout in Turner’s pay approaches the character and demands 100 to 200 credits to “make sure your tools don’t get stolen again.” Characters who go to the Military Police to report this are set upon by a group of soldiers with cudgels shortly afterwards. Other threats and trouble may follow.

11-20 The player character is approached by *Captain Neka Emeka* in the canteen (“Is this seat taken?”). She makes small talk for a while and may pretend to be attracted to the character (who knows, maybe she is... that would make for an interesting romantic complication). She soon steers the conversation round to politics. Characters who profess suitably fascistic/militaristic beliefs might be contacted by her again later to perform a few “minor favors” (e.g., carrying an apparently meaningless message, hiding a gun, etc.). If the character performs these tasks well, Emeka might ask him and his friends to help load guns onto trucks or perform other more important functions. She explains that *Brigadier General McMillan* has plans to bring some of the “treacherous” local politicians under the control of the RDF, and that the cause needs good men and women like them. She does not mention General Zhu’s involvement with the conspiracy under any circumstances, but this might be a good way for characters to infiltrate the conspiracy and/or work out who some of the main conspirators are.

21-25 In a bar or on the streets of the civilian city of Niamey, the characters are approached by a grubby young woman who is selling shrivelled, round fleshy objects on leather thongs. She claims that these unpleasant necklaces are “fertility charms” made by “The Chief.” She asks 400 credits for each, but is prepared to haggle (What price does she go down to? Well, if each dried sheep’s testicle cost her one credit, she is still making a good profit if she sells them for 10 credits each). The Chief would not be pleased to discover that this peddler is claiming that he made her shoddy goods.

26-30 The player group stumbles onto a group of professional bandits smuggling contraband in (or out) of the city. The bandits will try to avoid capture and those who escape may seek revenge. They are not part of the conspiracy, but may be in league with any number of political factions, including the E.B.S.I.S. or Zimbaweans.

31-35 In the civilian portion of Niamey, the player characters are approached by an emaciated teenage beggar, who pesters them, “Hey, you a soldier? You RDF? You must be very rich. All RDF very rich. You get big pay. I not very rich. You give me some of your money? You have plenty to spare! I give you information in exchange, yes? What you want to know? I know everything! I know where you can get herbs and powders for your cigarettes. I know where the cheap girls are and the cheap boys too. I know where you can get cheap watches, where you find a good bar ... oh, I know everything!” The kid knows all the things mentioned, but nothing of relevance to Niamey’s politics, smuggling, or treasons.

36-45 The characters stumble across a group of smugglers (1D4+1 per truck) who have just finished loading and locking up a pair of cargo trucks. Most of the men appear to be local inhabitants. The most talka-

tive is a fast talker who first tries to lie his way out of trouble, but if that fails, he tries to “bribe” the characters to “forget” what they have seen and to let them go. He or one of his men frequently goes to whisper with a shadowy figure in a hooded cloak (face is concealed). The bribes start at 500 credits each and can go as high as 5000 each! If the player character takes the bribe, a quick credit transfer is done and the grateful smugglers drive away. They can attempt to follow the trucks, but will be intercepted by bandits, Zentraedi or their own forces (in the latter case, detained long enough for the trucks to escape).

If the group demands to see the cargo, they attempt an arrest, or molest the man in the shadows, the mysterious figure reveals himself to be a high ranking officer (perhaps one of the conspirators), tells them that this is an undercover operation and demands the group leave immediately! Failure to comply will cause the officer to call the Military Police to “straighten this matter out.” When the police arrive, the player characters are arrested as smugglers! One of the real smugglers will confess that he helped arrange the crime and implicate our heroes as crooks who he has worked with in the past! Two others will be represented as “honest” civilians working with the officer in a “sting” operation to bring these brigands to justice! The player characters will find themselves in serious trouble and may have to turn to Bureau Six, the E.B.S.I.S. or other underground force for help, or to flee. If they run, they will be hunted as traitors and deserters to be captured, stand trial and be punished. As fugitives, they will be regarded as armed and extremely dangerous traitors! Those hunting them will be encouraged to use deadly force!

The cargo can be RDF weapons, munitions, mecha parts, food, or high-tech components.

46-55 The characters are taking a “short cut” through a shanty town in Niamey. They pass women begging with their babies in their arms and children starving on the street. They hear women wailing at the wake of a man who died of disease the day before. Then, suddenly, ARR-Recons swarm in from side roads and alleys, and Military Police pile out. They round up the street people and others from the shabby tenements and usher them into waiting trucks. If the characters ask, they are told that the shanty was an illegal settlement, that most of those living there had stayed longer than they were permitted, and they are to be deported. The characters are told to move and not to loiter.

If they linger they may be drawn into a gunfight or riot if some of the people resist and begin to fight back. Or they may see some suspicious characters try to slip away. These are terrorists or bandits armed with mega-damage weapons and clad in body armor. They have no intention of being taken captive by the military.

56-65 The characters overhear a drunk arguing with local authorities that he’s an important spy for the RDF. The police will gladly turn this fellow over to the player characters or any RDF authority (he’s only in trouble for being drunk and disorderly).

The fellow is a 2nd level, two-bit bandit (I.Q. 7, M.E. 6, M.A. 9, other attributes average; anarchist alignment) who claims to have drive trucks with secret cargoes to an RDF spy base in Lagos! His story is unshakable, although he cannot remember any names, RDF contacts, or identify any faces (he was drunk as usual and only did one job). However, he swears that he can take the group to the drop site. The man is a drunken, gullible fool, but in his own inept way, loyal to the RDF. All he asks is the group’s protection, a bottle of booze and 100 credits to cover his expenses, just like when he drove the truck.

It is up to the Game Master whether the drunken bandit can find the supposed “spy base” at Lagos and, if found, whether it is in operation or abandoned. In either case, there may or may not be any clues or incriminating evidence present. If still in use, the group may be discovered and attacked.

66-70 In the civilian city of Niamey, the characters come across a group of factory workers arguing in the street. The workers take one look at the characters and flee. They were discussing forming a trade union, which is banned by the commanders in Niamey, and fearing that

the characters had overheard and might arrest them, they fled. If one or more are caught and questioned they will not be cooperative unless they believe their captors are compassionate and will release them. In that case, they will reveal what they were talking about, why they ran, and may share some local rumors (like workers being blamed for shortages or thefts at a factory, payoffs to RDF officers, and so on).

71-80 Riot! The player characters may get swept into a spontaneous riot or be dispatched as part of a riot control force to reestablish peace and arrest rioters and looters (mecha may be used). The instigator of the trouble can be any member(s) of a labor union, political, or religious group.

81-89 The characters are relaxing in a bar or restaurant when one of them (whoever has the best detect concealment percentage) notices a small package being furtively handed from a local factory worker to a long-distance truck driver. This is actually a packet of computer disks, containing data from one of the munitions plants in town. The data itself is of little importance, unless the G.M. wants to give the characters a clue, in which case it might show that some of the factory's high-tech products are being spirited away, and might implicate certain RDF personnel. The two spies are petty agents for an outside power (e.g., someone in Lagos, the E.B.S.I.S. — your choice). The characters could earn gratitude and respect from Niamey's commanders if they arrest these spies/smugglers, or they might try to blackmail the smugglers, or follow them and even infiltrate their organization. That's up to the players and the circumstances involved.

90-95 Near the gates of the Fort, a haggard young woman runs up to a character with tears in her eyes (choose any female player character or the man with the highest M.A.). The woman carries a small bundle which she pushes into the character's arms, all the while sobbing that she has no food, will starve to death, is about to be deported, etc. She then turns and runs, with her head buried in her hands. The bundle which the character now holds is the woman's starving baby! What does the player character do with the infant?

96-00 A player character or the group is attacked by fanatical supporters of anti-Unification. These rebels simply want to send the message, "RDF get out!" and will beat up soldiers, vandalize vehicles, spray paint slogans on mecha, and steal equipment.

Patrols and Encounters in the Field

Note: The Game Master can modify and adjust these encounters to make repeated encounters different or to make them suitable for his or her player group. Some encounters can be low risk, while others will be deadly battles.

01-10 The characters are on patrol when they are radioed by Fort Niamey: A civilian has just contacted the base and reported having seen six anti-Unification rebels disembark from a small truck in a section of jungle and head off into the trees. The player characters are closest to the site and asked to investigate. The characters find the truck (checking the license plate, they find that it was reported stolen a week ago), but no sign of the rebels. If a character goes to open any door of the truck, he should first roll on detect concealment. If the roll succeeds, he or she notices that the doors are all wired with explosives; if he fails the roll, he detonates the boobytrap, taking 2D6×10 S.D.C. (let's hope the character was wearing body armor).

A demolitions: disposal skill roll is required to disarm the bomb. The civilian who told the Fort about the truck cannot be traced. There is no sign of any rebels having headed off into the trees. If a character was injured or killed by the explosion, anti-Unification terrorists later claim responsibility for the trap.

11-13 Before our heroes leave on patrol, a report comes in reporting a Commanchero helicopter has been stolen from a local militia base. The militia is offering a reward for its return, but no one knows how much the reward is. Several hours into their patrol, a Commanchero

helicopter, with the markings that match the stolen vehicle, appears from behind a hill (3000 ft/914 m away) and rushes towards the characters' mecha. If the group tries to communicate with the 'copter or seems uncertain about what to do, it shoots at them (automatically having the initiative). If the characters open fire immediately, roll for initiative as usual.

No one minds if the characters shoot the machine down (except the rebels flying it), but if they manage to take it in largely intact (e.g., aimed shots at the pilots' cockpits and then grab the unmanned helicopter using the hands of a mecha, before it crashes), the militia gives the group a 6,000 credit reward. Shooting the machine down and taking the rebel crew prisoner also earns the group a 1,200 credit reward from the militia, who want to interrogate these thieves.

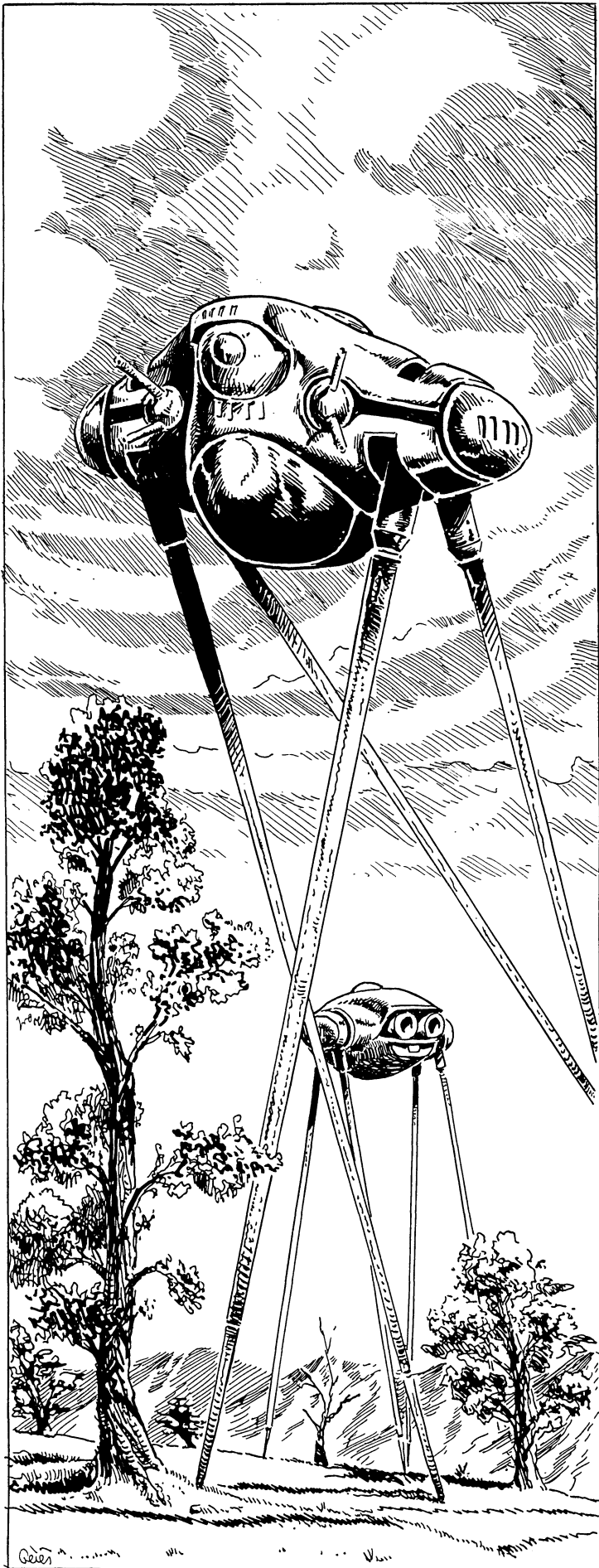
14-16 As above: A Commanchero or other aircraft is reported missing by a local militia. While on patrol, the characters encounter a vehicle that fits its description. However, in this case, the vehicle encountered is NOT the stolen one. It does NOT shoot at the characters and will engage in radio communication. If the characters hold their fire it takes only a few minutes to prove their identity and innocence. If they overreact and shoot it down and/or kill the crew, the local militia insists that the highest ranking character be court martialled (he will be demoted one or two ranks for negligence and may face additional punishment).

17-24 The characters are on patrol near to the Disputed Zone, when they receive a radio transmission from a group of Zentraedi. The Zentraedi claim that they are tired and starving, and that they wish to defect to join the RDF. They offer the characters their alien mecha as "tokens of our good will," saying that they will hand the machines over to the characters in return for permission to settle in some other part of Africa. If the characters radio back to Niamey they receive authorization to make such a deal. Such defections are relatively common.

Meeting with the defectors, the player group comes to an open grassland where the six Zentraedi mecha wait. The mecha have been charred and blasted, but closer inspection will reveal the damage on these Battle Pods is mostly superficial. Whether the Zentraedi honestly wish to defect or whether it is a trap, is left to the Game Master. If sincere, the giant Zentraedi obey all reasonable requests and instructions. However, it is possible that other, hostile Zentraedi appear and launch an attack against the "cowardly traitors" and their diabolical, "micronian liberators." The battle may end rapidly, with little damage done, or the attackers may be out for blood and vengeance, fighting until 60% of their forces fall in combat! A typical force of hostiles is likely to include 2D4 Tactical Battle Pods, 1D4 Light Artillery Pods or female Power Armor, and 2D4 giants in body armor, led by an officer in an Officer's Pod. The defectors will join the RDF in the fight, but tend to hang back and let the RDF take the brunt of the combat.

If this has all been a trap, the alleged Zentraedi defectors refuse to leave their Pods "until you have escorted us away from here and from your base. Then we will get out, walk away, and you can do what you want with the machines." As soon as the characters get within 2000 ft (610 m), the "defectors" open fire on them. If the characters do not fall for their trap, the Zentraedi back away, towards the Disputed Zone. If pursued, a larger Zentraedi force will rush to their brethren's aid. They fight only to effect an escape, but if they think they can overcome the RDF force, they will try to destroy them!

25-30 The player characters receive a report about four micronized Zentraedi raiders in a dune buggy. Investigating, they spot the buggy parked in the yard of a small ranch. A human is tinkering with the vehicle's engine, while a Zentraedi holds a gun to his head. Inside, the other three Zentraedi hold 2D4 hostages. The demands are simple: They want someone to fix their vehicle's failing engine, some food, and free passage out of the area. When the buggy is fixed, they will release all but one of the female hostages, taking this last one with them to ensure that the RDF do not fire on them. They would rather die than surrender and are prepared to shoot a hostage or two to make their point. They *will* release the hostage after they are confident they have escaped.



31-35 Following reports of a major Zentraedi raid, the player characters discover the Zentraedi column moving back towards their own Zone. The patrol consists of one Officer's pod, one Scout Pod, 1D4 Light Artillery Pods, 1D6 Tactical Battle Pods, 1D6 full sized Zentraedi in battle armor, and 1D4×10 micronized Zentraedi in six conventional trucks. One in ten of the micronized Zentraedi carries a mega-damage weapon (50% rocket launchers, 30% grenade launchers, 20% energy weapons). As an added complication, the Zentraedi have captured several local United World Government officials and/or businessmen, who are held in one or more of the trucks. Characters will be in trouble if these bureaucrats are not rescued.

36-45 The characters are alerted to or encounter a standard Zentraedi raiding party: 2D4 Tactical Battle Pods led by an Officer's Pod or Male Power Armor, out looking for easy pickings. They retreat if the player characters seem set to defeat them.

46-55 Human bandits or terrorists working together with Zentraedi thugs. This group can be large or small, tough or cowardly, and may or may not include Zentraedi mecha. They can be encountered raiding a village, stealing cattle, attacking a merchant convoy, or could be causing any kind of trouble.

56-69 Zentraedi reconnaissance patrol. The player characters encounter or are alerted to an incursion by one Theatre Scout, a Recon Scout Pod, 1D4 Battle Pods, and 2D6 human-sized land rovers (each crewed by 1D4 micronized Zentraedi). Half of the vehicles are equipped with 90mm recoilless rifles. The patrol is sweeping across the countryside in search of food and easy loot. It retreats if attacked, but fights to the last man if given no other recourse.

70-79 The characters come across 1D4+1 perfectly intact Battle Pods or Power Armor units (male or female) while pursuing two badly damaged Pods from a rival warlord's force. If the characters shoot the fleeing Zentraedi Pods, any hit with a mega-damage weapon disables it. The pursuing Zentraedi also shoot the battered ones. They only attack the RDF characters if they are shot at first. They want blood and won't let the RDF rescue their rivals unless they are clearly overpowered by them. At the G.M.'s discretion, 1D4 additional Zentraedi mecha (of choice), from either rival faction, may appear to complicate matters or join the battle.

80-89 A Zentraedi trap: The characters spot smoke rising from an abandoned quarry. At the bottom of the quarry pit is a wrecked and burning Battle Pod. If RDF mecha get within 150 feet (46 m) of the quarry's rim, explosive charges buried under the ground by the Zentraedi, detonate and cause the quarry's side to collapse. The player characters mecha go sliding down in an avalanche of rock and dirt. Only characters who inspect the area on foot will notice the explosives with a successful detect concealment or ambush skill roll (the explosives can be disarmed with successful demolitions: disposal skill).

The collapse causes mecha within 300 feet (91 m) of the rim to tumble into the quarry. They take only 1D4 M.D., but are immobilized/pinned among the rocks for 2D4 melee rounds. Even after pulling themselves loose, they cannot get out of the quarry unless they fly or climb out (which will take an additional 4D4 melee rounds). Otherwise, they must be hauled up by another mecha! The quarry is 600 feet (183 m) deep, effectively preventing the mecha in the quarry from shooting at targets at ground level.

One round (15 seconds) after the collapse of the walls, the pinned mecha (and those above who have avoided the trap) are attacked by 1D4+1 Fighter Pods or Male or Female Power Armor units and 1D4+1 Battle Pods (2D4 if the characters can handle that many) who appear from their hiding place in the jungle a mile (1.6 km) away.

90-00 One Zentraedi officer in (female) power armor, accompanied by 2D4 Battle Pods, plus two jeeps and two badly damaged Battle Pods. The jeeps each contain two micronized Zentraedi with AK-47s and four bound and gagged human civilians. The damaged Battle Pods can move at half normal speed and have only one working weapon and half their normal M.D.C. The Zentraedi officer hails the RDF characters as if

wanting to talk. She offers them a deal: If they can fix the damaged Pods, she will release the civilians. If the characters lie, she orders that one of the civilians be shot. If the characters refuse to help or have no engineers with them, the micronized Zentraedi open fire on their prisoners and the mecha fire on the characters!

If the characters wish, they may help the Zentraedi. The two Pods may be dismantled and the working parts from each combined to make one single, workable Pod (it takes twelve hours, plus successful mecha mechanics and mecha electronics rolls, to reconstruct a Pod from these two, assuming that the characters or Zentraedi use their mecha to provide lifting power, etc.). Of course, the characters may sabotage the mecha as they work on them; the Zentraedi, lacking mechanical skills, won't be able to tell. If the characters (seem to) reconstruct the Pod, the Zentraedi keep their word and release the hostages and head towards the Disputed Zone.

Important NPCs

General Zhu Lwen

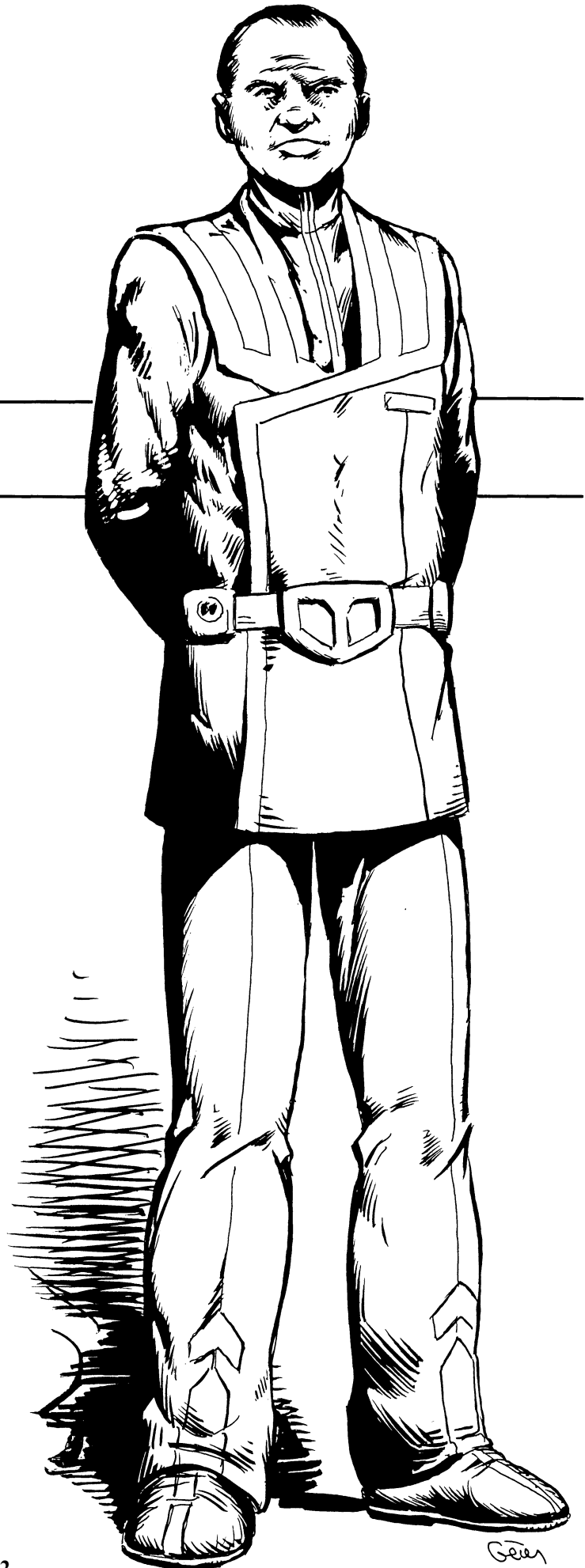
"You stand at a crossroads in human history. Through courage and skill, the Zentraedi fleet has been destroyed and now we have a chance to rebuild and reach new heights of greatness. But the politicians and bureaucrats have grown complacent or seek to line their own pockets. We should be fighting to contain the alien marauders who ravage the lands. We should rebuild our civilizations and feed our people, but the politicians bicker amongst themselves. They threaten to drag the world into anarchy and civil war, into a chaos where the only victors will be the Zentraedi or their godforsaken masters. The last human beings will die at their hands or become their slaves. And while the politicians guard their petty bids for power, it is we alone who keep the world from collapsing into chaos.

"This may be the dawn of a new era. Or perhaps it is merely the final dusk; the close of human history. The fate of mankind is in our hands. You understand that? It is in your hands and mine. The RDF is all that can save our battered world. Throughout history, the great soldier has been the savior of his people, and the bad soldier has damned his nation to oblivion. Are you great soldiers? Are you great enough? If so, stand up and join me."

The son of a senior Chinese administrator, Zhu Lwen was a Colonel in the Chinese Army during the wars of the late 1990s. When the United World Government was first created, he became a strong supporter and volunteered to join its fledgling military wing. Later he became an officer in the Robotech Defense Force and fought with nerve and insight throughout the Zentraedi war.

In mid 2013, Zhu was sent to the decimated China Quadrant as Lieutenant General in command of the RDF forces there. He spent two years rebuilding the country. The United World Government complained that he often acted without consulting them and usurped their authority by making unauthorized deals with local politicians and militants. In late 2014, a group of Zhu's influential relations in the Manchuria Quadrant secretly proposed to him that the two areas be merged into a single Empire, under his personal command. He refused their offer and reported it to the RDF. The merger of the two Quadrants never happened. Those involved slid into the shadows and fell from favor in the Manchurian royal court. General Zhu's superiors were impressed by his loyalty, honesty and readiness to refuse personal power. Thus, he was forgiven for all past "indiscretions" and was promoted. His superiors never realized that he had rejected the plan largely because he believed it to be unworkable and recognized that his turning in the conspirators would strengthen his career.

Within a year, the RDF high command promoted Zhu to full General and had intended to give him command of the entire Eastern Sector. Lo-



cal United World Government officials, already embittered by his high-handedness, objected. As a compromise, the RDF appointed him to the less significant African Sector. The General took this change of heart as a slap in the face and another example of politics manipulating the military.

Already irritated by the UWG's whining, General Zhu was appalled by their "petty" objections to his promotion and was equally enraged by the RDF's failure to stand up to them. He became convinced that the civilian World Government was a hindrance and a danger to global recovery; just a bunch of naive bureaucrats and businessmen — all talk and fragile egos, without the guts or vision to save the embattled planet. It was the RDF and leaders like him, who should lead the world. Unfortunately, his superiors seemed to lack the vision and the nerve to act on such an undertaking.

His first day in Africa, he resolved to save the planet on his own. He would show the RDF how the world should really be run. He began to hatch secret plans for the unification of Africa by force and gathered about him officers who shared his lust for personal power and dislike of the UWG.

General Zhu now maintains a suite of apartments in the civilian city of Niamey, but does most of his work in a small office deep within the RDF fortress at the city's heart. He works hard and for long hours. Besides administering the RDF and overseeing the war against the Zentraedi in the Disputed Zone, he also has his own private conspiracy to mastermind. Often as he talks to subordinates, he lets his eyes wander over the world map dominating the room, leading to thoughts of battle, conquest, visions of power and world domination.

Detached from normal people and normal worries, with neither family nor real friends, no hobbies or outside interests, he has become obsessive and unable to relate to normal people. In his few hours of leisure, General Zhu can usually be found in his own private gym and dojo, working out or practicing martial arts, or in his apartment reading books on political theory. He has started to write a book on the history of warfare — but has got no further than the first few thousand words. The scribbled manuscript is barely coherent, mainly extolling the virtues of various brutal generals and criticizing those who allowed politicians to control them.

Alignment: Aberrant

Attributes: I.Q. 19, M.E. 15, M.A. 21, P.S. 18, P.P. 12, P.E. 13, P.B. 12, Spd. 13

Hit Points: 51

S.D.C.: 53

Age: 57

Weight: 161 lbs (73 kg)

Height: 5 feet, 10 inches (1.78 m)

Disposition: Extremely confident, oozes authority, never jokes and never smiles. His stare can freeze fire. Strict military bearing; e.g., sits and stands rigidly straight.

Level of Experience: 9th level Military Specialist.

Skills of Note: Cryptography 80%, radio: basic 98%, radio: scrambler 90%, radio: satellite relay 75%, detect ambush 98%, intelligence 98%, interrogation 98%, hand to hand: martial arts, body building, boxing, swimming 98%, S.C.U.B.A. 98%, pilot automobile 98%, pilot mecha (Gladiator) 98%, mecha combat, pilot jet 96%, W.P. revolver, W.P. semi & fully automatic rifle.

Rank: General. RDF supreme commander over the African Sector.

Politics: General Zhu's political ambitions are central to the events in Robotech Africa. He is possessed by a vision of a united Africa crushing the Zentraedi and the Marxists, and the Moslems, and... and... and... etc. He has the megalomaniacal arrogance to believe that only he can unite the Sector and bring true peace to a battle weary world. Once he has liberated and united Africa, he expects the whole world to welcome him as their savior. His delusions are quite messianic. He believes destiny has chosen him, and him alone, to liberate and lead mankind.

Game Master Note: When you are role-playing General Zhu (when you are speaking "as" him to the characters, or when you are describing his appearance and actions) try to communicate his enormous charisma and self-assurance. Try to imagine what it must have been like to be in the presence of a famous or infamous historical visionary and leader, someone like Caesar, Abe Lincoln, Mao, or Mussolini, and try to convey that to your players. One might also imagine the General as a cross between John Wayne and Hitler. That's General Zhu.

Zhu's Main Conspirators

Brigadier General Lester McMillan

Born into a military family in Michigan, Lester McMillan was a high school jock with brains. He captained the school football team and also played (and preferred) the more grimly brutal game of Rugby. He also became vaguely involved in politics. Following family tradition, he joined the military.

He graduated from West Point into the US Army and then transferred into the RDF, pestering his way into Destroid Pilot's training. He excelled in combat and won glory despite rather than because of, his gung-ho recklessness. In 2011, his wife and children died in the Zentraedi assault. In 2013, he was serving in China, as a Major leading a mecha squadron. Under Zhu's patronage he gained swift (and undeserved) promotion to Colonel.

When General Zhu was appointed to command the African Sector in 2015, he insisted that Colonel McMillan accompany him as his personal aide. The high command considered McMillan unworthy of the post, but relented and duly promoted him to Brigadier General.

McMillan has always styled himself after Clint Eastwood and Mel Gibson. His rapid promotions have made him increasingly arrogant and maniacal. Some RDF soldiers admire his exuberance and his willingness to mingle with the lower ranks (he prefers dingy bars where "real men" drink, fight and gamble), though many loathe him as a cunning bully.

The secret of McMillan's success has been General Zhu's favor. Zhu saw him as a potential ally and servant, and has carefully ensured that he be kept at his side and promoted to as high a rank as possible. Now, McMillan organizes many of the details of Zhu's coup plot. He sees that moneys, parts and weaponry find their way to Lagos, that illicit activities will not lead to the General, that the suspicious are eliminated, and so on. McMillan sees General Zhu as this generation's Caesar ... or even a god. Consequently, he is loyal to his power hungry master and is willing to take the fall if the coup is discovered before it can be implemented. It is Brigadier General McMillan, not General Zhu, who will be seized by Bureau Six or Military Intelligence as a traitor. McMillan will insist his trusting mentor knew nothing about the plot and has the evidence to prove it (all deliberately manufactured, of course). The General will feign sadness and disappointment.

The General repays McMillan's service and loyalty with favors, money, rank, and promises of power. Although he trusts McMillan implicitly, he does not send him on missions requiring tact and discretion: Colonel Da Silva or Captain Emeka (described below) are selected for those tasks.

Alignment: Miscreant, but completely loyal to the General.

Attributes: I.Q. 14, M.E. 13, M.A. 18, P.S. 17, P.P. 19, P.E. 15, P.B. 12, Spd. 17

Hit Points: 47

S.D.C.: 25

Age: 41

Weight: 193 lbs (87.5 kg)

Height: 6 feet, 1 inch (1.85 m)



Disposition: Gung-ho, loud and brash, brimming with camaraderie, but full of scorn for both civilians and the “green amateurs” in the Southern Cross. Often found at the Fort canteen, monopolizing the pinball machine.

Level of Experience: 8th Level Destroid Pilot.

Skills of Note: Radio: basic 80%, radio: scrambler 70%, radio: satellite relay 55%, fishing 90%, mecha mechanics 70%, hand to hand: expert, body building, pilot automobile 98%, pilot mecha (all) 98%, mecha combat (all), pilot helicopter 98%, weapon systems 98%, W.P. revolver, W.P. semi & fully automatic rifle, and W.P. energy rifle.

Rank: Brigadier General, aide to General Zhu.

Politics: Lester McMillan is an intelligent, but not an imaginative or discrete man. His tactics tend to be brutal and straightforward, but he can ably follow and implement the more cunning strategies and tactics of his revered General Zhu. He serves Zhu for three simple reasons. First, he despises civilians (would John Wayne cow-tow to a bunch of namby-pamby bureaucrats?!). Second, he feels that in establishing the Armies of the Southern Cross, the World Government has betrayed the RDF. He and his men have given their all in the service of the planet, and what is their reward? To have their army replaced by an untried, untested force of “obviously inferior” soldiers. Third, he believes that General Zhu is a military genius and the man to bring real unification to the world. Pride and an unreasonable sense of betrayal motivate him. No logical argument will ever dissuade him from following General Zhu.

Note: He considers Colonel Da Silva to be an unreliable weakling who lacks vision and guts. He fears the General is making a mistake keeping the Colonel an active participant in the conspiracy, but defers to his superior’s wishes. If Da Silva ever betrays them, he will make it his personal mission to extract revenge.

Colonel Henrique Da Silva

Da Silva is a conscientious officer, but has little patience and despises the politics of the UWG and governments in general. When General Zhu first arrived in Africa, Da Silva was initially attracted to him, and managed to be appointed to Zhu’s staff. Zhu had a reputation for refusing to compromise and for ignoring the objections of the bureaucrats. Da Silva admired this.

The General recognized Da Silva as a like-minded individual, tested his loyalty and ethics, and saw that he was swiftly promoted to full

Colonel. At first he helped the General in his schemes, happy to have a commander who was not going to let civilians tell the RDF how to fight the war. Like many RDF personnel, he hated having to worry about “petty” problems such as keeping the populace happy, preserving the economy and society of the Sector. He preferred to handle the war like a simplified war game, where external factors like economics, politicians, and the civilian world in general could be easily ignored. But as he learned more of General Zhu’s plans, Colonel Da Silva became frightened. He realizes that Zhu’s objective is to overthrow the United World Government, not merely to ignore it. Unlike the General, he does not believe that ALL RDF troops will eventually recognize the good of his coup and join his forces.

Colonel Da Silva even threatened to expose Zhu’s plans. The General responded by having Da Silva’s wife and children taken away “somewhere safe” (Manchuria) and threatened to kill them if Da Silva did anything to betray him. Consequently, the Colonel reluctantly serves Zhu to the best of his ability. Zhu has recently had him appointed *Head of Operations at Fort Niamey*, meaning that he is in charge of deploying mecha squads, providing reinforcements to embattled patrols, etc. The Colonel can usually be found in the Operations Room beneath the Fort, musing over a big map of the Sector, surrounded by radio operators who keep the Fort in touch with the mecha patrols and outlying bases. If any interesting information is radioed to the Fort by any patrol, the Colonel makes certain that General Zhu hears of it. He also keeps an eye out for spies and infiltrators (especially those prying for information about conspiracies or the General).

Newly arrived officers, Lieutenant or higher, may be befriended by this amiable, quiet man, so long as they do not ask too many questions. He enjoys giving dinner parties in his apartment in the city (he is an excellent cook) and he loves to discuss gossip and trivia. He defensively professes to have no interest in politics and becomes evasive if characters ask about his family. “They’re safe,” he tells them uncertainly. “Africa is just too dangerous for a family. I ... I love them too much to jeopardize their lives.”

Alignment: Unprincipled (a long time ago he was scrupulous).

Attributes: I.Q. 15, M.E. 12, M.A. 14, P.S. 10, P.P. 9, P.E. 8, P.B. 13, Spd. 10

Hit Points: 29

S.D.C.: 20

Age: 44

Weight: 163 lbs (74 kg)

Height: 5 feet, 9 inches (1.75 m)

Disposition: Amiable but quiet, almost defensive. He sometimes seems to carry a great weight on his shoulder but denies there is anything wrong.

Level of Experience: 7th level Communications Engineer.

Skills of Note: Cryptography 75%, laser communications 90%, optic systems 95%, radio: basic 98%, radio: scrambler 90%, radio: satellite relay 90%, surveillance 90%, cook 96%, basic electronics 80%, computer operation 98%, computer programming 75%, computer repair 75%, pilot automobile 98%, pilot mecha (Gladiator) 90%, mecha combat (Gladiator), pilot airplane 98%, pilot jet 98%, read sensory equipment 85%, weapon systems 98%, mathematics: basic 98%, mathematics: advanced 92%, W.P. revolver, W.P. automatic pistol, W.P. semi & fully automatic rifle, W.P. sub-machinegun, W.P. energy pistol, and W.P. energy rifle.

Rank: Colonel

Politics: Colonel Da Silva would like to ignore politics. He would like to fight the Zentraedi and the rebels without ever worrying about the complications of a real war. Unfortunately, he cannot disassociate himself from General Zhu’s plots. He has done too much already and would be condemned to life imprisonment, perhaps even death by firing squad, if court martialled. He hates himself for putting his family in jeopardy and prays that he can one day rescue them. Until that day, he feels that he has no option but to continue to cooperate with the General and his plots. Two things that he could not bear



would be to cause his family's suffering, and to face the humiliation of court martial. If finally arrested/confronted by characters he has befriended, he asks them to rescue his family and to shoot him rather than take him for court martial. He is trapped.

Note: If his family is rescued, he will do whatever he can to stop the General's coup and gladly sacrifice his life to help others (and regain some of his self-respect).

G.M. Note: Locating and rescuing Da Silva's family could become a vital plot element and an exciting adventure for the player characters. Consider it.

Captain Neka Emeka

Captain Neka Emeka is sick of coming out on the losing end. All her life she has sat back and watched other people get the best jobs, the best houses, the best cars, etc. In the assault of 2011, she lost everything that she owned. She vowed that she would never again work for a wage that barely bought three square meals. Never again would she sit contentedly, subsisting on plain rice while the greedy and lucky got to feed on fine wines and caviar.

Initially she turned to crime, but soon realized that real power, and with it wealth and luxury, could most easily be won through the military.

She joined the RDF in 2012 and through determination and ruthlessness, steadily rose through the ranks. When the promotions that she wanted did not come fast enough, she resorted to sex and blackmail to persuade her commanders to promote her.

Six months ago, Captain Neka Emeka came to the attention of General Zhu. He offered her more money and power than she had ever imagined and won her loyalty. She has agreed to serve him as his personal envoy and agent. A month ago she was officially promoted as a

member of General Zhu's advisory and administrative staff where she serves as an ambassador for the General. This includes frequent trips to Lagos and abroad; sometimes even to Manchuria. She is a chief coordinator for the forthcoming coup. She transports messages too sensitive (and too incriminating) to transmit by radio, delivers packages of high-tech equipment, cash bribes, and often conducts negotiations on the General's behalf. She also serves as a secret enforcer/assassin.

Alignment: Anarchist

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

Hit Points: 20

S.D.C.: 30

Age: 29

Weight: 139 lbs (63 kg)

Height: 5 feet, 7 inches (1.70 m)

Disposition: The Captain is always alert, observant, resourceful and quick thinking. She speaks and acts with deliberate, calculated candor. Even when she tries to relax, she seems slightly on edge.

Level of Experience: 6th Level Military Specialist.



Skills of Note: Cryptography 60%, radio: basic 80%, radio: scrambler 70%, detect ambush 95%, detect concealment 85%, escape artist 75%, intelligence 90%, impersonation 64%, interrogation 80%, pick locks 80%, sniper, hand to hand: martial arts, pilot automobile 98%, pilot mecha (Gladiator) 90%, mecha combat (Gladiator), demolitions 98%, demolitions: disposal 98%, W.P. revolver, W.P. semi & fully automatic rifle, and W.P. heavy.

Rank: Captain in the RDF Military Intelligence, and special attache to the Sector General.

Politics: Neka Emeka wants money and power. More accurately, she wants a comfortable, secure life style, and sees power and money as the best means to buy herself a better life. She has thrown her lot in with General Zhu, at least for now, and is willing to take risks to win the comfort and wealth she covets. However, she has no firm politi-

cal beliefs and would desert General Zhu's cause if she believed that it was doomed or a better opportunity became available.

RDF Personalities at Niamey



Lieutenant General Laurent Barreau

Lieutenant General Barreau was born in France, and has been in the military since he was seventeen. He joined the RDF as soon as it was formed and was soon rising towards the top. He has served in every Sector in various capacities, but has never married; the military gives him simple hierarchies which he can easily understand, but relationships have always confused him.

Having fought or commanded in countless battles — from the wars of the late 1990s through the Zentraedi campaigns — he has been responsible for the deaths of thousands and has outlived all of his family (killed by the Zentraedi). His guilt weighs heavily on him. When his genuine duties are done, he will always find other, unnecessary work to do, or seek out the company of other officers. Once a keen fisherman, happy to unwind on his own, he now constantly needs people around him, or work to do, just to keep himself from remembering all the things he has seen and done. Sleep, too, terrifies him, bringing nightmares and nagging ghosts (“if only... if only... if only...”). Thus, he tries to subsist on three or four hours' sleep each night. The RDF high command, failing to understand his misery, are impressed by his diligence.

Barreau dislikes General Zhu. The feeling is mutual. Some say that the Lieutenant General is jealous because he had hoped to be appointed to command the African Sector and resents Zhu's promotion above him. In fact, he simply hates the way that Zhu enjoys and glorifies the

war (which he regards as a necessary evil). General Zhu regards Barreau as a “burnout” and a weakling who lacks the courage to stand up against the civilian government. These men's antipathy is no secret among Niamey's senior officers.

Alignment: Scrupulous

Attributes: I.Q. 17, M.E. 15, M.A. 14, P.S. 13, P.P. 13, P.E. 12, P.B. 11, Spd. 12

Hit Points: 29

S.D.C.: 30

Age: 39

Weight: 171 lbs (77.5 kg)

Height: 5 feet, 10 inches (1.78 m)

Disposition: Grave and solemn, sometimes grumpy, always busy or looking for something to do.

Level of Experience: 7th level Military Specialist.

Skills: Fishing 92%, basic electronics 78%, detect ambush 98%, intelligence 98%, interrogation 88%, land navigation 83%, hand to hand: expert, swimming 98%, pilot automobile 98%, pilot mecha (Excaliber) 95%, mecha combat (Excaliber), pilot truck 98%, W.P. knife, W.P. revolver, W.P. automatic pistol, W.P. semi & fully automatic rifle, W.P. sub-machinegun, and W.P. heavy.

Rank: Lieutenant General, in command of the RDF fort at Niamey.

Politics: Laurent Barreau hates politics. He wants to let the UWG govern the planet while the RDF gets on with defending it. He hates the way that the RDF is so often dragged into petty, civilian disputes. He begrudgingly accepts that it is in the RDF's interest to fight human rebels and bandits who plague the Sector, but his main concern is the Zentraedi and potential future alien attackers. If he discovered General Zhu's plots he would be quietly horrified and would immediately report his discovery to RDF High Command.

If he finds that any soldiers in his Fort are involved in any sort of conspiracy or treasonous activities, he immediately orders their arrest and court martial (unless given a very good reason to delay). Subterfuge and cunning are not his style.

Other Notables at Niamey

Colonel Winsley Hackett (quick stats)

The Colonel (Unprincipled, 7th level Urban Specialist, age 50; I.Q. 15, M.E. 18, M.A. 15, P.S. 17, P.P. 10, P.E. 12, P.B. 10, Spd. 13) is in command of the RDF's military intelligence and military police across Africa. Once a courageous agent, he has now “retired” to a desk job, married, and acts as an efficient administrator, looking forward to a safe end to his career and a peaceful retirement. Having recently cultivated a range of interests, from opera to ornithology, he could prove to be a valuable friend for more quiet, cultured characters, as well as a useful ally. However, his reports and files are usually available for General Zhu's inspection, so unless the characters give him good reason to hide files from the General, the conspirators know everything that the Sector's Military Intelligence has discovered.

Captain Tanuma Kentaro (quick stats)

Tanuma Kentaro (Scrupulous, 6th level computer expert and communications engineer, age 26; I.Q. 17, M.E. 14, M.A. 7, P.S. 9, P.P. 12, P.E. 9, P.B. 11, Spd. 8) is technically a Captain, though neither he nor anyone else sets much store by this. Known to everyone as “Quiet Ken” (he's Japanese, so the family name, Tanuma, comes before the personal name, Kentaro), he is the base's computer expert, responsible for overseeing its computer systems. He can often be found in the Fort's canteen, pawing over a book on advanced mathematics (his only hobby), but spends most of his time at his desk, surrounded by computer screens.

Most people despise or ignore Ken, but he hardly notices. He has his work to content him and an awkward girlfriend named Ellen, whom he adores. He is renowned as an outstanding coward, but he prides himself

on his loyal devotion to his job. In fact, he is so unimaginatively loyal, that if the player characters asked for his help, even if they gave ample proof of General Zhu's treason, he would immediately go to the General or McMillan and repeat everything that they had told him. He tends to be a "chicken shit" officer who does everything by the book with out regard to others.

Sergeant Nicole Basse (quick stats)

This mecha pilot (Unprincipled, 3rd level Destroid Pilot, age 21; I.Q. 11, M.E. 10, M.A. 9, P.S. 11, P.P. 20, P.E. 10, P.B. 11, Spd. 10) is the E.B.S.I.S.'s only agent inside Fort Niamey. Desperately needing money to pay off gambling debts, she passed a few pieces of "innocuous" information on to another agent, and now has no choice but to pass on further intelligence. If she backs out now, the E.B.S.I.S. threatens to expose her previous treachery to the RDF and as a wartime traitor, she could be shot! A short, blond woman with a frightened look in her eye, Basse keeps to herself, although she occasionally gives in to her old vice and loses a month's pay in a card game. She hates being a pawn of the E.B.S.I.S. and gives them as little as possible. She is basically a

good person caught in a bad situation born from desperation and foolishness.

Sergeant Brad Turner (quick stats)

The Sergeant (Diabolic, 4th level Military Specialist, age 20; I.Q. 12, M.E. 12, M.A. 8, P.S. 20, P.P. 15, P.E. 11, P.B. 12, Spd. 14) is a tough infantryman, based at Niamey. To those who outrank him, he seems efficient and dutiful, although sometimes heartless or even malicious. In front of those of equal or lower rank, he is not afraid to show his true colors, which is a self-centered, vicious thug who delights in intimidating and exploiting those weaker than himself. With the help of a group of other like-minded, tough soldiers, Turner controls a network of petty gangsters within the base and city of Niamey. They run illegal lotteries, protection rackets, extortion campaigns and contraband smuggling rings. Pragmatic characters could probably make use of Turner and his toughs, as they are quite prepared to rob, spy, brutalize, and gather information on almost anyone, including the Brass ... for the right price. Unfortunately, because he and his men can be "bought," any who employ him run the risk of betrayal if an opponent offers a greater reward.

The City of Lagos

Lagos was the capital of old Nigeria, but was badly damaged in the Zentraedi assault of August 2011. Most of the city has been rebuilt with plastic sheeting and corrugated iron, providing squalid shanties for 60% of the present population. The center of the city and the docks, however, have been completely rebuilt. The center of the city is a mass of tower blocks and modern sky-scrappers. Office and residential buildings, dotted with French restaurants, stores, shops, theaters and nightclubs, are located here. Militiamen patrol the streets in jeeps, and there is little crime. The RDF also has a low profile presence, with a diplomatic embassy and the occasional Destroid guarding RDF warehouses or escorting military and strategically important convoys.

The southern side of Lagos is the industrial district, full of factories, petroleum refineries and warehouses. Along the coast run the city's docks, guarded by five detachments of 100 RDF infantry and a half dozen Destroids.

In the southwest is the newly opened Ogheu Military Base, which includes an airstrip and a military harbor.

The outskirts of the city is a squalid slum, full of mud-brick houses, dilapidated workshops, makeshift shanties and tarpaulin tents. The people work hard for minimum pay; if they can get work at all. There are few stores, clinics and playgrounds. Crime, alcoholism and drug abuse are rife.

The only notable feature of the outer city rim of slums is the commercial airport on the northern edge. It was located here so that the noise would not disturb the influential residents, and so that in the event of an attack, nothing "of importance" would be damaged by stray shells or missiles.

Local businessmen, often backed by overseas firms, have made the city Africa's trade and finance center, as well as the headquarters of many firms who pump petroleum from the surrounding lands. Positioned near the RDF HQ at Niamey, and with an excellent port and good local food production and industry, the city and its businesses have swelled. Refugees flock to Lagos looking for work in the munitions, shipping, electronics and light engineering industries. The RDF has become increasingly dependent upon the city, with the local industries providing raw material and components for the military factories at Niamey. RDF vehicles run on petroleum pumped and refined nearby, while food and other supplies pass through the ports at Lagos. Since the

Zentraedi make travel through the Congo quadrant near impossible, three-quarters of all goods passing between the north and the south of the Sector pass through Lagos.

Government Policies

In the name of freedom, the government has muzzled the press, arrested their opponents, and assassinated their enemies. Rumors of all these things, they say, are exaggerated and they claim that their tough policies are only temporary measures, necessary to provide stability until the war with the Zentraedi is won. They insist that "stability and peace must be enforced to help keep humanity free from the Zentraedi."

Similar arguments are used to justify the destruction of workers' unions and a dozen other measures, which are in fact, coldly designed to increase the profits of the city's elite.

The city's public services are hopelessly corrupt and government ministers, profiting from payoffs, refuse to act against the corruption. Hospital administrators give priority to wealthy patients who are willing to give generous kickbacks. Bureaucrats who supposedly distribute food rations to the poor shamelessly sell their edibles on the black market. Government-controlled radio and TV flatter anyone who pays them enough, and remorselessly slanders anyone targeted by the City Council. Militia officers extort protection money from small businesses (though not from the big businesses, or those owned by the City Council Ministers or their supporters), and militia death squads have caused scores of journalists, government critics and troublemakers to "disappear."

Criminal justice is often arbitrary and cruel. Murder, major theft and treason carry the death penalty. Minor crimes are punishable by stiff fines and/or flogging. Intermediate offenses lead to a spell of hard labor, usually in factories owned by city Ministers. Most judges accept bribes and there are no juries.

United World Government officials are preached to regarding the government's "generous policies," but most of these proud boasts are lies.

President Samuel Ogheu

"Ah yes, good day, good day. I am truly honored to meet you, Mr ... but of course! Your name had but momentarily slipped my mind. Tell me, how goes the war? I value the opinion of an insider, and especially one as renowned as yourself.

"Indeed, my heart goes out to the brave people who fight and die for our planet, and to their families. We owe these people the greatest debt. They have given their lives selflessly that we may be free! You have no doubt heard of our city's generous support of the RDF, and perhaps of the projects that I have established to care for the widows and orphans bereaved by the fighting? Well, let me explain.

"We maintain a modest militia, sufficient to police the city and provide defense from brigands and from occasional Zentraedi. We are prepared, however, to make our city's defense our second priority. More important, we feel, is the safety of the whole planet. And so, our most promising recruits are sent straight to the RDF and Southern Cross, for all our sakes.

"We are aware of our responsibilities to our poor, as well. We have generous welfare programs whereby food is distributed to the needy. And we guarantee employment for any person orphaned or widowed by the war.

"Moreover, we are firmly committed to aiding the RDF and Southern Cross in any way that we can. Our port is a major crossroads for supplies to both armies. Our own factories produce munitions, electronic components, and even armor sections for your great war machines. Businesses which serve the military are supported through tax exemption schemes, and we have ensured that no Marxist, Anarchist or Anti-Unification rebels disrupt these important industries by manipulating our loyal workers.

"Of course, we insist on maintaining a degree of independence from the World Government. We believe that the people know what is best for them, and insist that the government which they elect have the power to govern without outside interference. Still, we pay our taxes to the World Government and we are sure that there is nothing more that you could reasonably demand of us."

From the age of five, Samuel Ogheu knew what he wanted to be: rich and powerful. It started with beating money out of the other kids at his exclusive English boarding school. Back in Africa, his father found him a place in the local bureaucracy, and he soon bought, sold, lied and killed his way into a position of considerable power.

When the Unification movement and the Zentraedi War destroyed the African nation-states, he was lucky (or clever) enough to be de facto governor of Lagos. Under his patronage the city has grown into a haven for greedy businessmen and a hell for its urban poor.

The President has never attended a university and has no interest in art or culture, but he has framed diplomas on his office wall from Harvard and Cambridge (both fake), alongside photographs of himself shaking hands with artists, film stars and eminent academics. He loves to be seen as a cultured, educated man, and has a flowery, rhetorical style of speech.

Ogheu maintains a penthouse apartment in Lagos and two mansions outside of its suburbs; this is in addition to official apartments within the City Council building. He has a fleet of limousines, a wife, a flock of mistresses, and twenty seven children. He owns an import/export firm, a printer, a shipyard, and owns shares in a dozen other ventures. But still he wants more.

Alignment: Aberrant

Attributes: I.Q. 17, M.E. 15, M.A. 15, P.S. 11, P.P. 12, P.E. 12, P.B. 15, Spd. 10

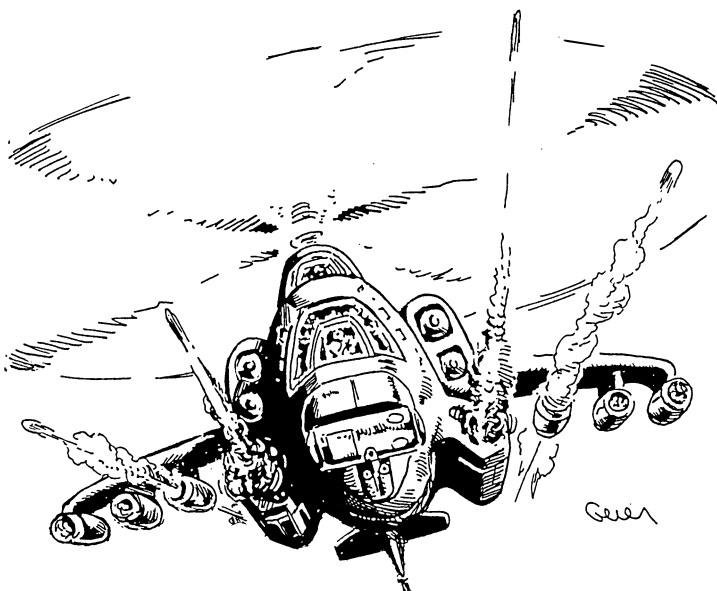
Hit Points: 28

S.D.C.: None

Age: 64

Weight: 153 lbs (69.5 kg)

Height: 5 feet, 9 inches (1.75 m)



The Lagos Militia

The City Militia is responsible for the defense of Lagos and its surrounding villages, as well as for policing the city. Like everything else in Lagos, the Militia is entirely male dominated, corrupt, and divided by political allegiances. Bands of militiamen "unofficially" beat and murder the City Council's opponents and critics, provide personal security for the Council members and other VIPs, and often extort money from small businesses. Militiamen usually earn far more in bribes, backhanders (money under the table or kickbacks) and payoffs than they receive as official salary.

Half of its personnel are stationed at the Ogheu Military Base on the southwestern coast. The other half are part-time soldiers, reporting to the base each day but returning to their own homes each night. The Ogheu Military Base includes a fortified harbor and military airstrip, plus barracks, workshops, rifle ranges, parade grounds, administrative offices, and the prison (for suspects awaiting trial and for political detainees).

This army includes 1,140 soldiers, most of them infantry troops. Standard issue includes the uniform, helmet, field gear, M-16 assault rifle, nightstick/clubs, and survival knife. Only 15%, mainly officers, have mega-damage weapons and body armor. The army also has a few heavy weapons, light artillery guns and support vehicles.

Militia Vehicles of note include:

26 tanks (as on page 76 of the Robotech rule book)

4 E.B.S.I.S. Battloids

16 Adventurer II jet fighters (organized as two squadrons)

3 Titanic transport planes

8 Commanchero assault helicopters

4 Howard LH-2000 helicopters

10 Civilian helicopters (used for scouting and cargo)

10 Light airplanes

10 Heavy Patrol Boats

The remainder of the vehicles are mainly trucks, jeeps, and dune buggies.



Disposition: Charming and apparently helpful, but mildly condescending. Expects to be treated with great respect and loves to be flattered. Appears to be genuinely concerned for his city.

Level of Experience: 4th level civilian bureaucrat.

Skills of Note: Cryptography 63%, radio: basic 83%, radio: scrambler 63%, radio: satellite relay 48%, sing 63%, basic electronics 63%, forgery 53%, intelligence 88%, interrogation 73%, hand to hand: basic, pilot automobile 65%, pilot helicopter 79%, mathematics: basic 98%, W.P. automatic pistol.

Rank: "First Citizen, Most Respected Guardian, Freely and Democratically Elected President, and Commander of the Armed Forces of the Free City of Lagos" (a.k.a. dictator).

Politics: Through rigged elections, blackmail, bribery and profitable friendships, Ogheu effectively controls Lagos. Businesses turn a profit only with his blessing and critics in the government soon find themselves out of office. Excessively vocal critics simply disappear. Despite this power, Ogheu wants even more, so he has struck an alliance with General Zhu, secretly built the Landship and has formed a private army for the General's planned coup. Optimistically, he believes that Zhu will be content to control Africa's military, while he becomes the continent's Emperor, but he underestimates the General's megalomania. General Zhu intends to betray and murder him in order to become the sole ruler of Africa. However, it would take firm proof to convince President Ogheu on any treacherous intent, to break off their alliance.



President Ogheu's Secrets

President Samuel Ogheu is building a huge Landship in secret factories beneath the city and is training an army to back up the behemoth. This is done with the secret support of General Zhu, Bridagier General McMillan and RDF troops loyal to the General and in on the coup plot.

Keeping these massive operations secret is very difficult, but of the powerful people in Lagos, only Ogheu and Kegare know all of the details about the factory and the army. Kegare makes certain that those who learn too much or get too noisy "disappear." Most of the other Ministers of Lagos and power brokers are too busy with their own schemes and businesses to pay much attention to the President's plots. As long as his activities don't interfere with their's, they don't care.

The Secret Factories: Beneath the city of Lagos are over 200 miles (322 km) of tunnels, secretly dug as air-raid shelters by the government between 2007 and 2011. The irony is that when the Zentraedi attack eventually came, it was so swift that no one could be moved in to avoid their onslaught. Now these tunnels are home to President Ogheu's secret factories where his giant Landship is under construction.

Mecha, aircraft and weapons are stockpiled in these caverns and their connecting tunnels. A work force of 1,000 people work here, never allowed to leave for fear of a breach in security. Canteens and guard rooms, toilets, dormitories and recreation rooms are also contained in these caverns. Bulkhead doors provide protection from attack and from flooding (most of the tunnels are below sea level, kept dry by pumps), and the complex can be subdivided by closing internal, airtight blast doors. There are seventeen exits from the complex in total, all concealed (e.g. in an abandoned warehouse, covered in rubble, etc.), including two airlocks which lead out into the harbor (providing emergency access for divers and submersibles; two stolen Njord patrol boats are part of its defenses). The whole complex is the size of a small city.

2,000 others who work in the tunnels nearer the surface are unaware that the caves extend beyond their own little factories, and are allowed to come and go.

Game Master Notes: If the player characters infiltrate the place, the Game Master will have to ad lib encounters and combat. Of course, characters hoping to stop or delay President Ogheu or wreck the Landship might indeed try to sneak into the underground complex. Their best course of action would be to sabotage the internal doors so that they cannot be closed, and then to open or blast the airlocks open, flooding 70% of the complex, including the Landship, and wrecking vast amounts of irreplaceable equipment. Also see the description of The Secret Army.

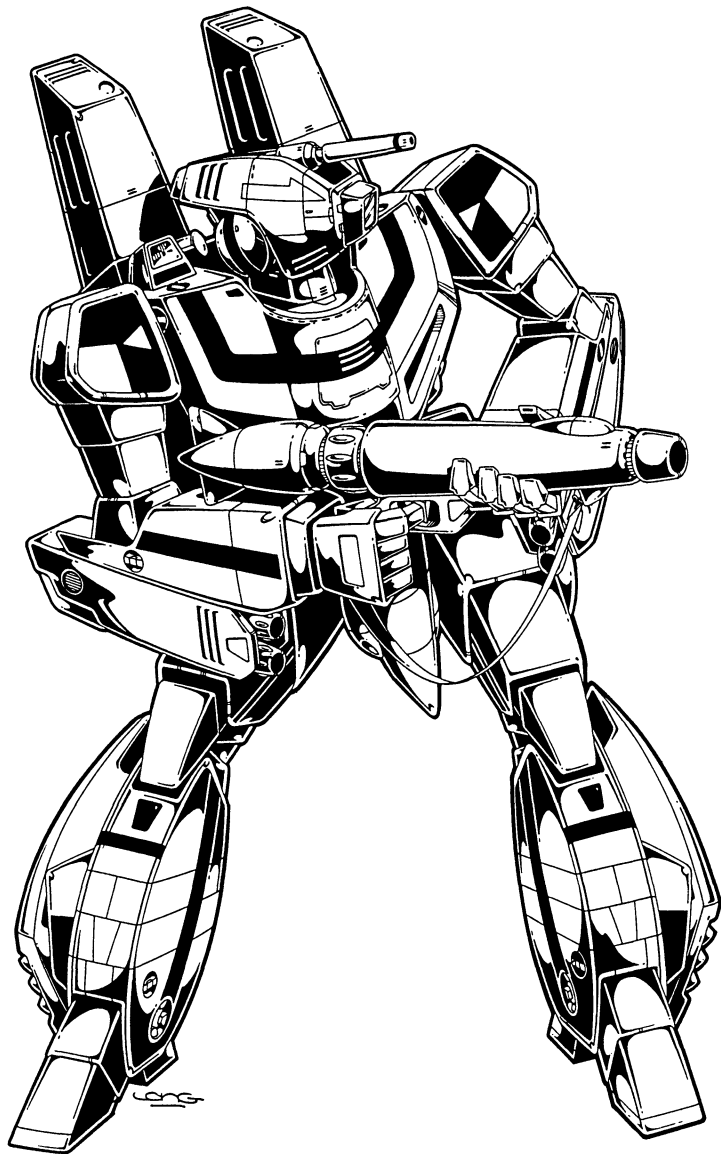
The Secret Army: Through Kegare and McMillan, President Ogheu has gathered and is training recruits for his secret army. The Landship will require 1,200 crewmen, and he would like another 1,800 to act as police to control other cities and to "protect" reluctant allies. Eight hundred men are already established in the tunnels, living and training amongst the secret factories, for which they also provide security. Amongst these are deserters from the RDF and E.B.S.I.S., raw recruits and mercenaries; none of whom leave the tunnel complex.

Another 500 are being trained by Kegare's PFLA on the surface and approximately 1,500 men are slowly being recruited and trained in small groups (ranging from 10-100 men per group) in and around the city. Mercenaries, battle-hungry micronized Zentraedi, bandits, and refugees with military training are all being enlisted, and Kegare is sure that he can find another thousand men before the Landship is operational.

An additional 200 militiamen have been earmarked for recruitment from the City's Militia force and most of the Militia is expected to support President Ogheu and General Zhu as soon as the coup begins.

The average (non-RDF) soldier is first or second level, carries an M-16 rifle and two explosive hand grenades. One in ten carries a mega-damage weapon. Ogheu plans to set aside the finest 100 men to form an

elite guard: these will be equipped with Wolverine rifles and body armor (19 hit points each, 20 S.D.C.).



A number of RDF traitors and sympathizers who support General Zhu's plot are also positioned around Lagos and in the tunnel complex.

RDF traitors (defenders) in the tunnel complex include:

- 8 Gladiator Destroids
- 6 Excaliber Destroids
- 2 Raidar-X Destroids
- 9 E.B.S.I.S. Soldier Battloids (operated by RDF mecha pilots)
- 14 Zentraedi Tactical Battle Pods
- 6 Zentraedi Light Artillery Pods (mercenaries)
- 2 Zentraedi Scout Pods (mercenaries)
- 2 Zentraedi Officer's Pods (mercenaries)
- Plus one RDF infantry company (160 troops; average 3rd level)!

RDF traitors positioned around or near Lagos include:

- 12 Veritech Fighters (2 squadrons)
- 12 Raidar-X Destroids
- 12 Excaliber Destroids
- 18 Gladiator Destroids
- 6 Spartan Destroids
- 1 M.A.C. II
- 12 Commanchero Assault Helicopters (2 squadrons)
- 12 UF-14 Supersonic Interceptors (2 squadrons)

Plus three companies of infantry troops (480 soldiers) and one platoon of 40 MBT-62 "Dark Knight" Combat Tanks are conducting maneuvers 100 miles (160 km) away at a temporary base! The average RDF soldier is 1D4+1 level. The General has one entire Battalion (640 troops) of loyalists under his command and expects thousands of other soldiers to join him when he launches his coup! **Note:** In reality, a mere 1D4x100 RDF troops will side with him, and only a few dozen from the Armies of the Southern Cross. He will gather thousands of peasant warriors, mercenaries and bandits to join his war effort. However, they will abandon him in droves when things go against him. The coup is destined to fail, although General Zhu may conquer and hold a small part of the country at least for a few years.

Secret Meetings: President Ogheu and Kegare meet frequently with Brigadier General McMillan and occasionally other conspirators, to discuss elements of their plot and to keep developments in motion.

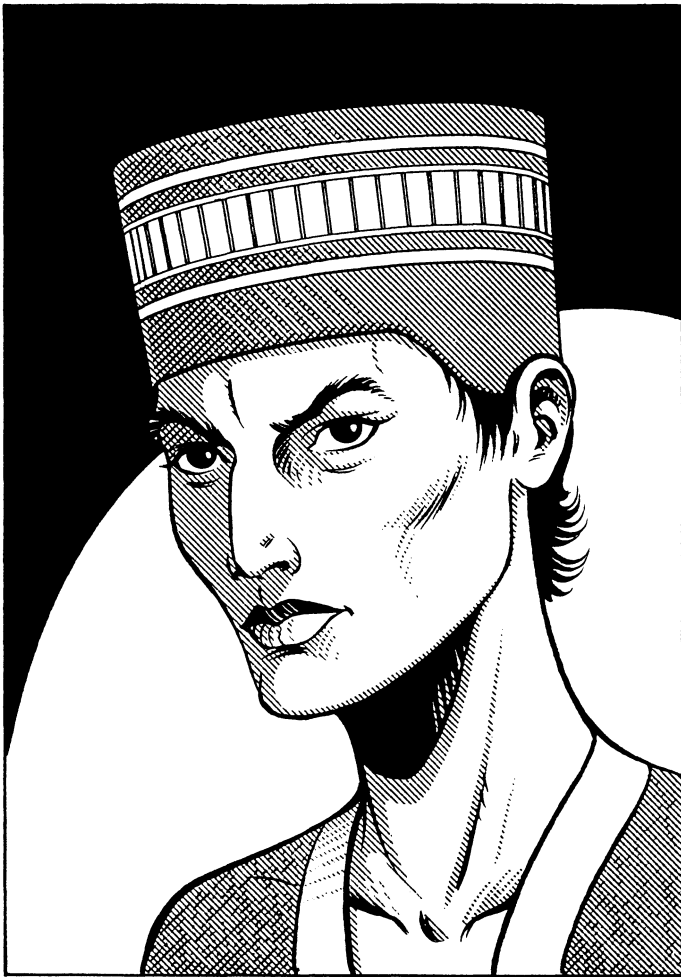
The City Government

The City Council is comprised of twelve local businessmen and ex-soldiers who rig their own re-elections every three years. Few have any real political beliefs, but all are united by naked self-interest. The most important is **Samuel Ogheu**, the Council's President. He decides which posts other members should hold, scrutinizes the work of each city department, and personally controls promotions and appointments within the city's militia (to avoid the dangers of a military coup).

Mabuabuchi Uwa is the Council's *Minister of Economics* and the city's wealthiest businessman, involved in the local petroleum industry long before the Zentraedi war (Anarchist, 8th level civilian businessman; I.Q. 14, M.E. 14, M.A. 15, P.S. 9, P.P. 8, P.E. 12, P.B. 11, Spd. 9). He is pro-Unification (he thinks that closer ties with the Earth Government would make his businesses even more profitable), but has no love of the military. He is beginning to suspect that President Ogheu has some kind of secret factory producing military hardware, but has no idea of the purpose or scale of the operation.

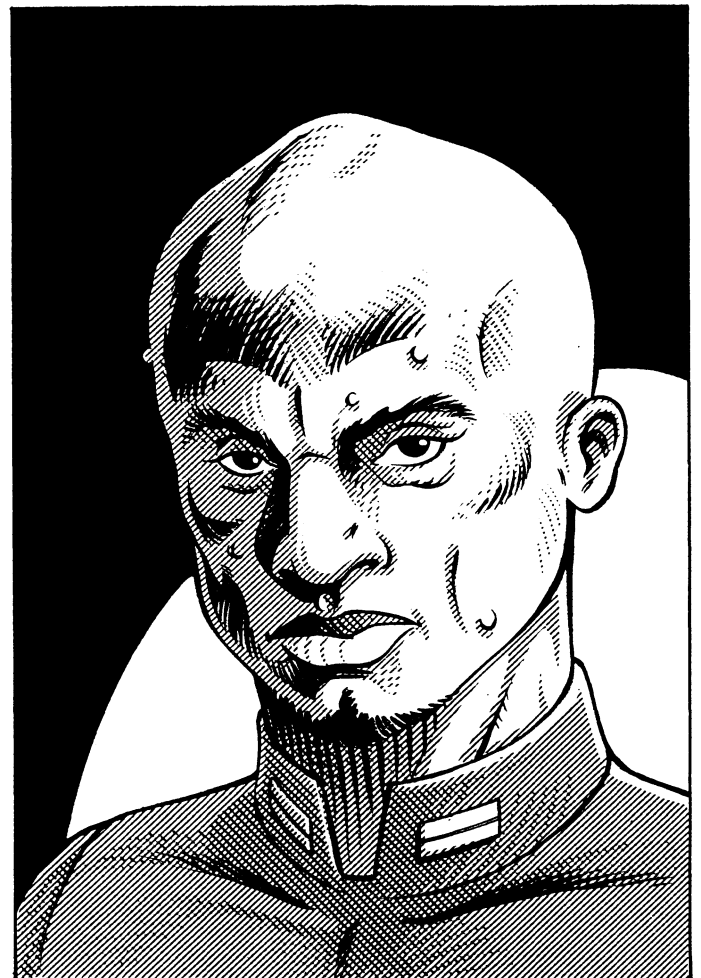
Thomas Bokassa is the *Minister for Defense* (Aberrant, 7th level Military Specialist; I.Q. 14, M.E. 17, M.A. 18, P.S. 20, P.P. 12, P.E. 15, P.B. 9, Spd. 11). He oversees the militia, death-squads, political internment camps, and manages the defense procurement budget. He is totally opposed to Unification. He cannot abide the idea of Africa being ruled by foreigners and for all his greed and barbarity, he would give his life to stop General Zhu from seizing the continent. President Ogheu and General Zhu are building their Landship and private army without his knowledge or consent. Should the player characters try to win allies in Lagos, their best ally might be Minister Bokassa. Of course, if they are themselves non-Africans they may have trouble convincing him to cooperate with them. Sensitive negotiations would be required.

The *Minister for the Environment* is **Sani Shagari** (Anarchist, 5th level civilian administrator; I.Q. 12, M.E. 10, M.A. 17, P.S. 14, P.P. 9, P.E. 14, P.B. 14, Spd. 10). Of course, his job doesn't involve caring for the environment: rather, he is the guy that businesses pay bribes to for permission to build new factories, evict tenants from their properties, or dump toxic waste in the harbor. He is known to dislike social change and upheaval of any sort. He has no desire to get Lagos more deeply involved with the war effort and gets on well with the officials in the United World Government. If player characters ask UWG bureaucrats which ministers they might consider contacting, they are directed to Shagari; he may make a good, but cautious ally.



Nafuna Abacha is the only woman on the Council (Miscreant, 4th level Urban Specialist; I.Q. 15, M.E. 20, M.A. 20, P.S. 12, P.P. 18, P.E. 12, P.B. 11, Spd. 10). She holds the office of *Minister of Security* and has won her post because she has been twice as brutal and bloodthirsty as her male rivals! She prefers to execute important political prisoners personally and is rumored to have assassins and spies placed in other Council members' households; just in case they conspire against her. She claims to favor closer links with the United World Government (though only to win the UWG as allies), but is beginning to suspect some collusion between President Ogheu and the RDF. Minister Abacha is generally considered the most likely to succeed the President in the event of his death. She has taught the men on the Council not to underestimate her and most of the chauvinistic males treat her as a kind of honorary man. All but President Ogheu seem to fear her.

Salvatore Chihana is *Minister for Public Health* and the youngest member of the Council (Miscreant, 5th level civilian thug/professional bandit/administrator; I.Q. 15, M.E. 12, M.A. 18, P.S. 22, P.P. 11, P.E. 12, P.B. 7, Spd. 10). He has a coarse man with a sick sense of humor, hungry eyes and a missing ear. He came to Lagos four years ago as a refugee with his brother, and rose swiftly through the militia to become one of its most bloody death-squad leaders. He is few business connections, but many allies in the militia. Minister Chihana's greed and ambition are renowned. He has been courted as an ally by both President Ogheu and Minister Abacha. He would consider cooperating with the UWG (or player characters) if it led to profit or advancement for him. The only thing that he ever truly cared about was his brother, Bakili, who tried to establish a trade union and was murdered three years ago. He has vowed to kill the assassin, if he ever learns who it was (he has no idea that it was Sani Kegare).



The other six Council members are minor players in the city's politics and generally do as they are told by President Ogheu. Note that these positions may change from time to time. For example, if the player characters make alliances with any of the Councillors, and those alliances are discovered, President Ogheu is likely to dismiss those Council members involved. Also, after Adventure #3 (described later), Abacha is replaced by Kegare and Shagari takes over as Minister for Economics.

The UWG at Lagos



LONG

Governor Francesca Vagras

The United World Government maintains an office at the city under the control of Governor Francesca Vagras, who theoretically runs the city. Lagos is, after all, supposed to be a loyal part of the United Earth movement. In practice, however, Governor Francesca and the UWG bureaucrats are powerless. They try to collect taxes with the aid of the city government, but have no power over the city militia who function as both army and city police, nor over the judiciary or any city departments of government.

The UWG office therefore acts more like an embassy than a government headquarters. It keeps good relations with the rulers, making sure that supplies for the RDF and Southern Cross pour smoothly through the port and tries to bribe the government with promises of subsidies and threats of tax increases. Of course, the local economy is largely dependent upon the RDF and it and the Southern Cross armies both protect and implicitly threaten the city.

The UWG has made it plain that if the City Council severely displeases them, the RDF would find another route for its supplies and might use force to unseat the council. However, military intervention would lose the UWG support from other semi-independent governments across Africa, and few people believe that the UWG would actually attack Lagos.

As Governor, Vagras is supposed to run Lagos, but neither she nor her superiors have any illusions about her lack of power. She is here to build the UWG's power base as far as is possible, and to make sure that the city-state remains allied with the UWG and RDF. She is more like an Ambassador than a Governor.

She entered the bureaucracy of the Earth Government when it was first formed, back in 1999. After the death of her husband in the Zentraedi invasion, she committed herself entirely to her work, securing one swift promotion after another. She is able, committed and ambitious, carefully working within the corrupt city government with her own agenda for the UWG.

Alignment: Unprincipled

Attributes: I.Q. 18, M.E. 14, M.A. 16, P.S. 7, P.P. 9, P.E. 13, P.B. 10, Spd. 10

Hit Points: 26

S.D.C.: None

Age: 45

Weight: 149 lbs (67.5 kg)

Height: 5 feet, 9 inches (1.75 m)

Disposition: Intense, hard-working and obsessively devoted, with exacting standards. She maintains a cultivated charm, appearing both friendly and relaxed in casual conversation.

Level of Experience: 5th level civilian bureaucrat.

Skills of Note: Cryptography 69%, radio: basic 79%, radio: satellite relay 59%, intelligence 84%, first aid 84%, pilot automobile 98%, mathematics: basic 98%, and computer operation 94%.

Rank: UWG Governor of Lagos.

Politics: Governor Vagras wants two things. 1) She wants to advance her own career which involves, amongst other things, staying alive and not appearing incompetent. She is quick to take credit and even quicker to pass the blame. 2) She wants humanity united behind the World Government in order to fight off the Zentraedi. The two main obstacles to this, as she sees it, are local, factional interests, and the restrictive thuggery of the military. If she knew of President Ogheu and General Zhu's planned coup, she would be enraged and could prove to be a valuable ally for the player characters if they can win her trust and friendship.

The Lagos Underworld

Doctor Arsenic

A significant power in Lagos is Doctor Arsenic (real name, Dr. Gerhardt Senn). The doctor is a scrawny and lithe, Swiss-born surgeon, usually seen wearing a grey suit and round, dark, wire-rimmed glasses. He can be found in Lagos's most expensive bars and hotels, sipping champagne and reading heavy-weight novels. Several burly bodyguards are always close by.

The Doctor is officially a retired businessman living off his investments, but it is no secret that he controls the city's smuggling rackets. The city's elite depend upon him for their supply of caviar and other luxuries, and President Ogheu uses him as a source for acquiring rare high-tech components and mega-damage materials for his secret factories. With contacts in the E.B.S.I.S., Scandinavia and across Africa, Doctor Arsenic can acquire the rarest of items, at a price.

From the high-tech equipment that President Ogheu has ordered from him, he has inferred that the President is building some sort of military machinery. He guesses a few mecha or an advanced warship (the components have mainly been navigational and computer equipment), and fears that the City Council is planning to declare Lagos independent of the United World Government. Any conflict between the city and the UWG would be bad for his business, so he has considered telling Bureau Six or the RDF about his suspicions. However, he is an incurable profiteer and would demand something in return for such information. Furthermore, he has decided to wait and watch to see what the most profitable course of action will be; timing is everything in business (and blackmail). Characters wanting to know about President Ogheu's black market purchases and suspicious activities with Briga-

dier General McMillan would have to give Doctor Arsenic RDF hardware or millions of dollars as payment.

The Doctor's most profitable business is the sale of medical supplies and illegal drugs on the black market. Since the wars began, even vaccines and simple drugs have been in short supply. Doctor Arsenic "acquires" (often stolen from the military or civilian hospitals), smuggles, manufactures and sells medicines in Lagos. Much of his business is in the city but he also sells drugs to other smugglers and organizations, no questions asked (but cash upon delivery). Most, but not all of his drugs, are unadulterated and of good quality. If challenged in conversation, he claims that there is nothing immoral about his "business" and points out that he is simply acting as a mechanism for allocating scarce resources and raises a toast to free market economics.

Petty crime and racketeering are beneath Doctor Arsenic's dignity. Numerous petty street criminals and rebel groups vie to control the city's illegal lotteries, drug dens and protection rackets, and gang killings are common, but the Doctor is not involved (other than selling them drugs for resale and distribution).



Alignment: Miscreant
Attributes: I.Q. 20, M.E. 17, M.A. 15, P.S. 9, P.P. 13, P.E. 14, P.B. 9, Spd. 8
Hit Points: 26
S.D.C.: 16
Age: 43
Weight: 160 lbs (67.5 kg)
Height: 5 feet, 10 inches (1.78 m)
Disposition: Clever, cold, calm and arrogant. He tends to be condescending and sarcastic, especially toward the sanctimonious and righteous. He is extremely self-serving and resourceful. He has a long record of landing on his feet no matter what the situation.

Level of Experience: 8th level civilian smuggler and drug lord.

Skills of Note: Radio: basic 98%, radio: satellite relay 90%, intelligence 98%, pilot automobile 98%, pilot airplane 95%, basic and advanced mathematics 98%, computer operation 98%, chemistry 95%, chemistry: analytical 90%, biology 98%, medical doctor 98/95%, fencing, W.P. knife, and W.P. automatic pistol. He has no hand to hand fighting skills; he's the brains of the operation.

Rank: Civilian crime lord.

Politics: Doctor Arsenic is only concerned with politics as they effect his "business." This means he does keep abreast of political and governmental goings-on and has some measure of influence in the political arena via bureaucrats, police and officials on his payroll and through bribes. He might covertly assist the player characters in any campaign that is profitable to him, but he is more likely to manipulate them to help him without any reward or success for themselves. He is a shrewd, self-serving and dangerous force.

The P.F.L.A.

Around a dozen terrorist groups exist within Lagos, criticizing government corruption, opposing the UWG, or championing a religious or political creed.

No larger than the others, but destined to become the most influential amongst them, is The Popular Front For The Liberation Of Africa or the PFLA. The PFLA is growing rapidly, with considerable funding, efficient leaders and mercenary advisors. This group seems to be an anti-Unification movement, organizing peaceful protests. Several murders and bombings, however, have been attributed to it, but all of their victims have been political or business enemies of President Samuel Ogheu. **G.M. Note:** In fact, the group was established on Ogheu's orders, by one of his agents, Sani Kegare. They plan to make the PFLA the dominant anti-Unification group in Lagos, thus controlling the potentially dangerous rebels. They are also training their members to fight, hoping to integrate them into Ogheu's private army when he and General Zhu launch their coup.

Sani Kegare A Rising Power

Although publicly unknown, one of the most important people in Lagos is Sani Kegare, and his power is set to increase still further.

Unknown to the city Council, Kegare is President Ogheu's right-hand man. It is he who runs and controls The Popular Front For The Liberation Of Africa (PFLA), supposedly an anti-government protest group. Kegare has his own network of spies and assassins and ensures that Ogheu's underground factories remain secret. He is the President's secret weapon, ready to strike as ordered against any opponent in the city. However, unknown to President Ogheu, he has also made a secret deal with General Zhu.

Kegare approached Zhu nearly a year ago, offering to work as a double agent, betraying Ogheu's secrets to the General. In return, he wanted nothing, yet. After the coup, when General Zhu becomes overlord of all Africa, Kegare wants to be appointed as head of the civilian government. This was roughly the deal that General Zhu has made with President Ogheu, with one important exception: Samuel Ogheu expects to rule Africa alongside the General as an equal partner. Kegare knows full well that men like Zhu never want to share anything, and accepts that the General would be the true ruler and he would be merely his prime minister. Thus, General Zhu agreed to the arrangement with Kegare.

Kegare must get himself into a position of power within the City Council at Lagos and must seem to remain loyal and useful to the President. Then after the coup, he will arrange the murder of President Ogheu and Zhu will appoint him to investigate the murder. After framing some poor bystander for the crime, Kegare will come out of the af-



fair a hero and a champion of justice. General Zhu will reward him by appointing him as his civilian prime minister.

Alignment: Miscreant

Attributes: I.Q. 20, M.E. 14, M.A. 9, P.S. 18, P.P. 13, P.E. 17, P.B. 11, Spd. 12

Hit Points: 36

S.D.C.: 20

Age: 32

Weight: 194 lbs (88 kg)

Height: 6 feet, 2 inches (1.88 m)

Disposition: Cheerless, cynical, bloodthirsty and contemplative, given to periods of brooding depression.

Level of Experience: 5th Level Urban Specialist.

Skills of Note: Cryptography 81%, radio: basic 91%, radio: scrambler 81%, basic electronics 76%, detect ambush 86%, detect concealment 76%, disguise 86%, escape artist 71%, intelligence 81%, interrogation 86%, pick locks 81%, pick pockets 71%, criminal science/forensics 68%, hand to hand: expert, prowl 81%, pilot automobile 98%, pilot airplane 96%, computer operation 91%, W.P. blunt, W.P. knife, W.P. automatic pistol.

Rank: Civilian and Secret Lieutenant to President Ogheu. He is also a double agent in league with General Zhu.

Personal Profile: When the city became independent in 2011, Sani Kegare became a valued employee of the shadowy Ministry of Security. Favoring a sledgehammer as a murder weapon, he was instrumental in "subduing" numerous rebel groups, critics of the government, and trade union activists.

He took a perverse pleasure in his work and even keeps a morbid photo album in which he has recorded the names and photographs of every person he has killed (a collection which could conceivably get

him into much trouble). He discovered that his work could also win him wealth and respect. He began doing extra, unofficial work for cash and soon came to the attention of President Samuel Ogheu.

Kegare "officially" retired from the Ministry of Security a year ago, but most outsiders believe that he still works for them, while those inside assume that he has retired to work for a business or foreign corporation. In truth, he has been building up The Popular Front For The Liberation Of Africa (PFLA) on Ogheu's behalf, and performing murders and acts of espionage too sensitive for the President to let the Ministry of Security handle. Recently, he also became responsible for keeping the President's underground factories a secret. Lying, scheming and murdering are Kegare's work and his passion.

Politics: Sani Kegare feigns obedience to President Ogheu, but his real loyalty is to General Zhu. However, if he were convinced that the General's plans were doomed to failure and that he was better served defecting to another master (e.g. Bureau Six, E.B.S.I.S, or even staying with President Ogheu), then he would swap sides in a blink.

Note: Kegare meets infrequently with McMillan and other conspirators in the planned coup. He only trusts McMillan completely.

Incidental Personalities

Jela Blanco (quick stats)

Blanco (Unprincipled, 2nd level civilian vagabond; I.Q. 12, M.E. 11, M.A. 19, P.S. 8, P.P. 12, P.E. 14, P.B. 10, Spd. 18) is an illiterate, streetwise kid, about twelve years old and of uncertain ancestry. He dresses in rags and carries an automatic pistol in a shoulder holster. He hangs around outside hotels and restaurants in Lagos, approaching strangers and offering to act as their guide. "Hey, I know everyone, know everywhere. Where d'y' wanna go? I show you the easiest way, safest way! You Japanese? I like Japanese best... Oh, you American? Then, I like Americans best. You give me little money, I take care of you, be your friend."

His main concern is to beg or steal enough to keep himself alive, but he does know a great deal about the city and underworld figures and activities. If the characters want information he can take them to people and places to get answers (pointing out Doctor Arsenic or Sentwaki Bizimungu, for example). If the characters treat him well, he will prove loyal and helpful. If they insult or mistreat him, he will lead them straight into an ambush. He makes a great guide for compassionate player characters.

Gani Abiola (quick stats)

Gani Abiola (Scrupulous, 3rd level civilian; I.Q. 13, M.E. 9, M.A. 9, P.S. 10, P.P. 8, P.E. 9, P.B. 7, Spd. 10) is a middle-aged charity worker, with a receding hairline and constant frown. He supports himself by writing computer software, but spends most of his time raising money for food distribution around the city's shanties. He is mildly critical of the city government, considers the UWG hopelessly ineffectual, and has written several (banned) pamphlets and (censored) newspaper articles attacking the City Council's greed and corruption. He works too hard and suffers badly from stress and exhaustion. He fidgets constantly and there is always something that he needs; the loan of a vehicle to carry food, use of a computer, guest speakers for fund-raising events, or just money. He is eager to make contacts with employees of the RDF, Southern Cross or UWG who might be able to help him out. He might approach player characters and ask them to do petty favors for his charities. The Militia and city government will warn characters not to associate with the man, claiming that he is a "dangerous Marxist troublemaker."

Beth Willard (quick stats)

Beth Willard (Anarchist, 4th level Military Specialist; I.Q. 12, M.E. 14, M.A. 9, P.S. 20, P.P. 13, P.E. 17, P.B. 12, Spd. 14. Skills of note include hand to hand: martial arts, and can pilot helicopters, airplanes,

trucks and motorcycles) is a Canadian pilot, thrown out of the RDF for stealing food for refugees and striking a superior. She is a mixture of worldly-wise cynicism, rugged independence and stubborn benevolence. She distrusts politicians and authority figures in general, takes orders from no one, and will readily put her life on the line to help the poor and defenseless.

The player characters might meet her in any inexpensive bar in the city, and she could easily strike up a friendship or romance with equally rough-and-ready characters. She seems to have quite a lot of money, which she drinks away in the bars around Lagos or gives to beggars and street urchins, but claims not to have a job. In fact, she is currently working as a helicopter pilot and truck driver for Kegare, piloting vehicles full of stolen military equipment from Niamey to Lagos.



Sentwaki Bizimungu (quick stats)

Bizimungu (Miscreant, 4th level Urban Specialist; I.Q. 12, M.E. 11, M.A. 12, P.S. 23, P.P. 14, P.E. 18, P.B. 9, Spd. 10) is a swaggering, broad shouldered man, originally a refugee from Rwanda. He is typical of the city's petty gangsters and has established a gang of desperate refugees to run protection rackets and deals drugs in a few blocks of shanty town. If the characters want anyone kidnapped, brutalized or burgled, then Bizimungu and his gang would do it for the price of a square meal and pocket change (2D4×10 credits per man; typical thug is a 1D4 level part-time bandit). He also has a number of profitable deals, including the sale of information (to whoever is paying most), fencing loot, hiding criminals, and gambling. **Note:** He has a good relationship with Jela Blanco and likes "the kid." Thus, if Blanco is brutalized or abused, those responsible will be paid a visit by Bizimungu and 2D4 of his men, with sub-machineguns and baseball bats in hand, get beaten and robbed.

G.M. Note: If the characters strike up a friendship with Willard, they might run into her later in the line of duty. Check out the *Encounters on Patrol and in the Field* table below. She could be driving any truck or helicopter in the encounters relating to smuggling military hardware from Niamey. During such an encounter, she might jump from her vehicle and make a dash for cover. Recognizing her, how do the characters react? Shoot her? Let her go? Find her later in a bar in Lagos and demand an explanation?

Adventures in Lagos

Lagos is close to the RDF HQ in Niamey, so the field encounters presented in the Niamey section of this book can also be used.

The encounters in this section relate specifically to the City of Lagos and the intrigue going on within it. The Game Master can make random rolls or select those that seem appropriate and fun. Many will give the player characters further hints and clues about the various intrigues and plots within the city.

The "Encounters in Lagos" assume that the characters are staying near or at the city, for whatever reasons. They might be assigned to combat duty nearby, sent to train troops, serve as messengers to UWG offices, defend strategic warehouses or officials, assist in civil defense (and/or civil revolts/riots), give lectures to the militia, or sent as undercover agents to follow leads about the conspiracy or secretly work with Bureau Six. Duplicitous characters may pretend to be pro-military conquest and gain the confidence of President Ogheu, General Zhu, McMillan, or Kegare and even be sent on missions for them or assist in the training of Ogheu's secret army.

Characters suspicious of Brigadier General McMillan, General Zhu or smuggling should certainly want to visit Lagos. Various encounters and adventures will give them plenty of leads.

Digging Up Dirt

Player characters may want to visit Lagos to pick up gossip, information or just to relax. Certainly, there is plenty to do and plenty to learn here. However, the city is so huge that without some sort of lead or starting point, characters are unlikely to stumble upon anything. Many of the encounters listed below and the adventures at the end of the book, provide the characters with clues, names, addresses and similar leads as starting points for their investigations. Of course the Game Master can provide his own clues, NPC villains, sub-plots, dead ends, dangers and conspiracies.

Investigations around Lagos are likely to fit the following pattern: Our heroes have identified someone who seems to be working against the United World Government or the RDF, or is involved in corruption within the RDF. They investigate this person (place under surveillance, talk to, bargain with, and/or interrogate him/her, etc.) and eventually get the name of the person's leader or other, more substantial leads/clues. The investigation continues until they are either stopped by Kegare's goons or other minions of the evil conspirators, captured, or conveniently recalled to HQ on General Zhu's orders. They may also be framed and forced to flee, with the Militia or even the RDF on their tails!

Other Clues & Courses of Action

Player characters might pose as refugees, settling in the shanties around the city's edge. They will quickly learn about Militia corruption, rampant crime, and the "disappearances" of troublemakers. After 1D4 weeks, the characters also learn that some of their neighbors are employed by a secret, underground factory, or have been approached to join a suspicious mercenary army. This could lead to a meeting with Kegare or his cronies or finding an entrance to the secret tunnel/factory, as well as many other related and non-related adventures.

Characters posing as civilians may also join the Militia or one of the rebel groups. Meeting and joining up with Doctor Arsenic's organization is another possibility. Being in any of these organizations gives the heroes a certain insight into the way that the city works and may lead to information and clues about the conspiracy.

Characters may find an advertisement seeking "African patriots;" yet another method for recruiting troops into the secret army. If they join up they are taken to a small camp with 1D4x10 others and given basic military training and plenty of propaganda about Africa's need for a strong military ruler. Characters must make a good impersonation as African patriots, rebels or mercenaries or they will fall under suspicion and be booted out of camp (or disappear). Suspicious characters will be secretly photographed and their photos distributed to Kegare, traitorous RDF officers and Brigadier General McMillan — which means there is a good chance that they will be recognized and dealt with accordingly.

Resourceful characters may well hatch their own plans. The information given over the preceding pages should be sufficient for you to assess their plans and ad lib adventures following from their actions.

Remember, General Zhu does not have a direct hand in any of these operations and is not likely to come under suspicion. Those who may be implicated in wrong doings are likely to include President Ogheu, Kegare, RDF Brigadier General McMillan and possibly RDF Captain Neka Emeka. General Zhu will be clearly implicated only if one of the four villains listed previous confess or turn against him.

One final note: In a perfect world, race would not matter. Unfortunately, the war-torn Earth of the Robotech saga is not a perfect world. When characters are trying to infiltrate or investigate the conspiracies of Lagos, bear in mind their complexion, nationality and alliances and how people might react to them. Asian and oriental people are very rare and will be noticed; pale complexions are uncommon and most whites are skilled, privileged foreigners or military personnel resented by the poor masses, rebels, and many African patriots; only dark skinned characters will fit in easily among the civilian populace. Ironically, dark skinned people in the RDF may feel prejudice by white officers and fellow soldiers stemming from constant problems with local governments, African tribesmen, rebels, terrorists and nationalists.

Encounters in Lagos

01-10 The player characters get caught in a fire-fight between rival criminal gangs. Most weapons are S.D.C. but some may have mega-damage weapons and/or armor. If the characters should deliberately or inadvertently help one side or other, they will earn the other's enmity.

11-20 The characters are known to be RDF, Southern Cross or UWG operatives and are approached by a teenage hoodlum in the street or in a bar. The youth asks them if they want to buy information about high-tech smuggling. If they seem interested, he leads them into a plush hotel (via a rear entrance), and up to a room where Doctor Arsenic waits for them. The Doctor says that he has information about someone building large military vehicles, probably mecha. He will give them names and other information, but only if they get something for him (G.M.'s choice: rare medicines, equipment, Wolverine assault rifles, a person out of custody in a civilian prison or bandit enclave, information, etc.).

He is not interested in anything which he (or the characters) can acquire legally and wants the goods before he gives the information. Throughout any negotiations, 1D4+6 bodyguards (M-16 rifles, tear-gas grenades and body armor) wait in adjoining rooms, watching the characters via concealed cameras and intervene if they give the Doctor any trouble. Doctor Arsenic is willing to name President Ogheu and identify any high-tech components purchased by the President; of course he denies having been involved himself (he may not have been). The list of items suggests he is not building mecha, but something much bigger, like a battleship.

21-30 One or two Destroids, tanks or other military vehicles have been stolen! The culprits can be local criminals/bandits, rebels, terrorists, E.B.S.I.S. agents, or the secret army of President Ogheu. It can be the characters' job to track 'em down and return or destroy the stolen items, or they may encounter the stolen vehicles and the crooks engaged in some criminal activity (or it could be their mecha that was stolen).

31-35 A Zentraedi raid! They don't often attack the city, but these brigands must have slipped past the RDF field patrols and are threatening to slaughter an entire city block unless they are given food and/or equipment and allowed to leave unmolested. A re-entry Pod and 3D4 giant soldiers *may* be hiding underwater off the coast to come and collect the supplies and to make a hasty retreat. They try to avoid any real combat with RDF mecha and retreat if opposition is too tough.

Or the attackers are engaged in a tactical strike against military targets; probably a ship or convoy of trucks delivering military supplies, parts, mecha or troops. This is a hit and run operation, so they will not stay long fighting mechanized defenders. The Zentraedi force can include one Officer's Battle Pod, 1D4+2 Tactical Battle Pods, 1D4 Light Artillery Pods, and 1D4+1 Female Power Armor or Fighter Pods, or any number or combination of Zentraedi forces the G.M. deems appropriate.

36-45 In a bar in Lagos, the characters overhear a group of 3D4 office workers maligning the RDF and Southern Cross ("jumped up, overpaid..." etc.) and the UWG ("greedy foreigners, taking our money..."). If the characters are in uniform, the workers begin taunting and threatening them - clearly looking for a fight. These locals have no firearms. 1D4 have knives and the rest use fists, beer bottles, etc. The characters cannot back down gracefully. They must retreat at a sprint or fight. 2D4 melees after a fight begins, a group of 4 local Militia storm into the bar to arrest anyone who is still standing. If the characters killed anyone, they might face trial for murder if captured.

46-55 The player characters are called out to rescue three civilian cargo trucks under attack by 2D4 Zentraedi Tactical Battle Pods and one Officer's Battle Pod. The Zentraedi will fight the characters but retreat if they seem too strong or they lose half their forces. Two trucks have been blasted to smithereens. The third is beat-up but driveable. However, the driver and his companion try to slip away unnoticed and flee from their rescuers. If captured and questioned, they plead for mercy, swear they love the RDF, and insist they don't know anything about the cargo. It is apparent they are small-time smugglers or two-bit peasant bandits, but their cargo is alarming. The truck is filled with crates containing spare Destroid parts and machinery. Examining the wreckage of the other trucks reveal the remnants of RDF field supplies and electronics!

Their captives can be made to take them to the "delivery point;" an abandoned auto-mechanic's garage with no apparent clues. If the characters should check to see who owns the dilapidated building, they will find that it is one of President Ogheu's many holdings. Of course, since the business is closed and the building empty, it could have been used by anybody.

56-65 A brawny, scarred man in cheap clothes approaches the characters, assuming that they are clearly RDF or Southern Cross. He offers to give them the location of a rebel base inside the city, for a little money (100 credits) and a bottle of whiskey. The address is in the seedy south side of the city. He claims 10 rebels hang out there, stashing arms and planning to attack UWG officials. He refuses to explain who he is or where his information comes from, saying only, "Us street urchins are smarter than people think."

For a small bribe, the City Militia will help the characters' raid this alleged rebel base, but if the characters attack without them, the Militia treat their actions as criminal (at least, until they pay out a bribe to get the case closed). The address given is a drug den. There are firearms present, but the "rebels" turn out to be just petty gangsters and the characters' informant is one of their rivals, tricking the characters into fighting his feud for him.



Geer

66-75 The characters stumble across a business of ill repute. It can be a house of prostitution, a drug den, smuggling ring, vehicle chop-shop, a slave den where innocent civilians (mainly women) are held captive and sold for any number of terrible purposes, or other similar criminal operation. The presence of the RDF or Southern Cross will cause an immediate response from the people at the “business.” This may lead to the offer of bribes in the way of cash or product, an offer of information or assistance if the characters look the other way and leave them alone, a trap and robbery, or a gunfight.

76-85 Micronized Zentraedi or anti-Unification rebels looking for trouble. They may start a brawl, a gunfight, engage in muggings, try to steal RDF mecha or vehicles, sabotage RDF equipment and so on.

86-90 A nighttime encounter. The characters stumble across a Destroid patrol apparently escorting a convoy of six trucks. The patrol consists of two Excalibers, two Gladiators and a Raidar-X. The mecha and the trucks are behind a new storage building in the nice part of the warehouse district. It would appear that the trucks have just finished loading or unloading and are ready to depart. The Destroid pilots acknowledge the player characters and politely but sternly, tell them they do not require assistance and that they should move on. They refuse to identify their activity (which is typical; it is none of the player characters’ business), ask them to identify themselves, and threaten to report our heroes to their commander for interference in military affairs. If the player characters don’t leave and/or ask the RDF officers for their names or any identification codes, the mysterious mecha units attack and the trucks flee! The attacking mecha fight to disable their RDF op-

ponents and escape (a secret entrance to the President’s tunnel complex is only a block or two away).

If captured, the pilots of these mecha confess to being active RDF soldiers who have accepted bribes from criminals and assist in a bold smuggling operation. They will say no more (in reality, they are part of General Zhu’s traitorous legion). The owner of the warehouse will report several tons of stolen goods (G.M.’s choice as to the exact nature of the stolen material).

If the characters can follow one of the trucks or Destroids to the secret entrance, they can try to gain entrance and pursue or come back later and investigate. Note that if the secret army thinks the entrance has been compromised, they will booby trap it with explosives and destroy the entrance tunnel which will prevent anybody from finding the tunnel complex and factories.

If the matter is turned over to the RDF, General Zhu assigns one of his top people (a fellow conspirator) to head the investigation — an investigation that is slow and leads to no significant revelations (they may round up and convict some smugglers as scapegoats).

If the characters backed off as requested, they will later learn that the warehouse was robbed and that one of the rebel groups is being blamed. There is no mention of RDF mecha or an investigation; this is purely a civil matter of theft. If they report what they saw, they are told they are mistaken; all Destroids can be accounted for. If they investigate on their own, they may find clues or a witness (probably a beggar) who might be able to lead them to the secret entrance.

91-95 Characters spot a small advertisement in a newspaper or a poster, offering jobs to “African patriots” with military experience. Applicants are to report to an address in the central business district. The poster is recruiting for Ogheu’s secret army. The Militia have already been told not to trouble the recruiters, but characters might exploit this lead to uncover Kegare and the secret army.

96-00 Any character resembling a mechanical or electrical engineer is surreptitiously approached by a local factory worker. The worker has stolen fourteen microchips from the factory he works at and is trying to sell them to raise extra cash (asking 100 credits for each). A successful electrical engineering or mecha electronics skill roll identifies these as energy weapon system components manufactured for the RDF in Niamey! They should not be manufactured at any civilian factory here in Lagos. The worker is from one of the secret factories and if paid or threatened, leads the characters to one of the tunnel/factory entrances.



Patrols and Encounters in the Field

01-10 On patrol near to the city, the characters spot a militia convoy from Lagos. There are two standard tanks, plus two AAR-Recons with twelve infantry inside, escorting three trucks. The trucks have been given a thin coat of paint, but their RDF markings still show through. The tank commanders claim the trucks as the legal property of the Lagos military. The RDF computers list them as stolen a week ago in Niamey, complete with full loads of Mecha components. The militia tanks shoot at the characters if any attempt is made to recover the trucks (note that a Gladiator or Veritech could just pick up a truck and walk off with it). If the characters fire first, they should expect to be reprimanded for causing a diplomatic incident. Captured tank commanders may admit that they were actually working on the direct orders of President Ogheu, escorting the trucks from a rendezvous near Niamey; the other militiamen were only following these officers’ orders. The mecha components stolen with the trucks a week ago are long gone.

11-20 The characters are alerted to the presence of a Zentraedi patrol approaching Lagos. There are 1D4 Battle Pods, 1D4 Zentraedi in male power armor, one Officer’s Battle Pod, and one Light Artillery Pod (double the numbers if the group can handle it or the situation seems to call for it). These warriors have already fought their way for hundreds of miles through RDF territory and have lost 20 comrades. The Light Artillery Pod has used up its missiles and all have lost 50% of their M.D.C. These Zentraedi are on a suicide run, determined to die gloriously in an attack on the greatest city in the Sector. They are very brave and very foolish. They fight to the death. If the characters are beaten back, the Zentraedi continue to the outskirts of Lagos, where militia or RDF aircraft finally destroy them.

21-30 The government in Lagos reports that their planes have spotted a Zentraedi camp, newly established about 150 miles (241 km) from the city. The characters are dispatched to destroy it. 3D6 micronized

Zentraedi and 1D4 full sized Zentraedi are present, living in tents. The full sized troops have two Tactical Battle Pods, one suit of Male Power Armor, and one suit of Light Armor with an assault rifle. Two are ready for battle at any time; the others require one melee round to climb into their Pods. The micronized troops have assault rifles and no body armor. These are simply hungry refugees in search of food. They are extorting supplies from the local villages (who will therefore help the RDF characters however they can). The Zentraedi are prepared to reason and negotiate with the military. Although they are prepared to fight and die, they would rather just get one last payoff from the locals and leave alive.

31-40 The player characters are sent on a seek and destroy mission. A Destroid (or Veritech) pilot has gone renegade, taken his Excaliber Destroid (or Veritech Fighter) and joined forces with enemy E.B.S.I.S. rebels (or Zentraedi). The group is to locate this dangerous mecha force and destroy them! The group is warned that these men are notorious liars and murderous scum. They are not to engage in radio communication nor attempt to take prisoners, just shoot to kill! E.B.S.I.S. mecha will include two Soldier Battloids and three Juggernaut Battloids (if Zentraedi, any combination of Pods or Power Armor is suitable).

In reality, all of these renegades are mercenaries and RDF soldiers who had joined the conspiracy plot (secret army) and then later thought better of it and deserted. Brigadier General McMillan immediately dispatched several RDF mecha squadrons to hunt them down and destroy them. The renegades will try to communicate with the player characters even when under heavy attack. They warn that President Ogheu is building a secret army and collecting weapons, mecha, equipment and traitors. They insist that this secret army is concealed in catacombs under the city. They also claim that McMillan is party to the treason and so are several other RDF officers, although they cannot provide names.

They will NOT surrender because they are positive that McMillan or Ogheu will "get them." They fight to the death (although they will try to escape or bargain for their freedom), constantly repeating their story and naming the President of Lagos and Brigadier McMillan as the "real enemy." They suggest that the group go straight to the top and warn General Zhu!

McMillan, General Zhu, and the High Command dismisses their claims as outrageous lies. The player group is told to forget anything these rabble may have claimed and is commended for their service under such a difficult situation. Investigating these claims may get the characters a reprimand, loss of rank and an indefinite visit to the psych ward or a leave of absence. If the conspirators fear our heroes know too much, they will arrange for them to have an accident or disappear.

41-50 On a routine patrol, 30 miles (48 km) from the city, the characters stumble across a well-concealed mercenary camp (humans and micronized Zentraedi). There are 2D4x10 infantry troops, one Howard scout helicopter, one Commanchero assault helicopter, a troop transport and two tanks. The mercenaries are confused by the characters' arrival. They do not want to shoot first, but are unable to explain who they are or what they are doing here.

The soldiers will fight only if the camp is attacked. They claim that they are not rebels, not bandits, and not militia. They are harmless ... they can't quite find the words. They try to bribe the characters into keeping silent, not telling the government in Lagos that they are here (1,000 credits are offered to each character).

They are a private army raised and financed by one of the Ministers of Lagos; a sort of insurance policy. Characters might discover as much if they infiltrate the camp (searching through papers, etc.), or if they insist on bringing them in for questioning.

If they check with the allegedly sponsoring Minister, he will lecture them on the duplicity of politics and the need for protection, and finally admits the soldiers are his "insurance" against certain, unnamed rivals. He begs for them not to make this "incident" public and punctuates the request with a statement that he would consider their silent cooperation a "great favor" and that he "owes them a big favor in return." Having

one of the Ministers of Lagos as a friend who owes you "big favor" can be extremely valuable in any investigations or trouble the characters might become embroiled in at the city. As they leave, his secretary hands each character a bottle of quality bourbon and a box of cigars; just a tiny token of appreciation.

51-55 The characters are alerted to or encounter a standard Zentraedi raiding party: 2D4 Tactical Battle Pods led by an Officer's Pod or Male Power Armor, out looking for easy pickings. They retreat to hide in the ocean depths if the player characters seem set to defeat them.

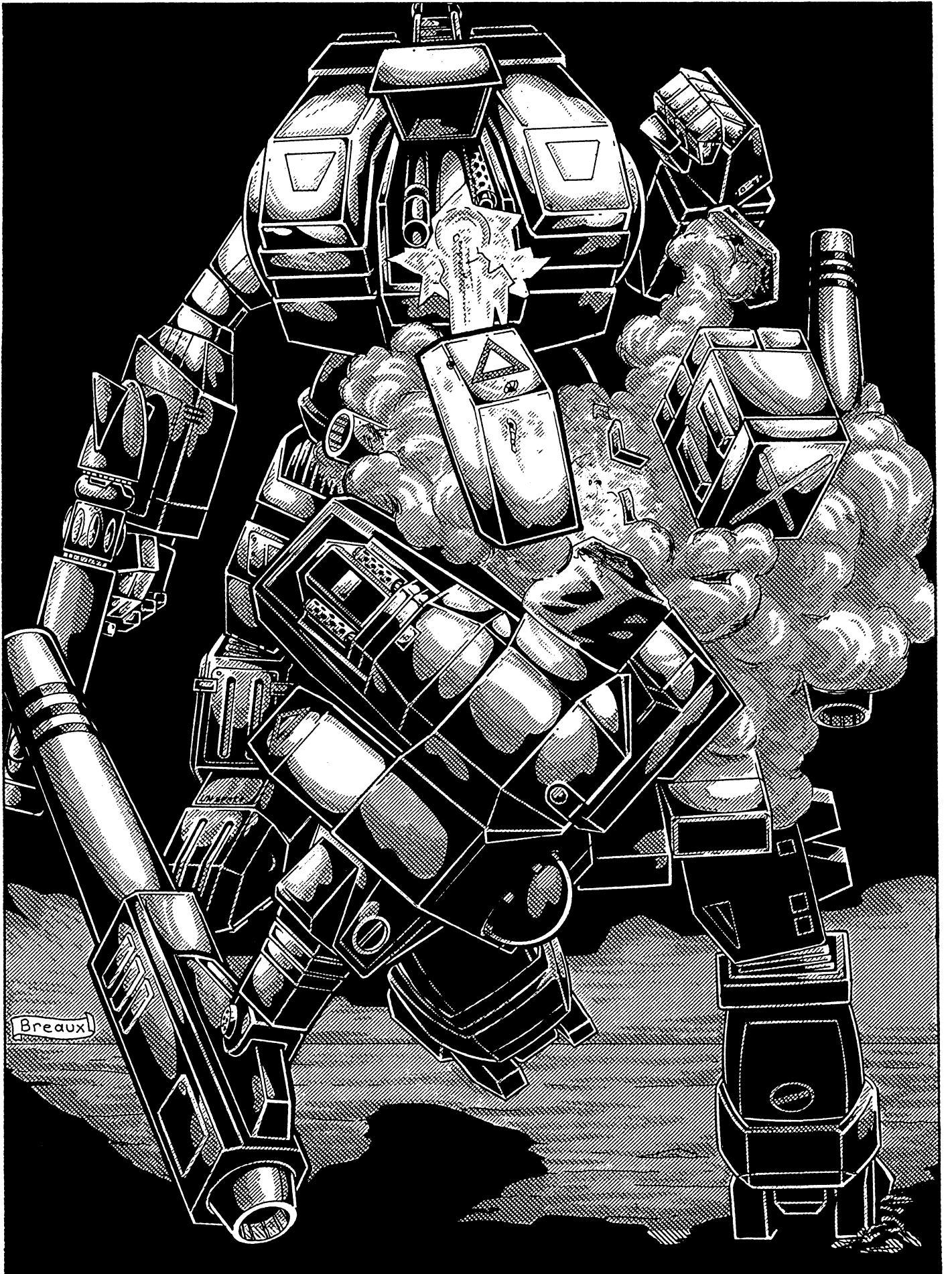
56-60 Human bandits, rebels or terrorists are working together with Zentraedi thugs or E.B.S.I.S. spies. This group can be large or small, tough or cowardly, and may or may not include Zentraedi or E.B.S.I.S. mecha. They can be encountered raiding a village, plundering a convoy, attacking a ship, stealing cattle, shaking down local gangs or businesses, or causing any kind of trouble.

61-70 Just 12 miles (19.3 km) from Lagos, on a routine patrol, the characters are passing a thick woods when they hear small arms fire inside. Investigating, they discover a group of twenty men being given military training by two men in Lagos Militia uniforms. All weapons are stashed away as mecha or RDF characters approach. The instructors claim to be training "local villagers for the militia" to better defend the area, but judging by the accents and range of languages, their recruits seem a motley collection of refugees; most of whom admit to having already served in national armies before the Zentraedi wars. In Lagos, these instructors are listed as being "retired." However, they have authorization to train the "village militia," proven by papers signed by President Ogheu himself.

71-85 On patrol 65 miles (105 km) north of Lagos, the characters encounter 10 Commanchero helicopters, clean, new and without markings, heading towards the city at low altitude (avoiding radar, etc.). They refuse to identify themselves and evade the characters, and continue on their way. Each helicopter has only one pilot, rather than the usual crew of three, and is not armed with any missiles. So, the helicopters may only fire their forward machineguns. They prefer to flee. Characters who capture a pilot may discover that the pilots are mercenaries, hired by a civilian in Lagos to fly the machines from a civilian holding yard in Niamey to the Ogheu Military Base. If the characters down or capture any helicopters, they find that the machines are brand new; none have entered service with the RDF or anyone else, and the factory in Niamey which made them has recorded each as "dismantled," "crashed on test-flight," etc. By the time the characters investigate, the factory's manager has mysteriously vanished. She is later found in a dumpster, riddled with Wolverine rifle bullets. (This should reek of corruption in the RDF.)

86-90 The characters are on patrol when they spot a United World Government jeep, with a red cross displayed on the side, heading towards Lagos. The driver and passenger look like bandits armed with M-16s and clad in local civilian clothes. Radioing to the UWG office in Lagos, the characters discover that the jeep was stolen from a refugee camp along with a crate of medical supplies (visible in the back of the jeep). The bandits try to evade the characters, heading for Lagos (2 miles/3.2 km away). The city government in Lagos refuses to allow the group into their city and scrambles one squadron of jets to attack any mecha that comes within city limits. If the characters fail to recapture the jeep but inform Lagos of its presence, it is in fact intercepted by the militia and returned to the UWG (which should surprise suspicious characters). The bandits stole the jeep and supplies on their own initiative, but know about Doctor Arsenic and hoped to sell him their loot. The UWG is annoyed if the jeep and/or medical equipment is destroyed.

91-00 Local villagers complain about damaging war games too close to their villages. Checking military records shows no RDF or Southern Cross maneuvers in any of those areas. The militia at Lagos also denies engaging in war games or maneuvers. Investigating the areas of complaint, the characters find definite evidence of combat, including spent rounds, evidence of explosives, tire tracks, and, most alarming of all, tank and Destroid tracks! Something is afoot!! The question is what?



Robotech Africa: The Campaign

By Kevin Hassal & Kevin Siembieda

The best way to run a campaign in Robotech Africa is to have the player characters slowly stumbling upon and discovering more and more clues about General Zhu's conspiracy. In this way, the campaign becomes more than a string of battles, it involves the characters in a race against the conspirators as they try to discover what is going on before General Zhu launches his coup. The fact that the characters do not know exactly what the conspirators plan, nor who is involved, should add to the mystery and tension.

The characters should be free to make any investigations that they please, while looking into these plots. The information in the earlier sections of this book is intended to help the Game Masters adjudicate the results of investigations, offer additional clues, and to plan investigative adventures.

Adventures: We have also included five fully fleshed-out adventures, through which the characters should pick up hints about the conspiracy and corruption in Robotech Africa. For these adventures, the characters are assumed to be based at the RDF Fort at Niamey and arrive about six to 10 weeks before Zhu's planned coup is launched. The five adventures should take place at intervals through this period. They incorporate mecha combat, Zentraedi confrontations, rebels, suspense and investigation. Each should take one to two playing sessions to complete, unless the G.M. decides to elaborate and add sub-plots and side-adventures (which we encourage). Thus, playing through the entire campaign, from the characters' first adventure in Africa to Zhu's coup, could take as little as six gaming sessions, or be extended to last for months.

Modifications & additions to the adventures: The material presented throughout this book should provide ample material for story expansion, sub-plots and more adventures of the G.M.'s own creation. To find ideas for additional adventures and intrigue, take a look at the descriptions and major characters at the City of Lagos and the various military forts and outposts. Each description offers *random encounters and adventure tables* with encounters that can be easily expanded into more elaborate and exciting adventures. Moreover, you may wish to continue the campaign after Zhu's coup and/or develop conflicts with the baronies, Zentraedi malcontents, the development of the Armies of the Southern Cross, and so on.

Investigation, intrigue and the characters: A campaign in the African Sector works best if the characters take the initiative and nose around on their own. In this way, they can learn enough to play an important part in the events influencing Zhu's plots, rather than merely becoming its victims. Some players, however, may not be used to taking the initiative, so the Game Master may have to "draw them in" and encourage action with clues and knowledge of danger and betrayal that they cannot ignore. A couple of big, hefty hints should get even the most plot-proof, combat oriented players asking the right questions and sneaking around back alleys to uncover the plot.

Plot-Hammers

A plot-hammer, basically, is a clue so mind-numbingly obvious that it smacks the characters in the face with the subtlety of a sledgehammer. Even the most naive players will notice these clues. If you are really worried that your players might overlook the conspiracies in Africa, then try one (or all) of these.

1. Foreboding. Before your campaign in Africa begins, while the characters are preparing to leave their previous base for Niamey, their

commanding officer (probably a Brigadier General) is gunned down by an unknown assassin. The surgeons cannot save him. He is dying, but sends for the characters and with his dying breaths, whispers to them:

"I have arranged ... (gasp) ... I have arranged for you to be stationed in Niamey ... Africa ... Listen carefully ... I know there is someone ... (gasp) ... someone in Niamey who is plotting to betray the United ... World ... Government. I have discovered too much and they have ... killed me ... You must be careful ... (gasp) ... It is someone high up. Maybe even one of the Generals ... (gasp) ... Trust no one. Find this traitor ... (gasp) ... for my sake ... Avenge my murder ... The fate of Africa ... (gasp) ... perhaps ... the world... (gasp)... is in your hands..."

And with those words, he dies. Clues don't get much more blatant than that.

2. Coincidence. Soon after arriving in Niamey, before or just after the first adventure, the characters are relaxing in a bar. At the next table two drunken civilians are arguing. One civilian is an American, working with the UWG. The other is an African truck driver from Lagos. The African leans across the table and shouts into the American's face:

"You foreigners aren't going to be telling us what to do for much longer. My brother works with the militia in Lagos and he says that you'll all be gone within a year. He says that the people of Africa will throw you out. Your own Robothingy Defense soldiers have already agreed to help us get rid of you. Just you wait and see!"

A group of off-duty Military Police intervene and drag the African away, saying that they will lock him up until he sobers up and calms down.

Three days later, the characters are walking through Niamey again, when they find a cluster of paramedics and onlookers. The medics are picking up the corpse of the noisy African whom they remember from the bar. He has been shot in the head. The records of his arrest have been deleted from the RDF Fort's computer and, coincidentally, an officer in the Lagos Militia (his brother) was bludgeoned to death the same day in Lagos!

Use intrigue, suspicion and mystery as a tool to create an atmosphere of suspense and drama. Suspense can only build the tension and excitement of the story and the characters' involvement in it.

3. Secret Missions. Another option is to have one or more characters assigned, covertly, to investigate rumors of RDF corruption. The simplest option is to have them contacted, as a group, by *Bureau Six*. This should get them asking questions and working as a group, and discussing motive, suspects and theories between themselves, as well as conspiring against potential traitors and outsiders.

For a more complicated and duplicitous game, another excellent option is to have two or more characters secretly working for a different organization! Perhaps with conflicting aims. This will require the G.M. to communicate information secretly to individual players (passing notes to them during play, talking to them separately before and after the game session, etc.) and he/she will have to be very careful not to let anything slip "out of character" that might lead the other players to guess a character's secret loyalties. This option works best if you have a cunning, scheming group of players. However, be careful not to spend so much time on secret chats with individual players that the game as a whole becomes boring or confusing.

Ultimately, the players *should* trust nobody but each other. Too many secrets, especially among themselves, can only lead to distrust

and a lack of cooperation. The characters will NEED to work as team to successfully *survive* the conspiracy plot and to have any chance of stopping it. Thus, if they have *connections* with different organizations, they should eventually share this information with their comrades and pool their resources.



Groups for which the characters might be working:

Military Intelligence: The character is secretly attached to the Military Intelligence Division and has been assigned to the characters' squad to investigate RDF corruption or suspicious activity in the Sector. Bear in mind that anything reported to Military Intelligence is swiftly reported to General Zhu (he is not a suspect of any wrongdoing).

Bureau Six: The character(s) is an agent of or contacted and cooperating with the mysterious Bureau Six, espionage division of the UWG. They are independent of the RDF and their suspicious (some would say paranoid) minds make them much more open to the concept of a conspiracy and coup plot within the RDF High Command.

The Conspirators: A character(s) could be indirectly working for General Zhu or one of the other conspirators as a witless pawn. He or she does not know that his contact is involved in the plot or that General Zhu is the mastermind behind it. The villain is using the character to keep tabs on his group's suspicions and investigation, and may be manipulated to serve some minor function in the conspiracy or to become a scapegoat/patsy (framed).

The E.B.S.I.S.: A character originally from eastern Europe or the old Soviet state and still has family inside the E.B.S.I.S. is a possible target for manipulation. The Russians are threatening to imprison his/her kin if the character refuses to serve them, but promises to pamper the family for as long as the character remains useful to them. The character is in-

itially told to spy on the RDF, and must figure out a method of getting information back to them. If the E.B.S.I.S. discover Zhu's planned coup, they may either order the character to sabotage his plot or tell the character to make sure that he attempts to stage a coup, but that the RDF are forewarned and forearmed, provoking a civil war within the RDF.

Religious Groups: One or more characters might be religious fundamentalists, secretly loyal to an organization such as the Islamic Republic or The Community of Saint Paul the Apostle. The characters may be gathering information for these masters, OR they might simply feel a loyalty to these groups, without having any specific orders from them. This affiliation may work to their advantage or against them depending on how events fall.

Personal Vendetta: A character originally from the Manchurian Quadrant knows that General Zhu once conspired against the RDF to make himself the Emperor of Manchuria! The character's family suffered as a result of Zhu's past plots and has vowed to bring the General to justice.

Other options include having a character who is a freelance opportunist, selfishly looking to get as much money and power as possible, or a nasty little fascist who believes that the military should take control of the World Government but has not yet found out about General Zhu's plots. Of course, the characters can have no initial affiliation or collusion with any group and are just loyal RDF soldiers who will not tolerate the injustice and betrayal of the RDF by anybody, including the glorious General Zhu.

Stopping General Zhu

In order to prevent the General's planned coup, the characters would be wise to seek the help of outside agencies or allies. Some diplomatically-minded characters will try to establish a vast network of spies and allies. Other characters will try to go it alone. Of course, others may try to join the General as subversives or willing participants, or just ignore the Sector's corruption. That's up to them.

The following entries should give the G.M. an idea of what help the characters can hope to get from other agencies and individuals. Of course, these people may want something in return for their aid. Consult the relevant sections earlier in the book for more details.

RDF Infighting: Characters will find it very difficult to persuade other RDF officers and troops to oppose General Zhu and other officers without convincing evidence. Furthermore, those not convinced about the conspiracy plot are likely to consider the player characters to be crass opportunists, vindictive troublemakers, traitors, spies, or just plain paranoid. They refuse to believe the characters' accusations, will NOT support their investigation, and may even report them to the conspirators, or try to hamper their efforts.

Lieutenant General Barreau: If the characters accuse senior officers of treason, Barreau refers them to the RDF High Command (see below). If ordered to work with them, he can give them passwords to access almost all of Niamey's computers, arrange for them to be posted wherever they need to go, supply them with surveillance equipment and mecha, and, eventually, when there is incontrovertible proof against Zhu's conspirators (McMillan, Da Silva, Emeka, etc.), he will order the villains' arrests. He has no authority to arrest General Zhu without direct orders from the High Command, and concrete evidence will be needed to convict Zhu.

Meza, Major General: Meza will be eager to help the characters, but is unwilling to go against the High Command's orders or act openly against RDF officers. Consequently, she might provide characters with subtle support, sanctuary, vehicles, weapons, money, etc., but would not start a civil war within the RDF, nor disobey orders. Although she may do little openly against General Zhu or Brigadier General McMillan, she is prepared to act against Lagos and might provide troops and vehi-

cles for commando attacks on “rebel installations” (e.g., the secret factories in Lagos).

Military Intelligence: Military Intelligence, commanded by Colonel Hackett at Niamey, will assist the characters and investigate any allegations that they care to make. M.I. will arrest any officer up to a full Colonel if evidence is given to them to support the officer’s guilt. Officers above Captain are deported to another Sector for investigation and court martial, while lesser personnel are tried by Military Intelligence at Niamey. A proven traitor is either dishonorably discharged from the RDF, imprisoned in another Sector, or shot, depending upon the magnitude of his crimes. **Note:** General Zhu has access to the Military Intelligence’s files, unless Colonel Hackett is given good reason to distrust the General. Thus, the conspirators may always be one jump ahead of any investigation and will know how important the characters’ contributions are to the inquiries.

The RDF High Command: These are the Generals who coordinate the planet’s defense and run the RDF. They will listen politely to the characters’ allegations, but do little. They probably tell the characters to get in touch and cooperate with the Military Intelligence or Lieutenant General Barreau at Niamey, unless the characters point out that these people are likely to be involved in the conspiracy. If the characters decline to work with Military Intelligence or Barreau, the High Command has them conduct their own investigations as Special Attaches to the High Command or has them contact and work with Bureau Six.

If working with the top brass, they can get characters off the hook if they are court martialled and provide them with basic supplies and equipment, but will do little else. If characters have firm and abundant proof against General Zhu, the High Command orders his arrest and secretly transports him to another Sector to face trial. Such proof must be overwhelming before the RDF’s Commanders take such extreme action. They believe that their trusted General is innocent until proven guilty.

The Armies of the Southern Cross: The Southern Cross will not act against RDF personnel. Of course, they could attack “rebel bases” in Lagos or swoop to kidnap “rebel leaders” like Kegare. They may also provide the player characters with a safe haven, equipment, repairs and moral support. They may also engage in their own secret investigation, considering a coup would jeopardize the security of the Sector and the stability of the UWG. They would submit any evidence they gathered either to RDF Military Intelligence or the RDF High Command.

Bureau Six: Can provide background information (e.g., Zhu’s past) and make the characters’ investigations legitimate as “special field agents.” Bureau Six can get characters let off court martials, and can order the arrests of any junior officers or lesser RDF personnel. However, to avoid political friction between itself and the military, it refuses to order the arrests of officers at the rank of Colonel and higher. Where there is overwhelming proof of senior commanders’ guilt, Bureau Six will try to present evidence to the RDF High Command, demanding a thorough investigation. Or they may order their secret assassinations branch to eliminate conspirators who cannot be touched through the justice system!

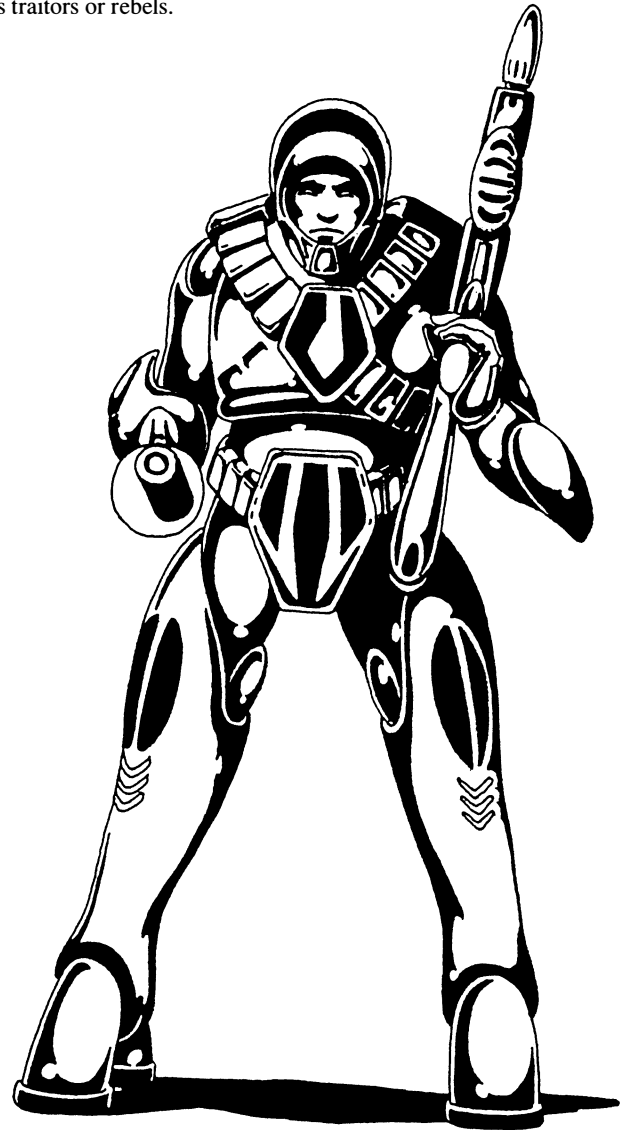
E.B.S.I.S.: Unwilling to act openly or directly against any RDF personnel, the E.B.S.I.S. will only provide information (including the services of its spy network), weapons, explosives, and sanctuary for fugitives. They can also put a good word in with the Islamic Republic.

The Islamic Republic: While the Republic doesn’t usually care what the unbelievers are up to, it would help characters who could prove that the General’s conspiracy threatened their Islamic state. The Republic can ensure that the characters receive the aid of Islamic groups across northern Africa, providing weapons, explosives, vehicles, safe houses, fake documents and I.D.s, etc. The Republic will NOT act directly or overtly against the RDF.

The Ethiopian Free Holding: Once convinced that the conspiracy intends to capture their Free Holding, Needleman and his cronies become very cooperative. They will do almost anything to safeguard their

profits and would be very willing to help characters incriminate or assassinate anyone involved, so long as the Free Holding cannot be directly connected with the operation. They are loathe to pay out money but have vast resources, if the characters can persuade them to use them.

Zimbabwe: The Empire would willingly rent portions of its army and military equipment to characters who need extra firepower, including helicopters and tanks if needs be. If the characters can demonstrate that General Zhu’s conspiracy is a danger to the Empire, men and vehicles may be hired more cheaply, but the characters must still pay. Someone like Major General Meza or a wealthy politician in Lagos might supply the cash. Of course, such extreme action may brand our heroes as traitors or rebels.



The Zentraedi: It is impossible to deal with the Zentraedi as a whole, but there are hundreds of warlords, each controlling anything from six to six hundred mecha, whom the characters might deal with. They could most obviously be used as cheap mercenaries, happy to fight in return for weaponry or repairs of their mecha, though the characters might find it hard to win their trust, and they would prove unreliable and brutal warriors.

Other Allies: This book is full of people whom the characters might use as allies or pawns, if they work out how to manipulate them, or manage to strike up friendships. As examples, **Doctor Arsenic** (Lagos) might provide information on the city’s Secret Factories, ministers from Lagos, such as **Abacha**, **Bokassa**, **Shagari** and **Chihana**, might provide information, money and support; religious groups, like **Father Shola**’s community, might provide aid and hide them; the **Ashanti**

could act as spies; “**The Captain**” of The Last might conspire with the characters against Kegare and assist in any investigations or tactical strikes; rebel groups might be persuaded to try to murder Zhu or Ogheu; individual RDF personnel (like **Brad Turner** in Niamey or **Deka Ramhe** at Fort Victoria) might also join forces with the characters.

Note: No matter how desperate the situation, the player characters are still subject to the RDF’s military law and justice system. This means they cannot break military law, defy orders, go AWOL, engage in criminal activity (which may include associating with rebels and enemies), or make unsubstantiated accusations against officers without fear of repercussions. Repercussions may include being demoted in rank, confined to post, transferred to a different post, be placed under investigation and/or arrest, face court martial, be dishonorably discharged, or imprisoned! They must be careful and use discretion.

General Zhu and his conspirators are ruthless, efficient and intelligent foes. If they discover that the characters are investigating their conspiracy, they will act to foil the characters investigations. This can include any number of things. The soldiers might find themselves suddenly transferred to a different post. Incriminating evidence may be planted in the characters’ rooms and the Military Police “tipped off,” in an attempt to discredit or frame them for crimes they did not commit. The characters’ mecha might be sabotaged or the group finds itself constantly sent on the most dangerous missions and given bad intelligence (accidents happen). Mercenaries, assassins and thugs may be sent to “persuade” the characters to give-up their investigation, blackmail them, or to gun them down. The conspirators don’t leave their enemies easy escape routes. Characters who earn the enmity of these traitors may be forced to take extreme measures and find themselves disgraced and hunted fugitives.

Defeating the Conspirators

If the characters “remove” both General Zhu and Brigadier General McMillan before the coup, the conspirators have neither a charismatic

leader nor significant power within the RDF to launch the coup. Although other conspirators may hatch other plans and engage in criminal activity, the coup is destroyed.

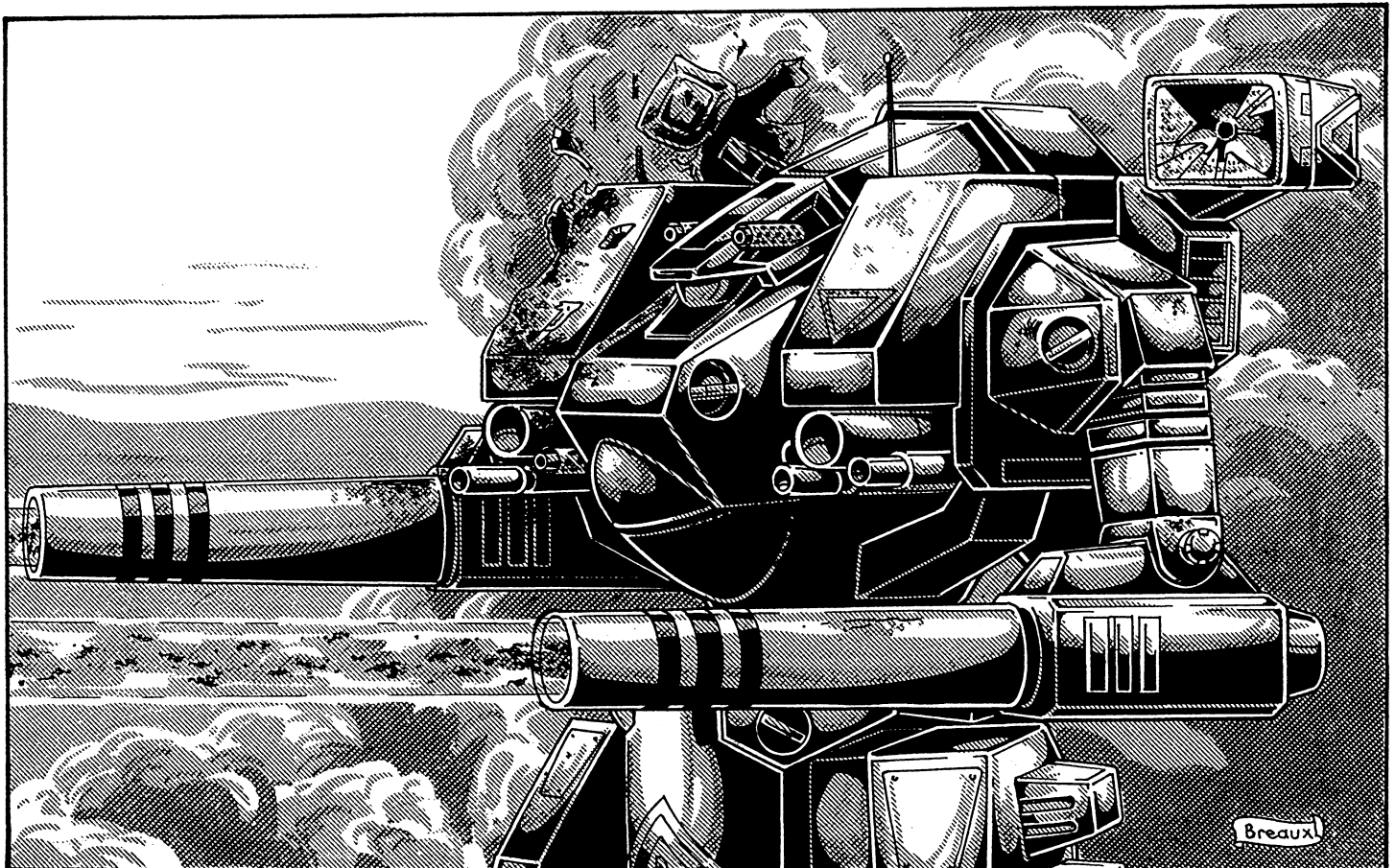
Terminating Villains: If the characters have firm proof against the conspirators, High Command or Bureau Six may approve their assassination, if they feel an arrest is not feasible and the villains are likely to escape.

If the player characters kill any officers, even in self-defense, without official sanction, they can expect a major investigation into the deaths and they may be arrested, court martialed and spend the next 20 years in a military prison.

If characters have good, but imperfect evidence of the plots, then Bureau Six and the High Command are more likely to take subtle steps such as an “immediate transfer” of suspected officers to other, distant posts, while they continue their investigation. However, this may not stop the coup and/or may implicate the player characters, which will lead to reprisals against them.

Note: Defeating only one or two of the conspirators is useless. The plot is so far along that even if McMillan was removed, Colonel Da Silva would take his place and the plot would continue. Furthermore, as long as General Zhu remains free, the plot is alive and the coup is inevitable. If the General is removed, then several weeks of uncertainty follow and the plot crumbles. Only McMillan is so fanatically dedicated to the General’s dreams (delusions) that he may try to launch the coup just as Zhu planned it, but with himself leading the conspiracy and Colonel Da Silva as his aide. In this case, it is destined to fail in a matter of weeks.

Destroying the Landship: Wrecking the Landship before it is launched is a serious blow to the conspirators’ plan. Without the Landship, they will still try to stage their coup, but with less success. Likewise, if the secret underground base, factories and army at Lagos are discovered and attacked by the RDF before the coup is official launched, it will force the General to initiate the coup before they are ready.



In either instance, Zhu's armies will push forward with their plans but achieve only a slight victory over the Zentraedi, and then become bogged down in a war against the RDF and the Islamic Republic. This enables Zimbabwe to extend its holdings in northeastern Africa, and prompts the High Command to send a large army of their own into the Republic from the Red Sea Fort. This army, under Major General Meza, allies itself with the Moslems and threatens to destroy the traitors' army. Faced by fellow RDF soldiers, General Zhu's army surrenders or defects piecemeal in a matter of a few weeks. Zhu wants to fight, of course, but soon finds himself with only a handful of loyal supporters.

He is forced to flee, becoming a fugitive while the RDF reestablishes the UWG's control over the Sector. **Note:** If the player characters had been arrested and/or court martialled or imprisoned because they were trying to stop the coup, all charges will be dropped, and they will be released to fight the traitors. They may even be assigned to hunt down conspirator fugitives, including the General.

Adventure Note: If the mecha in Lagos are also destroyed, there will be tanks instead of mecha present in the eighth adventure, making it easier for the characters to "rescue" General Zhu.

Adventures

By Kevin Hassal & Kevin Siembieda

Part 1: Priorities

G.M. Notes: This first adventure is designed as an introduction to Robotech Africa. Easily resolved in a single sitting, it is fairly straight forward mecha combat, with a couple of added complications.

Setting: A large Zentraedi patrol has emerged from the north edge of the *Disputed Zone* in hopes of looting food from the human settlements. The characters come onto the scene shortly after the raiders have split up to attack a farm, a ranch, a refugee camp and a small town with a military supply dump. Which of these targets do the characters protect first? Do they protect the helpless refugees? Do they side with the influential rancher? Do they protect the RDF supply dump in the town? Or do they split their forces to help two or more simultaneously, but risk helping none of them properly?

The suggested opponents are one Officer's Pod, one Female Power Armor, one Light Artillery Pod, one Scout Pod, and eight Tactical Battle Pods (which split into four small groups to raid four different targets just before the characters arrive on the scene). Assume that all Pods have four attacks per melee. See pages 84-90 of the Robotech RPG for rules and full details on each. In addition, there are *13 Conventional Trucks* (A.R. 5, 4 M.D.C./400 S.D.C., top speed 120 mph/193 kmph) and a *dune buggy* (A.R. 8, Main Body: 4 M.D.C./400 S.D.C., wheels (6): 50 S.D.C., top speed: 110 mph/177 kmph). *70 Micronized Infantry:* Most have 25 hit points and 20 S.D.C. and are armed with AK-47, M-16 and similar assault rifles; no mega-damage weaponry. 10% (the leaders) have body armor (200 S.D.C./2 M.D.C.). The G.M. can increase or decrease the number of Zentraedi if he or she feels it is appropriate.

Introducing the Characters

The characters are on a routine patrol, about 600 miles (965 km) east of Niamey, when they receive the following message from the RDF:

"We have reports of a Zentraedi column at grid location 297732. Aerial reconnaissance confirms approximately 12 Battle Pods and 10 to 15 conventional vehicles. We fear they are targeting the supply dump at Bieli. Intercept and defend the supply dump and civilian population there. Immediately!"

When they enter the area, they immediately pick up a radio message, on a civilian channel from the refugee camp. The caller is a woman. Another woman's voice, breathless from screaming, crying and desperate, prays audibly in the background:

"Oh please, is someone out there? Please, anyone! This is Sister Margaret at the Bieli refugee camp. We're being attacked! There are dozens of vehicles, men, and six or seven big alien robots! Someone help us! May Day! May Day!!"

A second later, the group receives an equally impassioned, if less reasonable communication from the ranch:

"RDF soldiers, this is Paul Mbuji. Listen to me. In case you don't know who I am, my brother sits on the local administrative council and I pay hefty taxes to your World Government. I'm an important and influential man. So if there are Zentraedi on the way, I expect you to make the defense of my ranch your number one priority! If you leave my estate to be ravaged by those barbarians, I'll see that you get court martialled for dereliction of duty. I mean it! We need help now!!"

Mr. Mbuji continues to harass, threaten and beg for help on the radio, the entire adventure.

The characters' principal concern should be to protect the supply dump and civilians from the marauders. Their dilemma will be which to protect first, since several civilian targets are under attack at the same time.

If the characters radio back to Niamey for advice, they are told that their first priority should be to safeguard the military supply dump and then the ranch. Of course, that isn't necessarily the "right" thing to do, it's just the military thing to do. The characters may have different priorities, which they can justify later without fear of reprimand or court martial.

The main point of this adventure is to get the players thinking about what the RDF's priorities ought to be and about conflicts of interests. If you can get the characters thinking about these things early on, they may have more success with the plots which unfold in later adventures.

The Town & Supply Dump

When the characters reach the edge of the location, they can see one Recon Pod and two Battle Pods standing in the town of **Bieli**. Several civilian trucks are leaving, heading north-west (actually three Zentraedi trucks, but the characters cannot tell that). No other Zentraedi are visible, but the characters cannot get through to anyone at the supply base in Bieli by radio.

The supply dump has already fallen to the attackers and with the help of six micronized infantrymen, the Pods are hunting for any survivors from the supply dump's garrison. In the adjacent supply dump, twelve micronized Zentraedi load two hijacked trucks with drums of fuel and ammunition.

Three other trucks, crewed by 14 micronized Zentraedi, are just leaving the town and heading towards the **farm**.

The Supply Dump sits on the western edge of the town and holds mountains of crates, fuel drums, and more fuel drums. Remember these fuel drums. The Zentraedi trucks are parked amongst them, and any use of explosives or mega-damage attack aimed at but missing the trucks hits these drums. When one drum is hit, it explodes and sets off a chain reaction, wiping out the entire supply dump, destroying all of the trucks



and Zentraedi in it, and demolishing several adjacent civilian buildings and killing 2D6 innocent people. Characters or mecha caught in the supply dump explosion take 2D4×10 M.D.!

The 20 local militiamen who guarded the supply dump are dead or in hiding. The inhabitants of Bieli have barricaded themselves into their houses and cellars with much screaming and wailing.

The town of Bieli contains 150 civilians, living in buildings from 10 to 20 feet (3.1 to 6.1 m) in height (A.R. 9). Note that missiles fired at targets in the town are likely to damage buildings and injure their occupants.

The Pods in the town duck down behind buildings as soon as they see the characters' mecha. Roll for initiative for the first melee of combat. If the Zentraedi win, they duck down before the characters can shoot at them. To fight them, the characters must enter the town or fly above it. Of course, the Zentraedi are not stupid. They will react to the characters' actions as seems sensible; retreating from obviously hopeless situations, charging in to relieve hard-pressed comrades, hiding behind a school or hospital (which may or may not be occupied by civilians), using civilians as hostages, etc.

The Zentraedi fight until the characters have been driven away, or they can escape, or four of their Pods are destroyed/immobilized. If the RDF characters retreat, they continue to pillage the area for 15 minutes and then pull back to join their comrades. If they lose four Pods, then their trucks and the dune buggy flee southward as fast as they can, while the remaining Pods make an orderly withdrawal to cover their retreat.

When not in combat, all Zentraedi vehicles and Pods move at 45 mph (72 kmph), which works out at 990 feet (302 m) per melee. So, for example, it takes three melee rounds for the Zentraedi to go from the refugee camp to the ranch, a little over a half mile (2640 ft/805 m).

When running the fight, remember that the ridges on the map may well obscure vision. Characters on one side of a ridge cannot see the Zentraedi on the other slope, or vice versa. Do not tell the characters what is happening in areas that they cannot see.

The remainder of the Zentraedi force is approaching the **Refugee Camp**, where they arrive within one minute.

The Refugee Camp

The **Camp** is a mass of shacks and tents, housing 864 refugees, run by a group of missionaries. Missiles fired into the camp will kill innocent people.

The main Zentraedi force approaches the refugee camp. There, it pauses for one melee round to reorganize itself. At the start of the next round, it splits in half. One Light Artillery Pod, two Battle Pods, five trucks, and 22 micronized Zentraedi infantry troops stay at the refugee camp, stealing food sacks from the camp's stores.

The Officer's Pod, two Battle Pods, the dune buggy and three trucks (16 micronized Zentraedi in the vehicles) head on northwards, towards the **ranch**. They arrive there in three melee rounds and begin herding cattle onto the trucks and looting the ranch buildings. Anybody who tries to stop them comes under fire.

The Ranch

The Ranch is a collection of wooden buildings (A.R. 8), standing six to twenty feet (1.8 to 6.1 m) high, comprised of a large house, barns, cattle sheds, etc. Fifteen civilians currently cower here. The Zentraedi force approaching is the Officer's Pod, two Tactical Battle Pods, the dune buggy and three trucks (16 micronized Zentraedi in the vehicles). They will loot and take all the cattle and whatever supplies and grains they can carry. Anybody who protests or attacks is killed. If they feel safe, they may take time to brutalize some of the civilians.

Mr. Mbuji is safely locked away in his personal bomb shelter with his wife and daughter. He will lambast the player characters about any damage or theft done to his ranch. He barely notices if any of his employees are injured or killed.

If the ranch was badly damaged or the characters were blatantly rude or uncooperative to Paul Mbuji, they are called in to see a senior officer (e.g., Colonel Da Silva), and given a stiff talking to: don't annoy the locals, show some respect, remember that the civilians are ultimately paying your wages, etc. But they are not punished.

The Farm

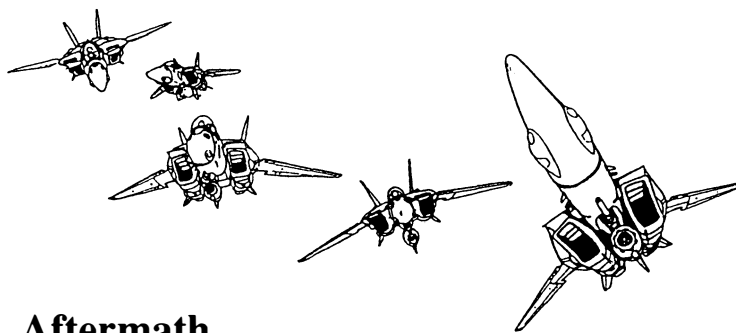
The farm is comprised of three single story buildings, surrounded by cultivated land. The couple who run the farm and their two teenage sons are praying in one of the buildings. They are grateful to be rescued regardless of any loss of property or livestock.

20 cattle are grazing behind the buildings; they are the target of the approaching Zentraedi. The attacking force is only three trucks crewed by 14 micronized Zentraedi, but any of the others may join them or come to their aid in less than a minute.

Other Factors

The **River** is 30 feet wide by 18 feet deep (9.1 by 5.5 m), and fast flowing. Those attempting to ford it in mecha must make a Pilot Mecha roll to cross, or else flounder uselessly in the mud and water for one melee round. Both bridges are strong enough to support mecha and heavy trucks. Zentraedi Pods can easily leap across.

Zentraedi reinforcements? If the G.M. desires, he could have a modest number of Zentraedi Pods join the fray as reinforcements.



Aftermath

After the battle, the characters may be called back to base to make a full report, or asked to stay at one of the target locations to help comfort the people and/or assist in clean-up and rescue. There may be fires to be extinguished and collapsed buildings in the town or refugee camp, with civilians to dig out of the rubble and injuries to be administered to. First Aid and Paramedic skills should both be in great demand. In the alternative, they may also be told to pursue and capture or eliminate the retreating perpetrators. Or they may be pulled out to continue their regular patrol, especially if trouble may be brewing elsewhere.

The characters do not act in a vacuum. Throughout these adventures, their actions have repercussions. An escaping Zentraedi may cause trouble later, or the characters may make friends and enemies among the civilians depending on how they conduct themselves.

If the characters failed to defend the refugee camp, they get a phone call a few days later: "Hi there, I'm a reporter doing a story on incompetence in the RDF. I understand that because of your actions, the Zentraedi were recently permitted to loot a refugee camp. Do you have any comment?" Get them to explain themselves, and to analyze their own actions. If they say something stupid or rude, they get an angry talk from their Commanding officer about the chain of command, diplomacy, tact, when to shut up, and, if they must speak, to think before they do so.

If the characters negligently caused the deaths of any civilians or destroyed the supply dump, they are called to see a superior officer (probably Da Silva), who threatens to court martial them. He makes sure that they know exactly how stupid and careless they have been, but unless they are particularly unrepentant or belligerent towards him, no charges are made ... this time.

Part 2:

While on Patrol ...

In this adventure the characters first hear about the mysterious criminal, *Sani Kegare* (General Zhu's agent in Lagos). Kegare has arranged to have a tanker named the **Capricorn** hijacked at sea. The tanker carries a volatile chemical fuel designed for the Southern Cross workshops, but he thinks it is equally useful in the secret factories beneath Lagos. The shipment is itself a military secret and it is only through General Zhu that Kegare has even heard of it.

He has reconstructed an old petrochemicals loading depot on the coast, 230 miles (370 km) west of Lagos. When the Capricorn passes the depot, his agents will alert a group of pirates from the Islamic Republic, who wait 30 miles (48 km) further east at a place called **The Iron Reef**. It gets its name from the fact that two giant Zentraedi battle cruisers crashed in that location and pose a hazard to shipping. Any large ship passing through the area contacts a local pilot who knows the waters and guides them through. On hearing of the tanker's approach, the pirates storm the local pilot's home, tie him up and take his place. When the tanker radios for the pilot to come out to guide it, it is two pirate boats that answer the call.

The plan is that the pirates take over the ship, turn it around and head back to the loading depot where the fuel is unloaded onto a waiting tanker truck. However, the plan goes awry early on. The pilot's family and the communications officer on the Capricorn manage to transmit distress signals that alerts the RDF of the hijacking. The player characters are dispatched to rescue the tanker which is docked at the old petrochemical depot.

The likely course of events is as follows:

The Pilot's House

The characters receive a cryptic transmission on the civilian emergency channel. The dialogue seems muffled, as if those talking were standing some distance from their transmitter's microphone:

First voice (young male, very nervous): "Get away from that machine - what have you done?"

Second voice (female, terrified): "Nothing! Nothing! Please don't hurt us!"

A frightened child's voice in the background cries, "Don't hurt my mommy! What do pirates want from us?!" Another child cries in the background.

First voice (pirate): "Get over here and sit down. Go near that radio again and I'll kill you ... and ... and your brats!"

The (pirate's) voice gets clearer as he approaches the microphone. "What does this green light mean? Did you do something?"

Second voice (lying): "That light? Uh ... that means it's set to receive. I ... didn't do anything."

The transmission continues, with sounds of sobbing and fidgeting, then the radio goes dead. The pirate decided to smash it, just to be safe.

The player characters may attempt to locate the source of the transmission. This requires that one of them make a successful Read Sensory Instruments roll and should be relatively simple. If all of the characters fail, or if they do not try, then skip to "The Ship," below. Otherwise, they determine that the transmission is coming from the pilot's house. Assuming that they can pin point the transmission's origin, they can investigate.

The house is marked on RDF maps, but not labelled. It is a three-room, single-story building, built of breeze-blocks and corrugated iron, with a small radio mast and an out house containing a generator. Inside, a young pirate named Hafez holds a man, a woman and three children hostage in the central kitchen/lounge.

The captor is very nervous, and is preoccupied with his harmonica and distracted by the sound of the generator outside. Attempts to sneak up to the building on foot (Prowl) are made with a +20% bonus and mecha may get to within 300 feet (91 m) of the building before Hafez hears them.

If he realizes that someone is approaching the house, he immediately radios back to his commanders and tries to make his escape. If mecha or heavily armed characters point guns at him he surrenders immediately. If only faced by lightly armed characters (pistols, revolvers, etc.) he attempts to drive them off by shooting at them and threatening to kill his hostages.

Hafez: Miscreant, age: 17, 20 hit points, 10 S.D.C., two attacks per melee round. He has a Browning 9mm automatic pistol, a hand-held communicator, a harmonica and some loose change. If captured, he admits to being a mutineer from the Islamic Republic and claims to have been forced into piracy by his shipmates. He knows that his commanders plan to take over the Capricorn, but he doesn't know what the cargo is, or where his fellow pirates plan to strike. He can tell them something about the pirates' man power and equipment if asked (he doesn't volunteer anything and looks like he's ready to cry or faint). The pirates have two patrol boats, one Commanchero helicopter and roughly 20 men, including the helicopter crew. He begs to be released but makes no foolish moves and resigns himself to being a captive.

Gwan and Nya Soule comfort their children. Gwan is the reef pilot who guides ships through the Iron Reefs. All they can tell the characters is that a group of armed Arab-looking men stormed into their home two hours ago, tied up Gwan and left young Hafez to guard them at gunpoint. It was Nya who was able to turn on the radio and alert them. Gwan speculates that they lured the ship back out to sea where it was attacked by pirate ships or a submarine. E.B.S.I.S. maybe? Nya suggests that the pirates would be better served to force the tanker to dock and that the most likely location would be the old petrochemicals loading depot down the coast.

Gwan has an old fishing boat pulled up on the beach near to his house, which he is willing to lend the characters if they need it. He even offers to pilot it for them (at 89%). The battered old boat travels at 8 mph (13 kmph), it has an A.R. of 4, and has an S.D.C. of 50.

The Ship

Several minutes later, as if on cue, the player characters receive a panicked but perfectly clear distress call, with small-arms fire audible in the background. "Umm, SOS ... Help! I'm not the radio operator! Look, this is the Capricorn. SOS ... SOS, somebody just help us. We've been boarded by pirates. They're stealing the cargo and I think several crew members have been shot. I ... I think we're a mile southwest of Wrecker's Point. We're under attack. Help, anyone, we're under attack! There's a helicopter and..." the transmission ends abruptly.

At this stage, the characters should be at the Pilot's house on the south coast of Wreckers' Point. If they radio back to the RDF base, someone in the Operations Room can access the area's shipping log by computer. According to these records, the only merchant ship due through the area is the Capricorn, registered in Sweden and listed as carrying a consignment of bath oils. (The clerk double checks. "Yup, that's what it says here. Bath oils.") Its origin is simply given as "Scandinavian Quadrant," and its destination is Angola. If the characters ask to be patched through to the Southern Cross base in old Angola, they get a very different response. Something like:

"The Capricorn! Did you say Capricorn?! Oh, no. What's happening? Attacked! Look, whatever you do, don't shoot the ship or breach the hull! OK?"

“What’s in it? I ... all that I can tell you is that it is carrying a military cargo that must not fall into the hands of terrorists. We’ll scramble some Logans as back-up, but you’re the only ones who can reach that ship before the cargo can be off-loaded. Will you cooperate?” The Southern Cross cannot broadcast any more information about the Capricorn’s real cargo or assistance. The RDF base will sanction RDF cooperation and authorize the characters to assist the Southern Cross in stopping the pirates and protecting the ship’s cargo and crew.

The player characters can reach the ship’s location in a minutes by Veritech Fighters or about 10 minutes by Destroid or ground vehicle. Unless alerted to the presence of the RDF by Hafez, their sentry at the pilot’s house, the pirates are surprised and may not return fire against the characters for the first melee round.

The Battle

As the RDF characters approach, they see the Capricorn anchored in the bay at the old chemical depot. They recognize the vessel to be a tanker and can surmise that it’s cargo is fuel or other flammable or explosive substance.

One armored patrol boat lies two hundred feet (61 m) from the Capricorn while a second is tied alongside her on the port (left) side. Rope ladders hang from the tanker’s deck to the patrol boat alongside. A Commanchero helicopter hovers twenty feet (6.1 m) above the freighter. Human figures are also visible darting about the deck of the cargo ship, occasionally firing at one another.

The hostile ships are both Heavy Patrol Boats, as described in this book. There are six pirates on each boat, armed with AK-47s. The tanker’s hull has an S.D.C. of 1,200 (see the Large Freighter stats). If it takes more than this amount of damage, or if its chemical cargo is ignited in any other way, the whole ship immediately explodes, inflicting 2D6×100 M.D. on everything within 1000 feet (305 m).

The ships lie in 80 feet (24 m) of water. Destroids may easily wade out into the sea and attack the pirates in safety from below. However, such Destroids are entirely submerged, and characters cannot leave them without flooding their pilot cockpits. To reach the tanker and relieve the embattled crewmen, the characters must either fly (e.g. in Veritechs), or use a boat. Note that the Pilot’s boat is available back at his house and a docked barge at the depot is also available. Of course, the pirates have no hesitation in blowing boats and mecha out of the water.

Note: A heavy hose runs from the tanker to a pipeline at the depot! Several tanker trucks and other activity can be seen on shore at the depot. The characters must destroy or drive off the pirate ships and helicopter. The proximity of the one pirate vessel and the helicopter hovering above it, are such that any wild shooting is likely to hit the tanker and do damage. Hand to hand mecha combat and close-range, controlled bursts are recommended.

Heavy Patrol Boats

The pirate ships’ original insignia and identification numbers have been painted out, but are still just visible. Arabic script betrays the ships as ex-Islamic Republic vessels and its numbers are listed with the RDF as renegade ships, run by mutineers.

Crew: One pilot, plus up to five pirates still on board.

A.R.: 12

Speed: 20 mph (32 kmph)

M.D.C. by Location:

Hull - 12 *

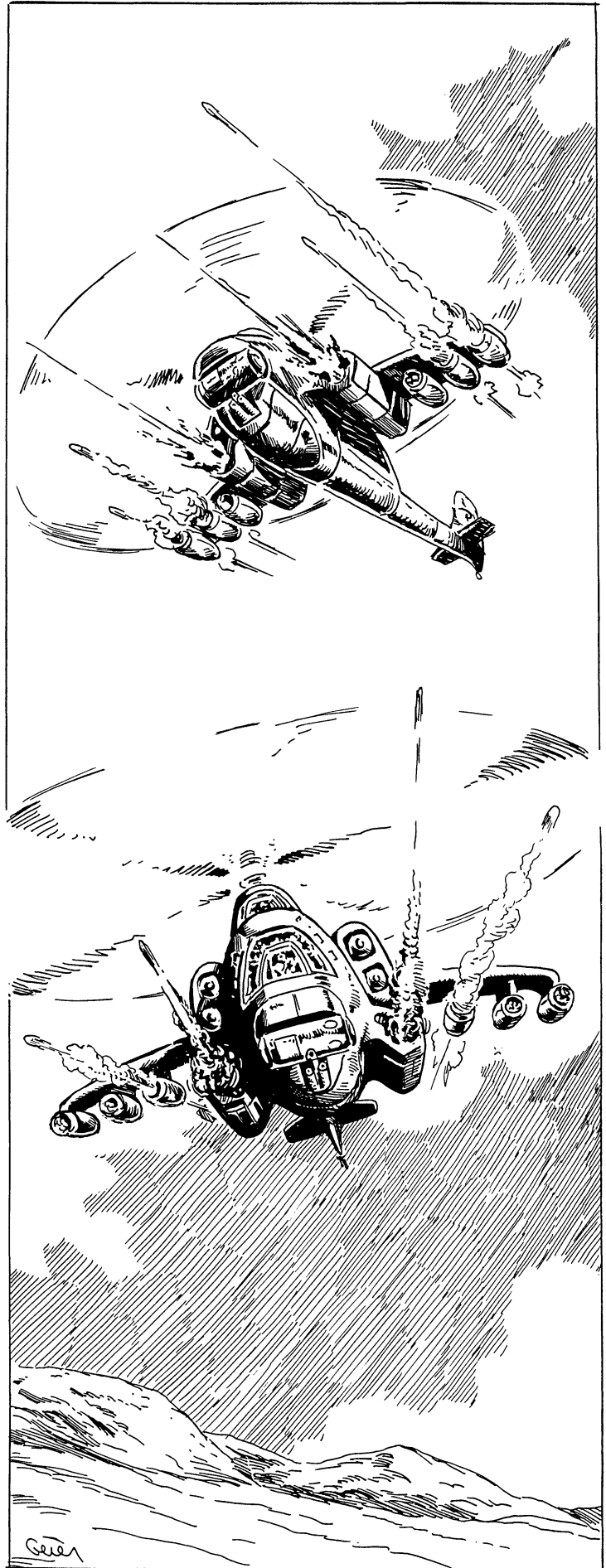
Missile Launcher - 6

90mm Gun - 5

Armored Cabin - 12

Crew Cabins - 8

* If the hull is reduced to zero, the ship sinks at the end of the following melee. If 24 points or more are inflicted upon the hull, the ship disintegrates.



Weapons Systems:

1. Self-loading 90mm Cannon, mounted at the bow

Mega-Damage: 1D10

Range: 2000 ft (610 m)

Rate of Fire: Twice per melee.

Payload: 20 rounds

2. Missile Launcher at stern

Mega-Damage: varies

Range: varies

Rate of Fire: One or two missiles per melee

Payload: 6 short-range missiles (Each has two medium High Explosive and two light High Explosive missiles, plus two light Armor Piercing light missiles.)

3. 7.62mm Light Machinegun: (one on each side, 190 degree angle of fire).

Mega-Damage: None; 5D6 S.D.C. per round.

Range: 3000 ft (914 m)

Rate of Fire: 180 rounds per melee maximum

Payload: 1000 rounds

The Old Loading Depot

When the characters first see the loading depot, the place is a hive of desperate activity. People are throwing their belongings into the cabs of over a dozen fuel/tanker trucks and drivers are beginning to pull away.

The Capricorn's cargo is already being transferred through the pipeline to waiting tanker trucks. Two trucks have already been filled and are on their way to Lagos (the characters may not know this as the trucks left before they arrived). A third has just been filled and is ready to go. A fourth is being hooked up to the pipeline. A new truck can be filled every four minutes! Three tanks stand guard over the pipeline and three other waiting fuel trucks. The other trucks are fleeing the area. The tanks don't think that they can defeat the characters' mecha, but aim at legs and other key locations in an attempt to cripple them and to prevent the fleeing trucks from being pursued. The vehicles just want to escape.

The old loading depot was once a sprawling complex of pipelines, warehouses and storage silos, with piers and pipelines leading out to off shore moorings. The facility was badly damaged by the Zentraedi and abandoned, but someone has obviously put time and money into restoring it. A pipeline and mooring have been reconstructed, two large oil-storage silos have been patched up, and one warehouse is still intact.

The plan was that the chemicals would be piped into the oil silos, and the trucks would start ferrying it to Lagos. However, they have been alerted to the RDF's presence and are prepared to steal what they can and escape. **Note:** If the young pirate at the pilot's house didn't alert them, it becomes painfully obvious that somebody at the Angola Southern Cross base or the characters' own RDF base has tipped them off to their approach!

As the characters approach the depot or the tanker ship, a pair of Commanchero assault helicopters rise up from behind the warehouse to engage them. The Commanchero hovering above the Capricorn holds its position (for the moment) in order to give the pirates on board a chance to escape to the patrol boats and make a break for it. At the same time, an unmarked, civilian helicopter flies away, hugging the ground to avoid radar detection and flies off in the general direction of Lagos.

G.M.'s Option: An additional pair of assault helicopters or one or two mecha (RDF deserters or E.B.S.I.S. Battloids) can be added to the force at the depot. Also, in order to enable as many of the pirates and bandits to escape, the tanks may point their guns at the Capricorn and threaten to blow her out of the water unless the heroes stop and stand back. The tanks commanders promise to surrender and let the RDF rescue the ship *after* their comrades have made their escape. The tank crews hope their threat is only a bluff, but in the heat of the moment, there is a 42% chance that one of the tanks will fire at the Capricorn if the player characters don't accept their demands and continue their at-

tack! Whether the tanker is ruptured and explodes is left to the discretion of the G.M. Several blasts will definitely cause her to explode.

The Tanks

Speed: 55 mph/88 kmph (land), 5 mph/8 kmph (water).

Crew: 2 each

M.D.C. per Location:

Treads (2) - 25 each

Main Cannon - 30

Laser Gun - 20

Turret - 50

Main Body - 200

Weapons Systems:

1. Laser:

Mega-Damage: 2D4 M.D.

Range: 4000 ft (1220 m)

Rate of Fire: 4 per melee.

2. Auto Cannon:

Mega-Damage: 2D8 M.D.

Range: 6000 ft (1830 m)

Rate of Fire: 4 per melee.

Payload: 240 rounds

The Trucks

Crew: One driver, plus up to two passengers.

A.R.: 7

M.D.C.: 6 M.D.C./600 S.D.C.

Speed: 120 mph (193 kmph).

After the Battle

The squadron of 10 Logans arrive long after the battle is over, but will assist in any investigation, clean-up, rescue and other chores.

The Capricorn's captain is dead, killed by the pirates. Two other crewmen have been slain and five are injured. Surviving crewmen have no idea what their cargo is or why they were targeted. The ship's documents maintain that it contains bath oils to be delivered to a Southern Cross supply center on the Angolan coast. Characters who open up the cargo tanks or fleeing fuel trucks will find that they contain a blue-grey liquid with a powerful chemical smell.

If prisoners were taken, they can be interrogated. None are eager to talk. They have been told that their employer will bribe the RDF to release them and fear for the safety of their families back in Lagos. Persuasive or devious characters (with clever role-playing and successful interrogation rolls) may persuade them to talk. However, those who cooperate will do so only in exchange for leniency.

The tank crews are mercenaries. The truck crews are civilians. All of the trucks, plus the equipment and labor to renovate the loading depot, were supplied by Kegare.

The pirates claim that they are not evil mutineers, just poor, hungry and desperate men. They beg the characters not to hand them over to the RDF on the grounds that the RDF will only hand them over to the Islamic Republic, who will execute them.

If the characters decide to send the prisoners back to the RDF, a Sea-Sergeant will be dispatched to collect them.

All were hired by a man named Kegare in Lagos, whom they refer to as "a gangster" with connections. They had been warned that the chemicals were highly flammable and were to take them to a warehouse in Lagos. They can give an address if the characters want one, however the building will have been long abandoned by the time any authorities pay it a visit. Following the lead personally, or via the UWG offices in Lagos, the characters may investigate the warehouse. They find that it has been fitted with huge tanks to hold the chemicals, but it is too small to hold all of it: presumably it was just a staging post. The warehouse was rented by a bogus firm, and neither the UWG nor the local government in Lagos are able to track down Kegare or the fictional firm's sup-

posed owners. Persistent characters might want to snoop around the criminal underworld in Lagos. This *may* lead to a covert investigation of criminal activities at Lagos. However, the brass at Niamey will not authorize the player characters to engage in such an operation. They may be told that the investigation will be handled by Military Intelligence or the local authorities (of course it isn't; McMillan or Zhu will squelch any investigation by the RDF and the Lagos authorities could care less).

Aftermath

An Unexpected Honor: If the characters reported in to their base that the Capricorn was under attack, after the battle they receive an unexpected transmission through their radios. It is General Zhu, in person (make sure the players realize that it is extremely unusual for the Sector's Supreme Commander to contact patrols in the field), asking about the Capricorn and its cargo. If the ship and chemicals are still intact, he congratulates them and says that he will inform the Southern Cross of the cargo's safety. After a short debriefing upon their return to base, they are given commendations and three days' leave. If wily players do some checking around, they cannot find anyone in the RDF, besides General Zhu and, presumably, Brigadier General McMillan, who knew about the Capricorn's presence, destination and secret cargo. Coincidence?

They later learn that General Zhu takes a personal interest in this incident. He ensures that the pirates are sent back to the Islamic Republic, but insists that the truck drivers and mercenaries were "innocent pawns" and are sent back to Lagos in the interests of maintaining friendly relations with the powerful city.

Note: If the characters made a mess of the adventure, like destroying the tanker and its cargo, or causing the death of the pilot and/or any of his family, then General Zhu and his minions can use this to manipulate, frame or threaten our heroes in the future.

Part 3: Besieged

This adventure takes place in Lagos, mainly involving the city's United World Government offices.

The player characters are assigned to provide security for negotiations between the city's civilian power-brokers and officials from the UWG. However, on the eve of the conference, riots erupt in Lagos. Anti-Unification demonstrators take to the streets. Barricades are erected in the city's poorer areas and one of the city's Ministers is assassinated.

Naturally, this jeopardizes the proposed talks. Actually, that is the least of the characters' problems. The city's rulers unreasonably blame the UWG for the rioting. The following morning, angry mobs gather outside the United World Government building and the city's forces refuse to intervene. The player characters and government officials are now besieged.

Clever players should work out that the rioters are actually supported by some of the city's rulers and may realize that they are the victims of internal politics. In any case, the player characters must now see to the defense of the government building and safeguard the people inside it. They may try to negotiate with the rioters or the city government, or they might seek a military solution, but that will mean an escalation of violence and destruction. The obvious course of action may seem like marching in with a squad or two of mecha, but that will send the rioters berserk, lead to the deaths of many officials, provoke the rage of the local government in Lagos, and probably get the characters court martialled.

Lagos

Lagos is the largest city in Africa, with a population of over one million people. Although it has never proclaimed itself an independent nation, it has the resources of one. It is a busy port and a vital ally for the UWG. It is ruled by a corrupt City Council, comprised of twenty wealthy businessmen, under the despotic leadership of President Samuel Ogheu (described in the section about Lagos).

What's actually happening: Samuel Ogheu is vitally important to General Zhu's plan to seize power in Africa. Secret factories beneath the city are busy constructing the General's Landship and a private army is being trained and equipped, all under President Ogheu's watchful eye. Consequently, both Ogheu and Zhu were dismayed to hear that the city's Economics Minister, Maduabuchi Uwa, planned to hold negotiations with the UWG to establish closer links with them. Neither of them relish the thought of nosey UWG officials gaining power and influence in Lagos.

To thwart these negotiations, President Ogheu formulated a plan to wreck the talks, remove Uwa and several other opponents, disrupt the UWG, and to subvert popular opposition movements within Lagos. Complicated? Yes, but the President is a cunning and resourceful predator who has grown to power by taking bold and decisive action. **Note:** The player characters will NOT discover the President's involvement or get a clear picture of exactly what is going on. They are just tiny cogs in a much larger political machine. However, they should pick up a few clues about the corruption and underhanded politics that run the city.



Introducing the Characters

The player characters are summoned to see Colonel Hackett in his office at HQ. He explains their mission to them:

"Tomorrow," he begins, "World Government officials will meet with city government representatives in Lagos. It is in our interests to see that these negotiations proceed smoothly. There should be no

hitches. Lagos is the single most important city in this Sector. You understand? Good.

“Normally, these negotiations would require no special protection. Twenty RDF soldiers already guard the UWG offices. However, there have been sporadic anti-Unification riots over the last fortnight and we have reason to believe that one of the rebel groups is mobilizing to mount a major operation in the next few days.

“You are to be responsible for the safety of the ambassador and other senior officials from the time that you arrive in Lagos, until the negotiations are concluded. How you go about this is up to you. There are only two restrictions. One: You must not jeopardize the negotiations nor offend the city government. Two: We do not want to threaten the locals, so you will not take mecha or other military vehicles into the city. You will seek clearance from me before you even think about flouting these restrictions. Understood?! Good!!

“Governor Vagras has been informed of your mission. She is the head of the United World Government delegation in Lagos. For the purpose of this mission, she is the only official in the city whom you need obey. However, since this is a diplomatic mission, I expect you to exercise forethought, discretion and consideration to all situations and dignitaries.”

The characters may ask any questions that they wish. To answer their questions on the city, its background, politics, etc., Colonel Hackett will be reasonably cooperative and informative. He will explain that the militant rebel group whom he suspects will disrupt the negotiations are a newly formed band, calling themselves the Popular Front For The Liberation Of Africa (PFLA), but that rival groups may also use these meetings as a time to vent their emotions and strike at the UWG and Lagos officials. He warns them to be constantly alert for the PFLA, terrorists and assassins. If the riots continue, they can also expect criminals to take advantage of the confusion.

Setting Off

All equipment the player characters take with them must first be approved by Colonel Hackett or their commanding officer. Explosives, heavy weapons and mecha are not allowed. Surveillance and film equipment are allowed, as well as body armor (including new S.C. types), light weapons, tear gas, smoke grenades and non-lethal riot control items. Other special requisitions may be authorized upon request.

A transport plane will take the characters to Lagos, unless they prefer some other method of travel.

Splitting the Characters: It is possible that the players will want to split up, although they are at their greatest strength together. Most should be assigned somewhere inside the UWG building itself, but one or two characters might insist upon waiting outside Lagos with a patrol of mecha or a squadron of helicopters, while others might want to escort specific dignitaries. This is not a problem.

If any player does not have a character in the UWG building, have him quickly roll up a first or second level RDF soldier or Military Specialist to accompany the main group of characters, while the other hangs back out of the main action. After this adventure, such characters may become NPCs, or may be used again by the players in future adventures.

If one or more characters wish to stay outside of Lagos, they will be placed at a secluded plantation or an RDF supply depot about fifty miles (80 km) from the city. This is the site of an RDF infantry company (160 troops), a Destroid squadron (6 Gladiators and 4 Excalibers) and Veritech squadron (6 VF-1As), quietly held in reserve just in case they are needed to intervene in stopping the riots, but only if President Ogheu requests their assistance. The player characters' mecha may also be transported to this temporary field unit. These troops have mostly 2nd and 3rd level experience.

Arrival

If the player characters fly into the city by military transport, United World Government cars wait to whisk them to the Government offices. An RDF AAR-Recon vehicle drives ahead of the cars, while two infantrymen on motorcycles ride in front, clearing traffic out of the way. A shabby jeep follows from behind. It contains five local militiamen. Neither the UWG drivers nor the RDF troops know whether the jeep is following to provide additional protection for the characters or to keep an eye on them.

As the characters drive through the city, they see placards and banners discarded around the streets. Several shops have been recently boarded up or burned out and the convoy often swerves to avoid gutted cars and piles of debris. Down one side street, ragged civilians blunder out of a cloud of tear gas. In an alley, two local militiamen batter a young man, presumably a rioter or looter. A gaggle of nervous looters emerge from a shopping mall, carrying TVs, videos and food. The wail of police sirens and emergency vehicles are heard in the distance. **Note:** If the characters want to intervene in any of these scenes, their drivers stop the cars on demand. The locals, however, are only inclined to heed them if it serves their own interests.

A fifteen minute drive from the airport and the player characters arrive at the UWG building, a twenty story block of mirrored glass surrounded by a makeshift wall of barbed wire. **The UWG building** is a mirrored glass monolith standing three hundred feet (91 m) tall on the outskirts of Lagos' commercial district. Inside, it is a mass of polished chrome and glass, with plush grey carpets and hundreds of bushy, hanging plants.



The building has twenty floors, plus a basement car-park. The plans of each floor are roughly identical. The top and bottom stories are designed around a spacious lobby, from which the other rooms radiate. Intermediate floors have no central lobby, instead having a broad, open area at the center, forming a huge well or shaft which runs from the 19th story right down to the ground floor. Glass elevators connect all of the floors, from the 1st to the 20th, and a stairwell also leads to the flat roof and the basement garage.

The doors to the building (front, back and garage) are fitted with steel shutters (2 M.D.C. each) which can be dropped or raised manually from the inside or electronically from the guard room. The glass which surrounds the building is bulletproof (breached only by Mega Damage weapons; a 5 by 5 foot (1.5x1.5 m) section is shattered per point of Mega Damage inflicted upon the wall). In addition, the ground floor has no actual windows (the glass outside is just a facade), but has several feet of reinforced concrete (15 points of mega-damage to breach a 10 foot/3.0 m area).

The floors of the building contain:

Basement: Car-park (currently contains 2D6x5 automobiles).

1st (Ground) Floor: Entrance lobby and reception, guard room, stores, vault.

2nd Floor: Restaurant/canteen, accommodations for guards and guests (including the player characters).

3rd-17th Floors: Offices (taxes, accounts, law, PR, education, refugee and medical aid coordination, etc.).

18th Floor: Computers and communications center (satellite uplink controls, etc.), library, and recreation.

19th Floor: Executive restaurant and hospitality suites, mini-cinema, conference rooms, etc.

20th Floor: Lobby, Governor's apartment, office, and personal conference room. Roof: Satellite communications dish array and air conditioning.

Two hundred people work in the building at any given time. Almost all (except the Governor and guards) maintain residences elsewhere in the city. Assume that the external walls of each floor has 25 M.D.C. and the roof 15 M.D.C. If reduced to zero a wall collapses.

Building Security: Twenty RDF soldiers are normally stationed here. They have quarters on the second floor and maintain a guard room on the ground floor, adjacent to the lobby. Their cameras scan all of the public areas in the building including lobbies, corridors, and stairs. Each soldier has body armor, an assault rifle, two tear gas grenades and an automatic pistol. They all have weapon proficiencies with their rifles and pistols; average level of experience is 4th level.

Their commander is Lieutenant Joe Steinbrenner (Scrupulous, 6th level Destroid pilot), an ugly, muscular man with eyebrows that meet in the middle and a grim attitude. He regards the characters' presence as an insult; an implication that he is incapable of handling the meeting's security. Until the characters prove their courage, intelligence and reliability, he treats them with intolerance and disdain.

Meeting Governor Vagras

When the characters arrive, Governor Vagras is working in her office at the top of the building. A chrome and glass elevator takes the characters into the lobby outside her office, while porters offer to take their baggage to their rooms.

The Governor rises from her seat as the characters enter and bids them welcome with a forced smile. She answers any questions that they may have about Lagos, visiting officials, and building security. However, she knows next to nothing about the city's rebels or underworld. She also refuses to divulge details about tomorrow's talks, simply repeating that they concern strengthening economic and political links between the UWG and the City Council. She makes it clear that the characters should concern themselves with matters of security.



LONG

She explains that a security team of 20 men, divided into two squads of 10, are on duty at any one time. They are stationed on the ground floor of the building. Cameras constantly scan the stairs, lifts/elevators, lobbies, restaurants and other public areas of the tower, but not private rooms (e.g., offices). All cameras are monitored from the guard room on the first floor. Doors are alarmed and the front entrance includes a metal detector (as in 20th century airports) to check entrants for concealed weapons and explosives. A total of 20 RDF soldiers have quarters on the second floor of the building and a pair of Gladiators stand out front to defend against terrorists or fanatics with armored vehicles. A further 480 RDF troops are stationed around the city, but are not available to protect the UWG building. The player group is the latest RDF defenders to join in protecting the building and its occupants.

Vagras then explains that it is arranged that Maduabuchi Uwa, Lagos' Economics Minister, will arrive with his entourage at 9 a.m. the following morning. Negotiations will take place in the conference suite next to the Governor's office, followed by a buffet lunch and (if necessary) supper. There is no fixed time for the meeting to end.

As for tonight, there will be a cocktail party served in the building's reception suite on the 18th floor, at 9 p.m. Various dignitaries will be present, including Minister Uwa, several other City Council members, and perhaps the President of the Council himself, Samuel Ogheu. She smiles a more genuine smile at the player group and says, "If you wish to be present at this function, or oversee the security arrangements, it would be appreciated."

Throughout their conversation, Governor Vagras is amiable, polite and helpful, but also very reserved. She is keen to appear friendly and to cooperate with the characters, but she does not trust the RDF, and wonders if they have some ulterior motive for their visit. This sentiment is reflected in her aloof demeanor.

The Cocktail Party

From 9 p.m. until 11:30 p.m., the UWG building's reception suite is filled with expensive suits and designer hairstyles, as the city's elite gather to drink, talk money, power, politics and fashions, as if the continuing civil unrest and rioting outside were on another planet. Down in the street below, three orphans, disfigured by shrapnel, try to scrounge loose change from the VIPs' awaiting chauffeurs. An explosion is heard far in the distance and police sirens and periodic gunfire erupt throughout the night.

The characters should be here, watching over the Governor and her guests. They can mingle with the guests, engage in polite conversation and enjoy (in moderation) the food and refreshments. Council President, Samuel Ogheu, cancelled at the last minute, and several of the guests speculate about his absence (Is he busy dealing with the riots? Perhaps he has personal difficulties? Does he know something they don't? Etc.). Everyone agrees it is unlike him to cancel without a pressing cause.

Minister Maduabuchi Uwa is present, but clearly very nervous. He fidgets, laughs too loud and easily loses the thread of conversations. At about 11 o'clock, he makes a string of agitated phone calls on his portable phone. Any player character close enough to overhear (prowl roll required) hears him talking to an unnamed relative, apparently checking to see if his wife and children are "safe." If asked about the call or how he's feeling, he says that he is just anxious about tomorrow's negotiations.

The other guests seem surprisingly relaxed. They bemoan labor unrest, shortages of accustomed luxuries, taxes and complain bitterly about the rioters and crime. If the RDF characters are wearing military uniforms, they are frequently asked whether the military will intervene to quell the troubles in Lagos. An attractive, young oriental woman named Hsueh (Unprincipled, 3rd level Urban Specialist), approaches the character who seems the most brash and arrogant, and plays the role of the dumb young girl to the hilt. She asks admiring questions about the character's exploits and life in the military, flattering and flirting with him, but she eventually steers the conversation to General Zhu, asking apparently trivial questions about "the Great Man." At 11:25, she leaves the party with Nafuna Abacha, the draconian Minister of Security.

Of course, the characters can completely hide their military identities (impersonation or disguise roll to fool inquisitive guests), but some, like Hsueh, may still see through their ruse.

The Shooting

Meanwhile ... if the characters keep an eye on the local TV station or listen to the radio, they learn that in poor areas across Lagos, riots and demonstrations are again flaring up.

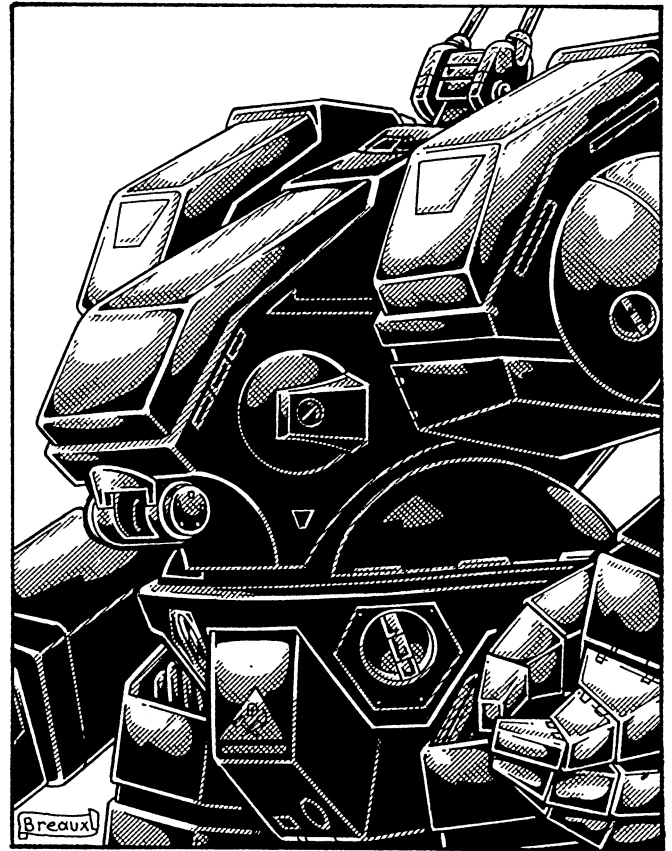
At 11:40 p.m., as the last few guests are being ushered from the party, an earnest-looking bureaucrat hurries up to Governor Vagras and whispers something in her ear. Vagras immediately sends the messenger to repeat his news to the characters while she continues to smile and joke with the departing guests.

The messenger tells the characters that according to the local radio station, the city's head of *Security*, *Nafuna Abacha*, was ambushed and killed in a fire-fight just three blocks from the UWG building.

When the last of her guests are finally gone, Vagras encourages the characters to investigate the report personally. Sure enough, just two minutes' drive from the UWG building, Abacha's limousine lies mangled by the curb. A squad of local militia have cordoned off the area and are conducting a confused investigation. Characters showing RDF I.D. or wearing uniforms have no trouble gaining access to the area.

Witnesses say that they heard an explosion and then saw men firing guns into the car as its militia escort fled. Most have a very hazy idea of what happened.

The front of the limousine has been blown off, apparently by some sort of rocket or grenade. Nafuna Abacha and Hsueh both lie dead in the back, riddled with bullet holes. Criminal Science/Forensics will later reveal that they were shot at very close range. Spent cartridge cases on the road by the limousine are also telling: they are 4.45mm RDF "Wolverine" rifle ammunition, not generally available and not what rioters or rebels typically use.



Ultimatum

Around half past midnight, after the characters have returned from the site of the shooting, Governor Vagras sends an underling to fetch them. She has been contacted by President Ogheu and she wants the characters to be present before she speaks with him.

When they enter her office she turns on the video-comlink and Ogheu appears on the screen. Vagras greets him cordially, but he reproaches her.

"At a time like this, you cannot expect me to accept your pretty words," he says, before launching into what seems to be a prepared speech. If the characters interrupt him, he rebukes or ignores them and continues with his speech. (A character who makes an interrogation roll detects in Ogheu's voice not a hint of anxiety or fear: rather, he seems elated or excited.)

"Today our city saw a fresh wave of mindless and treasonous violence. Ignorant mobs are looting the homes and businesses of respectable taxpayers. And now, at just this time, my Minister of Security lies dead and I understand that it was RDF bullets which killed her! Nor have I failed to notice that a group of military advisors arrived at your offices just today. This wave of unfortunate coincidences unsettles me, Governor. But I am not intimidated!

"I will not have your Earth Government interfering with the running of my city. I have placed a fighter squadron on stand-by, and ordered militia units to surround your army garrisons in the city. If your soldiers attempt to interfere in our troubles, my militia will fire upon them! If your mecha or tanks approach the city, they will be destroyed!

"I think that I have made myself clear."

Governor Vagras tries to reason with the President, but he tells her not to waste her breath and abruptly terminates his transmission. Vagras sighs heavily and turns to the characters. It has not escaped her that Nafuna Abacha was assassinated only hours after the groups' arrival, and that they would have been well placed to coordinate such an assassination. She hopes that they can dispel her suspicions. She discusses the situation with the characters, asking their opinions and advice. Unless they deliberately rouse her suspicions, she gives them benefit of the doubt and allows them to call the shots.

Most player characters will just sit tight and wait. Others might head out into the streets and investigate the situation, or try to get precious documents and non-essential personnel out of the city in case the situation worsens. It's up to them.

Governor Vagras works in her office for another three hours, alerting General Zhu and her superiors in the United World Government to their predicament. She then snatches a few hours sleep.

Through the night of the city's radio station carries occasional reports of rioting and looting, but gives few details. Characters who are out on the streets find few solid facts. Talking to rioters they might discover that the uprising is largely provoked by three groups: the MRF, PFLA and LFN, but in the chaos of this fluid violence they cannot track down any of the leaders.

Characters who go to Maduabuchi Uwa's mansion find it deserted.

The city militia refuses to discuss Abacha's murder with the characters. Nor do they discuss the fate of Mr. Uwa (who by now languishes in the militia's prison).

The Morning

The seven o'clock news, on local radio and TV, contains a great many clues for the characters. Anyone in the UWG building can tell the characters that these news reports are controlled by the city government.

Reports of Nafuna Abacha's killing claims that RDF "Wolverine" rifles were used in the attack and RDF soldiers (the characters) were on the scene moments after the grisly attack. The implication is clear without explicitly accusing the RDF of anything.

The next news item claims that Maduabuchi Uwa, the Economics Minister, was arrested last night on charges of "treason and conspiracy," no details are given. The remainder of the news is taken up by remarkably unbiased reports of the riots, with a suitably defamatory report of anything the characters might have tried the night before (running a roadblock or stealing a plane, etc.).

Blockade: True to his word (for once), President Ogheu has encircled the RDF outpost and has placed one fighter squadron on alert. All roads out of the city are also barricaded. Two tanks and 3D6 men with assault rifles are stationed at a roadblock at each exit from Lagos. They open fire on anyone trying to crash through the blockade.

Moreover, he has seized the city's airstrip. Fifty militiamen and four tanks occupy the air traffic control center and the airport's generators. All of the runway and navigational lights are off and will only be turned on if "Lagos" fighters need to be scrambled. The official reason for the blackout is "electrical maintenance." Still, if the characters wish, they may hijack a jet liner, small airplane or helicopter from the side of the airport and take off (a successful pilot roll is required to take off; if this fails a second roll may be taken to bring the aircraft safely to a halt; if both rolls fail, the aircraft comes off the runway and collides with a small pylon, wrecking its landing gear and inflicting 4D6 damage on every person inside). If an aircraft does take off, the fighters are scrambled in hot pursuit and threaten to shoot it down if it does not turn back: they fire warning shots, but do not dare fire at it.

The easiest way out of the city is on foot, through backstreets and alleys. Once characters are safely out of the city, they may request RDF vehicles, mecha or helicopters to pick them up.

Communications: Between seven and eight a.m., a whole host of RDF and UWG big-wigs want progress reports on the situation. Governor Vagras deals with the UWG inquiries (unless the characters wish to handle this, too), but General Zhu explicitly asks to speak with the characters. Remember that any information the characters give to the RDF commanders is known to General Zhu and immediately passed on to President Samuel Ogheu, who sees that his militia and other lackeys are made aware of it.

The Mob: Around eight o'clock in the morning, a large crowd begins to gather around the UWG building. At first there are just a few hundred demonstrators, chanting anti-Unification slogans and throwing

an occasional brick. By nine o'clock there are 5,000 people. At least 30 men and women with hand-held radios wander amongst the crowds and several dozen demonstrators carry assault rifles and handguns.

At exactly nine o'clock, 60 local militia arrive on the scene. They drive up in jeeps, towing six small 90mm artillery guns. Ten to each gun, two gunners and eight guards. They encircle and point their guns at the UWG building.

Note: Each artillery gun has 10 M.D.C. and inflicts 2D6 M.D. per shot, firing once per melee round. The troops have assault rifles and one in ten, the commanders, wear body armor. Each have weapon proficiencies in their rifles, hand to hand: basic, and average 15 hit points and 20 S.D.C.; most are 2nd level soldiers.

Under Siege

From nine o'clock on the characters and everyone else in the building are under siege. If they go outside they will be harangued, pelted with bricks and garbage, shot at by the rebels, and beaten to a pulp if they step into the crowd. The City Militia does nothing but watch.

The Military Approach: The characters may wish to use force to free themselves or beat back the mob. However, the city's RDF garrisons have been quarantined and blockaded, as well as besieged by similar protestors. Furthermore, just this morning, General Zhu has ordered them to stand down and not to provoke a confrontation. They are not to move a muscle or lift a finger except in self-defense.

Colonel Hackett (pressured into inaction by General Zhu) refuses to authorize any military response until 11:40 (i.e. after *The Rebel Helicopter*, below). If RDF vehicles or mecha wish to enter the city, they must push through President Ogheu's blockade, engage his militia and create an explosive political situation. RDF Aircraft must face one squadron of Adventurer jet fighters, which scrambles to intercept them (medium high explosive short range missiles; 2nd level pilots). Mecha must face both the tanks and the aircraft. To get into the city unnoticed, RDF troops must either be on foot, or in small, nimble aircraft (e.g. helicopters, Fan Jets or Veritech Fighters) and even then are likely to be intercepted by aircraft.

If the player characters fire on the rioters, or call in reinforcements to attack them, the artillery pieces in the streets shoot at the building and the two Gladiators standing guard. They continue to fire until either the RDF forces stop shooting at the rioters or the guns are destroyed (or the building collapses). A bloodbath is a diplomatic disaster and loses the commanding character any chance of future promotion.

Diplomacy in action: The United World Government accepts Governor Vagras's suggestion that this is a "military situation" and so the responsibility of the RDF. In this way, the Governor makes the characters responsible, but still retains the status of an "advisor," so that she can take the credit if they handle things well. The UWG urges caution, reminding the characters of Lagos' vital importance and the need to avoid a confrontation.

The RDF is split over the matter. General Zhu is set against any offensive action against the city, citing valuable allies, strategic importance, etc. Others fear that it is only a matter of time before the UWG building is overrun and favor a bold rescue attempt. General Zhu is forced to accept a compromise around 11:40, saying that the characters may use whatever resources are at their disposal to handle the situation as they see fit. However, RDF vehicles and troops are not available to them and they must still accept full responsibility for their actions. A successful, bloodless rescue/escape wins the public congratulations of the City Council and the private admiration of the RDF and UWG.

In Lagos, the moslem leaders refuse to negotiate and repeatedly demand the building's occupants to unconditionally surrender and accept their justice. The player characters may try negotiating with the rebels, but they are unwilling to bend and the mob is becoming increasingly violent. Pleas to President Ogheu fall on deaf ears. He seems stern (and smug), claiming that he wants to keep the UWG building and its people

safe, but insists that he is unable to stop the rioters — blaming it on “rebels” quite beyond his control. He refuses to clear the rioters with his own militia, and will not let RDF troops or vehicles take action or outside troops to enter the city. If the player characters start complaining about how he is supposed to be subject to the UWG and to support the RDF, he retorts that the RDF and UWG created this trouble (exactly how, he does not say) and becomes insulted and sullen. He claims that even he feels threatened by the RDF, and its best if they leave “his” city until things quiet down; of course he can’t help them leave. He does agree, however, to open negotiations with the rebels and works day and night towards a compromise (see *A Generous Offer*, below).

Rebel Politics

The mob around the building is divided, broadly, into five factions. Negotiating with them may be pointless, but if the player characters can carefully infiltrate the crowd they might learn a lot just by talking and listening. Likewise, the characters may learn this same information as they slip through the city in a bid to quietly escape.

1. The Popular Front For The Liberation Of Africa (PFLA) started last night’s rioting and this morning steered the mob to the UWG building. They are the best equipped, armed and organized of the rebels. Their leaders are those carrying radios, reporting back to “Mr. Kegare.” A name familiar to them from the previous adventure with the pirates.

2. The Marxist Revolutionary Front (MRF) are motivated communists agitating for a direct assault on the UWG building as a prelude to a general revolution against the City Council. Their leaders spend most of the time haranguing the crowd and arguing with the PFLA leaders.

3. The League For A Free Nigeria (LFN) are local nationalists, largely cooperating with the PFLA, though they are uncertain about these radio-toting upstarts.

4. The sixty “renegade” militia men are loyal, disciplined soldiers, still working for the city government. Their leader is in secret radio contact with “Mr. Kegare,” from whom he has been told to take orders. These soldiers let no one interfere with their artillery and beat anyone who gets too close. They are not likely to attack the city but their presence causes confusion and empowers the mob.

5. The majority of the protesters are unaligned. They are here because they are poor and angry. They blame the UWG, in part, for their poverty and are at last able to vent their rage. They owe no loyalty to any of the rebel groups, but go along with whatever the more organized rioters try. If the others charge, they charge; if the others retreat, they retreat. They are simply part of the mindless mob.

At 9:30, one of the radio-toting protesters moves to the front of the crowd and addresses the UWG building through a megaphone:

“World Government dictators. You are not welcome here. We, the people of Lagos, demand that you surrender to us immediately. Those of you who have committed crimes against our people will be punished. The innocent have nothing to fear. Tell your foreign masters that we are tired of bowing down to you. You will leave immediately, or we, the people of Lagos, will destroy you. You have two hours.”

Jumping on the bandwagon, various other protesters (mainly MRF leaders) also find megaphones and harangue the building. They call the UWG officials Imperialists, Colonial Oppressors, and so forth, and demand that the RDF disband, the UWG leave Africa, “stolen” taxes be returned to the poor, etc.

From the moment after the militia and their artillery arrives, the UWG building is put under increasing pressure. From this point on, until the end of the siege, the building is the target of sniper fire and homemade bombs. Hiding in the surrounding buildings, the snipers fire once every few minutes and then immediately retreat from view. Once per hour, a sniper fires on the building with a rocket launcher, shattering a section of glass and inflicting 1D4 M.D. to the building and 1D4x100

S.D.C. damage on anyone within 50 feet (15.2 m) of the point of impact or down below. Throughout the siege, the mob screams, shouts and curses the UWG and RDF with increasing volume and agitation. With increasing frequency, 1D6x10 people rush toward the building, hurling bricks, garbage and Molotov cocktails. Only the fear of the two Gladiator standing nervous guard keep them at bay, for the moment. The barbed wire has been torn down and it’s only a matter of time before the 5000+ people rush the building (supported by sniper fire). The Gladiators will be helpless to stop them without shooting and killing hundreds (the smart plan is to intimidate the mob and keep them at bay long enough for the people inside to effect a secret escape. The mob cannot hurt the powerful mecha, which can stand there like statues for weeks, if necessary. Only an attack by the artillery units or tanks would endanger them).

Escape

Shooting a line to a neighboring building and swinging across, blasting a hole in the basement floor to reach the city’s sewers, and similar ideas are viable tactics for escape from the building. The RDF has made it clear that they are on their own until they can get beyond city limits. They should act quickly!

Once the player characters, NPCs and diplomats are out of the building, they must find their way out of the city, through roadblocks, militia, bandits, rebels and rioters. If they can get away from the UWG building and avoid other “hot spots” in the city, they can slip past the inefficient militia and their roadblocks unnoticed (or bribe their way past, or, if necessary, fight through). The rioters and activists are focusing their attention on other places and other things, so if the player characters act quickly, they can escape city limits before the mobs even realize they are gone. Once outside the city, RDF troops and/or rescue mecha are standing by to swoop in and usher the political refugees to safety.

The Mob Assault

At about half past eleven, the MRF leads an attack on the building. A group of four men and women leave a large package (a bomb) at the front door, and then herd the rest of the crowd out of its 50 foot (15.2 m) blast radius. Three minutes later (unless the player characters dare to take it inside and defuse it), it explodes, doing 2D6 M.D. and shredding a section of the steel shutters that protected the building.



The MRF then surge forwards; 200 activists try to charge through the breach. 10% are carrying guns (mixture of M-16s, AK-47s, Skorpion and 9mm Browning pistols). The remainder only have clubs and knives. One of the Gladiators steps in their path, trying to block the opening and pushing the mob away without opening fire. Only 1D6 manage to push through the doorway before the Destroid stops them, so the characters should have little difficulty dealing with them (if they are still inside). The MRF breaks off the assault and retreats into the sea of people. However, the 5,000+ rebels are on the verge of waging an all-out assault. Throughout this, the PFLA leaders grumble into their radios and try to hold the mob back until their time limit expires.

Rebel Helicopter

At 11:20, a PFLA leader steps forward again and tells the characters "You have ten minutes left in which to surrender, or you must face the consequences."

At 11:30 (unless they have surrendered!), a Howard LH-2000 helicopter armed with a heavy machinegun in its doorway, approaches, dragging the pre-Unification Nigerian flag behind it. Shooting from the 'copter, they first fire on any people on the roof and then randomly into windows. They then fly around the tower for three melee rounds, just blasting at the building. After that, the helicopter hovers above the roof, drops three incendiary grenades, and flies away.

This triggers a riot on the streets below. Snipers and rebels fire guns at windows and fling (S.D.C.) grenades futilely at the motionless Destroids and shuttered windows (2 M.D.C. each). Thousands of people surround the building, pounding and flailing on the mega-damage shutters.

If the characters are still inside the building they should be able to extinguish the fires on the roof and repel any rioters who should manage to gain entry (no more than 2D6 rebels get inside).

Sudden Arrests

At 11:45, a dozen militia jeeps appear around the UWG building, hurling tear gas grenades and running down several dumbfounded protesters. The militia surrounds one of the groups of MRF leaders (recognizable to the characters as the people who inspired the assault on the building earlier). The militia grab about thirty protesters, beating or shooting several who resist, and then speed off again, leaving three dead and two dozen injured.

Bizarrely, the protesters' dominant PFLA leaders (forewarned by radio) just stood around watching the brutal arrests and staying out of harm's way. The militia ignored them and the "renegade" artillerymen, zeroing in only on the Marxist leaders and unallied mob.

Soon after noon, gunfire blazes from snipers in the surrounding buildings, but they are shooting into the crowd, not at the UWG building. After two melee rounds, the firing stops and the assassins disappear, leaving eight LFN leaders dead and nine injured in the streets. A third of the mob disperses, fleeing into the streets in all directions. Anarchy and confusion reigns.

Generous Offer

President Samuel Ogheu has now achieved most of his aims. He has captured or killed the leaders of the legitimate rebel groups, the LFN and MRF, and he has disposed of his two main political opponents, Uwa and Abacha. Best of all, the people will not tolerate increased involvement by the RDF or UWG and may even demand a reduction of their current forces (What's a President to do? He must obey the demands of his people).

At noon he removes his militia from RDF strongholds and sends "official" militia troops to disperse the dwindling mob around the UWG building (about 2,500 people) and to "protect" his UWG "friends."

At two o'clock, President Ogheu announces that he has personally negotiated peace with the rebel leaders and expects the riots and civil unrest to come to a complete end within 48 hours (giving him enough time to track down and liquidate other problems, and position his troops at strategic locations). He will send militia trucks to find and rescue any UWG and RDF fugitives, as well as protect their families by removing them to quieter outlying villages or to Niamey; as they wish. Local militia will occupy the UWG building to keep it "safe" from the rebels until the UWG wishes to return. They may consider his offer at their leisure, of course.

President Ogheu is a hero.



Capture & Surrender

If the characters surrender to President Ogheu, a column of militia trucks and tanks will safely escort them out of the city to waiting RDF troops, outlying villages or Niamey, as promised. President Ogheu strongly suggests that ALL RDF and UWG "temporarily" leave the city, until things settle down in a few months. General Zhu agrees that this is a prudent decision and orders all remaining RDF troops to leave the city at once. No one may stay behind ("We've got our orders."). The airport is reopened and the roadblocks cleared. The militia, of course, search through the building and copy any remaining files and seize any supplies and equipment left behind.

If the characters surrender to or are captured by the rioters, they are taken to a run-down hotel and interrogated for 2D6 hours while Ogheu's intelligence people search for them. They are eventually found and "rescued" by (handed over to) the militia and transported to Niamey "for their own safety."

Debriefing/Aftermath

When they eventually return to Niamey, the player characters are summoned to see Colonel Hackett. As they enter his office, the latest news report from Lagos' TV station is on his video screen. He motions the characters to listen.

"And the main points again:

"President Ogheu has appointed Mr. Sani Kegare, a former Security Ministry officer, as the new Head of Security. Mr. Kegare's first tasks will be to oversee the trial of the Marxist revolutionaries who masterminded the recent spate of riots, and to hunt down the killers of his predecessor.

"Following the disturbance at the Earth Government offices, business leaders have today sent a petition to the Council, begging to sever all ties with the UWG and describing the financial advantages of such a separation. They estimate that each taxpayer will be 20% richer without the World Government. The City Council had no comment regarding this request.

"And finally, disgraced Economics Minister Maduabuchi Uwa was found dead in his cell this afternoon. A suicide note beside the body contained confessions described by President Ogheu as 'too shocking to release at this time'."

Colonel Hackett would like to hear the characters' reactions to the report and wants a full run-down of the events at the UWG building. This should provide an opportunity for the players to run through what has happened and reflect on the political implications. Colonel Hackett

might ask some leading questions if they are slow or off the mark. (Did they feel that anyone was behind the rebels, trying to force the UWG out? Who do they really think killed the Security Minister? What do they know of Mr. Kegare? and so on).

If the characters provoked a bloodbath, President Ogheu uses it as an excuse to ban the RDF and UWG from reestablishing bases within his city. This means that if the characters need information or contacts in Lagos later, there will be no World Government office for them to call at. Surprisingly, he agrees to continue to pay taxes to the UWG.

If the characters managed to keep the offices intact and avoided a bloodbath or angering President Ogheu, the UWG offices are quickly reestablished, providing a good source of information for them. Moreover, if the characters have befriended or impressed Governor Vagras, she will be willing to trust and help them in the future.

Part 4: Strange Escort

Major Reinhard Stechan is a trouble-shooter for Military Intelligence. He travels the globe, apparently at whim, investigating and interrogating whoever he wants. Officers dread his coming, often referring to him as “The Inquisition.”

His latest investigations took place in Manchuria and China. There, he uncovered a cache of letters and data disks, hinting at a plan for a coup against the United World Government. These investigations were kept very secret. No one in Africa knows about them, especially not General Zhu.

Now Major Stechan travels to Africa. In an attempt to keep a low profile, he has taken passage on a submersible supply boat from the India Quadrant to the Red Sea Fort. A day’s journey from the Red Sea, he radios Major General Meza to announce his imminent arrival, and requests a transport be waiting to take him to Niamey.

Lucrecia Meza is frantic. The last thing that she wants is “The Inquisition” uncovering corruption at the Red Sea Fort. She is eager to get rid of him as soon as possible and cooperates fully. She has sent a communication to Niamey, informing them that Major Stechan will soon be arriving. General Zhu, for his own reasons, is every bit as alarmed.

The Chinese Connection

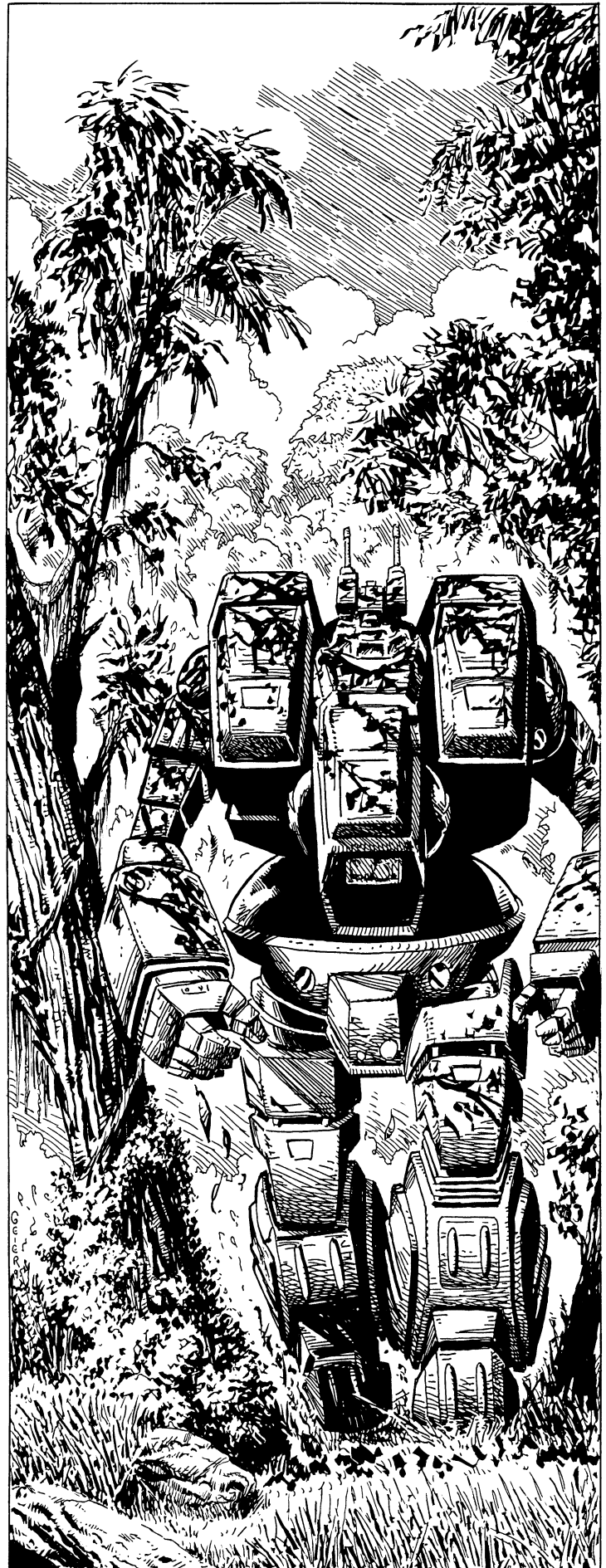
Major Stechan has discovered evidence to suggest a new conspiracy unfolding in China, secretly supported by RDF Captains, Majors, Lieutenant Colonels, and civilian administrators. Their leader appears to be a man named, Jiang Shankun, an influential advisor to the feudal Emperor of Manchuria. Jiang Shankun is a veteran of another, earlier conspiracy, the 2014 plot to seize Manchuria and China in which General Zhu was implicated. According to intercepted letters, this Eastern coup is planned for, “when The General has seized Africa.”

Surreptitious investigations continue in the east. None of the suspected conspirators have yet been arrested. Major Stechan’s visit to Africa raises the question, why? Is his visit part of the Manchuria investigation? Does he suspect General Zhu? Is this just coincidence?

G.M. Note: Reinhard Stechan knows that he has no proof against General Zhu, but he intends to travel to Niamey and see what he can uncover. He has always believed the General to be guilty in the past conspiracy and hopes to find evidence to convict him in this one.

Introducing the Characters

The player characters are summoned to meet with Brigadier General McMillan. When they arrive at his offices, they find that he is absent. A desk clerk says that he is down at the pistol range and suggests that the characters find him there.



When the characters approach McMillan (whether they find him at the pistol range or wait for him to return to his office), he doesn't look pleased to see them. He says he needs to talk to them about their next mission. It's all "very secret," he says, and suggests that they adjourn to somewhere "more private" to discuss it.

McMillan leads the characters to an unsavory establishment outside of the Fort, where lower ranking soldiers boast and drink in dimly lit rooms thick with beer fumes and cigarette smoke. He orders a bottle of whiskey and glasses for each character. Loud conversation and a tinny juke box ensure that no one can overhear what McMillan and the characters are talking about. He pours whiskey for them, even if they try to decline, and begins to talk.

The Brigadier General explains that a military specialist named Major Reinhard Stechan is due to arrive at the Red Sea Fort. The characters are to meet him there in Destroids carried by helicopters or airplanes. They must then escort the Major and a supply column to Fort Victoria. They are to assist him in anything he requests of them. When he has finished at Fort Victoria they will escort him on to Niamey. They must not draw attention to themselves or to the Major, so they must travel over land from the Red Sea to Victoria, and then by land and sea to Niamey, rather than by air. They must be ready to leave in an hour. Two other RDF personnel, Sergeant Connor and Sergeant Pauling, are to accompany them to provide additional technical and mechanical support on the long march.

The Brigadier General answers any reasonable questions that the characters may have: Major Stechan is working for Military Intelligence and must travel to Fort Victoria to investigate several attempts to murder the Fort Commander, Colonel Bakri. Sergeants Connor and Pauling are electrical and mechanical engineers, respectively, and will pilot their own Destroid. The journey may be dangerous, because it takes them between Zimbabwe and Zentraedi territory. The characters should be on their guard.

McMillan then gives the group a sealed letter for the Major and wishes them good luck. "Be careful out there."

The Letter

The characters should deliver the letter to Major Reinhard Stechan at the Red Sea Fort without ever reading it. To open and reseal the envelope without leaving evidence of tampering, a character must make a successful forgery skill roll.

The letter simply welcomes the Major to Africa, states that the characters are his escort, and "asks" (orders) that he travel to Niamey "via Fort Victoria" to investigate the assassination attempts against the fort Commander, Colonel Bakri. The letter is signed by General Zhu.

Setting Off

The characters may request any equipment they require before they set off (see individual O.C.C. descriptions for lists of acceptable equipment) and check over their mecha. Niamey's engineers and quartermasters should have everything ready for them in about an hour. The player characters don't have much time but they can squeeze in a quick check on the other personnel via the base computer.

According to the files they can access, Major Reinhard Stechan is a special operative within Military Intelligence, currently assigned to the Manchuria Quadrant. All other data is top secret. Sgt. Pauling has been disciplined for occasional drug use and for dereliction of duty; an odd person to send on an important mission. Sgt. Connor has recently been promoted despite his superior's recommendation to the contrary, but there is nothing incriminating.

Note: The characters must have enough mecha to carry Major Reinhard Stechan, as well as themselves and all their gear. Make sure that at least one mecha has an unoccupied seat when the characters leave! If the player characters don't, the NPC Destroid will. The characters are not allowed to do anything more before they leave and must depart on time or face serious reprimands. Mecha-hauling aircraft wait for them.

Sergeants Pauling and Connor meet the player characters in the main mecha hangar at Niamey. They stand together, but are not talking. They each introduce themselves individually. They clearly do not like each other. These two have been assigned an Excaliber Destroid, which Connor will pilot. Sgt. Pauling can not pilot mecha, leaving Connor effective control of the vehicle. All the Destroids have been loaded onto transport planes and the group flies off to the Red Sea Fort. Any veritechs in the group may fly under their own power.

Game Master Info

A deadly plot

Major General Meza just wants to be rid of Major Stechan and intended to send him swiftly on his way. However, General Zhu has other ideas. He has ordered Meza to keep Major Stechan at the Red Sea Fort until an escort from Niamey can be sent to meet him. All of the commanders at the Red Sea are frantic, Meza objects, but General Zhu insists. She has no choice but to comply.

The escort is to take Major Stechan to Fort Victoria. As the Sector's Commander, General Zhu is technically within his rights to ask the Major to investigate corruption at Fort Victoria before coming to Niamey.

Along the way, one of the Major's escorts will attempt to kill him. If the assassination succeeds, General Zhu has escaped "The Inquisition." If the assassination fails, the conspirators in Niamey at least have earned some extra time to prepare for his arrival. Only General Zhu, Brigadier General McMillan and the assassin are privy to the plot. Meza knows nothing of it.

It is Brigadier General Lester McMillan who sends Major Stechan's escort (Zhu will not dirty his hands in this affair, as usual). Amongst them is *Niall Connor*, an electrical engineer, and a fellow conspirator at Niamey. He is the assassin and told to use any means necessary to eliminate "The Inquisition." It does not matter who else suffers or dies along the way. Ideally, Major Stechan's untimely demise should look like an accident: killed in combat. If that does not work, he uses explosives to murder Stechan, planting a bomb inside the mecha that the Major is riding in. If the blast doesn't kill the Major, Connor can take whatever action he deems appropriate without implicating himself or his Commanding Officers.

Sergeant Niall Connor

Niall Connor was originally from Ireland, orphaned in the Zentraedi attack. Left to fend for himself, he became cynical, desperate, and got involved in right-wing politics. The rabble-rousers gave him people to blame for the world's sufferings, and through them he became interested in the military.

He joined the RDF in 2013, and though he wanted to become a Military Specialist, they trained him as an Engineer. Niamey is his first posting. He was quickly attracted to Brigadier General McMillan and soon became involved with the conspiracy at the HQ.

Connor is a bad-tempered, gruff and miserable man. Easily bored, he prefers to spend his free time with groups of like-minded men, being mindlessly loud, getting drunk and starting fights. Throughout this mission, far from the nearest bar or crowd, he has to make do with tinkering with machines and electronic gadgets; dismantling and reassembling his personal stereo, etc.

Alignment: Aberrant

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

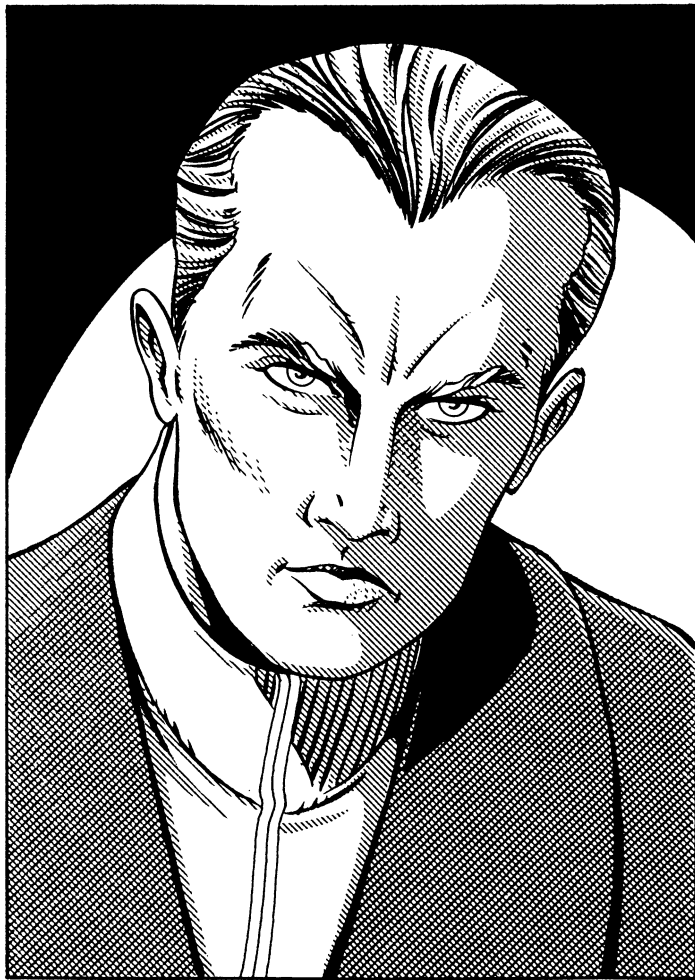
Hit Points: 15

S.D.C.: 20

Age: 23

Weight: 149 lbs (67.5 kg)

Height: 5 feet, 11 inches (1.80 m)



lbs/4.5 kg weight) already set up with electrically-triggered detonators (all he has to do is place and activate them).

Sergeant Sandra Pauling

Sandra Pauling is a scrawny American woman who joined the RDF in 2010 after an estrangement with her husband. She has no idea if he or any other members of her family survived the Zentraedi assault.

An auto-mechanic before joining the RDF, she has now been trained to work on larger machines, such as aircraft and mecha. She likes to work at her own pace and not necessarily at the times when her superiors would want. This independence has caused friction between herself and her superiors.

Sgt. Pauling has few interests, and claims to be disinterested in almost any subject that the characters mention. She instinctively dislikes Sgt. Connor and they are constantly giving each other sour looks and snide marks. She carries with her a small collection of pulp novels which she reads through absent-mindedly when she has no work to do. All the titles involve the word "Dragon," "Sword," "Magic" or "Sorceress" somewhere, and all have identical plots. She also has a small vial of a white powder, a synthetic drug, which she uses in small doses when off duty; she does not touch the stuff during their trip from the Red Sea Fort to Fort Victoria.

Alignment: Unprincipled

Attributes: I.Q. 13, M.E. 9, M.A. 9, P.S. 8, P.P. 13, P.E. 11, P.B. 11, Spd. 13

Hit Points: 14

S.D.C.: 20

Age: 29

Weight: 122 lbs (55.5 kg)

Height: 5 feet 6 inches (1.68 m)

LONG

Disposition: Dour and serious, with a constant frown, sad eyes and a foul temper. He is given to outbursts of pointless verbal abuse, especially against local Africans, at the slightest provocation.

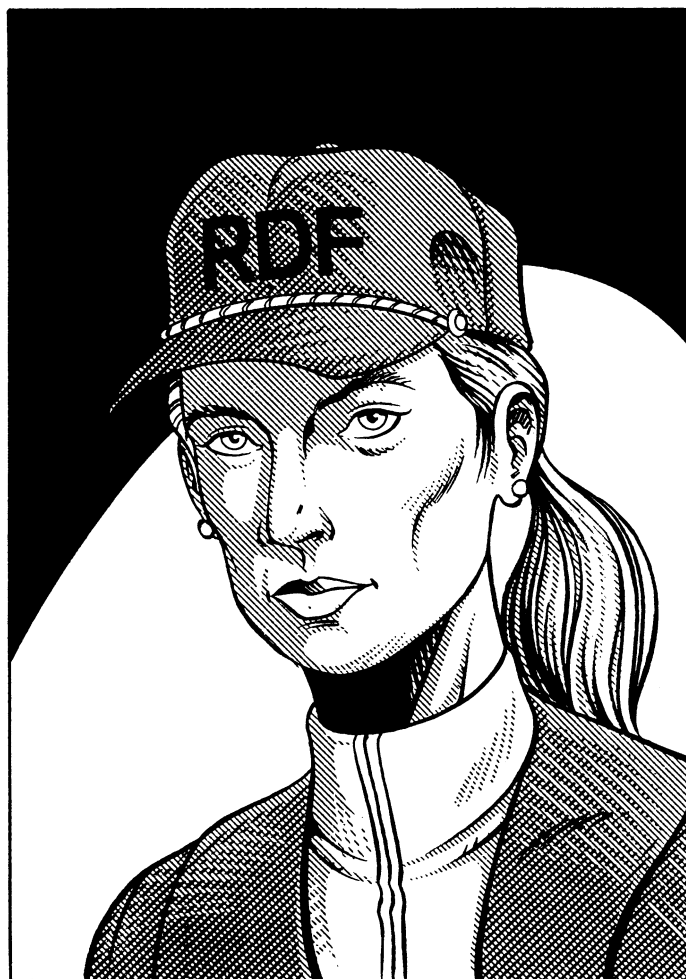
Level of Experience: 3rd level Electrical Engineer.

Skills: Radio: basic 70%, basic electronics 65%, electrical engineer 75%, mecha electronics 70%, detect ambush 60%, detect concealment 50%, automotive mechanics 70%, aircraft mechanics 65%, computer repair 70%, mecha mechanics 60%, mechanical engineering 55%, veritech mechanics 50%, hand to hand: basic, climbing 65%, fencing, gymnastics, prowl 50%, swimming 76%, pilot automobile 92%, pilot mecha (excaliber) 75%, pilot truck 80%, read sensory equipment 60%, weapon systems 75%, mathematics: basic 98%, mathematics: advanced 86%, and computer operation 85%.

Rank: Sergeant

Politics: Connor hates. He hates wishy-washy liberals like Pauling, mealy-mouthed diplomats, the complacent rich, non-whites (what complexion are the characters?), feminists, socialists, etc. This doesn't give him a coherent creed, but it does make him motivated and strong-willed. He hates all of the trappings of the late twentieth century, which he blames for earth's failure to protect itself effectively from the Zentraedi assault. If only the governments had been stronger, had tougher militaries, had spent more on defense, etc. He somehow thinks that only by rejecting late twentieth century "weaknesses" like compassion and equality, can the planet hope to drag itself back from its current sorry state. Consequently, he is a devoted follower of Brigadier General McMillan and is largely immune to rational arguments.

Equipment: Hand-held communicator, mechanical and electrical tools, Wolverine rifle, 9mm Browning pistol, ammunition, personal stereo and CDs, motion detector (set up to screech if anyone moves his backpack to search it), and two packets of explosives (approx. 10



LONG

Disposition: Independent and resourceful, self-contained and quiet, with little interest in people, politics, or anything outside of her own head.

Level of Experience: 3rd level Mechanical Engineer.

Skills: Basic electronics 55%, mecha electronics 50%, automotive mechanics 75%, aircraft mechanics 65%, mecha mechanics 70%, mechanical engineering 75%, veritech mechanics 55%, first aid 62%, pilot automobile 98%, pilot truck 82%, weapon systems 80%, mathematics: basic 88%, and W.P. automatic pistol.

Rank: Sergeant

Politics: Pauling has no overt political beliefs. She does as her superiors tell her and hopes for an easy life. She has an easy-going attitude, dislikes the idea of a coup or military dictatorship, and balks at the idea of murdering a fellow soldier.

Equipment: Books, drugs, hand-held communicator, mechanical and electrical tools, Wolverine assault rifle, 9mm Browning pistol, and ammunition.

Note: She is not part of the assassination plot or the conspiracy.

The Adventure Continues



The Red Sea Fort

No sooner have the characters clambered from their machines when a voice over the loudspeaker system demands that they report to Major General Meza immediately. Anyone can point the way to her office. Meza is clearly anxious when they enter.

“Thank God you’re here. I assume that you will be ready to leave as soon as Major Stechan arrives.”

If the characters remark on her concern she snaps back that she doesn’t need “some baby-eating Nazi turning the place upside down.” She regains her composure, asks if their journey was uneventful and if there is anything that they need. Ammunition? Spare parts? She will give them almost anything if it means that they will get Major Stechan out of her Fort more swiftly.

She is careful to point out that this wasn’t her idea. She’s just doing as General Zhu ordered. If it was up to her, “a plane would pick Major Stechan up from the shores of the Red Sea and fly him directly to Niamey.”

She also explains the plan for their journey. The characters’ Destroids will meet up with a convoy of 26 fuel trucks from the Ethiopian Free Holding. These are civilian trucks, carrying gasoline and diesel fuel bought from the Free Holding by the RDF and are to be met at a small settlement in the Wastelands called **Lastheart Camp**. The characters are to protect the column on their journey to Fort Victoria.

The Major General then assigns a guide to show them around the Fort and to find them accommodations until the Major arrives.

The “Baby-Eating Nazi”

Major Reinhard Stechan is due to arrive in the Fort fifteen hours after the characters arrive. If you wish, he could be delayed by another day or two by a mechanical fault on his transport boat, or arrive ahead of schedule. The G.M. may play out some of the adventure encounters listed in the section describing the Fort, or skip straight ahead to Stechan’s arrival.

The characters may be surprised to find that “The Inquisition” who so terrifies everyone, and whom Meza described as “a baby-eating Nazi,” is a short, plump, bespectacled man in his fifties, polite and soft-spoken.

Major Stechan expects to be taken straight to Niamey. When the characters hand him the letter (above), informing him that they are to travel “via” Fort Victoria. He seems puzzled, but Major General Meza will explain things, the best she can. He asks a few more polite but astute questions of her and/or the player characters and then says that he will be ready to continue on in half an hour.

Before they leave, but away from Major General Meza, he has a few more questions for the player characters: Who exactly sent them? What exactly were they told? Why do they think they are being sent to Fort Victoria? What do they think of the Commanders in Niamey (particularly McMillan, Barreau, Zhu, and the Colonels)? Astute players will realize that he does not trust Zhu or McMillan, but then, he is reputed not to trust anyone.

G.M. Option: If you have the time and space, and if you really want to spread the seeds of paranoia, take each player aside and have Major Stechan talk to each of their characters separately. He asks each these same questions as given above, and also asks each character what she/he thinks of his/her comrades, as well as Sergeants Pauling and Connor. All of his questions are politely phrased, but he carefully notes and cross-references their answers on a small, portable, personal computer (he also keeps a written notes in a pocket notebook).

Major Stechan does not object to being sidetracked to Victoria because he doesn’t want to raise anyone’s suspicions by making a fuss. Still, he does not want to waste any more time than he has to and refuses to be distracted by reports of corruption at the Red Sea Fort. If the characters draw his attention to Meza’s corruption, he simply passes on their information (by coded message from the Red Sea Fort) to his superiors and lets someone else worry about it. He has bigger fish to fry.

Major Reinhard Stechan

Major Stechan always enjoyed games, like chess and poker, that require strategy, cunning, and bluffing. He likes to pit his wits against another’s. It was this cold love of competition which attracted him to the military and he was soon assigned to Military Intelligence.

For the last three years, Stechan has roamed the RDF and affiliated bases, ferreting out treason and malpractice. Now, he has picked up hints of General Zhu’s conspiracy and he travels to Niamey to see what else he can uncover. Of course, he is not likely to reveal this to anyone (he would be in danger if General Zhu discovered what he knew and



suspected), and claims that he is simply “passing through” Africa on his way back to visit his wife and children in Scandinavia.

Stechan is always polite and rarely raises his voice. He finds that it is easier to get information from people if they like him, though it is said that this detached and calculating man is incapable of genuine friendship. With a failed marriage and no friends, the Major has no option but to play his life as an elaborate, cold game, and to pretend to himself that he still enjoys the challenge of it all. Lonely and tired, Major Stechan often becomes listless and silent, occupying himself with a chess computer for relaxation.

Alignment: Principled

Attributes: I.Q. 19, M.E. 18, M.A. 13, P.S. 9, P.P. 10, P.E. 7, P.B. 8, Spd. 10

Hit Points: 24

S.D.C.: 30

Age: 53

Weight: 192 lbs (87 kg)

Height: 5 feet, 7 inches (1.70 m)

Disposition: Polite, considerate, and friendly, but always vigilant and thoughtful. He appears to always be calm and dispassionate, but is sometimes listless. He is extremely observant, has an amazing memory and an eye for details.

Level of Experience: 6th level Military Specialist

Skills: Cryptography 65%, radio: basic 85%, radio: scrambler 75%, surveillance 75%, detect concealment 90%, forgery 80%, intelligence 98%, interrogation 85%, pick locks 85%, pick pockets 80%, sniper, first aid 95%, hand to hand: expert, pilot automobile 98%, mathematics: basic 98%, computer operation 95%, demolitions 98%, demolitions: disposal 98%, photography 85%, W.P. knife, W.P. revolver, W.P. automatic pistol, W.P. semi & fully automatic rifle.

Rank: Major in the Military Intelligence Division.

Politics: Major Stechan has chosen his loyalties and he is sticking to them. He is completely loyal to the RDF and UWG, and has never considered swapping sides. Besides, that would involve finding new enemies and new allies, which would be far too bothersome. Of course, he can recite the usual list of excuses for why people remain loyal to the RDF and World Government: the need for the planet to pull together, for a united front against the Zentraedi, as a bulwark against chaos and anarchy, to protect the people, etc., but his obedience is almost unthinking and habitual from years of service.

Equipment: Briefcase, portable computer, pocket chess computer, pocket notebook, pocket tape recorder, several pens, flashlight, compass, binoculars, wrist radio, 9mm Browning automatic pistol and ammunition, and lock picks. He also has 10,000 credits available to him for expenses.

Stechan and the Player Characters: Major Stechan is initially wary of the characters. He assumes that they are just dumb grunts sent to escort him, or that they are General Zhu’s agents. Consequently, he tells them nothing about his mission or suspicions.

The characters might, however, be able to win the Major’s confidence, giving him information about the General’s conspiracy, by uncovering Sgt. Connor’s plot to kill him, and/or saving his life (probably on several occasions). If they seem particularly trustworthy, and passably intelligent, he might even ask them to work for him, clandestinely investigating General Zhu on his behalf. If the player characters are honest, dedicated and loyal to the RDF, he will find it refreshing and rewarding.

Major Stechan’s Briefcase: The Major carries a leather-bound, steel briefcase (300 S.D.C.), which never leaves his sight. Even when he sleeps, he holds the case to him or uses it as a pillow.

If the Major dies, the characters are left with the briefcase and must decide what to do with it and its contents. If they give it to Military Security at Fort Victoria or Niamey, it is sent back to the High Command, unopened. If it is given to Brigadier General McMillan or General Zhu, they read through its contents and remove any incriminating evidence before sending it on. Of course, characters might keep the documents for their own investigation. Unscrupulous characters might try to sell them (they are worth up to one million credits to a powerful political group, like the barony of Zimbabwe) or blackmail the General.

The case contains a dozen computer disks, paper files, and folders stuffed with notes, photocopied documents, and photographs. Most relate to cases of corruption, favoritism, black marketeering and other matters in the Eastern Sector.

The most important file, just labelled “Zhu,” contains the details of a planned coup in Manchuria. There are names and dates, and Stechan’s notes record that all such information has now been passed on to Military Security in the Eastern Sector. The material implicates General Zhu and refers back to the 2014 plot to take China and Manchuria. A list of suspects include’s Jiang Shankun, Kegare, McMillan and General Zhu! Most characters can surmise that Major Stechan planned to investigate the General’s possible involvement with these traitors. A phrase, highlighted on a photocopy of a letter written by one of the Eastern conspirators: “when the General has seized control of Africa,” sticks out like a sore thumb.

The Journey

There are no problems leaving the Fort. Any extra supplies or equipment required by the characters or the Major are swiftly procured. Unless the characters have deliberately prevaricated or argued with Major General Meza, she has a small parcel delivered to the most senior amongst them; a bag of freshly ground coffee (definitely not the RDF standard-issue muck), 2,000 credits in cash, and a note enclosed with the parcel explaining that the coffee is just “a token of thanks, to make the long journey more bearable,” and that the money may be “useful to bribe or pay off brigands along the way.”

Stechan does not have and cannot pilot mecha. He must ride as a passenger with one of the characters. As soon as they have decided whose mecha he will ride in, they may head out across the Wastelands towards their rendezvous.

The characters leave the Fort at 0600 hours (6 a.m.). The convoy's pace is determined by the fuel trucks, which manage about 30 mph (48 kmph) over the planes and Wastelands; there are no maintained roads here. Note that the convoy cannot travel constantly and must break for the occasional rest stop and makes camp at night.

The players might manage to avoid some of the suggested encounters to follow (e.g., by realizing that Connor is betraying them and dealing with him early on). If they manage to avoid any of these problems then good for them: reward them suitably with bonus experience points. Of course the G.M. is free to modify or add to the adventures, sub-plots and intrigue.

Lastheart Camp

Sixty miles (97 km) from the Red Sea Fort, still within the Wastelands, the characters reach the Lastheart Camp, where they join the fuel trucks they are to escort to Fort Victoria. Lastheart Camp is a collection of shacks and immobile vehicles, gathered around a spring in a desolate stretch of Wasteland. Twenty-six fuel tankers loiter on the edge of the settlement.

The majority of people in the camp are scavengers and bandits, wretched, impoverished scoundrels who aren't so stupid as to mess with the RDF. Members of either the *Ashanti* or *The Last* may also be present in the camp. This would give the characters a good opportunity to make contacts with these groups. If the characters get down from their mecha and talk to the inhabitants, they can gather some information while they stretch their legs. The always inquisitive Major Stechan would like to get out and mingle.

They are told that Zimbabwean patrols sometimes enter the settlement to barter salvage for food or to extract taxes; the Zimbabwean administrators have always been keen to extract illegal taxes — the settlement doesn't have the weaponry to stand up to them. The Zentraedi never bother the settlement; it is too far away, too close to the Red Seas Fort, and has nothing worth looting. However, many of the people in the camp know that a warlord called *Crengash* holds sway over the Zentraedi to the south-west. Crengash is said to be fond of war but a pragmatist, more concerned with safeguarding his own power than waging futile battles.

Characters who do talk with the locals are approached by a lean, weasely man named Joaquim Beye. He has travelled the lands to the south before and claims to have negotiated with both the Zimbabweans and the warlord Crengash. For "just a few thousand credits," he offers to accompany the characters as a guide and negotiator. If the group decides his price is too high, he quickly drops his price and will go with them just for food, water, and a couple of hundred credits. He is happy to travel in the cab of a truck or in a mecha.

Joaquim Beye

Joaquim Beye is a refugee who was once a farmer, but has been homeless since the Zentraedi Invasion. He has been separated from his wife and kids since the aftermath of the assault, but still hopes to find them one day, alive and well. For now he is a loner, looking out for himself. A bad limp is a memento from the Zentraedi (hence his slow speed).

He has begged, stolen, worked hard for pitiful pay, and done many things to stay alive. He does indeed know the area to the south because he has explored it while scavenging and stealing. He has even bargained with the Zentraedi leader, Crengash, selling stolen electronics and weapons to the warlord, though he avoids mentioning this to the RDF characters.

Alignment: Anarchist (was once scrupulous).

Attributes: I.Q. 9, M.E. 12, M.A. 11, P.S. 11, P.P. 10, P.E. 11, P.B. 12, Spd. 6

Hit Points: 16

S.D.C.: 8

Age: 32

Weight: 143 lbs (65 kg)

Height: 6 feet 1 inch (1.85 m)

Disposition: Apparently eager to please, helpful, but with a hint of desperation in his eyes. Basically concerned with saving his own skin and getting enough food to avoid starvation. Beye doesn't particularly like himself. He would rather not cheat and steal to stay alive, but he does what it takes to survive.



Level of Experience: 2nd level Civilian/Bandit.

Skills: Radio: basic 60%, cook 66%, fishing 70%, sewing 50%, detect ambush 60%, escape artist 40%, tracking 45%, wilderness survival 50%, hand to hand: basic, and W.P. knife.

Politics: Politics and beliefs are luxuries that Beye cannot afford. His sole priority is staying alive. If the characters feed and pay him well he stands by them, though he does not endanger himself needlessly. If he finds that he can work with them longer or he offers to stay with them after the adventure to act as their guide, gofer and general servant, he will work for food, lodging and 20 credits a week.

The Trucks

Each truck has a driver and co-driver. Refilling their fuel tanks from their own trailers, they can easily make it to Fort Victoria. These are standard trucks from page 76 of the **Robotech RPG** (A.R. 6, 600 S.D.C.). If struck by any mega-damage weapon the truck's cargo ignites, destroying the vehicle and causing 2D4×10 S.D.C. to anyone in the cab and within 50 feet (15.2 m). Top speed is 130 mph (209 kmph)

on paved roads, but only 30 to 50 mph (48 to 80 kmph) over the harsh wasteland of eastern Africa. Each truck has an AK-47 or M-16 assault rifle in the cab, plus two ammunition clips, but is otherwise unarmed.

All drivers are 1st and 2nd level Civilians/pilots, with an average of 14 hit points, 12 S.D.C., P.E. 12, and have skills including pilot truck (85%) and automotive mechanics (65%). Only 20% have any weapon proficiencies. Their spokesman, for the purposes of talking to the characters, is a stubborn old driver named **Katare Matunulug**. This grey-haired grandfather is primarily concerned for the welfare of the other drivers, most of whom have families, and is not interested in the RDF or politics. If it looks like the characters cannot protect them properly, he leads the trucks east into Zimbabwe, preferring to have the Zimbabweans confiscate some of their cargo rather than die at the hands of the Zentraedi.

Encounter: Zimbabwean Helicopters

Sixty miles (97 km) further on, the convoy is approached by two Zimbabwean Commanchero helicopters. The 'copters circle around the characters twice at a range of one mile (1.6 km), and then hail them by radio:

“Greetings, heroic defenders of Africa! We are pained to inform you that you have unwittingly crossed into the territory of the humble Empire of Greater Zimbabwe. While it shames us to do so, we must insist that you pay a tax of 1,000 credits on each tanker in your convoy. We hope that you accept our sincerest regrets, and if it makes things any easier for you, we will accept payment in commodities.”

Any character who makes a read sensory instruments roll can tell that they definitely have NOT crossed into Zimbabwean territory. If the characters haggle, the Zimbabweans will accept a small, token payment, such as a dozen rifles or a bag of fresh ground coffee and 1,000 credits.

If the characters refuse outright to pay, the helicopters counter:

“We regret, therefore, that we will have to blast your worthless tankers into dust. Please order the drivers to stop their vehicles and stand clear, so that we can avoid any unnecessary loss of human life. We really are very sorry about this.”

They then swing round and begin to approach the convoy at low level — an attack run, starting from one mile (1.6 km) away.

If Beye is present, he believes the helicopters are bluffing, but suggests paying them some small but reasonable token. He says that the Zimbabweans are always trying to extort money from people, but wouldn't dare risk starting a fight with mecha. If the characters agree to pay anything before the helicopters reach the tankers (they have one melee round), the 'copters break off the attack, pick up their payment and leave.

If the characters call the Zimbabweans' bluff, the helicopters pass over the convoy without firing, disappear over the eastern horizon, and do not return.

If the characters open fire on the helicopters, they take evasive action and flee immediately. It takes two melee rounds for them to vanish out of sight. However, fifteen minutes later, four Commancheros return to avenge the characters' "unprovoked" attack. They pop up from behind a range of hills two miles (3.2 km) away, and stay in view for only two melees before dropping back. They launch their missiles at the trucks and at the most prominent mecha (the squad leader or point man). Their objective is to punish and annoy the belligerent characters. They have no intention of losing valuable helicopters in a prolonged fight and leave 1D4 melees later or the instant any of them suffers any damage. They do not return.

Encounter: Zentraedi Scouts

As the characters travel over the next 200 miles (6 hours, 40 minutes at 30 mph/48 kmph), the weather becomes increasingly bad. The winds pick up, lashing the convoy with sand, and forces travel to a maximum

speed of 20 mph (48 km). Just before the storm, characters succeeding in a tracking roll can pick out signs of Zentraedi Pods and power armor having crisscrossed the area. As they cross the patchwork of desert and grassland, the convoy passes several derelict farmsteads destroyed by the Zentraedi.

After another 200 miles (322 km) of travel, the characters detect two Zentraedi Battle Pods, standing four miles (6.4 km) away on the brow of the hill. As the convoy approaches within three miles (4.8 km), the Zentraedi turn and flee. Unless the characters have Veritechs, the Zentraedi can outpace them and escape. If pursued by Veritechs, the Pods stand and fight, but not before they radio their location and the convoy's composition back to their base.

Dust Storm: After another 40 miles (64 km)/two hours of driving time, the dust storm has become so bad that the truck drivers can hardly see the ground in front of their vehicles. They drop their speed to 10 mph (16 kmph). Then, the first of them breaks down, dust and sand having gotten into the engine. The trucks just cannot continue. More will break down if they press forward and the drivers cannot see well enough to pilot the vehicles. Covering air-intakes and other delicate engine parts with tarpaulins, the drivers lock up their vehicles, and sit tight inside the cabs. Everybody could use some sleep anyway; those piloting mecha have been doing so for nearly nine hours.

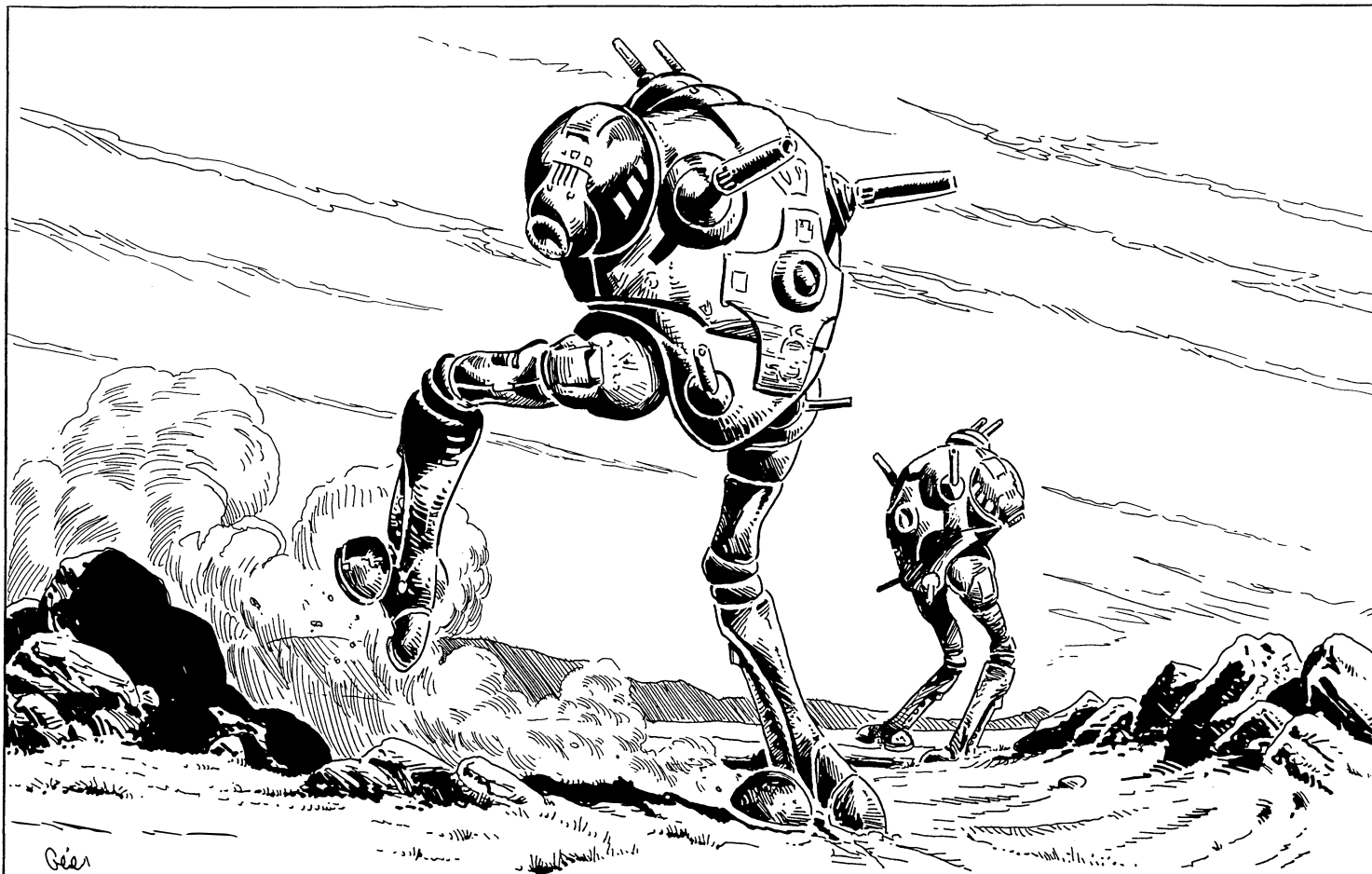
Sgt. Connor sets up a makeshift tarpaulin tent between two trucks, using it as a workshop to clean out engine parts from the crippled truck. He says that, with luck, he can get the motor parts working again by the time the weather clears. **Note:** Connor is an electrical engineer. Sgt. Pauling is the mechanical engineer. Connor knows about auto mechanics, but it isn't his job and he has been piloting the mecha all day. Surely he needs some rest and Sgt. Pauling could/should handle the repairs. If such a suggestion is made, Sgt. Connor says he isn't tired and is itching to do some repair work; he loves it. In fact, he just needs an excuse to be out with the trucks, so that he can sabotage one of them. He wants to give the Zentraedi a chance to attack the convoy by delaying them as long as possible. If told to get some sleep in his mecha, he still sneaks out after a few hours, ostensibly to use the latrine, and engages in sabotaging one truck.

Meanwhile, the G.M. should have the characters work out the plan for this camp. Where are the trucks, tents, drivers, key characters, and mecha located?

The Zentraedi Raid

Around midnight, under the cover of the dust storm and darkness, the Zentraedi raid the convoy. Three Tactical Battle Pods and one Zentraedi in Male Power Armor approach the camp. Any character who is awake (and in a mecha) is likely to notice their approach 1D4 melee rounds before they arrive and alerts the camp. Once the Zentraedi reach the camp, the four micronized troops disembark from a "basket" carried by the Male Power Armor, and they head towards four fuel trucks. Unless prevented by the characters, they seize these trucks, killing any drivers who are present, and begin to drive them blindly through the dark and billowing sand. Two of the trucks makes it away. One overturns and explodes. The other crashes into a ditch. The Zentraedi abandon it and attempt to escape. The mecha provide cover and also begin to withdraw.

Connor: During the confusion Sergeant Connor will riddle Major Stechan's tent with rifle rounds (wild spray) from a concealed location (in this storm, that could be 20 feet/16.1 m away). A moment later, the sergeant appears, shooting his weapon at phantom enemies, and runs over to "help" the Major. Fortunately, the Major had left the tent only moments before. The storm will bury and conceal any spent shells and Connor had an extra ammo clip so he does not appear to have expended a suspicious number of rounds. Of course the attack is blamed on the Zentraedi (who knows how many were actually out there in the storm). Major Stechan (and the player characters?) isn't so sure of this, and the Major casts a suspicious glance at all of his "protectors."



Sabotage

Before the Zentraedi attack, Connor sabotaged one of the fuel trucks: he just crawled underneath the cab and tore out wiring, hydraulic pipes, etc. Unless the characters organize an inspection of the trucks, this sabotage is discovered at 0300 hours (3 a.m.), when the dust storm begins to subside and the truck drivers prepare to move off again.

The characters should want to find out who sabotaged the truck. Major Stechan certainly wants to know, but since the player characters are responsible for the convoy, he merely encourages them to look into it. If asked, he suggests interviewing the truck drivers (did they see anything?). Plenty of people wandered around the convoy's camp during the dust storm, groping their way to the latrine and fleeing blindly from the Zentraedi attack. No one has a solid alibi, it could have been anybody. Sergeant Pauling gives Connor a suspicious glance but says nothing.

Repairing the sabotage is not hard, but will take time. Either the truck drivers, Sergeant Pauling or any characters with automotive mechanics can make repairs, but they take two hours.

The truck which broke down at the start of the dust storm also requires repairs. If Connor or Pauling have cleaned out the engine parts, it takes only half an hour to replace them. Otherwise, it takes 1D6 hours work to get the truck working again.

More Sabotage

As the dust storm subsides, Sergeant Connor suggests that he and Pauling check over the mecha, to make sure that the sand didn't work its way into any of the machines. In fact, this is just an excuse. Connor wants an opportunity to fiddle with the mecha that Major Stechan is riding in. Given the opportunity, he places a pre-prepared explosive charge inside one of the mecha's main weapons, wiring it into the firing system. The explosion does no mega-damage, but when that weapon is next fired, the charge detonates and wrecks the internal electronics.

If the charge is placed and detonated (presumably in the next battle,) one hour's work, spare wiring and a successful electrical engineer would be required to make the weapon operational again. An investigation and successful skill roll by anyone with engineering or demolitions can tell that the damage was caused by a bomb. If Sgt. Connor falls under suspicion he will point out that he doesn't have demolitions training, but Sgt. Pauling will point out that the bomb was designed in such a way that the saboteur need not have demolitions skill, but did need an electrical engineer skill. This might actually incriminate her, and Sgt Connor will jump on the suggestion that she fits the requirements and further suggests that she may be trying to misdirect their suspicions at him while she is the real saboteur! The G.M. may complicate matters by having one of the NPCs suddenly remember that he saw Sgt. Pauling near one of the trucks last night! Depending on the situation and the character's reactions, she may be stripped of her weapons, placed with one of the player characters (so he can keep an eye on her) and definitely taken away from any vehicle near Major Stechan. **Note:** This may leave the Major alone with Sgt. Connor.

Radio transmission: a last act of treachery: During the night Connor also took the opportunity to rig one of the truck radios to constantly transmit (picking up engine noise, chatter in the cab, etc.). The open radio channel acts as a beacon, attracting the Zentraedi and bandits who might be nearby. Unless one of the player characters performs a wide-band radio sweep to monitor random transmissions, it will not be discovered and will attract trouble (a larger Zentraedi force and/or bandits). If it is discovered, turning the radio off solves the problem. If there was any doubt that a traitor was among them, this last act of treachery dissolves such notions. Characters will be on their guard. The drivers are nervous and jumpy.

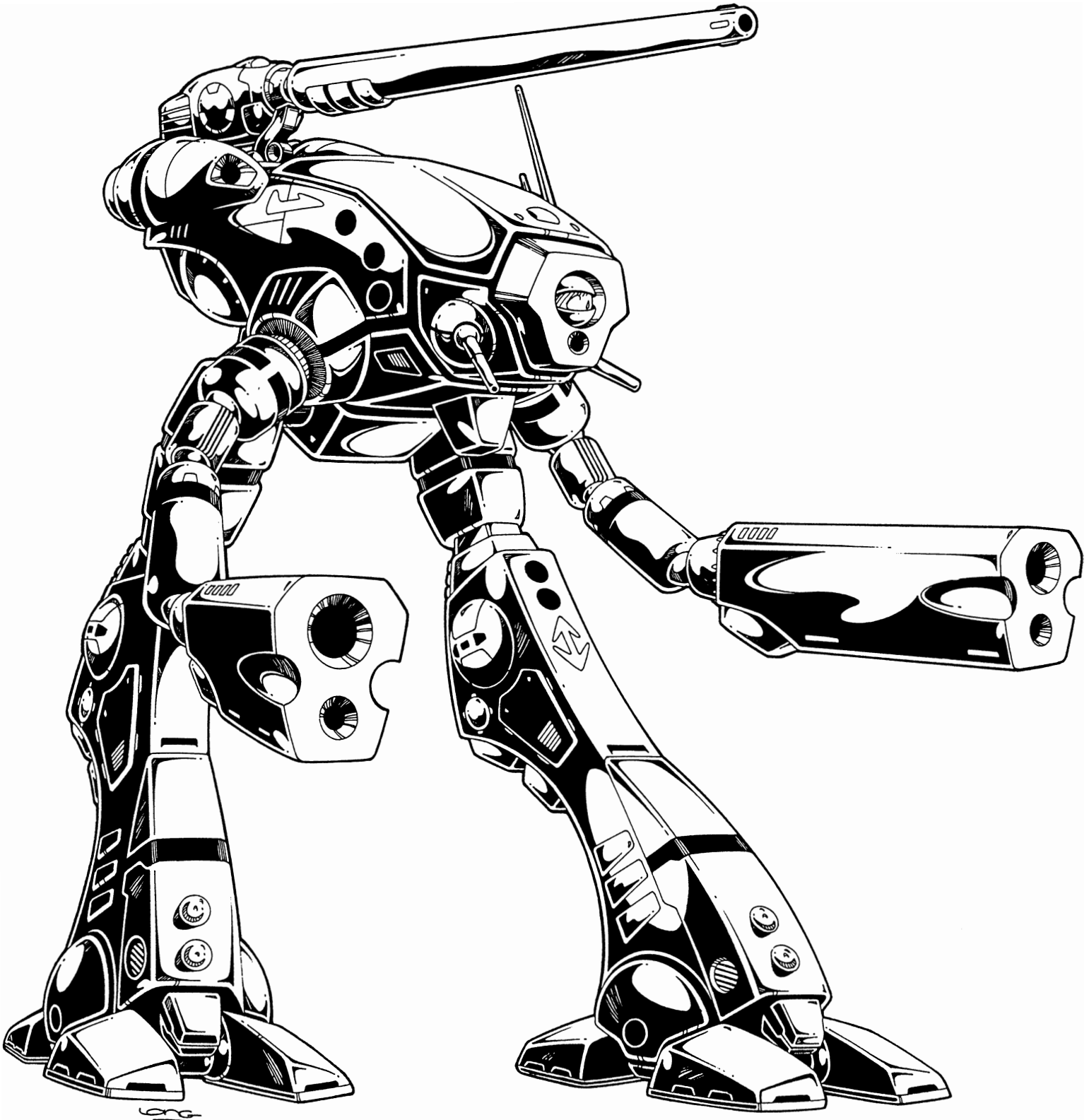
G.M. Options: Capturing Connor: If you like, this time Connor dropped/lost his I.D. card or some other personal item inside the truck.

The driver might even find it and then notice the radio is on, sending transmissions. Connor denies everything and points out that the item could have been planted to frame him and take suspicion off the real saboteur. The group may now have two suspects and only circumstantial evidence. The Sgt. allows himself to be arrested but vehemently protests his innocence. If his backpack is searched, the second pre-set bomb is discovered. The fool claims that too is a plant and reasserts his innocence (he trusts that McMillan will get him off the hook no matter what).

The Zentraedi Attack

After the unsuccessful night raid, Crengash, the Zentraedi Warlord, musters a larger force to attack the convoy. They are found with relative ease (either via the radio transmission or aerial reconnaissance) and the warlord strikes.

The Zentraedi appear an hour or two after the convoy sets off, coming into view two miles (3.2 km) behind them and attacking immediately. They only attack the mecha and are careful not to hit the trucks (they want to steal the fuel). A captured Connor may try to escape. A



free Connor tries to keep his Excaliber away from the fighting, except for self-defense. If the mecha containing Major Stechan is incapacitated, he ignores any pleas for help and hopes the Zentraedi will finish him off. If others notice the mecha is disabled or in danger, he rushes to its side and urges a retreat, saying that the battle is clearly lost and the Major must be protected.

Negotiating with the Zentraedi: If Beye is with the characters, he urges them to negotiate with Crengash, saying that he is “a reasonable man.” Otherwise the Warlord will initiate negotiations himself.

Crengash is delighted to negotiate and calls an immediate cease-fire to talk. He demands 50% of the convoy’s fuel trucks, and one hostage — a mechanical or electrical engineer to repair some mecha. Crengash is a warrior, but a reasonable leader. He doesn’t want to fight the characters, but they have fuel and skills that he needs. If he gets something without a fight, he doesn’t risk his precious mecha. If he has to fight to get what he wants — well, he’ll enjoy it. He will settle for as little as 20% of the fuel, but insists on the hostage. Sergeant Connor bravely volunteers (believing this a ploy set up by McMillan. He is wrong.) Whether they let Connor volunteer is up to the player characters. If he is the saboteur they are better off without him, even if the Zentraedi are part of some scheme to liberate him. After all, why sacrifice a truly innocent person if this rat wants to go?

Crengash’s Forces: The warlord pilots a dented Officer’s Pod that looks to have been repaired many times (but has all its M.D.C.). There are also one Theatre Scout, five Tactical Battle Pods, three Heavy Artillery Pods, three Zentraedi in Male Power Armor and 11 micronized warriors. Another 3D4 Tactical Battle Pods can be summoned and arrive within 2D4 minutes.

They leave quietly if they get what they want, otherwise a violent battle erupts. The Zentraedi flee only if more than half of their forces are destroyed. Crengash is a 9th level Zentraedi Officer, highly intelligent and a skilled combatant.

The Bomb

If Sgt. Connor is still free, he attempts to place another bomb in the mecha Stechan rides in. He rigs up the bomb to the cabin’s electronic locks so as soon as the compartment is sealed, the bomb will explode. It is located immediately under Stechan’s seat and will kill whoever is in that seat. Anyone else in the compartment takes 2D6×5 S.D.C. damage and the electronics in the cabin are wrecked, immobilizing the mecha. A Tunny from Fort Victoria will have to be sent to pick it up. **Note:** A cursory visual inspection of the cabin will reveal the poorly hidden explosive, and by this point the Major is wary and likely (1-86% chance) to check his seat before sitting down or locking up.

Fort Victoria

After the battle with the Zentraedi and Connor’s last attempt to murder Major Stechan, the remainder of the journey is uneventful. The Major (if he still lives) will stay only for two days, grumbling that the amateurish assassination attempts are clearly the work of local subversives and do not require his time or skills.

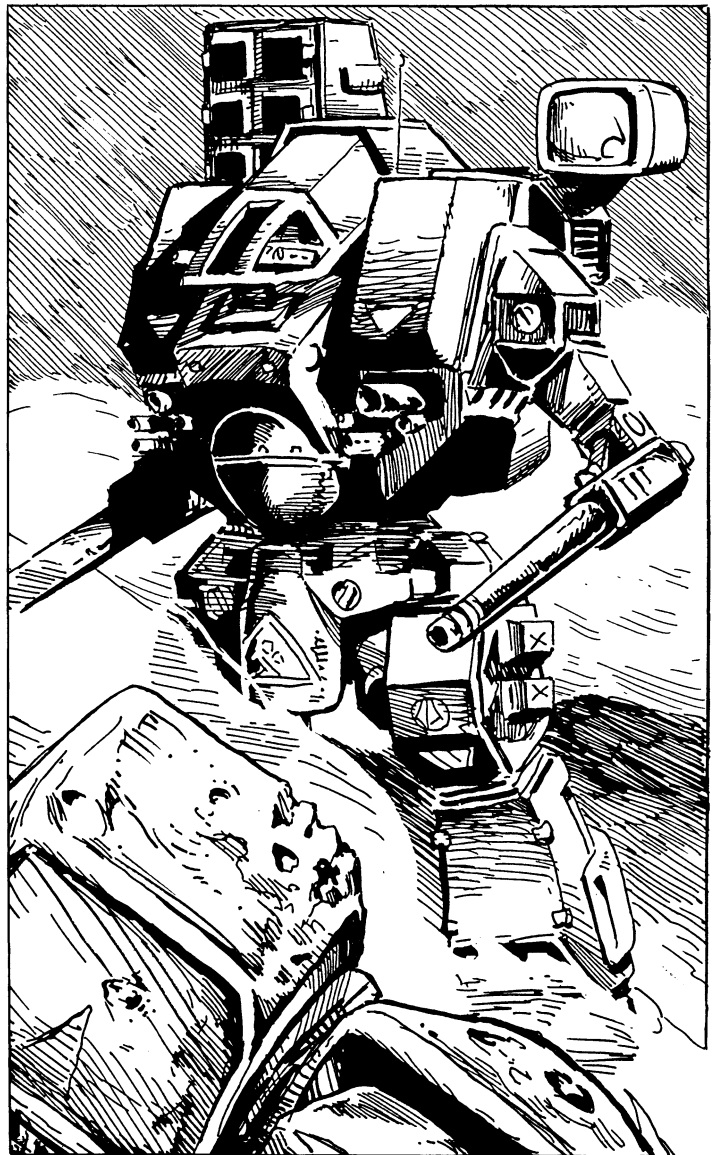
Colonel Bakri (Victoria’s commander) expects a report from the characters on the Zentraedi they faced and any other problems which arose on the journey. This is his turf and he wants to know what is going on here. If nothing else, this is an opportunity for them to think over what has happened and speculate about what might have been going on. After a day or two (longer, if the G.M. wants to run adventures based at Fort Victoria), Major Stechan is ready to leave for Niamey. That trip is uneventful. **Note:** See the description of the fort elsewhere in this book for possible encounters or adventures.

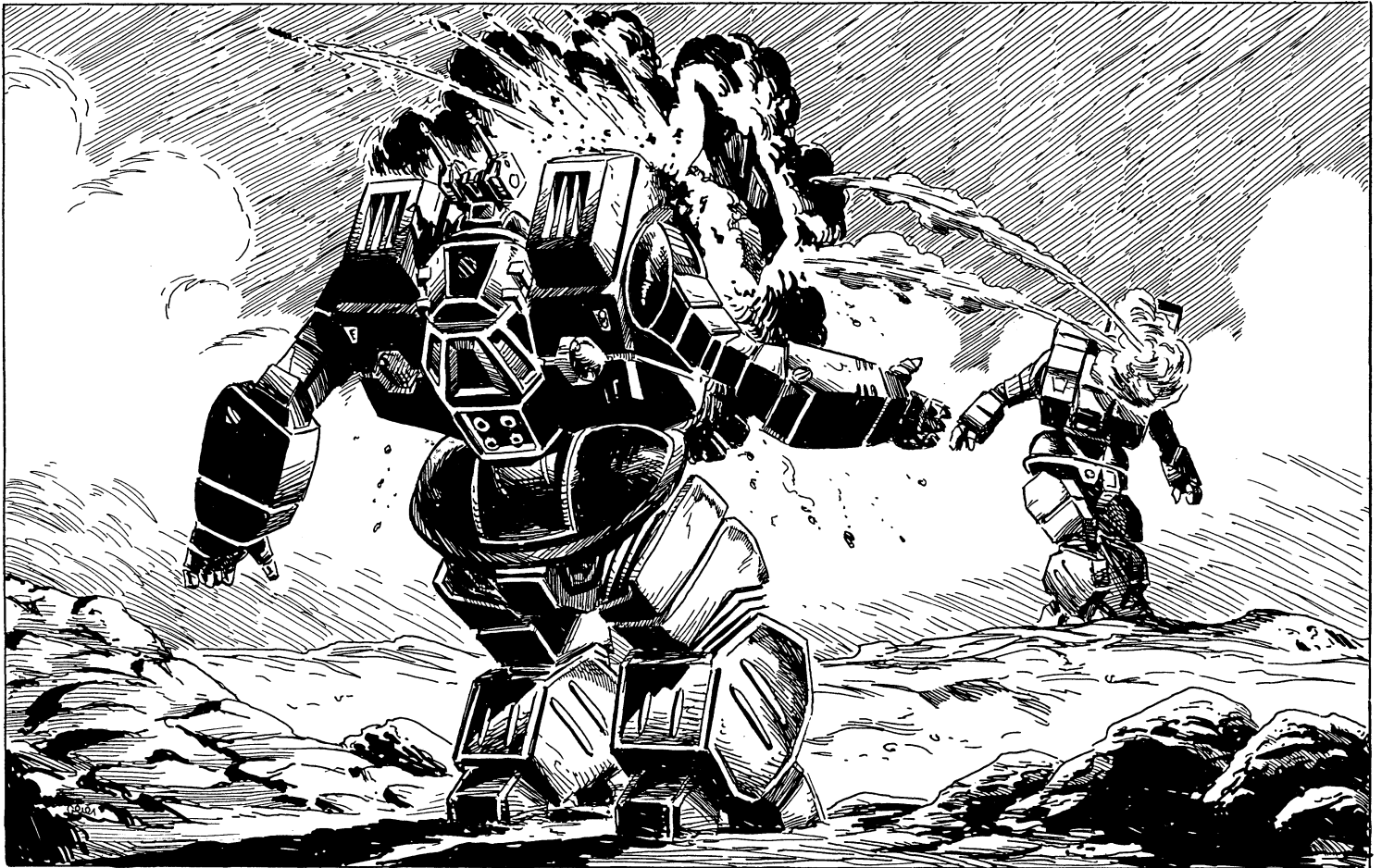
Aftermath

If Sgt. Connor is arrested and handed over to RDF authorities, he compliantly returns to the HQ in Niamey to face court martial. He dies in his cell that first night, poisoned.

If Stechan survives, he quietly noses around Niamey for a week, looking through computer files, talking to junior officers, meeting with the Brigadier General and General Zhu, etc. He does not let on to the officers in Niamey who or what he is investigating, and unless the characters have won his trust, he does not tell them either. His investigations will reveal that military equipment and supplies have gone missing from Niamey and its factories and that Brigadier General McMillan (and General Zhu?) has been in contact with non-military personnel outside of the base. He prepares to leave Africa, ready to report his findings to the High Command, aware that further investigations are required but without the authority to implement such sweeping inquiries. Before Major Stechan leaves, General Zhu orders the arrest of Lieutenant Barreau, and the Major decides to delay his departure.

If Major Stechan is murdered, Brigadier General McMillan is at the funeral. Characters will hear him state obligatory statements of regret: “He was a good man. This shouldn’t have happened to him. Why did he have to come here? This is a great loss.” If there is an indication of foul play, McMillan states, “A full investigation is under way. Those responsible will be brought to justice.” Weeks later, the investigation is still under way or Sgt. Connor is found to be the culprit; too bad he died before he could stand trial.





Part 5: The Changing of the Guard

G.M. Notes: This final adventure deals with the replacement of Lieutenant General Barreau as commander of Niamey and General Zhu's defection to Lagos. These events should take place about two weeks after the characters return to Niamey from the previous adventure. If Major Stechan is still alive, he stays at Niamey during these events and might cooperate with the characters in their investigations or involve them in his.

Barreau's Arrest

The characters are relaxing on the base (in the canteen, perhaps), when they hear the rumors of Lieutenant General Barreau's arrest. Some gossips say that he was arrested for treason, others, for corruption. Ill-informed speculation flourishes.

Officially, "Lieutenant General Barreau has been relieved of his duties and temporarily replaced." McMillan or Da Silva have taken over the running of the Fort. That is all that the Fort's officers have been told to tell their subordinates.

If the characters have made friends with any of the Fort's more knowledgeable personnel (Hackett, Da Silva, Tanuma, Basse, McMillan, Emeka, or Major Stechan), these friends will tell them what has happened. Alternatively, they might send radio messages to Bakri or Meza, asking for an explanation. All of the Sector's senior RDF personnel (Lieutenant Colonels and above) have been told that Barreau is under arrest on General Zhu's orders, on unspecified charges. Major Stechan, Emeka, Tanuma and Basse find this much out through unofficial channels. The UWG, RDF High Command, Bureau Six and the Ar-

mies of the Southern Cross are all entirely unaware of any wrongdoing by Barreau, and are surprised by his arrest.

Lieutenant General Barreau is held in solitary confinement in a high-security cell and guarded by 10 Military Police. One of General Zhu's fellow conspirators is personally responsible for Barreau's security (most likely Captain Emeka). No one is allowed to speak to or see him without the permission of this officer or the Fort's *new* Commander. Neither the characters nor Colonel Hackett are permitted to communicate with him. Even Major Stechan (if he is still alive) cannot get access. This should get the characters thinking that something is wrong and perhaps doing a little investigation on their own.

Zhu's Departure

The morning after Barreau's arrest, General Zhu prepares to leave on a "morale raising tour" of the outlying bases. The player characters might find it strange that the Sector's Supreme Commander is just going to wander off around the Quadrant when there are obviously important matters to settle. The Fort is abuzz with speculation. Is Barreau to be court martialled? Has he even been charged with specific crimes? Does General Zhu have an ulterior motive for his arrest? Why is he leaving on a tour during this controversy? And so on.

In any case, at 9 a.m., General Zhu climbs into the pilot's seat of a Gladiator Destroid and stomps out of the Fort with an escort of four other mecha. His itinerary is a secret, but devious characters might manage to track him or find his route on the base's computer. He spends that day touring small bases west of Niamey and spends the night at a radio relay station 150 miles (241 km) away.

After General Zhu's departure, it is business as usual at the Fort. The player characters have patrols to make (G.M.s might want to run an encounter or two from the "Adventures at Niamey" section), but should also have the opportunity to make some investigations, talk over recent events and to plot strategies amongst themselves.

Two days later, they are assigned to a routine sweep patrol of the area between Niamey and Lagos. While on patrol they are warned that General Zhu will be travelling through the area that afternoon, so they are to be extra-vigilant. Towards the end of the sweep and as night begins to fall, they receive an urgent radio transmission. A Cat's-Eye recon plane reports a large force of unidentified, non-RDF mecha is moving towards a squadron of RDF mecha in their area. The characters know that there should be no other mecha in the area other than themselves and General Zhu's squad. They were also unaware that a Cat's-Eye was due to be on patrol in the region.

If challenged, the Cat's-Eye pilot can identify himself (he gives a proper code number and says that his name is Chuck Gearsen). If the characters do not investigate immediately, the Cat's-Eye radios them again, saying that missiles have now started flying between the two other groups of mecha, and urges the characters to investigate.

The Sounds of Battle

As the characters approach the battle location, they hear heavy fighting (missiles, auto cannons, etc.). There are lots of big explosions. It's just then, when the characters know for sure that they are walking into a fight, that they pick up an unexpected transmission from Niamey. The voice on the radio addresses the characters and states,

"This is Colonel Da Silva. State your position and bearing..." (The Colonel wants to know where they are and where they are heading.)

"We understand that you received a false report regarding hostile mecha in your area. Please ignore this report and continue on your patrol."

The characters can *hear* the fight and plumes of grey smoke are silhouetted in the evening sky. If any of them are airborne in Veritech or helicopters, they can actually see the battle. They can also radio the Cat's-Eye and get confirmation from it that a battle is in progress on the ground. If the characters point this out to Da Silva, he sounds embarrassed and tells them to carry on and intercept. Characters making a successful interrogation skill roll can tell from his voice that his embarrassment is a front, masking fear and anger.

Note: If the characters have already identified Da Silva as a conspirator and have had him arrested or killed, then there is someone else, such as Captain Emeka, communicating with them instead.

Engagement

The area in which the battle raged is largely rolling grassland, but with a few clumps of trees and the occasional plantation. Ground vehicles are at a range of 2000 ft (610 m) when they come into view of the site, although characters piloting ground vehicles (including mecha) may attempt to sneak closer before they are spotted. Making a successful prowling roll, characters may close to 1000 feet (305 m) and still remain unnoticed by the hostile mecha until they themselves open fire. **Note:** If the characters gave Da Silva their location and bearing, half of the unidentified mecha are already facing the direction of their approach. Da Silva simply relayed this information to General Zhu and the ambushers. Otherwise, they are facing outward in random directions; they know that the characters are coming but don't know where from. Either way, these attackers are obviously expecting them.

When the characters reach the site, they see two Excaliber Destroids with strange markings, standing guard over General Zhu's Gladiator (the General's Destroid is easily distinguished by its unique markings)! His machine is entirely undamaged, but his Destroid escorts have been destroyed and lie smoldering against the darkening sky.

There are *two* enemy Gladiators or Excalibers for every one mecha piloted by player characters! *Three* enemy mecha for every one Veritech! (e.g., if the characters have four Destroids, there are eight enemy mecha.) All are hostile and have four attacks per melee round. The four Destroids who were escorting the General are smoldering piles of slag. A fifth, presumably one of the attackers, has also been destroyed.

First Melee Round: As soon as the characters become visible to the enemy mecha, roll initiative as usual. The enemy units are expecting the characters, so all enemy vehicles wheel to face them immediately and are +2 on initiative. Note that this includes General Zhu's two Excaliber "guards." The player characters should be stunned to encounter RDF mecha as an opposing force.

The Enemy Mecha are part of the complement from the Landship, and are crewed by Africans trained in Lagos by renegade RDF mecha pilots. 50% of these machines are Gladiators, the other half are Excalibers. The enemy pilots are all 1st level (four attacks per melee round), which may give our heroes a slight edge.

The Situation: The General has apparently been captured by enemy or traitorous forces in command of RDF Destroids! The characters must rescue him. Clearly, no one appears to be guarding or restraining General Zhu's Gladiator, but the General does nothing to escape or engage in battle. He may be hurt or his Destroid is malfunctioning. Our heroes are outnumbered and must work quickly and carefully to save the General, otherwise the mecha units begin to back away toward Lagos.

Calling for RDF Reinforcements: If they try radioing for help they get no response!! Communications is temporarily out at Niamey for the next 4D4 minutes; the work of saboteurs. Da Silva will see to it that no Veritech fighters are scrambled to assist them until the enemy mecha safely reach Lagos or the Landship.

The General Attacks: If any of the player characters charge the two enemy Excalibers guarding the General's Gladiator, General Zhu leaps into action — against his would-be rescuers! He automatically has initiative due to the element of surprise and hammers them relentlessly. It becomes apparent, too late, that the General is a willing participant in this nightmare. More suspicious characters may be more cautious. In any case, the General does not attack them until he has the element of surprise or the enemy Destroids begin to falter against the attack of our heroes. Throughout the fight, General Zhu refuses to communicate with the characters by radio or any other means.

Lagos' Reinforcements: If the characters are unexpectedly successful against the unidentified Destroids, four Adventurer aircraft from the Lagos Militia join the fray and they may be followed by a pair of VF-1A Veritech Fighters with the same unusual markings as the enemy Destroids.

If the characters retreat, the enemy Destroids only pursue for a very short while before heading back to the General and Lagos. From a safe distance, our heroes may be able to follow the mecha and General Zhu back to Lagos, where the city's militia is waiting for them.

Communications back on line, Da Silva forbids the characters, or anyone else, from trying to force entry into the city.

The Outcome: Determined characters may be able to kill General Zhu. They are very, very unlikely to capture him and under most circumstances, he will successfully escape to Lagos. The player characters are likely to be overwhelmed by the superior numbers of the hostile mecha of Zhu's secret army. They are allowed to retreat if they have the good sense to do so. Otherwise their mecha are likely to be destroyed and they are left for dead. Their attackers aren't interested in prisoners, only the escape to Lagos.

The four RDF pilots who escorted the General are still alive at the battle site. When the hostile mecha have stomped off towards Lagos, they will clamber out of their wrecked Destroids and wait for rescue. The characters might be their rescuers or might be stranded along with them. The squad's leader, First Lieutenant Anna Danov (Principled, 4th Level Destroid Pilot), tells the characters what happened.

After making a number of visits to outlying bases, where General Zhu shook some hands, smiled a lot and did nothing of consequence, they were heading southeast when a group of mecha ambushed them. It was as if the ambushers knew exactly what route they would be taking. (Who set the route? General Zhu, of course.) General Zhu turned on Danov and her squad as soon as the fight began.

There is also one other Destroid pilot here, one of the hostile mecha pilots, trapped in the wreckage of his war machine and badly injured. He is a young man about seventeen years old, in a uniform that the characters have not seen before. The lad is, at best, semiconscious. He seems to be a native African and mumbles incoherently in a local dialect. He has no formal identification, but he does have the following in his pockets: a propaganda leaflet produced by the Popular Front For The Liberation of Africa (PFLA), a photograph of his parents and sister outside their shack, a candy bar and 13 credits in cash. The pilot will not recover consciousness for several days.

Characters may also investigate the wreckage of the non-RDF mecha. Clearly it is/was an RDF Gladiator. By looking at the components, serial numbers, and making a successful engineering roll, a character can tell that most of the mecha's parts were made in factories in Niamey and Lagos, but it is not listed as a unit manufactured for the RDF or stolen. Somebody has been custom-building their own Destroids! This has alarming implications.

A squadron of Veritechs eventually arrive on the scene to collect survivors and take them back to Niamey.

Investigations

On their return to the base, the characters are asked to give a full report of the incident to McMillan or Da Silva. Barreau is still held prisoner, and Major Stechan (if he survived the preceding adventure) is still making quiet investigations on his own. The characters might want to ask a few questions themselves.

Da Silva ad libs excuses and alibis; none of them very convincing. He says that he disbelieved the reports of non-RDF mecha because there were no corroborating intelligence reports of enemy mecha, especially RDF mecha(!) or renegade soldiers in the area. With communications knocked out by a saboteur and the possibility of an attack on the

base (a reasonable assumption with unidentified mecha troops in the wasteland and an attack on the communication center), he could not dispatch reinforcements any quicker than he did. Characters talking to him may get the feeling that he is lying to them, but they can't prove it (yet). He claims to sincerely regret any deaths or injuries to RDF personnel.

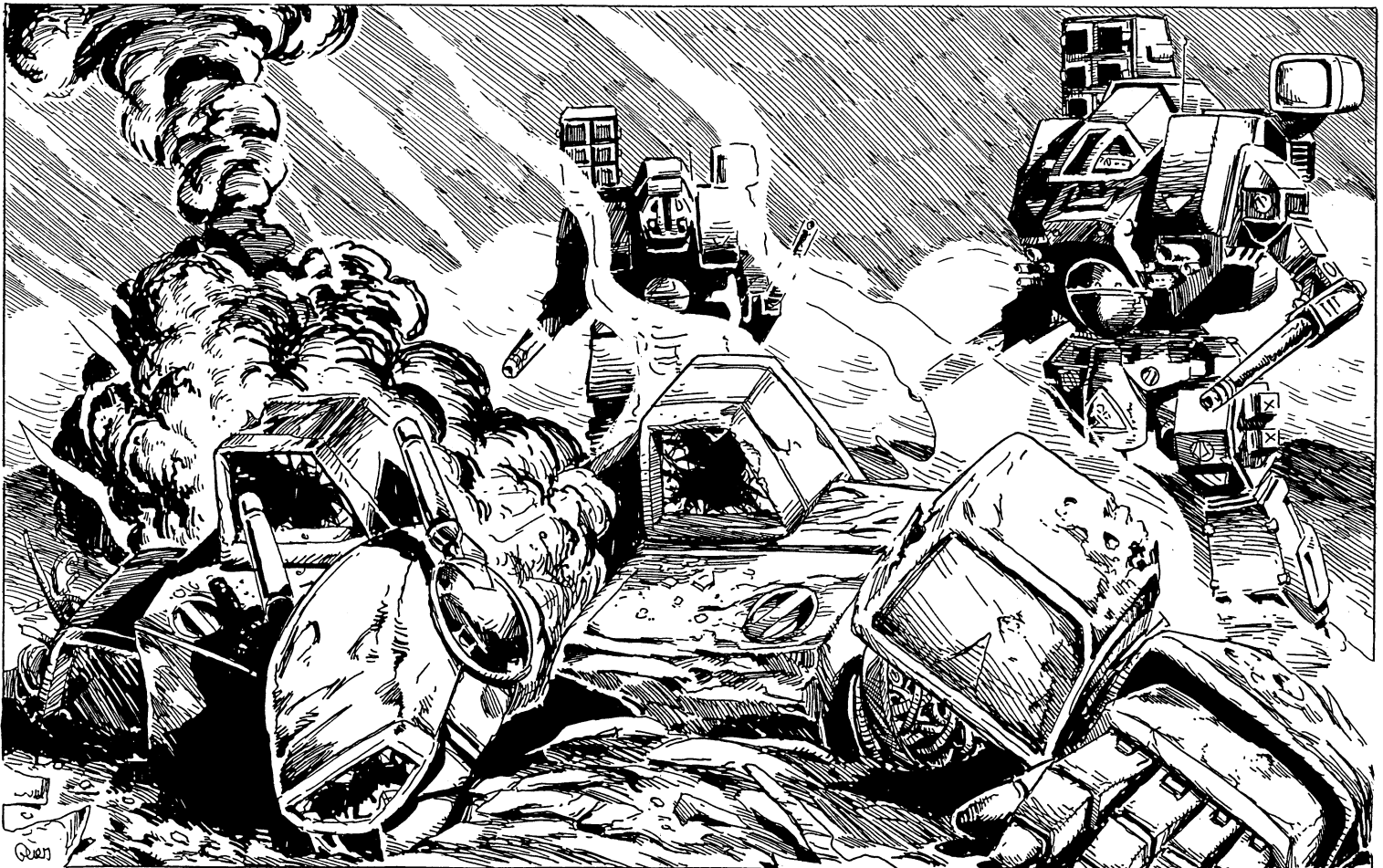
What next?

General Zhu's take-over of Africa is set to begin in two days' time. The characters are free to decide what they intend to do now! Authorities whom they may have been in contact with, including Major Stechan, Colonel Hackett, and officers at Bureau Six, Military Intelligence, or RDF High Command, give the characters a free hand at following any leads they have, to capture or kill General Zhu (ideally the former) and his conspirators and stop the coup!

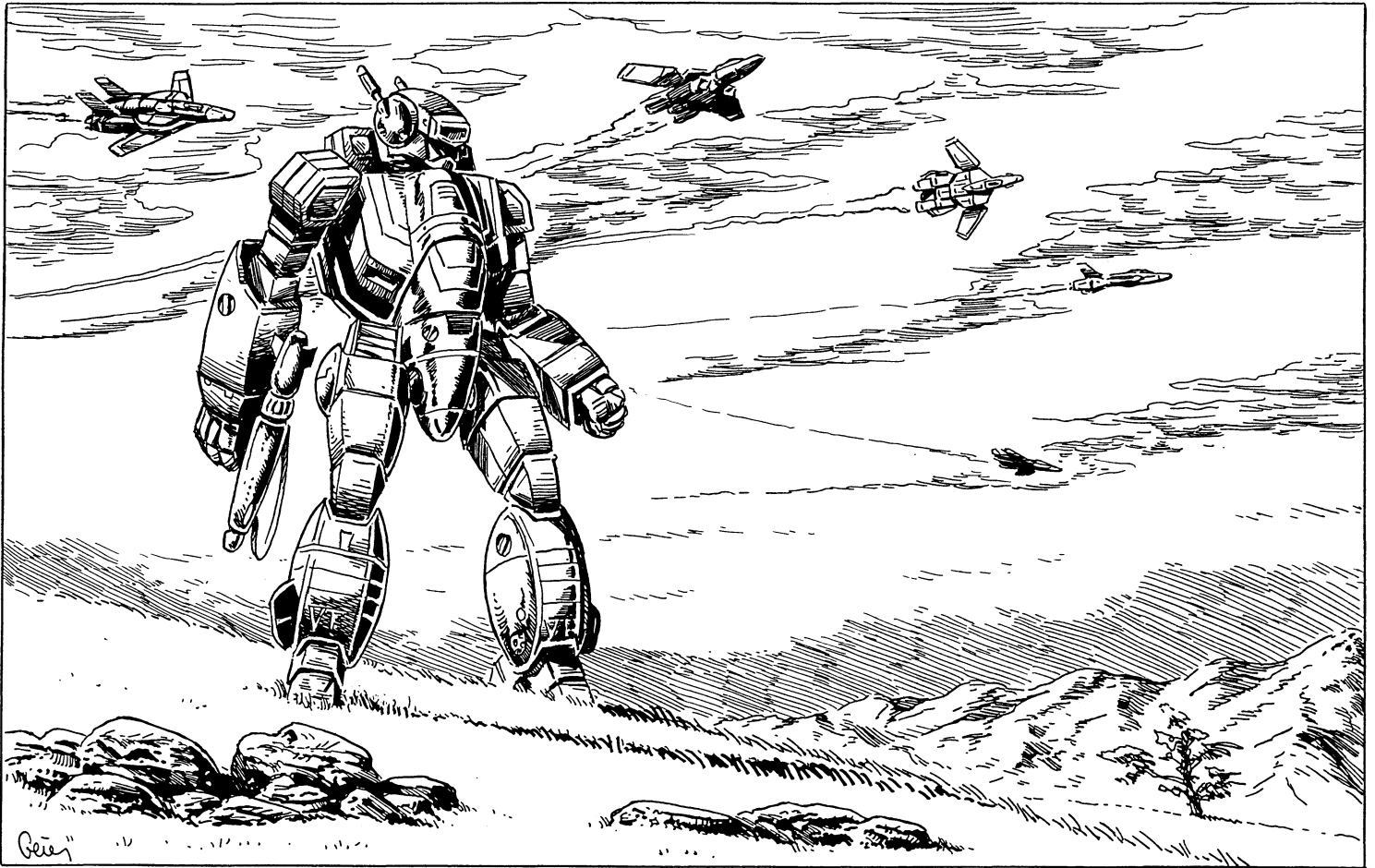
The characters have two days before the Landship is launched and the coup initiated. They may not know exactly what is going on, but they should know more than most and enough to make a difference. Major Stechan, Military Intelligence or Bureau Six can smuggle them into Lagos, mecha and all. They should have collected plenty of clues over the last several weeks or months of adventures and they still have two days to dig out the truth.

Game Master Note: Let the characters take the initiative. Don't prompt them and don't rush them. You can provide more clues, information, informers and allies, but let them carry the ball. If they can stop Zhu's conspiracy, then good for them. If they don't know enough to stop it, that's fine too; it's not their fault, Zhu is a smart foe and he's fooled just about everybody in the RDF.

They must decide where they stand. Presumably they oppose General Zhu and do everything in their power to stop him. The Sector will



be in turmoil with RDF troops defecting to follow Zhu, suspected spies and traitors being routed out within the military and from among civilian allies, civil unrest, general confusion and bedlam. The player characters must decide what to do next and try to decide who they can trust.



Fallout

Unless the player characters intervene in the two days after Zhu's defection, the General launches the Landship and begins his great assault against the Zentraedi — the first step in his plan to conquer the African Sector.

For the moment, but not for much longer, Brigadier General McMillan is still in charge, although he will disappear the moment he catches wind that he is under suspicion (he will escape and join the General at the secret army base in Lagos). Barreau will be rescued and resume command of Niamey and become the acting Supreme Commander of the Africa Sector.

If the conspirators have discovered that the characters have been working against them or know too much, they will try to have them "eliminated," because they represent the most immediate danger to the coup. Ironically, they may be captured and imprisoned at the secret tunnel base at Lagos, interrogated and/or shot as "traitors" to the new regime.

General Zhu is now in command of a huge army, combining the forces secretly raised in Lagos and over thousands of RDF troops who have chosen to follow him. After two days of preparation, he launches an attack on the Zentraedi in the northwest portion of the Congo Quadrant. He scores one victory after another, destroying one of their headquarters and over 200 Pods.

He then declares himself "Master and Lord of All Africa," and announces his intention to save the continent from the Zentraedi, the United World Government, and its own divisive squabbling. He de-

mands that all of the baronies and local governments submit to his authority. He is enraged by the Islamic Republic's *immediate* refusal! Although there is a real possibility that he could quell the entire **Disputed Zone** with his great army, he vows to first bring the Islamic Republic to heel and marches his army northwards.

Lagos: When General Zhu proclaims himself Lord of Africa, he announces that President Ogheu will be his civilian prime minister. Within hours, Ogheu is dead (a well planned, professional killing, no spur-of-the-moment act), his head beaten to a pulp by a sledgehammer. Claiming to be furious, General Zhu appoints Kegare to investigate the murder. Three days later, Kegare (who is himself the real culprit) arrests a group of Moslem activists in Lagos, tries, convicts, and executes them for the crime. Kegare is immediately appointed by Zhu as Lagos's new prime-minister and begins his reign of terror across the northern Quadrant. The city remains a vital industrial center, supplying the traitors' armies with recruits, ammunition, equipment and gasoline. Thomas Bokassa is appointed to run the city, aided by Salvatore Chihana.

The Ethiopian Free Holding: The Needleman corporation gladly sells their goods to General Zhu, but tries to avoid declaring in favor of him, since they fear he will ultimately fall from power. They accept Zhu as the ruler of Africa, without actually swearing fealty to him, hoping that this will keep both the conspirators and the UWG happy: it actually satisfies neither side.

A week after Zhu launches the Landship, the whole issue becomes irrelevant. The Free Holding's own chief of defense, renegade Major

and war criminal *Carlo Cuccia*, murders the head of the Corporation, John J. Needleman II, and seizes control of the Free Holding. He pledges his and the barony's full support to General Zhu. The heir to the business, John J. Needleman III, flees to India where he plots to get the Holding back for himself. He will put all of the Corporation's overseas assets behind anyone who can get the barony back from Carlo Cuccia.

Eliminating The United World Government: RDF troops loyal to the General rally to his side, along with his and Ogheu's secret army and mercenary hirelings. They immediately begin arresting UWG bureaucrats as soon as the General announces himself "Master and Lord of All Africa."

In Lagos, Governor Vagras goes into hiding, and, if the player characters impressed her when they met previously, she may turn to them for help.

Throughout northern Africa, these officials are replaced by Ogheu's and (later) Kegare's appointees, usually local businessmen. The UWG officials are either beaten, interrogated and deported or executed. A few Governors and senior officials are kept as hostages.

The southern Quadrant is simply too far from Lagos and Zhu's army for the conspirators there to impose their will over the area. Some areas take the opportunity to declare themselves independent of the UWG, but the Southern Cross, RDF troops, and loyal local militias soon secure the release of UWG bureaucrats and ensure the safety of the Quadrant under the continued guidance of the UWG.

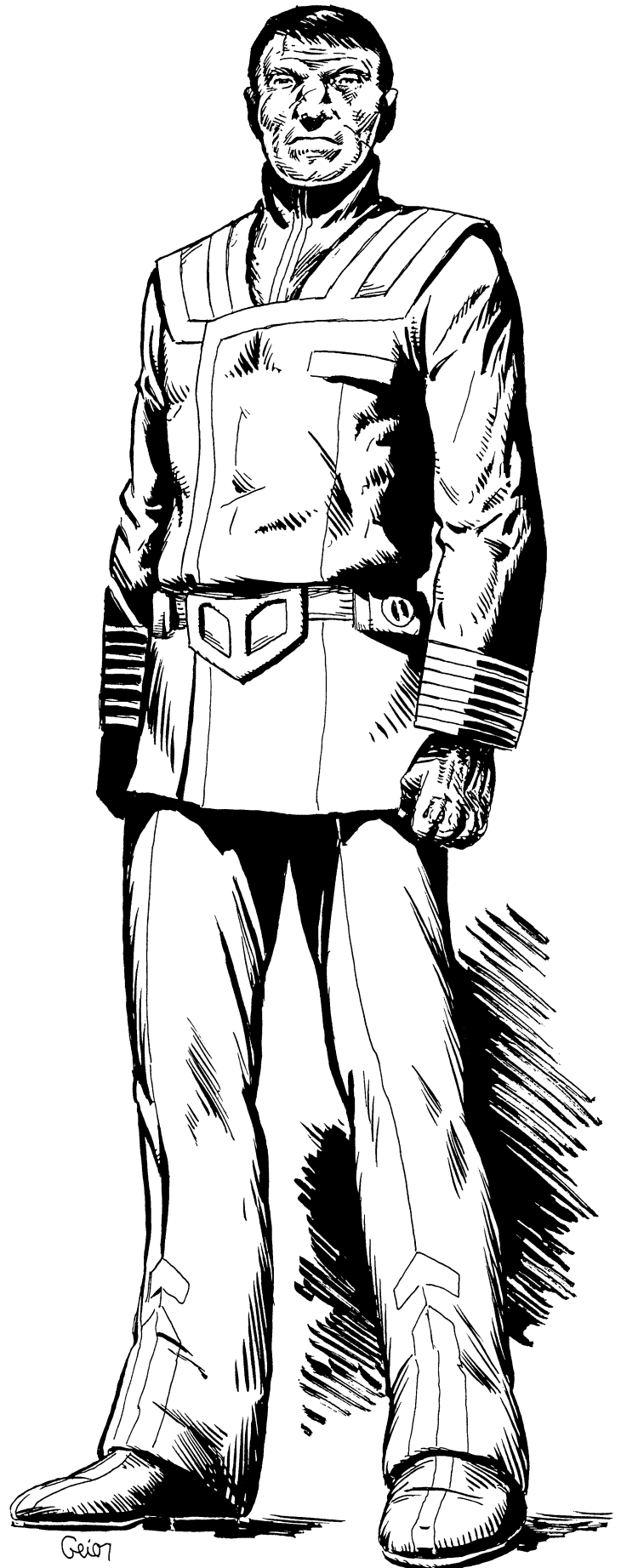
Colonel Bakri: When General Zhu launches his Landship and attacks the Zentraedi, Colonel Bakri is in full support. He is ordered to make a diversionary attack on the Zentraedi south flank, which he dutifully does. As soon as the General declares himself *Lord of Africa*, however, Colonel Bakri stops responding to messages from General Zhu, withdraws his troops, returns to Fort Victoria, and turns to the RDF High Command for further orders. He and many others remain loyal to the United World Government.

Outraged by Bakri's defiance, General Zhu sends forces to attack **Fort Victoria**. The fort is badly weakened by the protracted war and without supplies from Lagos, it falls within a month. By some cruel twist of fate, Colonel Bakri is one of the sole survivors. After his heroic defense of the Fort, he is finally promoted to Brigadier General, but commits suicide the following day.

Major General Meza: When General Zhu defeats the Zentraedi and declares himself Lord of Africa, Lucrecia Meza is in a quandary, unsure whether or not to swear allegiance to him. When he turns his army against the Islamic Republic, he orders her to invade the barony from the east. She establishes beachheads on the east coast of the Republic's wastes and hurriedly confers with the RDF high command, the Southern Cross, and Colonel Bakri. Convinced that no one else will support Zhu, she uses her beachheads to supply arms, ammunition, advisors and medical supplies to the Islamic Republic - while General Zhu still believes that she is loyal to him until he captures RDF Paramedics who are helping the Moslems on her orders.

Why she supplies arms and assistance is hotly disputed. Some say that she does so because she opposes Zhu's ambitions. Others point out that the Republic repays her with generous kickbacks. Most likely, her motives are a combination of principle and self-interest. While she cannot stop Zhu from conquering the barony, she does manage to establish links with terrorist and religious groups in the area, which could be exploited by the RDF or World Government in the future.

The war against the Moslem barony is much harder than the General has imagined. As they put up a valiant fight, officers like Colonel Bakri and Major General Meza betray him and he receives no aid from the Red Sea Fort. The multitude of RDF supporters he had anticipated to come rushing to join his army are dramatically less than he had imagined. By the time he has conquered the Islamic Republic, his army has suffered heavy casualties and a large number of his troops must be left there to quell constant uprisings and terrorist attacks.



The conquest of Niamey: With its important industrial complexes and supply centers, Niamey is the General's next target. He will win this battle and lay claim to the city within three days! However, a third of the factories are destroyed, including all the mecha and munitions factories; many sabotaged, rather than allowed to fall into his hands. The loyal RDF troops abandon the city after a brief skirmish to regroup at other strategic positions. Casualties are light on both sides. General Zhu publicly declares the capture of Niamey as a great victory, but in reality it is a hollow one.

Other Disappointments: The southern half of the Africa Sector refuses to acknowledge him. *RDF High Command* condemns him as a madman and traitor to the RDF, the UWG and world peace. The remaining RDF and Southern Cross forces are quickly mobilized to secure positions against him and begin to launch offensives on other fronts that are taking its toll. Rumor has it that troops led by the famous Max Sterling will be arriving within the month from the South American Sector to join the battle.

The General's foreign supporters are discouraged by the lack of support and progress. They are slow to offer assistance and three months after the launch of the coup, they have yet to acknowledge him in any way. In fact, his supporters in the Manchurian Quadrant begin to destroy documents that might link them to this "madman." The General's further campaigns against the Zentraedi meet with limited success, as they have reorganized, made temporary alliances amongst themselves and are better prepared for his attacks.

General Zhu becomes increasingly frustrated, erratic and paranoid, convinced that his underlings plot to murder or overthrow him.

The Southern Cross

The Southern Cross stand firm against the General and his army. They refuse to bow to his threats and commands and do whatever they can to support the United World Government and defend the Sector. Unfortunately, their numbers are small and inexperienced, so they are a negligible force north of the Congo Quadrant.

Fort Victoria falls, more and more Southern Cross mecha are poured into the Quadrant. Their makeshift base becomes the center of Zentraedi resistance in the south and Zhu's forces to the north. In time, after Zhu's exhausted army is finally conquered (it may take years, but it will happen), they relocate to the old RDF base at Niamey and become responsible for the safety of the entire Sector.

The E.B.S.I.S.

The E.B.S.I.S. takes no direct action against Zhu's conspiracy. However, they do try to protect and aid the Islamic Republic. When the Republic falls, they evacuate their base at Aswan and leave the continent. Their spies and agents remain active, and they continue to aid the Moslem terrorists and rebels who resist the General's forces. They will also help anyone else who supports the Moslem rebels and the defense of the Sector (perhaps including support of the player characters' efforts against Zhu).

Zimbabwe

The New Empire of Greater Zimbabwe dithers. It does not respond to Zhu's demand for fealty and as he slowly crushes the Islamic Republic, it sits nervously. Its Board could be persuaded to give surreptitious aid to the Republic, but too costly and nothing so blatant as to anger Zhu.

When Zhu has subjugated the Islamic Republic, he turns on them. They agree to pay taxes to the World Government if the RDF will send troops to defend them. The UWG agrees and mecha from the Red Sea Fort move in to protect the Empire with additional troops from the recent arrival of a *Prometheus Class CVS Submersible Aircraft Carrier*. Zhu dares not attack, but leaves a sizable force near the Zimbabwe Em-

pire to keep the RDF forces divided, but in so doing, divides his own dwindling forces. By this point, eight months have passed since the launch of the coup.

Further Adventures

After General Zhu launches his Landship and begins his wars (assuming that the characters have not already prevented this), there are still plenty of possibilities for adventures.

Mecha combat becomes increasingly desperate in the south of the Sector and characters who have fled from Zhu's regime would certainly be welcomed at Fort Victoria.

Intrigue continues with numerous assassinations, terrorist attacks, spying, the search and ousting of traitors and secret agents. The player characters (perhaps with the help of Bureau Six or Military Intelligence) may be placed in charge of many of these investigations and routings, considering they caught wind of the General's plot long before anyone else (they may be considered "experts" and "special agents" with a great many friends and connections among the loyalists within the RDF, UWG and other factions). They may also be assigned as "advisors," attaches or protectors of high ranking UWG/RDF and civilian officials, spies, and witnesses.

The characters might fight for the defense of the Islamic Republic (and even die in a blaze of glory, if they accompany Sayad Abd-Allah on his insane raid on the Landship).

They may be assigned to hunt down and eliminate McMillan, Kegare and other traitors and mass murderers.

UWG bureaucrats, civilian leaders and loyal RDF officers are held prisoner or hostage in northern Africa and the player characters may be sent to their rescue. Likewise, the retrieval of vital data and reconnaissance behind enemy lines will be necessary. Any would-be defectors with their own schemes may draw the characters into more adventure. And of course, the Zentraedi and power hungry militants will launch their own campaigns of terror.

The General's bid for power, military campaigns and the other events he has set into motion can have repercussions that will last for years. The possibilities are limited only by the depths of your imagination. Plumb those depths and enjoy.

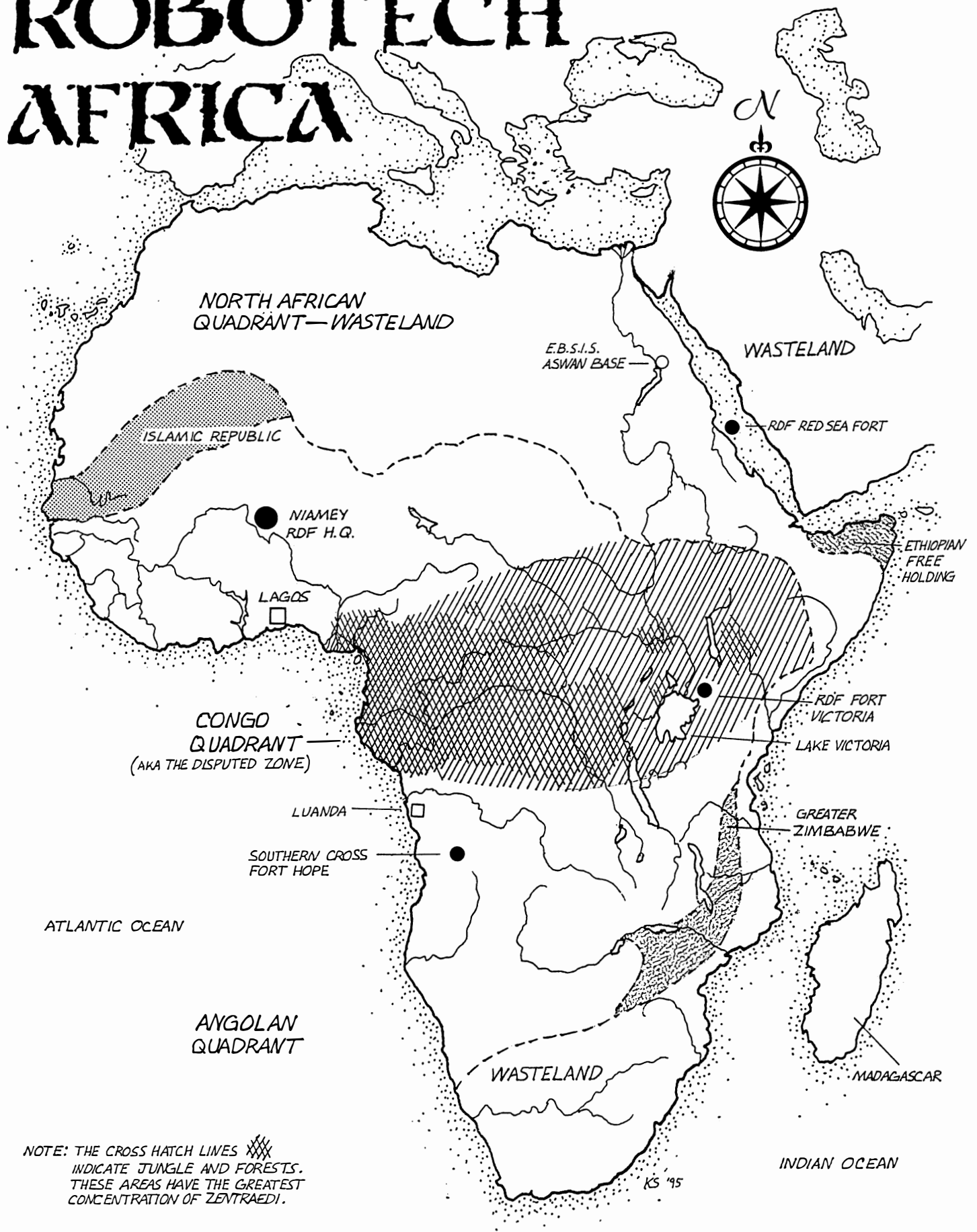
Rewarding the Characters


The characters do not have to receive "fair" reward for their troubles. Who is to say what's fair? They may be overlooked or forgotten in the years of conflict and anarchy to follow. Besides, their reward is the satisfaction of saving lives, defending the world against tyrants and madmen like General Zhu and protecting the innocent. If they uncover, thwart or hamper General Zhu's plots they have done the World Government and the military a great service, and their leaders will eventually recognize and reward them in some way.

Characters who serve the RDF well, may be promoted or rewarded with medals, personal congratulations from the High Command, given special autonomy, provided with a generous period of Rest and Relaxation, or choice of new assignments or transfers to the post of their choice. How would the highest ranking character like to be put in command of his own base? Or to join the personal staff of the Sector's New Commander. They may also have earned the respect and friendship of other influential people in Bureau Six, the United World Government, or independent nations and civilians. Game Masters should reward the characters as they see fit, but remember, even if they thwarted General Zhu, they were only doing their duty, so the RDF doesn't feel too indebted to them.

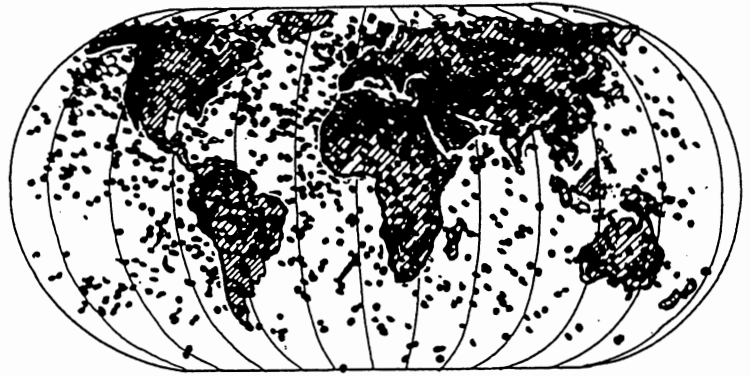
Characters who join up with General Zhu will be punished. If they do not die in combat, they will eventually be hunted fugitives. Eventually, most of the surviving conspirators, leading henchmen and RDF traitors are captured, court martialled and subsequently shot or imprisoned for life. Lesser officers who collaborated are stripped of rank and dishonorably discharged.

ROBOTTECH[®] AFRICA

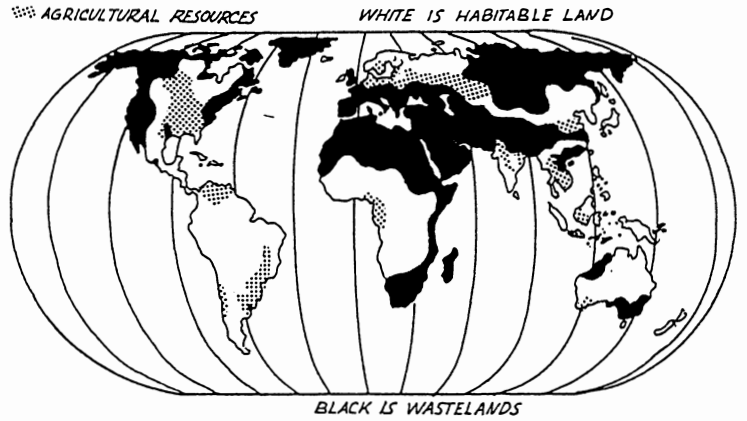


NOTE: THE CROSS HATCH LINES  INDICATE JUNGLE AND FORESTS. THESE AREAS HAVE THE GREATEST CONCENTRATION OF ZENTRAEDI.

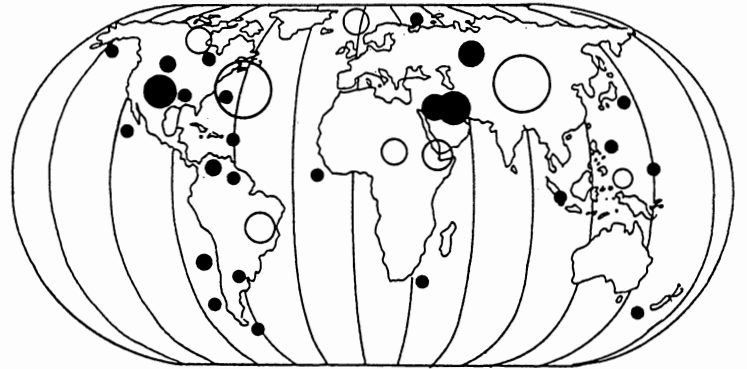
PRE-INVASION AFRICA



STRIKE ZONE OF THE ZENTRAEDI PLANETARY ATTACK. 70.4% GLOBAL DESTRUCTION.



● KNOWN OIL RESOURCES



○ KNOWN NATURAL GAS RESOURCES



KNOWN AREAS OF ZENTRAEDI ACTIVITY.

AREAS OF CONCENTRATED ZENTRAEDI ACTIVITY AND AGGRESSION.

Appendix:

Index & Summary of People

Whenever you come across a name in the text that you aren't sure about, just look it up in this appendix.

The politics of the African Sector can get complicated and at times confusing. This complexity is one of the things that makes a campaign in the Sector so interesting, but it can be daunting, too. So to give the reader (and especially the Game Master) a hand, we have included this index of prominent people, giving a brief "Who's Who" of the Sector's politicians, military leaders, power-brokers, and anyone else who might be useful to the characters.

The first page reference indicates where the character's full or primary descriptions can be found in this book. Additional page numbers and headings may be indicated for quick location of pertinent secondary data.

An Alphabetical List Characters of Note

- Abacha, Nafuna — City Minister:** The bloody thirsty Minister of Security in the city of Lagos. Page 61.
- Abd-Allah, Sayad:** Founder of the Islamic Republic and commander of its armed forces. See body of text, page 21.
- Abiola, Gani:** Charity worker, based in Lagos, respected by everyone except for the local government. Page 64.
- al-Massari, Zuhayr:** A Moslem preacher and a powerful political figure in the Islamic African People's Republic. Page 21.
- Amstrom, Eric — Lieutenant Colonel.** Cowardly second-in-command of Fort Victoria. Page 34.
- Arsenic, Doctor:** Real name, *Gerhardt Senn*; a greedy smuggler and black-marketeer in the city of Lagos. Page 62.
- Aziz, Nayef — Corporal:** Leader of the Moslems within the Red Sea Fort, loyal to the RDF. Page 39
- Bakri, Khalid — Colonel:** Tactless but heroic commander of RDF Fort Victoria. A potential ally of the player characters. Page 33.
- Barreau, Laurent — Lieutenant General.** Loyal commander of Fort Niamey, page 56 and *Adventure 5: The Changing of the Guard*, page 98.
- Banzer, Luis — Lieutenant:** Suave but shallow head of scientific research in the Red Sea Fort. Page 38.
- Basse, Nicole — Sergeant:** Reluctant E.B.S.I.S. agent in Fort Niamey. Page 57.
- Beye, Joaquim:** A friendly, but desperate refugee from the *Lastheart Camp*, who is willing to act as the player character's guide. Can become a long-term NPC. See *Adventure 4: Strange Escort*, page 93.
- Bizimungu, Sentwaki:** Petty gangster in Lagos, who may become an ally (for the right price) or enemy of the player characters. Page 65.
- Blanco, Jela:** Streetwise kid and an ideal guide to the *City of Lagos*. Page 64.
- Bosomptra, Matthew:** A typical *Ashati Nomad*. Page 24
- Bokassa, Thomas — City Minister:** Xenophobic Minister for Defense in the *City of Lagos*. Page 60.
- Bureau Six: Beant Kashimiri:** Current head of Bureau Six. Page 18.
- Bureau Six: Cassandra "Cassie" Blakemore:** A typical Bureau six officer and a potential NPC ally of (or spy against) the player characters. Page 18.
- Bureau Six: Maduabuchi Abiola:** A typical civilian agent and NPC. No relations to Gani Abiola. Page 18.
- Captain, The:** The mysterious leader of *The Lost* and an enemy of *Sani Kegare* (qv.). He and his rebel gang may become temporary allies or friends with the player characters. Page 27
- Carnot, Jean:** Leader of Catholic fundamentalists within Fort Victoria, loyal to Father Shola (qv.). Page 34.
- Chihana, Salvatore — City Minister:** The brutal Minister for Public Health in the *City of Lagos*. He is a potential ally against Sani Kegare (qv.). Page 61.
- Connor, Niall — Sergeant:** An assassin sent by McMillan to kill Major Stechan (qv.) in *Adventure 4: Strange Escort*, page 89.
- Crengash:** A Zentraedi warlord, encountered (and possibly killed or hired) by the player characters in *Adventure 4: Strange Escort*, page 96 (Zentraedi Attack).
- Cuccia, Carlo:** The diabolical commander of the Ethiopian Free Holding's armed forces, responsible for the barony's defense and the brutalization of its slaves. Page
- Da Silva, Henrique — Colonel:** The head of strategic planning and operations at Fort Niamey, and one of Zhu's chief conspirators. Page 54.
- Emeka, Neka — Captain:** Neka Emeka is a captain in the RDF Military Intelligence, and one of Zhu's conspirators. Page 55.
- Geertz, Markus:** Senior official of the UWG. Page 17

Hackett, Winsley — Colonel: Loyal Sector chief of Military Intelligence and RDF Military Police. Page 56.

Henisch, Martina — Colonel: Commander/administrator in charge of the construction of the Southern Cross Fort in the Angolan Quadrant. Page 42.

Heym, Alexia — Major: Second in command of the E.B.S.I.S. base at Aswan and head of the E.B.S.I.S. intelligence network in Africa. Page 29.

Ivanych, Androv — Private: Would-be defector from the E.B.S.I.S. base at Aswan. Page 29.

Kashmiri, Beant: Sector Chief of Bureau Six, stationed in Scandinavia. Page 18.

Kegare, Sani: A central character in General Zhu's conspiracy plot! He is a murderous power-monger, assassin and criminal from Lagos, supposedly faithful to President Ogheu (qv.), but actually serves General Zhu (qv.). He is responsible for the secrecy of the underground factories and secret armies in Lagos, and head of the Popular Front for the Liberation of Africa (PFLA). After the second adventure, he also becomes Minister for Security in the city. Page 63; also see *The P.F.L.A.*, page 63, *Adventure 2: While on Patrol*, page 78, and *Adventure 3: Besieged*, page 81.

Kentaro, Tanuma — Captain: The, by-the-book computer expert at Niamey HQ. Page 56

Kolesnikov, Viktor — Colonel: Ambivalent commander of the E.B.S.I.S. base at Aswan. Page 29.

Lindberg, Deanna — Master Sergeant: Quartermaster at the Red Sea Fort and ally of Major General Meza (qv.). Page 38.

Lwen, Zhu — General: RDF General and commander of the defenses in the African Sector. He is the leader of the conspiracy to overthrow the United World Government. Page 53; also see *The Traitor's Plan*, pages 8-10, *The Landship*, pages 10-12, *Hints of a Conspiracy (Fort Niamey)*, page 45-48, *Adventures at Niamey*, pages 48-50, and *Part 5: The Changing of the Guard*, page 98.

Marium, Pius — Captain of the Zimbabwean Army: Corrupt opportunist. Page 23.

McMillan, Lester — Brigadier General: Aide to General Zhu, and one of his fellow conspirators. Page 53; also see *The Traitor's Plan*, pages 8-10.

Meza, Lucrecia — Lieutenant General: Corrupt but efficient commander of the Red Sea Fort. Page 38; also see *Adventure 4: Strange Escort*, page 91.

Navarrete, Lucio — Major: No-nonsense military supreme commander at the Southern Cross Fort Hope. Page 43

Needleman II, John J: Villainous owner and President-for-Life of the Ethiopian Free Holding. See the body of text, page 20.

Needleman III, John J: The spoiled and villainous son and heir of John J Needleman II. Page 20

Ogheu, Samuel — President of Lagos: Despotic ruler of the City of Lagos, and one of Zhu's senior conspirators. Page 58; also see *Adventure 3: Besieged*, page 81, *Part 5: The Changing of the Guard*, page 98.

Pauling, Sandra — Sergeant: A potentially helpful NPC in *Adventure 4: Strange Escort*, page 90.

Ramhe, Deka: African nationalist and RDF Destroid pilot, stationed at Fort Victoria. Page 34.

Semanski, Leon — Corporal: E.B.S.I.S. infantryman and racketeer, based at Aswan. Page 29.

Shagari, Sani — City Minister: Conservative Minister for the Environment in the city of Lagos. Page 60

Shankun, Jiang: Leading supporter of General Zhu (qv.) in the Manchuria Quadrant. Mentioned in *Adventure 4: Strange Escort*, Page 88, and *Adventure 5: The Changing of the Guard*, page 98.

Shola, Peter — Father/Priest: The charismatic leader of *The Community of Saint Paul the Apostle* in the Angolan Quadrant. Page 25.

Stechan, Reinhard — Major: RDF Military Intelligence trouble-shooter, who arrives in Africa to investigate General Zhu (qv.). *Adventure 4: Strange Escort*, page 91.

Steinbrenner, Joe — Lieutenant: RDF infantry officer responsible for the security of the UWG building in Lagos. *Adventure 3: Besieged*, page 83 (*Building Security*).

Turner, Brad — Sergeant: Brutal RDF infantryman controlling a small criminal empire within Fort Niamey. Page 57

Uwa, Mabuabuchi — City Minister: Minister of Economics in the city of Lagos (dies in the third adventure). Page 60.

Vagras, Francesca — Governor (Lagos): The United World Government's committed representative in Lagos. Page 62; she is also featured in *Adventure 3: Besieged*, Page 81.

Willard, Beth: Mercenary pilot/driver, working for Kegare (qv.) in Lagos. Page 64.

General Zhu Lwen. RDF General and commander of the Sector's defenses, also the leader of the conspiracy to overthrow the United World Government. Page 53; also see *The Traitor's Plan*, pages 8-10, *The Landship*, pages 10-12, *Hints of a Conspiracy (Fort Niamey)*, page 45-48, *Adventures at Niamey*, pages 48-50, and *Part 5: The Changing of the Guard*, page 98.

Missile Log

Vehicle Type: _____

Pilot: _____

Missile Type	Total No.	SHORTRANGEMISSILES																							
High Explosive (L)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
High Explosive (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Fragmentation (L)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Armor Piercing (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Plasma/Napalm (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Tear Gas		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Knock-Out Gas		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Smoke		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Fire Retardant		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Additional Load		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Notes																									

Missile Type	Total No.	MEDIUMRANGEMISSILES																							
High Explosive (L)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
High Explosive (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Heavy Explosive (H)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Fragmentation (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Armor Piercing (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Plasma/Heat (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Multi-Warhead		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Smoke		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Additional Load		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Notes																									

Missile Type	Total No.	LONGRANGEMISSILES																							
High Explosive (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
High Explosive (H)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Fragmentation (H)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Armor Piercing (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Plasma/Heat (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Plasma/Heat (H)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Proton Torpedo (H)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Reflex (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Reflex (H)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Reflex Multi-Warhead		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Additional Load		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Notes																									

Other :

The Rifter® Subscription

The Rifter® is your doorway to unlimited imagination and numerous Palladium role-playing worlds. It offers new heroes, powers, weapons, magic and adventure for your games. It presents new villains, monsters and dangers to battle, and new ideas to consider.

It helps you unlock your imagination by showing you what gamers, just like *you*, have created. That's right, many of the articles and source material are written by ordinary gamers and fans like *you*. Other articles are by freelance writers and staff.

The Rifter® is made for you, our fans. Each issue presents unofficial (and sometimes official) source material, adventures, characters, monsters, villains, powers, weapons, equipment, ideas and fiction for **Rifts®**, **Chaos Earth®**, **Splicers®**, **Beyond the Supernatural™**, **Heroes Unlimited™**, **Ninjas & Superspies™**, **Palladium Fantasy RPG®**, **Nightbane®**, and/or any variety of other Palladium games and world settings. It's also a place where we test new ideas, and showcase new games, like *Dead Reign®* and the upcoming *Mechanoids® Space*.

It is also a way to get the latest news, coming attractions, and sneak previews of upcoming Palladium products, events and secret projects.

Sourcebook

As a **sourcebook**, each issue of **The Rifter®** presents optional and/or official source material for a variety of Palladium's role-playing settings – **Rifts®**, **Phase World®**, **Palladium Fantasy RPG®**, **Heroes Unlimited™**, **Nightbane®**, **Beyond the Supernatural™**, and other titles such as **After the Bomb®**, **Ninjas & Superspies™**, **Rifts® Chaos Earth®**, **Splicers®**, and others. Every issue includes material for 3-6 different Palladium RPG lines.

Magazine

As a **magazine**, each issue includes the latest news and goings on at Palladium Books, information on new product, our schedule of releases, convention appearances, special offers, and even sneak previews and extra “official” material for new Palladium games or sourcebooks.

Talent Show

The Rifter is unlike anything on the market because it is a way for *you*, the fan, the unpublished writer and hopeful young artist to get published and break into the industry.

No other game company does that, so take advantage of the opportunity to see *your* work and *your* name in print! You'll get a small payment (about \$10 per printed page of text), four free copies of the issue your work appears in, and bragging rights to all your friends. Best of all, you get to share your ideas with thousands of other Palladium gamers.

Think it can't happen to you? Think again. Many of Palladium's artists and writers got started in **The Rifter®**, including *Apollo Okamura*, *Brian Manning*, *Mike Mumah*, *Carl Gleba*, *Todd Yoho*, *Brandon Aten*, *Taylor White*, *Jason Richards*, and *many others*.

Palladium is always looking for written material for **Rifts®**, **Chaos Earth®**, **Beyond the Supernatural™**, **Nightbane®**, **Palladium Fantasy RPG®**, **Heroes Unlimited™**, **Ninjas & Superspies™**, **After the Bomb®**, and all our game lines. We'd also like to see cartoons and comic strips.

Send your “article/source material” (5-30 pages) or art samples (photocopies, never original art), to *The Rifter® Submissions Dept*, 39074 Webb Court, Westland, MI 48185.

Subscribe Today

Lock in the current price and discount

The price of **The Rifter®** is \$13.95 retail (a steal for 96 pages of RPG source material and adventures), but a subscription saves you even more money, and you have the convenience of delivery right to your door. All prices are in U.S. dollars.

- **\$39.80 – that's only \$9.95 each**, a savings of \$16, and Palladium picks up the shipping cost. **Note:** This rate is *limited* to subscribers in the USA only.
- **\$61.80 – Canada.** Our apologies, but Palladium Books can no longer cover the increased cost of postage to other countries. We hope you understand.
- **\$75.80 – Overseas:** Overseas subscriptions *are* charged an additional fee for overseas shipping costs. Sorry. We are only passing along the additional postage costs, but it is hefty. Our apologies.
- **Free Shipping anywhere in the USA.**
- **Great Savings.**
- **A Megaverse® of adventure and fun.**
- **How to order.** *Send mail orders* with a check or money order payable to *Palladium Books* (for *\$39.80 in the USA*) to:

Palladium Books®

39074 Webb Court

Westland, MI 48185

Credit Card Orders: Can be made on our web site (www.palladiumbooks.com) or by telephone 734-271-2903 (this is an order line *only*).

Check or Money Orders: Send them to the address above with a note indicating which issue number you want your subscription to start.

Please indicate what issue number you'd like your subscription to start (i.e., last issue, current issue, next issue, or when your current subscription ends).

This offer is good till December 31, 2017.

© Copyright 2012 Palladium Books Inc.

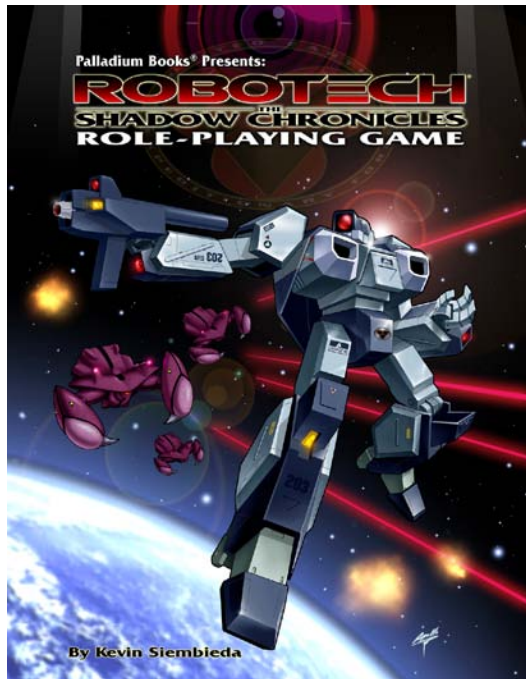
www.palladiumbooks.com

Robotech® RPG

Based on the animated TV series that has thrilled generations

The Robotech® RPG and sourcebooks in this series are ALL completely new and rewritten. They are NOT reprints of the Robotech® titles from the 1980s and 1990s. Each contains new rules, stats, descriptions, characters, and a wealth of new information!

Based on the fan-favorite television show, the Robotech® RPG enables players to experience adventures in any or all eras and generations of the Robotech® saga. Fast character creation and anime action.



Robotech®: The Shadow Chronicles® Hardcover RPG

The core rule book, it contains everything you need to play except imagination, dice and friends. Newcomers to the Robotech® saga will be able to quickly understand and play the game without ever having seen the television series.

The Shadow Chronicles® RPG presents the forces of the United Earth Expeditionary Force (UEEF) and its combat mecha, including Veritech Fighters, Alphas, Betas, Cyclones, and more. The enemy is the Invid and the traitorous Haydonites. Based on the popular Robotech® television series. Illustrated throughout.

- Core rule book, Invid and Shadow Chronicles space setting.
- Haydonites, the Wraith, Infiltrator and spaceships.
- 8 Invid mecha, plus the Invid Carrier.
- 16 UEEF mecha, including the Bioroid Interceptor, Condor, Alphas, Betas, Super Cyclone, Silverback, and more.
- UEEF weapons, Synchro Cannon, vehicles, spaceships and gear.
- Space combat rules, missiles and more.

- O.C.C.s include the Battloid Ace, Veritech Fighter Pilot, Military Specialist, and others. Five core UEEF character classes and 25 MOS skill packages for a wide range of diversity.
- Character creation takes 15 minutes or less with Quick Roll tables.
- A complete Role-Playing Game. 8½ x 11 hardcover, “core rules.” Compatible with other Palladium Books Mega-Damage settings like Rifts®.
- \$30.95 – 224 pages. Cat. No. 550HC.



Robotech®: The Shadow Chronicles® RPG – Pocket-Sized Manga Edition

The same Robotech® RPG core rules as above (minus space combat rules and Haydonite spacecraft) in a smaller, “Manga Edition” size; 336 pages, 5 x 7½ inch portable book.

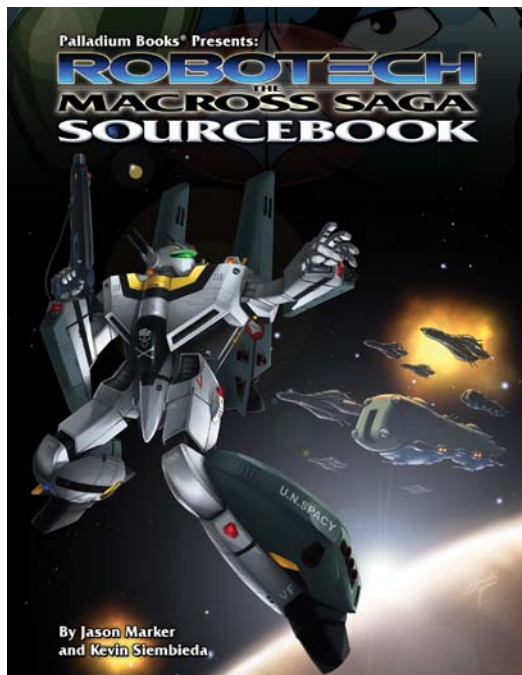
- Fast playing RPG rules. Mega-Damage setting.
- Complete stand-alone RPG.
- Manga size – 5 x 7½ inches – for easy portability.
- \$16.95 – 336 pages. Cat. No. 550.

Robotech®: The Macross® Saga Sourcebook

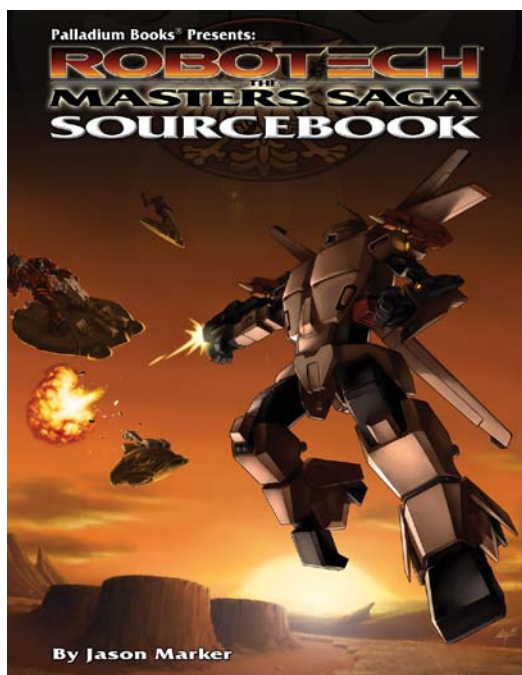
All your favorite iconic mecha and world setting. The Macross® Saga Sourcebook is a treasure trove of the mecha, Valkyries, Destroids, ground vehicles, aircraft, spacecraft, weapons, Zentraedi aliens, Zentraedi mecha, heroes, villains, action and story that made Robotech® famous.

The story of Macross is one of courage and survival against impossible odds, when an alien invader threatens the survival of all life on Earth. However, Earth’s defenders are far more ready for the Zentraedi alien invaders than they know. Epic adventure. Giant transformable robots. Sacrifice and heroics.

- The famous Valkyrie Veritech Fighters.
- Destroids – giant combat robots that are walking tanks.
- 14 aircraft and aerospace vehicles.
- 13 ground vehicles, plus weapons and equipment.
- 7 Zentraedi mecha, plus Fighter Pod, Recovery Pod, Soldiers, Shuttle and select spacecraft.



- The Zentraedi: Giant clone warriors and their culture.
- Quick Roll Tables for Macross characters.
- Ordinary People O.C.C., new skills and more.
- Notable anime characters statted out as NPCs.
- \$16.95 – 128 pages. Cat. No. 551. 8½ x 11 inch size.



Robotech®: The Masters Saga™ Sourcebook

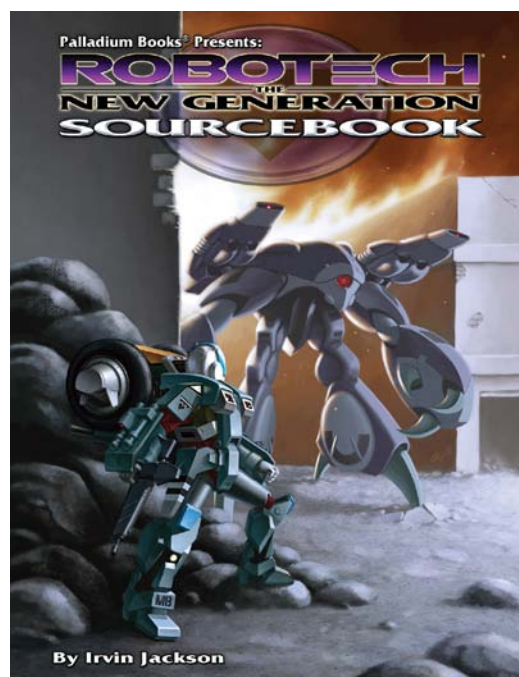
Never before revealed mecha, power armor, robots, gear and information, all statted out and described. **The Masters Saga™** captures the *Second Robotech War* with never before seen comprehensive details about the mecha, armor, weapons and gear of the 15 divisions of the Army of the Southern Cross (ASC), who battle the new alien threat of the *Robotech Masters*.

The Masters are the visionaries behind Robotechnology and Protoculture. Creators of the giant Zentraedi warriors and the

masters of a crumbling galactic empire won through war and conquest.

Adventures can start in the jungles of South America, where the fledgling ASC and the UEDF battled Zentraedi Malcontents, UEG separatists, rebels and terrorists before the UEEF blasted into outer space; or play during the years of Global Reconstruction. Or start your game the day the Robotech Masters appear and the Second Robotech War begins. Or even play the days between the Masters' defeat and the arrival of the Invid, as well as the years of Invid occupation as your ASC heroes try to rescue survivors and establish resistance groups to battle the Invid until the UEEF fleets return!

- The Army of the Southern Cross™ – all 15 branches.
- Veritech Hover Tanks, AJAX, Logan and more.
- 4 ASC Battlroids plus the Golem robot.
- 6 suits of ASC Powered Armor – never before seen.
- Many vehicles, body armor, jump packs and weapons.
- 7 different Bioroids, Bioroid Hover Sled & weapons.
- Robotech Masters, Tirolians, and their spaceships.
- Tirolian villains and player characters.
- History, background and world information.
- Quick Roll, 15 minute character creation tables.
- Infinite possibilities for adventure.
- \$20.95 – 160 pages. Cat. No. 552. 8½ x 11 inch size.



Robotech®: The New Generation™ Sourcebook

The Third Robotech War erupts on Earth. The planet has fallen to the Invid invasion force. You play resistance fighters, a new generation of bold heroes who dare to oppose the frightening alien overlords known as the Invid. Defend the human race against the Invid invaders and rescue the innocent from the alien tyrants.

Best of all, play characters, mecha and weapons from ALL four eras of Robotech® – from Macross and the Masters Saga to New Generation and the Shadow Chronicles®. Or build a Frankenmecha. Epic adventure.

- New and variant mecha, vehicles and weapons.
- Resistance Fighter O.C.C.s & Organization creation rules.
- *ALL eras of Robotech mecha* are available to players, from the giant Valkyries and Destroids, to Hover Tanks and AJAX, to the small, sleek Alpha Fighters and Cyclones of the UEEF.
- *Frankenmecha* – improvised mecha – amalgamations of different eras of mecha cobbled together into something new and deadly.
- 7 new Occupational Character Classes (O.C.C.s).
- Notable weapons, combat vehicles, and resistance fighters.
- The Regis, Simulagents, Invid Brain, Prince and Princess.
- Global overview under Invid domination and Invid mutations.
- Invid Hives, Protoculture Farms and adventure.
- \$16.95 – 96 pages. Cat. No. 554. 8½ x 11 inch size.



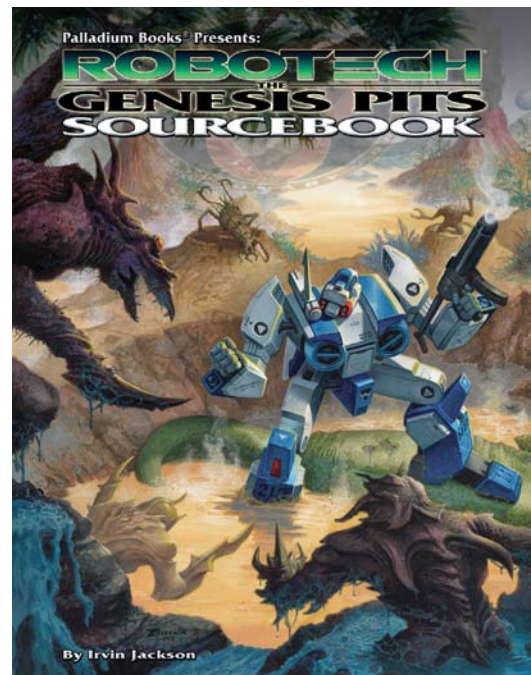
Robotech®: Expeditionary Force Marines™

Expeditionary Force Marines™ is a riveting **Robotech®** sourcebook that carries you to alien worlds. Your characters can pilot the early Cyclones and next generation of Destroids, meet aliens, liberate alien worlds and combat the merciless Invid Regent, his Inorganic shock troopers and Invid swarms. Epic, planet-hopping adventure awaits.

The Robotech®: Expeditionary Force Marines Sourcebook is set in space with the UEEF (United Earth Expeditionary Force) led by Admiral Rick Hunter, Lisa Hayes, Breetai and Exedore. This valiant force of mecha-clad heroes travel across the galaxy liberating planets from the bondage of the Invid Regent, the Robotech Masters and other tyrants and monsters. New alien people are introduced and become part of the Expeditionary Force Marines. In between their ongoing war with the Regent and his Invid and Inorganics, they explore planets, battle space pirates and face treachery on many fronts.

- 5 new Marine O.C.C.s, 22 M.O.S. skill packages, and some new skills.

- 8 new Destroids, two of them Zentraedi, plus a Battloid or two.
- 6 new Cyclones, including Space Cyclones, the Spider Hover Cyclone, the Walker and more.
- CVR-1 and CVR-2 body armor and notable Expeditionary Force (and alien) weapons, gear and vehicles.
- 6 alien races and brief overviews of their planets.
- 34 Perytonian Energy Wizard Magic spells.
- The Regent's war machine: Invid Scientist R.C.C., Invid Assault Trooper (new), Invid Fury (new), Invid Ogre (new), Invid Ranger (new), Garn Inorganic (new), the Regent statted out, and more.
- Quick Roll Creation Tables for UEEF Marines as player characters.
- Time-line for the Expeditionary Force and related events on Earth.
- The *Robotech® The Shadow Chronicles® RPG* "rule book" is needed to play (Cat. No. 550 or 550HC).
- Written by Irvin Jackson and Kevin Siembieda.
- \$20.95 – 160 pages. Cat. No. 553. 8½ x 11 inch size.



Robotech®: Genesis Pits Sourcebook

An in-depth look at the horror and wonder of the Invid Genesis Pits, their purpose, function and the creatures they create. Rules and tables for creating monsters, stats for different types of dinosaurs, insects and animals, new Frankenmecha, and more.

- **Secrets of the Invid.** Notable Genesis Pits of Earth.
- **Genesis Pit mutations, monsters and mutants.**
- **Different types of Genesis Pits from across the galaxy.**
- **Genesis Pit Monster creation tables and rules.**
- **Mutant Invid and other monsters described and statted.**
- **The Inorganics and other war machines of the Invid Regent.**
- **Ways to destroy a Genesis Pit. New weapons and gear.**
- **Simulagents, Bioroid and Zentraedi mutants, and more.**
- \$16.95 – 96 pages. Cat. No. 555. 8½ x 11 inch size.



ROBOTECH

R P G T A C T I C S

Main Boxed Game – Cat. No. 55100 – Available Now!

A fast-paced, strategy battle game that captures the speed and action of Robotech®. Play Earth defenders or Zentraedi invaders.

- Scalable from small squad skirmishes to mass battles.
- Turn-based system of play and uses D6. Two or more players.
- 34 highly detailed game pieces. 6mm scale.
- 112 page color rule book with paint guide and index.
- 53 laminated, color game cards.
- 24 custom dice, two decal sheets and more.
- Assembly and painting required. Glue not included.
- \$99.95 retail – Cat. No. 55100 – shipping now!
- Available in North and South America, the EU, Australia & New Zealand.

Note: Each product contains plastic game pieces requiring assembly and painting. Glue not included. This is not a toy. Small parts, not suitable for children under the age of 13. Adult supervision advised. Images shown here are not to scale.



UEDF Valkyrie Wing™ – Cat. No. 55201

Build your fleet of Earth defenders with the Valkyrie Veritech Fighter; six game pieces total. **\$36.95 retail.**

- 2 Valkyries in Fighter mode.
- 2 Valkyries in Guardian mode.
- 2 Valkyries in Battloid mode.
- Multiple heads for making the VF-1A, VF-1J, VF-1R & VF-1S.



UEDF Tomahawk/Defender Destroids™ – Cat. No. 55202

Expand your Destroid squad with these formidable walking tanks; four game pieces total. **\$32.95 retail.**

- 2 Tomahawk Destroids – the main battle tank of Destroids, brimming with powerful particle beam cannons for arms, and wielding a battery of missiles and an array of other weapons.
- 2 Defender Destroids – a long-range, anti-aircraft juggernaut capable of shooting down incoming Zentraedi Battlepods and Gnerl Fighters.



UEDF Spartan/Phalanx Destroids™ – Cat. No. 55203

Add some long-range power and up-close punch to your army with these valuable Destroids; four game pieces total. **\$32.95 retail.**

- 2 Spartan Destroids – civil defense, riot control and deadly in hand to hand combat.
- 2 Phalanx Destroids – a walking, long-range missile artillery unit.



Zentraedi Regult Battlepods™ – Cat. No. 55401

Expand your Zentraedi forces with their main infantry battle mecha; six game pieces total. **\$36.95 retail.**

- 6 Regult Tactical Battlepods – the lightning quick Regults, armed with a pair of particle cannons and auto-cannons, attack in wave after wave.



Zentraedi Artillery Battlepods™ – Cat. No. 55402

Give your Zentraedi legion greater firepower with these artillery and support Battlepods; four game pieces total. **\$36.95 retail.**

- 4 Zentraedi Support Battlepods, each of which can be made into:
 - Gluhaug-Regult – Light Artillery Battlepod
 - Serauhaug-Regult – Heavy Artillery Battlepod
 - Telnesta-Regult – Experimental Particle Beam Battlepod
- Four game pieces total.**



Zentraedi Glaug Command™ – Cat. No. 55403

This diverse pack provides your Zentraedi forces with greater tactical capabilities; three game pieces total. **\$36.95 retail.**

- 1 Glaug Officer's Battlepod – the fast and deadly mecha of Zentraedi field leaders.
- 1 Quel-Regult Scout Battlepod – the stealthy eyes and ears of your Zentraedi battle force; electronic warfare capabilities.
- 1 Quel-Gulnau Recovery Pod – enhances the Glaug's ability to bring in Battlepod reinforcements. **Note:** This figure has NEVER before been offered by any company.



RIFTS®

- Imagine Earth transformed into an alien landscape.
- Humans exist – barely. And we are not alone.
- Aliens and monsters emerge from the Rifts – holes torn in the fabric of space and time, connected to countless worlds and realities.
- Ancient gods, demons and magic have returned.
- Magic and technology clash.
- Hundreds of character classes, many inhuman.
- *Rifts® Ultimate Edition* is the core RPG rule book.
- Expansive world setting with 90+ sourcebooks to draw upon.
- Rifts®, your portal to endless adventure.
- Limited only by your imagination.

www.palladiumbooks.com

© 2014 Palladium Books. Rifts®, Megaverse®, Nightbane® and other titles, slogans and likenesses are trademarks of Palladium Books, Inc. Palladium Books - 39074 Webb Court, Westland, MI 48185 USA - 734-271-2903 order line.

Other RPG Worlds from Palladium Books®:

- *Rifts®* – the ultimate role-playing experience.
- *Rifts® Chaos Earth®* – Play the apocalypse as it happens.
- *Splicers®* – Weird science. Bio-tech battles insane robot legions.
- *Robotech® RPG* – All eras of the TV show brought to life.
- *Dead Reign® RPG* – Can you survive the Zombie Apocalypse?
- *Palladium Fantasy RPG®* – Unique world, monsters as player characters, magic and more.
- *Heroes Unlimited™ RPG* – Play any hero; mutants, aliens, cyborgs, superhumans, mages, immortals and more.
- *Nightbane® RPG* – Conspiracy, magic, horror and monsters.
- *Beyond the Supernatural™ RPG* – Modern horror and suspense.
- *Ninjas and Superspies™*, and more.

Can YOU survive the Zombie Apocalypse?



The Dead Reign® RPG series

Dead Reign® RPG – “Core Rules.” It is the aftermath of the *zombie apocalypse*. The dead reign and the living fight against impossible odds. Can you survive? Find out with this fast-paced horror game. Easy to learn. Fast character creation and combat.

- **Zombie combat and survival rules, vehicles and equipment.**
- **6 iconic Character Classes plus Ordinary People (40+ occupations).**
- **7 types of zombies, plus the Half-Living.**
- **101 Random Scenarios, Encounters, Settings and other tables.**
- **\$22.95 retail – 224 pages – Cat. No. 230. Available now.**

Civilization Gone™ Sourcebook

Civilization has crumbled to nothing. There is no army. No government. No help coming. What now?

- **Madmen, Psychopaths, villains, heroes and protectors.**
- **House, home and survivor camp tables, resources & encounters.**
- **\$12.92 retail – 64 pages – Cat. No. 231. Available now.**

Dark Places™ Sourcebook

Travel the rails and urban underground to move about undetected by zombies.

- **Worm Meat, Bug Boy, Sewer Crawler & Impersonator Zombies.**
- **Traveling the rails, sewers and other dark places.**
- **Random encounter tables, boxcar content tables, and much more.**
- **\$12.92 retail – 64 pages – Cat. No. 232. Available now.**

Endless Dead™ Sourcebook

The zombies grow in number and strangeness. Can humankind survive?

- **Zombie amalgamations, tables and encounters.**
- **New player characters & timetables for your campaign.**
- **Weaponizing vehicles, vehicle combat rules, and military bases.**
- **Creating survivor caravans, hideouts, Safe Havens & more.**
- **\$16.95 retail – 96 pages – Cat. No. 233. Available now.**

Other horror titles from Palladium Books®

Beyond the Supernatural™ RPG **Nightbane® RPG**

Fear the Reaper™ Sourcebook

Heroes who, like knights of old, travel the highways fighting zombies and helping survivors.

- **Comprehensive background on the Road Reapers.**
- **Their code, missions, weapons, strategies and tactics.**
- **The Terror Zombie and more.**
- **\$12.95 retail – 48 pages – Cat. No. 234. Available now.**

Graveyard Earth™ Sourcebook

The Zombie Apocalypse across the globe; provides a world overview and many adventure ideas.

- **Many tables for settings, encounters and adventure hooks.**
- **Random Safe Havens by region, and Survivor Leaders.**
- **How to get home from abroad, zombie threat levels & more.**
- **\$12.95 retail – 64 pages – Cat. No. 235. Available now.**

Hell Followed™ Sourcebook

This big, 160 page sourcebook begins to redefine the zombie genre. It broadens the field of possibilities and expands upon the modern zombie mythos. It is full of twists and surprises you will not expect.

- **11 new types of terrifying zombies.**
- **7 player characters, plus Masked Lunatics – heroes or madmen?**
- **21 disasters to complicate survival, and urban survival.**
- **Government enclaves, conspiracy theories and more.**
- **\$20.95 retail – 160 pages – Cat. No. 236. Available now.**



Palladium Books® Check List & Order Form

Dept. P-16, 39074 Webb Court, Westland, MI 48185

Name: _____ Address: _____

City: _____ State: _____ Zip/Postal Code: _____ Country: _____

Credit Card Number: _____ Expiration Date: _____ Visa MasterCard

Telephone Number: _____ Signature: _____ AMEX Other

The Rifter® Series

- ___ 173 The Rifter® #73 – \$13.95
- ___ 174 The Rifter® #74 – \$13.95
- ___ 175 The Rifter® #75 – \$13.95
- ___ 176 The Rifter® #76 – \$13.95
- ___ 177 The Rifter® #77 – \$13.95
- ___ 178 The Rifter® #78 – \$13.95 (Spring)

Splicers® Note: Sourcebooks coming soon.

- ___ 200 Splicers® RPG – \$23.95

Dead Reign®

- ___ 230 Dead Reign® RPG – \$22.95
- ___ 231 SB 1: Civilization Gone™ – \$12.95
- ___ 232 SB 2: Dark Places™ – \$12.95
- ___ 233 SB 3: Endless Dead™ – \$16.95
- ___ 234 SB 4: Fear the Reaper™ – \$12.95
- ___ 235 SB 5: Graveyard Earth™ – \$12.95
- ___ 236 SB 6: Hell Followed™ – \$20.95

Rifts® Novels

- ___ 301 Sonic Boom™ – \$9.95
- ___ 302 Deception's Web™ – \$9.95
- ___ 303 Treacherous Awakenings™ – \$9.95
- ___ 304 Tales of the Chi-Town 'Burbs™ – \$12.95
- ___ 305 Rifts® Path of the Storm™ – \$12.95

Weapons Books

- ___ 401 Weapons and Armor™ – \$8.95
- ___ 402 Weapons and Castles™ – \$8.95
- ___ 403 Weapons and Assassins™ – \$9.95
- ___ 404 Weapons & Castles of the Orient™ – \$9.95
- ___ 409 Exotic Weapons™ – \$9.95
- ___ 410 European Castles™ – \$9.95

Palladium Fantasy RPG®

- ___ 450 The Palladium Fantasy RPG® – \$26.95
- ___ 4500HC Palladium Fantasy RPG® 30th Anniversary Hardcover – \$50.00
- ___ 451 Dragons & Gods™ – \$24.95
- ___ 453 Old Ones™ 2nd Ed. – \$24.95
- ___ 454 Monsters & Animals™ 2nd Ed. – \$24.95
- ___ 455 Adventures on the High Seas™ – \$24.95
- ___ 458 Island at the Edge of the World™ – \$20.95
- ___ 459 Yin-Sloth Jungles™ – \$20.95
- ___ 462 Western Empire™ – \$24.95
- ___ 463 Baalgor Wastelands™ – \$24.95
- ___ 464 Mount Nimro™ – \$20.95
- ___ 465 Eastern Territory™ – \$24.95
- ___ 466 Library of Bletherad™ – \$20.95
- ___ 467 Northern Hinterlands™ – \$24.95
- ___ 468 Land/Damned 1: Chaos Lands™ – \$24.95
- ___ 469 LoD 2: Eternal Torment™ – \$24.95
- ___ 470 LoD 3: The Citadel – \$24.95 (coming)
- ___ 471 Wolfen Empire™ – \$20.95
- ___ 472 Mysteries of Magic™ One: Heart of Magic – \$16.95
- ___ 474 Bizantium/Northern Islands™ – \$20.95
- ___ 475 Garden of the Gods™ – \$16.95 (coming)

Heroes Unlimited™ / After the Bomb®

- ___ 500-2 Heroes Unlimited™, 2nd Ed. – \$26.95
- ___ 5000HC Heroes Unlimited™ 30th Anniversary Hardcover – \$50.00
- ___ 501 Villains Unlimited™ Revised – \$24.95
- ___ 503 After the Bomb® RPG – \$24.95
- ___ 505 Road Hogs™ (After the Bomb® II) – \$9.95
- ___ 507 Mutants Down Under™ (AB III) – \$9.95
- ___ 511 Mutants of the Yucatan™ (AB IV) – \$9.95
- ___ 513 Mutants in Avalon™ (AB V) – \$16.95
- ___ 514 Mutants in Orbit™ (AB VI) – \$16.95
- ___ 515 Aliens Unlimited™ – \$24.95
- ___ 516 Heroes Unlimited™ G.M.'s Guide – \$24.95
- ___ 517 Century Station™ – \$24.95
- ___ 518 Gramercy Island™ – \$24.95
- ___ 519 Aliens Unlimited Galaxy Guide™ – \$24.95
- ___ 520 Mutant Underground™ – \$16.95
- ___ 521 Powers Unlimited® One – \$16.95
- ___ 522 Powers Unlimited® Two – \$16.95
- ___ 523 Powers Unlimited® Three – \$16.95
- ___ 525 Revised Ninjas & Superspies™ – \$20.95
- ___ 526 Mystic China™ – \$24.95
- ___ 527 Armageddon Unlimited™ – \$20.95

Robotech® RPG

- ___ 550 Robotech® The Shadow Chronicles® RPG (manga size) – \$16.95
- ___ 550HC Robotech® The Shadow Chronicles® Deluxe Hardcover RPG – \$30.95
- ___ 5500HC Robotech® The Shadow Chronicles® Gold Ed. Hardcover RPG – \$70.00
- ___ 551 Robotech® Macross® Saga Sourcebook – \$16.95
- ___ 552 Robotech® The Masters Saga™ Sourcebook (NEW in 8½ x 11) – \$20.95
- ___ 553 Robotech®: Expeditionary Force Marines Sourcebook – \$20.95
- ___ 554 Robotech® The New Generation™ Sourcebook – \$16.95
- ___ 555 Robotech® Genesis Pits Sourcebook – \$16.95

Robotech® RPG Tactics™ (New!)

- ___ 55100 Robotech® RPG Tactics™ – \$99.95
- ___ 55105 Robotech® RPG Tactics™ Rulebook – \$20.00
- ___ 55101 UEDF Dice Pack – \$12.00
- ___ 55102 Zentraedi Dice Pack – \$12.00
- ___ 55201 UEDF Valkyrie Wing – \$36.95
- ___ 55202 UEDF Destroid Pack – \$32.95
- ___ 55203 UEDF Spartan Pack – \$32.95
- ___ 55401 Zentraedi Regult Battlepods – \$36.95
- ___ 55402 Zentraedi Artillery Battlepods – \$36.95
- ___ 55403 Zentraedi Glaug Command – \$36.95

Rifts® Chaos Earth®

- ___ 660 Rifts® Chaos Earth® RPG – \$20.95
- ___ 661 Rifts® CE Creatures of Chaos™ – \$12.95
- ___ 662 Rifts® CE The Rise of Magic™ – \$12.95
- ___ 665 Rifts® Chaos Earth® First Responders™ – \$16.95 (coming)
- ___ 666 Rifts® Chaos Earth® Resurrection™ – \$20.95

Beyond the Supernatural™

- ___ 700 Beyond the Supernatural™, 2nd Ed. – \$24.95
- ___ 702 Tome Grotesque™ – \$20.95 (coming)
- ___ 703 Beyond Arcanum™ – \$24.95 (coming)

Nightbane®

- ___ 730 Nightbane® RPG – \$24.95
- ___ 731 Nightbane®: Between the Shadows™ – \$20.95
- ___ 732 Nightbane®: Nightlands™ – \$20.95
- ___ 733 Nightbane®: Through the Glass Darkly™ – \$20.95
- ___ 735 Nightbane® Survival Guide™ – \$20.95

Rifts®

- ___ 800HC Rifts® RPG Ultimate Edition – \$39.95
- ___ 801 Rifts® Sourcebook One Revised – \$20.95
- ___ 802-E Rifts® World Book 1: Vampire Kingdoms™, Revised – \$24.95
- ___ 803 Rifts® Conversion Book One™ – \$24.95
- ___ 804 Rifts® WB 2: Atlantis™ – \$20.95
- ___ 805 Rifts® Sourcebook 2: Mechanoids™ – \$16.95
- ___ 807 Rifts® WB 3: England™ – \$20.95
- ___ 808 Rifts® WB 4: Africa™ – \$20.95
- ___ 809 Rifts® Dimension Book 1: Wormwood™ – \$20.95
- ___ 810 Rifts® WB 5: Triax™ – \$24.95
- ___ 811 Rifts® Pantheons of the Megaverse® – \$24.95
- ___ 812 Rifts® Sourcebook 3: Mindwerks™ – \$16.95
- ___ 813 Rifts® Mercenaries™ – \$20.95
- ___ 814 Rifts® WB 6: South America – \$20.95
- ___ 815 Rifts® WB 7: Underseas™ – \$24.95
- ___ 816 Rifts® DB 2: Phase World® – \$24.95
- ___ 817 Rifts® DB 3: Phase World® Sourcebook – \$16.95
- ___ 818 Rifts® WB 8: Rifts® Japan™ – \$24.95
- ___ 819 Rifts® WB 9: South America Two™ – \$24.95
- ___ 820 Rifts® WB 10: Juicer Uprising™ – \$20.95
- ___ 821 Rifts® WB 11: Coalition War Campaign™ – \$24.95
- ___ 822 Rifts® WB 12: Pyscape™ – \$20.95
- ___ 825 Rifts® WB 13: Lone Star™ – \$20.95

- ___ 826 Rifts® WB 14: New West™ – \$24.95
 ___ 827 Rifts® WB 15: Spirit West™ – \$24.95
 ___ 828 Rifts® Sourcebook 4: Coalition Navy™ – \$16.95
 ___ 829 Rifts® WB 16: Federation of Magic™ – \$20.95
 ___ 830 Rifts® DB 4: Skraypers™ – \$20.95
 ___ 831 Rifts® Index Volume Two™ – \$16.95
 ___ 832 Rifts® WB 17: Warlords of Russia™ – \$24.95
 ___ 833 Rifts® WB 18: Mystic Russia™ – \$20.95
 ___ 834 Rifts® WB 19: Australia 1 – \$24.95
 ___ 835 Rifts® WB 20: Canada™ – \$24.95
 ___ 836 Rifts® WB 21: Splynn Dimensional Market™ – \$24.95
 ___ 837 Rifts® WB 22: Free Quebec™ – \$24.95
 ___ 838 Rifts® WB 23: Xiticix Invasion™ – \$20.95
 ___ 839 Rifts® Coalition Wars®: Sedition™ – \$20.95
 ___ 840 Rifts® Coalition Wars®: Coalition Overkill™ – \$16.95
 ___ 841 Rifts® Coalition Wars®: Sorcerers' Revenge™ – \$16.95
 ___ 842 Rifts® Coalition Wars®: Cyber-Knights™ – \$16.95
 ___ 843 Rifts® Coalition Wars®: Shadows of Evil™ – \$16.95
 ___ 844 Rifts® Coalition Wars®: Final Siege™ – \$24.95
 ___ 845 Rifts® Game Master Guide™ – \$26.95
 ___ 846 Rifts® Aftermath™ – \$24.95
 ___ 847 Rifts® DB5: Anvil Galaxy™ – \$20.95
 ___ 848 Rifts® Book of Magic™ – \$26.95
 ___ 849 Rifts® Adventure Guide™ – \$24.95
 ___ 850 Rifts® Bionics Sourcebook™ – \$16.95
 ___ 851 Rifts® DB 6: Three Galaxies™ – \$20.95
 ___ 852 Rifts® Dark Conversions™ – \$24.95
 ___ 853 Rifts® Chi-Town 'Burbs™ – \$9.95
 ___ 854 Rifts® The Tolkeen Crisis™ – \$12.95
 ___ 855 Rifts® The Black Vault™ – \$9.95
 ___ 856 Rifts® The Vanguard™ – \$9.95
 ___ 857 Rifts® WB 24: China One™ – \$20.95
 ___ 858 Rifts® WB 25: China Two™ – \$20.95
 ___ 859 Rifts® DB 7: Megaverse Builder™ – \$16.95
 ___ 860 Rifts® DB 8: Naruni Wave Two™ – \$16.95
 ___ 862 Rifts® WB 26: Dinosaur Swamp™ – \$20.95
 ___ 863 Rifts® MercTown™ – \$20.95
 ___ 865 Rifts® Merc Ops™ – \$20.95
 ___ 866 Rifts® WB 27: Adventures in Dinosaur Swamp™ – \$20.95
 ___ 867 Rifts® Mercenary Adventure Sourcebook – \$12.95
 ___ 868 Rifts® WB 28: Arzno™ – \$20.95
 ___ 869 Rifts® WB 29: Madhaven™ – \$16.95
 ___ 870 Rifts® John Zeleznik Coloring Book – \$5.95
 ___ 871 Rifts® Machinations of Doom™ – \$18.95
 ___ 872 Rifts® DB 10: Hades™ – \$24.95
 ___ 873 Rifts® DB 11: Dyval™ – \$24.95
 ___ 874 Rifts® WB 30: D-Bees of North America™ – \$24.95
 ___ 875 Rifts® DB12: Dimensional Outbreak – \$24.95
 ___ 876 Rifts® Megaverse® in Flames™ – \$24.95
 ___ 876HC Rifts® Megaverse® in Flames™ Gold Hardcover Edition – \$50.00
 ___ 877 Rifts® Heroes of the Megaverse® – \$16.95
 ___ 878 Rifts® Sourcebook: Shemarrian Nation™ – \$16.95
 ___ 880 Phase World®: Fleets of the Three Galaxies™ – \$16.95
 ___ 881 Rifts® WB 31: Triax™ Two – \$24.95
 ___ 883 Rifts® DB 14: Thundercloud Galaxy™ – \$20.95
 ___ 884 Rifts® Vampires Sourcebook™ – \$20.95
 ___ 885 Rifts® WB 32: Lemuria™ – \$24.95
 ___ 886 Rifts® Black Market™ – \$24.95
 ___ 886HC Rifts® Black Market™ Hardcover Gold Edition – \$60.00
 ___ 887 Rifts® WB 33: Northern Gun™ One – \$24.95
 ___ 888 Rifts® WB 34: Northern Gun™ Two – \$26.95
 ___ 889 Rifts® Sourcebook: Coalition States, Heroes of Humanity™ – \$20.95
 ___ 890 Rifts® World Book: Secrets of the Atlanteans™ – \$24.95 (coming)
 ___ 891 Rifts® World Book: Sovietski™ – \$24.95 (coming)
 ___ 892 Rifts® Sourcebook: The Disavowed™ – \$16.95 (coming)
 ___ 893 Rifts® CS: Heroes of Humanity™ Arsenal Sourcebook – \$16.95 (coming)
 ___ 894 Rifts® Haunted Tech™ – \$16.95 (coming)
 ___ 2510 Rifts® & The Megaverse® Art Book – \$22.95
 ___ 2510-HC Rifts® & The Megaverse® Art Book, Hardcover – \$50.00
 ___ 2510-CML Rifts® & The Megaverse® Art Book, Collector's Masterwork Edition – \$125.00
- Miscellaneous Products**
 ___ 600 Deluxe Revised RECON® RPG – \$22.95
 ___ 2537 Gamer Coffee Mug – \$10.00
 ___ 2539 Rifts® Dice Bag – Black – \$8.00
 ___ 2545 Dead Reign™ Coffee Mug – \$10.00
 ___ 2554 Palladium Bookmarks, Set One – \$5.00
 ___ 2555 Palladium Bookmarks, Set Two – \$5.00
 ___ 2561 Property of Chi-Town Library Pencil – \$0.50 each
 ___ 2562 Future Visions™ – The Artistry of Charles Walton II – \$13.95
 ___ 2566 Glitter Boy Mouse Pad – \$9.95
 ___ 2567 Old Ones Mouse Pad – \$9.95
 ___ 2568 Zombie Graveyard Mouse Pad – \$9.95
 ___ 2575 Rifts Poker Cards 1 (full color) – \$11.99
 ___ 2576 Rifts Poker Cards 2 (line art) – \$11.99
- Note:** T-shirts and other products can be found online: www.palladiumbooks.com
- Rifts® Miniatures**
 ___ MI8002 Xiticix Pack – \$18.00
 ___ MI8004 Coalition Dog Pack – \$18.00
 ___ MI8005 Men of Magic Pack #1 – \$18.00
 ___ MI8006 Cyborgs Pack #1 – \$18.00
 ___ MI8007 Simvan & Ostrosaurus Pack – \$18.00
 ___ MI8008 Coalition Skelebots Pack #1 – \$18.00
 ___ MI8009 Coalition SAMAS Pack #1 – \$22.00
 ___ MI8010 Coalition Sky Cycle Pack – \$22.00
 ___ MI8011 Coalition Dog Pack #2 – \$18.00
 ___ MI8015 Damaged Skelebots Pack #1 – \$12.00
 ___ MI8016 Cyber-Adventurers Pack – \$18.00
 ___ MI8017 Rogues & Scout Pack #1 – \$18.00
 ___ MI8018 Brodkil & Witchling Pack – \$18.00
 ___ MI8019 Damaged Skelebots Pack #2 – \$18.00
 ___ MI8020 Psi-Stalkers & Scouts Pack #1 – \$18.00
 ___ MI8021 Shadow Beast – \$12.00
 ___ MI8022 Mystic Knight – \$6.00
 ___ MI8023 Lord Magus – \$6.00
 ___ MI8024 High Magus – \$6.00
 ___ MI8025 Coalition Psi-Stalker – \$6.00
 ___ MI8026 Coalition Dog Boy in DPM-D1 Armor – \$6.00
 ___ MI8027 Coalition Dog Boy #2 – \$6.00
 ___ MI8028 Coalition Dog Boy #3 – \$6.00
 ___ MI8029 Coalition Dog Boy #4 – \$6.00
 ___ MI8030 Coalition Dog Boy #5 – \$6.00
 ___ MI8031 Glitter Boy – \$20.00
 ___ MI8032 Glitter Boy Pilot – \$6.00
 ___ MI8033 Kydian Overlord – \$20.00
 ___ MI8034 Dragonsaurus – \$10.00
 ___ MI8035 Slaver and Slave (Atlantis) Set – \$10.00
 ___ MI8036 Crazy – \$6.00
 ___ MI8037 Juicer #1 – \$6.00
 ___ MI8038 Juicer #2 – \$6.00
 ___ MI8039 Cyborg #1 – \$12.00
 ___ MI8040 Cyborg #2 – \$12.00
 ___ MI8041 Cyborg #3 – \$6.00
 ___ MI8042 Coalition Officer – \$6.00
 ___ MI8043 Coalition Grunt #1 – \$6.00
 ___ MI8044 Coalition Grunt #2 – \$6.00
 ___ MI8045 Coalition Grunt #3 – \$6.00
- When placing an order by mail, please add money for shipping and handling.** Add \$5.00 for orders totaling \$1-\$50, \$10.00 for orders totaling \$51-\$95, and for orders totaling \$96-\$200 please add \$15.00 US. Double the amount for Canada, and *quadruple* it for overseas orders. For more shipping options, order online at www.palladiumbooks.com. Allow 2-4 weeks for delivery. Make checks and money orders payable to: *Palladium Books*
- Check release dates for new products.** If the book you order has not been released yet, your order will be held as a backorder until the product is available. Please note that prices are subject to change without notice.
- Orders can also be placed by phone,** at (734) 721-2903 (order line only). Please have your credit card information when you call.

www.palladiumbooks.com



Palladium Books®

Robotech®

Role-Playing Game series

- All the action and adventure of the famous TV series.
- Bring to life all your favorite **Robotech®** characters!
- Build new adventures in the ever expanding role-playing universe.
- Fantastic art and cutaway diagrams.
- Little known information and details.
- **Robotech®** fans and collectors will find these books excellent reference guides to the world of Robotech®.
- This *is* the Robotech you know and love.
- 13 books in the series and growing.

Available at stores everywhere

Robotech® Book Seven: New World Order™

- RDF mecha vs RDF mecha!
- A sourcebook for the Robotech® RPG (Macross® Saga).
- Two new Occupational Character Classes.
- Five complete adventures plus scores of adventure ideas.
- Nearly a dozen random encounter tables.
- Highlights for the Africa Sector and RDF bases.
- The fledgling Armies of the Southern Cross.
- Maniacal villains and insidious conspiracies.
- New weapons and vehicles.
- Eight major kingdoms described. Each with its unique history, technology, and O.C.C.s.
- Over 110 pages!

**A supplement for the Robotech® RPG and Southern Cross™.
Compatible with the entire Palladium Books® Megaverse®!**

\$20.95

Cat. No. ROBO62

ISBN-10: 0-916211-84-3

ISBN-13: 978-0-916211-84-4