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DELUXE EDITION



By Kevin Siembieda

Apollis

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

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

Statistical Data:

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

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

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

Weight: 6.5 tons.

Physical Strength: Robot Strength of 35 (estimated).

Cargo: Unknown.

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

Common Number of Attacks per Melee: Five.

Typical Combat Bonuses: +1 to initiative, +1 to Perception Rolls, +3 to strike, +3 to parry, +3 to dodge, +3 to roll with impact, 76% Prowl skill when walking or flying/hovering at speeds under 35 mph (56 km).

Weapon Systems:

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

Primary Purpose: Anti-Personnel and Assault.

Secondary Purpose: Anti-Armor.

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

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

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

Payload: Each leg carries enough ammo for 20 bursts.

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

Primary Purpose: Assault and Anti-Personnel.

Secondary Purpose: Defense.

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

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

Rate of Fire: Each blast counts as one attack.

Payload: Assumed to be effectively unlimited.

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

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

Haydonite Spacecraft

By Tommy Yune and Jason Marker

“Omicron”

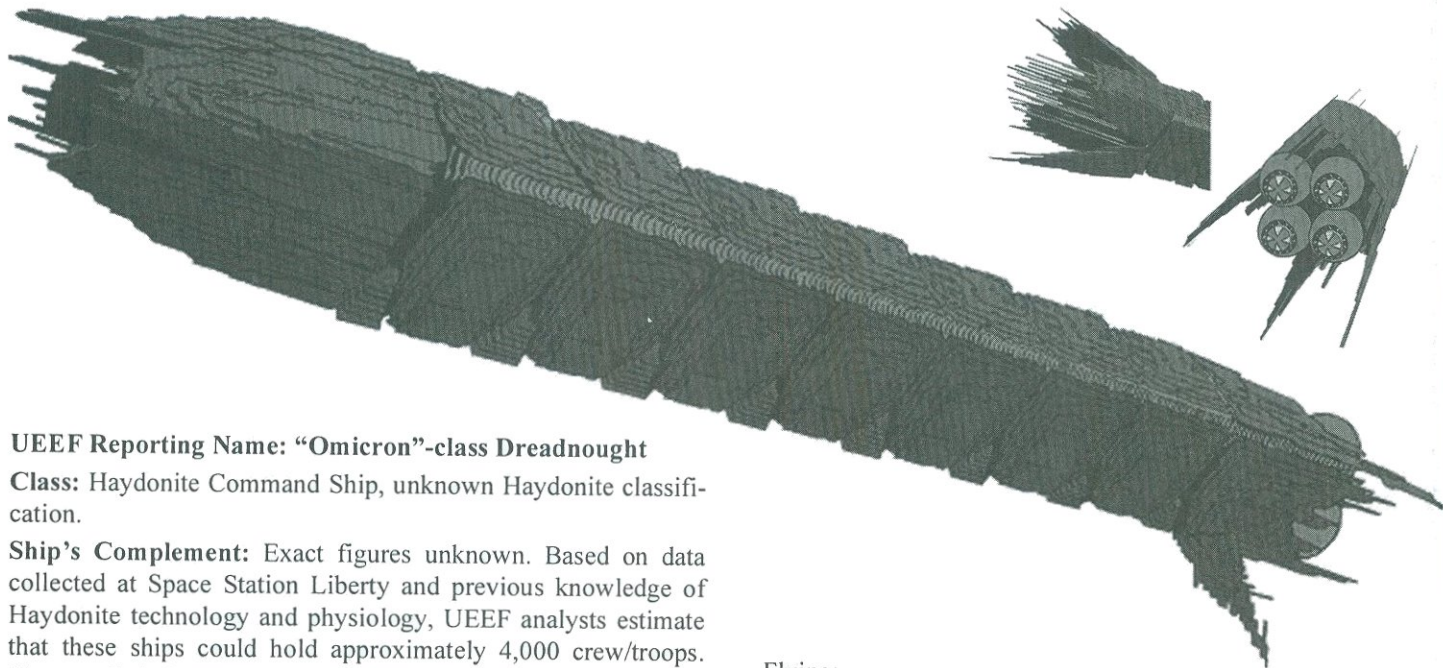
Haydonite Dreadnought

The “Omicron”-class dreadnought was first encountered by *Captain Grant* and the *UES Icarus* during the attempted rescue of the SDF-3 in the Omicron sector. While larger capital vessels were assumed to be part of the Haydonites’ fleet, none had been encountered before the *Icarus* was engaged by one. UEEF Intel had been trying for years to learn more about the disposition of the Haydonites’ fleet, but the canny Haydonites had stymied them at every turn. Sadly, the appearance of the “Omicron” class in concert with the betrayal of their Haydonite allies came as a shock to the UEEF.

Gun camera and observation footage shows a long, cylinder shaped hull over a mile long with a diamond shaped cross-section. The bow comes to a point, and the entire hull is covered in plates that slide back to reveal dozens of launch bays and anti-ship cannons that are scattered all across the ship. Overall, the general shape of the Omicron vessel is reminiscent of the rigid airships or Zeppelins flown by the German and United States navies in the early part of the Twentieth Century. Like their smaller sister ships, the “*Fantoma*”-class heavy cruisers, the bow opens to reveal dozens of anti-ship and disruptor cannons. UEEF personnel have reported the same unease at the sight of this ship as they feel when they observe the “*Fantoma*”-class cruisers in action.

Like the “*Fantoma*” class, the “Omicron”-class dreadnought is named for the sector in which it was first encountered, in accordance with UEEF Fleet reporting name conventions. Its classification as a *dreadnought/command ship* is based on its armament and apparent role within the Haydonite fleet structure. However, the actual Haydonite classification is currently unknown. The vessel carries a massive air wing of nearly 2,000 *Wraith Fighters*, and has been observed operating in what appear to be carrier groups with “*Fantoma*”-class cruisers. Other than its air wing, these massive carriers have more than one hundred anti-ship cannons and dozens of disruptor generators. The ship also seems to have some sort of tactical shield system, as gun camera footage shows particle beams from *Ikazuchi* and *Garfish*-class vessels being absorbed before they hit the hull of an “Omicron” by some sort of energy field. Missiles do not appear to be part of its armament, which suggests that missile technology is either deprecated or unknown in Haydonite military doctrine.

The “Omicron”-class dreadnoughts are highly dangerous and should be engaged with extreme caution. While their lack of *point defense weapons* makes them highly susceptible to smaller ships and fighters, their long-range armament makes getting into range to launch fighters a tricky proposition. This new threat to the UEEF must be neutralized, and *Ikazuchi* carrier groups are being reformed and retooled to better hunt down and destroy these massive ships and their carrier group escorts.



UEEF Reporting Name: "Omicron"-class Dreadnought

Class: Haydonite Command Ship, unknown Haydonite classification.

Ship's Complement: Exact figures unknown. Based on data collected at Space Station Liberty and previous knowledge of Haydonite technology and physiology, UEEF analysts estimate that these ships could hold approximately 4,000 crew/troops. Since so little is known about the Haydonites, no information is available about the disposition of the crew or any ground troops possibly carried on board.

Mecha Complement:

Wraiths: Estimated complement of approximately 2,000.

Infiltrators: Estimated complement of approximately 2,000.

M.D.C. by Location:

Note: All data contained below is *estimated* and based on assessments of combat data and gun camera footage.

* Forward Section (1/3) – 30,000

** Midships Section (1/3) – 30,000

*** Aft Section (1/3) – 35,000

Wraith Launch Bays (28) – 1,500 each

Bow Weapons Doors (4) – 5,000 each

Bow Mounted Disruptor Generators (32) – 500 each

Bow Mounted Anti-Ship Beam Cannons (32) – 250 each

Forward Weapon Bay Doors (12) – 1,500 each

Forward Mounted Anti-Ship Beam Cannons (96) – 250 each

Aft Weapons Bay Door (1) – 1,500

Aft Mounted Anti-Ship Beam Cannons (8) – 250 each

Main Thrusters (4) – 800 each

Tactical Energy Shield – 15,000

* Destroying the forward section of the ship destroys 25% of launch bays and anti-ship weapons, as well as the disruptor generators.

** Destroying the midships section destroys a full half of the ship's launch bays and weapons bays, and knocks out the bridge.

*** Destroying the aft section destroys the combat information center as well as the engines. Destroying the engines will set the ship adrift.

Speed:

Hover: Unknown.

Flying:

Atmosphere: It is unknown at this time whether this ship can enter atmosphere. While the hull has a relatively aerodynamic shape, the sheer size and estimated bulk of the ship suggests that it is unsuited for atmospheric operations.

Space: These ships have been observed cruising at roughly Mach 2 in space, and analysis suggests a maximum speed of Mach 4.

Maximum Range: Unknown. It is assumed that these ships have the same or superior operational ranges to the Ikazuchi-class carrier. Since biological requirements for the Haydonites are unknown, finite stores are assumed, but not a given. Data has shown them to be fold capable, but the capabilities of their drives and navigational systems are unknown.

Statistical Data:

Length: 6,306 feet (1,923 m).

Beam: 1,004 feet (306 m).

Height: 1,004 feet (306 m).

Weight: 8,000,000 tons (estimated).

Power Source: Unknown. Possibly Protoculture fueled reactors, possible anti-gravity systems and unknown spacefold generators.

Weapon Systems:

1. High Yield Anti-Ship Pulse Lasers (136): These weapons are mounted in the bow with the disruptor generators and beneath numerous sliding covers in the bow and stern of the ship. These are the main anti-ship weapons of this vessel and are deadly at long-range, but not suited for point defense.

Primary Purpose: Anti-Ship and Assault.

Secondary Purpose: Anti-Installation and Bombardment.

Weight: Not applicable, a part of the hull.

Mega-Damage: 2D4x100 M.D. per single blast.

Range: 100 miles (160 km).

Rate of Fire: Three times per melee.

Payload: Unlimited, tied to the ship's power source.

2. Disruptor Generators (32): These weapons broadcast an energy beam that disrupts the circuitry of any operational Synchro-Cannon or Shadow Cloaking device. They can be fired individually at small targets, or together in a 90 degree wave towards a fleet of vessels. Once disrupted, the affected devices will overload and explode within 30 seconds, destroying the vehicle in which they are installed.

Primary Purpose: Anti-Ship.

Secondary Purpose: Anti-Installation.

Weight: Not applicable, a part of the hull.

Mega-Damage: Not applicable, destroys any vessel or vehicle equipped with Haydonite technology. Only the reinforced pilot compartment or an escape pod may survive the destruction.

Range: 100 miles (160 km).

Rate of Fire: Once per melee.

Payload: Unlimited, tied to the ship's power source.

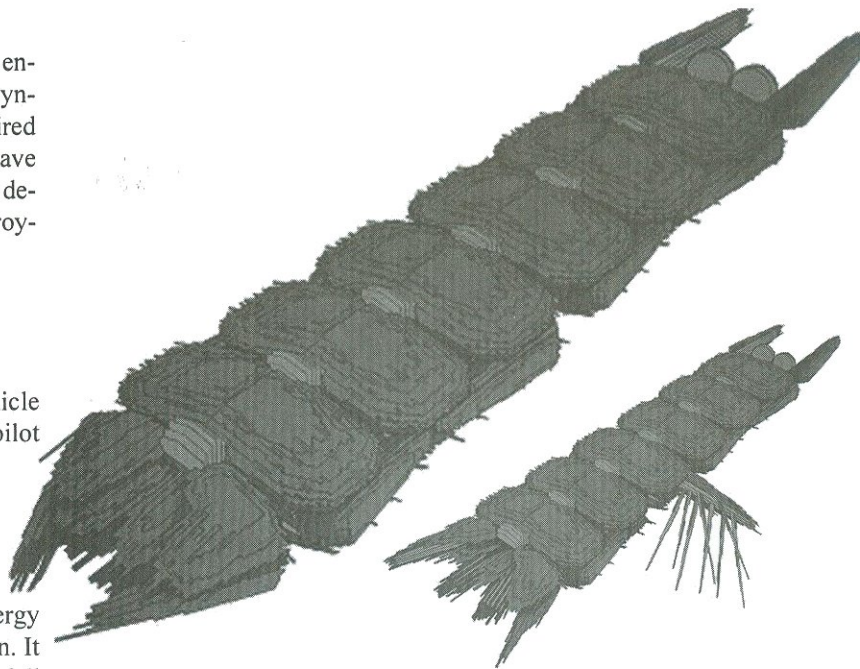
3. Ship System of Note: Tactical Energy Shield: This energy shield conforms to the hull of the carrier like a second skin. It is nearly invisible and regenerates at a constant rate. At full power, the energy shield regenerates 1D6x100 M.D.C. every melee round. If the shield takes more than 30% of its total M.D.C. in one melee round, as from another capital class ship or a concentrated attack from smaller vessels, there is a 25% chance that the shield will overload and shut down for 1D4+2 minutes.

“Fantoma”

Haydonite Heavy Cruiser

These massive vessels were first encountered over Tirol, carrying *Ambassador Veidt* and the *Haydonite Diplomatic Corps*. While described as a vessel used for “research and diplomatic missions,” UEEF Intelligence had reason to believe these vessels were combat ready and sought to gather advance reconnaissance of UEEF forces. The Haydonites, enigmatic and maddeningly vague about their technology, and indeed their entire culture, played very close to the vest with information. UEEF Intelligence was stymied again and again in their efforts to ferret out the Haydonites’ motives, and their efforts were too little, too late. At the opening of hostilities, UEEF Intel’s fears were realized, and this “diplomatic” vessel, previously assumed to be unarmed, was revealed to be a deadly weapon of war.

These ships are roughly half a mile (0.8 km) long and have a flat, segmented hull with a roughly diamond shaped cross-section. With their armored segments and bristling cannons, UEEF pilots have described them as resembling giant, mechanical millipedes. The armored plates covering the ship’s segments are retractable, and slide back to reveal anti-ship weapons and launch bays for deploying their *Wraith Fighters*. The bow of the ship is capped with a pair of curved weapons bay doors, and swing open to reveal a mass of anti-ship beam cannons and the lethal disruptor generators. Indeed, the whole ship seems to be covered in sliding plates and waving cannon barrels. So active is the surface of this spacecraft in combat, that pilots and ship’s crewmen who have seen them in action describe it as looking alive, and reported feeling uneasy just watching the Haydonite vessel.



Following UEEF reporting conventions, this ship has been classified the “*Fantoma*” class, named for the system where it was first encountered. Its classification as a *heavy cruiser* is based on its armaments and apparent role within the Haydonite fleet structure, though the actual Haydonite classification is currently unknown. It carries a great number of large caliber anti-ship beam weapons and seems to be designed to run escort for the massive “*Omicron*”-class *Dreadnoughts*. This ship carries a smaller, but no less lethal complement of disruptor cannons than its bigger sister ship. These vessels rely heavily on their fighters for point defense and carry no missiles, again suggesting that missile technology is either deprecated or unknown by the Haydonites.

Despite these small shortcomings, the “Fantoma” class is a lethal warship, and UEEF pilots and crews would be advised to not underestimate even a single vessel in this class. Although the heavy assault and escort variants are the only ships seen so far, it is safe to assume that the Haydonites use this hull as the base for many roles within the fleet. While no smaller ships have been seen in the battle at Space Station Liberty, UEEF Intel assumes they exist, and advises the fleet to watch out for unknown ships traveling in their operational area.

UEEF Reporting Name: “Fantoma”-class heavy cruiser

Class: Haydonite cruiser/diplomatic vessel, unknown Haydonite classification.

Ship’s Complement: Exact figures unknown. While this class of ship has been seen numerous times, none have ever been captured, nor have any UEEF personnel been aboard one. Likewise, UEEF Intelligence is not privy to the inner workings of the Haydonite military. Previous knowledge of Haydonite technology and physiology suggests that these ships could hold approximately 1,000 crewmen/troops. Since so little is known about the Haydonites, no information is available about the disposition of the crew or any ground troops possibly carried on board.

Mecha Complement:

Wraiths: Estimated complement of approximately 600.

Infiltrators: Estimated complement of approximately 600.

M.D.C. by Location:

Note: All data contained below is estimated from combat data and gun camera footage.

- * Forward Section (1/3) – 15,000
- ** Midships Section (1/3) – 15,000
- *** Aft Section (1/3) – 15,000

Bow Weapons Doors (2) – 2,000 each

Forward Weapons Bay Doors (4) – 1,000 each

Aft Weapons Bay Doors (4) – 1,000 each

Wraith Launch Bays (24) – 1,000 each

Bow Mounted Disruptor Generators (16) – 500 each

Bow Mounted Anti-Ship Beam Cannons (16) – 250 each

Forward Mounted Anti-Ship Beam Cannons (32) – 250 each

Aft Mounted Anti-Ship Beam Cannons (32) – 250 each

Rear Thrusters (2) – 500 each

* Destroying the forward section of the ship destroys 25% of launch bays and anti-ship weapons, as well as the disruptor generators.

** Destroying the midships section destroys a full half of the ship's launch bays and weapons bays, and knocks out the bridge.

*** Destroying the aft section destroys the combat information center as well as the engines. Destroying the engines will set the ship adrift.

Speed:

Hover: Unknown.

Flying:

Atmosphere: It is unknown at this time whether this ship can enter atmosphere. While the hull has a relatively aerodynamic shape, the sheer size and estimated bulk of the ship suggests that it is unsuited for atmospheric operations.

Space: These ships have been observed cruising at roughly Mach 4 in space, and analysis suggests a maximum speed of Mach 8.

Maximum Range: Unknown. It is assumed that these ships have the same or superior operational ranges to the Ikazuchi-class carrier. Since biological requirements for the Haydonites are unknown, finite stores are assumed, but not a given. Data has shown them to be fold capable, but the capabilities of their drives and navigational systems are unknown.

Statistical Data:

Length: 2,877 feet (877 m).

Beam: 718 feet (219 m).

Height: 319 feet (97.2 m).

Weight: 2,000,000 tons (estimated).

Power Source: Unknown. Possibly Protoculture fueled reactors, possible anti-gravity systems and unknown spacefold generators.

Weapon Systems:

1. High Yield Anti-Ship Pulse Lasers (80): These weapons are mounted in the bow with the disruptor generators and beneath numerous sliding covers in the bow and stern of the ship. These are the main anti-ship weapons of this ship and are deadly at long range, but not suited for point defense.

Primary Purpose: Anti-Ship and Assault.

Secondary Purpose: Anti-Installation.

Weight: Not applicable part of the hull.

Mega-Damage: 2D4x100 M.D. per single blast.

Range: 100 miles (160 km).

Rate of Fire: Three times per melee round.

Payload: Unlimited, tied to the ship's power source.

2. Disruptor Generators (16): These weapons broadcast an energy beam that disrupts the circuitry of any operational Synchro-Cannon or Shadow Cloaking device. They can be fired individually at small targets, or together in a single coordinated volley at a capital ship. Once disrupted, the affected devices will overload and explode within 30 seconds, destroying whatever they are installed in.

Primary Purpose: Anti-Ship and Assault.

Secondary Purpose: Anti-Installation.

Weight: Not applicable, a part of the hull.

Mega-Damage: Not applicable, destroys any vessel or vehicle equipped with Haydonite technology.

Range: 100 miles (160 km).

Rate of Fire: Once per melee.

Payload: Unlimited, tied to the ship's power source.

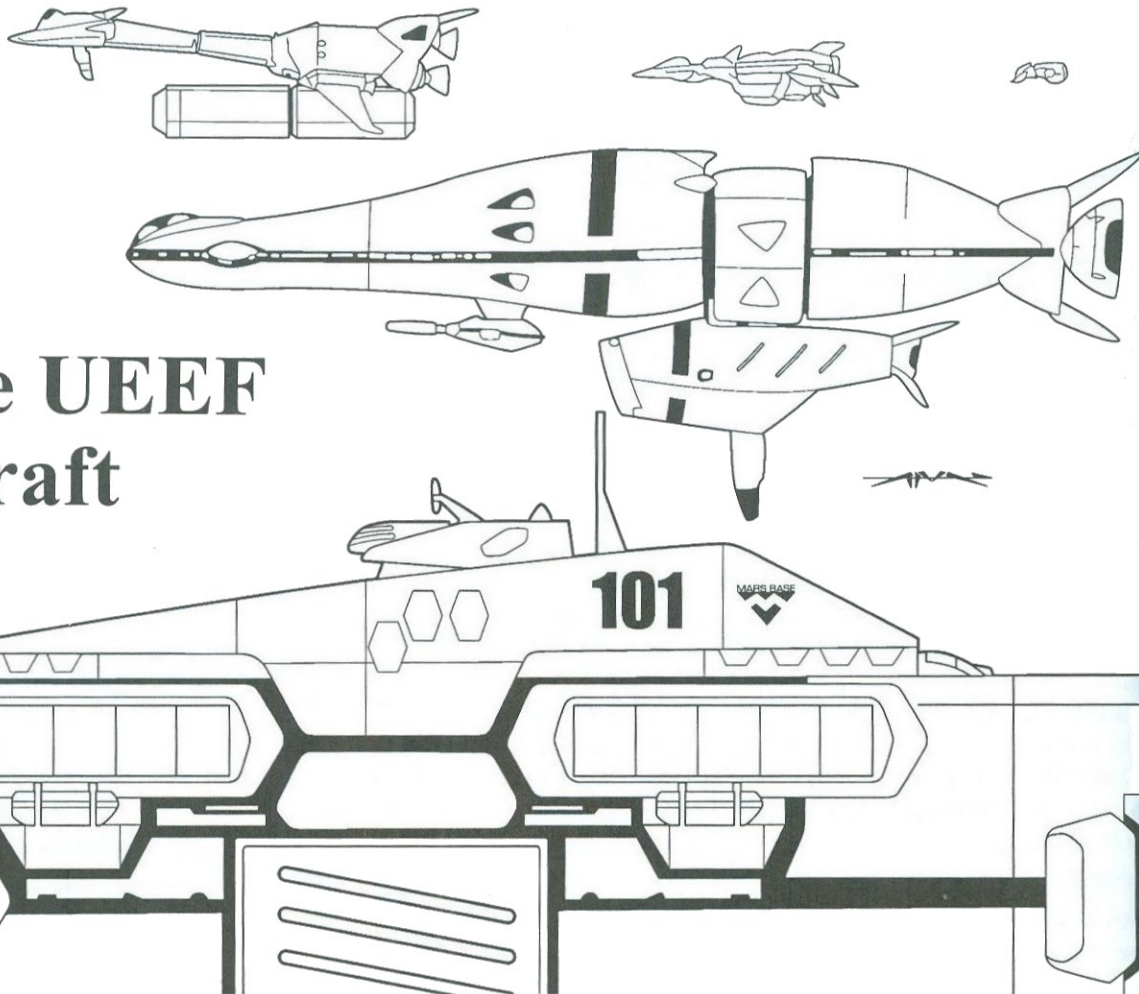


Weight: 3.5 tons.

Cargo: The TC-56 tractor can haul 10 tons of cargo or machinery.

Power System: 4x200amp brushless electric motors that can be configured to be powered by an inline eight, turbocharged flex-fuel engine that can run on liquid fuel (30 miles to a gallon/3.8 liter; 24 gallon/90.9 liter tank) or a Protoculture cell.

Weapon Systems: None.



Notable UEEF Spacecraft

By Jason Marker

SDCV Ikazuchi-class Carrier

The Ikazuchi-class carrier is the primary force projection ship of the United Earth Expeditionary Force, and has been the backbone of the UEEF Fleet for nearly 10 years. The Ikazuchi was part of the “Advanced Design” project that gave birth to the *Garfish-class modular light cruisers* and *Horizon-class landing ships*. Envisioned as a combination mecha carrier and command/control ship, the Ikazuchi was designed to be the center of a Carrier Battle Group. It would not only direct its fighters, the newly designed VF/A-6 Alphas, but the movements of other ships in its group as well.

While the Ikazuchi concept looked good on paper, it proved to be a bit too ambitious for the fledgling UEEF. The project was delayed after massive cost overruns, and the UEEF decided

to concentrate on utilizing their existing fleet of *Tristar* and *Tokugawa class* ships as their primary mecha carriers during the the Pioneer Expedition to Tirol. As the mission progressed, it became clear to the UEEF brass that their capital ships were in dire need of an upgrade. The *Tristar* was starting to show its age, and was struggling in the role it was forced into maintaining. The *Tokugawas* carried their own air wing, but were not suitable as dedicated carriers. What the fleet needed was a dedicated, thoroughly modern carrier to deal with the combined threats of the Robotech Masters and the Invid.

Over the course of the expedition, the UEEF gained possession of the orbital shipyards at Tirol as well as other planets formerly occupied by the Masters. The decision was made to retire the *Tristar* class as the primary fleet carrier, and replace it with *Ikazuchi-class* carriers. Once replaced, the remaining *Tristars* were reclassified as *escort carriers*, a role to which they were much better suited.

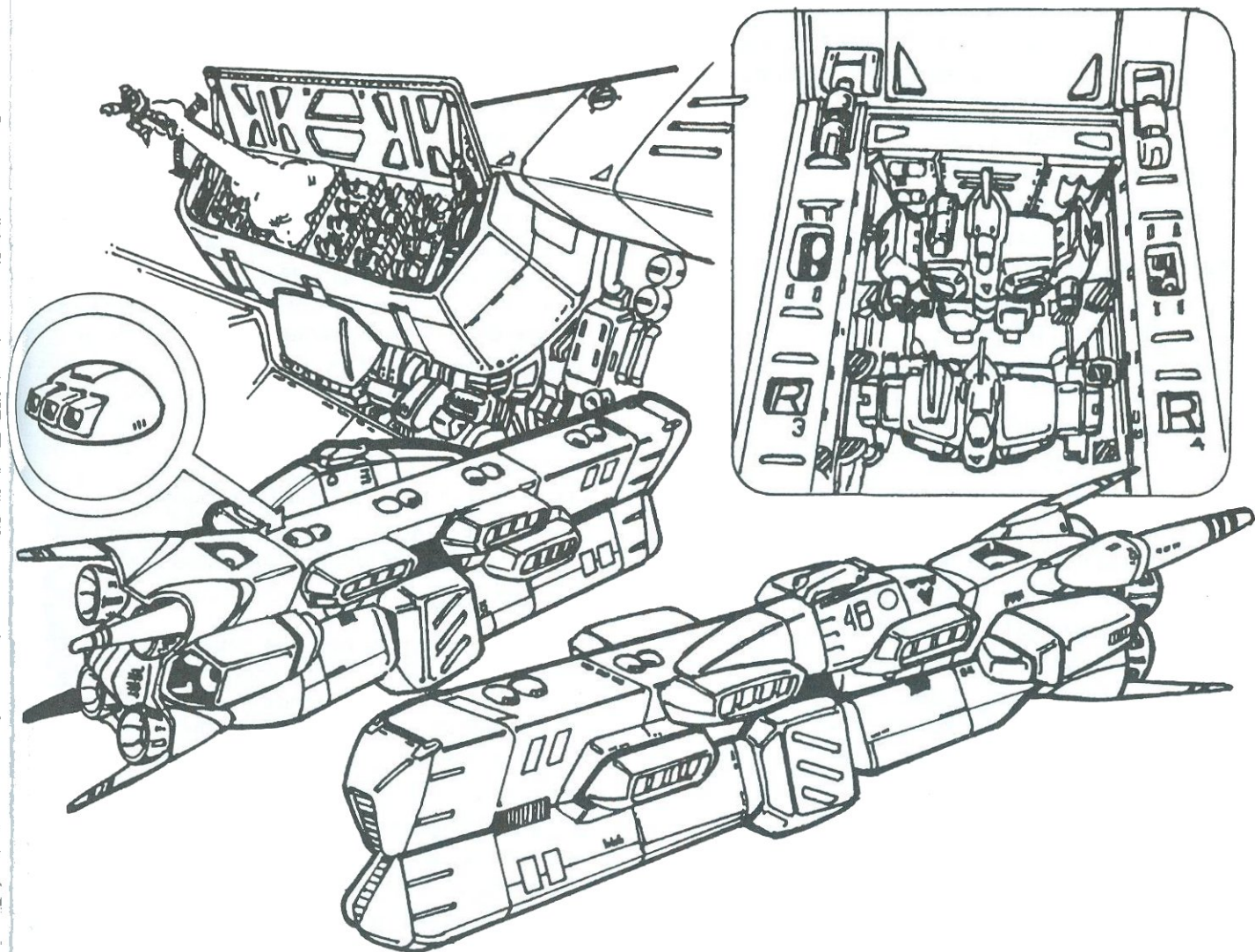
After extensive retooling of the shipyards, the first keel was laid down at the newly re-commissioned *Fantoma Heavy Drive Yard* in 2032, and the class leader, UES *Ikazuchi*, was commissioned in 2035. The construction of the *Ikazuchi*-class carriers led to the development of the *Icarus-class Battlecruiser*, the reclassification of both the *Tristars* and *Tokugawas*, and a near total overhaul of the UEEF's order of battle. The initial production run was ten carriers, with more following immediately. After extensive shakedown and training, these *first ten* and their battle groups were sent to *Mars Base* to oversee the first two failed attempts to evict the *Invid* from Earth. Over the next few years, the shipyards would work endlessly to crank out ships for the *Earth Reclamation Mission*. By the time the 3rd reclamation force departed for Earth under the command of *General Reinhardt* in 2044, there were over 200 *Ikazuchis* in the fleet.

The *Ikazuchi* is an elegant and deadly fighting vessel, well suited to her role as a primary command carrier. The hull has a vaguely hourglass shaped cross section capped on one end by the heavily reinforced ram prow, and on the other by her huge plasma thrusters. Six quick reaction launch bays are situated on each side of the ship, three port and three starboard. Each bay can be configured to simultaneously launch 24 battloids for high-volume delivery of short-range defensive forces or 10 catapult tubes that can launch the ship's entire air wing of fighters in mere minutes. There are also two oversized hangars, one situated at the forward prow of the ship and another that passes

through the center of broadside of the hull, for recovering *Alphas* and *Betas* as well as launching and receiving larger vessels like *Horizon* landing craft.

Along with a large air wing, the *Ikazuchi* is heavily armed with sixteen heavy, anti-ship particle cannon turrets along the dorsal and ventral sides of the ship. The ship also carries numerous long-range missile launchers and a small number of 40mm point defense lasers. While the *Ikazuchi* shines at long-range combat, the point defense lasers have proven to be inadequate against the *Invid* and their massive swarms of *Fighter Scouts*. This is a situation the UEEF brass has been slow to respond to, much to the detriment of the ships and their crews. The problem has been somewhat mitigated by the disposition of carrier groups, and the addition of the *Icarus-class battlecruiser* to the fleet.

In preparation for the final assault on *Reflex Point*, all ships were fitted with the *Shadow Devices* with the assistance of the *Haydonites*. However, these devices which served to cloak the ships' power systems from *Invid* detection were discovered to be a Trojan horse that also allowed the *Haydonites* to easily destroy any ship fitted with such a device. Due to the combination of heavy casualties at Earth against the *Invid* and at *Space Station Liberty* against the *Haydonite* betrayal, nearly all of the *Ikazuchis* and their carrier groups were destroyed. The *Shadow Devices* and *Synchro Cannons* in the few surviving ships are



currently being deactivated or removed along with any other traces of Haydonite technology.

Model Type: Ikazuchi-class Carrier.

Class: SDCV (Super Dimension Carrier).

Ship's Complement:

Ship's Crew: 1,169

Bridge Crew: Ship's Captain (1), Executive Officer (1), Helm (3), Navigation (5), Communications/Sensors (5), Fold Ops (5) Security (6 Security Corpsmen in CBR-5 armor and armed with M-25C Wolverine Carbines).

Combat Information Center: UEEFMC Brigadier General (1, in charge of troop deployment, strategy and tactics), Colonel (2, acting as seconds to the Brig. General), Military Advisory Team (8), Commander of Air Group (1, CAG, commander of ship's air wing), Mechanized Infantry Commander (1 in charge of ground and boarding operations), Comms Team (8), Command Security (14 Marines in CVR-3 armor and armed with M-25C Carbines) Ship's Weapons Crew (14).

Ship's Operations Crew: Engineering (440), Medical Team (208), Ship's Security (60 Security Corpsmen wearing CBR-5 and armed with M-25C Wolverine Carbines), General Enlisted (350), Internal Communications (36).

Troops: 5,256

UEEF Naval/Marine Aviators: 466 combat ready pilots (305 VF/A-6 pilots, 161 VF/B-9 pilots) and 233 pilots in reserve (140 VF/A-6, 93 VF/B-7).

UEEF Fleet Personnel: 2,552 (Various M.O.S. and O.C.C.s.)

UEEF Marine Corps Detachment: 1,700 (Various M.O.S. and O.C.C.s.)

Mecha Complement:

Veritech Fighters: 466 total.

305 VF/A-6 Alphas (X, I, H or Z variants)

161 VF/B-9 Betas (A or X variants)

Non-Variable Battloids: 96

80 ZBR-10 Mk.I Bioroid Interceptors

16 MBR-12 Mk.II Condors

Cyclones: 3000

300 030 Series

200 040 Series

2,500 050 Series

M.D.C. by Location:

Forward Hull Section (1/3) – 20,000

Reinforced Ram Prow – 10,000

* Midships Hull Section (1/3) – 20,000

** Aft Hull Section (1/3) – 25,000

*** Hull per 40 feet (12.2 m) – 100

**** Command Tower – 5,000

Interior Bulkheads per 10 feet (3 m) – 40

Interior Hatches – 50 each

Exterior Hatches – 100 each

Alpha Launch Bays (6) – 1,200 each

Launch Bay Doors (6) – 500 each

Midships Recovery/Landing Hangar doors (2) – 1,200 each

Thruster Shields (4) – 4,500 each

Main Thrusters (4) – 6,000 each

Secondary Thrusters (2) – 2,500 each

Particle Cannons (16) – 300 each

Missile Bays (8) – 250 each

Point Defense Lasers (8) – 150 each

* Destroying the midships hull section will destroy the command deck and eliminate all weapons controls, rendering the ship flyable but unable to fight.

** Destroying the aft section of the hull will destroy the engines, setting the ship adrift.

*** Punching holes in the hull will cause the damage control system to automatically seal off whatever compartment has been exposed to vacuum. Ships are highly compartmentalized to prevent easy decompression of the whole ship.

**** Destroying the bridge tower destroys the bridge. With the bridge destroyed, the ship can still be commanded from the central command deck.

Speed:

Hover: Ikazuchi-class carriers are not well-suited for atmospheric operations, and their atmospheric performance is pretty much limited to emergency takeoff and landing.

Flying:

Space: Cruising speed of 3,044 mph (4,870 km) or Mach 4. Maximum speed of 6,850 mph (10,960 km) or Mach 9.

Maximum Range: Limited only by supplies. The Reflex Furnace can carry have enough Protoculture for up to thirty years of standard operation, although shipboard expendable stores are only good for 14 months of constant deployment with a standard crew and troop complement. However, Protoculture fuel supplies can be quickly depleted through the use of Hyperspace Fold Drives. The drives generate a fold bubble up to two miles (3.2 km) across that can also carry non-fold capable ships within range of the sphere. The amount of Protoculture expended with each fold depends on the diameter of the fold bubble generated and the distance traveled, up to a limit of 250 parsecs in a single jump. Trips longer than that require multiple folds.

Statistical Data:

Length: 2,303 feet (702 m).

Beam: 505 feet (154 m).

Height: 580 feet (177 m).

Weight: 1,400,000 tons fueled and provisioned.

Power Source: 4 Reflex Furnaces powering six capital plasma thruster arrays and one Mk. VI Capital Space Fold Generator.

Weapon Systems:

1. HPC-SC240 Triple-Barreled 240mm Particle Cannon Turrets (16): These are the primary anti-ship weapons on the Ikazuchi. They are mounted in armored turrets, eight on the dorsal side of the hull, eight on the ventral, and have a 360 degree rotation and 65 degree elevation.

Primary Purpose: Anti-Ship.

Secondary Purpose: Anti-Installation and Siege Fire.

Weight: Not applicable, part of the ship's hull.

Mega-Damage: 1D4x100 M.D. per single blast.

Range: 30 miles (48 km) in atmosphere, 240 miles (384 km) in space.

Rate of Fire: Twice per melee round (15 seconds).

Payload: Effectively unlimited.

Note: These weapons have difficulty hitting small, fast targets like mecha and aerospace fighter craft, and even ships as large as Horizon class transports. Refer to the chart on page 167.

2. HM-6 Heavy Missile Launchers (8): These missile launchers are mounted forward and aft on both the dorsal and ventral sides.

Primary Purpose: Anti-Ship.

Secondary Purpose: Anti-Installation and Siege Fire.

Weight: Not applicable, part of the ship's hull.

Mega-Damage: Per warhead; varies with type.

High-Explosive (medium): 3D6x10 M.D., 500 mile (800 km) range at 2010 mph (mach 3), 30 foot (9.1 m) radius, 20 M.D.C.

High-Explosive (heavy): 4D6x10 M.D., 500 mile (800 km) range at 2010 mph (mach 3), 40 foot (12.2 m) radius, 20 M.D.C.

High Explosive Armor Piercing/HEAP (medium): 3D6x10 M.D., 800 mile (1280 km) range at 2010 mph (mach 3), 30 foot (9.1 m) radius, 20 M.D.C.

Fragmentation (light): 2D6x10 M.D., 400 mile (640 km) range at 1400 mph (2240 km), 80 foot (24.4 m) radius, 20 M.D.C.

Plasma/Heat (medium): 4D6x10 M.D., 500 mile (800 km) range at 1400 mph (2240 km), 40 foot (12.2 m) radius, 20 M.D.C.

Plasma/Heat (heavy)*: 5D6x10 M.D., 500 mile (800 km) range at 1400 mph (2240 km), 50 foot (15.2 m) radius, 20 M.D.C.

Proton Torpedo (heavy)*: 6D6x10 M.D., 1200 mile (1920 km) range at 2010 mph (mach 3), 50 foot (15.2 m) radius, 20 M.D.C.

Reflex (medium)*: 1D4x100 M.D., 1000 mile (1600 km) range at 2010 mph (mach 3), 40 foot (12.2 m) radius, 20 M.D.C., rare and in short supply.

Reflex (heavy)*: 1D6x100 M.D., 1000 mile (1600 km) range at 2010 mph (mach 3), 60 foot (18.3 m) radius, 20 M.D.C., rare and in short supply.

Reflex Multi-Warhead*: 2D4x100+60 M.D., 1800 mile (2880 km) range at 2010 mph (mach 3), 100 foot (30.5 m) radius, 20 M.D.C., rare and in short supply.

Note: Those missiles with an asterisk * are smart bombs with a bonus of +5 to find and strike large targets and +3 to dodge attacks leveled at them or to avoid debris (bonuses do not apply to small targets such as fighter craft, mecha or individual troops).

Range: Per long-range missile; typically 500 miles (800 km); see missile descriptions, above.

Rate of Fire: Singly or in volleys of one, two, four or six.

Payload: Six in each of the eight armored magazines, 48 total. The ship can carry another 960 missiles in its hold.

3. MLWS-40 Rapid-Fire 40mm Point Defense Lasers (8): Mounted four to a side along the centerline of the ship, these turrets are excellent anti-mecha weapons and do a reasonable job against the fast and nimble Invid Fighter Scouts.

Primary Purpose: Anti-Mecha, Anti-Space Fighters and General Defense.

Secondary Purpose: Anti-Ship and Assault.

Weight: Not applicable, part of the ship's hull.

Mega-Damage: 2D6x10 M.D. per single blast.

Range: 4,500 feet (1,371 m).

Rate of Fire: Each blast counts as one attack. Attacks per melee are equal to those of the "gunner" assigned to the weapon position, plus one (typically 4-6 attacks per melee round). Each laser is used to attack its own, independent target(s), and MLWS-40s seldom work in tandem with the other three laser positions to fire upon the same target.

Payload: Effectively unlimited.

Bonus: +1 to strike small opponents from man-sized to mecha, fighters and shuttle craft. This is in addition to the Battle Group Bonus noted below.

4. Ram Prow: The bow and keel of the ship is reinforced to allow the Ikazuchi to make ramming attacks against other capital ships or space stations. The front hangar doors can then open to allow onboard mecha to attack the enemy through the pierced hull. While the Ikazuchi is sturdy enough to take it, ramming is usually a last-ditch maneuver born from desperation. Whenever the ship executes a ram attack, it suffers 10% of the damage it deals out to the enemy target to its own ram prow, and 5% of the damage is inflicted upon the forward and midships sections. It is recommended that a ship be sent to dry-dock for inspection and possible overhaul after a ramming attack.

Primary Purpose: Anti-Ship.

Secondary Purpose: Anti-Installation.

Weight: Not applicable, part of the ship's hull.

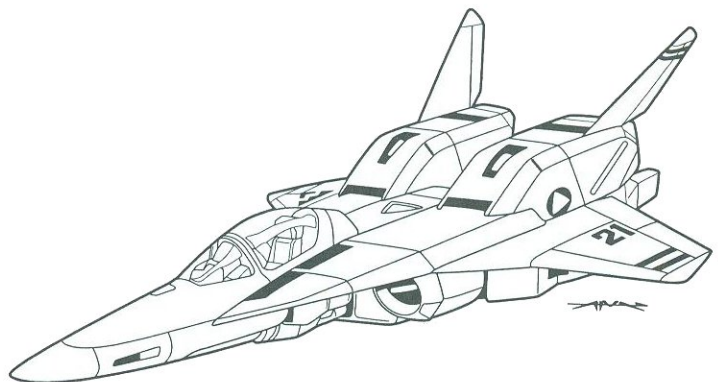
Mega-Damage: 1D8x1000 M.D. from a ram attack.

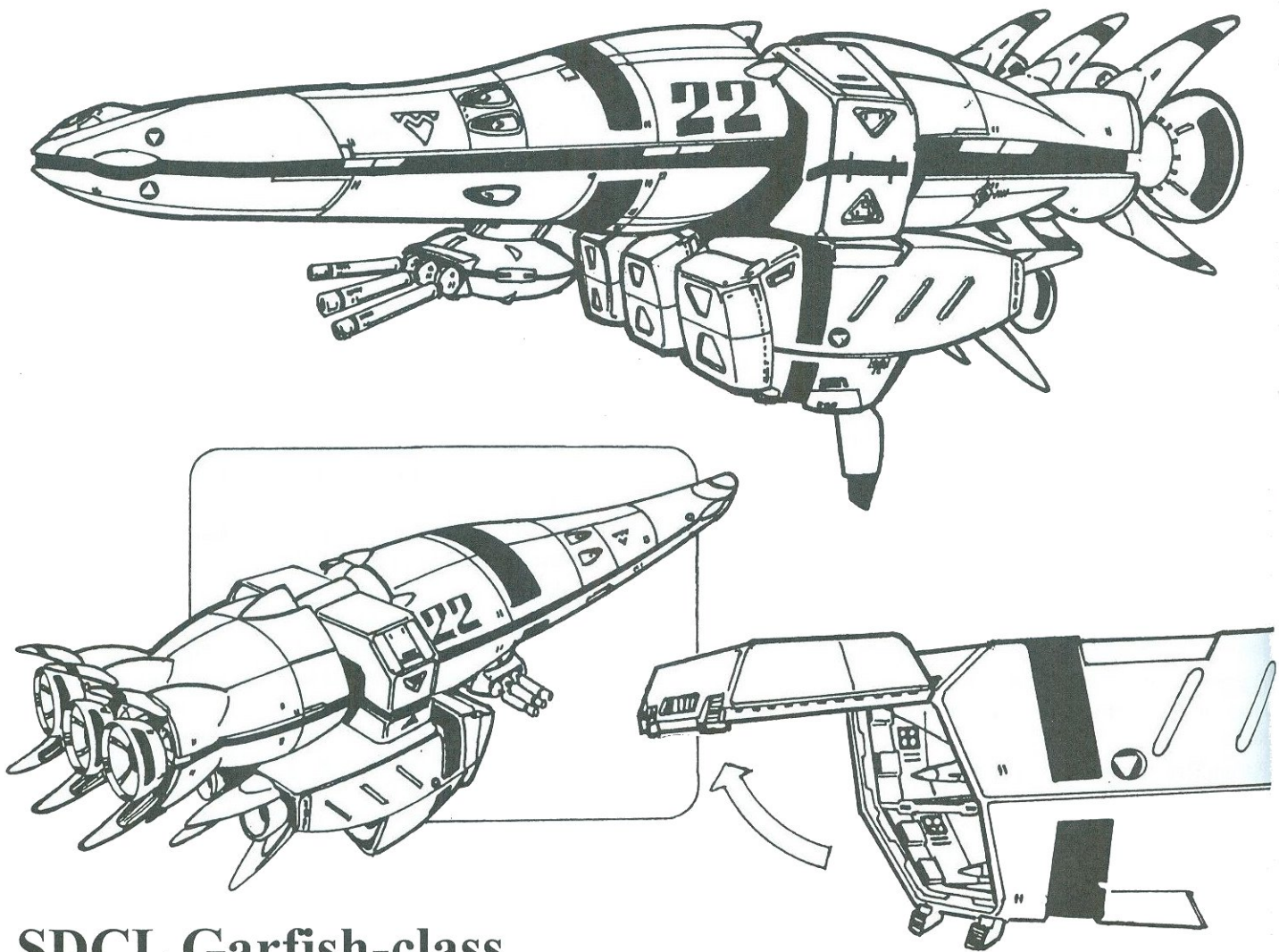
Rate of Fire: Aligning and executing a ram takes all of the helm's attacks for 12 melee rounds (three minutes).

Range: Direct physical contact.

Payload: Not applicable.

5. Ship's Systems of Note: Tactical life support, escape pods for all crew, and Advanced Command and Control Capabilities. Allows the carrier to share sensor and tactical data instantly with the other ships in its battle group. This grants the *battle group* +2 to strike against anything directly engaged by the carrier.





SDCL Garfish-class Light Cruiser

The Garfish-class light cruiser is the oldest type of a diverse family of ships based on the Light Modular Super Dimension (LMSD) hull. The initial design was finalized in 2025, and the keel of the class leader **UES Garfish** was laid down in early 2027 at *Space Station Liberty*. She was launched April 2028 and commissioned the following month.

Essentially an over-gunned and over-engined destroyer, the Garfish class was the first in the “Advanced Design” series of vessels that the United Earth Expeditionary Force deployed for their *Pioneer Mission*. The Advanced Design program called for ships that were highly mobile and able to withstand months, if not years, of deployment without re-supply. The old paradigm of multiple, specialized hull classes to fill every job in the fleet was seen as unwieldy and inefficient for a force that was expected to be on the move for so long with little to no support. A leaner and more consolidated force was seen as more appealing, especially since the UEEF was going to be carrying all of their supplies with them. The LMSD ships were seen as a way to consolidate resources and manpower, and afford the UEEF the flexibility they would need.

The Garfish was designed to fill the roles of numerous different mission profiles, from combat logistics to deep-space reconnaissance to light assault, in a package that was fast and durable. To this end, the ship was built around the revolutionary modular

hull dock system that allows the ship to fit numerous, mission specific modules. These modules can be high-powered sensors, modular hangar bays, cargo bays and even scientific instruments. Along with the *Garfish-class light cruiser*, other variants of the LMSD family include the *Hyperion-class reconnaissance cruiser*.

The Garfish class is well suited to escort and protect larger ships such as carriers and battleships from enemy sub-capital ships and fighter craft. To that end, light cruiser variants are fitted with a modular hangar bay designed to carry a flight of Alphas and their pilots and support crews. The ships are heavily armed for their size, carrying a massive, triple-barreled particle cannon and six long-range missile launchers. During encounters with the Invid, it was shown that all of the UEEF’s ships were unprepared for the enemy’s swarming, high attrition warfare style. Later model Garfish cruisers were refitted with better combat computers and eight retractable laser turrets to better fight the swarms of Invid.

Eventually, hundreds of these hardy vessels entered service with the UEEF. Many were lost during the Pioneer Mission, and nearly two thirds were lost in the three attempts to reclaim Earth. For the final assault on Reflex Point, many Garfish cruisers were refitted with Shadow Devices and Synchro Cannons. However, because of the Haydonite betrayal, the UEEF has been busy reverting these vessels back to their non-Shadow configuration.

Note: The stats below are for the *standard Garfish-class light cruiser* based on the LMSD hull. Further variations will be discussed in a future sourcebook dedicated to the naval vessels of the UEEF.

Model Type: Garfish-class light cruiser.

Class: SDCL (Super Dimension Light Cruiser).

Ship's Complement:

Ship's Crew: 57 total.

Bridge Crew: Ship's Captain (1), Executive Officer (1), Helm (2), Navigation (2), Communications/Sensors (4), Fold Ops (2), Security (2 Security Corpsmen in CBR-5 armor and armed with M-25C Wolverine Carbines).

Combat Information Center: Operations Commander (1), Commander's Aides (2), Military Advisors (4), Ship's Weapons (4), Comms (4), Security Team (4 Marines in CVR-3 armor and armed with M-25C Carbines).

Ship's Operations Crew: Engineering (8), Medical Team (5), and General Enlisted (11).

Troops: 454 for Light Cruiser configuration.

UEEF Naval/Marine Aviators: 9 Alpha pilots.

UEEF Fleet Personnel: 320 mainly technical and support M.O.S.

UEEF Marine Corps Detachment: 125

Mecha Complement:

Veritech Fighters: 9

9 VF/A-6 Alphas (X, I, H or Z variants)

Non-Variable Battloids: 6

6 ZBR-10 Mk.I Bioroid Interceptors

(Up to a total complement of 15 Alphas and/or battloids)

Cyclones: 105 – 050 Series Cyclones Standard.

M.D.C. by Location:

* Forward Hull Section (1/3) – 900

** Midships Hull Section/Modular Dock (1/3) – 900

*** Aft Hull Section (1/3) – 900

**** Hull per 40 foot (12.2 m) area – 150

Interior Bulkheads per 10 foot (3 m) section – 40

Interior Hatches – 30 each

Exterior Hatches – 100 each

Modular Hangar Bay (optional) – 1,600

Retractable Anti-Ship Lasers (8) – 125 each

Triple Particle Cannon Turret – 300 each

Missile Tubes (6) – 100 each

Main Thrusters (3) – 700 each

Maneuvering Thrusters (4) – 350 each

* Destroying the forward section of the hull will destroy the bridge, missile launchers and particle cannon turret.

** Destroying the midships hull section will destroy the command deck and eliminate all weapons controls, rendering the ship flyable but unable to fight. Any module fitted to the modular dock will likewise be destroyed.

*** Destroying the aft section of the hull will destroy the engines, setting the ship adrift.

**** Punching holes in the hull will cause the damage control system to automatically seal off whatever compartment has

been exposed to vacuum. Ships are highly compartmentalized to prevent easy decompression of the whole ship.

Speed:

Hover: The ship can hover in atmosphere and is capable of VTOL launches.

Flying:

Atmosphere: The ship is awkward in atmosphere and can manage a paltry 350 mph (560 km) cruising speed. Most atmospheric operations are limited to entering atmosphere to launch fighters/deploy troops then leaving. The ship can reach a maximum of Mach 10 to enter orbit.

Space: Cruising speed of 3,806 mph (6,089 km) or Mach 5. Maximum speed of 10,657 mph (17,051km) or Mach 14. The ship can also travel at sub-light speeds at a maximum of .20 lightspeed or 32,000 miles per second (51,200km).

Maximum Range: Limited only by supplies. The Reflex Furnace can carry enough Protoculture for up to twenty years of standard operation, although shipboard expendable stores are only good for ten months of constant deployment with a standard crew and troop complement. However, Protoculture fuel supplies can be quickly depleted through the use of Hyperspace Fold Drives. The drives generate a fold bubble up to 820 feet (250 m) across that can also carry individual fighters within range of the sphere. The amount of Protoculture expended with each fold depends on the diameter of the fold bubble generated and the distance traveled, up to a limit of 70 parsecs in a single jump. Trips longer than that require multiple folds.

Statistical Data:

Length: 587.2 feet (179 m).

Beam: 193.5 feet (59 m).

Height: 108.2 feet (33 m) hull, 183.7 feet (56 m) with Modular Hangar Bay.

Weight: 69,800 tons fueled and provisioned.

Power Source: One Reflex Furnace powering three sub-capital plasma thruster arrays and one Mk. III Sub-Capital Hyperspace Fold Generator. Light cruiser module also includes three auxiliary plasma thruster arrays.

Weapon Systems:

1. HPC-SL240 Triple-Barreled 240mm Long Range Particle Cannon:

This monster is the main anti-ship weapon of the Garfish-class ships. The SL240 is similar to the anti-ship turrets of larger battlecruisers and battleships, allowing what is essentially a destroyer class hull to be classified as a cruiser. The three extended barrels usually fire at once, delivering a devastating amount of firepower at a longer range than their short-barreled counterpart. Firing this weapon is very energy intensive, and it has a relatively low rate of fire.

Primary Purpose: Anti-Ship and Assault.

Secondary Purpose: Anti-Installation and Defense.

Weight: N/A, part of the ship's hull.

Mega-Damage: 1D4x100 M.D. per single blast. 2D4x100 M.D. per simultaneous double blast, and 3D4x100 M.D. per simultaneous triple beam blast at the same target.

Range: 60 miles (96 km) in atmosphere, 480 miles (768 km) in space.

Rate of Fire: Twice per melee round (15 seconds).

Payload: Effectively unlimited.

Note: These weapons have difficulty hitting small, fast targets like mecha and aerospace fighter craft, and even ships as large as Horizon class transports. Refer to the chart on page 167.

2. HM-6 Heavy Missile Launchers (6): In the forward section of the hull there are six heavy missile launchers, four on the dorsal side of the ship, two on the ventral. Each launcher holds six long-range missiles in an armored magazine, and can fire any type of missile commonly used by the UEEF.

Primary Purpose: Anti-Ship.

Secondary Purpose: Anti-Installation.

Weight: Not applicable, part of the ship's hull.

Mega-Damage: Per warhead.

Range: Per long-range missile. See #2 of the Ikazuchi for missile damage, range and descriptions.

Rate of Fire: Singly or in volleys of two, four or six.

Payload: Six in each of the armored magazines for 36 total. The ship can carry another 36 missiles in its hold.

3. MLWS-40 Rapid-Fire 40mm Point Defense Lasers (8): Directly aft of the modular dock are eight retractable, 40mm double-barreled laser turrets. The lasers have 360 degrees of rotation and 60 degrees of elevation. They are mounted on the dorsal side of the ship beneath heavily armored hatches and are very effective at breaking up swarms of Invid.

Primary Purpose: Anti-Ship and Defense.

Secondary Purpose: Anti-Installation, Mecha and Small Fighter-craft.

Weight: Not applicable, part of the ship's hull.

Mega-Damage: 2D6x10 M.D. per single blast.

Range: 4,500 feet (1,371 m).

Rate of Fire: Each blast counts as one attack. Attacks per melee are equal to those of the "gunner" assigned to the weapon position, plus one (typically 4-6 attacks per melee round). Each laser is used to attack its own, independent target(s), and MLWS-40 gun positions seldom work in tandem with the other laser positions to fire upon the same target.

Payload: Effectively unlimited.

4. Ship's Systems of Note: Modular hull dock, advanced avionics suite, IFF computer, tactical life support, escape pods for all crew and troops.

LCA-12T Horizon-T

Armored Transatmospheric Landing Craft

The Horizon-class landing craft was the second ship designed as part of the UEEF's "Advanced Design" program. These nimble vessels were designed to operate as trans-atmospheric dropships to efficiently deploy troops and materiel to planetary surfaces. To this end, they were designed to carry modular *drop pods* that could be configured to fit the needs of various mission profiles. True to its modular nature and UEEF Fleet doctrine, the spaceframe can be adapted for use in other roles, such as strategic bombing, electronic warfare or early warning and control.

The first **Horizon** came off the line at *Liberty Ship Yards* in 2028 and flew escort for the shakedown cruise of the *Garfish*

class. These ships are graceful and fast, with a silhouette reminiscent of late Twentieth Century strategic aircraft. They are lightly crewed, being mostly engines and control surfaces, and carry an embarked squad of UEEF Marine Infantry in three fire teams. Their modular drop pods carry 300 tons each, and can be configured to carry troops (96 Marine Infantry in eight squads with their gear, Cyclones and a command vehicle) or other mecha, vehicles, cargo or whatever materiel a mission may require.

The **Horizon-T** was an armored variant that was deployed with the Earth Reclamation Force. It carried no defensive weapons and relied on an armored fuselage and one docked VF/A-6 Alpha Fighter mated to a Beta Fighter for defense. While handy, this fighter combination was found to be of limited help against the swarming tactics of the Invid, leaving the ship to rely on its speed to survive drops while under attack.

Horizons have served the Pioneer Expedition very well in their years of service against the Robotech Masters. However, more recent conflicts against the Invid, especially operations involving the 10th and 21st Mars Divisions, have taken a heavy toll on the ranks of the Horizon-T. An updated version, the **Horizon-V**, has begun limited production and is scheduled to enter shakedown flights in 2044 to eventually replace the aging T variant as the primary landing craft of the UEEF. This new version takes the modular design concept a step further as it can accept armored booster modules to extend performance and survivability in high-risk mission situations.

Note: The following stats are for the *Horizon-T armored variant of the transatmospheric landing craft*. Further variations will be discussed in a future sourcebook dedicated to the naval vessels of the UEEF.

Model Type: Horizon-T class armored transatmospheric landing craft.

Class: LCA-12T

Ship's Complement:

Ship's Crew: 17 total.

Bridge Crew: Pilot (1), Co-Pilot (1), Communications (1) and Navigation (1).

Troops: One UEEFMC squad (12 Marines) in CVR-3 armor with VR-052 Cyclones.

UEEF Naval/Marine Aviators: One.

Mecha Complement:

Veritech Fighters: Two – one docked Alpha Fighter with an attached Beta Fighter.

M.D.C. by Location:

* Forward Section/Crew Compartment – 400

** Midships Section/Troop Compartment – 400

*** Aft Section/Engines – 600

**** Wings (2) – 300 each

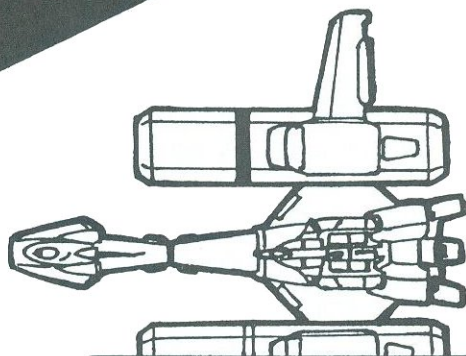
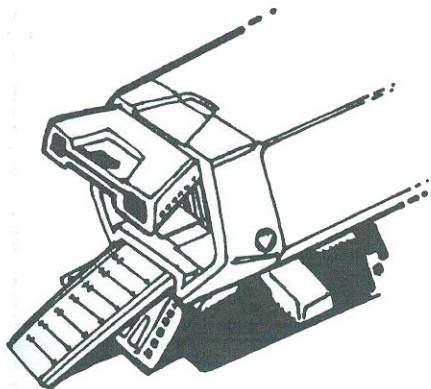
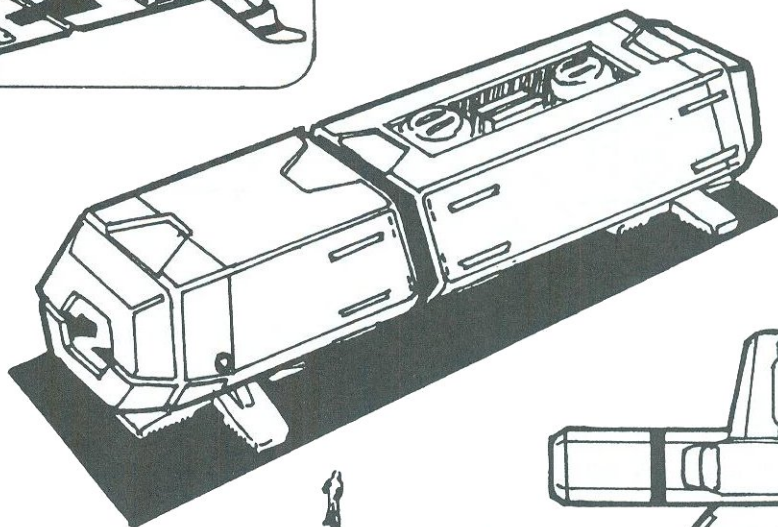
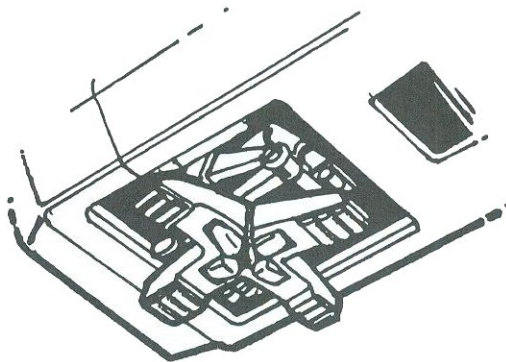
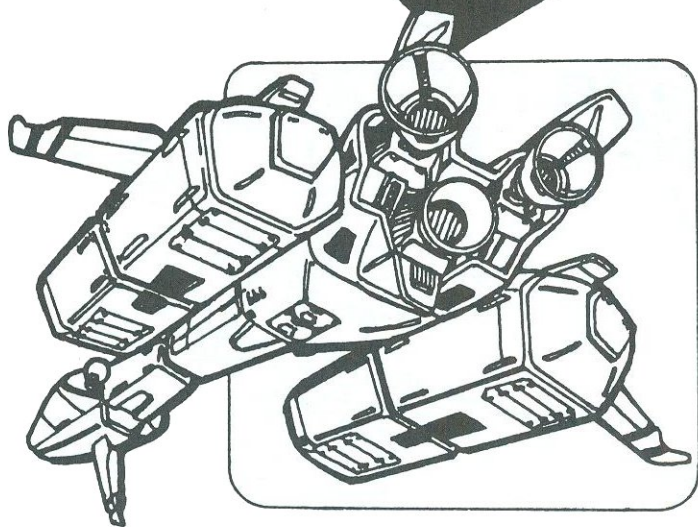
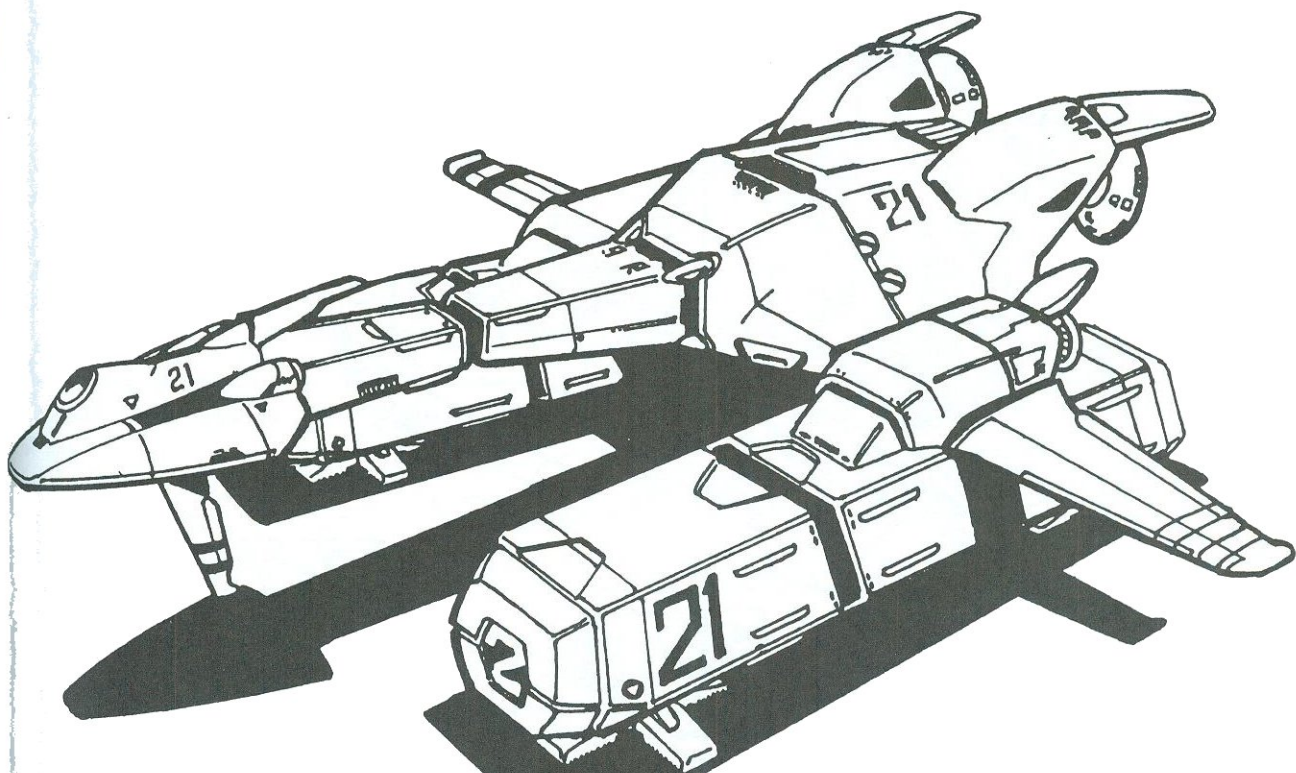
Thrusters (3) – 200 each

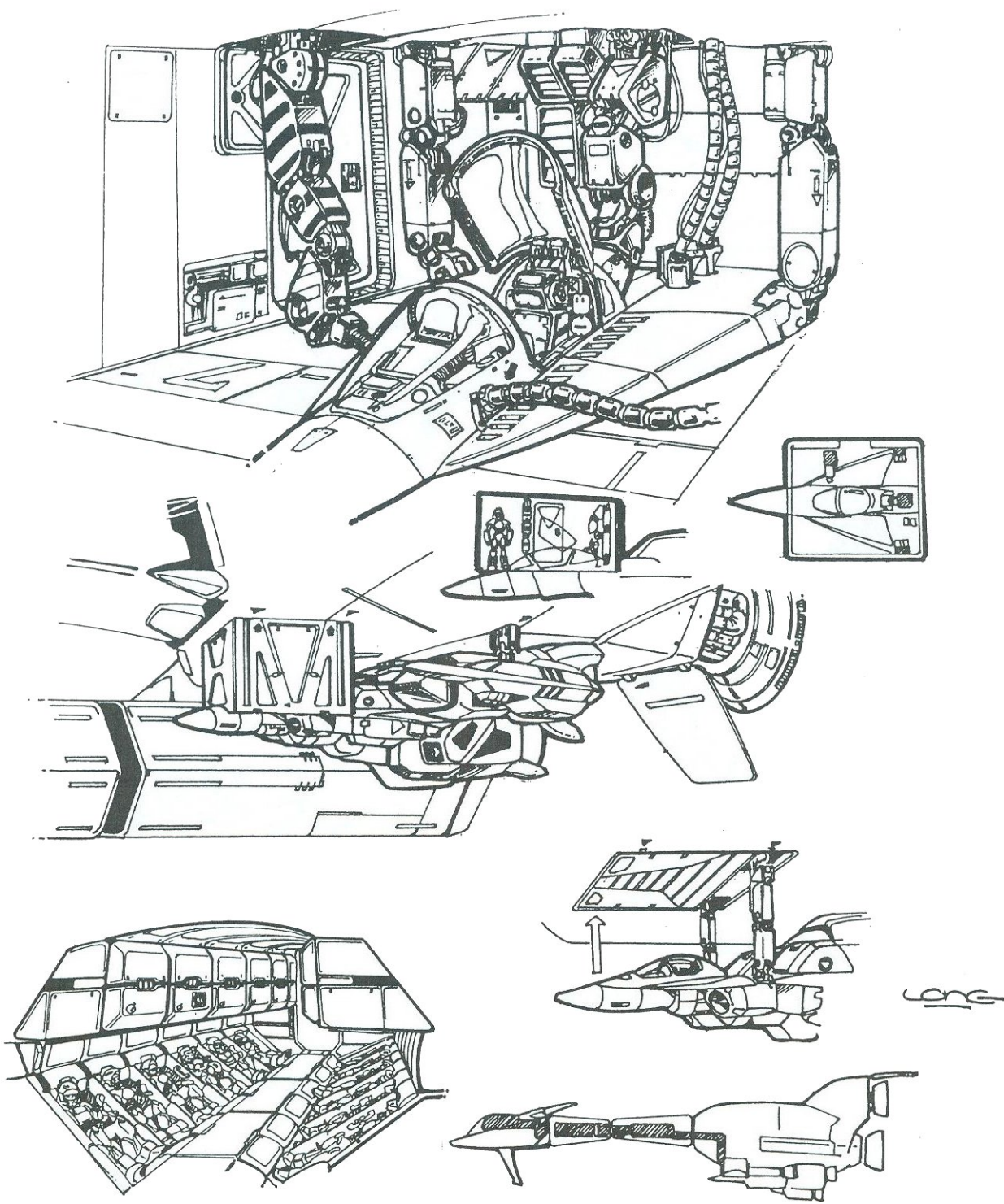
Detachable Drop Pods (2) – 500 each

Drop Pod Hatches (2) – 100 each

Alpha/Beta Retractable Docking Lock (2) – 125

* Destroying the forward section destroys the bridge and all flight controls. This kills the bridge crew instantly, but the embarked Marine squad is likely to survive. In space this sets the craft adrift, in atmosphere this will cause the ship to crash.





** Destroying the midships/neck section of the ship will kill the embarked Marine squad and split the ship in two. The crew compartment/escape capsule will automatically eject, and the aft/engine section will be set adrift.

*** Destroying the aft/engine section will destroy the engines, as well as quite possibly any attached drop pods. The embarked Marine squad and ship's crew can still evacuate in the escape pod.

**** Destroying a wing in space will possibly (35% chance) cause the attached drop pod to be jettisoned and set adrift. In atmosphere there is the same chance, but the ship itself is rendered unflyable and will crash.

Statistical Data:

Ship:

Length: 198 feet (60.3 m).

Wingspan: 224 feet (68.3 m).

Height: 60 feet (18.3 m).

Weight: 2,200 tons fueled and provisioned.

Drop Pod:

Length: 130 feet (39.6 m).

Width: 34 feet (10.4 m).

Height: 33 feet (10 m).

Weight: 60 tons empty. A Drop Pod can carry up to 300 tons.

Power Source: One Protoculture reactor powering three sub-capital plasma thruster arrays. Horizon Class Landing Craft have no spacefold engines.

Weapon Systems: None. Defensive firepower is provided by the attached Alpha/Beta fighters.

Ship's Systems of Note: Long-range communication, combat computer, tactical life support, escape capsule for crew and UEEFMC squad.

Speed:

Hover: The ship can hover in atmosphere and is capable of VTOL launches. Maximum speed in hover mode is 100 mph (160 km).

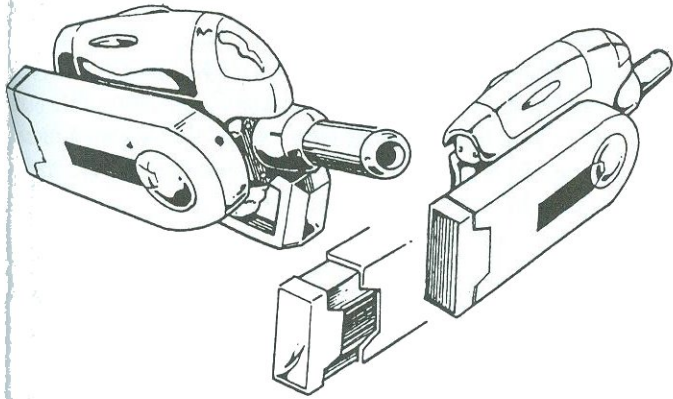
Flying:

Atmosphere: Maximum atmospheric cruising speed at any altitude is 1,340 mph (2,144 km) or Mach 2. Can reach a max of near Mach 13 to escape atmosphere.

Space: Maximum cruising speed of Mach 4.

Maximum Range: Limited only by supplies. A small Reflex Furnace can carry enough Protoculture to provide fully global flight range and can allow short non-fold interplanetary voyages. However, the limited interior space of the vessel does not provide sufficient living quarters for long deployments. Horizon-class ships carry only about a week's worth of stores for a standard crew, not counting any troops or pilots in the drop pods.

Notable Handheld UEEF Weapons



EP-40 Ion Pulse Pistol

The EP-40 is a heavy ion pistol that dishes out respectable damage and is very accurate over short distances. It is standard issue to the VR-050 series Cyclones, typically mounted on the front wheel hub, and is fixed forward with a 45 degree field of fire. The weapon is powered by a Protoculture magazine that is good for 110 blasts. Though standard issue to VR-052 Cyclones, the weapon may also be used by infantry troops as well.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Weight: 8 pounds (3.6 kg).

Range: 1,200 feet (366 m).

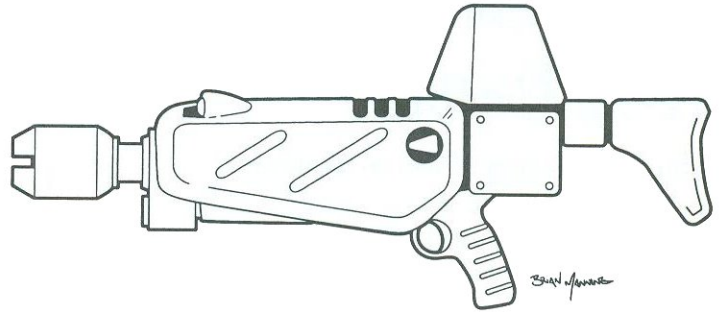
Mega-Damage: 4D6 M.D. per blast; no burst capabilities.

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

Payload: 110 blasts. **Note:** This weapon runs on Protoculture Energy Clips and can be sensed, seen and tracked by the Invid the second it is turned "on."

M.D.C. of the Weapon Itself: 30 M.D.C.

Bonus: +1 to strike under 750 feet (228.6 m), in addition to any Weapon Proficiency bonuses of the pilot.



EP-37 60mm Pulse Beam Rifle

This heavy laser rifle fires single shots as well as five round bursts. It is highly accurate and very durable, able to take all manner of abuse in the field and keep working. It is issued with the *VR-052 Battler Cyclone* as a standard assault rifle, and is stowed alongside the mecha while in cycle mode. This weapon can be used by un-armored humans, but is heavy and awkward and imposes a -2 to strike.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Weight: 22 pounds (10 kg).

Range: 4,000 feet (1,219 m).

Mega-Damage: 4D4 M.D. for a single shot, 1D6x10 M.D. for a five round burst.

Rate of Fire: Each blast uses one of the pilot's attacks.

Payload: 100 single shots or 20 five round bursts per Protoculture magazine.

M.D.C. of the Weapon Itself: 40 M.D.C.

Bonus: +1 to strike.

FAL-2 Pulse Laser Rifle

Another old energy weapon from between the first and second Robotech wars. Designed to be the energy rifle equivalent to the AK-47, the FAL-2 was cheap to produce, easy to use and

Character Sheet

Name: _____

Rank: _____ **O.C.C.:** _____

Attributes **Race:** _____ **Alignment:** _____

I.Q.: _____ **Sex:** _____ **Age:** _____ **Height:** _____ **Weight:** _____

M.E.: _____ **Hit Points:** _____ **S.D.C.:** _____ **Armor M.D.C.:** _____

M.A.: _____ **Level of Experience:** _____ **Experience Points:** _____

P.S.: _____ **Place of Birth:** _____ **Birth Order:** _____

P.P.: _____ **Family Ties:** _____

P.E.: _____ **Outlook on Earth:** _____

P.B.: _____ **Disposition:** _____

Spd: _____

<u>Common Skill Set</u>	<u>%</u>	<u>M.O.S.:</u>	
		<u>M.O.S. Skills</u>	<u>%</u>
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

<u>O.C.C. Skills</u>			
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
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_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

		<u>Secondary Skills</u>	
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

<u>O.C.C. Related Skills</u>			
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Combat Reference Sheet

Combat Modifiers	Attacks	Initiative	Strike Melee	Strike Ranged	Strike Missile	Parry	Dodge	Pull Punch	Roll
Attributes									
H to H									
Subtotal									
Mecha									
Total									

Damage

	Normal	Modifier	Mecha
Punch:	_____	_____	_____
Power Punch:	_____	_____	_____
Tear or Pry:	_____	_____	_____
Kick (normal):	_____	_____	_____
Karate Kick:	_____	_____	_____
Jump Kick:	_____	_____	_____
Leap Kick:	_____	_____	_____
Stomp:	_____	_____	_____
Body Block:	_____	_____	_____
Running	_____	_____	_____
Body Block:	_____	_____	_____
Flip/Throw:	_____	_____	_____
Crush/Squeeze:	_____	_____	_____

Perception: _____ **Disarm:** _____

Entangle: _____ **Pin/Incap.:** _____

Critical: _____ **Knockout:** _____

Death Blow: _____

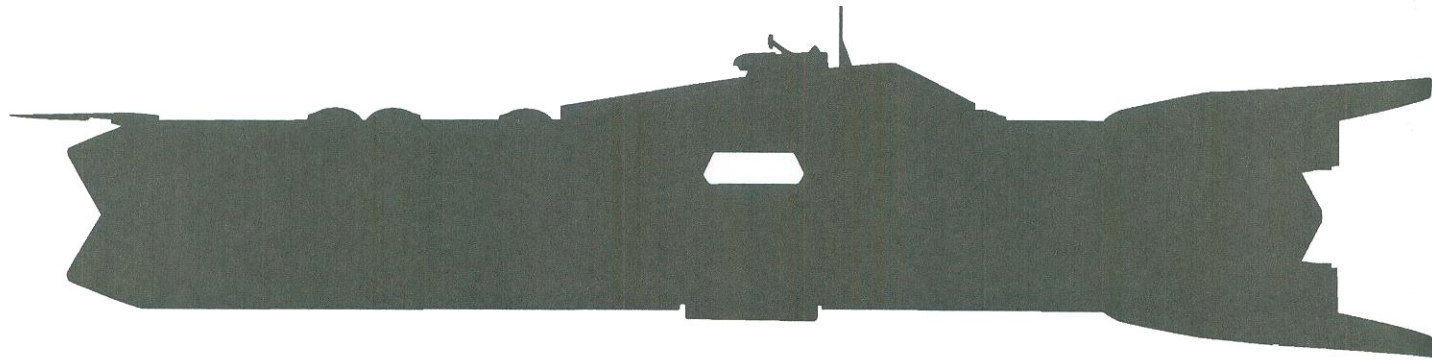
Saving Throws

	Base	Modifier	Total
Acid:	_____	_____	_____
Coma/Death:	_____	_____	_____
Disease:	_____	_____	_____
Harmful Drugs:	_____	_____	_____
Horror Factor:	_____	_____	_____
Insanity:	_____	_____	_____
Lethal Poison:	_____	_____	_____
Non-Lethal Poison:	_____	_____	_____
Pain:	_____	_____	_____

Weapons	Modifiers	Range	Damage	Payload
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Mecha Combat Data	Type of Mecha: _____				
M.D.C. by Location:	Speed: _____	Flying: _____			
Main Body – _____	Weapon Systems	Modifiers	Range	Damage	Payload
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
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_____	_____	_____	_____	_____	_____
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_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Space Combat



Adventures in **Robotech®** are fun and far reaching. They can take place over a forty-some year span of time on Earth, on alien worlds and in *outer space*. In fact, *space battle* is a running theme through the **Robotech®** series. That means not just Veritech Fighters against other mecha, but dogfights in space, boarding enemy spacecraft, and ship to ship combat.

Lines of Defense

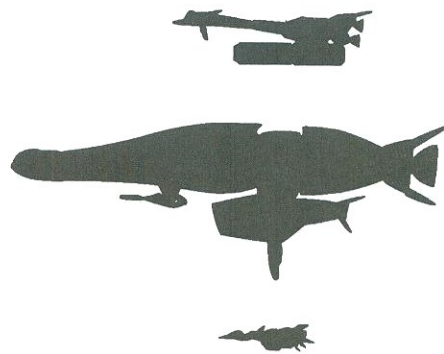
Strategy & Tactics to Consider

Most spaceships, especially those designed for war, have **three imaginary perimeter lines** around the vessel.

The first is the outer perimeter, where long-range weapons and missiles are used to destroy or repel incoming attackers.

The second is the inner perimeter line, where careful targeting with the big guns is used and combat escorts, fighters and mecha are launched to engage and stop the enemy. When this line is penetrated by enemy attackers, the ship is in jeopardy of being hammered at close range and/or boarded by the enemy unless it takes evasive action (i.e. engage light speed or space fold away). Penetrating this second perimeter means the attackers can get in close to the spaceship to attempt to cripple it (destroy weapon systems, comm towers, sensory arrays, engines, etc.) or even to board and capture the vessel, or destroy it by inflicting multiple attacks from multiple attackers (i.e. other members of the combat wings attacking the ship). This is rather like a pack of wolves working together to take down a moose (or elephant), and though time consuming and dangerous, it can be done.

The third perimeter line is the walls of the ship itself and the space immediately around it. The cannons and weaponry of the ship may be used to shoot at fighters and mecha, but because these weapons are designed for long range, they suffer large penalties to strike such close, small, fast and agile targets. The vessel may have lighter, short-range weapons designed specifically for close space combat (within one mile/1.6 km and closer), but they are comparatively few, have less firepower (i.e. can't destroy an enemy fighter in one or two blast), and usually require a gunner who won't panic and maintains his post. The



vessel may also have held back some percentage of its own fighters and mecha which it can now deploy to engage the enemy in close combat right outside its hull. However, if the ship's Captain did not hold back any fighters, then he is at the mercy of the attackers unless he can recall fighters at the inner perimeter line or get help from nearby allied vessels or base.

Without help, the attackers may press the close combat to cripple, board or destroy the ship. If boarding is attempted, the ship's only defense is the armed troops or crew inside the ship. Surrender is advised. **Note:** From a game perspective, boarding returns to one on one combat between the player characters and Non-Player Character (NPC) defenders.

Mecha, Fighters & Small Spacecraft vs Capital Warships

Attacking any spaceship requires either destroying it first with one's own long-range, heavy weapons, or penetrating the perimeter lines and getting in close with fighters and mecha to cripple, board or destroy the enemy vessel. Fighters and mecha taking on small and medium-sized spacecraft requires teamwork and agility, but attacking a large warship or capital ship means a heck of a lot more firepower and time to bring down such a behemoth. Against a capital spacecraft, fighters and mecha are like a swarm of bees trying to take on a whale. That having been said, there are ways to do so.

First, fighters and mecha attacking a large or capital spaceship must get close to the vessel. In the case of large and capital ships, it may be possible to dodge heavy weapon fire and missile salvos.

It must be understood that the powerful, long-range weapons described under capital ships are specifically designed for mass destruction and heavy bombardment of giant targets, such as cities and military bases located on planets and moons, space stations, massive enemy warships, vast armadas of thousands of spacecraft, moons and even orbital bombardment. In short, these big, powerful weapons are designed for equally big targets like other capital vessels. Their big guns are NOT designed for combat with small, man-sized targets, mecha like Veritech Fighters, nor other small spacecraft. Trying to hit a small target like an Alpha or Beta with these big guns is like trying to swat a fly with a howitzer! It's almost impossible.

That means *small targets*, especially those the size of Veritech Fighters, are extremely difficult to hit with these *big guns*. These large, devastating energy blasts can be seen for miles and, even though the energy bolt strikes fast, they can be dodged because they are so easy to detect. This is not a design flaw on the part of the weapons, these "big guns" are designed to take out big targets: other capital ships, space stations, planetary bases, entire cities and sometimes, even the planet itself. Of course, any small vessels and clusters of small spacecraft caught in the blast are damaged (probably destroyed), but an alert and quick acting fighter pilot can usually get his speedy vehicle out of harm's way. Likewise, because small vessels are so fast, maneuverable, and well, *small*, these big guns suffer massive penalties to hit them.

Big Gun Bonuses & Penalties to Strike Based on the Size of the Target

Bonuses to strike apply when the intended target is especially large, 1,000 feet (305 m) or larger. Only W.P. Starship Artillery and W.P. Starship Energy Weapons give bonuses to strike every few levels. High P.P. attributes and other bonuses do not apply. Success (the roll of a 5 or higher to strike) is greatly affected by the size or land area of the target. The larger it is, the more likely the blast is to strike and inflict substantial damage.

Penalties to strike apply when the target is small, less than 1,000 feet (305 m). The big guns of capital space ships are not designed for use against small adversaries.

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

+10 19,999-10,000 feet (6096 to 3048 m).

+6 9,999-5,000 feet (3047 to 1524 m).

+4 4,999-2,000 feet (1524 to 610 m).

+1 1,999-1,000 feet (609 to 305 m).

-4 999-400 feet (304 to 122 m).

-8 399-150 feet (121 to 45.7 m).

-10 140 feet (42.6 m) or smaller; most Veritechs and space fighters are 45-80 feet (13.7 to 24.4 m) and extremely difficult to hit.

Note: All small spacecraft/mecha/vehicles (999 feet/304 m or smaller) get an *automatic dodge* against large energy blasts/volleys. An automatic dodge means the vessel dodges without using up any of its attacks.

Missile Attacks at Large and Capital Ships

Modified Dodge for Large & Capital Vessels. *Capital ships and other large vessels*, 10,000 feet (3048 m) or bigger, cannot dodge or move completely out of way of an incoming missile volley or barrage of energy weapons, but may be able to maneuver enough to avoid full impact.

The roll to dodge is unchanged. The defender must roll a 20-sided die (1D20) and match or better his attacker's roll to strike. A **failed roll** to dodge means the vessel takes full damage. A successful roll to dodge means, in this case, the large vessel is able to maneuver away enough to be struck by a glancing blow, taking only *one third* the normal damage from the entire volley. **Note:** This only applies to volleys of medium- and long-range missiles, and capital ship sized weapons, fired from a range of over 40 miles (64 km). A large spacecraft cannot dodge missiles or weapons fired at closer range.

Intercepting Missile Volley Attacks. Most capital spaceships and battle cruisers have scores of energy weapons that can be used to try to blast incoming missile volleys, blowing them up before they hit the ship. Determining the strikes and damage for each individual energy blast is ludicrous, and would take an hour per melee. Instead, combine all the energy weapons trained on the incoming missile volley into one "volley" or simultaneous barrage. As long as the barrage of energy blasts is equal to at least 25% of the number of missiles in the volley, there is a good chance it will detonate several of the missiles and cause the entire missiles to explode before they hit.

As always, the attacker must roll to strike for the entire volley of missiles as if it were one unit. This means that the entire volley strikes and does multiple damage (roll M.D. for each missile in the volley) or the entire volley misses (or is destroyed), doing no damage at all.

To determine success, the defending capital ship rolls 1D20 and adds bonuses to strike and/or subtracts any applicable penalties.

If the roll is equal to or higher than the roll of the attacker, the *entire volley* of incoming missile volley is destroyed. No damage to the capital vessel.

If the defensive intercept roll is less than the attacker's roll, but above the *number 10*, half the missiles in the volley are destroyed and the other half hit and do damage.

If the defender's number is between 6-10, only 10% of the incoming missiles are destroyed, and the rest hit and do damage.

If the number is 5 or less, the barrage of energy blasts misses, falls short or is ineffective and the entire missile volley hits and does damage. A roll of 1-4 is an automatic miss.

Another alternative is to put a smaller ship in the missiles' path and sacrifice it to the missile volley. Even "smart" missiles are likely to be fooled (01-80% chance) and impact on the other vessel. This can also be done against some energy attacks, but the most devastating weapons will destroy everything in their path.

Reminder: *A volley is the simultaneous firing/launching of several energy blasts at the same, specific target. All the blasts in a volley, whether it be 3 or 33, are directed at that one target and can NOT be divided to strike several targets.*

Damage from a Volley: If a target is hit by a volley, the attacker rolls the appropriate damage for each missile contained in the volley. Yes, I know this can lead to rolling handfuls of dice, or you can roll the damage for ONE missile and multiply it by the number of missiles in the volley for fast results. If it is *obvious* a vessel has been obliterated, then by all means the Game Master should proclaim it destroyed and avoid the time of needless dice rolling. The Game Master should be the one who recognizes and proclaims a vessel's destruction and foregoes the need of dice rolls.

Missile Attacks from Capital Ships

A capital warship may fire an individual missile or volleys of missiles at enemy targets. The usual missile volley rules apply. However, it should be noted that missiles launched from a capital ship are likely to be medium- and long-range missiles with heavier payloads, making damage considerable.

Random Missile Assault

Random bombardment can be performed when ten or more missiles are launched simultaneously, but they are NOT launched as a volley at any one specific target. Instead, *each* of the missiles speeds off in search of its own target. A variety of up to 20 different enemy targets can be stored in the missile's memory. When one of the programmed targets is identified, the missile(s) locks onto it and strikes.

The random seek and destroy program means more than one (1D4) missile is likely to home in on the same target, even if there are many other targets available. Missiles, even guided missiles and smart missiles, are relatively dumb, locking in on the *first* available adversary. Any number of missiles from a random bombardment can link up to form a volley against one target, but seldom more than four. Furthermore, the missiles are most likely to single out large and nearby targets.

The formula for determining the number of missiles that will randomly home in on a target is simple. 1D4 missiles per every 10 missiles launched. Roll at least once for each available target, beginning with the closest, until most of the missiles are accounted for. There are bound to be some that stray off, so don't worry about numbers under four.

Example:

20 missiles are launched in a random assault at five Veritech Fighters. The closest has 3 (out of 1D4) on his tail, his two nearest buddies have two each (out of a roll of 1D4 each). 1D4 is rolled again to see how many have homed in on the fourth Veritech. A one is rolled for a total of 8 missiles speeding toward targets. Had only ten missiles been fired, the fifth Veritech would be out of danger and the two remaining missiles considered to have strayed harmlessly away. However, since 20 missiles were fired, we roll 1D4 for the fifth fighter as well. Bad luck, a four is rolled. Total missiles accounted for are 12. That leaves eight stray missiles in search of other targets (other Veritech Fighter, spaceships, etc.)

If 30 missiles had been launched the outcome would have been the same with the exception that 18 missiles would have gone off in search of other prey.

If 40 or 50 missiles had been launched then each Veritech Fighter would be assailed by 2D4 missiles. 60 missiles would be 3D4, 80 would be 4D4 and so on.

Note: If only *one target* is available 50% of the missiles will automatically home in on it, the remainder stray off. The usual means of dealing with missiles, such as dodges, shooting them, outrunning and so on are applicable. Smart missiles are +5 to strike.

Bombardment from Ship Energy Weapons

As noted, many of the larger warships have numerous weapons that can be directed at numerous individual enemy targets, but can also be directed at one specified target, such as another capital ship or similarly large target. Again, to save time and reduce dice rolling, the G.M. may combine the energy blasts as a single "barrage" – similar to a volley – and roll 1D20 only once to determine if the entire barrage hit or missed. This makes space combat quicker and deadlier, with a greater element of luck. All weapons must have the range capacity to reach the target. The defender/target of the barrage always wins ties. And either the entire barrage hits or misses. Only small targets can try to dodge. Capital ships, space stations and ground bases are sitting ducks. **Note:** A simultaneous barrage uses the same bonuses and penalties to strike based on *size* as previously presented in this section.

Mecha & Fighters vs Spaceships

While most combat (80-90%) of the role-playing adventures will involve character versus character, mecha versus mecha, fighter versus fighter combat, there are times when a squad of individual characters in mecha, power armor, fighters and small spaceships may go up against one of the enemy's big warships. That may sound crazy, but there are some cases where this will happen and may even make sense. A squad of Veritech Fighters, UEEF mecha, Invid, and other one or two-manned vessels may certainly attack any spacecraft.

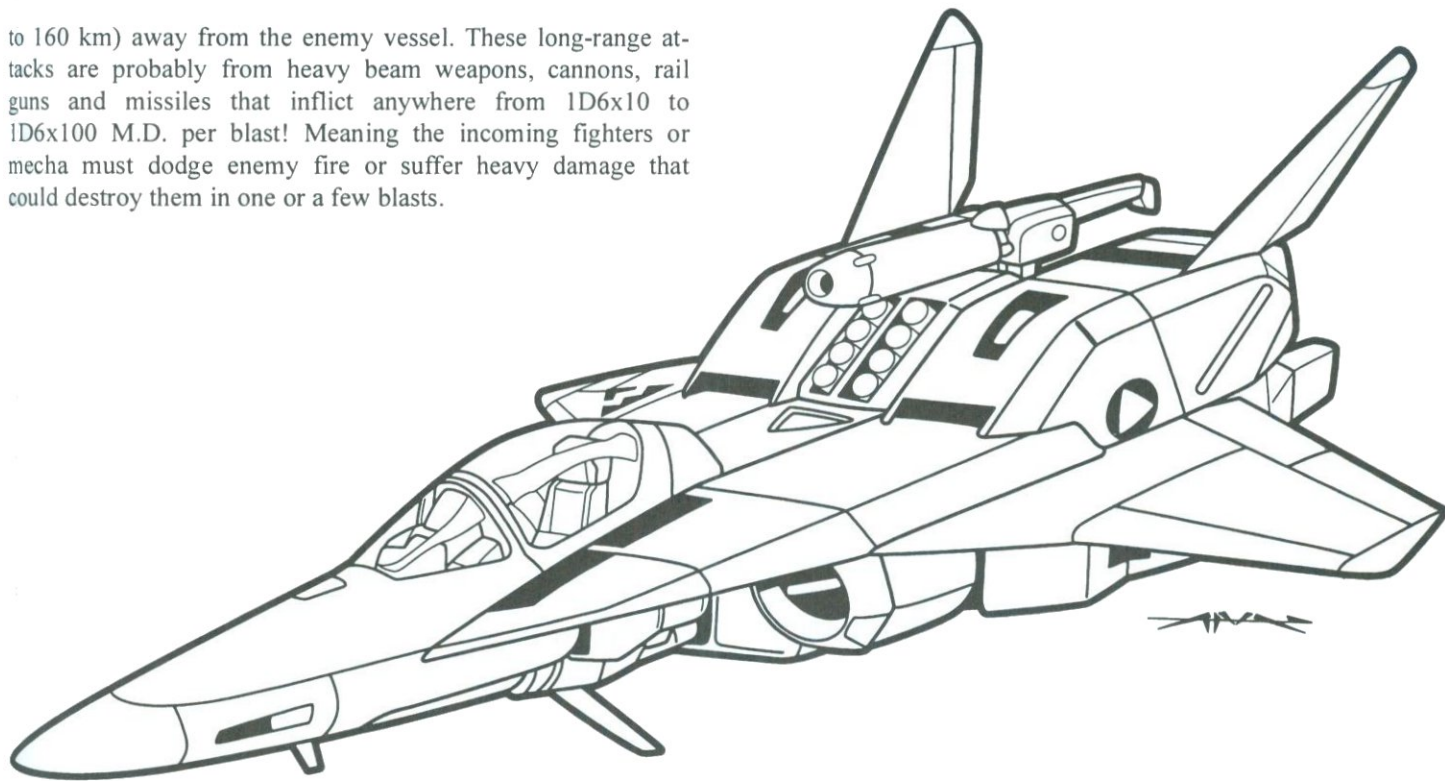
When going up against small and medium-sized spaceships, combat gets a little more dangerous and tricky, while attacking capital warships may be considered suicidal.

In all cases, the comparatively small fighters and mecha are going up against a large, even gigantic, heavily armed enemy spacecraft. A spacecraft that is likely to have as part of its offensive and defensive capabilities, **1)** long-range beam weapons and cannons that have 2-10 times the range of a mecha or fighter, **2)** long-range missiles and, **3)** its own complement of fighters and mecha or similar escorts. This, in effect, creates a gauntlet of danger the erstwhile attackers must navigate to avoid damage and destruction even before they get into range to attack the enemy vessel.

It is important to note that **small spaceships** may range from 100-400 feet (30.5 to 122 m) long, **medium-sized spaceships** are the size of modern day naval battleships or carriers, up to 1,000 feet (305 m) long, and **large space vessels** up to 2,000 feet (610 m)! The giant **capital ships** and space stations measure a half-mile to several miles long.

Even small and medium-sized spaceships may pack the firepower of a battleship. That means the attacker must dodge heavy incoming fire and missiles as close to the vessel as a half-mile (0.8 km) away. Depending on the combat capabilities of the vessel, the long-range attack may start at 5-100 miles (8

to 160 km) away from the enemy vessel. These long-range attacks are probably from heavy beam weapons, cannons, rail guns and missiles that inflict anywhere from 1D6x10 to 1D6x100 M.D. per blast! Meaning the incoming fighters or mecha must dodge enemy fire or suffer heavy damage that could destroy them in one or a few blasts.



Small, one- and two-man fighters and mecha pilots shouldn't get cocky, as most capital space vessels have both *heavy, long-range* (easy for the small fighters to avoid) and *point defense weapons* (short-range precision weapons) to use against small, incoming enemy attackers, as well as their own wings of combat fighters and/or mecha for close combat, engaging in dogfights in space and repelling would-be landing parties.

Small and especially medium-sized spaceships built for war typically have two or more fighters to engage enemy attackers. Usually many more, such as one to several dozen space fighters and/or mecha as escorts or part of their own military offensive and defensive capabilities. Large and capital warships are likely to have entire wings or hundreds of fighters/mecha to defend them.

These escorts and fighters are likely to be released to engage enemy threats that are up to *5 miles (8 km)* away. If there is good news, the heavy fire from the big guns usually stops or reduces dramatically to avoid hitting their own fighters. Once fighters are launched, the spaceship will usually target other large enemy vessels and small fighters that are either away from their own fighters, or which seem to have scooted past the fighters and are coming in for an attack. Of course, additional (if available, and that's a big "if") fighters or mecha may be launched to engage attackers.

Escorts, Fighters & Other Defenders

Enemy fighters and small assault spacecraft that penetrate the capital ship's perimeter line of defense are swiftly dealt with by its smaller, shorter-ranged defense weapon batteries and the vessel's own close combat fighters. This combination of devastating long-range weaponry, short range defense weapons, and extremely fast and mobile fighters and close combat mecha, provides an extremely effective assault and defense force.

Large and capital warships are often *escorted* by other small and medium-sized vessels. At the outer perimeters, these escort ships fire upon, and try to intercept, small enemy spacecraft, fighters and mecha. However, they are NOT likely to fire upon even Horizon-sized targets within *five miles (8 km)* of a capital ship for fear of missing the target and hitting the big ship. These "capital ships" are big. Hmm, big is an understatement, huge – enormous – and in some cases, one to several miles long! But while they may not risk blasting their large command and support vessels with their own heavy and long-range weapons, they are likely to unleash smart missiles and fighters to engage the enemy before they can reach the big spaceship(s).

Engaging enemy fighters and mecha in space involves the same combat dice rolls and maneuvers you are already familiar with on the ground and in the air (initiative, strike, parry or dodge, etc.). This basically takes on the aspect of an *aerial dogfight* in space.

Close Space Combat

More than one way to skin (or cripple) a Capital Ship

Close combat in space for these capital ships – carriers, destroyers, battleship cruisers and dimensional fortresses – generally refers to combat and dogfights with fighters and mecha *outside* the hull of the spacecraft itself. When enemy fighters, mecha and small vessels get in *close* (typically a few miles/km to right outside the ship's hull), they attack the big ships with the intention of knocking out smaller targets such as sensor arrays, communication towers, weapon batteries, gun turrets, engines, and similar targets, as well as the fighters and mecha defending the enemy ship. This is done with the intention of harassing and crippling the capital vessel rather than actually de-

stroying it. A capital warship can be destroyed by waves of attacking mecha and fighters, but such attacks require a vast number of attackers and a considerable amount of time. *Crippling it* is a much more effective way to take it out of the battle.

Targeted attacks against large vessels. Attackers can harass and cripple an enemy vessel by targeting weapon systems, sensor clusters, communication towers, radar arrays, hangar bays and hatches, maneuvering jets, main thrusters, life support, the command bridge, and similar aspects critical to the function, defense, combat and travel capabilities of the vessel. Like any other target, the attacking characters must repeatedly strike/blast the intended target until it is destroyed. This can be done by an individual or the combined firepower of a squad, or via the use of explosives brought along special to do the job.

Targeting and hitting these areas and structures on the surface of a spaceship is usually pretty easy as most are quite large, and even if shielded or recessed, player characters zooming in for a close-range attack inside a mecha or fighter should have an easy time of it. This is especially true if the attacking character can hover above, in front of or nearby the target and drop bombs or blast away at it, and then zip away; needs to roll a meager 5 or higher to strike a stationary target. *Point-blank range* should be treated as an automatic strike. If the target is relatively small, double man-sized or smaller, or if the attacker is moving or the target is moving, the attacker must roll to strike as usual, with anything above a roll of 10 hitting.

Hit and run tactics, bombing and strafing runs are the attacker's best options, because as soon as a specific target on the hull of the big ship comes under fire, the enemy knows the attacker's location and is likely to send defenders (troops, mecha, fighters) to that area to repel the attack and/or destroy the attacker(s). If the attacker remains on the move, close to the hull, hiding and taking evasive action, he should be difficult to locate by enemy fighters and defenders. Staying in one place too long (i.e. more than a minute or so) flirts with disaster, as retaliation will be swift and deadly.

Note: Player characters onboard a spaceship may find themselves serving as escorts/close combat defenders or manning a weapon station, gun turret or missile launcher, or even commanding the crew of a small, medium, or large ship.

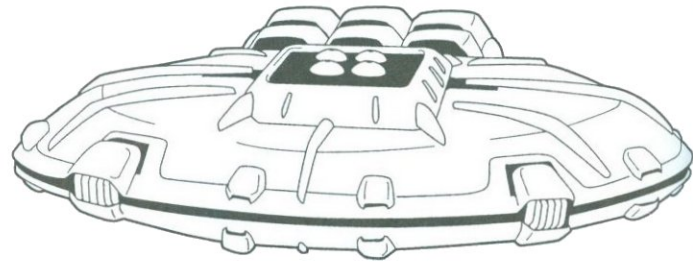
Boarding Large & Capital Ships

Close combat against any ship, but especially large and capital warships, may also be done with the intention of boarding the enemy ship!

Once inside, the attackers may be able to inflict considerable damage to the less fortified *interior* of the ship, as well as unsuspecting and poorly armored crew members, and even gain access to vulnerable strategic areas of the ship such as the bridge, command deck, communications, life support, engine room, reactor containment, spacefold engines, etc., and shut them off, or damage or destroy these areas, further crippling the vessel's capabilities from within.

Of course, blasting one's way inside may be easier than getting out. Once inside, the boarding party must navigate unfamiliar hallways, find the strategic centers and deal with onboard defenders. Onboard defenders are likely to include enemy mecha, fighters, and power armor units, as well as armed troops, booby-traps, and possibly interior defenses and security sys-

tems. There is also the element of the unknown in regard to enemy response. Will the crew stand down if their captain/leader is taken captive? Some might, others won't. In some cases the threat will cause the enemy to surrender, in other cases the threat might inspire other officers and troops to retaliate with even greater determination to repel or destroy them. There is also the ever present danger of self-destruction rather than being taken captive. Game Masters, use your discretion.



Ship to Ship Combat

The only sure way to destroy a capital ship is to attack with an equally powerful spacecraft, two or more large ships or overwhelming numbers.

Even though the big warships have incredible amounts of M.D.C., and a dozen or more attacks per melee, combat can be resolved quickly. After all, if the weapons inflict equally devastating amounts of damage, the big ships can destroy each other in minutes. Unless one opponent or the other surrenders, combat lasts about six melee rounds and one perishes in flames.

The basic combat rules and rolls remain unchanged.

Step 1: Attacks per Melee

The description of specific weapon systems for each ship will indicate how often they can fire per melee.

Main gun. The most devastating weapon (main gun) may only be able to fire once or twice per melee round, or perhaps even only once or twice every few to several minutes.

Heavy secondary weapon systems can probably fire 2-6 times per melee round.

Smaller weapon systems, manned weapon turret stations, and similar can fire as per the number of attacks of their independent gunners (usually 4-7 times per melee round).

Missile stations can typically fire one or two missiles at a time, or as many as half to all of their payload in a missile volley.

Step 2: Initiative

Determining initiative is crucial because it will set the pace for that entire melee round, and with large and capital ships, the one who shoots first is most likely to be the victor.

Two players, or a player and the G.M., each represent one of the commanders of the two vessels. Typically the G.M. plays the role of the enemy. Each rolls 1D20 for the initiative as usual.

In game context, only player and player allies have a bonus of +2 added to their initiative roll and always win ties even if they are the attacker! If the player's vessel and/or their allies are outnumbered, they *automatically have the initiative*. No other bonuses apply, except in the case of surprise (unlikely), which provides a +1 initiative bonus. If there is no player character in

command of the ship, the players should take turns rolling for their allied warship.

As always, a twenty-sided die (1D20) is rolled. The highest roll wins and that ship fires its main gun, secondary guns, and smaller weapons (if in range) first (see Attacks above). When their attack is done, the other ship returns fire.

Step 3: How to Strike

The procedure is exactly the same as usual. Remember to roll for each weapon system available in an attack. Also, remember to add W.P. and weapon bonuses (when applicable) to strike. When firing the big guns from a starship, the bonus to strike does NOT include the pilot's or commander's attribute bonuses to strike, but only those from W.P. Starship Artillery and Starship Energy Weapons skills.

More than one weapon position may fire at the same target provided that the weapon position can be aimed at the target and fired in its direction. For example, a weapon fixed in a forward pointing position cannot shoot at a target off to the side or behind it, while turrets with the suitable angle of rotation could reposition, aim and fire.

A simplified Ship to Ship Combat exchange:

To make Ship to Ship Combat faster and simple, we suggest the following:

Main Gun: Let the main gun fire once that first melee and then as indicated in the description, but no more than once per melee round.

Each Secondary Weapon System: Can fire twice per melee round.

Missile Launchers: Can fire as often as twice per melee, but the missile volley can be one missile to its entire payload.

Medium- and Short-Range Weapon Systems: This pretty much includes all other weapon systems, such as weapon turrets, rail guns, auto-cannons, other energy weapons, etc. Each can shoot at a different target (fighters, escort ships, etc.) or coordinate their attacks to fire at the same target simultaneously in one massive bombardment (roll once for to strike and damage) of a single large target (e.g. a capital ship or space station), four times per melee round. Weapon systems manned by a gunner and engaged in defending against fighter or mecha attacks have the same number of attacks as its gunner. Gunners with *W.P. Starship Energy Weapons* and/or *W.P. Starship Artillery* get one extra attack per melee round when operating a ship's gunnery position.

The order in which a particular weapon system is fired is solely up to the player's (or G.M.'s) discretion, though in all-out combat, the first shot is usually with the big gun, followed by the next heaviest weapon, and so on in declining order.

The total number of attacks a warship has is equal to the total number of functioning, available weapon systems.

Any weapon system not engaged in ship to ship combat is presumed to be otherwise engaged (i.e. shooting at other enemy aggressors or targets), or not in position to attack.

Step 4: Dodge and Parry

Only small vessels, fighters and mecha can dodge the large beams of an attacking ship or try to parry and dodge the blasts, missiles and other attacks from all other opponents and spaceships. Remember, a *Natural Twenty* (unmodified by bonuses) always wins. Four or more, in a volley is impossible to dodge. Large and capital vessels can attempt to maneuver, so as to suffer a *glancing blow* and take less damage; described previously, roll the same as a dodge.

Other Combat Rules

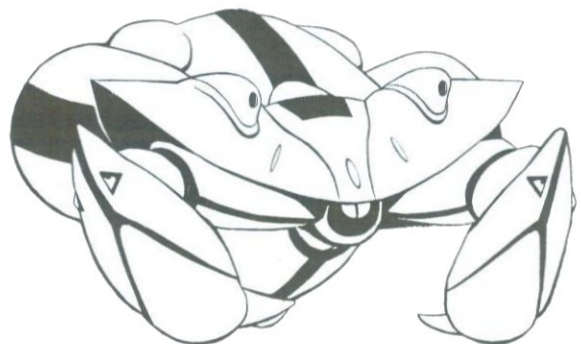
Critical Strikes, close proximity/damage radius, Called Shots, damage from missile strikes, shooting missiles, and dodging guided missiles/smart bombs, are unchanged.

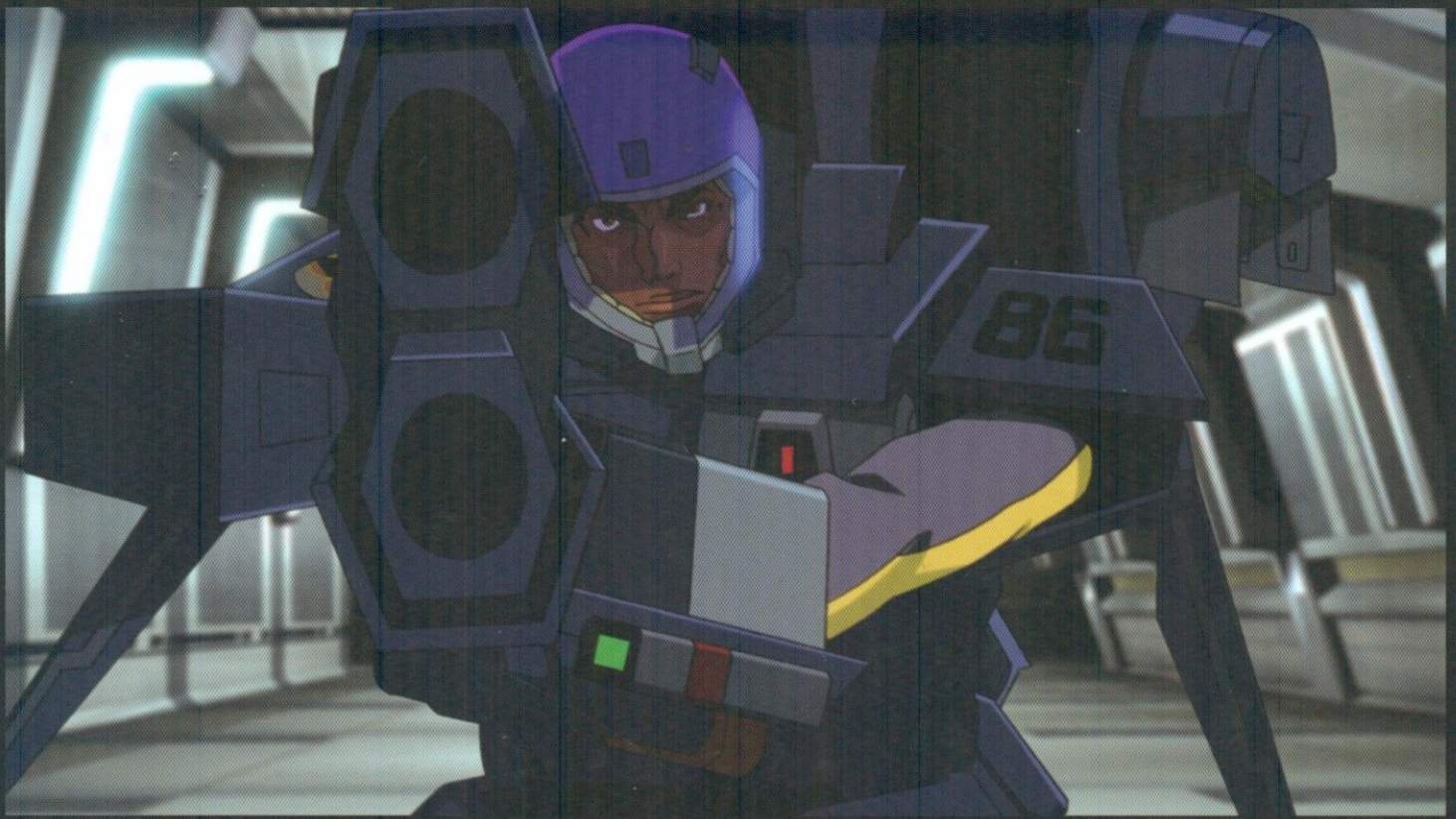
Swarming Attacks

Swarming attacks are possible since even the big ships and their massive weapons can only hit so many targets and inflict so much damage at once. Swarming attacks, while likely to suffer huge casualties (2D4x10% destroyed by the big guns and secondary weapon barrages), still make it possible for some of the fighters in the swarming attack to successfully penetrate perimeter lines and get close to the big ship. In the case of player characters, it is always presumed they are part of those who succeed. Once close to the ship, one on one combat and dogfights with smaller defender ships and fighters is likely to ensue. If not, or until it does, the surviving attackers in the swarm can begin independent (fire at will) or coordinated attacks (working in concert as a team) to target locations on the bigger ship to cripple, hurt and/or board the vessel.

Mass assaults and coordinated strafing runs where numerous small ships, fighters and/or mecha attack in tandem (as a group) may be handled *similarly to missile volley attacks*. Meaning, if seven fighters are on a strafing run or firing upon the same gun turret, roll once for the damage inflicted by the same (or equivalent) weapon and multiply by seven per melee attack. This makes combat quick and easy. Of course, all (or most) of the attacking fighters need to use the same type of weapon in the attack, be it gun pod, lasers or missile volleys.

Dispersing/chasing away small, swarming attack ships will stall (temporarily stop) their coordinated mass attack and cause them to scatter and regroup, which takes 1D4+1 melee rounds. However, the only way to eliminate them is to try to target them with close combat defensive weapons (limited and spread out on most big ships) or for the ship to send its own fighters and mecha out to engage and destroy them one on one. As a rule, other mecha, fighters and small attack ships are deployed to engage enemy fighters who get close enough to do damage.





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