

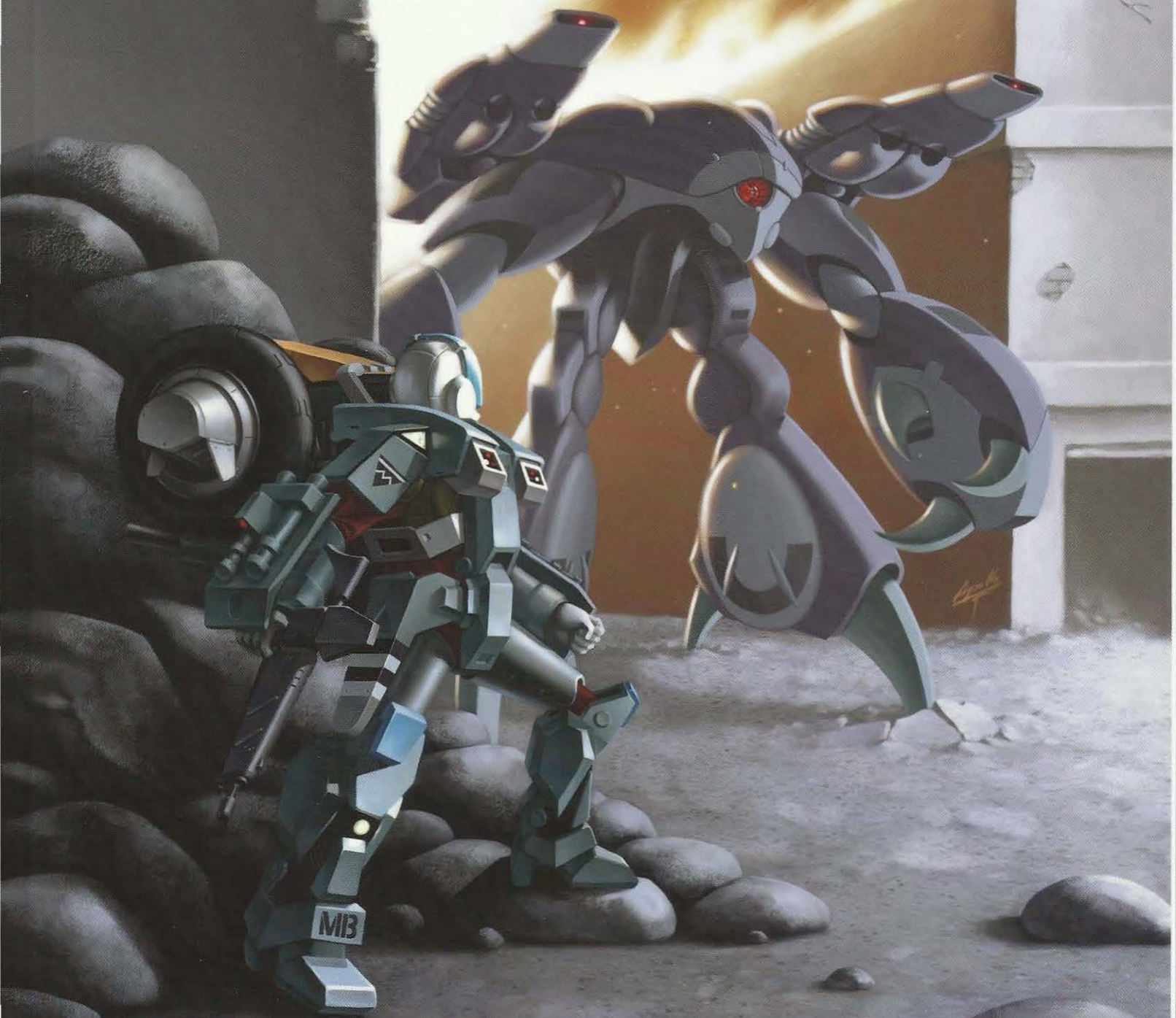
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ROBOTECH®

THE

NEW GENERATION

SOURCEBOOK



By Irvin Jackson

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**Robotech® The New Generation™ – an epic *sourcebook*
for the Robotech® The Shadow Chronicles® Role-Playing Game.**

Dedication

In honor of Carl Macek (1951-2010).

– *Irvin Jackson*

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ROBOTECH®

THE NEW GENERATION

SOURCEBOOK

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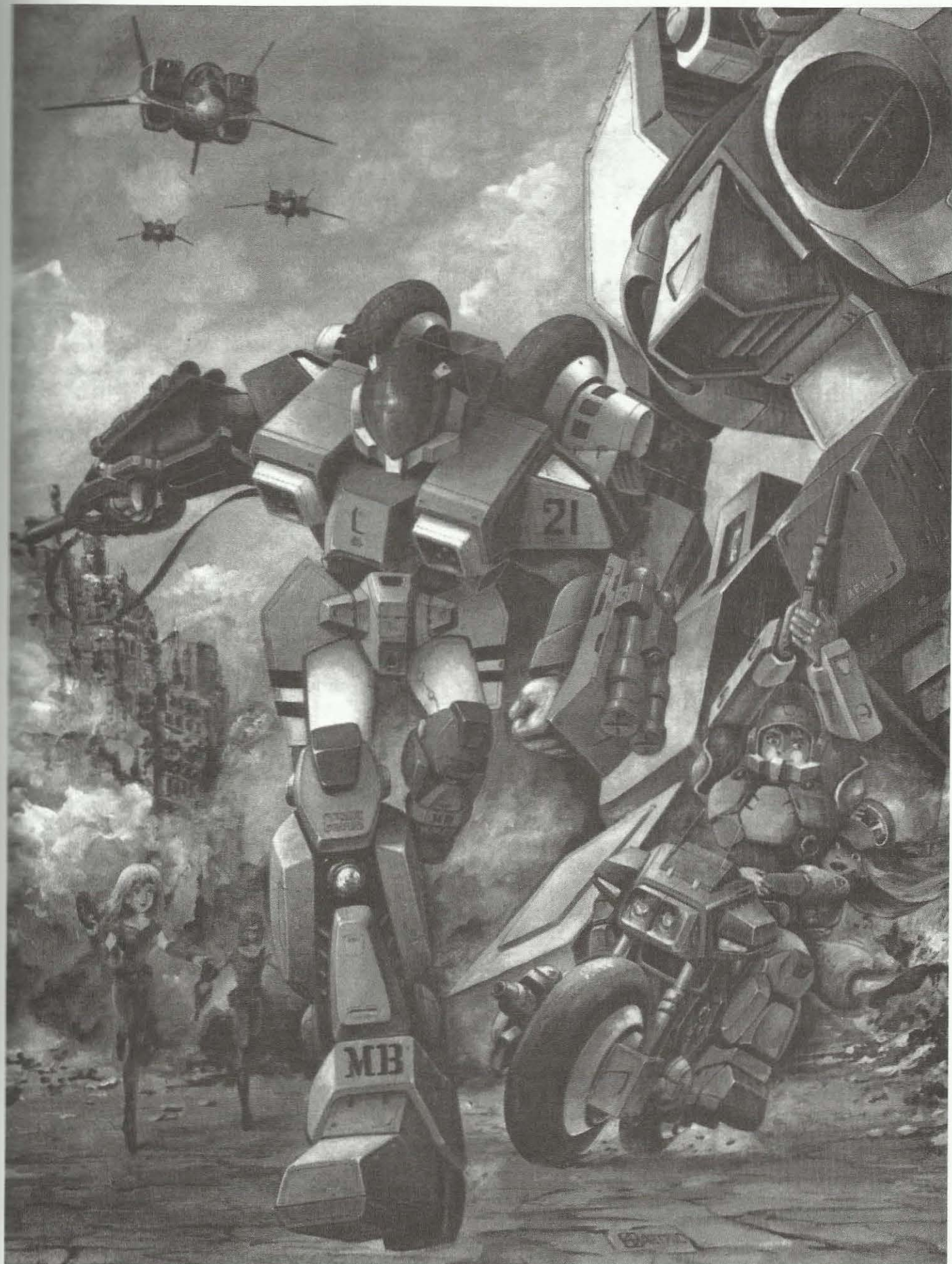
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– *Kevin Siembieda, November 2011*

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Welcome to the Resistance

You are one of the elite heroes who have decided to take up arms and liberate the Earth from the cruel grip of the Invid invaders. You may be a survivor of the war with the *Robotech Masters* and the destruction of the *Armies of the Southern Cross*, or perhaps you crossed the gulf of space with an expeditionary force sent by Admiral Rick Hunter. Either way, your goal is to free Earth from Invid rule following their successful invasion after the war with the Robotech Masters.

The Second Robotech War ended in 2030 when a clone of Zor – Zor Prime – detonated the Robotech Masters' flagship over the ruins of the SDF-1 and the Protoculture Matrix. While Zor Prime had hoped to destroy the Matrix and the Invid Flower of Life, the explosion instead spread the resilient seeds far and wide. Earth turned out to be fertile ground for the alien flower and the proliferation was noticed by the mysterious *Invid Sensor Nebula*, which prowls the stars for signs of Protoculture and the Flower of Life.

The Third Robotech War. Earth prepared for yet another alien invasion, but there was no way to be ready for the catastrophic storm of Invid that swept the planet. Unlike the Zentraedi or the Robotech Masters, who moved with caution against Earth for fear of damaging the Protoculture Matrix, the Invid attack

was savage, unfettered and overwhelming. The horde of Invid attacked with a ferocity humanity had never witnessed, and the war-weary Armies of the Southern Cross were obliterated. Fortunately, a number of spaceships and *Space Station Liberty* escaped to send word of the invasion to the leaders of the *United Earth Expeditionary Force* (UEEF), who were all too familiar with the maniacal Invid.

The Invid turned Earth into a massive farm colony for harvesting the Flower of Life and the production of Protoculture. Humanity was ground under foot when it resisted, forced into slavery and freakish experimentation when the Invid cared to notice them, or otherwise left to fend for themselves in a lawless wasteland.

Some humans immediately caved in to their new alien masters, sacrificing freedom for (relative) peace and security. Some went as far as becoming Invid sympathizers, becoming the Invid's eyes among humanity, in return for wealth and power. There were many humans who took advantage of the lawless nature of the world to give in to their most base instincts and cravings, and they are as dangerous as the Invid invaders.

Most humans are simply trying to survive as best they can. Many try not to be seen, not to be heard, and to find enough food, clean water, and shelter to keep them and their families alive and safe. These are terrifying times. Earth civilization has been devastated and the planet "occupied" by the invading Invid. The surviving mass of humanity is a grim-faced shadow of its former self. Those who remain free live in the shells of ruined buildings, darting between the shadows when the coast is clear, or in secret communities hidden in the wilderness, among ruins abandoned and ignored by the Invid, and in isolated locations around the world. Others are nomads always on the move, never staying in one place too long.

So it is, the majority of humanity is forced to hide or to serve the alien conquerors.

There are others, however, who choose to fight. There are the ragtag remnants of the *Armies of the Southern Cross*, untrained civilians with a fighting spirit who just cannot stand idle and see their world subjugated by alien invaders, and even a few remaining *Zentraedi* and *Robotech Master clones* who dare to defy the Invid. These warriors have joined forces in motley groups of freedom fighters who harass and attack the Invid. Some fight for revenge, some fight because they were bred to hate and destroy the Invid and know no other way (often the case of the clones and the Zentraedi), but most fight to see humanity free of alien domination and able to take control of its own destiny once and for all.

The first freedom fighters had nothing but equipment salvaged from the Armies of the Southern Cross that had survived the Invid onslaught; mainly small arms, body armor and a smattering of combat vehicles, Veritechs, Hover Tanks and Logans. It was good gear, but too little against the overwhelming Invid forces. The freedom fighters found they could only do so much, and felt like they were little more than angry hornets brushed aside by the powerful swarms of Invid. Though these warriors enjoyed a few significant triumphs and regularly rescued humans from Invid domination, they made little headway in defeating their foe or reclaiming their world. As frustrating as that was, the freedom fighters of the Earth began to build an underground network that would survive, thrive, and be used by resistance fighters for a new generation.

Things changed in 2038, when the 10th Mars Division, sent by the UEEF (United Earth Expeditionary Force), arrived to conduct a large-scale assault on Reflex Point. The attack ended in disaster, with the Invid outnumbering and overpowering the Robotech soldiers. However, the Invid made a tactical misstep. They allowed many of the UEEF spaceships of the 10th Mars Division to crash on Earth and then left them where they crashed. Though the spacecraft were useless wrecks, inside their smoldering holds, hangars and cargo bays was an entire new generation of Robotech mecha there for the taking. Mecha and weapons which had proven to be deadly against the Invid on numerous worlds. Scavengers, bandits, and especially *freedom fighters* would plunder these vessels to acquire Invid fighting mecha such as Cyclones and Alpha Fighters, as well as the versatile Gallant weapon system and other wonders of Robotechnology. Survivors of the 10th Mars Division either joined or started new freedom fighter groups and taught them how to use the new equipment and, even more important, how to fight the Invid, steal their Protoculture, and disrupt their plans for global domination of planet Earth.

The fires of liberation have been stoked. Cries of freedom ring out across the globe as brave people rise up to fight the Invid. When the new resistance, armed with UEEF war machine, first rose up to declare war against the Invid, many thought the *Third Robotech War* would be short and end in these warriors' brutal slaughter. They were wrong. In truth, the war had just begun. Though the UEEF 10th Mars Division's assault on the Invid failed, it did more than deliver war machines to be salvaged, it delivered hope. The survivors of Earth now knew they were not forgotten by Admiral Hunter or the United Earth Expeditionary Force. They knew the UEEF would return with a much larger liberation force, and when that day came, the freedom fighters would be ready to join the battle. Moreover, there was an immediate need for heroes and fighters to free the enslaved and to harass and weaken the enemy. Thanks to the sacrifice of the 10th Mars Division and arrogance of the Invid, freedom fighters had new weapons with which to take the battle to the enemy.

Welcome to the resistance. Your character is one of humanity's best hopes for salvation. You may be a UEEF soldier who survived the 10th or, later, the *21st Mars Division* from the UEEF who has been slugging it out with the Invid across the cosmos to pave the way for the return of Admiral Rick Hunter. You may be a soldier of the beleaguered *Armies of the Southern Cross* who has never given up, or a patriotic freedom fighter unwilling to lay down your arms and surrender to an alien conqueror. You may be a tenacious scrounger whose survival skills are vital to the resistance, or you may be an ordinary citizen of Earth who has taken up arms and joined the resistance because you have seen your home world devastated one time too many, and enough is enough.

As a soldier or a resistance fighter, you know that each small victory brings humanity one step closer to freedom. You are resourceful, daring and inventive. You'll do whatever it takes to undermine the enemy and free human slaves. You refuse to give up until Earth is again free and you take heart in the fact that the Invid cannot understand the human spirit or why you continue to fight them.

Your Character and the New Generation Setting

Playing the New Generation Saga is very different from playing in any other Robotech setting. For the first time, there is no unified military body overseeing the player characters' actions, sending them out on missions, re-supplying and repairing their mecha and equipment after every fight. This is a different kind of war, one with no rules, no laws, and an enemy that is truly, in every sense of the word, *alien*.

The players are fighting not only the Invid, but in many cases, are in just as much danger from Invid sympathizers, roving gangs of bandits, and the elements themselves. There is no SDF-1 to return to for more missiles, and no Southern Cross depot to refuel their mecha and patch the holes in their armor. They are lucky if they have clean water to drink and bandages for their wounds. They and their particular group of freedom fighters are entirely on their own.

That means that there is also no official war strategy. There are no generals leading the charge and coordinating the attacks. Each group does what it thinks is best. Sometimes, that means they'll even be at odds with other resistance groups.

Intelligence on the enemy is spotty, at best. Rumor and superstition, wild guesses and speculation often play as much a part in fighting the Invid as hard intelligence. The survivors of the failed UEEF invasions have tried to spread the word on the Invid's weaknesses, but, in truth, even they do not know the Invid well. The Zentraedi and the remaining Robotech Master clones have joined the war against the Invid, but beyond how to fight them, they know almost nothing about this mysterious alien race or its ultimate goals. That was information jealously guarded by their creators, if even they knew.

Along with the countless legions of Invid Shock Troopers, our heroes must face survival, starvation, disease, betrayal, ignorance and despair – enemies that cannot be killed with a laser rifle, regardless of how well you aim.

It is, quite simply, the most difficult struggle ever faced by the human race. Yet, the human spirit prevails.

Timeline of Key Events

2030:

The Second Robotech War ends when Zor Prime, a clone of the original Zor who discovered Protoculture and invented Robotechnology, detonates a Robotech Master mothership over the ruins of the SDF-1. The spores of the Invid Flower of Life are spread across the globe by the explosion and begin to take root. The *Invid Sensor Nebula* detects the sudden growth of the Flower of Life on Earth and the Invid Regess gathers her species to invade Earth en masse.

2031: Invid Arrival

The Invid Invasion begins with a sudden and unforgiving global invasion of countless Invid arriving from the depths of space. The majority of the tattered Army of the Southern Cross and the stranded remnants of the Robotech Masters' armada are obliterated in a matter of days. Likewise, major Earth cities are bombarded and razed to the ground. Civilization, as humanity

knew it, ends. Some ships escape Earth to warn the UEEF on Tirol of the invasion.



2032-37: Invid Domination of Earth

The Invid solidify control over the planet and begin enslaving humans for labor on massive farms wherever the "Flower of Life" grows in abundance. They are also made to work at Protoculture factories and warehouses. Invid "Hives," massive fortresses inhabited by the aliens, are constructed across the planet. Each functions as an Invid city and military base.

The survivors of the Southern Cross, some free-thinking Robotech Master clones, and a few rogue Zentraedi begin forming a resistance movement against the Invid, but they are terribly over-matched, ill-equipped, and under-supplied.

Earth slips into barbarism.

2038: UEEF 10th Mars Division

The UEEF sends the 10th Mars Division to spearhead an effort to liberate Earth, however, the UEEF command does not realize the extent of the Invid's power or size of their occupation force. The fleet suffers horrible losses when it arrives. Survivors make it to the surface, but are scattered and leaderless. The alien Invid follow crashed UEEF spacecraft, and destroy any humans they find at the crash sites, and leave. To their alien minds (and arrogance), once a spacecraft is shot down and the human crew slain, their job is done and the danger is over. The Invid do not salvage the human vessels nor anything inside of them. This works to the freedom fighters' advantage for locked inside the holds of these vessels are the latest UEEF Robotechnology, weapons and mecha; much of which winds up in the hands of freedom fighters. Such valuable resources, combined with the Invid-fighting expertise of the 10th Mars Division survivors, breathes new life into the resistance movement.

Lt. Lance "Lancer" Belmont and Technical Specialist Jim "Lunk" Austin are among the survivors of the UEEF 10th Mars Division.

2040: Lancer

Lancer adopts the persona of the singer *Yellow Dancer* and works as an undercover operative for the resistance movement. He gathers military intelligence and builds a network of informants stretching from New York City to Norristown.

2042: UEEF 21st Mars Division

A second fleet of UEEF ships, the 21st Mars Division, defolds and attempts to blitz through the Invid's defenses and destroy *Reflex Point*, the Invid headquarters. The fleet is intercepted in orbit and most of the force is destroyed either in orbit or caught during the vulnerable atmospheric re-entry phase of their assault. *Lt. Commander Scott Bernard* is one of the few survivors, crashing in South America. He joins up with Lancer, Lunk and several other freedom fighters and forms a resistance cell, heading north toward Reflex Point.

2043: Evolution

Scott Bernard's resistance cell discovers that the Invid are performing evolution experiments in massive excavations known as Genesis Pits. *The Genesis Pit* they discover is destroyed by an earthquake, but the Regess determines that the human form is the form most suited for the Invid's next evolutionary step.

The Invid destroy *Point K*, the designated rendezvous point for survivors of the two failed Mars Division invasion fleets. The human-looking *Invid simulagent, Ariel*, is left at the battle site to infiltrate the human resistance, but she is damaged during insertion and suffers amnesia. She is adopted by Scott Bernard's group and given the name "Marlene."

The Regess begins the transmutation of the most capable Invid into a human-like form, but the hive-structure race is ill-prepared for human emotions and feelings of individuality.

2044: Battle of Reflex Point

The UEEF main fleet arrives in Earth space and begins the assault on Reflex Point. The SDF-3 fails to rendezvous after an accident in which the Haydonites' Neutron-S missile causes a black hole to open, damaging the ship.

Ariel discovers she is an Invid and confronts the Regess, eventually escorting Scott Bernard's rebel band into the central hive itself. The Regess, hearing the humans' plea and recognizing the Haydonite technology being used by the UEEF, decides that the only outcome of the war would be mutual destruction for both species.

The Regess transmutes almost all of the Invid into pure energy and consumes the planet's entire Protoculture stores, destroying the Neutron-S missiles on the way off-world. She is believed to be headed for another planet that she believes suitable for growing the Flower of Life. The location of this world is unknown to all but the Regess. Ariel and the Invid Princess Sera are the only Invid believed to be left behind on Earth.

The Third Robotech War ends with the SDF-3 missing in action, the betrayal and attack of the Haydonite species, and with the UEEF having only one year's worth of Protoculture left to power its machinery.

Playing the Third Robotech War

There are a number of different ways to play the **Robotech New Generation** saga, and it is up to you and your Game Master to decide how you'd like to do that. The biggest factor is when your campaign starts.

Your campaign could parallel the adventures of Scott Bernard and his band of freedom fighters, starting with the destruction of the 10th or 21st Mars Division and ending in the battle for Reflex Point.

Or, you could start the campaign off with the Invid Invasion itself, in which case most characters would be members of the Armies of the Southern Cross. An ongoing Robotech Masters Saga campaign could be rolled right into a New Generation campaign, with the player characters witnessing the subjugation of Earth and going underground to continue the war.

Also, keep in mind that you do NOT have to follow the story line of the Robotech® anime. Maybe you haven't even seen it (which, of course, you should rectify immediately). We are building this playpen for *you*. Please feel free to move the toys around. Don't want Scott Bernard and his band to be the heroes? Take them out and make your player characters the heart of the resistance. Think the *Southern Cross* would have kept fighting until Admiral Hunter arrived? Go for it. Don't want the Invid Regess to leave during the battle for Reflex Point? Then keep her on Earth, or have her (or some portion of the Invid legions) return to Earth. Role-playing games are limited only by your imagination.

The Robotech continuity police are not going to come and take your books and dice away. Feel free to go completely off the reservation if that's what's fun for you. As long as everyone is having a good time, everything else is secondary.

Of course, every war has a million stories, especially a global event like the Third Robotech War. Scott Bernard's was just one of those millions of stories. You can easily create your own while remaining within the broad, established story we already know. It's all about adventure and fun.

Robotech®: The New Generation Sourcebook provides the information, equipment and setting that you need to start your own New Generation adventures. Make your own legends and stories of epic adventure.

Character Creation is Fun and Easy

Reminder: To use this sourcebook and even create characters, you will need the "core rulebook," **Robotech® The Shadow Chronicles Role-Playing Game**. The nitty-gritty of character creation is all explained in the rules section of that role-playing game and offers additional realms of Robotech® adventure.

Here are the basics you need to create characters for the New Generation.

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

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

3. Your character will also have **Hit Points** (life points) and **S.D.C.** (additional physical punishment he can endure). These are important, but against the powerful forces of the Invid, there will be times when mecha and body armor are even more important. Of all the story arcs of Robotech®, the *New Generation* has probably the most "out-of-the-cockpit" action and adventure. So it may be possible that you choose a character that does not even use mecha, but is still an integral member of the player group and can be effective in combat, depending on how you play him or her, and what circumstances dictate.

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

Picking an O.C.C.

Each player must select an Occupational Character Class (O.C.C.) for his or her character. The O.C.C. represents the occupation, background, training and skill range of the character. This is who you are and what you do as part of the resistance movement, or for your character's own agenda and goals. Unlike previous Robotech® RPG books, none of the O.C.C.s presented in this sourcebook are part of any formal military, but rather represent the wide variety of ways humans have adapted to survive or fight the Invid invasion.

There are seven **Robotech® New Generation O.C.C.s** to choose from:

The Freedom Fighter (front-line rebel fighting against the Invid), the **Patcher** (mechanic and salvage expert), the **Pathfinder** (wilderness and reconnaissance expert), the **Urchin** (wasteland-savvy survivalist children), the **Wasteland Rider** (freelance warrior and combat driving expert) and the **Invid Experiments: the Invid Genetics Experiment and Invid Cybernetics Experiment** (genetically- or cybernetically-altered humans who have been given tremendous power by the Invid, but at a price).

Playing a Zentraedi, Tirolian or even an Invid character is optional – check with your Game Master (G.M.) to make sure he will allow such characters in the game *before* you spend time creating an Invid, Zentraedi or Tirolian player character. Please respect the choice of those G.M.s who *do not* allow giant (or micronized) Zentraedi or Tirolian clones as player characters; see the section on *Invid* in this book. See **Robotech: The Macross Saga**, pages 207-225, for details about Zentraedi player characters, and **Robotech: The Masters Saga**, pages 205-219, for details about Tirolians. You will still need to refer to the *core rule book* for skills and other character creation information.

Playing Mecha Pilots and other military O.C.C.s from other eras of Robotech® is allowed. If you are in love with your *Macross Saga*, *Masters Saga* or *Shadow Chronicles®* UEEF character (or one of those O.C.C.s), you can play them. The cool thing about the **New Generation** setting is that it lets players use characters from any and all of the Robotech eras.

Any Robotech® Macross Saga character may be a player character, provided the Game Master allows it. This character will be older than most, and is likely to be a *retired soldier* and veteran of the **First Robotech War**. He or she may have become a consultant to the Army of the Southern Cross or stayed behind (didn't go with the UEEF) to rebuild human civilization after the

first Robotech War. Or the hero may have retired and entered civilian life. A Macross character may also be a rogue who went AWOL during the First Robotech war and stayed off the radar until the Invid invaded; such a rogue may be *human* or *Zentraedi*.

Macross era mecha. Most working Macross era Valkyrie Veritechs and Destroids available in the New Generation setting will have been salvaged from military museums, private collections, or military stockyards where the mecha had been kept for war games, moth-balled for future decommissioning, or kept for use in future mecha research and development. Macross era mecha are the largest of the war machines and the rarest of the rare in the New Generation setting.

Any Robotech® Masters Saga character/O.C.C. will be a survivor of the **Second Robotech War** and the initial Invid invasion. Soldiers of the Army of the Southern Cross (ASC) retained their mecha (or two), weapons and basic gear when they went underground to fight the Invid as a resistance force. They may also know of military bases, secret compounds, factories and weapon depots that may still contain spare parts, ammunition, supplies and even working ASC mecha, power armor, weapons and combat vehicles in storage. Of course, getting to such a place may be an adventure in and of itself. Soldiers of the Army of the Southern Cross are found around the globe. Most of these men and women were the first to create *resistance factions* to fight the Invid. Southern Cross mecha, weapons and gear are hard to come by, but available and repairable for those in the know.

Robotech® Shadow Chronicles (UEEF) characters/O.C.C.s in the New Generation setting are most likely to be survivors of the ill-fated 10th and 21st Mars Division missions to retake Earth from the Invid. However, they might also be part of a covert operation or intelligence gathering mission sent by Mars Base or the Expeditionary Force operating independent of the two Mars Divisions. Players of UEEF O.C.C.s have their mecha and all their standard starting equipment. They are quick to join the resistance or organize their own group of freedom fighters. UEEF era mecha and gear are the newest designs and comparatively plentiful among freedom fighters and soldiers of Earth.

Skills

Skills help define the character and determine his or her range of abilities. Combat, piloting, wilderness survival and the rest depend upon the skills a player chooses for his character.

These are the key elements of your character creation. Everything else is background and character building (personality/disposition, age, etc.). All fun stuff and often important for getting the most out of your character and gaming experience.

Optional: Quick Character Creation

To make your life easy and character creation fun and fast, you can roll on the **Quick Character Creation** tables that follow. Once your character is created and his equipment determined, you are ready to play. All you need are some other players, a Game Master to devise and run the adventures, dice and an active imagination.

The traditional method of building a character requires reviewing all the available O.C.C., M.O.S. and skill choices, rolling

for attributes, deciding on an alignment, and reading and considerations of all kinds, as described in the rules section of the core RPG book.

This approach to character creation is fine, fun and gives you (the player) a greater range of random attributes and much more control over the selection of skills and abilities. However, all that reading and thinking, and choosing, takes anywhere from 45 to 90 minutes. There's nothing wrong with that, and you can design a character completely around your desires. It is simply a matter of what you prefer.

Using the Quick Character Creation tables enables players (and G.M.s) to create a character in 10-15 minutes. Just roll as directed and follow the suggested guidelines.

Optional Table to Quick Roll Your Character

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

In short, it eliminates a great deal of decision-making.

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

Make a random roll or pick *one* of the eight categories presented in the table below. Each gives the character at least one mental or physical advantage and suggests the best O.C.C.s based on that strength.

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

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

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

Military Character Note: The tables that follow are designed specifically for characters without "formal" military training such as the Freedom Fighters and other O.C.C.s specific to the post-invasion/post-apocalyptic setting of **Robotech® New Generation**. If you want your character to be a *soldier* from the Macross era UEDF, see the *Macross Saga Sourcebook*; for soldiers of the Army of the Southern Cross, see the *Masters Saga Sourcebook*; for current UEEF troops, see the *Shadow Chronicles RPG* and use the tables and skills in the corresponding book for characters from that era/setting.

Attributes and Suggested O.C.C. and M.O.S. for New Generation Characters

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

Your character is best suited for an O.C.C. that involves mental challenges, assessing data, research, creating/building, learning, engineering, electronics, sciences, medicine and strategies and tactics.

Your best O.C.C.s are the *Freedom Fighter O.C.C.* with the *Medic M.O.S.* and the *Patcher O.C.C.*

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

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

Your best O.C.C.s are the *Pathfinder* and *Invid Genetics Experiment*.

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

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

Your best O.C.C.s are probably the *Freedom Fighter* with the *Cell Leader* or *Covert Ops M.O.S.* and the *Urchin*.

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

Your character is best suited for an O.C.C. that involves physicality, mechanics, athletics, combat and strength.

Your best O.C.C.s are probably the *Wasteland Rider* and the *Invid Cybernetics Experiment*.

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

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

Your best O.C.C.s are probably the *Freedom Fighter* with the *Mechanized Combat Specialist M.O.S.* and the *Wasteland Rider*.

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

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

Your best O.C.C.s are probably the *Pathfinder* and *Freedom Fighter* with the *Cell Leader M.O.S.*

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

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

Your best O.C.C.s are probably the *Freedom Fighter* with the *Covert Ops M.O.S.* or the *Urchin*.

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

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

Your best O.C.C.s are probably the *Freedom Fighter* with the *Mechanized Combat Specialist M.O.S.* and the *Pathfinder*.

Ways to Round Out Your New Generation Character

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

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

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

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

Alignment

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

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

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

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

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

Race

01-80% Human.

81-90% Micronized Zentraedi; looks human.

91-00% Tirolian, looks human, but is a clone from the Tirolian Empire. Could be a spy for the Masters, but like humans, is probably a survivor of the Invid attack.

Sex

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

01-60% Male.

61-00% Female.

Age

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

Physical Build

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

Height for Humans, Tirolians & Micronized Zentraedi

- 01-25% **Short:** Under 5 feet, 8 inches (1.73 m).
 - 26-75% **Average:** 5 feet, 8 inches to 6 feet (1.73 to 1.8 m).
 - 76-95% **Tall:** 6 feet, one inch to 6 feet, 6 inches (1.85 to 1.98 m).
 - 96-00% **Very Tall:** 6 feet, 7 inches to 7 feet (2-2.1 m).
- Note:** Add six inches (0.15 m) to Zentraedi characters.

Birth Order for Humans

Note: Most Zentraedi and Tirolians are clones; see below.

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

Family Ties for Humans

Note: Until recent years, Zentraedi and Tirolians were all genetically engineered and cloned. They didn't have families and kin, and did not understand the human dynamic of family relationships. However, many New Generation Zentraedi characters will be the children of those who fought in the First Robotech War (and a significant percentage of them will be half-human). As the Second Robotech War ended more recently, most Tirolian offspring will be too young to be player characters.

- 01-20% Known family have all perished; last of the line.
- 21-40% Both parents and a sibling died in combat or were taken away and enslaved by the Invid. The character may not know if they are dead or alive.
- 41-50% Lost one parent. 01-50% Father. 51-00% Mother.
- 51-70% Parents and siblings are alive and well; good relationship.
- 71-85% Parents and siblings alive and well; poor relationship.
- 86-00% Orphan, never knew parents or biological family.

Human to Human

Relationship to Teammates

Roll for each Human character in the player group.

- 01-10% Sibling.
- 11-20% Cousin or other relative.
- 21-40% Just met, no relationship yet developed.
- 41-50% Friend.
- 51-60% Old classmate and casual associate.
- 61-65% Fellow survivor of one or more Robotech Wars. This alone creates a sense of camaraderie and kinship.
- 66-70% Fellow survivor and fighter born from hardship.
- 71-80% Old rival.
- 81-90% Finds character a bit annoying, but tolerable.
- 91-00% Dislikes the other character.

How a Human Character Feels about a Zentraedi or Tirolian Teammate

Roll for each human character in the player group.

- 01-10% Hates them and doesn't like the idea of having any aliens on his team.
- 11-20% Doesn't trust them and looks upon any on his team with suspicion and concern.
- 21-40% Has never met an alien, but is willing to give any on his team the same respect and trust he'd give a fellow human.
- 41-50% Finds aliens fascinating and is looking forward to getting to know some. Will try to befriend any on his team.
- 51-60% Believes Zentraedi (or Tirolians) are among the greatest warriors in the universe and is honored to serve at their side.
- 61-65% Believes Zentraedi and Tirolians are aggressive savages who only understand and respect violence, threats and war. Is a bully toward any alien on his team and generally dislikes them.
- 66-70% Old teammate and good friends.
- 71-80% The alien is an old rival the character has faced in combat in the past as an enemy ace. Doesn't trust or like the alien.
- 81-90% Has never met an alien before and is ambivalent toward them.
- 91-00% Dislikes any Zentraedi or Tirolian, and fears they will turn against humans at some point, especially if their Robotech Masters ever command them to do so.

Note: Zentraedi understand the humans' apprehension and fear of them, and those who have joined the UEDF, UEEF or ASC, generally try to tolerate snide remarks, disapproving looks and prejudice. They hope their own heroic actions in combat on behalf of Earth will win over their human comrades in time. Tirolians are a bit more arrogant and a bit less forgiving.

Special Aptitude Bonuses

Applicable to Human and Zentraedi Characters

- 01-10% **Sure Shot:** +2 to strike with all types of projectile and energy weapons, from pistols and energy rifles to weapons used by mecha and spaceship cannons. Furthermore, the usual penalties for being off balance, moving, etc., are half. Does not apply to missiles.
- 11-20% **Natural Battloid Ace:** +5% to Pilot Battloid skill and +8% to Battloid Piloting Specialty (one specific non-trans-

formable mecha which the character pilots better than any other). Also +1 on initiative, +1 to parry, and +1 to pull punch when piloting any type of non-transformable battloid (including Destroids).

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

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

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

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

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

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

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

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

Disposition

Note: This category should be completely optional. Players should not be forced to roll on this table. Applies to Tirolians, humans and Zentraedi.

01-05% Bitter and hardened by war. Has little compassion or sympathy for others, especially those who are foolish. Tends to be intolerant, short-tempered and gruff with everyone. Shows no mercy to the enemy. The carnage of war and the sight of the dead have no obvious impact on this "war is hell, suck it up," soldier.

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

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

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

24-29% Worrywart, nervous and cautious.

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

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

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

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

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

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

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

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

84-90% Complainer, constantly aggravated about something.

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

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

How a Human, Tirolian or Zentraedi Character Feels about the Invid

Roll for each non-Invid character in the player group. This table is completely optional.

01-15% The only good Invid is a dead Invid. There can be no peace after what they've done.

16-30% They are the enemy and must be destroyed or driven away from Earth. Once they're gone they are of no consequence.

31-40% They are a terrifying menaces from space. Avoid them whenever possible. Fight them when there are no other options left.

41-50% The Invid are no different from any other race. They want to conquer and rule. Fight them just like you would fight any dictator or conqueror.

51-60% Really, what's the big fuss? They leave you alone if you leave them alone. If you choose to bother them, don't be surprised if they start shooting at you.

61-70% They may be the enemy, but you have to admit they are the most powerful force in the universe. Would love to know more about them and their society. Sure, it bites that they've taken over, but might makes right. They did it to us before we could do it to them.

71-75% The Invid are the victims in all this, and we should feel sorry for them. The Zentraedi say the Robotech Masters started this mess and now we're paying for their mistakes. Sure, they're scary now, but can you blame them after being attacked by the Robotech Masters and the Zentraedi? I'd hate anything that looked human too.

76-80% The Invid are the perfect society. If we were more like them, they would not have been able to conquer us. They are a godsend and will remake the planet. We need to learn how to be more like them and then we'll all be accepted into the hive as brothers. **Note:** If the character is Zentraedi or Tirolian, roll again, ignoring this result.

81-90% People are afraid of these guys? Seriously? Have you seen what an Alpha Fighter can do to a whole squadron of Invid Scouts? They can't even be bothered to put guns on half of their mecha. The only reason they won is because we were off our game after the Robotech Masters war.

91-00% The Invid are the key to Earth's future. They know all the secrets of Protoculture. We don't need to just beat them. We need to conquer them and make them tell us everything. We need to finish the job the Robotech Masters started and then we'll not only rebuild and protect Earth, we'll begin conquering the stars as well.

Outlook on the Earth's Future

How the Earthborn character feels about Earth's fate and the war. This table is completely optional.

01-20% The Fatalist. These are the last days. Our time's up and we're just too stubborn to roll over and die yet. You can either choose to go down fighting or choose to go down living the best way you can. Don't waste time pretending that this will end well.

21-40% The Idealist. We can win this if we all stick together and keep fighting. Everybody just needs to get on the same page. The Invid are not invulnerable. We just need to get to Reflex Point and take it out anyway possible; that will happen if we all do our best and refuse to quit.

41-60% The Pragmatist. Look, things are pretty bad. Let's not pretend they're not. I fight, but I don't expect to win in my lifetime. Maybe my son, or my grandson will see Earth free, but nobody will see that day if we just quit. I just need to take as many of the Invid as possible with me when I go, so there are less of them for our children to fight.

61-80% The Futurist. Why are we even talking about this? We want to fight for Earth? Really? Have you looked around lately? When Admiral Hunter shows up, the first thing I'm asking him for is a way off this rock before the next invasion hits. We've kept all our eggs in one basket, and we might pay for it for good this time. We need to get the heck off this dustball and spread out among the stars, so we can't be wiped out in one blow ever again. I volunteer to go first!

81-00% The Hedonist. The future? Man, I'm trying to get home alive. Today is the only day that matters. If we haven't learned anything else, we should have learned that life is short. Enjoy it while you can, how you can. Nothing else matters. So what if we beat the Invid? There are lots more planets out there, and the next alien race will be along about 10 minutes after the Invid go down. If you get your jollies by blowing up Invid, that's fine. If you prefer to live out your last days in a bottle, that's fine too. If this is the end, I'm looking out for myself and I'm going to go out enjoying life to the bitter end.

Earthborn vs Spaceborn

When creating a Robotech New Generation character, the player must decide whether that character was born in space, or born on Earth. If they were born in space, they are a UEEF military O.C.C. from the Robotech: The Shadow Chronicles Main Book. If they were born on Earth, they are most likely a Freedom Fighter, Urchin or other O.C.C. from this book, or they are a former member of the Southern Cross or UEEF. Some may be an Invid experiment.

Being Earthborn or spaceborn has a big effect on the character. Their education, outlook on life, and even aspects of their physiology can be very different. Earthborn humans are, by necessity, rugged, durable human beings who've survived cataclysms, war, and tremendous loss. Spaceborn characters tend to be much more optimistic, well-educated and formally trained, but they have little experience dealing with Earth's environment and are not used to worrying about where their next meal is going to come from, or who is going to keep their mecha running when it's damaged.

Spaceborn characters are almost always trained military personnel and survivors of a downed UEEF spaceship that was part

of one of the early attempts to liberate the planet. They have orders to fight the Invid wherever and however they can, and to help pave the way for the eventual return of Admiral Rick Hunter and the UEEF. They also often feel a personal duty to avenge their fallen comrades and free humanity from the tyranny of the Invid.

Spaceborn humans view Earthborn humans far too often as unsophisticated and hickish. They believe many people on Earth tend to miss the "big picture." However, they also admire their perseverance, survival instincts and their tenacity and courage in fighting against overwhelming odds with little chance of victory.

Humans born with the Expeditionary Force know what they know about the Invid from intelligence briefings, contacts with alien races, and fighting them world-to-world in deep space. But they have never faced the Invid as determined as they are on Earth, and there are many mysteries about the alien invaders that have long gone unanswered.

Earthborn characters, on average, are survivors of the war with the Robotech Masters and the early stages of the Invid occupation. They have tasted defeat, witnessed first-hand mankind succumbing to the will of the Invid. They watched their cities burn, their homes destroyed. They watched much of mankind spiral into lawlessness and savagery and, in some cases, they too became lawless and brutal or ruthless. Very few expect to win against the Invid in their lifetime and see the Earth free again. Some believe the Earth will never be free.

As for Admiral Hunter and the SDF-3 riding to the rescue, very few Earthborn humans are holding out hope for that. First of all, Hunter is a man of legend, a mixture between George Washington and King Arthur. A hard life on Earth, alien invasion, and watching the fleets sent to rescue humanity (supposedly by Hunter) get blown out of the sky have left little room for belief in mythical heroes who will swoop in and save the day.

Characters born on Earth know what they know from up close and personal observations of the Invid. Their knowledge and experience comes from hiding every day under the clawed feet of Invid Shocktroopers.

Bonuses and Penalties:

Earthborn humans tend to be adept at surviving in a harsh world under the heel of alien invaders. They have to "make do" with whatever is at hand. This has made them more resourceful and a bit tougher. All Earthborn humans receive +2D6 to Hit Pints, +1 on Perception Rolls, and +5% to the following skills (if chosen): Barter, Recycling and Salvage. However, they are much less educated (as reflected in the available O.C.C.s), and generally start out with much lower-quality equipment than Spaceborn humans.

Spaceborn humans are used to the vastness of space, and fighting a war with the entire might of the UEEF on their side. They tend to be pale, slim and fit individuals, often with unnatural hair colors, who speak with a clipped and precise accent that is immediately recognizable to most people from Earth. They also, due to their combat training, slip into military jargon and etiquette when not paying attention. While not quite as hale as toughened Earth humans, they have received the best medical care, and were immunized to resist many common Earth illnesses in preparation for their mission. They also have the benefit of having been raised, from childhood, with proper nutrition, clean water and comprehensive schooling. They receive a +2 to save vs disease while on

and start out with a much better skill selection and equipment. However, they are -5% to all Wilderness Survival and Barter skill rolls on Earth due to the fact that they are clearly "not like humans from around these parts." They also do not have access to the skills that Earthborn humans can select.



Human/Zentraedi and Human/Tirolian Hybrids

Over the last few decades there have been an increasing number of human/Zentraedi hybrids and human/Tirolian hybrids. Typically, in nature, species cannot crossbreed even if there is the tiniest genetic difference. However, for reasons nobody has been able to explain, Tirolians and humans are virtually identical on a genetic level, possibly hinting at some kind of linked past. As for the Zentraedi, they were created from genetically engineered Tirolian DNA.

Much of the interbreeding with Zentraedi occurred during the *Reconstruction Era*, and continued as Zentraedi were integrated into human society. The first human and Tirolian pairings began with the *United Earth Expeditionary Force's* time on their home world while attempting to free a number of worlds from the Invid's grip. However, a number of Tirolian and human half-breeds have also been born on Earth following the end of the war with the Robotech Masters.

This means that there are a number of human/Zentraedi hybrids, both Earthborn and spaceborn, who can be any age under 32. However, all human/Tirolian hybrids will be young members of the UEEF or children born on Earth (only able to play an *Urchin O.C.C.* if Earthborn).

In most cases, there are no differences between making a half-breed and making a normal human character. In the case of those with *Zentraedi* blood, they may be 1D4 inches (2.5-10 cm) taller than the average human and could weigh an additional 1D4x10 pounds (4.5-18 kg; mostly muscle). Many of them have skin tones that gravitate toward mauve and similar colors. Individuals with *Tirolian* blood typically lean toward slim and lithe builds and may have a slightly unearthly quality to their voices. In both cases, the individuals may have odd hair colors like purple, blue and green. However, given the hair-dyeing trend among many UEEF personnel, that is hardly a telling trait.

In a few cases where the alien heritage runs particularly strong, there may be more notable differences. Both the *Zentraedi* and the *Tirolians* were genetically engineered into distinct castes to make them suited to their intended roles, and some of these traits may be passed on to their offspring.

To determine the caste of a **Zentraedi** parent and what traits are passed on to the human/Zentraedi hybrid offspring, roll on the following table:

01-75% Warrior Infantry: Identical to humans, except for the height, weight, and possible skin and hair coloration differences mentioned above.

76-85% Auxiliary Specialist: +1D6 to I.Q. and +1D4 to M.A., but -1 to P.P. and -1D4 to P.B.

86-95% Warrior Elite: +1D6 to P.E. and +1D6 S.D.C. if the Zentraedi parent was *male*, or +1D6 to P.P. if the parent was *female*. Both suffer from impulsiveness, mood swings and are -1D4 to M.E. and M.A., and -2 to save vs insanity.

96-00% Warlord: +1D6 to P.S. and +1D4 to P.E., +2D6 S.D.C., and +1 to initiative, but are -1D6 to M.E. and -2 to save vs insanity, and tend to be aggressive and highly competitive.

Note: There are no known half-human offspring of an *Overlord* or *High Lord*.

Tirolians are even closer to humans than the *Zentraedi*, but some caste blood may dominate. To determine the caste of a Tirolian parent, roll on the following table:

01-55% Civilian: Identical to humans, except for the possible hair coloration differences mentioned above.

56-60% Tirolian Muse: The child of a human and Tirolian Muse gets +5% to all Communication skills, but is -10 to starting S.D.C. (minimum of 5).

61-80% Tirolian Legionnaire: +1 to initiative, +1D4 to P.S., and +1 to P.P.

81-90% Science Master: The child of a Science Master gets +2 to Perception Rolls and +1D4 to I.Q., but -1D6 to P.S.

91-00% Clone Master: +2 to I.Q., +1 to M.E. and the offspring of Clone Masters are born with the skill Military Tactics, which comes naturally to them, and get +5% to all Military skills, but tend to be arrogant and generally want to be in charge.

Note: There are no offspring of humans and High Masters.

The Resistance Movement

With the Army of the Southern Cross and the United Earth Government obliterated, and Admiral Rick Hunter and the UEEF little more than a legend, the weight of fighting for humanity's freedom has fallen on those brave men and women on Earth who have decided, against all odds, to take up arms against the Invid.

Day after day these valiant heroes not only try to survive in a world that has fallen to chaos, but they try to fight back against the Invid invaders that threaten to exterminate humanity. They fight with the Invid in front of them, while keeping an eye over their shoulders for a knife in the back from sympathizers. To win seems impossible to many, but to lose means slavery or death for all mankind.

The resistance movement was born almost before the dust settled from the Invid's invasion of Earth. Brave men and women, seeing the Southern Cross fall before the invaders, began picking up the weapons left behind on the battlefield and aiming them at this new enemy, with little more knowledge than how to pull the trigger. Most of them died. A few of them lived, learned, and taught others. They joined forces with survivors of the Army of the Southern Cross and became the resistance movement.

Command structure. There is no centralized command, very little in the way of logistics and infrastructure, and nobody is getting paid on a regular basis. In fact, there's not even a unified plan on what should be done to defeat the Invid.

Uniforms and designations. Resistance groups may or may not have a common uniform or unit patch, but they frequently have symbols, flags or standards that they paint on their combat armor or on the sides of their vehicles, and they usually have a name indicating where they are from and what they do best, such as the *Hoboken Hive Busters* and the *Phoenix Firemen* (who specialize in burning down fields of Invid Flowers of Life).

Ranks are haphazard and vary from unit to unit. Some follow the structure of the Army of the Southern Cross, some follow the UEEF, and some just make things up as they go along. The only rank that is usually clear is who's in charge, and sometimes even that is in question.

Supplies are often whatever the resistance can steal from the enemy, cobble together, trade for or salvage.

Communications between groups are spotty, often fraught with distrust, and complex codes delay the transmission and sharing of information. Resistance communications are often word of mouth, and are prone to rumor, superstition, and even purposeful misinformation from sympathizers and other resistance groups who may be temporarily working at cross purposes. Still, there is a global network to plug into, with information relayed through short-wave radio, couriers and messengers, and even messages scrawled on the bottoms of rocks, the walls of buildings and carved into tree stumps if necessary.

Objectives. Resistance groups can be anywhere from a couple armed people working on their own to organized military forces operating at regimental strength. Each group has its own goals, methodology and style. Quite often this is largely determined by where the leaders are from and how they were trained.

UEEF Soldiers who have survived the Invid's onslaught believe it is their job to harass the enemy, gather intelligence and

hold out until Admiral Rick Hunter and the entire UEEF fleet arrives to liberate the planet, but that's a hard sell for resistance members born and raised on Earth. Most freedom fighters believe the only way to force the Invid to leave is to make it too costly for them to stay, and have started a *war of attrition* unlike any other. On one side there are the Invid, who think little of taking massive losses to achieve their objectives. On the other side are the humans (and a few Zentraedi and Robotech Master clones) who choose to fight instead of surrender, and who feel they have nothing left to lose. This is a brutal combination of enemies that gives no option for quarter and virtually no chance of any peace negotiations.

What most (95%) of the resistance movement does not know is that time is running out. They are settling in for the long haul; a war that could take decades to win. But if the Invid's plans come to fruition, the human race will be eradicated in a matter of years. The Regess and her Invid have constructed massive **Genesis Pits** all over the Earth to conduct evolution experiments. Those experiments seek to find the perfect life form that the Invid can assume to dominate all life on the planet. When that is achieved, humanity is to be annihilated, with the only survivors being the broken slaves working the Invid Protoculture farms.

Time is a luxury the resistance does not have.

New Generation O.C.C.s

Besides the UEEF Military O.C.C.s described in the **Robotech: The Shadow Chronicles Role-Playing Game**, and possibly O.C.C.s from the **Masters Saga Sourcebook**, or the **Macross Saga**, there are a number of O.C.C.s that are specific to characters raised on Earth just before or during the Invid occupation. They are the New Generation of heroes.

Freedom Fighter O.C.C.

Patcher O.C.C.

Pathfinder O.C.C.

Urchin O.C.C.

Wasteland Rider O.C.C.

Invid Genetics Experiment O.C.C.

Invid Cybernetics Experiment O.C.C.

Freedom Fighter O.C.C.

Commander Harrelson checked his watch one more time, comparing it to the setting Sun. Taking one last look at the Protoculture farm through his binoculars to check the position of the guards, he took a breath and then double clicked his radio: the signal for the operation to begin.

He knew all three squads were moving toward the open field between the forest and the perimeter, but he couldn't see them, and that was a good thing. Stealth was their bread and butter. Stealth and misdirection were what had kept them alive all these years.

*Moments after he had given the signal to begin moving in, some of that misdirection made itself known as Bailey and Carson flew into the perimeter with their two **Logans** and began*



blazing away at the nearest Invid patrol. The effect was immediate, as a number of Invid took off in that direction, and the echoes of explosions and plasma cannons drifted back across the valley.

After another minute, the "probes" went in on their Cyclones, cutting across the open field at high speed and then turning back to the forest. As if on cue, several Invid Shocktroopers burst from the ground to ambush the Cyclone riders.

But it was the Invid who were in for an ambush. Harrelson and his men had known they were present, but they didn't know exactly where, and couldn't know until the Shocktroopers revealed themselves. Now that the Invid were drawn out in the open, three squads of Freedom Fighters popped up and began to fire – all gunning for the fragile sensor eyes of the massive Invid Shocktroopers. They quickly dropped the Shocktroopers and began to move in toward the fence.

"Sappers, move in!" Harrelson said. "Second Squad, move to cover and be ready to grab as many slaves as you can. Third Squad, bring up the APC for transport of the civilian slaves. Flamethrower unit, get ready to roast some Flowers of Life and give these metal monsters something else to worry about besides a few escaped slaves."

Harrelson slipped from his position once he got acknowledgements. Time and teamwork were of the essence. It was a good plan, if they could set the fires fast enough to give the Invid something else to worry about and not get overwhelmed by the Invid Fighter Scouts that would be swooping in any minute in response to their attack. Of course, very few plans survived prolonged contact with the enemy. They needed to strike fast and get out. Hit and run was the best tactic against a foe like the Invid if one expected to survive to fight another day.

The New Generation Freedom Fighter is not an academy graduate, never served in anything more than a local militia before the war, and carries no real rank. They are everyday people who have taught themselves and others how to fight the Invid, usually because, in their view, there's no one else left to do it.

These patriots are tough, determined, and take the prospect of overwhelming odds and certain death as "just another day at the office." There is no pay, no commission, no medals and most of them will die unknown and their deeds unrecognized, yet still they fight. Not for glory or power, but for freedom.

Most Freedom Fighters are divided into independent cells of fewer than a dozen members, but they make up a broad network that loosely connects entire continents. In some cases, particularly in the dense Invid Hivelands of North America, there are entire regiments hiding and training in the mountains and forests.

What drives these heroes more than anything else is their sense of patriotism and raw courage. These are men and women unwilling to accept alien domination, so they fight. Not just for themselves, but for all of humanity. They liberate human slaves, rescue prisoners, scavenge new supplies (weapons, Protoculture cells, etc.), train new recruits and engage in acts of combat and destruction to harass and hurt the enemy – even if it's one Invid at a time. Freedom Fighters refuse to give up and surrender, so they fight and fight. Every slave they free and every dent they can hammer into an Invid is a triumph.

Special Freedom Fighter O.C.C. Abilities:

1. Using the Freedom Fighter Networking: This skill enables the Freedom Fighter to find resistance contacts in the various communities across the planet. Through these contacts they can secure valuable supplies, get medical treatment, be provided a place to lie low when things get hot, have a place to hide their mecha or get basic repairs, get important intelligence about enemy activity in the local region, link up with resistance fighters local to the region and/or help spread the word about enemy tactics and movements that could help their fellow Freedom Fighters. Remember that there is no centralized command for the resistance and there are no factories making weapons and equipment, so the group will almost never be given something like a new Cyclone or an Alpha Fighter (or even a used one), but the local contact could direct them to hidden Protoculture caches, or provide them with some explosives or an Energy Clip, or body armor, or a place where they can get their mecha and vehicles repaired. Likewise, fellow resistance fighters are happy to provide

a Freedom Fighter comrade with food, water, and a safe place to bed down, as well as what information they might have on enemy movement in the area. They may also provide local maps, basic supplies, and a helping hand or diversion.

Exactly what and how much the visiting Freedom Fighters get will depend on three things: Their reputation with the resistance, how they are planning to use the equipment/supplies/help, and what the local resistance has available. A group that is *well known* for giving the Invid a black eye is going to get more cooperation than an unknown group of characters, especially if the group's objective doesn't have a clear benefit for the rest of the resistance movement or the local community.

It is customary for Freedom Fighters to help supply the Resistance and put things into the resistance network, like weapons, ammunition, mecha, vehicles, and supplies they cannot carry or use. Freedom Fighters who have a reputation of doing so, or whose actions have a direct and positive influence on the local communities or Resistance network, will get a lot more help from these people in the present and in the future. Likewise, vital information and news about enemy movements and operations are expected to be shared. Again, data that helps the local resistance and civilian communities will be remembered and earn the heroes (the player characters?) the lasting gratitude and future assistance and loyalty of the local people and fellow Freedom Fighters. The better the Freedom Fighters' reputation, the more cooperation they'll get from those who have heard of them.

The resistance network is more robust in large communities than smaller ones, despite the fact that the big communities are most likely to be run by the Invid or their lackeys. **Base Skill:** The chance of contacting members of the regional Freedom Fighter network is 12% for a small community (less than 1,000 people), 30% for a medium-sized community of 1,000 to 20,000 people, and 50% chance in a large community or city. The Freedom Fighter gets a +3% bonus to this skill per additional level of experience.

2. Invid Fighting: All Freedom Fighters know the basics about Invid and their combat operations, such as the makeup of their standard squads and patrols, common combat procedures, strategies and tactics, the Invid's attitudes toward humans, and so on. They also know the Invid are more concerned with Protoculture than pursuing Freedom Fighters, and that Invid can sense and see Protoculture energy. Turning off any weapon, device or vehicle powered by Protoculture conceals it from the aliens' senses. Turn it on and the Invid can feel the energy and track it. Likewise, since Invid have little concern about humans, even Freedom Fighters, they give up searches for fugitives and fighters on the run after a short time; which is perfect for hit and run attacks by the resistance.

This skill should help Freedom Fighters identify Invid base camps, Protoculture factories and farms, and when the Invid are acting out of the norm. While this skill makes the character aware of the different types of Invid combat mecha (Scout, Fighter Scout, Trooper, etc.) and their purpose and capabilities in combat, they know virtually nothing about the Invid themselves nor anything about the Invid culture, Regess or purpose. **Base Skill:** 40% +5% per level of experience.

3. Invid Kill Shot: All Freedom Fighters are taught to calm themselves in the din of battle, focus, and aim for the *Invid Sensor Eye*. This attack goes by a number of names, simply the "Eye Shot" being the most common. It's also called the "Eye Tap,"

the "Crab Blinder" and the "Kill Shot." It is a *Called Shot* targeting the Invid's Sensor Eye. The Freedom Fighter receives a +2 to strike with any long-range weapon, in addition to any Aimed Shot bonus and any W.P. bonuses, when making a Called Shot to the sensor eye. This is only effective on Invid who can be killed through this method (Scouts, Armored Scouts, Troopers, Shock Troopers, Enforcers and Soldiers). Remember that the "Called Shot" counts as two melee attacks and must completely deplete the M.D.C. of the Sensor Eye to kill the pilot inside.

4. O.C.C. Bonuses: +1 on Perception Rolls, +2 to P.E. and P.S.; training and a hard life have forged Freedom Fighters into hearty, tough fighters.

Freedom Fighter O.C.C.

Alignment: Any, but most are dedicated to freeing humanity from the grip of the Invid. They tend to be Scrupulous, Unprincipled, or in some cases, Aberrant. Anarchists are the rarest alignment, more rare even than evil, as they are generally too selfish and self-focused to accept the sacrifices Freedom Fighters make in their selfless war against the enemy.

Attribute Requirements: None; anyone can become a Freedom Fighter. A high I.Q., M.A. and P.P. are helpful, but not required.

Starting S.D.C.: 2D6+20

O.C.C. Skills:

- Climbing (+5%)
- Computer Operation (+10%)
- Electronics: Basic (+5%)
- Forced March
- Language: One of choice (+20%).
- Literacy and Language: Native at 98%.
- Mathematics: Basic (+15%)
- Military Sign Language (+10%)
- Pilot Ground Veritechs/Mecha: Cyclones (+5%)
- Piloting Skills: Two of choice (+10%).
- Prowl (+5%)
- Radio: Basic (+10%)
- Running
- Weapon Systems (+5%)
- W.P. Energy Pistol
- W.P. Energy Rifle
- W.P.: One of choice.
- Hand to Hand: As per M.O.S.

M.O.S. (Military Operational Specialty): Each M.O.S. represents the character's area of *special training*. Pick one of the following. A list of skills and bonuses appears under each M.O.S. description presented at the end of the Freedom Fighter O.C.C. Read them all and select the one you feel best fits your character's personality and goals. Remember, these M.O.S. packages are for fighters who are much rougher around the edges and less formally trained than UEEF-trained soldiers. There is no simple infantry in the Freedom Fighters. Every-body pulls double-duty as grunt and specialist.

- Cell Leader
- Covert Ops
- Mechanized Combat Specialist
- Medic

O.C.C. Related Skills: These are additional skill choices related to the character's Freedom Fighter occupation and back-

ground. Select three at level one, plus one additional skill at levels 3, 6, 9, 12 and 15.

Communication: Any (+5%).

Domestic: Any.

Electrical: Computer Repair only (+5%).

Espionage: Any (+5%).

Mechanical: Basic and Automotive Mechanics only.

Medical: First Aid and Paramedic only.

Military: Any (+5%).

Physical: Any.

Pilot: Any (+10%).

Pilot Related: Any.

Science: Mathematics only.

Technical: Any (+5%).

W.P.: Any.

Wilderness: Any.

Secondary Skills: Select one Secondary Skill listed in the Skills section of the main rule book at levels 1, 3, 6, 9 and 11. These are additional areas of knowledge and do not get any bonuses, other than possible bonuses for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: Two sets of traveling clothes, one set of Mega-Damage body armor (can be Southern Cross or UEEF), one weapon for each W.P. with four spare ammo clips for each ranged weapon, 4 hand grenades of choice, survival knife, backpack or saddlebags, sunglasses or goggles, face mask, bedroll, 2 canteens, 1 week's rations, small mirror, and personal items.

Starting vehicle: As per M.O.S.

M.O.S. Selections Available to the Freedom Fighter O.C.C.

Note: Exclusive to the Freedom Fighter O.C.C.

Cell Leader M.O.S.: Specializes in organizing resistance cells, coordinating strikes and missions with other cells and leadership, as well as maintaining discipline and logistics.

Hand to Hand: Martial Arts

Cryptography (+10%)

Intelligence (+15%)

Interrogation (+15%)

Lore: Invid (+5%)

Military Tactics (+10%)

Military Etiquette (+5%)

Streetwise (+10%)

Undercover Ops (+10%)

Special Gear: Field radio, survival kit, map of starting region, binoculars, 2 cobalt limpet mines and a *Myrmidon Light Hover Tank*.

Covert Ops M.O.S.: Specializes in penetrating enemy held territory and performing intelligence and counter-intelligence missions, maintaining a cover identity and assisting resistance cells in enemy territory.

Disguise (+15%)

Forgery (+10%)

Hand to Hand: Martial Arts or Assassin (pick one)

Impersonation (+10%)

Intelligence (+15%)

Lore: Invid (+10%)

Photography (+10%)

Streetwise (+10%)

Surveillance (+15%)

Undercover Ops (+15%)

Special Gear: Disguise kit, 2D4x1,000 in Invid Scrip, forger's kit, small, concealed 30 mm camera, laptop computer, 1D4 established alternate identities (one for each different Invid-controlled town or city in his area of operation) and a *VR-030 series "Scout" Cyclone* or *ASC Power Armor*.

Mechanized Combat Specialist M.O.S.: Specializes in piloting Protoculture powered mecha of various types into combat against the enemy.

Combat Driving

General Repair and Maintenance (+5%)

Gymnastics (+10% where applicable)

Hand to Hand: Expert

Mecha Elite Combat Training (MECT) in two mecha of choice.

Mecha Piloting: One skill of choice.

Navigation (+10%)

Sensory Equipment (+10%)

W.P. Heavy Energy

Special Gear: Survival kit, 4 signal flares, and one *UEEF Veritech* of choice with the exception of the Shadow Fighter and Silverback (neither were available on Earth during the Invid invasion and did not arrive until the final liberation fleet), or an Army of the Southern Cross (ASC) Spartas Hover Tank, Ajax Veritech Helicopter or ASC Battloid.

Medic M.O.S.: Skilled in the art of medicine to treat injuries and maintain the health of Freedom Fighters and provide medical aid to civilians when possible.

Biology (+10%)

Chemistry (+10%)

Field Surgery (+15%)

Forensics (+5%)

Hand to Hand: Expert

Identify Plants and Fruits (+5%)

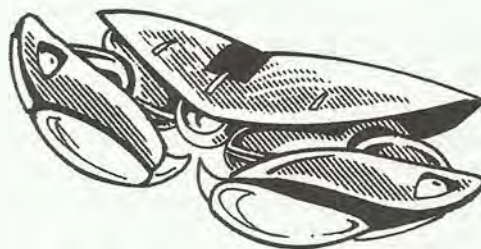
Medical Doctor (+15%)

NBC Warfare (+5%)

Pathology (+15%)

Research (+5%)

Special Gear: Field surgery kit, medical bag with medicines to treat most common ailments, water testing gear and purification tablets, and a *VR-041M Field Medic Cyclone* as a starting vehicle.





09-25-11

Patcher O.C.C.

Coleson clicked on the headlamp on his old mining helmet and stepped under the Alpha Fighter, looking at the gashes ripped into the undercarriage. Super-alloy was peeled back like tinfoil, exposing the reinforced frame of the cockpit.

"Whoa! That Invid Trooper was ready to pluck you right out of there, wasn't he? He he! Let me guess, you were in Guardian Mode hoping for a quick dustoff after you and your buds nabbed some 'culture, and he popped right outta the ground under you, didn't he?"

Coleson glanced over as the young Freedom Fighter nodded dejectedly.

"Well, I can fix her, you betcha, but it's gonna cost you one of those cans you swiped," Coleson said, reaching for his welder and a super-alloy patch he'd cut from a downed Garfish spacecraft.

"And next time, don't set down 'til you know where all the buried ones are . . . and be glad it wasn't a Shocktrooper. With those plasma cannons the repairs would have cost you everything you took, assuming you made it back alive."

Patchers are both the salvagers and mechanics of Earth under Invid occupation. They are self-taught or informally trained in both repairing and modifying high-tech war machines, and making the most of the rusted hulks of fallen spacecraft and mecha that litter battlefields across the planet. They are aided in this with the fact that Invid tend to leave the shattered husks of mecha and ships where they fall. Patchers are valued both for their skills and their trade goods, and they are essential to the war efforts of the resistance. They get their name from the fact that they tend to patch things up with whatever is available and often with little regard to how it looks. Patchers are all about getting mecha and vehicles operational and able to fight rather than a snazzy appearance.

There are no formal schools anymore for training highly technical occupations like mecha engineers, but without mecha and a way to fix them, there would be no war against the Invid; at least not one that was worth talking about. Without Patchers, the only mechanics the resistance could rely on would be the survivors of the two failed expeditions to Earth, and the resistance is just too pragmatic to wait for mechanics to literally fall out of the sky.

Originally, the only qualified mecha technicians were Southern Cross engineers and motor pool mechanics. They were not front line troops, and if they managed to escape the destruction of their bases during the Invid invasion, they were usually not targeted by the Invid. Soon, it became obvious that no one targeted a good mechanic. Even bandit gangs avoid killing them, because they are too valuable.

However, war is war, and their numbers dwindled. This inspired many to take on apprentices, and even set up underground trade schools with a focus on teaching the necessary skills of patching, repairing and maintaining mecha for field combat to keep the resistance in the fight. This means a lot of thinking on your feet and jury-rigging to keep mecha and combat vehicles operational, especially in a pinch. Some call this "in the trenches" mechanics.

This means parts of the Patcher's education are very thorough and parts are rather spotty. Painting, detailing, finishing and aesthetics are a luxury, not a requirement. The non-essential parts of theory and development are gone. All that's left is how to fix things, how to modify them and how to keep them running one more day using whatever is at hand. Actual mecha theory, design and development are not part of the Patcher's resume, but putting together a jumble of parts and jury-rigging it to hold together for a fight is what the Patcher lives for.

In addition to fixing mecha and vehicles, Patchers are the best salvagers on the planet. Most people can dig around in a crashed starship and pull out a Cyclone or energy rifle, but a Patcher with a few hours and a big enough truck can strip the spaceship down to the frame and try to cart away *everything* he can, from the hull metal and the wiring to electronic components and bits and pieces. In fact, quite a few Patchers wait until scroungers and

Scrapers have taken the obvious stuff from a crashed UEEF ship or old Zentraedi wreck, and then get to work on the carcass they leave behind.

Patcher O.C.C.

Alignment: Any, but most tend to be Scrupulous, Unprincipled or Anarchist.

Attribute Requirements: I.Q. and P.S. of 11 or better. A high P.E. is also useful, but not required.

Starting S.D.C.: 6D6+10

O.C.C. Skills:

- Aircraft Mechanics (+10%)
- Biomechanical Maintenance (+15%)
- Climbing (+5%)
- Computer Operation (+5%)
- Computer Repair (+10%)
- Electrical Engineer (+10%)
- Excavation & Rescue (+5%)
- Field Armorer Munitions Expert (+10%)
- Jury-Rig (+20%)
- Language: Native at 98%
- Language: One additional (+15%)
- Literacy: Native (probably English) at 98%
- Mathematics: Basic and Advanced (+10%)
- Mechanical Engineer (+10%)
- Pilot: Two non-military piloting skills of choice.
- Robot Electronics (+15%)
- Robot Mechanics (+15%)
- Salvage (+20%)
- W.P. Blunt

Hand to Hand combat must be selected as an O.C.C. Related Skill. Basic costs one skill, Expert costs two O.C.C. Related Skills, and Martial Arts or Assassin costs three skills.

O.C.C. Related Skills: These are additional skill choices related to the character's background and occupation. Select five at level one, plus one additional skill at levels 2, 6, 10 and 14.

- Communication: Any (+5%).
- Domestic: Any.
- Electrical: Any (+10%).
- Espionage: None.
- Mechanical: Any (+10%).
- Medical: First Aid only.
- Military: Any.
- Physical: Any except Acrobatics and Gymnastics.
- Pilot: Any non-military.
- Pilot Related: Any (+5%).
- Science: None.
- Technical: Any (+10%).
- W.P.: Any.
- Wilderness: None.

Special O.C.C. Related Skills "Alternative" (optional): Instead of selecting the O.C.C. Related Skills above (including new skills at future levels), the character can choose this M.O.S. style skill set. This character is a "Mech Head" who loves robots, power armor and mecha.

Not only can he repair and modify mecha, but he can pilot *Battloids* or *Ground Veritechs* (*Cyclones*) and has the following other skills instead of selecting the O.C.C. Related Skills above:

- General Repair and Maintenance (+10%)

Land Navigation (+10%)

Mecha Engineer (+5%)

Mecha Elite Combat Training (MECT) as per style of mecha the character can pilot (*Battloids* or *Cyclones*).

Sensory Equipment (+10%)

Weapons Engineer (+5%)

Special Mech Head Gear: 1D4 fully charged Protoculture cells, 6 signal flares, and one *UEEF Cyclone* or *ASC* or *UEEF Battloid* of choice with the exception of the *Shadow Fighter* and *Silverback* (neither were available on Earth during the Invid Invasion and did not arrive until the final liberation fleet). If the G.M. allows it, the Battloid could be a Macross era "Destroid" or a "Frankenmecha" described later in this sourcebook.

Secondary Skills: Select one Secondary Skill at levels 1, 3, 6, 9 and 11. See **Robotech®: The Shadow Chronicles® RPG** for the list of available Secondary Skills. These are additional areas of knowledge and do not get any bonuses, other than possible bonuses for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: Two sets of coveralls, traveling clothes, heavy work boots, two weapons of choice, two spare clips each for any ranged weapons, goggles, welding mask, extensive mechanical and electrician's tool kits, portable computer, flashlight, laser distancer, pencils, several notepads, portable tool box, utility knife, mining helmet (10 M.D.C., plus helmet spotlight), rappelling gear, 500 feet (152.4 m) of nylon rope, portable welding kit, portable winch and crane, a large garage, barn or workshop and basic personal effects.

The character also starts with 1D4x100 M.D.C. in alloy patches and a small supply of spare parts, enough to do 1D4+2 minor repairs or two major repair jobs.

Vehicle: One non-military vehicle of choice, usually a flatbed truck or something else capable of carrying a lot of cargo and the winch and crane.

Pathfinder O.C.C.

After three intergalactic wars, ruinous planetary assaults that have devastated the surface of the Earth and occupation by unfathomably alien beings bent on enslaving and possibly exterminating the human race, it should be no surprise that some people have elevated the ability to survive to an art form. Pathfinders have, for the most part, written off the concept of society as a bad idea, and believe the best way to make it in this very dangerous and violent world is by going back to the land, never staying long in one place, and not having more friends than you can count on your hands. They also prefer to stay as far away from the Invid as possible.

Make no mistake, Pathfinders hate the Invid. Surrendering or selling out to a bunch of inhuman aliens and retiring to an Invid slave colony is anathema to all they believe. However, they do not consider themselves freedom fighters, at least not in the sense that most people think. If they're fighting for anyone's freedom, it's their own. Pathfinders claim they feel beholden to no one, and they are tied to no cause but living to see another day, something they've gotten very good at.

So why is it they keep ending up on the business end of an Invid Shocktrooper's plasma cannons?



09-21-11

Maybe it's because deep down inside, Pathfinders know the only way they have a true shot at freedom is if the human race works together to drive the latest batch of invaders back to the stars. So they find themselves regularly agreeing to lead Freedom Fighters and people in trouble through the back country and to safety. Pathfinders may also agree to work with the resistance and bold heroes to scout out Hivelands or enemy controlled territory, identify the best ways in and out without being seen by the enemy, identify slave holding pens, target enemy hiding places, ambush zones, and so on. Although most Pathfinders *claim* to be out for themselves, they often find themselves joining bands of heroes and resistance fighters charging into Invid slave colonies to free their inhabitants or complain, loudly, about their bad choice of vacation spots as they help defend a wilderness town against a gang of bandits.

While there are certainly plenty of Pathfinders who'll sell their own mothers up the river for a little bit of Protoculture, the majority put their lives on the line to help their fellow man.

Why? Because most Pathfinders are really good guys who wish they could be the callous tough guys they pretend to be. Instead, they know in their hearts that if you have no compassion for the rest of humanity, you're not really surviving. They know that despite their pragmatic and self-serving facade, people need to pull together against a common foe, or die or be enslaved. To do otherwise makes you no better than the Invid plundering the land and using people for their own insidious purpose. The Pathfinders' pretense to be pragmatic and cold-hearted rogues who don't care is how they cope with a hard life under Invid domination, never letting themselves get too optimistic or starry-eyed, yet never truly losing hope.

Pathfinders are hearty, resourceful and independent people. Many are nomadic and wander the Earth looking for salvage, supplies and a safe harbor while enjoying the freedom of the open road. They answer to no one but themselves and, to a point, do what they please. They can be rough around the edges and are suspicious of any place claiming to be civilized or safe from the Invid. They refuse to fall into the trap of becoming attached to any one place or the belief that civilization can be rebuilt before the Invid are driven away. They despise Invid sympathizers and are happy to undermine their plots. Despite their anti-civilization rhetoric and rough and tumble natures, many Pathfinders are educated and well-read, and make it their personal duty to collect and retain as much knowledge of Earth's past as possible. Some carry small libraries of books and data disks that have survived the devastation of war. These items are *treasures* rarely traded and are hoarded for the day the Invid are gone and humanity begins to claw its way back from the edge of destruction.

O.C.C. Bonuses: +2 to all Perception Rolls, +2 to P.E., +3 to save vs disease, and all weather and environmental penalties have only half effect.

Pathfinder O.C.C.

Alignment: Any, but most tend to be Scrupulous, Unprincipled or Anarchist.

Attribute Requirements: I.Q. and P.E. of 12 or better. A high P.P. and M.A. are also helpful, but not required.

Starting S.D.C.: 2D6+10

O.C.C. Skills:

- Barter (+10%)
- Detect Ambush (+10%)
- Dowsing (+15%)
- First Aid (+5%)
- History: Earth (+10%)
- Hunting
- Land Navigation (+10%)
- Language: Native at 98%.
- Literacy: Native Language (+15%)
- Mathematics: Basic (+5%)
- Outdoorsmanship
- Prowl (+10%)
- Pilot: Three non-military vehicles of choice (+10% each).
- Wilderness Survival (+25%)
- W.P. Rifle
- W.P. Energy Pistol
- W.P. Knife

Hand to Hand: Basic, which maybe upgraded to Expert at the cost of one O.C.C. Related skill, and to Martial Arts (or Assassin, if evil) at the cost of two O.C.C. Related Skills.

O.C.C. Related Skills: These are additional skill choices related to the character's survival training and background. Select seven at level one, but at least two must be from the *Wilderness* category. Select two additional skills at levels 3, 6, 9, 12 and 15.

Communication: Any.

Domestic: Any (+10%)

Electrical: Basic Electronics only.

Espionage: Any (+5%).

Mechanical: Basic, or Automotive only.

Medical: Animal Husbandry, Brewing: Medicinal or Paramedic only (+5%).

Military: Camouflage (+10%) and Trap/Mine Detection (+5%) only.

Physical: Any (+5% where applicable).

Pilot: Any, except spacecraft piloting (of any kind) and Mecha Combat Elite.

Pilot Related: Any, except Navigation: Space.

Science: Mathematics: Advanced only (+5%).

Technical: Any (+10%).

W.P.s: Any.

Wilderness: Any (+15%).

Secondary Skills: Select one Secondary Skills at levels 1, 2, 3, 5, 7, 9 and 11. See **Robotech®: The Shadow Chronicles® RPG** for the list of available Secondary Skills. These are additional areas of knowledge and do not get any bonuses, other than possible bonuses for having a high I.Q. All Secondary Skills start at the base skill level.

Starting Equipment: Two sets of traveling clothes, one set of light armor, two backpacks or saddlebags, goggles or sunglasses, 200 feet (61 m) of nylon rope (3,000 lbs/1,350 kg capacity), one non-Protoculture energy pistol of choice and 1D4 additional clips, survival knife, one other non-Protoculture powered weapon of choice and 1D4 additional clips (if applicable), tent, bedroll, six wooden stakes, mallet, fishing line, compass, first aid kit, two canteens and a small collection of books, CDs, DVDs and other data storage devices.

Vehicle: One small non-military vehicle to start, usually a motorcycle, hovercycle or jeep, preferably something with off-road capability.

Urchin O.C.C.

On Earth under the Invid control, just being alive from one day to the next can qualify as an occupation. Some survivors do better than others. Such individuals always seem to be one meal away from starvation or one bad decision away from a lonely death, yet somehow, they pull through despite the odds. Nobody embodies this more so than the war-orphaned children of Earth known as *Urchins*.

Most Urchins are nomadic, at least until they find a gig that puts them on "easy street." This could mean hitting the mother lode of salvage that can be traded for a cushy life in a relatively safe town, marrying or partnering up with a successful landowner or merchant, being adopted by a nice family or group of heroes, landing a job at a safe community, or even marrying or becoming

partners with an Invid sympathizer. In other cases, "easy street" may be coming up with a scheme to separate an Invid sympathizer, bandit or the foolish from their valuables. It most certainly does not mean winding up at an Invid Protoculture farm slaving away over an alien garden, and it usually does not involve putting on a uniform to fight the alien invaders either. However, an Urchin probably hates the Invid as much as the next human, and many are happy to trade information about Invid activities, operations and locations for a hot meal, candy, and basic provisions.

Many people see Urchins as a nuisance, like cockroaches or rats on two legs. As far as most people are concerned, they are noisy, undisciplined and into everything; always playing the angles while trying to avoid doing any real work or taking responsibility. But a growing number of Freedom Fighters are beginning to realize the Urchins' true value as survivors. Not only are Urchins natural born survivors, but they know tricks of survival such as how to make food and water supplies stretch, what to eat, how to identify safe drinking water and where to find it, paths of travel to avoid contact with the Invid, how to recognize other Urchins and so on. They can help other survivors to do like likewise, and hopefully pass along their skills and luck onto others. Because of their travels and knack for paying attention and finding opportunity where others see none, Urchins also pick up rumors and information that can be valuable to the resistance.

Age: Most Urchins are children and teenagers. A player who chooses to play this O.C.C. will have a character that is likely to



be significantly younger than the rest of the party. Starting age is 11+1D4 years old.

Special O.C.C. Abilities of the Urchin:

All Urchins have the following street survival abilities and bonuses.

1. Tougher than They Look: Urchins may appear to be sweet and innocent, precocious, scraggly, threadbare and either knocking on death's door, or soft and childish. Don't let that fool you. They're amazingly tough and resilient. They've all been raised during the Invid occupation, so most were too young to remember the UEEF or the Army of the Southern Cross. At the age kids in a civilized environment would be learning to play with dolls and toy trucks, Urchins learn how to dodge Invid patrols, find water and steal food. They are street savvy, observant and clever.

2. Go Unnoticed: Urchins are experts at hiding in plain sight. Unless purposefully trying to draw attention to themselves, they tend to be nondescript, unremarkable, and forgettable. As long as they aren't doing something like holding a weapon or being an obvious threat or nuisance, most people ignore Urchins. This means others are at -2 on Perception Rolls to notice an Urchin or remember what he or she looked like ("Well, she was sort of, you know, average height with . . . ummm . . . kinda scruffy looking, um I don't remember her hair color or what she was wearing, and . . . um, at least I think it was a 'her.'").

Urchins are +10% to Prowl, Pick Pockets, Pick Locks and Palming rolls when in a crowd of 20 or more people.

3. Urchin O.C.C. Bonuses: +1D4 on all Perception Rolls, +1D4 to P.E. and M.E. attributes, and the penalties, damage, duration and symptoms from disease, poisons, toxins, exposure (hot weather and cold weather), starvation and dehydration are half.

4. Working the Angles: Every Urchin has an angle; the edge that keeps them alive and keeps them going one day to the next. Players should roll once to make a random determination for their Urchin character or select one from the list below.

01-25% Adorable.

26-50% Fast Learner.

51-75% Little Wiggler.

76-00% Motormouth.

Adorable: This Urchin is blessed with being as cute as a button. One flash of those puppy dog eyes and most people are straight suckers for whatever scam the character is ready to unleash. It should be noted that this is *cuteness*, not sexiness (they're not generally old enough for that), and so gender isn't really a factor. Besides making it a lot easier to get what they want, even the most cold-hearted human villain will pause before killing a helpless (meaning obviously beaten or fairly defenseless or outmatched) Urchin who is "adorable." In most cases (65% chance), the villain will choose to capture the Urchin, lock him up or administer a beating, instead of killing the cute little fellow outright. Also, as long as there is another target, and the Urchin is not actively attacking, enemies will attack someone else in the party. Only if the Urchin has something a human enemy wants or if the Urchin is actively thwarting the villain's plan ("That kid's got the key to the Protoculture warehouse! Get 'im!") will a human enemy attack the adorable character. Note: Being Adorable does not work on wild animals, most aliens, or the typical Invid, although it might work on the evolved, human-looking Invid

Princes and Princesses as well as Tirolians and Robotech Master clones (50% chance of success in either case).

Bonuses for being Adorable: The Adorable Urchin gets an additional bonus of +1D6 to Mental Affinity (M.A.), +1D4 to Physical Beauty (P.B.) and a +5% to the skills Barter, Performance, and Interrogation (playing "good cop"). They also get the skill Wardrobe and Grooming at +10%. **Note:** Being cute and knowing it sometimes turns Adorable Urchins into insufferable little snots or manipulative troublemakers.

Fast Learner: This kid is a prodigy, a sponge of information, able to learn just about anything, and be good at it, in a short period of time. Unlike most Urchins, who are fairly limited in their range of education, the Fast Learner can learn ANY skill as an O.C.C. Related Skill, as long as there is someone to teach it to him. In addition to the usual number of *O.C.C. Related Skills*, the Fast Learner picks up one new skill at levels 2, 4, 8, 10 and 12. But to learn skills outside the typical restrictions, there has to be someone to teach it to the character, and the teaching period should take at least two weeks for simple skills like Swimming or Pilot Automobile and two months for more complex skills like Demolitions or Disguise. Remember that the character must still meet all the skill prerequisites, which could place some skills, like Medical Doctor, understandably out of reach for quite some time. The Fast Learner gets +1D4 to I.Q. (minimum of 16), and +2 to Perception Rolls.

Little Wiggler: Trying to catch or hold onto this Urchin is like trying to grab onto a piece of spaghetti dipped in motor oil. The character is double-jointed, has amazing flexibility and is very resilient. The character has limber muscles and can pop bones out of socket painlessly and with ease. This allows the Little Wiggler to fit into tiny spaces and wriggle out of ropes, handcuffs and straight-jackets to escape bindings. The Urchin can try to escape once for every melee action (each attempt uses up one melee attack/action), while everyone else with the Escape Artist skill can only attempt to escape once per melee round (15 seconds). This Urchin can also fold and compress his body into a ball only 25% of the character's full size, allowing him to fit into suitcases, escape tight confines and wiggle through collapsed debris.

Bonuses for being a Little Wiggler: The Urchin gets +2 to roll with impact, +1D4 to the P.P. attribute number, and can only be disarmed, entangled, held or pinned/incapacitated when his opponent rolls a 20 or higher. In addition, the Little Wiggler gets the *Escape Artist skill* with a +20% bonus and the *Gymnastics skill* with a +5% bonus where applicable.

Motormouth: As the name suggests, these Urchins talk a mile a minute. And, although annoying at times, they have an innate ability to talk themselves out of trouble, rile up the emotions of others, create dizzying tall tales and lie like a rug. This gives them the following bonuses and a couple of special skills.

Bonuses for being a Motormouth: +1D4 to M.A., +1 to dodge and the skills Performance and Public Speaking, both with a +10% bonus.

Fast Talk Ability: This is the ability to weave a fast tale that confuses, bewilders or deceives. Generally, this is done by emphasizing unimportant details, giving half-truths, backtracking on your story and going down numerous tangents until the listener is utterly confused or falls for it as the truth. Such contrived, on the spot, fast talk yarns SOUND like they should make sense, and

few people want to admit they couldn't follow the flow of conversation, or heaven forbid, ask the Urchin to repeat the whole thing, so they take the character's word for it. Fast Talk is used to get out of trouble when the Urchin is caught doing something underhanded as well as for misdirection and setting up "marks" for con jobs, or as a delaying tactic or distraction. **Base Skill:** 35% +5% per level. On a successful roll, the target of the fast-talking character must make a Perception Roll of 15 or better to realize they're being fast-talked, otherwise they will believe the story is genuine, and anybody trying to pick their pocket, prowl past them or sneak behind them will receive a +10% bonus to their skills. The initial attack upon a character who is listening to Fast Talk is a surprise attack because he is so focused on trying to follow the convoluted tale.

Rabble-Rousing Ability: The Urchin knows how to work a crowd, be it at a party, festival or any gathering. With a little work, the Rabble-Rousing Motormouth Urchin can whip the people at the gathering into a frenzy, particularly if the crowd is already emotionally high strung and leaning toward taking action. The Urchin is good at projecting his or her voice, getting everyone's attention, and then playing off their emotions. On a successful roll, the adrenaline filled crowd, lost to emotions stoked to a fever pitch by the Urchin, takes whatever action suggested by the Motormouth, which is usually vocal protest, shouting, name calling and mob vandalism. Of course, the Urchin almost never says what he wants the crowd to do outright, it is better to let the mob think it was their own idea.

Rabble-Rousing may be used to inspire or cause damage. It can be used to get people to stand up and fight, oppose tyranny or demand justice, or to party hardy, make people cheer and celebrate, or to cause trouble, fighting, rioting and worse. Rabble-Rousing may also be used to create a distraction, block traffic or help facilitate an escape. An Urchin, in particular, is easily lost in a happy or angry crowd of people. **Base Skill:** 30% +5% per level. Add +10% to the skill if the crowd is already inclined to do what the Motormouth Urchin suggests. For example, getting protestors who have already been assaulted by the local police to storm the police station in anger. -20% to get a mob to do the opposite of what they would want to do, like convincing a lynch mob to disperse, go home, and leave the suspected killer alone. **Note:** The danger of the Rabble-Rousing talent is that, as emotions intensify, the Urchin can easily lose control of the mob and they could spin off into violence, mayhem and even murder. Instigating a bar fight is one thing, causing a riot or a murder is another. This ability should be used with caution.

Urchin O.C.C.

Alignment: Any, but most (75%) are Unprincipled or Anarchist.

Attribute Requirements: None.

Starting S.D.C.: 3D6 to start, +1D6 at levels 2, 5, 8 and 11.

O.C.C. Skills:

Barter (+5%)

Climbing (+5%)

Domestic: Four skills of choice.

Dowsing (+5%)

Language: Native at 80%.

Literacy (+15%) or Radio: Basic (+10%); pick one.

Pick Pockets or Tailing (+10%)

Prowl or Camouflage (+10%)

W.P. Blunt or W.P. Knife; pick one.

Hand to Hand must be selected as an O.C.C. Related Skill. Selecting Hand to Hand: Basic costs one skill, Expert costs two and Martial Arts costs three skills (Assassin and Commando are not available).

O.C.C. Related Skills: These are additional skill choices related to the character's background. Select four at level one, plus one additional skill at levels 3, 5, 7, 10, 12 and 15.

Communication: Any (+5%).

Domestic: Any (+5%).

Electrical: Basic Electronic only.

Espionage: Any except Sniper (+5%).

Mechanical: Basic and Automotive only.

Medical: First Aid only.

Physical: Any.

Pilot: Any non-military.

Pilot Related: None.

Science: Basic and Advanced Math only (+10%).

Technical: Any (+5%).

W.P.: Any.

Wilderness: Any.

Secondary Skills: Select one skill from the Secondary Skills list in the Skills section of **Robotech® The Shadow Chronicles® Role-playing Game** at levels 1, 2, 4, 6, 8, 10, 12 and 14. These are additional areas of knowledge and do not get any bonuses, other than possible bonuses for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: Two sets of well-worn clothing, jacket, gloves, hat or cap, a pocket knife, one small weapon of choice (easily concealed and non-Protoculture powered), metal canteen or flask, backpack or knapsack, blanket, bedroll, a favorite toy or keepsake, bar of soap, washcloth, toothbrush, and several (2D4) days of rations or canned foodstuffs.

Vehicle or Money: No vehicle and 1D6x10 credits worth of tradable goods.

Wasteland Rider O.C.C.

An entire generation of humanity has been made homeless by wave after wave of alien invasion and destruction. For many, the road became home and they never looked back.

The motorcycle became the vehicle of choice, the symbol of freedom, independence and often of power.

The roads and wastelands of Earth, even without the Invid, are a dangerous place. Some riders adapted by forming gangs, others by being faster than anything that could chase them, and some try to become a one-man army. Others are bandits and raiders, some have joined the resistance, and still others wander the roads and wastelands not certain themselves what they seek. There are only two things all Wasteland Riders have in common: their bikes and their freedom.

Wastelanders, as some call them, see the Invid as monstrous invaders, enslavers of humanity and an impediment to freedom. Whether the Wasteland Rider is an active member of the resistance or just a "concerned citizen," most challenge and fight the Invid at every opportunity. Even riders who like the chaos and freedom of war torn Earth and see the Invid as insurance that the restrictions of society will never rise again, recognize the aliens as a threat to human existence and do what they can to force them



off the planet. Of course, not all are so idealistic, and some survive by preying upon other people.

Wasteland Riders make their living and keep their bikes running in any way possible. Those deficient in morals do not flinch at theft, armed robbery, raiding towns, murder, kidnaping, extortion, or whatever it takes to get what they want. The worst of the lot may even serve the Invid. The majority, however, are *knights-errant* on wheels or a cushion of air, traveling from place to place, working for trade goods, helping other survivors, fighting Invid and brigands, and engaging in other acts of bravery and heroics.

Wasteland Rider O.C.C. Special Skills:

1. Road Mastery: Reduce piloting penalties due to terrain or weather by half when driving a motorcycle, hovercycle or Cyclone. In addition, the rider can choose one combat maneuver at first level, such as *drag racing* or *bootleg turns*, and perform it at half the normal penalty (round down). The rider selects an additional vehicle combat maneuver to perform at half the normal penalty at levels 3, 6, 9, 12 and 15.

2. Bonuses: +2 to P.S. attribute number, +1 on initiative, +3 to roll with impact, +1 to pull punch, and +1 to automatic dodge while piloting a motorcycle or hovercycle.

Wasteland Rider O.C.C.

Alignment: Any, most tend to be selfish; Unprincipled or Anarchist.

Attribute Requirements: None, but a high P.S. and P.P. are highly recommended.

Starting S.D.C.: 4D6+20

O.C.C. Skills:

Automotive Mechanics (+15%)

Barter (+5%)

Basic Electronics (+5%)

Combat Driving

Land Navigation (+20%)

Language: Native at 98%.

Literacy (+15%) or General Repair and Maintenance (+5%)

Physical: Two skills of choice (+5% where applicable).

Pilot: Hovercycles (+16%)

Pilot: Motorcycles (+16%; bonus applies to driving a Cyclone in motorcycle mode).

Roadwise (+15%)

Streetwise (+12%)

W.P. Ancient: Two of choice.

W.P. Modern: Two of choice.

Hand to Hand: Expert, which may be upgraded to Martial Arts or Assassin (if evil) at the cost of one O.C.C. Related Skill.

O.C.C. Related Skills: These are additional skill choices related to the character's years on the road and background. Select five at level one, plus one additional skill at levels 3, 6, 9, 12 and 15.

Communication: Any (+5%)

Domestic: Any.

Electrical: None.

Espionage: Any (+5%).

Mechanical: Basic Mechanics (+10%) and Vehicle Armorer only (+5%). Medical: First Aid and Holistic only (+10%).

Military: Camouflage and Recognize Weapon Quality only (+10%).

Physical: Any (+10% where applicable).

Pilot: Any except Mecha Elite Combat Training (+5%).

Pilot Related: Any.

Science: Math skills only.

Technical: Any.

W.P.: Any.

Wilderness: Any.

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

Standard Equipment: Driving leathers with helmet (A.R. 11, 80 S.D.C., provides crash protection), traveling clothes, one set of M.D.C. body armor (most prefer the styling of the old Southern Cross body armor), three weapons of choice, three extra clips for any weapons that need them, small tool kit, leather jacket, goggles or sunglasses, survival knife, saddlebags, cigarette lighter, 2D4 days of non-military rations (smoked jerky, canned soup, etc.), canteen, metal flask, bandana and personal items. Also has 1D4x100 in Invid Scrip or local currency and 1D4x100 in trade goods.

Vehicle: One non-transformable motorcycle of choice or ASC hovercycle with one mounted vehicle weapon and one of the following modifications:

Souped-Up Engine: Add 25% to maximum speed.

Armored Hog: Add 25% to Main Body M.D.C.

Jump Jets: A thruster that allows the vehicle to jump 40 feet (12 m) across or 20 feet (6.1 m) high.

Road Warrior: An additional mounted vehicle weapon; add a new hardpoint if necessary.

Improved Handling: +10% to all motorcycle piloting control rolls.

Invid Experiment O.C.C.

These poor men and women are the unfortunate victims of the Invid's twisted genetic and evolutionary experiments. Some have been given large doses of Protoculture-fueled mutagens that twisted and warped their bodies into something not quite human. Others have had body parts removed and replaced with alien cybernetics, almost always without anesthetic.

In both cases, the pain and trauma were nearly unbearable, and they are permanently changed from the person they were into something unnatural. Whether the Invid Experiment is a hero or villain, a force of vengeance or a force for freedom, and whether the character decides to be man or monster, is left not to the Invid, but the individual. Indeed, one of the things that continues to confound the Invid is the power of the human spirit.

Some Invid Experiments remain slaves caged like lab rats or servants under the control of the Regess, but many others have been let free or managed to escape. Most have an axe to grind against the Invid and have joined the resistance with valuable abilities and information, while others fight their own private war against the aliens. The resistance and other bands of heroes view Invid Experiments as valuable assets. Those who prove themselves in combat are valuable wild cards whose abilities and insider knowledge about the enemy can tip the balance of many a battle. However, many humans differ on how far these experiments, some of whom are no longer emotionally stable, can be trusted.

To create a character who is an Invid Experiment, choose whether the character is a **Invid Genetics Experiment** or an **Invid Cyborg**. Then roll *once* on the chosen table. Next, roll on the *Side Effects Table*. All Invid Experiments, be they a Genetics Experiment or Cybernetics Experiment, suffer from permanent side effects. Players can, with the G.M.'s permission, choose the results of their experimentation, but it really should be random and determined by fate and chance. After all, the Invid don't do requests.

Invid Experiment Side Effects Table

All Invid Experiments, including Invid Cyborgs, must roll once on this chart. These side effects are irreversible results of the traumatic and extreme experimentation they have been subjected to by the Invid. Roll percentile dice once on the following table:

01-05% Headaches: The character subjected to Invid Experimentation suffers from frequent headaches brought on by stress or anger. Whenever there's an emotionally stressful situation (dispute with friends, a tense standoff, a defeat at the hands of the enemy, etc.) there is a 25% chance of a severe headache which lasts for 1D4 hours. While under the effects of the headache, the character experiences intense pain, has trouble concentrating and is in obvious discomfort.

Penalties from Headaches: -15% to all skill rolls, -1 on Perception Rolls, -2 to initiative and -2 to strike. As a rule, combat does *not* cause the headaches, especially if the character was pre-

pared for battle. However, if the victim of a surprise attack or if the battle is going very badly (friends down, being overwhelmed, etc.), he or she may suffer from a headache and related penalties.

06-10% Proximity headaches: The character subjected to Invid Experimentation suffers from headaches whenever the Invid are nearby; within a half mile (0.8 km). The closer he or the Invid get, the more the headache hurts. If a small number of Invid are nearby (8 or less), the character feels a dull ache behind the ear. The closer they get the more it hurts, but no penalties, and the character is +1 on Perception Rolls and +1 on initiative involving spotting, fighting and avoiding Invid.

A medium Invid presence (9-40) means the pain is above the eye and throbs; normal penalties apply.

A large number of Invid (41 or more) causes a throbbing pain above the eye and a stabbing pain in the temple that shoots down into the neck and ear; double the usual penalties described below.

While these Invid proximity headaches can be helpful in warning of an Invid presence and their approach, they hurt and inflict penalties.

Penalties from Proximity Headaches: -15% to all skill rolls, -1 on Perception Rolls, -2 to initiative, -2 to strike, parry and dodge, and reduce Spd by 20% and the character feels nauseous.

11-20% Chronic pain: The Invid's knowledge of the human body was far from perfect, and they knew little about human pain tolerances and cared even less. This character suffers from constant pain from stiff joints, sore muscles and a body that's just been put through the ringer. **Penalties:** -1 to strike, parry and dodge and -1D4 to P.E.

21-30% Amnesia: This character has no memory of who or what he was before the Invid experiment. He has no Secondary Skills to start and does not know his own name, what he used to do for a living, where he grew up, or what the Invid did to him. Those memories are permanently gone and cannot be recovered. The character must make a new life for himself and try not to dwell upon his lost past.

31-40% Nightmares: Horrible, vivid nightmares haunt this character's dreams on a regular basis. There's a 30% chance of having a bad dream every night, and they are so disturbing that the character is too nervous and afraid to get a restful, full night's sleep. On a good night without nightmares, the character only gets 1D4+2 hours of sleep. On nights plagued by nightmares, half that, and on the day after he's had a bad night the character is groggy and unfocused. **Penalties:** -2 on Perception Rolls, -2 on initiative and -5% to all skill rolls.

41-50% Fear of captivity: This character is absolutely horrified of being held prisoner by anyone at any time. He would rather die fighting than spend one night in a jail cell or be put in handcuffs, tied up or bound in any way. Whenever someone tries to restrain, capture, or incapacitate the character, he is likely to go berserk and fight like a mad man to make good his escape and even kill whoever is trying to capture or bind him.

Penalties: Roll to *save vs insanity* of 14 or better to maintain control. A successful save means the character listens to reason ("They're only holding us to make sure we weren't the bandits who attacked the town last week, relax!"), does not go berserk, and may even allow himself to be bound, handcuffed or locked in a jail cell. However, he will be in a great amount of anxiety and discomfort, and won't want to talk or be helpful. While in

chains, the controlled character is -20% on skill rolls and focused on getting out of captivity. If the character is captured and held for more than 24 hours, there is a 60% chance he'll lapse into a catatonic state and remain a vegetable unable to talk or respond in any way until unbound and taken to a larger room, outdoors or someplace where he knows he can make a break for it. This character can operate Veritechs, Battloids and other mecha (if he has the required skill), because the pilot feels as if he and the mecha are one. However, he cannot set foot inside a tank, submarine, or any vehicle that has a small cockpit or feels claustrophobic, will not hide inside the trunk of a vehicle, oil drum, closet or cargo hold, and dislikes elevators, small rooms and even being cooped up indoors. Likewise, he will not like crawling through narrow or dark tunnels or pipes. Depending on the situation, a roll to save may be required.

Failure to save vs insanity means berserker combat to get free and escape, as described above.

51-60% Fear of doctors, nurses and laboratory technicians: This traumatized character fears and distrusts doctors, nurses and anyone who looks like one. As a result, he refuses all medical help and does not trust anyone with a high degree of medical knowledge or who works at a hospital of any kind. Penalties/Problem: The character does not willingly accept injections, take pills, or receive aid from anyone who is or looks like a doctor or nurse. A doctor who looks like a civilian may be able to trick the character, but if he even suspects the person is a doctor he'll refuse help. Obviously, if the character is incapacitated, sedated, comatose or so wounded from damage that he cannot resist, he can be treated by a doctor, however, he will be suspicious of whatever was done to him against his will. Holistic medicine and its practitioners may be acceptable and allowed to treat him.

61-70% Superiority complex: This character thinks that he is a superior being, better than all the mere mortals on Earth. He believes he is the future – the next stage in evolution! This is not a great way to make friends. He refuses to be intimidated, takes dangerous chances, and has a lot of trouble backing down from a challenge, particularly if his capabilities have been called into question. He expects everyone to at least privately acknowledge his greatness and refuses to hide any physical evidence that he was an Invid Experiment. Penalties: -4 to his M.A. attribute number and -1 on Perception Rolls due to arrogance. Bonuses: +1 on initiative, +2 to disarm and pull punch. When the stakes are high and lives hang in the balance, this individual is confident he can win the day; any penalties for stress, anxiety or fear are half the usual amount.

71-80% Inferiority complex: This character thinks little of himself and doubts his own capabilities. The character always wonders if he is a freak or monster, and whether he is good enough, or human enough, to be a key part of the fight against the Invid. He tends to be self-effacing and apologetic, and has a bad habit of taking the blame when a mission goes wrong, even if it was not his fault. Penalties: When the stakes are high, this individual is -2 on initiative, -5% on the performance of any skills, and tends to be clingy, hesitant and needs assurances. He is ashamed of any physical evidence he was an Invid Experiment, tries to hide it and seldom speaks of it.

81-90% Fearless, daredevil: This character is bold, daring and the first to leap into battle, charging where angels fear

to tread. The only thing this individual truly fears is failing to act. Such characters are quick to volunteer for the most dangerous missions, rush to take on the most challenging foes and meet overwhelming odds with a determined and confident grin. Bonuses: +2 to initiative and +1 to strike and disarm. Penalties: -1 to parry and dodge and must make a save vs insanity of 14 every melee round in order to force himself to make a strategic retreat from battle when it is the smart move to make. Even if successful, the fearless daredevil will insist on being the last one out, covering the rest of his comrades' retreat.

91-00% Thinks he or she is an Invid: This character refuses to believe that he is human. Instead he insists he is an Invid who has "seen the light" and fights for humanity against "his own people" as part of the Resistance. Though the character believes he is an evolved Invid, he has no particular knowledge of the Invid besides what he may have learned from others or while in captivity, but will speak as if he is an authority on "his" race. Unless he has the skill *Lore: Invid*, most of what he knows is hearsay and rumor that everyone else has heard. Nonetheless, he will repeat with authority (and may even make things up about Invid) as though they are concrete facts. Any "proof" that he may be human is dismissed as nonsense. "Of course, I appear to be human. I'm the result of an Invid "bio-evolutionary experiment" that has evolved me into a human for the betterment of my race."

Invid Genetics Experiment O.C.C.

Invid Genetics Experiments are created by altering the subjects' DNA through injections of mutagenic nutrients derived from the Flower of Life, alien creatures the Invid have encountered and, in some cases, from the Invid themselves. This results in human genetics branching into areas that were never intended, and in some ways, makes the subject part Invid. The Invid Regess, the Invid Brains and scientists have perfected this practice of genetic mutation – evolving, devolving or mutating humanoid subjects – to a frightening degree, although they find it easier to work on their own species than human beings.

Invid Genetics Experiments are the most estranged from the human race of all the Invid Experiments, because people are not quite sure if they are still human, and thus they are not sure where their loyalties lie. It doesn't help that quite a few Invid Experiments have been brainwashed to work for the enemy and have done a lot of damage to the resistance, making many fears justified.

Ironically, most (99%) of the Invid Genetics Experiments are Earthlings mutated by the Invid, because the aliens believe the use of humans who were born or raised in space as part of the UEEF would be invalid subjects for evolution experiments dealing with life on Earth. All Invid Genetics Experiments are excellent physical specimens and have had what the Invid consider "existing genetic flaws and weaknesses" removed. **Note:** All Invid Genetics Experiment O.C.C.s get the following bonuses: +2D6 Hit Points and +1D4 to P.E., P.S., and Spd in addition to bonuses provided by the specific type of mutations described in the table below.

Protoculture Experiment Mutations Table

Roll percentile dice (or if the Game Master allows it, choose one) on the table below. Once the mutation and special powers

and/or bonuses are determined, roll on the Side Effects Table and go to the **Protoculture Mutation O.C.C.** for the rest of the character's stats, skills and details.

01-10% Herbivore Dino-Sapien: The hero has had his or her DNA blended with those of the dinosaurs that inhabit some of the Invid's Genesis Pits. As a result, the character is a hulking, physical powerhouse. However, he also has some dinosaur shortcomings: The Invid Genetics Experiment's body is 20-40% larger and covered in tough, calloused and lumpy skin or leathery skin covered in fine scales like an iguana. While this may be able to be hidden by a hooded cloak, long coat, clothing and a hat, or body armor, anyone who gets a good look at the character's face or skin will realize that something's "not right."

Mega-Damage Body (special): Hit points and S.D.C. are combined and become M.D.C., plus add 4D6+10 M.D.C. Instead of Hit Points, the character gains 2D6 M.D.C. per level of experience. The character regenerates 1D6 M.D.C. per hour, but cannot regenerate lost limbs.



Bonuses: +10 to P.S. attribute, which becomes Supernatural P.S. (see the section on Supernatural Strength in the **Robotech®: The Shadow Chronicle® Role-Playing Game**), +1D6 to P.E. attribute, +2 to roll with impact, +1 to save vs disease, and +3 to save vs poisons and toxins.

Penalties: The character is big, heavy, and his skull has become rather dense, restricting the room for his brain, increase height +1D4 feet (0.3 to 1.2 m), increase weight by 1D4x100 pounds (45 to 180 kg). Reduce I.Q. by 10%, P.B. by 30% and Spd attribute by 25%. The character's large size means he cannot fit into most human-sized body armor and cannot pilot form-fitting mecha or sit in tight pilot compartments. This means the bulky dinosaur character cannot pilot a Cyclone or fly an Alpha Fighter, but could pilot a Beta Fighter, Hovortank and most Battloids, as long as there is enough room in the cockpit (there should be). Body armor must be custom made for the mutant, or he can rely on his M.D.C. hide and quick healing.

11-20% Carnivore Dino-Sapien: The hero has had his or her DNA blended with those of the dinosaurs that inhabit some of the Invid's Genesis Pits. As a result, the character is a sleek, fast, physical powerhouse. However he also has some dinosaur shortcomings: The Invid Genetics Experiment's body is covered in tough, calloused and lumpy skin or leathery skin covered in fine scales like an iguana. The body is hairless, the upper legs are thick and muscular, the nose small and flat, and the character's mouth is filled with small, sharp, pointed teeth. While these features may be able to be hidden by a hooded cloak, long coat, clothing and a hat, or body armor, anyone who gets a good look at the character's face or skin will realize that something's "not right."

Mega-Damage Body (special): Hit Pints and S.D.C. are combined and become M.D.C., plus add 1D6+4 M.D.C. instead of Hit Points, and the character gains 2D4 M.D.C. per level of experience. The character regenerates 1D6 M.D.C. per hour, but cannot regenerate lost limbs.

Bonuses: +5 to P.S. attribute, which becomes Supernatural P.S. (see the section on Supernatural Strength in the **Robotech®: The Shadow Chronicle® Role-Playing Game**), +1D4 to P.P., +1 to P.E., +1D6+10 to Spd, and +1 attack per melee round, +1 to strike, and +2 to save vs poisons and toxins.

Penalties: The character remains the same size as he was, but increase weight by 2D6x10 pounds (9 to 54 kg); all muscle, reduce I.Q. and M.A. by 10%, P.B. by 30%, and -5% on skills that do not pertain to hunting, prowling, tracking and fighting. The hero finds he now craves meat almost to the exclusion of any other food type, eats twice as much as he used to, prefers his meat raw or cooked rare and has a hankering to gnaw on bones. He also gets bored more easily and craves action.

21-40% Protoculture Bloodhound: This character was genetically engineered by the Invid to sniff out sources of Protoculture stolen or hidden by humans and infiltrate rebel groups, leading his Invid masters right to them. The Invid have discovered, to their regret, that these "bloodhounds" are just as good at sniffing out Invid and infiltrating hives and Protoculture storage facilities. Their stealth is legendary, and like the old tales of ninjas or caped vigilante superheroes, Protoculture Bloodhounds have a habit of disappearing almost from plain sight (there has to be some cover or somewhere to go), as soon as you take your eyes off them.

Hear Invid Telepathy (special): 2,000 feet (610 m). This allows the character to concentrate and actually "listen in" on the telepathic communications between the Regess, Invid Hive Brains and other Invid. While listening, the character is completely focused, can take no other actions and is unaware of what is going on around him.

Protoculture Vision (special): The character gains the Invid's ability to see and sense active Protoculture. Range is 2,000 feet (610 m). The character can see Protoculture emissions through mecha, spacecraft, walls and up to 100 feet (30.5 m) underground. He also has Nightvision 1,000 feet (305 m) and Protoculture Targeting: +2 to strike any Protoculture-powered device with ranged weapons. This ability also enables the Protoculture Bloodhound to see when Protoculture energy is powering weapons, giving the character a bonus of +1 to dodge Protoculture powered weapons, including those built into the Invid.

Protoculture Sensitivity (special): The character can sense the presence of active Protoculture anywhere within 400 feet (122 m), even when not looking directly at the source. This ability works as a kind of "sixth sense" with which the mutant can feel or sense when Protoculture powered generators, machines and mecha are near. This includes Invid or mecha that are running, but concealed or hidden, such as Shocktroopers waiting in ambush underground. Not only can the Invid Genetics Experiment sense their presence and location, but the character can identify specific mecha by looking at their Protoculture emissions. If only sensing the Protoculture, and not seeing it directly, the character can only identify the general type of power source (human, Robotech Master/Zentraedi or Invid).

Stealth (special): Natural ability to prowl and hide. Prowl skill starts at 70% +3% per level of experience, +6% when hiding and motionless, and can seem to disappear by silently moving to a nearby hiding place – can "vanish" into close cover that is within 10 feet (3 m) of the character.

Penalties: These experiments have blood-red eyes with a black vertical slit, similar to an Invid sensor eye. They also speak with a weird, reverberating voice and their silent movement and stealth can be unnerving, involving long periods of not moving a muscle, blinking or talking. -2 to M.A. and M.E., and -1D4 to P.B.

41-60% Protoculture Metabolizer: This mutant hybrid has been genetically altered to subsist on the Flower of Life, very much like the Invid. The character can, and in fact must, consume the Flower of Life or processed Protoculture for sustenance. Fortunately, the Flower is prolific on Earth, otherwise the Invid would not be here. The character can also consume processed Protoculture to turn himself into a living energy battery.

Food Requirements: The character needs to eat the Flower of Life, Protoculture or the Protoculture-based nutrient fluids found in Invid mecha and Genesis Pits. The character needs to eat one Flower of Life per day to stay healthy. The flower does not have to be whole or alive. It can be dried and stored, eaten as a salad, whatever, as long as the flower petals, seeds, leaves, bud and stalk are consumed. Alternately, the character can drink one liter of Invid nutrient fluid per day, or absorb one canister of Protoculture per week (the latter does *not* count towards supercharging the character). The character's skin is pale and he or she appears to be sickly or jaundiced. Neither the flower nor the Protoculture tastes good. In fact, they are horrible, and damage the character's sense of taste over time. Not consuming enough Protoculture has the same effect as starvation, with symptoms beginning to ap-

pear within three days. Strangers, if they witness the character's bizarre eating habits, are likely to assume he or she is an Invid or some weird drug addict. **Note:** This character may be in trouble if the campaign is set after the Invid leave and take all of the Flowers of Life and Protoculture with them. The G.M. and player may want to figure out how the character is to survive in that setting or it could make an interesting, ongoing campaign plot line.

Generate Force Field (special): When the character has eaten a full meal of Protoculture or the Invid Flower of Life as normal, he can generate a bio-energy force field of 12 M.D.C. per level of experience. The force field lasts for 5 minutes per level of experience or until the M.D.C. is depleted, whichever comes first. This can be performed only three times per day.

Fire Plasma Beams (special): The character can emit plasma blasts from his hands that do 2D6 M.D. +1D6 M.D. at levels 2, 4, 6, 8, 10, 12, and 14. The beams have a range of 1,200 feet (366 m) and can be fired at a rate equal to the number of hand to hand attacks of the character; each blast counts as one melee attack. The character is +3 to strike when firing the plasma beams, plus any bonuses from a high Physical Prowess.

Supercharge (special): If the Invid Genetics Experiment literally guzzles an entire canister of Protoculture, like the cartoon character Popeye, or some drunken kung-fu master, the extra dose temporarily supercharges him and doubles the Mega-Damage of the plasma beams and the M.D.C. protection of the force field for 10 minutes. If combat has already been engaged, drinking down a canister of Protoculture takes three melee actions. The supercharge effect takes place one melee round after consumption. The character also gains a powered leap by expelling energy, capable of sending him 100 feet (30.5 m) vertically, or 200 feet (61 m) across per jump, and all fatigue disappears, no matter how tired the character was feeling before he slammed down the can of Protoculture. The supercharge increased power and bonuses last for 10 minutes. After that time has expired the mutant feels tired and dizzy. Reduce the Spd attribute and all combat bonuses by half, and decrease attacks per melee round by two for 2D6+6 minutes. It is best if the character rests for 20 minutes. If he continues to engage in strenuous activity (combat, hard labor, running, etc.), the penalties remain in place until the exertion stops and he rests for the allotted time.

Drinking another canister of Protoculture does not supercharge the character again. Instead, it makes him vomit and feel worse; double the penalties and their duration. Supercharging can only be done once every 12 hours. **Note:** Invid Protoculture sensors can detect the character when supercharged the same as they can detect a Protoculture-powered mecha, and receive the same bonuses to strike.

61-80% Accelerated Metabolism: The Invid Genetics Experiment has had his body's metabolic processes and neurological system amped up to what the Invid believe is the maximum human potential. As a result, the genetically altered human is a superior human specimen. Their improved reflexes and ability to process information make such experiments excellent mecha pilots and it is believed the Invid intended to use them as elite shock troops before the Regess decided to evolve her race into human form.

Bonuses: +1D4+1 to I.Q., +1D6 to P.S., +1D4+3 to P.P., +1D6 to P.E., +2D4 to P.B., +2D6+12 to Spd attribute. For some reason, these evolved humans (and Invid Princes and Princesses) do not have superior M.E. or M.A. Other bonuses: +1 additional

attack per melee round, +1 on initiative, fatigues at half the rate of humans and heals four times faster, the character has Hand to Hand: Martial Arts (or Assassin, if evil) and one Mecha Combat Elite (+10% additional bonus) as a special piloting skill.

Leap Dodge (special): The character can leap 50 feet (15.2 m) vertically, or 100 feet (30.5 m) across +10 feet (3 m) per level of experience. When dodging attacks, each leap is an "automatic dodge" with a +3 bonus to dodge (add any P.P. attribute bonuses to that number), meaning the act of jumping out of the way does not use up a melee attack. Likewise, all kick and leap attacks do an additional 1D6+1 points of damage.

Penalties: The character is hyper, only sleeps about four hours a night, and must consume twice as much food as a normal human (preferably a minimum of 4,000+ calories per day – is likely to snack on a frequent, or even constant, basis but never seems to gain weight). The character is also -1D4 to M.E. and M.A., -2 to save vs insanity, receives only half the S.D.C. bonus gained from Physical skills (round up) and has a lifespan of 1D4x10+10 years.

81-00% True Invid-Human Hybrid: The character is an equal genetic blend of Invid and human DNA, making him as much *Invid* as *human*.

Sense Protoculture: Same as any Invid, but must concentrate.

Sense Other Invid: The mutant human-Invid hybrid can sense the presence of as few as one Invid up to one mile (1.6 km) away per level of experience, and knows when Invid are coming in his direction. This is an automatic ability and is not affected by line of sight. The character can also tell the general number of Invid (one, few, many, an army), distance away, their direction of travel and general speed. **Note:** To the lower caste Invid (Scouts through Shocktroopers), the character is regarded as a fellow Invid. This means he does not trigger alarms or sensors designed to detect humanoids, nor is he attacked by fellow Invid unless he attacks first.

Telepathic Communication: The human-Invid hybrid can communicate telepathically with both humans and Invid. The telepathy is two-way, with the recipient able to respond mentally as well. Invid are comfortable with this, but most humans are not. The ability does not convey the power to read someone's thoughts or control their mind, but a lot of humans assume the worst when they suddenly hear a disembodied voice in their head. Range: 500 feet (152 m), plus 100 feet (30.5 m) per level of experience. Of course, this means the character hears telepathic transmissions from the Regess and other general transmissions made by Invid to other Invid.

Teleport (special): As amazing as it may sound, the character can teleport himself over long distances. The teleportation can only be done once every four hours, and has a range of one mile (1.6 km) per level of experience. These human-Invid hybrids can teleport with clothing and personal items, up to and including body armor and hand-held weapons, with a maximum of 200 pounds (90 kg) of equipment (plus their own body weight). They cannot teleport mecha, vehicles or other living beings.

Other Abilities: The character is +1D6 to I.Q., M.E. and P.P., gains an additional +15% to Lore: Invid, and lower-ranking Invid, including Scouts, Fighter Scouts, Troopers and Shocktroopers, will not fire upon the hybrid unless the hybrid fires first or unless the character is obviously threatening the Invid or their plans. The Invid will, however, bar or attempt to capture or pursue the hybrid if he tries to enter restricted areas or if they think he is working with human resistance fighters or engaged in sabo-

tage and other malicious activity. Higher-ranking Invid, such as Soldiers, Invid Princes, Princesses, Invid Brains, the Regent and Regess will recognize the character as the product of a Protoculture Experiment and a rogue agent. If working with humans, these high-ranking Invid chastise the character for working with the enemy and may attempt to convince the hybrid to betray his human allies and join his new, superior family: the Invid.

Penalties: The character looks human, but bleeds blue-green blood, speaks with an inhuman sounding voice, -6 to M.A. attribute, and select *half* the number of *O.C.C. Related Skills* available to the Invid Genetics Experiment O.C.C. Most humans tend to assume the character is an evolved Invid, or perhaps a Robotech Master clone. The hybrids also feel the death of each Invid within a mile range (1.6 km). This is not bothersome when it is one or two at a time, but when large numbers of Invid (20 or more) are killed at once, the hybrid must make a save vs insanity roll of 14 or better or be incapacitated with pain for 1D4 melee rounds. If more than 100 Invid are killed at once, the range increases to 100 miles (160 km) and the duration is doubled.

Invid Genetics Experiment O.C.C. Stats

Alignment: Any.

Attribute Requirements: None. Humans only. Choose whether the character is Earthborn or spaceborn. Most likely Earthborn.

Starting S.D.C.: 3D6+25

O.C.C. Skills:

Basic Math (+10%)

Land Navigation (+5%)

Language: Native at 98%

Literacy: Native Language (+15%)

Pilot: One skill of choice (with the exception of Mecha Elite Combat Training) (+5%).

Prowl (+5%)

W.P.: Ancient: One of choice.

W.P.: Modern: One of choice.

Hand to Hand: Basic, which may be upgraded to Expert at the cost of one O.C.C. Related Skill, or Martial Arts or Assassin at the cost of two O.C.C. Related Skills.

O.C.C. Related Skills: These are additional skill choices related to the character's former occupation and background. Select six at level one, plus an additional skill at levels 3, 5, 7, 10, 12 and 15.

Communication: Any.

Domestic: Any (+5%).

Electrical: Basic Electronics only.

Espionage: Any (+5%).

Mechanical: Basic or Automotive Mechanics only.

Medical: First Aid, Paramedic or Holistic Medicine only.

Military: Any.

Physical: Any.

Pilot: Any except Mecha Elite Combat Training.

Pilot Related: Any.

Science: Any (+5%).

Technical: Any (+5%, +10% to Lore: Invid).

W.P. Ancient: Any.

W.P. Modern: Any.

Wilderness: Any.

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

Starting Equipment: One heavy long coat or cloak (to hide any potential inhuman appearance), goggles, one set of light body armor (could be UEEF or Southern Cross) if their modifications allow them to wear it, two sets of traveling clothes, one weapon for each W.P. chosen as an O.C.C. Skill, three additional clips/Protoculture magazines if applicable, 2 canteens, one week of rations, backpack, two spare Protoculture power cells, survival knife, and a few small personal effects. Has no money to start, but may have 2D4x10 credits worth of trade goods.

Vehicle: Starts with none.

Invid Cybernetics Experiment O.C.C.

Invid Cyborgs are created by fusing Invid technology with the human body. Invid technology is bio-organic in nature, meaning that it is partially alive. This allows it to be more easily integrated with living tissue than traditional cybernetic attachments. It is streamlined, durable and is never rejected by the body. Invid Cyborgs, while still viewed with suspicion, are more understood and accepted than Protoculture mutations, because humans can grasp the concept of what happened to them better and machines seem less scary than genetic engineering. It's easier to accept that someone had their arm cut off and replaced with a bionic one, even if it's alien bionics, than to accept the idea that someone's DNA has been messed with on a fundamental level or merged with alien DNA, or dinosaur DNA or any creature that is not human.

Most Invid cybernetic components can be repaired using parts from downed Invid mecha or spacecraft. Armor is easily fixed and patched as long as there is M.D.C. material available, but fixing extensive damage to the cybernetics itself requires a professional with knowledge of robotics. Even then, repairs to Invid bionics made by any human are done at a -40% penalty due to its alien nature.

An Invid Cyborg can be an Earthborn subject or spaceborn member of the UEEF. For some reason, the Invid seem more inclined to perform bionic experimentation on soldiers, police and combat personnel, and genetic manipulation on civilians. Thus, 65% of Invid Cybernetics Experiments are soldiers or have a combat background. No one is sure why the Invid "favor" them for cybernetics experimentation.

The humans subjected to Invid bionic augmentation usually feel as freakish as those who undergo genetic manipulation. As a result, many conceal their bionic additions and seldom speak of the torturous experiment that changed them.

Invid Cybernetics Experiment Table

Roll or select four implants from the chart below. Except for limb replacement, re-roll any feature that is rolled twice.

Once the cybernetics and corresponding special powers and/or bonuses are determined, roll on the Side Effects Table and then go to the **Invid Cybernetics Experiment O.C.C.** for the rest of the character's stats, skills and details.

01-10% Eye Replacement: Full Spectrum Eye. One of the character's eyes has been replaced, giving him the ability to see across the spectrum. Only one of these can be activated at a time, but the character can quickly flip through to different parts of the spectrum at will (takes one attack/action).

The eye provides telescopic vision (can read a stop sign from two miles/3.2 km away), a targeting sight that provides +2 to all ranged attacks, and the following optical enhancements, all with a range of 2,000 feet (610 m): thermographic vision (sees heat radiation), passive nightvision, infrared, ultraviolet, and electromagnetic energy (can see electrical and magnetic fields). The implant provides a +2 to Perception Rolls based on vision, +10% to any Tracking (animal or humanoid), Tailing, Detect Ambush and Detect Concealment rolls.

11-20% Eye Replacement: Protoculture Sensor. 2,000 foot (610 m) range and all the capabilities as described under #3 *Protoculture Sensor* under the description of abilities common to all Invid Mecha in the core rule book, plus *Protoculture Optics* described under #4 *Optical Enhancement System*.

21-30% Ear Replacement: Cybernetic Hearing. Bio-organic cybernetic replacement of the ears and inner ear gives the character amazing hearing and even improved balance. The character can hear almost inaudible sounds at up to 360 feet (110 m) away. The ear automatically filters loud, potentially damaging sounds, like explosions. It also includes a gyroscopic ability that gives the character an innate sense of direction (can always tell which way is magnetic north) and improves balance (same as the Gymnastics and Acrobatics sub-skill) at 80% +2% per level. The character also receives +1 to parry, +2 to dodge, and +3 on initiative.

31-40% Limb Replacement: Arm. One arm has been replaced with an Invid cybernetic equivalent. The arm has 40 M.D.C., adds +4 to P.S. and +1 to parry. Since the limb is made of M.D.C. material, it can parry Mega-Damage weapons. Punches with the bionic arm do 1D4 M.D. **Note:** This cybernetic feature can be selected/rolled twice. If both arms are limb replacements, the character gets +10 to P.S. attribute and it is considered Robotic Strength. Reduce P.B. attribute -1 per bionic arm.

41-50% Limb Replacement: Leg. One leg has been replaced with an Invid cybernetic equivalent. The leg has 60 M.D.C., adds +6 to Spd attribute number. Kicks do 1D6 M.D. The leg also has a hidden compartment capable of storing something the size of a heavy pistol or four energy clips. This implant can be selected/rolled twice. If both legs are bionic add +20 to Spd, can leap 20 feet (6.1 m) upward and 40 feet (12 m) across, double with a running start, and the character has a +2 bonus to perform a leap dodge (each leap dodge counts as one melee attack/action), but reduce P.B. attribute -2 for each bionic leg.

51-55% Cyber-Antennae. These are 3 foot (1 m) long, whip-like metal antennae that sprout from ports in the character's reinforced, M.D.C. skull (40 M.D.C.). They can be retracted to as small as one foot long when not in use, bend back and can fit under a helmet. However, when seen by ordinary people, the antennae appear otherworldly and bizarre. They provide the character with motion sensing abilities and heightened sense of smell. **Bonuses:** Penalties for being blinded or in absolute darkness are half (-5 to strike, parry and dodge, instead of -10), cannot be surprised by opponents who attack from within 60 feet (18.3 m), +4 to initiative, and +2 to parry and dodge, and sense of smell is



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five times greater than the average human. In fact, the character can track by smell at 20% +5% per level and identify smells at 30%+5% per level of experience. **Penalty:** -2 to P.B. attribute and strong, repugnant odors may make the character vomit (lose two melee actions each time the character vomits; roll to save vs non-lethal poison).

56-60% Protoculture Brain Boost. This character's intellect has been artificially heightened by replacing his neurons and many of the nerves in the brain with Protoculture-based bio-mechanical circuitry. **Bonuses:** +1D4+1 to I.Q. attribute, +1 to Perception Rolls, can select four additional O.C.C. Related Skills, and the character receives a +5% bonus (in addition to those for having a high I.Q. attribute) on any skills selected from *Communication, Electrical, Mechanical, Medical, Science* or *Technical*

skill categories and has no restrictions on which skills can be selected from those categories. **Penalties:** The character's eyes are black with white irises, and the character can often seem distant and distracted. -1 to P.B., -1D4 to M.A. and the character is -2 on initiative.

61-65% Bionic Organ Replacement and Partial Armor. Some of the character's organs have been replaced in order to see if the human body can be made more efficient and durable. This usually is done to one side of the body or the other, and the side with the removed organs is armored. **Bonuses:** The character has 110 M.D.C. on one half of his body and has an Armor Rating of 16. Any strike to hit that rolls a 17 or higher either does M.D. to the armored part of the body or hits the flesh and blood half, which could be fatal with M.D. weapons. As a result, the character usually wears M.D.C. body armor to protect his vulnerable half if not his entire body. The bionic half is of normal proportions so standard body armor can be worn. In addition, his entire body functions more efficiently, giving the Invid Cyborg +1 attack per melee round, and resistance to fatigue; tires at one third the usual rate of normal humans. The partial cyborg is also +4 to save vs poisons, toxins and gases, and has a 20 minute internal air supply. **Penalties:** Reduce the P.B. attribute by -1D4 points and the character is likely to feel like a freak or monster.

66-70% Full Bionic Skeleton Replacement. The character's skeleton had been replaced with M.D.C. bones, in effect giving him +1D6x10+60 S.D.C., +1D6 to P.S., bones are unbreakable, +5 to save vs impact, and the character takes half damage from all falls, crashes, and punches and kicks to the head, chest and legs.

71-75% Partially Retractable Cyber-Armor. The character is covered in segmented plate armor of obviously Invid manufacture that can either cover the entire body or vital areas of the body. When fully covering the body, it works as a pressurized flight suit, but the character still needs a helmet and air supply to survive in space or environments without air. **Bonuses:** The cyber-armor provides 2D6x10+120 M.D.C. when the armor is fully deployed, and half that when retracted to reveal the human head and face, hands and other areas of "soft issue" to look and feel more "human." Cyber-armor comes in Invid hues of red, purple or green with black highlights. The character receives a +2 bonus to roll with falls or impacts, takes no damage from normal fire, and is unaffected by cold and hot temperatures in the range between -20 below zero and 130 degrees Fahrenheit (-29 to 54 degrees Celsius). **Penalties:** -1D6 to M.A. and P.B. attributes. The character cannot wear normal armor due to the additional bulk of the Cyber-Armor, and only loose fitting clothing or custom-made clothing can be worn. The character is likely to feel like a freak or monster.

76-80% Weapon Graft: Bio-Electric Whip. The Invid Cyborg has a 10 foot (3 m) long bio-electric whip that can extend from a port in the wrist or forearm of his dominant hand (usually the right hand). The whip can be set to do 1D6 S.D.C., 3D6 S.D.C. 1D4x10 S.D.C., 1D6 M.D. or 2D6 M.D. The S.D.C. charges can be performed indefinitely, but only 10 M.D. strikes can be used before the body's available bio-electric energy is depleted; it takes one hour to recharge. This character receives a +2 to strike and entangle with this weapon. Living creatures struck by the whip must make a save vs pain of 15 or better (adding in any bonuses from a high P.E.). Failure to save means they are

stunned by electric shock for one full melee round (15 seconds). The weapon is retractable for complete concealment and leaves no external identifying marks except a quarter-sized metal port (just under an inch/3.5 cm) in the wrist or arm.

81-85% Weapon Graft: Forearm Blaster. This weapon is similar to the one used by Invid Soldiers, except it trades range and the ability to burst fire for more stopping power. Each blast does 4D6 M.D., has a range of 1,000 feet (305 m), and can run off of either a Protoculture energy clip that provides it with 20 shots, or a full Protoculture canister, which provides it with 100 shots. The weapon is bulky and obviously some sort of Invid graft. Additionally, it weighs one arm down significantly and the recipient is -2 to P.B. and M.A., -2 to parry, -5% to balance and the character is likely to feel like a freak or monster.

86-90% Weapon Graft: Forearm Blades. These are similar to the claws of an Invid Scout, except that they project from the back of the forearms, curving backwards. Each forearm itself is a Mega-Damage vambrace with 20 M.D.C. The blades and the forearms are obviously bio-mechanical Invid creations. The blades are 1.5 feet (0.45 m) long and cannot be retracted into the forearm housings more than halfway. The protruding blades/spikes cannot be hidden except under a cloak, cape or bulky coat. The character cannot wear most form-fitting body armor – at least over the forearms, but a Patcher or someone with the Field Armor skill can easily modify a suit of armor to accommodate the weapon grafts as non-environmental body armor with the Forearm Blades sticking out. With more time and expense, armor could be customized to connect with the cybernetic vambraces to provide an environmental seal. The blades do 3D6 M.D., the character automatically gets Paired Weapons and is +2 to parry, -1D4 to P.B. and the character is likely to feel like a freak or monster.

91-95% Skin Graft: Stealth-Skin. The character was literally skinned alive by the Invid, and his skin was replaced by a tough material covered in photosensitive cells which allow the character to blend into the environment like a chameleon when he is hiding and motionless or slowly prowling. It also muffles the character's steps and breathing and hides his heat emissions. **Bonuses:** The recipient has the Prowl skill at +30%. When the Stealth-Skin is activated, the character is nearly undetectable and anyone looking for him must make a Perception Roll of 16 or better. That drops to 12 if the character is moving at a slow speed (i.e. a Spd of 10 or less), but moving any faster negates the cloaking effect and the character is clearly visible. The skin gives the character 60 M.D.C. and, unlike other cybernetic attachments, grows back at a rate of 2D6 M.D. per day. **Penalties:** Reduce P.B. attribute by 60%, as it is obvious the character is covered in bio-mechanical material from head to toe, and the character is likely to feel like an ugly freak or monster. All that is left unaffected is the face, which the Stealth-Skin covers when in stealth mode. The character can wear most normal clothing and body armor, but anything worn *over* his skin eliminates its chameleon ability to blend in with the environment.

96-00% Cybernetic Interface Tentacles. The character has been implanted with six small, whip-like tentacles that can slip into control panels and computer terminals and interface with, and take over human (and Invid) mecha and hack computer databases. The tentacles are 6 feet (1.8 m) long and when in use, pro-

vides the character with *one extra melee action/attack* per round (but one action must involve the tentacles). When not in use they retract back into ports in the back. It takes one melee action for the tentacles to synchronize with a computer, and they provide the character with a Computer Hacking skill of 50% +5% per level experience as long as he is linked to the computer via the tentacles. It takes two melee actions for the tentacles to take over a mecha or vehicle, giving the character a basic piloting skill of 60% +5% per level while linked in, as well as a Weapon Systems skill of 60%. While it does not provide the character with any combat skills with that mecha, the tentacle interface provides one additional attack per melee round and +2 to strike with all long-range Weapon Systems. This link totally overrides the ability of anyone else to pilot the mecha or vehicle. If the tentacles are severed while the character is linked to a machine, or if the mecha's main body M.D.C. is depleted to zero while he is linked to it, the Invid Cyborg must make a save vs psychic attack of 14 or be stunned for 1D4 melee rounds.

Each tentacle has 20 M.D.C. The interface affects only mecha (human or Invid) that do not currently have a pilot and are not already in action. This means Invid Troopers in stasis at a hive, an Invid Commander Battloid whose pilot has wandered away or been killed, etc., can be controlled, but not an Invid Trooper or human Veritech that already has a pilot. The tentacles can also be used to temporarily affect systems in an Invid Hive, such as turn off force fields and shut down alarms and sensors. It takes 1D6 minutes for the Invid Brain to realize the systems have been shut down and restore them or send troops to investigate the problem.

Invid Cyborg O.C.C. Stats

Alignment: Any.

Attribute Requirements: None. Humans only. Choose whether the character is Earthborn or space born; Invid Cyborgs tend to be space born.

Starting S.D.C.: 35

O.C.C. Skills:

Basic Electronics (+5%)

Basic Math (+10%)

General Repair and Maintenance (+5%)

Language: Native at 98%

Literacy: Native Language (+15%)

Pilot: Two skills of choice (with the exception of Mecha Elite Combat Training) (+5%).

Radio: Basic (+10%)

W.P. Energy Rifle

W.P.: One of choice.

Hand to Hand: Expert, which may be upgraded to Martial Arts or Assassin at the cost of one O.C.C. Related Skill.

O.C.C. Related Skills: These are additional skill choices related to the character's former occupation and background. Select four at level one, plus an additional skill at levels 3, 6, 9, 12 and 15.

Communication: Any (+5%).

Domestic: Any.

Electrical: Electrical Engineer or Robot Electronics only.

Espionage: Any.

Mechanical: Automotive, Basic, Mechanical Engineer and Robot Mechanics only.

Medical: First Aid only.

Military: Any (+10%).

Physical: Any.

Pilot: Any except Mecha Elite Combat Training.

Pilot Related: Any.

Science: Advanced Math only.

Technical: Any (+5%).

W.P. Ancient: Any.

W.P. Modern: Any.

Wilderness: Any.

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

Starting Equipment: Heavy long coat, cloak or poncho to hide inhuman appearance, traveling clothes, CVR-3 body armor (if wearable, if not then select an additional weapon), three weapons of choice, four clips for any applicable weapon, 1D4+2 cobalt grenades, goggles or sunglasses, bedroll, backpack, survival kit, 1D4 weeks of rations, portable tool kit, flashlight, 2 canteens, survival knife and personal items.

Vehicle: One non-military vehicle of choice.

Experience Tables

Freedom Fighter

1 0,000 – 2,120
2 2,121 – 4,240
3 4,241 – 8,480
4 8,481 – 16,960
5 16,961 – 24,960
6 24,961 – 34,960
7 34,961 – 49,960
8 49,961 – 69,960
9 69,961 – 94,960
10 94,961 – 129,960
11 129,961 – 179,960
12 179,961 – 229,960
13 229,961 – 279,960
14 279,961 – 329,960
15 329,961 – 389,961

Pathfinder & Patcher

1 0,000 – 1,900
2 1,901 – 3,800
3 3,801 – 7,300
4 7,301 – 14,300
5 14,301 – 21,000
6 21,001 – 30,000
7 30,001 – 40,000
8 40,001 – 53,000
9 53,001 – 73,000
10 73,001 – 103,000
11 103,001 – 138,000
12 138,001 – 188,000
13 188,001 – 238,000
14 238,001 – 288,000
15 288,001 – 328,000

Urchin

1 0,000 – 1,875
2 1,876 – 3,750
3 3,751 – 7,250
4 7,251 – 14,100
5 14,101 – 21,200
6 21,201 – 31,200
7 31,201 – 41,200
8 41,201 – 51,200
9 51,201 – 71,200
10 71,201 – 101,500
11 101,501 – 136,500
12 136,501 – 186,500
13 186,501 – 236,500
14 236,501 – 286,500
15 286,501 – 326,500

Wasteland Rider

1 0,000 – 1,950
2 1,951 – 3,900
3 3,901 – 8,800
4 8,801 – 17,600
5 17,601 – 25,600
6 25,601 – 35,600
7 35,601 – 50,600
8 50,601 – 70,600
9 70,601 – 95,600
10 95,601 – 125,600
11 125,601 – 175,600
12 175,601 – 225,600
13 225,601 – 275,600
14 275,601 – 325,600
15 325,601 – 375,600

Invid Experiments

Invid Prince/Princess

1 0,000 – 2,100
2 2,101 – 4,200
3 4,201 – 8,400
4 8,401 – 17,200
5 17,201 – 25,400
6 25,401 – 35,800
7 35,801 – 51,000
8 51,001 – 71,200
9 71,201 – 96,400
10 96,401 – 131,600
11 131,601 – 181,800
12 181,801 – 232,000
13 232,001 – 282,200
14 282,201 – 342,400
15 342,401 – 402,600

New Skills

Espionage Skills

Roadwise. A regional skill in which the character knows the streets, alleys, back roads, shortcuts, fastest routes, ancient ruined roads, Invid patrol zones and Invid Hives in his region of the world like the back of his hand. Also knows all of the local ruins, the best mechanic garages and “safe” towns and the best places to hide a vehicle or mecha or lay low for a few hours or a few days, as well as the best place to “dump” (abandon) a vehicle or mecha where it will not be found anytime soon (authorities or an enemy must conduct a serious and expansive search to find it and need to roll 01-05% to succeed). Roll percentile to see how quickly it is found: 01-25%: 2D4 days, 26-50%: 3D6 days, 51-75%: 3D6 weeks, 76-90%: 1D4 years, 91-96%: 1D4x10 years, 97-00%: Never! **Base Skill:** 26% +4% per level of experience. **Note:** This skill is only available to Earthborn characters.

Seduction. This is the ability to make the opposite sex melt with desire. This skill is somewhat similar to the Interrogation skill in that the seducer knows how to ask the right questions to get information without being obvious. The seducer usually seems attentive, sympathetic, alluring and sexy. Men and women who are seduced tend to have loose lips and spill secrets. They also lose track of time, spend big money to impress and please their seducer, and lavish her or him with their affection, time and attention while oblivious to everything else around them.

Anyone who has been successfully seduced is distracted, skill performance is half and takes twice as long to perform, the character doesn't notice people and events around him/her, and is easily caught off guard (no initiative and all bonuses are at half when attacked by a character other than the seducer). Worse, the victim(s) of seduction is completely vulnerable to the seducer. The seducer always gets the first attack/strike/action, and the victim has no chance at self-defense against that first attack, plus the victim loses one attack/action from surprise or horror. **Base Skill:** 20% +3% per level of experience. **Skill Bonuses:** +1% for every one M.A. attribute point over 20, and every two P.B. points over 17 (round up). So a character with a P.B. of 23 (+3%) and

M.A. of 24 (+4%) would be +7% to successfully seduce. The seducer can influence more than one person at a time; one additional victim per every three levels of experience. In addition, the seducer is +5% to pick the pockets of, palm, or plant things on his/her victim of seduction, as well as adding +5% to Sing and Dance skills. Seduction victims who are intoxicated or drugged are easier to seduce (+5%).

Streetwise. An understanding of the darker side of life and the scoundrels who roam the streets and wastelands of Earth. The streetwise character is able to recognize bandits, Invid sympathizers and gang members by their actions and philosophies, gang colors (emblems and clothing that denote membership to a particular organization), gang symbols and mannerisms, and dangerous locations and bandit haunts. The individual also recognizes a potential brawl situation, can assess a gang member or bandit's rank/power in the organization, and knows some of the hangouts, modes of operation, rituals, ethics, and perhaps even notorious gang or bandit leaders of the more infamous organizations. The skill also includes knowing the "street names" of common drugs and other forms of contraband, their cost and recognizing the contraband when he sees it, and the danger it represents. **Base Skill:** 20% +4% per level of experience. **Note:** This skill is only available to Earthborn characters.

Technical Skills

Appraise Goods. A trained eye able to assess the quality and true market value of "ordinary" commodities such as tools, household goods, clothing, furniture, jewelry, gems, art, basic vehicles (hovercycles, cars, motorcycles, bicycles, etc.), and similar common trade goods. Does not include military goods (weapons, body armor, mecha, combat vehicles), technology, livestock, alien artifacts or rarities, but may include one of these excluded categories only if the skill is taken twice. The character knows how much he can get by pawning the item as well as what he can sell it for wholesale (to a store/business owner for resale; about 20-40% of its true value) and retail (open market or retail store; 70-100% of its true value). **Base Skill:** 30% +5% per level of experience. **Bonus:** +15% to the skill when it is taken twice and add one of the excluded categories. **Note:** This skill is only available to Earthborn characters.

Whittling & Sculpting. The art of carving and shaping wood, bone and horn into three dimensional figures/statues/toys, designs and simple objects like wooden stakes, arrows, fishing hooks, walking sticks, staves, bowls, a simple flute or whistle, and similar. Many characters with this skill simply use it to pass time and don't necessarily make anything from whittling, but it can be used to make many items necessary for survival in the wasteland, from fishing rods to snowshoes. The percentile number indicates the quality of technique and the quality of the work/appearance. Taking the skill twice indicates professional quality and gets a bonus of +10%. Selecting it once indicates a talented amateur. **Base Skill:** 30% +5% per level of experience.



Robotech Road Combat Rules

The use of high-speed, transformable ground mecha, which started with the Spartas Hover Tank and continues with the use of the Cyclone Veritech Motorcycle, has opened up a brand new style of combat never seen before on Earth. Combat can be fast and furious, and the terrain and obstacles can kill a soldier just as fast as enemy fire. Also, keep in mind that a well-maintained road on Earth is about as rare as an Invid protoculture clearance sale. Please note that penalties are cumulative, so if you are trying to slam on the brakes at night with no headlights on a poor dirt road, you would be -20% to your piloting skill roll.

Vehicle Control Rolls

The Game Master should assume that if someone has the appropriate skill, he can generally manage to drive his vehicle from Point A to Point B without crashing unless he tries to do something fancy, or unless the unexpected pops up – like an Invid Shocktrooper emerging from the ground. There should be no need to roll a vehicle control roll under normal circumstances. The following is a partial list of situations that should require the character to roll on his or her piloting skill. Game Masters, use the list below as a guide to other situations to determine whether a control roll is needed.

- Sudden high-speed acceleration or deceleration (intentional or not).
- Evasive action/dodging bullets or energy blasts.
- Attempting any combat or stunt driving maneuver.
- Transforming to, or from, vehicle mode while in motion.
- The pilot taking any damage, even if it's just to body armor.
- The pilot attempting to get on or off a vehicle in motion.
- The pilot attempting to scoop up someone or something from the road/ground or from another vehicle.
- The vehicle is struck from behind or sideswiped.
- The vehicle taking more than 20% damage to the main body or 25% damage or more to a secondary location such as a mounted weapon, windshield, wheel, etc.
- The vehicle losing a wheel, hover thruster or other means of locomotion or propulsion.
- Being caught in an area-of-effect blast or explosion.
- Changing from one type of terrain to another type (driving off a road into a junkyard, or driving off of desert sand onto a concrete street, or hitting an oil slick or ice, for example).

- Attempting any complex action not involving the vehicle's controls, like trying to reload a handgun while driving. Actions that are simple and repeated all the time would not require a roll, like lighting a cigarette, changing a radio station or firing a weapon whose controls are built into the vehicle's control system.
- Sudden loss of visibility, like driving into a fog bank.

Control rolls can be avoided in most situations if the pilot of the vehicle *stops* first (using up one melee action/attack) before attempting the maneuver. For example, if a Cyclone rider is about to drive off a road into a rough, rocky canyon, he could stop the vehicle at the edge, assess the change in terrain, and then start into the canyon without requiring a control roll. Why? Because he prepared himself for the change, shifted his balance, got a good grip on the handlebars and was ready. If he just tore from the road into the rocky or gravel covered canyon at high speed he'd need to make a control roll to maintain traction with the ground, avoid hitting a rock, and avoid losing balance at the sudden shift in the certainty of the ground underneath him.

Vehicle Control Roll Penalties

The following is a list of common penalties that a vehicle operator may face when he is required to make a control roll. Note that penalties dealing with rough terrain are *half* for vehicles with the ability to *hover* low to the ground, and may not apply to vehicles with enough hover clearance (usually anything that is hovering higher than a few feet or a couple meters off the ground is high enough to clear all minor obstacles). All penalties can be reduced by half if the pilot reduces speed to 10% of maximum speed or less.

Terrain Penalties

Well-maintained road or flat interior surface of a base/ship/Drive. **Penalties:** None going at a crawl (10 mph/16 km or slower), slow (under 25 mph/40 km), or driving fast (30-60 mph/48 to 96 km), -5% going very fast (greater than 60 mph/96 km) or at top speed. **Note:** No penalties for Battloids.

Even-graded dirt road, lightly damaged man-made or alien-made road, short grass, flat open ground. **Penalties:** None going slow, -5% driving fast, and -10% going very fast or at top speed. **Note:** No penalties for Battloids.

Poorly maintained dirt or gravel road, moderately damaged man-made or alien-made road, rough open ground or grass and weeds. **Penalties:** -5% going slow, -10% driving fast, and -20% going very fast or at top speed. **Note:** No penalties for Battloids.

Open ground, light to moderately heavy underbrush, or gravel roads or battered pavement, both of which are strewn with shallow potholes, bumps, dips, and patches of shallow water and/or debris. **Penalties:** -5% going slow, -15% driving fast, and -30% going very fast or at top speed. **Note:** No penalties for Battloids.

Rugged, rough off-road conditions with very uneven ground, fallen tree branches, logs and fallen trees, tall grass, dense patches of weeds, and medium to thick underbrush (like overgrown back alleys, parks, fields, prairie land and light forest), or very wet roads with large puddles, slush or snow that is less than five inches (12.7 cm) deep. **Penalty:** -10% going slow, -30% driving

fast, and -50% going very fast or at top speed. **Note:** No penalties for Battloids.

Cratered and wrecked roads or very rugged terrain. This includes concrete, dirt or man-made roads that are in a state of severe damage with broken concrete that is like driving over a cluster of speed bumps, has deep potholes and wide, deep blast craters, and chunks of debris in the road (pieces of mecha, abandoned vehicles, large rocks, boulders, large tree branches, large pieces of blown tires, junk, dead bodies, etc.). Same for driving across rock and log-strewn riverbanks and similar harsh terrain: **Penalty:** -10% going slow, -30% driving fast and -50% going very fast or at top speed. **Note:** Reduce penalties by half for Battloids.

Slippery roads of any kind, including wet roads, deep puddles and patches of standing water deeper than one foot (0.3 m), surfaces coated in ice, "black ice" (the ice looks like "wet" pavement but is really a sheet of ice), spilled oil or other slippery liquid, and more than five inches (12.7 cm) of snow. **Penalties:** -10% going at a crawl (under 10 mph/16 km), -20% driving slow (under 25 mph/40 km), -50% driving fast (40-60 mph/64 to 96 km), and -80% going any faster. **Note:** Reduce penalties by half for Battloids.

Washed out road covered in flood water, wet mud from a mudslide, or snow 1-5 feet (0.3 to 1.5 m) deep. Going through it (or over it in the case of snow or heavy mud) is possible, but precarious. **Penalties:** -10% driving at a crawl, -20% going slow, -40% driving fast and -70% going very fast or at top speed. **Note:** Hitting water, mud or snow at a fast speed does 2D6 M.D. to the vehicle or mecha, and slows the speed to 10% of what it was, maximum speed is half of normal. Roll for maintaining control with penalties at the original speed and corresponding penalties. A failed piloting skill roll means the vehicle has stalled and there is a risk (01-30% chance) the vehicle will be washed off the road and into a ravine (01-50%) or a nearby river (51-00%). **Note:** Reduce penalties by half for Battloids.

Road Blocked by a landslide of mud, rocks, earth and/or fallen trees, snow or snow and ice, crashed spacecraft, and other debris. Going around it is the safest decision, but going over it is possible if care is taken. **Penalties:** -10% driving at a crawl, -15% going slow, -30% driving fast and -50% going very fast or at top speed. **Note:** Penalties are the same for Battloids.

Riding a large moving surface, like the deck of a ship at sea or across the top of a Robotech Master flagship in motion. **Penalties:** -5% driving at a crawl, -10% going slow, -20% driving fast and -35% going very fast or at top speed. **Note:** Reduce penalties by half for Battloids, but many have electro-magnetic systems in their feet to hold them in place and to move at "slow" speed without penalty.

Weather Conditions

Clear visibility, no adverse weather: No penalties.

Brightness and glare from the sun or other strong source of intense light: -5%.

Light rain or fog, night driving with headlights or streetlights: -5%.

Moderate rain or fog, light snow, night driving with no lights: -10%.

Heavy downpour, "pea soup" fog, moderate snow: -15%.

Heavy snow, driving rain and/or gale force wind: -20%.

Other Penalties

Damaged wheel/hover thruster or vehicle has lost 50% or more of its M.D.C.: -15%.

Destroyed wheel/hover thruster: -25%.

Engine damage: -20%.

Fatigued: The pilot may have started driving tired or after heavy exertions or lack of sleep. Fatigue also happens after driving for half his P.E. attribute number in hours without sufficient sleep or periods of rest: -15%.

Intoxicated: Driving drunk, drugged, poisoned or very sick: -20%.

M.D.C. of vehicle depleted (controlled crash): -50%.

Under fire: Being shot at by one or two enemies: -15%.

Under heavy fire or hot pursuit: Being shot at and/or pursued by three or more enemies: -25%.

Wounded pilot (Hit Point damage): -15%.

Vehicle Control Loss Table

Roll on the following table when the pilot of a ground vehicle fails his piloting skill roll. In many cases (due to room or other circumstances), the table below may not apply and the vehicle simply crashes; G.M.'s decision. Apply standard crash damage.

01-20% Skidded Out: The pilot sends the vehicle into a sideways skid, temporarily losing control. Takes no damage, but loses two attacks and initiative, and the vehicle skids to a stop. 01-25% chance the vehicle stalled and must be restarted which uses up another 1D4 melee actions that round.

21-40% Fishtailed: The pilot loses control and the back end of the vehicle begins to slide from one side to the other. Loses two attacks and initiative, and must make another pilot control roll at -20% (plus any other penalties that may apply) to recover control. If that roll is failed, roll on this chart again and ignore any rolls that result in a fishtail; all penalties are cumulative.

41-60% Spin Out: The vehicle spins out of control and the pilot loses all melee attacks/actions for that melee round. In addition, any vehicles immediately behind or to the side (within 50 feet/15.2 m), must make a dodge roll of 13 or better to avoid being hit. Any failed dodge rolls result in standard crash damage to all vehicles involved. The pilot of the vehicle struck by the spinning vehicle must make a piloting roll at -25% (plus any other penalties) or roll on this chart. 01-30% chance the vehicle stalled and must be restarted.

61-80% Collision: The pilot drives the vehicle into a nearby obstacle, taking normal crash damage and losing all melee attacks/actions for two melee rounds. There is a 01-50% chance the vehicle stalled and must be restarted; 80% chance of stalling if the vehicle has lost more than half its total M.D.C.

81-00% Rollover: The worst possible accident a driver can face. The vehicle rolls or flips over, possibly multiple times (roll 1D6), until it comes to a stop. The vehicle takes full crash damage for the first roll and half crash damage again for every two additional rolls. Motorcycle riders and riders in the flatbed of a pickup truck or similar vehicle are ALWAYS thrown from the vehicle after the first roll and take half crash damage again as they land. Occupants of vehicles with cabins or full seats take damage from the first roll, and take no more damage if they are wearing proper restraints. Those not wearing restraints have a 01-65% chance of being thrown from the vehicle each time it rolls, taking

half crash damage as they are hurled from the wreck. There is a 01-33% chance of the vehicle landing upright (no chance in the case of motorcycles, always end up on their side), otherwise the vehicle must be righted before it can be driven again, provided it is still drivable.

Crash Damage

People in or on a vehicle during a typical crash, but wearing M.D.C. body armor, take 1D4 points of S.D.C. damage for every 20 mph (32 km) of speed above 50 mph (80 km). If they are not wearing a seatbelt, there is a 25% chance they are thrown from the vehicle, taking double damage.

Characters not wearing M.D.C. body armor during a crash take 1D6 S.D.C. damage for every 20 mph (32 km) if they are wearing a seatbelt. Characters without armor who are not wearing a seatbelt have a 25% chance of being thrown from the vehicle as well, taking 2D6 S.D.C./Hit Point damage per every 10 mph (16 km). Damage is halved if the characters are wearing riding leathers and a helmet or other crash protection gear.

Motorcycle crashes are even more deadly. With M.D.C. armor or other protective gear (must have on a helmet), the character takes 1D6 S.D.C. damage for every 10 mph (16 km). Without armor or protective gear, the character takes 2D6 S.D.C. damage per 10 mph (16 km).

Lucky Fall: With all vehicles, motorcycle, car, van, hover tank, etc., there is a slim chance that each passenger and driver will be thrown clear, or luck-out with only minor damage, even in a terrible crash. Roll percentile dice: 01-20% Lucky fall, 2D6 total damage, 21-00% full normal damage. **Note:** Urchins, for some reason, have a 01-50% chance of a Lucky Fall.

Roll with Impact: A successful roll with impact reduces damage by half.

Vehicle Damage

Mega-Damage vehicles take 1D6 M.D. per 10 mph (16 km) and take no damage from crashes at speeds under 20 mph (32 km). S.D.C. vehicles take 4D6 S.D.C. per 10 mph (16 km).

Damage is based on relative speed. When something hits a stationary object, the only thing to worry about is the speed of the moving object. When two moving objects meet, their speed relative to each other determines the actual damage. Round up in all cases.

If Mike is driving a Cyclone at 38 mph (61 km) and runs into something standing still, like a telephone pole, then both the bike and the pole take 4D6 M.D. damage (S.D.C. objects are usually destroyed when hit by M.D.C. vehicles). Note that the 38 mph (61 km) is rounded up to 40 mph (64 km); 1D6 per 10 mph (16 km) = 4D6 M.D.

Now let's look at Mike running into an Invid Scout head-on. Mike is traveling at 40 mph (64 km) and the Invid approaches from the opposite direction at 60 mph (96 km). Their added speeds are 100 mph (160 km), so damage to both the Cyclone and the Invid is 10D6 M.D., or 1D6x10 M.D. (plus modifiers listed below). If they had been going the same direction, and the Invid had struck Mike's vehicle from behind, their relative speed would only have been 20 mph (32 km), only dealing 2D6 M.D. to both. Mike, the one getting struck from behind would also have

to make a roll to maintain control of his vehicle; -20% plus any other applicable penalties (weather, road condition, etc.).

Damage from Collisions with Other Vehicles: Damage received varies with the size and mass of the vehicle being collided with.

Motorcycle or hovercycle: 20% less damage than above.

Automobile, small truck, mini-van or light structure: Normal damage, as above.

Full-size truck, van, SUV, Cyclone and power armor: 20% more damage.

Half-ton truck, bus or light mecha, or ordinary structure: 50% greater damage.

10 or 16 wheeler/semi-truck, Battloid or robot, or reinforced structure: Double damage.

Vehicle Combat Tactics, Maneuvers & Techniques

Damages are either M.D. or S.D.C. as per the attacking vehicle. S.D.C. vehicles rammed or struck by M.D.C. vehicles are usually wrecked or totally destroyed. S.D.C. vehicles hitting an M.D.C. vehicle are like throwing a glass against a brick wall. At most, if there's enough mass in the S.D.C. vehicle, the pilot of the M.D.C. vehicle will be forced to make a control roll.

The Ram

Ramming is a vehicle-to-vehicle attack where one vehicle attempts to bash into the rear of another. The attacking vehicle must be going 5-10 mph faster than the vehicle the pilot wants to ram. Damage from a ramming attack is 1D6 M.D. or 4D6 S.D.C. to both vehicles, but if the ramming vehicle has ram prow, it takes no damage. However, if the attacking/ramming vehicle's speed exceeds the target's speed by more than 10 mph (16 km), the result is a crash, as described above. Likewise, head-on collisions/rams and ramming stationary objects at speeds over 10 mph (16 km) constitutes a normal crash, damaging all parties.

Control Rolls vs Ram Attack: Immediately after a successful ram, both vehicles must make control rolls. The attacker is -10% and the defender is -20% in a car or truck. An additional -10% penalty applies to the control roll for motorcycles, hovercycles and Cyclones.

The Sideswipe

When vehicles are neck-and-neck, they can attempt to shove each other off the road. This works exactly like the ram. Control rolls are the same as for ramming, except that defending vehicles that are at least four times heavier than the attacking vehicle have only a -10% penalty for the control roll. A vehicle has no chance of forcing a vehicle ten times its weight or larger off the road, but it can still do damage with a sideswipe (same as ram, above).

The Cut-Off

The attacker pulls in front of the defender, cutting off the lane and forcing the defender to either hit/crash into the blocking ve-

hicle or swerve to avoid hitting it. The attacker rolls to strike and make a control roll. A failed strike means the maneuver is unsuccessful/incomplete and can be tried again. A failed control roll means a crash. If the attacker succeeds and the defender fails to dodge (either by missing the roll or by not rolling), then there is a collision. Even if the dodge succeeds, the defender must make a control roll himself.

Control Rolls: The attacker is -30%, and the defender is -20%.

The Block

Basically, this happens when the attacker wants to keep the defender in a particular spot. A good example is when the cars are neck-and-neck and the right hand car sees an oncoming truck in the left lane and decides to force his opponent to stay in that lane. This same technique can be used to keep one's opponent from passing as well. If the attacker rolls a successful strike, and if the defender does not try to dodge or fails to dodge, then the defender is stuck in that lane until the next melee round. Neither a Sudden Brake nor a Drag Race is good against a Block. Executing a block may require high speeds and/or quick maneuvering, like switching lanes, swerving, etc. Control rolls should be made for each block/strike maneuver and dodge/evasive action. Standard control rolls apply.

The Sudden Brake

When two vehicles are side-by-side, preferably in different lanes, one of them can attempt to get behind the other by hitting the brakes. Whether or not the braking vehicle actually pulls behind depends on a straight (twenty-sided die) initiative roll. Both vehicles roll. High roll wins. However, the braking vehicle reduces speed by half for one melee round (15 seconds). An unsuccessful Sudden Brake means the opposing car is still side-by-side. Control rolls must be made with a -15% penalty. **Warning:** Don't attempt to brake with anyone immediately behind you unless you want a collision.

The Bootleg Turn

This is a special maneuver that lets the vehicle completely change direction. Basically, the driver turns, slams on the brakes and "fishtails" the car into the opposite direction. While in the Bootleg, the vehicle has no chance to dodge. A control roll must be made with a -50% penalty.

Drag Racing

When two vehicles are neck-and-neck and trying to pull ahead of each other, that's a Drag Race. The same thing happens when one car is behind another and both decide to speed up. A lot depends on the maximum speed of the vehicle; the higher the better. However, there's a lot more to drag racing than engine performance. The driver's skill and reflexes, as well as raw luck, are just as critical.

Rolls for Drag Racing are made on twenty-sided dice. The driver's P.P. bonus can be added. If both cars were neck-and-neck, then the winner of the die roll will be way out in front. When one car is trying to overtake another, then winning means catching up and losing means falling way behind. In case of a tie, the cars maintain their current position. A Natural Twenty is perfect luck, either leaving a pursuer in the dust or coming up neck-and-neck with a fleeing prey.

The Crush

This maneuver is only possible with high-tech vehicles that have the ability to do boosted jumps, usually with jump jets or some kind of thruster. The attacking vehicle strikes from alongside the defending vehicle or comes at it head-on, rolling a twenty-sided die to strike as normal (add bonuses from P.P. and from combat training for that vehicle). The attacking vehicle thrusts into the air at the last minute and comes down on top of the defending vehicle, doing damage and forcing the defending vehicle to "bottom out" and possibly lose control. The attacking vehicle must then safely thrust off of the top of the defending vehicle. To avoid being crushed, the defender must make either a success-

ful dodge roll or perform a Sudden Brake maneuver. The initial crush damage does twice the damage of a ram attack to both vehicles (see above). It also forces the defending vehicle into the ground, doing 1D6 per 10 mph (16 km) to the vehicle. Control rolls must be made at -20% for the attacker and -40% for the defender. The attacker must make a control roll whether the attack was successful or not.

Note: The drivers and passengers of motorcycles and other open-air vehicles where the pilot is exposed also take the initial ram damage from a crush attack, which can kill unarmored humans outright.

Improvised Mecha Units (IMUs)

Also known as "Frankenmecha"

As far as anyone knows, the first IMUs (Improvised Mecha Units) were put to use by the Zentraedi warlord, *Khyron* during the reconstruction period. These IMUs were crude affairs mainly created by slapping Destroid weapons onto Zentraedi mecha or vice versa. With the exception of the rare bandit mating two or three battloids together after that time period, it was not a common practice. There just weren't that many broken down mecha parts lying around unclaimed except for some rusted out, and relatively useless, Battlepods.

The practice did not get into full swing until the conditions were right: Lots of abandoned and partially damaged mecha lying on the battlefield, nobody trying to claim them, and a reason to use them.

All of those conditions have come together during the Invid occupation of Earth.

When the Invid attacked, their Scouts and Troopers focused on obvious military targets and machinery. Big bases, mecha on the move, and armed soldiers were all wiped out. But the support personnel, if they could get clear of the bases before (or after) they were hit, were not hunted down unless they actively moved against the Invid. That means more *logistics people* and *technicians* survived the brief war than any other group. Southern Cross logistics personnel were vital in starting the first resistance networks and making sure they were as supplied as they could be.

At first, there were small Southern Cross bases and depots that provided arms and mecha, but eventually they were destroyed or their supplies ran out. After all, no one on Earth was manufacturing new mecha. So unless freedom fighters wanted to face down Invid Shocktroopers with laser rifles, they would have to improvise. That's where the techs came in. Most of the Southern Cross mecha were made similarly enough, and parts modular enough, that the systems could be mated together, although the results were often glitchy and sometimes broke down at the wrong time. Still, it kept the resistance fighting until the first of the Mars Division attacks (inadvertently) resulted in an influx of new mecha and gear from the UEEF, including *Cyclones* and *Alpha Fighters*.

Frankenmecha are made by combining limbs or weapon systems from one or more Battloids and/or Veritech with the chassis or weapon limbs of another. Always a risky endeavor,

they work best when created using mecha made during the same generation. Taking pieces from an Ajax and slapping them on a Logan is far easier and less likely to result in bugs, than taking a Phalanx Destroid's missile drums and slapping them onto an Alpha Fighter. Why? Because most of the mecha of a similar generation were made using the same circuit boards, the same computer programming code, and even used the same fittings and cockpit controls.

Obviously, some types of additions or alterations are easier than others, but no matter how well they are done, these are parts that were not meant to go together, and there is always a chance of malfunction, especially when they have taken damage or are subjected to extensive or frequent use.

Sensor Modifications

Adding or changing sensor systems can be as easy as swapping out one type of head of an Alpha Fighter for another, or as radical as slapping the old radar system from a Defender Destroid onto a Logan or Alpha Veritech to use it as a recon vehicle. But the most common sensor modification is upgrading the targeting system.

Changing or adding sensor systems to a mecha requires successful *Robot Electronics* or *Electronic Engineering*, and *Sensory Equipment* rolls. Most of these modifications can be done in a simple garage, barn or even outside, as long as there are tools for fine electronic work available, as well as a small winch or crane if the components are large, like replacing a mecha's head.

A failed electronics roll means the systems were not installed correctly and have a 01-50% chance of shorting out critical components, ruining the sensors the mechanic was trying to add. Even if they are not burned out, everything will have to be yanked out and re-installed to find the problem. A failed Sensory Equipment roll means that the sensors are not calibrated correctly, giving the operator a 1D4x10% penalty each time he attempts to use them until they are pulled out, re-installed, and recalibrated. If it's a targeting system, the mecha's ranged weapons are -2 to strike.

Weapon Modifications

Modifying mecha weapon systems can vary widely from very easy to extremely difficult. There are also dangers involved with handling live ordnance as well as attempting to wire energy weapons into Protoculture powered systems.

Adding a handheld gun pod can be as easy as picking it up if it's fed from an external ammunition source (such as an energy clip or ammo drum). However, some gun pods, like the EU-11 for the Spartas Hover Tank, require the gun pod to recharge off of a Protoculture power plant. In most cases, you would want to have the weapon recharge off the power plant of the mecha using a. This requires a Protoculture Engineer skill roll or a Weapons Engineer roll. Using the Protoculture Engineer roll is preferred (unless the mecha isn't Protoculture powered) and gives the mechanic a +5% bonus. Doing anything fancy, like adding a storage compartment, mounting the weapon to an armored vehicle as a cannon, or designing the weapon to be fired in any mode other than in battloid mode, requires a Mecha Engineering or Robototechnology Engineering roll.

You can also just have the gun pod recharge off of a portable generator, but it takes twice as long and the weapons cannot be used by the mecha during the recharge period. All that requires is a successful Weapons Engineer or Robot Electronics roll. Failure means that the weapon does not recharge. Take apart, rebuild and try again.

Adding external missile hardpoints is usually easy. It just requires an external rack to be added to some point on the mecha and a mechanical or electronic release system, and the addition of controls to the cockpit. A successful Weapons Engineer skill roll, at least a full day's work and suitable tools are required (mechanical tools, electrical tools and probably a small lift or crane). It will also require at least a full day of work for two to three mechanics. It takes three times as long for someone to do it alone, and they work with a penalty of -10% to their Weapons Engineer skill roll. Only one person needs the Weapons Engineer skill. The others only need General Repair and Maintenance, Basic Mechanics or Mechanical Engineer to function as assistants. Each hard point can carry either one medium-range missile, one long-range missile, three short-range missiles, or a mini-missile box launcher (contains 12 mini-missiles). A failed roll means that there is a 01-50% chance of the missile not firing when the pilot launches it. If the missile fails to fire, roll again. There is a 01-10% chance a missile will explode on the pylon, doing full damage to the part of the mecha to which the missile was attached. This can be bad especially if the pilot was trying to fire a volley.

Adding a multiple missile launch system is much more complicated. The housing must usually be built specifically for the mecha and a much more complex launch system needs to be added. In addition, the targeting computer has to be reprogrammed to handle multiple missile locks and be able to track the missiles in flight. If the mecha being modified already had missile launchers capable of firing four or more missiles, great. If not, making the modification becomes more difficult. Making this modification requires a Weapons Engineer skill roll, a Computer Programming roll (if the mecha does not have a multiple missile launch system already) and also requires a Mecha Engineering skill roll to build the launcher so that it does not interfere with the vehicle's transformation capabilities (if the vehicle is supposed to transform). The mechanic also needs a hangar/garage and the appropriate

tools. It takes about three days with one or two assistants to help with this job. Adding a launch system to a fighter changes its flight profile, slowing it by 10%. The penalties for failure are the same as above.

Adding a built-in gun, either energy or ammunition based, is equally tricky. A new housing for the weapon must be added that does not interfere with the operation of the vehicle, and it must be properly linked to the mecha's power supply and targeting system. If the weapon is ammunition fed, there must be space for the ammo and it must be designed so that the weapon does not jam. The ammunition capacity is the same as it was in the original vehicle/mecha, unless it was a clip fed or belt fed weapon. In that case, an ammo drum has five times the capacity of one clip or belt. A Weapons Engineer skill roll and either a Robot Electronics or Electrical Engineer roll is required. Tools, a garage and something large enough to move the weapon into position are required as well. A failed Weapons Engineer roll means that nothing happens when the weapon is fired. A failed electronics roll means that the weapon is not correctly synced with the targeting computer, giving it a -6 to strike penalty.

Limb Replacement

This is probably the most radical form of mecha alteration, and the one that gives IMUs the nickname "Frankenmecha." The mechanic literally takes the arms or legs from one mecha and places them on another. In most cases, this eliminates any transformation abilities the mecha previously enjoyed, forcing it to function as a Battloid. All limb replacements require a Robot Mechanics or Mecha Engineering skill roll, as well as a Robot Electronics skill roll. If the mecha is intended to transform, Robot Mechanics is not good enough, and the Mecha Engineering skill is required, but works at a -15% penalty.

Switching limbs on Battloids or non-transformable giant robots from the **Armies of the Southern Cross** provides a 10% bonus, as these were designed to be easily interchangeable and replaceable parts. The same goes for the first generation **Destroids** (all except for the *Monster*), and in fact exchanging limbs between the *Tomahawk*, *Defender* and *Phalanx* receives a +25% bonus as they were all built upon the same, *modular* chassis.

Making limb alterations to Veritech Fighters like the *Valkyrie*, *Logan* or *Alpha Fighters* can be done, but *negates* the ability to transform into **Fighter mode** (or other aircraft modes, e.g. the Ajax's Helicopter mode) altogether. **Guardian mode** will still be possible if only arms are changed (not legs), but maximum flight speed is reduced by *half*, and the pilot suffers -10% to all piloting rolls due to the changes in the Veritech's flight characteristics. The mechanic must make either an Aircraft Mechanics skill roll or his Mecha Engineering roll at -10% (on top of the -15% penalty for adding limbs to all transformable mecha). The mechanic is at an additional -10% whenever the limbs are from a different generation of mecha, so it is more difficult to put the arms or legs of a Southern Cross Ajax onto an Alpha Fighter than it is to put them on a Logan (same generation mecha).

Adding limbs to Ground Veritechs like the *Spartas*, *Myrmidon* and *Silverback* makes any transformation impossible and restricts them to **battloid mode** only. The ways these mecha transform simply leave no tolerance for ill-fitting limbs. Adding limbs from any *power armor* to a *Cyclone* also prevents transformation, and

requires the removal of the underlying CVR-3 armor from that limb before suiting up.

Note: Using limbs from mecha of significantly different sizes (usually more than 6 feet/1.8 m different in height) has its own set of problems; use common sense. If two *arms* from a significantly larger mecha are added to a smaller chassis, the increased weight above the mecha's center of gravity inflicts penalties of -10% to piloting rolls and -1 to dodge. If only one oversized arm is added, it is -20% and -2 to dodge due to the imbalance. A pair of matching, oversized *legs* just inflicts the -10% to piloting rolls, but two different legs inflicts -30% to piloting rolls, -4 to dodge, and running speed is reduced by 50%. Limbs from mecha of drastically different sizes (more than 30-50% larger in height; again, use common sense) *cannot* be added. E.g., limbs from the old Destroids will NOT fit on a *Logan* or *Myrmidon*, and limbs from the old *Monster* are too large for everything except perhaps some of the old Zentraedi mecha. Also, arms and legs from *power armor* or *Cyclones* CANNOT be added to a full-sized Veritech or Battloid, like a Logan, even if they are close to the same size.

A fully equipped garage with state-of-the-art equipment is required for these alterations. These are usually conducted at old Southern Cross motor pools and other facilities that were not directly involved in the war and that Freedom Fighters have kept fairly intact.

A failed limb replacement roll can be catastrophic. On a mecha not intended to transform, a failed roll means that the limb's actuators are blown out and the actuators on the mecha are damaged. The limb is useless and the main body must be repaired (normal Robot Mechanics roll) before another limb can be put in its place. If the robot was meant to transform, the problem does not show itself until the pilot tries to transform the mecha. At which point it seizes up halfway through the transformation process and topples over (or crashes to the ground if it was in the air, which could be fatal).

This is why it pays to test your modifications before you take them into battle. It's bad enough if this happens at an abandoned facility, but it's far worse if this happens during the middle of combat.

Half and half Frankenmecha. The top and bottom of two different Battloids, or a Battloid and a Veritech Fighter that can no longer transform, can be melded together at the waist by placing the upper body of one type of mecha on top of the lower chassis and legs of another. Thus, the top half of the body is one mecha and the bottom half is that of another. Transformation is impossible, even if half is a Veritech Fighter, but the mecha can function quite well as a battloid. That means a Macross era Destroid that has lost its legs can be grafted onto the legs and lower chassis of a Southern Cross era Battloid, or the bottom of an ASC Battloid could be paired with the upper body of a different ASC Battloid or even a Veritech Fighter. The same skills as those necessary to replace limbs are required, plus the work crew needs access to a heavy crane or two mecha to lift and place the top half onto the lower half while technicians make the proper connections. Failed skill rolls mean the mecha's movement is stiff and clumsy, it cannot turn at the waist, speed is half, attacks per melee are -2 and all hand to hand combat bonuses are reduced by half.

Earth and alien Frankenmecha. Combining the limbs of Zentraedi, Tirolian or Invid mecha with Earth mecha is possible, but very tricky, and adds an additional -20% penalty to all skills required to meld the two different technologies and takes three

times longer to build. The melding of these machines is possible because Earth Robotechnology is based on the old Zentraedi technology, which was built by and utilizes the technology of the Robotech Masters. Invid-Earth combos are more difficult, but also possible as both utilize Protoculture based tech and common robotic features, especially when it comes to the machine limbs. As always, size compatibility is important.

Malfunction Tables

No matter how well a Frankenmecha is made, it is still going to have some bugs that often crop up at the most inconvenient time. Only a full research and development team with state-of-the-art facilities can really make a flawless Frankenmecha/IMU (Improvised Mecha Unit), and there aren't many of them around. IMUs (Improvised Mecha Units) made by actual design teams do exist, but they are exceedingly rare and valuable.

A malfunction occurs in IMUs (Improvised Mecha Units) whenever a 1 or 2 is rolled on a D20 in combat (before modifiers are added), when the mecha or one of its limbs loses more than half its M.D.C., or when the mecha is pushed hard and has been running and in constant use for 12 or more hours.

The tables that follow have been designed for random determination of malfunctions, but if the Game Master prefers, he or she may pick the one that seems most appropriate under the circumstances. The tables can also be used to determine malfunctions based on hit locations (sensor cluster, weapon system, arm or leg).

01-25% Sensor Malfunction

Roll percentile dice again to determine the specific malfunction of the IMU.

01-20% Static: All of the sensors in the mecha (even the ones that weren't replaced) show nothing but static. The pilot must use the his own vision and eyesight to fly and fight without benefit of any targeting and Mecha Combat Training bonuses. Duration: One melee round (15 seconds).

21-40% Ghost Returns: Whatever sensor has been replaced begins showing duplicate targets, be it radar, HUDs, or thermographic sensors. Pilot is -4 to strike with long-range weapons as long as he is relying on that particular sensor system. Duration: 1D4 melee rounds.

41-60% Boot Screen: The sensor system goes back to its factory boot screen, asking if you would like to hit the F1 key to check the settings. The pilot loses all the capabilities of that sensor, but at least it's not messing anything else up. Duration: Until the mecha can be shut down and restarted.

61-80% Electrical Fire: A particular sensor feature stops working and the wiring catches fire, taking out the sensors and filling the pilot's compartment with acrid, chemical smoke. The pilot is -2 attacks per melee and -3 to initiative, strike, parry and dodge (penalties are half for open-air vehicles, like a Spartas Hover Tank). Duration: Until the sensor system can be removed and replaced.

81-90% System Dropout: All optics or communications systems go down (even the ones that weren't replaced), leaving the pilot blind or deaf and dumb for one dangerous melee round. There are no targeting bonuses and the pilot is -10 to strike, parry and dodge when blind. When communications goes out, no trans-

missions can come into or go out from the mecha. Duration: One melee round (15 seconds).

91-00% Energy Feedback: The cockpit is briefly wreathed in crackling tendrils of electricity, zapping the pilot and scrambling the electronics. The pilot takes 3D6 S.D.C. damage, even through body armor, and must make a piloting skill roll to avoid crashing. In addition, the entire sensor suite is fried. Duration: Until repairs can be made; line of sight piloting only without benefit of any targeting and Mecha Combat Training bonuses.

26-50% Weapon Malfunction

01-20% Misfire: Nothing happens when the trigger is pulled; gunner loses one melee attack and the computer must reset the weapon, causing the loss of another melee attack. Duration: Fortunately, this is something most mecha combat computers are made to handle, and the weapon is only out of commission for 5-7 seconds (the loss of the two melee attacks noted above).

21-40% Weapon Jam: The feed mechanism for weapons using physical ammunition malfunctions or in the case of energy weapons, temporarily overloads and shuts down as a safety measure. The weapon automatically corrects itself, but in the meantime the weapon is out of service. Duration: One melee round.

41-60% Firing Delay: The weapon begins firing on a two-second delay, making it very hard to aim and fire correctly. The targeting computer cannot compensate and the gunner is -3 to strike and gets no targeting computer bonus. Duration: 1D4 melee rounds before the weapon resets and begins firing correctly.

61-80% Power Surge and Overheating: Something inside the weapon goes haywire and causes the weapon to expend too much ammunition or energy. Physical ammunition is fired at double its usual amount: a single shot fires two rounds, a burst fires double the usual number of rounds, a volley of missiles unleashes twice the number intended. These attacks do double damage, but use up ammo at a much greater pace and may inflict more damage than intended or desired (a warning shot becomes a kill shot, etc.). In the case of energy weapons, the blast or burst unleashes double the usual energy and inflicts double damage. It also uses up any finite payloads twice as fast and after one melee round of surging power, there is a 01-45% chance the weapon system overheats and shuts down; roll for every shot fired after the initial melee round. Duration: The overheating is automatically adjusted by the computer controls, but once the weapon shuts down it is out of commission for 1D6+1 melee rounds while those adjustments are made. This is a reoccurring problem until the weapon system is completely overhauled or replaced.

81-90% Overloaded Shot: Something inside the weapon jammed in the firing position, causing the weapon to expend all its ammunition in one massive volley. If a streaming burst (as is the case with weapon payloads that have hundreds or thousands of rounds), the pilot can attempt to aim the stream of rounds at an enemy target before all the ammo is gone (takes one melee round), but is at -6 to strike. If the weapon fires energy it does a normal blast of damage x10, then jams/goes offline for 1D6+1 minutes. In the case of missile launchers, every missile fires. Duration: Weapon that require physical ammo need to be reloaded before the weapon can be used again. In the case of energy weapons that have an unlimited payload, that particular weapon automatically shuts down for 1D6+1 minutes to let the weapon cool down. When it becomes operational again, it fires as normal, at least until the next glitch and another roll on this table.

91-00% Backfire: The energy blast/round/missile goes off inside the weapons doing double normal damage to the weapon itself. If the M.D.C. of the weapon is depleted, it is destroyed. Either way, the weapon must undergo extensive repairs to fix the damage or replace the weapon.

51-75% Limb Malfunction: Arm

01-10% Phantom Limb Syndrome: An electronics problem causes the mecha to try and move its old limb (which has been removed) instead of its new limb. The pilot loses one melee attack/action as the existing limb does *not respond* and the mecha temporarily stutters.

11-20% Response Delay: The arm becomes slow to respond due to a software glitch and the pilot is -2 on initiative and -2 to strike, parry, and disarm, as well as -2 to strike with any ranged weapons built into that arm. Duration: The computer will correct the problem in 1D6 melee rounds.

21-30% Pull Punches: For some reason the limb does not hit with full force, inflicting *half* its normal intended damage. Duration: The computer will correct the problem after one melee round.

31-40% Power Punches: For some reason the limb strikes with too much power and always hits with power punching damage. The attack inflicts power punch damage and each power punch counts as TWO melee attacks. Duration: One melee round.

41-50% Locked Joints: The joints in the arms lock into a rigid position on an intermittent basis to prevent the pilot from punching or using his mecha's arms and hands in any capacity. The pilot loses half his attacks/actions with arms for every melee round this problem persists. If a Veritech, the mecha can no longer transform. Duration: 1D4 melee rounds.

51-60% Weapon Jam/Freeze: Any weapon built into the affected arm and hand drops offline and becomes inaccessible to the pilot; cannot fire. Duration: 1D4 melee rounds.

61-70% Weapon Discharge: Any weapon built into the affected arm or hand fires whenever the mecha throws a punch, points, aims to shoot or reaches out at something. The blast does its normal damage, and if it has settings for damage, the pilot can set the weapon to do minimum damage. If it is a missile launcher only one missile is fired. If a projectile weapon, only one round or one short burst (if it is a burst firing weapon) is discharged. Duration: 1D4 melee rounds.

71-80% Dichotomonic Malfunction: A feedback problem has caused the mecha's controls to confuse left and right, and the pilot must try to compensate. -1 attack per melee round, -4 to strike, parry, dodge, and disarm (does not apply to ranged weapons). Duration: 1D6 minutes.

81-90% Gear Grind: Something must be dropping out of alignment from time to time, causing the gears to grind and make a loud squealing noise and movement of the limbs experience resistance. The noise is more of an annoyance than anything else, though in stealth situations it makes a sound that can be heard for 2,000 feet (610 m) and makes Prowl impossible. The rough movement inflicts a -1 penalty to strike and parry. Duration: 1D4 melee rounds.

91-00% Actuator Blowout: There is an ominous popping noise and smoke rises from the joints of one of the arms. Articulation in the fingers is gone and movement in that arm is stiff and resistant; it feels like trying to move the arm strapped to lead weights. The pilot loses half his attacks per melee round with that arm, all

combat bonuses are reduced by half and weapons built into the affected arm are inaccessible. If a Veritech, the mecha can no longer transform. Duration: Until repaired.

76-00% Limb Malfunction: Leg

10-10% Phantom Limb Syndrome: An electronics problem causes the mecha to try and move its old limb (which has been removed) instead of its new limb. The pilot loses one melee attack/action as the existing limb does *not respond* and the mecha temporarily stutters.

11-20% Response Delay: The legs become slow to respond due to a software glitch and the pilot is -2 to dodge and -10% to all piloting rolls. The computer will correct the glitch on its own. Duration: One melee round.

21-30% Pull Kicks: For some reason the limb does not hit with full force, inflicting *half* its normal intended damage to kick and stomp attacks as well as leap attacks. Duration: The computer will correct the problem in one melee round.

31-40% Power Attacks: For some reason the limb strikes with too much power and always hits with power punching damage when the pilot uses stomp, kick or leap attacks. The attack inflicts double damage and each power stomp or kick counts as TWO melee attacks, leap attacks double their usual number of melee attacks. Duration: One melee round.

41-50% Leg Lock: The leg temporarily locks into a rigid position on an intermittent basis, impairing movement and imposing the following penalties: reduce bonus to dodge and running speed by half (flight speed is also reduced by half if the leg contained the jet thrusters). If a Veritech, the mecha can not transform while the leg is locked. Duration: 1D4 melee rounds.

51-60% Weapon Jam/Freeze: Any weapon built into the affected leg drops offline and becomes inaccessible to the pilot; cannot fire. This also applies to secret compartments in the leg, they will not open. Duration: 1D4 melee rounds.

61-70% Weapon Discharge: Any weapon built into the affected leg fires whenever the mecha stomps its foot, kicks, or leaps. The blast does its normal damage, but if it has settings for damage, the pilot can set it to do minimum damage. If a missile launcher, only one missile is fired. If a projectile weapon, only one round or one short burst (if it is a burst firing weapon) is discharged. Duration: 1D4 melee rounds.

71-80% Dichotomonic Malfunction: A feedback problem has caused the mecha's controls to confuse left and right, and the pilot must try to compensate. -1 attack per melee round, -4 to strike (does not apply to ranged weapons), parry and dodge. Duration: 1D6 minutes.

81-90% Gear Grind: Something must be dropping out of alignment from time to time, causing the gears to grind and make a loud squealing noise as well as causing the legs to experience resistance when trying to move. The noise is more of an annoyance than anything else, though in stealth situations it makes a sound that can be heard for 2,000 feet (610 m) and makes Prowl impossible. The rough movement reduces speed and leaping range by 20% and inflicts a penalty of -2 to dodge. Duration: 1D4 melee rounds.

91-00% Actuator Blowout: There is an ominous popping noise and smoke rises from the joints of one leg, then it goes limp and does not respond. The pilot can walk, dragging the incapacitated leg. The damaged leg is strong enough to stand but cannot walk. Reduce running speed and the ability to dodge by half, leaping is

not possible, thruster flight/hovering is done at half the height and speed. If a Veritech, the mecha can no longer transform: Duration: Until repaired.

Common Frankenmecha

The following pages describe a few popular designs for IMUs (improvised mecha units), more commonly known as "Frankenmecha," whose schematics have been shared among the world's resistance movements. These designs have most of the bugs worked out, but are still subject to potential malfunctions. However, the standardization of their design means that all skill rolls receive a +10% bonus as long as the mechanics working on the mecha have the schematics.

VFH-10G "Ares"

AJAX/Defender Frankenmech

This is one of the earliest Frankenmech designs developed after the fall of the Army of the Southern Cross. The biggest problem with fighting the Invid is not the individual power of Invid mecha, which mostly consist of Scouts and Troopers (half of which do not even have ranged weaponry). The biggest problem is their tenacity, strength in numbers and swarming attacks. The best counter for that kind of attack is to be able to lay down a field of fire that destroys the enemy before it can overwhelm your position or defenses.

The Ares, named after the Greek god of war, is an Ajax with the arms replaced by stripped-down 78mm anti-aircraft cannons salvaged from the old Defender Destroids. Although sacrificing the Veritech's speed and ability to transform, the cannons increase the mecha's firepower exponentially, allowing it to serve as heavy ground support. It is able to dish out a withering amount of fire, sweeping its guns across the battlefield and blasting Invid to pieces. On a number of occasions, a well hidden Ares or two have saved countless humans lives, popping up like a Jack-in-the-box out of a forest canopy or from behind a hill and obliterating an Invid squad before reinforcements can arrive.

The mecha looks very similar to an Ajax, except it has Defender arms in battloid mode. In fighter and Helicopter mode, the guns sit against the helicopter's sides, aimed forward above the wings.

Model Type: VFH-10G (unofficial designation)

Class: Single Seat, All Weather Variable Armored Fire Support Helicopter.

Crew: One.

M.D.C. by Location:

* Sensor Head/TADS Pod – 95

* Mast Mounted Radar Pod – 50

M-996 78mm Anti-Aircraft Cannon (2) – 110 each

Legs (2) – 125 each

** Wings (2) – 125 each

Main Engines (2) – 140 each

Reinforced Pilot's Compartment – 150

*** Main Body – 400

* Destroying the TADS Sensor Pod/Head or mast mounted radar pod knocks out most of the Ares' sensors. Radar range is reduced to 10 miles (16 km), long-range radio and laser



communications are lost and the laser targeting system is destroyed. All of this leaves the mecha with no initiative or Perception Roll bonuses and it suffers penalties of -3 to strike, parry, dodge, disarm and pull punch.

** Destroying a wing eliminates any hardpoint and ordnance mounted to that wing.

Note: Items marked by 1-2 asterisks are difficult targets to hit, requiring the attacker to make a "Called Shot" with a penalty of -2 to strike.

*** Depleting the M.D.C. of the main body destroys the mecha, rendering it totally useless.

Speed:

Fighter Mode: Not possible.

Helicopter Mode: Not possible.

Battloid Mode: The Frankenmecha AJAX cannot transform. Battloid mode is its only configuration.

Running: 35 mph (56 km).

Leaping: 75 feet (23 m) up or across unassisted. 300 feet (91.5 m) with jet assistance.

Flying in Battloid Mode: 188 mph (300 km); can also hover. Maximum Altitude is 10,000 feet (3048 m).

Statistical Data: (The Frankenmecha AJAX cannot transform. Battloid mode is its only configuration.)

Height: 29.2 feet (8.9 m).

Length: 8.2 feet (2.5 m).

Width: 9.2 feet (2.8 m).

Wingspan: 22.6 feet (6.9 m).

Weight: 17.3 tons (dry).

Physical Strength: Robotic P.S. of 35.

Cargo: There is a small space big enough for a survival pack and a side arm.

Power System: In most models, one miniaturized, high output Protoculture reactor has replaced the old SLMH-V reactors, since Protoculture canisters are more readily accessible.

Range: Eight Protoculture cells provide the vehicle with about four days' worth of continuous operation. By using the vehicle sparingly, most freedom fighters can stretch the power supply out for a month or more before it needs refueling.

Weapon Systems:

1. M-996 78 mm Anti-Aircraft Auto-Cannons (2): Mounted in place of the arms, the Ares has been equipped with a pair of double-barreled, liquid-cooled, recoil operated 78mm anti-aircraft cannons salvaged from the old ADR-04-Mk.X Defender Destroid. These weapons have a rate of fire of 400 rounds per minute and can operate independent of each other or can be fired-linked to fire at the same target. Since the Ares is a one-man vehicle, they are usually fired in tandem.

The standard ammunition loadout is a 78mm tungsten penetrator in a discarding sabot (APDS), although special airburst rounds (ABM) can be substituted (though they are much rarer now than they were during the First Robotech War). One of the benefits of this weapon system is that freedom fighters have been able to construct a few hidden factories for creating ammunition and ordnance. As long as they can keep a low profile and do not use Protoculture in the process, the Invid seem to be oblivious to these facilities, or do not recognize their tactical significance. The biggest danger to these facilities are enemy sympathizers who might rat them out to their

Invid overseers. This doesn't mean ammo is in abundance or readily available, however, and pilots are urged not to be wasteful with the mecha's ammo.

Primary Purpose: Anti-Mecha.

Secondary Purpose: Anti-Personnel.

Weight: Not applicable, part of the Ares' chassis.

Range: APDS: 10 miles (16 km). Air-Burst: 4 miles (6.4 km).

Mega-Damage: APDS Rounds: 2D8x10 M.D. for a twenty round burst, 4D8x10 M.D. for a fire-linked burst from both gun batteries/arms (40 rounds) fired simultaneously at the same target. The pilot can also make a raking fire attack, rotating the mecha back and forth, spraying everything in a 60 degree cone in front of it with cannon fire. This is a spray attack that hits 2D4 targets. Each target takes 1D8x10 M.D. A raking attack counts as 2 melee attacks and expends 120 rounds of ammunition.

Air-Burst Rounds: 2D4x10 M.D. to a 40 foot (12.2 m) area for a 20 round burst, 4D4x10 M.D. for a fire-linked burst of ABM fired from both arms (40 rounds) simultaneously at the same target. Also increase the damage radius by 20 feet (6 m) for a fire-linked burst. Raking attack works the same as above, but does 1D4x10 M.D. and the damage radius is only 20 feet (6.1 m) due to the wide firing spread.

Rate of Fire: Each burst counts as one attack, except for raking bursts which count as two attacks.

Payload: 1,200 rounds of either 78mm APDS or 78mm ABM per arm.

2. Wing Mounted Hardpoints (4): Each wing has two hardpoints to carry short- and medium-range missiles or Multiple Launch Ordnance Pods loaded with 70 mm rockets. Each hardpoint can mount 1,000 pounds (450 kg) of ordnance.

Primary Purpose: Ground Attack.

Secondary Purpose: Anti-Installation/Anti-Mecha.

Weight: Not applicable.

Range: By missile type.

Mega-Damage: By missile or mini-missile type; typically 1D4x10 M.D.

Rate of Fire: In volleys by loadout.

Payload: Each hardpoint can hold one short-range or medium-range missile (two total), or one 70 mm rocket launch pod containing 12 mini-missiles in each; 24 total.

3. Special Equipment of Note: Sensor Cluster: The VFH-10G was adopted from Ajaxes flown by the Tactical Corps (TC) for close ground support. It uses an X-band pulse-Doppler radar with a 360-degree field of view optimized for ground attack and infantry support missions. The radar can look down without being confused by ground clutter and can pick out specific targets such as buildings, Invid mecha, and installations. This radar also allows nap of the earth navigation (NotENAV) which gives the Ares the ability to fly and fight at extremely low altitudes and even hide behind trees and buildings. While being optimized for air-to-ground attack, this radar is also well suited for air-to-air combat and has a range of 125 miles (200 km) and can track up to 80 targets.

4. Hand to Hand Combat: The Ares is ill-suited to hand to hand combat due to the replacement of the traditional arms with the Defender's cannons. However, a determined pilot can cause damage with the mecha's gun barrels, shoulders, knees and feet.

Hand to Hand Damage: Robotic P.S. of 40.

Jab with Auto-Cannons: 1D4 M.D.

Bash/Clothesline with Auto-Cannon Barrels: 2D6 M.D.

Kick: 3D8 M.D.

Leap Kick: 5D8 M.D., counts as two attacks.

Stomp: 2D4 M.D. against targets under 11 feet (3.3 m) tall.

Body Block/Ram: 1D8 M.D. per 20 mph (32 km) of speed.

Uses two attacks and has a 60% chance of knockdown against targets up to 50% bigger. Victims knocked down lose initiative and two melee attacks.

Special Bonuses: +1 on initiative, +2 to strike with ranged weapons, +1 to parry and dodge, +1 to roll with punch/impact. These bonuses are in addition to any bonuses from the Mecha Elite Combat Training skill.

Bonuses from Mecha Elite Combat Training (MECT) Only: +1 attack per melee round at levels 1, 3, 6, 10 and 15. +1 on initiative, +1 to strike (applies to gun bashes, stomps and kicks), +2 to dodge, +2 to disarm, +2 to pull punch, and +1 to roll with impact.

Note: These bonuses ONLY apply when the pilot has the MECT skill in Veritech Fighters/Ajax. The pilot's own number of hand to hand attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is outside the mecha. Outside of his mecha the pilot possesses only human fighting abilities.

Note: The *Ares* is one of the more common Frankenmecha and sees extensive use in North America. It is believed to be produced somewhere along the western seaboard.

VRM-32 "Typhoon" Hover Cyclone

M-32 Hovercycle/VR-50 Series Cyclone Frankenmech

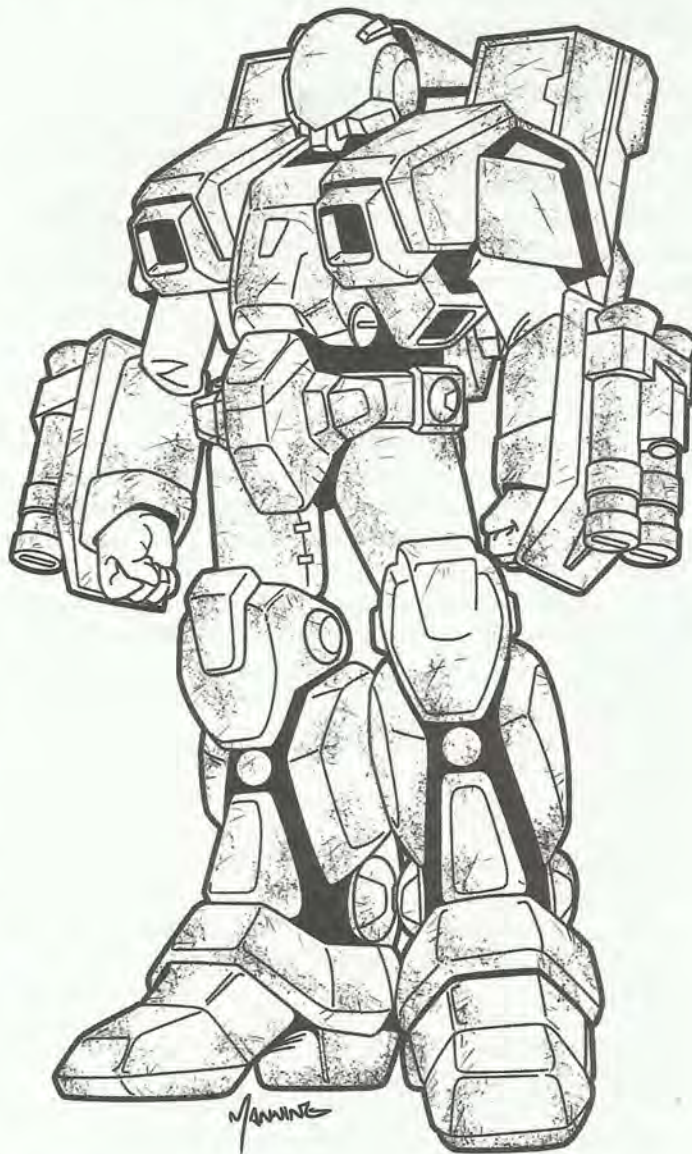
When the first liberation fleet failed in its attempt to uproot the Invid from Earth, there was a lot of mecha left behind, and precious few people who knew how to really use it. While there were plenty of people who knew how to ride a motorcycle, very few had any combat training on light high-speed ground mecha. Piloting a Cyclone is an entirely different system of tactics and combat than used by a Veritech Fighter pilot, or even a driver of a large Ground Veritech, like the Spartas Hover Tank. Aside from the few Mars Survivors, the only people who came close to knowing how to use the Cyclone style of mecha in actual combat were the survivors of the Army of the Southern Cross who had military police training on the M-32 Light Hovercycle, but the physics of a hovercycle are also different from those of a motorcycle. The Cyclone had the armor and the firepower, but the hovercycle had speed, better all-terrain capabilities and, most importantly, trained operators. It wasn't long before techs cobbled the two together. And cobbled is the appropriate word.

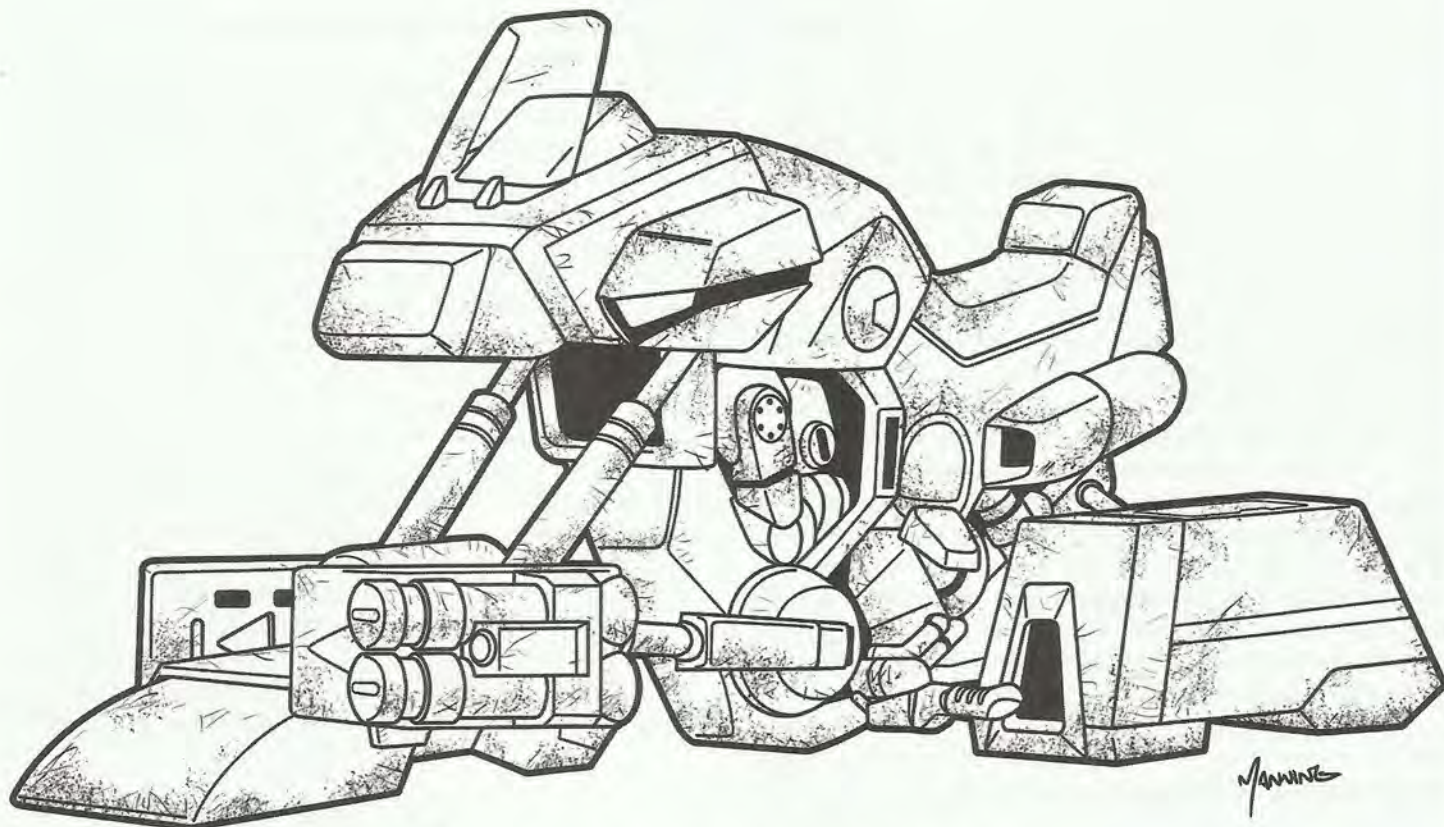
The Typhoon Hover Cyclone is the epitome of "Frankenmecha." Most look unfinished, half-armored, and slapped together. According to popular war myth, the first UEEF infantryman who was shown a Typhoon fainted on the spot. Beyond looks, the Typhoon has proven itself to be a useful, if temperamental, asset in the war against the Invid. It is a lightning fast, armored, transformable hovercycle known as much for ditching pilots and wiping out at high speeds as it is for its lightning speed and agility in combat. Typhoon riders like to joke that if you haven't broken

an arm or a leg, you're probably not riding the Typhoon to its full potential.

Why is this mutant machine so powerful? Simple. The M-32 was a 900 pound (405 kg) bike. The Cyclone weighs less than one third of that. This means that the mecha has excess power to leap higher, drive faster, and has muscle to spare for power turns, leap dodges and other maneuvers. However, it is also inherently unstable for all the same reasons. This is a problem that has long plagued high-speed hovercycles (see the Hovercycle Pilot skill for penalties to attempting tricks and dangerous maneuvers). In most cases, the answer to this inherent instability is to drive a hovercycle as safely as possible, but if you're taking a high-speed mecha into combat against the Invid, that may not be an option.

The body of the vehicle is primarily that of the Cyclone, with the two wheels replaced by the three hoverjets of the M-32. The front hoverjet still has the twin forks of the Cyclone, but they are closer together and extended like an old-fashioned "chopper." The front hoverjet also still has the twin arm guards of the VR-050 Series Cyclones and can mount either the *EP-40 Ion Pulse Pistol* from the VR-052T Infantry Assault Cyclone, or the two *GR-97 Mini-Missile Delivery Systems* of the VR-052F Heavy Assault Cyclone. The rear of the bike is completely different, with the two hoverjets where the rear vectored thrust and tail pipes





used to be located. In battloid mode, all three hoverjets move to the back, with the two rear jets located where a Cyclone's tires would usually be located, and the front jet swinging back and locking into place where the vectored thrust used to be. The three jets give the mecha vastly improved flight speed and maneuverability. The arm guards and most of the rest of the bike transform as before, but much of the armor has been removed or streamlined to allow for the new transformation process, giving the bike an unfinished look and significantly less protection.

These Frankenmecha are most usually found in northern South America and Indo-China, where they can be used in extreme off-road settings, and can even hover across water and maneuver down rivers. The original M-32 hovercycle could only ford shallow bodies of water with its jets, but the Typhoon's lighter mass allows it to drive across rivers, lakes and other bodies of water that are not too turbulent (waves larger than 4 feet/1.2 m inflicts a Pilot: Hovercycle skill penalty of -20%). The vehicle can only carry two of the Cyclone saddlebags; one over each rear hoverjet.

Vehicle Type: VRM-32 "Typhoon" Hover Cyclone (unofficial designation).

Class: High-Speed Armored Veritech Hovercycle IMU.

Crew: One.

M.D.C. by Location:

Cycle Mode:

Headlight (1) – 1

* Front Hoverjet – 22

** Rear Hoverjets (2) – 32 each

Armored Panniers/Saddlebags (2) – 10 each

*** Main Body – 175

Battloid/Armor Mode:

* Center Hoverjet (back mounted) – 22

** Side Hoverjets (2; back mounted) – 32 each

Forearm Shields/Weapon Hardpoints (2) – 65 each

Legs (2) – 50 each

Head – 50

*** Main Body – 175

* Destroying the front hoverjet in cycle mode makes the Typhoon impossible to control. If the cycle is moving it will immediately ground and crash unless the pilot can make a control roll and transform to battloid mode immediately. If destroyed in battloid mode it will reduce flight speed by one-third and the pilot is -15% to all piloting rolls. This is a small target and requires a "Called Shot" at -4 to strike.

** Destroying one rear hoverjet in cycle mode reduces speed by half and the pilot is -35% to all piloting skill rolls. Destroying both rear hoverjets in cycle mode renders the vehicle immobile. Destroying a rear hoverjet in battloid mode reduces flight speed by one third and reduces thrust-assisted leaps by half. Destroying both rear hoverjets in Battloid mode eliminates the Typhoon's ability to fly and to perform leap dodges. These are small targets and require a "Called Shot" at -3 to strike.

*** Depleting the M.D.C. of the main body destroys the Typhoon, rendering it useless.

Speed:

Cycle Mode: Maximum speed is 220 mph (352 km). Cruising speed is usually 50-80 mph (80-128 km); the mecha can also hover stationary. The Typhoon usually travels on a cushion of air 1.3 feet (0.4 m) off the ground. Maximum travel altitude is 10 feet (3 m). The hoverjets can also allow the Typhoon to jump over obstacles and broken ground, as well as allowing it to jump up to 60 feet (18 m) across or 30 feet (9 m) high.

Battloid Mode: The max running speed of the Typhoon is the pilot's running speed plus 25%. The center and side hoverjets allow the pilot to hover up to 60 feet (18 m) or skim along the ground or the surface of water, or up to 150 feet (45.7 m) at 100 mph (160

km). The Typhoon in battloid mode can leap up to 20 feet (6.1 m) high and across unassisted by thrusters. Leaps of 200 feet (61 m) high and across can be made when assisted by the jet thrusters.

Statistical Data:

Cycle Mode:

Height: 3 feet, 8 inches (1.1 m).

Length: 8 feet, 2 inches (2.5 m).

Width: 2 feet, 7 inches (0.8 m).

Battloid/Armor Mode:

Height: 6 feet, 9 inches (2.1 m).

Length: 5 feet, 6 inches (1.7 m).

Width: 3 feet, 3 inches (1.0 m).

Weight: 330 pounds (149 kg) dry.

Physical Strength: The Typhoon gives the wearer an Augmented Strength 10 points higher than his own P.S. attribute. (This attribute bonus applies only when in battloid mode.)

Cargo: Two lightly armored, hard-sided saddlebags can be mounted to the Typhoon. Each saddlebag is 18 inches (0.45 m) high, 20 inches (0.53 m) wide and 18 inches (0.45 m) deep and can carry 100 pounds (45 kg). These locking boxes are watertight and easy to detach from the Typhoon. They automatically drop off when the Typhoon transforms and must be recovered afterward or are lost.

Power System: One 1,400 cc, air-cooled, High-Output Protoculture Fired Rotary Engine powering three electric ducted fans. The Typhoon does not have the standard Cyclone backup electric power system.

Weapon Systems:

1. **EP-40 Ion Pulse Pistol or GR-97 Mini-Missile Delivery System (1-2):** The Typhoon can mount either the EP-40 Ion Pulse Pistol from the VR-052T Infantry Assault Cyclone or the GR-97 Mini-Missile Delivery System (see **Robotech® The Shadow Chronicles® RPG**) on one or both arms. In most cases, Typhoon pilots prefer to use a variant that has the EP-40 on their dominant hand and one of the GR-97 Mini-Missile systems on their other forearm, giving them added combat flexibility. Some flashy riders have theirs built with an EP-40 on each arm; a variant known as "the Gunslinger."

2. **Hand to Hand Combat Bonuses:** As standard for Cyclones when the Mecha Elite Combat Training skill is taken (see **Robotech® The Shadow Chronicles® Role-Playing Game**), plus the following additional bonuses: +1 to initiative and +3 to automatic dodge.

Penalties: Due to the instability of the hovercycle hybrid, at speeds of 120-150 mph (192 to 240) there is a -10% piloting skill penalty, and at faster speeds the penalty is -20% and the pilot is -1 to strike.

VHR-2S Myrmidon "Widowmaker"

Myrmidon/Spartas Hovertank Frankenmech

One of the most successful war machines to survive from the Army of the Southern Cross (ASC) into the war against the Invid is the *Myrmidon Variable Light Hover Recon Vehicle*. A scaled-down version of the famous Spartas hover tank, the Myrmidon was designed to be a force reconnaissance mecha, with high speed, a low profile, and light weapons and armor. They saw little action against the Robotech Masters and hundreds survived the war. Their role in the initial Invid invasion was limited due to their design as well as the fact that most tank drivers were assigned Spartas, which were thought to be more valuable in the face of the overwhelming Invid assault.

During the Invid occupation, however, hundreds of these nimble mecha have been put to use by freedom fighter groups across the globe. The initial design is still the most common, but many resistance fighters felt the Myrmidon needed to have more punch if it were going to make a dent in the Invid hordes.

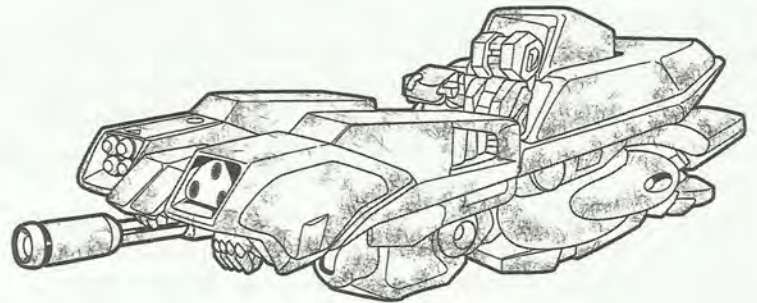
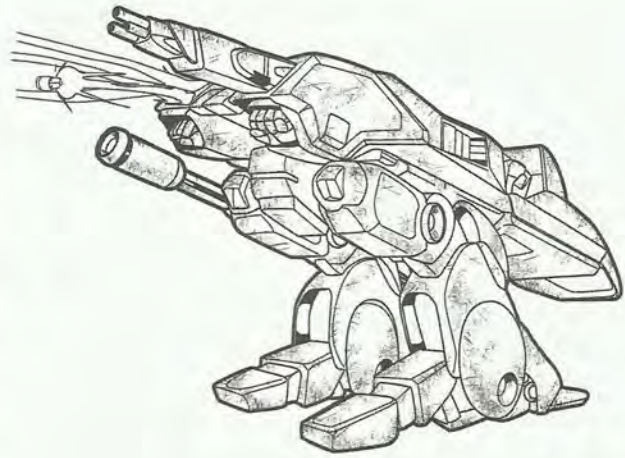
As a result, one of the triple-barreled ion pulse cannons has been ripped out and replaced with a *Multiple Launch Ordnance Pod* (MLOP) and the EU-11 gun pod has been replaced with a highly modified *HPW-125A1 Particle Cannon* from the later model Spartas. The particle cannon links into the tank's power supply, but is mounted externally and held in battloid mode. With all of the cowling ripped off to lessen the weight, it looks far less like the arm cannon from the Spartas and much more like some kind of giant high-tech sniper rifle; which is exactly how it is used.

Both the missiles and the particle cannon can be fired from beyond the range of Invid Protoculture sensors, allowing a well-hidden Myrmidon to snipe enemy mecha without being detected. Standard practice is to take one or two shots, and then stealthily move to a different location, so that the enemy does not home in on the mecha's position.

The MLOP (Multi-Launch Ordnance Pod) was added because the particle cannon is a major drain on the tank's power supply, and the missiles provide a heavy punch without the energy requirements of the triple-barreled ion pulse cannon. Of course, the MLOP does not have the advantage of an unlimited payload, but freedom fighters do everything they can to avoid a long, drawn-out battle due to the Invid's superior numbers.

Even with the swap, this hybrid's vulnerability is its power supply. If it is taxed too much, too fast, the system can temporarily overload. If the pilot makes four or more attacks in a melee round using the mecha's energy weapons (*particle cannon* and *triple-barreled ion pulse cannon*, in any combination), there is a 15% chance of an overloaded circuit blowing, temporarily disabling the particle cannon (01-50% chance) or the pulse cannon (51-00% chance) until the mecha can be repaired. Fortunately, the fix only takes a matter of minutes (2D6) and a system reset. It can be done in the field, but not in the heat of battle.

The other addition to the Widowmaker is the inclusion of the "pupil pistol" targeting system developed by *Louie Nichols* during the war with the Robotech Masters. It adds a +2 to strike with the Particle Cannon, in addition to standard targeting system bonuses, and also allows anyone with the Sniper skill to add their Sniper bonus.



In addition to the targeting upgrades, the Widowmaker still has the Myrmidon's special reconnaissance equipment, including sensor spoofers and heat shielding to hide it from radar and enhanced optics like thermal imaging, as well as an onboard memory drive with enough space to hold a full week's worth of reconnaissance data (168 hours of video, stills, sound and sensor telemetry) in a hardened electronics bay.

No one makes the radar-absorbent paint that once shielded the Myrmidon from electronic surveillance, so now the hover tanks and Widowmakers are just painted camouflage or matte black and gray. This is not much of an impediment as the Invid do not rely on radar.

Vehicle Type: VHR-2S Widowmaker (unofficial designation).

Class: Light Variable Hover Vehicle.

Crew: One pilot.

M.D.C. by Location:

- Sensor Head – 35
- Arms (2) – 95 each
- Hands (2) – 40 each
- * Arm Shields (2) – 350 each
- Legs (2) – 125 each
- Main Vectored Thrusters (2) – 85 each
- Triple-Barreled Ion Cannon – 100
- Multiple Launch Ordnance Pod – 100
- HPW-125S Particle Cannon – 110
- Reinforced Pilot's Compartment – 125
- ** Main Body – 255

* Destroying an arm shield renders the weapon housed within it inactive and exposes the arm to damage.

** Destroying the main body renders the mecha completely inoperable.

Speed:

Transport Mode: 150 mph (240 km).

Tank/Guardian Mode: 15 mph (24 km).

Battloid Mode: 55 mph (88 km).

Leaping: 80 feet (24.4 m) straight up in all modes. 90 feet (27.4 m) lengthwise in battloid and tank/guardian modes.

Flight: Can hover in the air up to 20 feet (6.1 m) high in battloid and tank/guardian modes, and lands on its feet without damage when dropped from a height up to 500 feet (152 m). Typical altitude in transport mode is 1-15 feet (0.3 to 4.6 m) off the ground, with thrust-assisted "leaps" up to 80 feet (24.4 m) high.

Statistical Data:

Transport Mode:

Height: 3.5 feet (1.06 m).

Length: 15 feet (4.6 m).

Width: 5.7 feet (1.7 m).

Tank/Guardian Mode:

Height: 12 feet (3.7 m).

Length: 18 feet (5.4 m).

Width: 6 feet (1.8 m).

Battloid Mode:

Height: 16 feet (4.8 m).

Length: 6.5 feet (2 m).

Width: 9 feet (2.7 m).

Weight: 15 tons dry.

Physical Strength: Robotic P.S. of 28.

Cargo: Just enough for a rifle, survival pack and a pair of binoculars.

Power System: In most units, the original reactor has been replaced by a Protoculture reactor that requires 8 Protoculture energy cells for two weeks (336 hours) of continuous use; half if in

constant, heavy combat. Most freedom fighters know how to use power sparingly in non-combat situations, tripling the actual field life of the Protoculture cells. In both battloid and tank/guardian modes, the engine powers thrusters in the Widowmaker's feet, allowing for long jumps and very limited flight.

Weapon Systems:

1. MIW-20 Triple-Barreled Ion Pulse Cannon: This is the Myrmidon's traditional primary weapon, and is the same weapon that's mounted on the VHT Spartas as a secondary weapon. The Widowmaker has only one, built into the left arm shield. It is a fire-linked, 20mm, rapid-fire ion pulse cannon with good stopping power but relatively short range. It can only be deployed in tank/guardian mode.

Primary Purpose: Anti-Infantry & Assault.

Secondary Purpose: Anti-Mecha and Defense.

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

Range: 1,800 feet (548.6 m).

Mega-Damage: 1D6x10 M.D. per three blast pulse. Can only fire in pulses.

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

Payload: Effectively unlimited.

2. Multiple Launch Ordnance Pod (MLOP): This launcher has been built into the housing of the right arm, where the second ion pulse cannon used to be located. It has a payload of eight 60 mm HEAP (High Explosive Armor Piercing) mini-missiles loaded into four launch tubes. The launcher was specifically designed to allow the missiles to be fired in both tank/guardian and battloid modes.

Primary Purpose: Anti-Mecha/Anti-Armor.

Secondary Purpose: Anti-Missile and Anti-Aircraft.

Weight: Each missile weighs about five pounds (2.25 kg).

Range: One mile (1.6 km).

Mega-Damage: Per type of mini-missile, but usually loaded with HEAP (High Explosive Armor Piercing) missiles which inflict 1D4x10 M.D. per missile.

Rate of Fire: One or in volleys of two or four.

Payload: Eight mini-missiles. Eight additional mini-missiles can be hand loaded by the pilot in three melee rounds (45 seconds), provided he has a second load of missiles available.

3. HPW-125S Particle Cannon: This is a stripped-down version of the 125mm particle cannon which served as the main gun on the VHT Spartas hover tanks. Unlike on the Spartas, where these were built into one of the arm housings, the 125S variant is actually made to be held like an oversized sniper rifle, which is precisely how Widowmaker pilots use it – as a single shot precision weapon. It is also the weapon that gives the hybrid its name, "Widowmaker." The cannon fires a stream of charged particles over long distances and delivers a massive amount of kinetic, armor piercing damage. It can be fired well outside of the range of Invid Protoculture sensors, and Freedom Fighters have recorded sensor eye hits with a "Called Shot" at over two over kilometers away. The gun is only half of the story, however. The accuracy of the weapon has been improved with a device known as the *Vision Track Firing System (VTFS)*, or "pupil pistol" developed by Louie Nichols during the Second Robotech War. The device saw limited deployment among TASC and ATAC units, but never got the opportunity to go into full production. The device not only improves targeting, but recognizes the pilot's firing patterns

and can adjust for errors. This means that, in addition to normal bonuses from the combat computer (which gives the pilot +2 to mounted ranged weapons and +1 to handheld battloid weapons), the pilot can also add any bonuses from the Sniper skill (another +2 on an Aimed or Called Shot) when firing the weapon in battloid mode.

This weapon can be fired in both battloid and transport mode, but when it is activated, it reduces the mecha's speed by 20% due to the massive energy consumption.

Primary Purpose: Anti-Armor, Installations and Fortifications.

Secondary Purpose: Anti-Mecha, Anti-Tank and Troop Support.

Weight: 1,600 lbs (720 kg).

Range: 8,000 feet (2,438.4 m).

Mega-Damage: 2D10x10 M.D. per single blast.

Rate of Fire: Twice per melee round. Burst firing is not possible.

Bonuses: +2 to strike, plus bonuses from the Sniper skill (another +2 to strike) and/or bonuses from W.P. Heavy Mega-Damage Weapons skill can be applied if the pilot has either of those skills.

Payload: Effectively unlimited.

Note: This version of the HPW-125 fires a tighter beam than previous versions that has more of a piercing effect than concussive. Thus, it no longer has the knockdown effect of the version used by the Spartas. This was done to compensate for the loss of power caused by installing it on the Myrmidon hull.

4. Hand to Hand Combat: The Widowmaker can handle itself in hand to hand combat on par with the original Myrmidon.

Hand to Hand Damage: Robotic P.S. of 28.

Restrained Punch/Forearm Shield: 1D4 M.D.

Full-Strength Punch or Shield Strike: 1D6 M.D.

Power Punch: 2D6 M.D.

Tear/Pry/Crush with Hands: 1D4 M.D.

Stomp: 1D6 M.D. against targets under 6 feet (1.8 m) tall.

Kick: 2D4 M.D.

Leap Kick: 2D8 M.D. Counts as two attacks.

Body Block/Ram: 1D8 M.D. per 20 mph (32 kph) of speed.

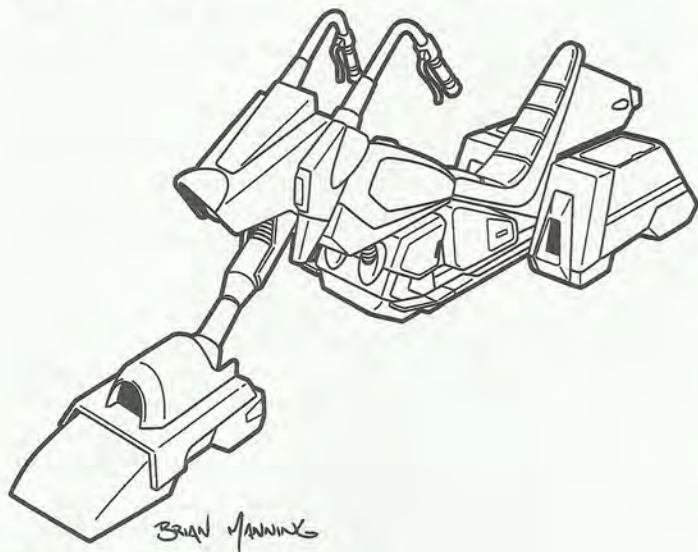
Uses two attacks and has a 60% chance of knockdown against targets up to 50% larger. Victims of a successful knockdown lose initiative and one melee attack.

Bonuses with Mecha Elite Combat Training (MECT) Only: +1 attack per melee round at levels 2, 4, 8 and 12. +2 on initiative, +2 to strike with ranged weapons, +2 to strike (applies to punches, stomps and kicks), +2 to parry, +4 to dodge, +1 to disarm, +2 to pull punch and +2 to roll with impact.

Note: These bonuses ONLY apply when the pilot has the Mecha Elite Combat Training skill in Ground Veritechs. The pilot's own number of hand to hand attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add MECT bonuses to the pilot's Hand to Hand ability when he is outside the mecha. Outside of his mecha, the pilot possesses only human fighting abilities.

5. Special Equipment of Note: Sensor Spoofers: These integrated spoofers and heat shields make this mecha extremely hard to find with most instruments. Anyone trying to find one by radar or enhanced optics is -10% to their Sensory Equipment skill roll; those using acoustic sensors are -10% for the same roll. Offers no protection against Protoculture sensors used by the Invid; for that, Widowmaker pilots attempt to remain out of sensor range using their superior speed, stealth and long-range armaments.

Other Vehicles



M-32 Banshee

Light Hovercycle

The Banshee is a fast, light hovercycle that was used by all branches of the ASC (Army of the Southern Cross) for scouting, patrols, messenger duty and personal transport. Many Banshee hovercycles survived the Invid attack on Earth and have become a favorite vehicle of Freedom Fighters and Wasteland Riders.

With its low profile, relatively quiet hover system and innate quickness, the Banshee hovercycle is perfect for reconnaissance, scouting, perimeter patrols, escort, message delivery and riding the road across the devastated planet Earth. The hoverjets allow it to traverse broken ground, ford shallow bodies of water and get to places traditional wheeled vehicles can't. Simple by design, the Banshee has a low-maintenance rotary engine and a flex-fuel system that allows it to use nearly any combustible fuel – not Protoculture cells – making it invisible to Invid Protoculture sensors. **Note:** The Banshee hovercycle is reprinted here for your convenience. Other hover vehicles as well as the Battloids, Veritechs, armor, weapons and gear of the Army of the Southern Cross are described in the pages of the **Robotech®: The Masters Saga Sourcebook**.

Vehicle Type: M-32 Banshee.

Class: One man, all weather, ground effect, light reconnaissance hover vehicle.

Crew: One.

M.D.C. by Location:

* Front Hoverjet – 22

** Rear Hoverjets (2) – 32 each

*** Engine – 20

Headlight – 1

**** Main Body – 72

* Destroying the front hoverjet makes the Banshee impossible to control. If the cycle is moving it will immediately ground and crash. This is a small target and requires a "Called Shot" at -4 to strike.

** Destroying one rear hoverjet reduces speed by half and the pilot is -35% to all piloting rolls. Destroying both rear hov-

erjets renders the vehicle immobile. These are small targets and require a "Called Shot" at -3 to strike.

*** Destroying the engine shuts the vehicle down, rendering it immobile. The engine is a small target and requires a "Called Shot" at -4 to strike.

**** Destroying the main body renders the vehicle useless.

Speed: 145 mph (232 km). The Banshee usually travels on a cushion of air 1.3 feet (0.4 m) off the ground. Maximum travel altitude is 8 feet (2.4 m). The hoverjets can also allow the Banshee to jump over obstacles and broken ground. Maximum jump distance is 25 feet (7.6 m) up or across.

Statistical Data:

Height: 3.6 feet (1.1 m).

Length: 8.5 feet (2.6 m).

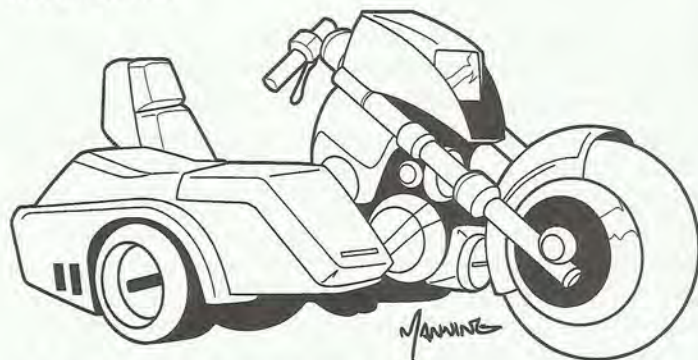
Width: 2.6 feet (0.8 m).

Weight: 900 pounds (405 kg).

Cargo: Just enough to carry the personal equipment of the pilot plus a survival kit. The Banshee can carry one passenger, but speed is reduced by 20%.

Power System: One 1,400 cc, air-cooled, three-rotor rotary engine powering three high-output electric ducted fans. The Banshee can run on any combustible fuel (gasoline, alcohol, diesel, ethanol, etc.) and has a 6.6 gallon (24 liter) fuel tank. With a full tank of fuel the Banshee has a 425 mile (680 km) range.

Special Systems & Features of Note: Short-range (10 miles/16 km) multi-band radio, blackout headlight, and instrument panel containing speedometer, tachometer, battery, fuel, and oil pressure indicators.



MT-21 "Dauntless"

Armored Assault Motorcycle

The original design was meant to be a touring bike, but with the end of the Second Robotech War this bike was redesigned to be an armored, rugged combat bike. Trading speed for armor, all-terrain capabilities and powerful jump jets, the Dauntless was designed for hard treks across the wastelands of Earth. The addition of a missile sidecar not only gave the vehicle heavy offensive punch, but it also increased the vehicle's stability a great degree, to the point that the motorcycle handles better with the sidecar than without it.

The vehicle ran on hydrogen fuel cells originally, but many models in use during the Third Robotech War are modified to accept Protoculture.

Note: This is the bike driven by *Dusty Ayres* in the episode "Hired Gun."

Vehicle Type: Motorcycle.

Class: Armored Long-Range Transportation.

Crew: One. Can accommodate one passenger if the sidecar is converted to carrier mode rather than a missile launcher.

M.D.C. by Location:

- Motorcycle Wheels (2) – 5 each
- Sidecar Wheel – 3
- Missile Sidecar – 40
- Main Body – 150

Speed: Max speed is 150 mph (240 km), cruising speed over even ground is about 70 mph (112 km); -10% to piloting skill without the sidecar.

Statistical Data:

Height: 4 feet 6 inches (1.37 m) at the seat.

Length: 7 feet (2.1 m).

Width: 1 foot, 10 inches (.55 m) without sidecar, 3 feet, 11 inches (1.2 m) with sidecar attached.

Weight: 290 pounds (130.5 kg) without sidecar, 375 pounds (169 kg) with sidecar.

Cargo: The bike is heavily reinforced for weight load and can carry about 320 pounds (106 kg) of gear without the sidecar, and about 235 pounds (99 kg) of gear with the sidecar. Anything more reduces speed and any bonuses by 50%.

Power System and Range: The original hydrogen cell system provides a range of up to 400 miles (640 km) before it needs replenishing (hydrogen stations still are fairly common, particularly in medium and large communities, though their supplies may be limited and costly). If converted to run on Protoculture, one cell will provide the vehicle with a range of 2,500 miles (4,000 km).

Weapon Systems:

1. MLMS-12 Sidecar: This sidecar can function as either a multiple launch missile system, or a normal sidecar capable of carrying passengers or extra cargo. Converting it to hold a passenger requires that the missile trays be removed and takes about two minutes. In many cases, just arming the launcher and revealing the missiles inside is enough to make most human opponents rethink their actions.

Primary Purpose: Assault and Anti-Personnel.

Secondary Purpose: Anti-Aircraft (ground to air missiles).

Missile Type: Mini-missiles of any variety.

Range: Typically one mile (1.6 km).

Mega-Damage: Varies with type of mini-missile, but High-Explosive (HEAP) is most common and does 1D4x10 M.D.

Rate of Fire: Individually, in pairs, or in volleys of 3, 4, 6 or 12.

Payload: 12 mini-missiles. Takes two minutes to reload by hand.

Vehicle Bonuses: +2 to dodge, and +8% to Motorcycle piloting skill when the missile sidecar is used, but this bonus is lost when the sidecar is removed, plus there is an additional -10% skill penalty.

MR-40 Reconnaissance Motorcycle

The MR-40 is a high-speed, off-road motorcycle with light armor and a weapon mount. It is an older UEEF model bike that came to Earth along with the *10th Mars Division* and it is often found in the hands of survivors of that first failed assault. It is a light vehicle, with moderate speed and a hardpoint for a weapon to be mounted over the controls on the right side. Many of the parts are interchangeable with the VR-30 and VR-40-series Cyclones.

Vehicle Type: Motorcycle.



Class: Light Transportation.

Crew: One.

M.D.C. by Location:

Tires (2) – 5 each

Headlight – 1

Armored Panniers/Saddlebags (2) – 10 each

Main Body – 75

Speed: Max speed is 165 mph (264 km), cruising speed over even ground is a more cautious 65 mph (104 km).

Statistical Data:

Height: 3 feet, 4 inches (1 m).

Length: 6 feet, 2 inches (1.9 m).

Width: 1 foot, 4 inches (0.4 m).

Weight: 215 lbs (97 kg).

Cargo: Can carry two lightly armored, hard-sided saddlebags. These are the same as those carried by the Cyclone. Each saddlebag is 18 inches (0.45 m) high, 20 inches (0.53 m) wide and 18 inches (0.45 m) deep and can carry 100 pounds (45 kg). These boxes are water-tight, lockable and easy to detach from the MR-40.

Power System: 400 cc, Protoculture Fired Rotary Engine that has a range of 2,000 miles (3,200 km) for every one canister of Protoculture. The MR-40 also has a three gallon (11 liter) flex-fuel tank that gets 120 miles (192 km) per gallon.

Weapon Systems: One hardpoint is available for an optional, light vehicle-mounted weapon system.

Bonuses: Superior off-road handling reduces terrain penalties by half.

“Warthog” Armored Chopper

This is not actually one particular design, but is a general name for a number of old, large cruiser-style motorcycles that have been heavily modified, armored and often armed. Most have long neck rakes, or forks. They get their name from their ugly, slapdash appearances (Earth is woefully short on detailing shops after the Invid invasion) and the fact that these types of bikes used to be commonly referred to as “hogs.”

Vehicle Type: Motorcycle.

Class: Light Transportation.

Crew: One; often another passenger can ride behind the pilot or in a sidecar.

M.D.C. by Location:

Tires (2) – 2 each

Headlight – 1

Main Body – 50

Speed: Max speed is 140 mph (224 km), cruising speed over even ground is about 55 mph (88 km).

Statistical Data:

Height: Varies, usually between 3 feet, 6 inches (1 m) and 4 feet, 8 inches (1.4 m).

Length: Varies, usually between 6 feet, 3 inches (1.9 m) and 7 feet, 6 inches (2.3 m).

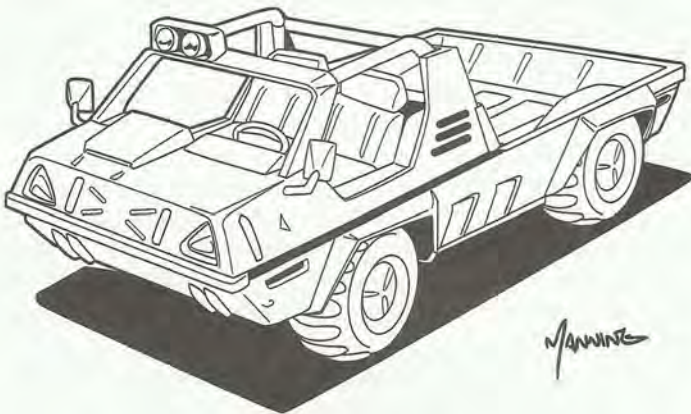
Width: Varies, usually between 1 foot (0.3 m) and 3 feet, 3 inches (1 m).

Weight: Between 250 lbs (112.5 kg) and 380 lbs (171 kg).

Cargo: Can usually carry between 75 pounds (34 kg) and 150 pounds (67.5 kg) of extra gear, plus the rider. Any weight beyond that reduces speed and any bonuses by 25%.

Power System: Varies widely. There are flex-fuel, hydrogen cell, electric and Protoculture powered models. Flex-fuel and hydrogen cell powered bikes generally have a range of 450 miles (720 km), electric bikes have a range of 600 miles (960 km), but lower the top speed by 20%. Protoculture powered Warthogs have a range of about 2,000 miles (3,200 km) per canister of Protoculture.

Weapon Systems: One hardpoint for a vehicle-mounted weapon between the handlebars.



ATT-30 All-Terrain Utility Jeep

The ATT-30 is an all-purpose, 4-ton utility truck that went into production before the Expeditionary Force left Earth, so it was in use by both the UEEF and the Army of the Southern Cross, and has a reputation for reliability and durability. It has four flat-proof tires, a reinforced roll-cage over an open-air cab, excellent ground clearance, and a hybrid engine that can run on Protoculture or most forms of petroleum-based fuels, including gasoline, diesel, aviation gasoline, and some resistance fighters swear they've gotten it running on moonshine. The vehicle can tackle 50-degree inclines, extremely rough and rugged terrain, and can ford rivers and creeks up to three feet (0.9 m) deep. The bottom of the truck is armored and waterproof, and it can float in deeper water.

The cab accommodates the driver and one passenger. An additional passenger can be squeezed between the driver and passenger in a pinch, but the cramped condition inflicts a -5% piloting skill penalty. The cargo bed can also be used to transport up to 10 people in body armor or four Cyclone riders in battloid mode.

The standard vehicle is unarmed, but it has both driver and passenger side weapon mounts where light weapons can be add-

ed. It also has an optional canvas tarp and wire frame for enclosing the cargo bed, as well as an optional armored cab cover.

Vehicle Type: Truck.

Class: Military all-purpose transport and cargo hauler.

Crew: One driver.

M.D.C. by Location:

* Headlights (2) – 2 each

* Mini-Spotlights (2) – 1 each

* Tires (4) – 10 each

** Main Body – 120

* Destroying one tire reduces speed by 30% and inflicts a -10% piloting skill penalty. Losing two tires immobilizes the vehicle. **Note:** The tires are shielded and very difficult to hit from the front or behind. To shoot out a tire from a front or back position, the attacker must make a successful "Called Shot" with the following penalties: Shooting at a stationary target -6, moving target -8, and fast moving target -14 to strike; half those penalties when at the side of the truck. These penalties also apply to targeting the driver or passengers, headlights and other small targets.

** Depleting the M.D.C. of the main body destroys the vehicle, rendering it useless and spilling the cargo.

Speed: 120 mph (192 km) empty. 60 mph (96 km) at maximum load.

Statistical Data:

Height: 5 feet (1.5 m).

Length: 13 feet, 6 inches (4.1 m).

Width: 6 feet (1.8 m).

Weight: 1.8 tons.

Cargo Capacity: 4 tons.

Power System: Protoculture Fired Rotary Engine that requires two Protoculture cells to operate. Also has a backup, 14 gallon (53 liter) fuel tank that can accept almost any form of vehicle fuel; gets 20 miles (32 km) to the gallon for a 280 mile (448 km) range on liquid fuel.

Weapon Systems: None standard. However, there is a hardpoint for a rifle or light crew-served weapon on the passenger's side. It slides into a port in the dashboard and points out of the raised bay on the vehicle's hood. Two more hardpoints are built into either door for similar light weapons like rifles. A large weapon system can be mounted in the flatbed, but it takes up one third of the cargo space.

Special Equipment of Note:

1. **Built-In Radio:** Short- and long-range directional radio.

Range: 100 miles (160 km).

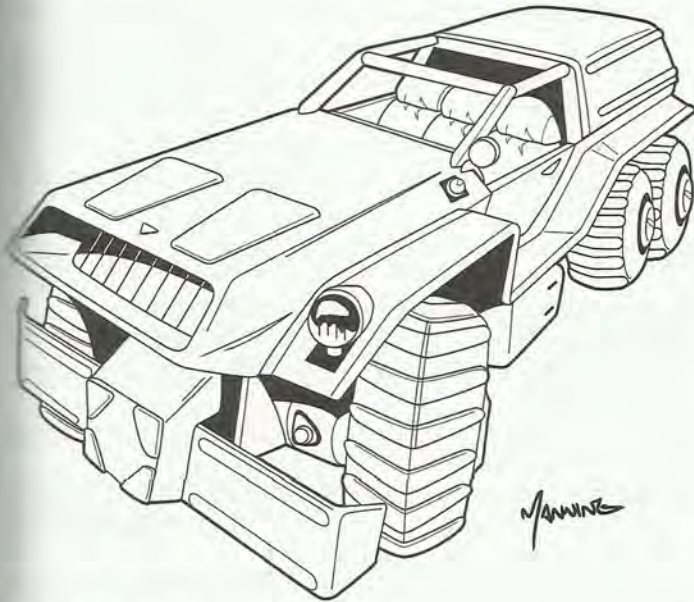
2. **Halogen Mini-Spotlights (2):** Range is 1,000 feet (305 m).

M-70 Kodiak

Armored Personnel Carrier

This is a massive, all-terrain vehicle used by the 10th Mars Division. They are designed to go just about anywhere, take a lot of abuse, and provide armored transportation and fire support to infantry.

While their massive size and limited speed are less effective against the swarming tactics of the Invid, they have proved very useful to both freedom fighters and communities as bandit-resistant armored cargo carriers.



Vehicle Type: Truck.

Class: Armored Personnel Carrier.

Crew: One driver and up to 10 passengers (two passengers in cab, and eight in the cargo bed).

M.D.C. by Location:

Tires (6) – 20 each

Headlights (2) – 4 each

Ram Prow – 200

Concealed Missile Launcher – 80

Cargo Container – 200

Main Body – 350

Speed: Max speed is 125 mph (200 km), cruising speed over even ground is about 60 mph (96 km).

Statistical Data:

Height: 9 feet, 4 inches (2.8 m).

Length: 21 feet (6.1 m).

Width: 8 feet, 6 inches (2.6 m).

Weight: 14 tons.

Cargo: 10x8 foot (3x2.4 m) cargo bed capable of carrying up to 20 tons. The vehicle can also tow another 10 tons. Capable of transporting eight individuals in light armor and their gear, or four Cyclone riders and their bikes (in either mode). The floor of the cargo section has built-in wheel locks for the Cyclones.

Power System: Protoculture fired, supercharged V-12 engine. Requires four Protoculture fuel cells to operate. The vehicle also has regenerative braking systems in the hubs that run a backup battery good for four hours of travel, half that if under full load. Range is about 1,500 miles (2,400 km).

Weapon Systems:

1. Concealed MM-20 Missile Delivery System: This is a medium-range missile launcher used to make the Kodiak into a highly mobile, long-range fire support vehicle. The launcher is frequently used to assault enemy strongholds, softening them up for infantry, and to provide cover fire for advancing or retreating troops. It can also serve as a mobile surface-to-air missile launch system. When not in use, the launcher is lowered flush with the roof of the cargo compartment.

Primary Purpose: Assault and Anti-Fortification.

Secondary Purpose: Anti-Aircraft, Anti-Mecha.

Mega-Damage: Varies with missile type.

Range: Between 40 and 80 miles (64 and 128 km), depending on missile type.

Rate of Fire: Individually, in pairs, or in volleys of 5 or 10.

Payload: 20 medium-range missiles. An extra 10 are stored against the back wall of the cargo section when possible. Takes trained personnel about two minutes to reload the launcher, which can be done from inside the armored cargo compartment. In a pinch, short-range missiles can be substituted.

2. Ram Prow: The Kodiak has a reinforced, armored ram prow designed to smash through fortifications and the enemy if necessary. The upraised angle of the prow and a heavily armored fender direct debris underneath the vehicle's four foot (1.2 m) tall armored wheels.

Primary Purpose: Anti-Obstacle/Anti-Fortification.

Secondary Purpose: Anti-personnel.

Mega-Damage: 1D10x10 M.D. on a successful ramming attack at speeds of 60 mph (96 km) or greater. Damage is 1D4x10 M.D. at lower speeds.

3. Optional Mounted Weapon: A mounted vehicle weapon can be placed on the top of the cab and fired by a passenger standing on the seat. The height of the vehicle gives the gunner a commanding field of fire everywhere but to the rear of the APC.

4. Special Equipment of Note:

Built-In Radio: Short- and long-range directional radio.

Range: 200 miles (320 km).

Mini-Radar: Range: 50 miles (80 km).



Coastal Patrol Gunship

This is a standard coastal patrol vessel once used by the Army of the Southern Cross. It is armed with a laser turret, missiles and depth charges.

Vehicle Type: Combat water vessel.

Class: Coastal Patrol Boat.

Crew: 10 when fully crewed, but can function with a crew as small as three.

M.D.C. by Location:

Missile Launchers (2) – 150 each

Depth Charges (4) – 20 each

Tow Winches (2) – 10 each

Laser Turret – 200

* Propellers (2) – 50 each

Radio Tower and Mast – 80

- ** Wheelhouse – 340
- *** Main Body – 750

* Destroying one of the propellers reduces the speed of the vessel by half. Destroying both propellers immobilizes the vessel, leaving it adrift. The screws (propellers) are difficult to hit, requiring a Called Shot of 12 or better with a -6 to strike. Attackers must be behind and below the ship to get a clear shot, meaning they must be underwater.

** The wheelhouse contains the controls to guide the ship and most of the sensor systems. Destroying it eliminates the ability to steer the vessel and knocks out both the radar and sonar. The gunship can be piloted from the engine room at -20% to piloting skill and a -4 to dodge.

*** Depleting the main body of the gunship renders it inoperable and causes it to sink in 1D4 minutes.

Speed: 30 knots (34.5 mph/55.5 km).

Statistical Data:

Height: 4 foot (1.2 m) draft and 32 feet, 2 inches (10 m) from the waterline to top of radio antenna.

Length: 131 feet (40 m).

Width (beam): 20 feet, 3 inches (6.2 m).

Displacement: 64 tons (full load).

Cargo: 15x15 foot (4.6 x4.6 m) cargo hold which is loaded from an overhead hatch between the wheelhouse and the missile launchers. Capable of carrying up to 20 tons. Can also tow barges and other light vessels, but speed is reduced by half.

Power System: Two 12-cylinder flex-fuel engines capable of using traditional gasoline, diesel or most other common fuel types. Range is 1,100 miles (1,760 km) at top speed.

Weapon Systems:

1. Five inch, High-Powered Laser Deck Gun (1): This is an enclosed, manned armored turret equipped with a powerful laser cannon and sophisticated targeting system. It is used to engage enemy surface vessels, aircraft or mecha. The turret has a maximum elevation of 60 degrees and can rotate 90 degrees to port or starboard for broadsides.

Primary Purpose: Anti-ship.

Secondary Purpose: Anti-Aircraft/Anti-Mecha.

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

Mega-Damage: 1D6x10 M.D. per blast.

Rate of Fire: Single shot only. Each blast counts as one attack. The deck gun is usually manned by an independent gunner.

Bonus: Targeting system provides a +2 to strike.

Payload: 48 blasts per Protoculture Energy Clip.

2. AS/AAML-4 (2): Two medium-range missile launchers are mounted aft of the wheelhouse, and can be used against other surface craft, shore installations and enemy aircraft and mecha.

Primary Purpose: Anti-Aircraft/Mecha.

Secondary Purpose: Anti-Ship/Anti-Fortification.

Range: Between 40 and 80 miles (64 and 128 km), depending on missile type.

Mega-Damage: Varies with missile type.

Rate of Fire: Can be fired individually, in pairs or in volleys of 4 or 8 (all).

Payload: Four medium-range missiles each, for a total of eight. When they were in service they traditionally kept 16 spare missiles in the cargo hold. It takes six melee rounds to reload one launcher.

3. Depth Charges (4): These explosive canisters are used against submerged targets, like submarines or underwater mecha. They sink and detonate when they reach a particular depth or hit an object.

Primary Purpose: Anti-Submarine and Anti-Mecha.

Maximum Depth: One mile (1.6 km). Automatically explodes at one mile depth.

Mega-Damage: 2D4x10 M.D. to a 100 foot (30.5 m) radius and 4D6 M.D. to an additional 30 foot (9.1 m) radius beyond that.

Rate of Fire: Can be fired individually, in pairs or all 4.

Payload: Four. When they were in service they traditionally kept four spare depth charges in the cargo hold. It takes eight melee rounds to reload.

Note: -4 to strike its target (even a stationary target) when launched more than 3,000 feet (914 m) above it.

4. Multiple Launch Ordnance Pod (MLOP): A box launcher that has a payload of twelve 60 mm HEAP (High Explosive Armor Piercing) mini-missiles.

Primary Purpose: Anti-Ship and Anti-Aircraft/Mecha.

Secondary Purpose: Anti-Missile and Anti-Personnel.

Weight: Each missile weighs about five pounds (2.25 kg).

Range: One mile (1.6 km).

Mega-Damage: Per type of mini-missile, but usually loaded with HEAP (High Explosive Armor Piercing) missiles which inflict 1D4x10 M.D. per missile.

Rate of Fire: May be fired one at a time or in volleys of 2, 4, 6 or 8.

Payload: 12 mini-missiles. 12 additional mini-missiles can be hand loaded by the pilot in three melee rounds (45 seconds), provided a second load of mini-missiles are available.

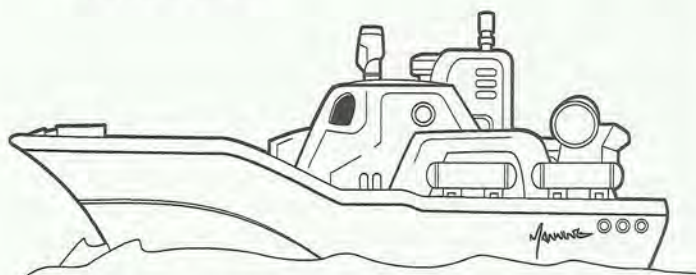
5. Special Equipment of Note:

Hull-Mounted Sonar: Range: 100 miles (160 km).

Radar: Range: 200 miles (320 km) and can track up to 72 targets.

Long-Range Radio: 500 miles (800 km).

Two Life Boats: Each boat has an outboard motor and can hold eight people.



Mini-PT Missile Boat

This is a small, high-speed attack vessel designed to be a coastal interceptor. The Mini-PT Missile Boat is designed to approach enemy vessels at great speed and pepper them with short-range missiles. The Mini also has depth charges and sonar for anti-submarine warfare. These vessels can be remote controlled for hazardous attack runs against enemy vessels.

Vehicle Type: Boat.

Class: PT boat.

Crew: Two.

M.D.C. by Location:

Missile Launcher – 120

Depth Charges (4) – 20 each

* Propeller – 10

** Wheelhouse – 200

*** Main Body – 400

* Destroying the propeller immobilizes the vessel, leaving it adrift. The propeller is difficult to hit, requiring a Called Shot of 12 or better with a -6 to strike. Attackers must be behind and below the ship to get a clear shot, meaning they must be underwater.

** The wheelhouse contains the controls to guide the ship and most of the sensor systems. Destroying it eliminates the vessel's ability to steer, and knocks out the radar and sonar.

*** Depleting the main body of the PT boat renders it inoperable and causes it to sink in 2D4 melee rounds.

Speed: 45 knots (51.7 mph/83.3 km).

Statistical Data:

Height: 2 foot, 3 inch (0.7 m) draft and 16 feet, 6 inches (5 m) from the waterline to top of radio antenna.

Length: 60 feet (18 m).

Width (beam): 14 feet (4.2 m).

Displacement: 24 tons (full load).

Cargo: Minimal; no dedicated cargo space, but about two tons of gear could be strapped to the sides, lashed to the deck and stored within the hull.

Power System: A 12-cylinder flex-fuel engine capable of using traditional gasoline, diesel or most other common fuel types. Range is 600 miles (960 km) at top speed.

Weapon Systems:

1. MLMS-8: The main weapon of this PT boat is a short-range missile system capable of anti-ship or anti-aircraft/mecha operations.

Primary Purpose: Anti-Ship.

Secondary Purpose: Anti-Aircraft.

Range: 3-5 miles (4.8 and 8 km), depending on missile type.

Mega-Damage: Varies with missile type.

Rate of Fire: Can be fired individually, in pairs or on volleys of 4 or 8 (all).

Payload: Eight short-range missiles.

2. Depth Charges (4): These explosive canisters are used against submerged targets, like submarines or underwater mecha. They sink and detonate when they reach a particular depth or hit an object.

Primary Purpose: Anti-Submarine and Anti-Mecha.

Maximum Depth: One mile (1.6 km). Automatically explodes at one mile depth.

Mega-Damage: 2D4x10 M.D. to a 100 foot (30.5 m) radius and 4D6 M.D. to an additional 30 foot (9.1 m) radius beyond that.

Rate of Fire: Can be fired individually, in pairs or all four.

Payload: Four. When they were in service they traditionally kept four spare depth charges in the cargo hold. It takes eight melee rounds to reload.

Note: -4 to strike its target (even a stationary target) when launched more than 3,000 feet (914 m) above it.

3. Special Equipment of Note:

Hull-Mounted Sonar. Range: 25 miles (40 km).

Radar. Range: 50 miles (80 km).

Long-Range Radio: 200 miles (320 km).

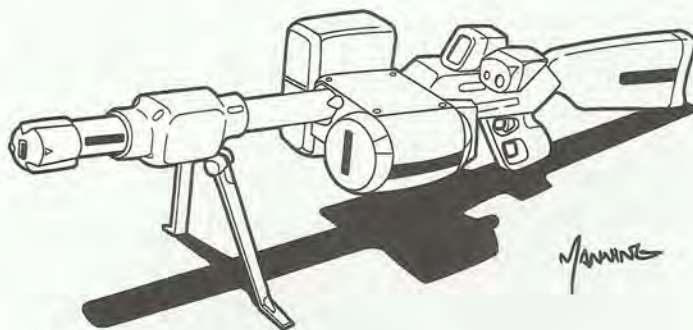
4. Remote Piloting System: This allows the boat to be controlled from a hand-held remote unit, or via a panel built into a larger

vessel. The boat has only two attacks per melee and is -3 to dodge when piloted remotely. Range: 5 miles (8 km).

Vehicle Mounted Weapons

The following weapons are mounted onto the hardpoints of motorcycles, jeeps, trucks, APCs, tanks, boats and other vehicles. Many can also be used as crew-served weapons in bunkers and guard towers.

It is interesting to note that some of the *Cyclone* weapon systems are designed to be easily mounted on other vehicles in order to help insurgent forces the UEEF anticipated would be fighting the Invid. The most commonly used, and most easily adapted, Cyclone weapon systems are the *RL-6 60mm Light Repeating Rocket Cannon* used by the VR-038L Cyclone, and the *EP-37 60mm Pulse Beam Rifle* issued with the VR-052F Cyclone.



Armor Piercing Cannon

Experimental Protoculture-Powered Rail Gun

This is an experimental light anti-tank weapon (LAW) that utilizes miniaturized magnetic rail gun technology. It is only possible to make the rail gun as small and portable as it is due to the use of Protoculture as an energy source. It does impressive damage, but the armor piercing tungsten darts it fires are hard to find. However, a competent weapons engineer can manufacture them if he has a supply of tungsten and other more common metals, as long as they are ferrous (iron), but damage is half for substitute metal. While this weapon is usually mounted on a vehicle or as part of a fortification, it can be used as a large, hand-held weapon by Cyclones, ASC power armor and cyborgs. Only humans with a P.S. of 25 or greater can fire the weapon without penalty, but even they feel the kick. Anyone with a P.S. less than 25 is -4 to strike unless it is braced on a hard surface like a brick wall, or used from a prone position (the weapon comes with a bipod), or mounted to a vehicle or fortified position like a machine-gun.

Note: This weapon is used by Lunk in "Paper Hero."

Primary Purpose: Anti-Armor/Anti-Mecha.

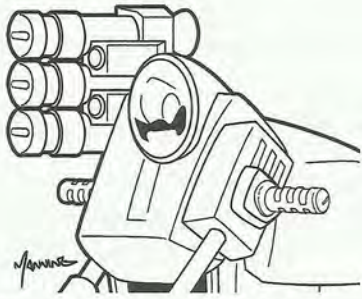
Weight: 25 pounds (11.3 kg).

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

Mega-Damage: 1D4x10 M.D. for a single shot, 2D4x10 M.D. for a short, four round burst.

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

Payload: 18 rounds in a side-mounted magazine, or 60-round belt. One Protoculture canister is good for 240 single shots or 60 bursts.



GR-80 Mini-Missile Delivery System

This light mini-missile launcher is virtually identical to the GR-97 mounted on the VR-052F Heavy Assault Cyclone, except that it can be mounted on any vehicle hardpoint and fires three missiles instead of two.

Primary Purpose: Anti-Mecha/Anti-Armor.

Secondary Purpose: Anti-Personnel.

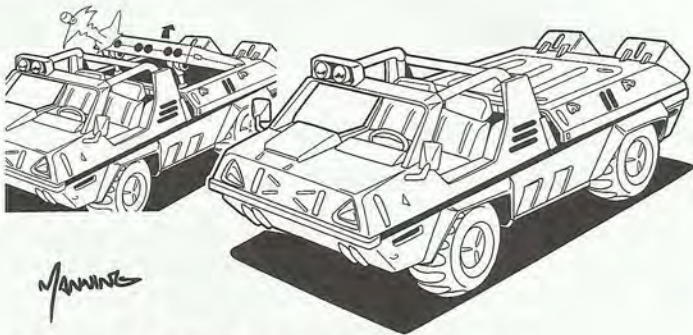
Weight: 12 pounds (5.4 kg) for the launcher. Each missile weighs about five pounds (2.25 kg).

Range: One mile (1.6 km).

Mega-Damage: Per mini-missile, but usually loaded with HEAP (High Explosive Armor Piercing) missiles which inflict 1D4x10 M.D. per missile.

Rate of Fire: Singly or in volleys of two or all three.

Payload: Three mini-missiles.



60mm Mobile Multiple Rocket Launch System

This weapon system can only be mounted on trucks or other vehicles with a flatbed cargo design. However, installing it eliminates the use of the cargo area. With the proper tools and expertise, installing or uninstalling the system takes about 10 minutes.

Primary Purpose: Anti-Mecha/Anti-Aircraft.

Secondary Purpose: Anti-Personnel.

Range: One mile (1.6 km).

Mega-Damage: By mini-missile. Standard load is High Explosive Armor Piercing (HEAP) which deals 1D4x10 M.D. per missile.

Rate of Fire: Individually, in pairs, or in volleys of 4 or 6.

Payload: 18 mini-missiles.

Explosives

S.D.C. Damage Hand Grenades

Primary Purpose: Anti-Personnel.

Secondary Purpose: Surgical Strikes and Sabotage.

Weight: One pound (0.45 kg).

Range: 120 feet (36.6 m) thrown.



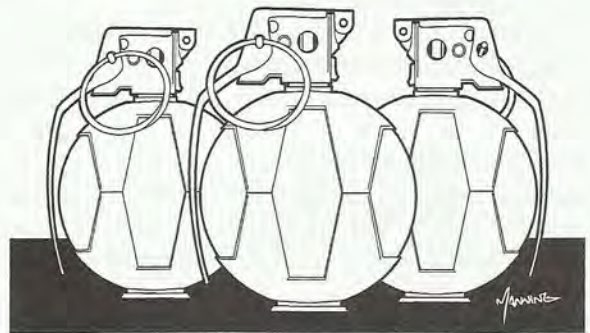
Damage: Varies with type.

Fragmentation S.D.C. Grenade: 1D6x10 S.D.C. damage to everything within a 12 foot (3.6 m) radius.

High explosive S.D.C. Grenade: 2D4x10 M.D. to everything in a five foot (1.5 m) radius.

Smoke Grenade: No damage, but creates a thick cloud of smoke that covers a 30 foot (9.1 m) radius to provide cover, create confusion or mark a target for bombardment. People caught in the smoke cloud without environmental body armor are blinded (-10 to strike, parry and dodge) and have trouble breathing (reduce Spd by 30% and -1 one melee attack). Those in environmental armor or power armor have no trouble breathing and vision penalties are -5 to strike, parry and dodge. Those shooting into or through the smoke are shooting wild. Infrared and passive night-vision optics are blocked by smoke (blind), but thermal imaging optics see through smoke (not blinded). The smoke lasts for 1D4+2 minutes, half that in a strong wind.

Payload: One time use.



Mega-Damage Hand Grenades

Primary Purpose: Anti-Personnel.

Secondary Purpose: Surgical Strikes and Sabotage.

Weight: One pound (0.45 kg).

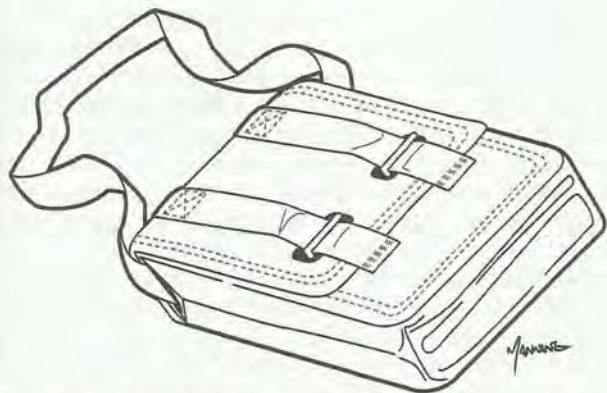
Range: 120 feet (36.6 m) thrown.

Mega-Damage: Varies with type. Fragmentation grenade does 2D6 M.D. to everything within a 12 foot (3.6 m) radius. High Explosive grenade does 5D6 M.D. to everything in a five foot (1.5 m) radius.

Payload: One time use.

Mega-Damage Satchel Charges

This is a heavy explosive that comes in a small backpack style package for ease of carrying – it can be carried by the strap, slung over the shoulder or hooked to a belt, handlebars or hook. The



strap can be undone to tie it around or hook it onto a specific target, pipe, etc. Each satchel charge comes with a built-in timer that can be set to go off in as fast as seven seconds or delayed for several minutes to as long as 12 hours.

Surviving the Invid Invasion

On Earth under Invid occupation, the environment itself, and the lack of services, vital food, medical supplies, and infrastructure kill far more people than the Invid do on a day-to-day basis. Running head-to-head with Invid Shocktroopers is one thing, and can definitely get you killed, but far more people die due to a lack of food, potable water or antibiotics.

In game terms, that means a few things: First, our shattered Earth has become a hostile environment. That means it represents dangers that the player characters should, at least on occasion, have to face. Now, they probably shouldn't be required to keep a log of how much fresh water their characters drink each day; that would quickly get tedious and boring. However, the players should at least be aware they need to carry a sizable supply around with them, possibly on a truck or some other vehicle that carries their extra supplies and ordnance, especially if they travel across the land, rather than fight in the same area from a secret resistance base. Keeping and acquiring precious resources will also apply to food, ammunition, Protoculture/fuel and other necessities.

In classic anime and adventure story style, important objectives are often located in extreme environments and dangerous places that are hard to reach. The bad guys (including the Invid, bandits, etc.) are likely to use harsh and inaccessible locations and environments as one more defense against pesky heroes trying to strike a blow for freedom. An important Invid Hive bristling with Scouts, Troopers and Soldiers is that much more secure if it is set in the side or on top of a sheer cliff or an arctic mountain range. And a band of raiders will sleep a little more comfortably if their secret hideout just happens to be a hidden cave in a dense, dangerous jungle or the ruins of an abandoned city. Hard to reach places in dangerous locales may sometimes also hide untapped treasures and salvage. Everyone in a South American village might know that there's a crashed UEEF ship in a jungle-choked valley near by. But it's about 130 degrees, humid, and loaded with dangerous animals, disease, and some even say, old Zentraedi insurgents, so rarely has anyone ever gone to loot the weapons and supplies contained inside the ship, and those who have tried never returned.

One of the most effective methods of using the environment and lack of infrastructure in a **Robotech® New Generation** campaign is as something to overcome for the sake of others. A whole village could be suffering from an illness that could be easily treated with the right medical supplies, which, unfortunately, are being held in a nearby city of Invid sympathizers, or by Zentraedi insurgents, or bandits, or a cold-hearted group of Robotech Masters holed up at a remote hideout. An Invid Hive may have been built on the only fresh water reservoir for miles around. A number of refugees fleeing an Invid attack may be trapped by heavy

Primary Purpose: Surgical Strikes and Sabotage.

Secondary Purpose: Demolitions.

Weight: 10 pounds (4.5 kg).

Range: Hand placement on the intended target; typically ammo depots, fuel dumps, sensor or communications arrays, bunkers, armored doors and hatches, and other strategic targets. The explosion does damage to everything within a 10 foot (3 m) radius.

Satchel charges are not designed for throwing, but have a decent range of 90 feet (27.4 m) when grasped by the straps, whirled around like a bolo or sling for speed, and let go at the right moment; -1 to strike/land at the desired location/target. Range is a dangerous 30 feet (9.1 m) when tossed without using the straps; best if thrown like a Frisbee.

Mega-Damage: 2D4x10 M.D. per satchel.

Payload: One time use.

snow in the Rockies and will perish unless rescued by a group of freedom fighters or other heroes before the Invid find them or they die from exposure.

The possibilities are endless.

Food and Water

Food. More than even Protoculture, food and water are as precious as gold in most parts of the world. The Earth has been through a lot, and so have its people. Civilization and governments are gone. People are on their own. While the land is coming back from the devastation of three Robotech Wars, food is sometimes a tricky thing to come by. In some areas, the land is good enough for farming and hunting, and there may even be scraggly herds of cattle that survived Dolza's Rain of Death and the Invid's barrage. But at other locations, food is sparse and starvation is plentiful. Even in places where there are plenty of game animals, one must know where to find them and how to hunt them. Mecha is great for fighting alien invaders, but Mega-Damage blasters aren't any good for hunting rabbits, ducks or fish; different weapons and skill sets are needed. Freedom fighters are often nomadic, and frequently never know where their next meal is coming from. So a smart man makes sure he has at least a couple weeks worth of supplies for everybody on his team . . . just in case, and should resupply whenever he can.

The effects of starvation: Lack of food and nutrition makes the character weak and frail. It takes a while for the human body to begin to starve. For the first three days without food, the body still uses energy from glucose. After that, it starts burning its fat reserves. The body starts to suffer the penalties of starvation after P.E. +2D4+4 days without food.

Penalties: Constant stomach ache, lack of energy, feels weak. Reduce P.S., P.P., P.E., and Spd attributes by half, S.D.C. is reduced to zero (M.D.C. characters see their M.D.C. reduced by half), -2 attacks per melee round, combat bonuses are half, and physical exertion tires the character in half the time. Other problems may also arise. Death comes 1D4x10+12 days after the onset of symptoms.

Duration of penalties: Until the victim is weaned back to eating, first liquids, then soft foods, then solid foods. Reduce penalties by half after 1D6+4 days, back to full strength within 2D6+12 days.

Water. Finding drinking water is a bit trickier. There are freshwater streams, rivers and lakes across the planet, but a lot of them are not safe. Many have been polluted by the rusting hulks of war machines, chemical and radiation pollution, or are just naturally undrinkable due to bacteria,



arsenic or other naturally-occurring elements and minerals. It pays to bring water with you, but water is heavy, cumbersome and unwieldy to haul around, so sometimes it makes more sense to bring less, and to have someone who can tell when water is safe to drink, or how to make it safe when it's not.

As a rule, never drink from standing water. Even lake, river, snow and rainwater should be boiled first before consumption. Both the Southern Cross and the UEEF have water testing kits and UEEF personnel are usually supplied with water purification tablets that can be dropped into water to kill common waterborne bacteria. Standard issue for the failed Mars Division invasion forces is a two week supply of tablets. Each tablet treats one gallon of water (3.8 liters). And just because the locals tell you the water's fine, doesn't mean it really is safe to drink. 01-10% They're lying. 11-20% It's wishful thinking on their part. 21-35% They've been drinking contaminated water so long that they've adjusted to it. 36-00% It is fine, but one should always be cautious.

The effects of dehydration: Most humans can go for weeks without food if they have to, but can only last 5-10 days without any water. And that's just sitting still. Make that 4-6 days under hot condition and somebody who is particularly active (i.e. running, walking, fighting, or performing heavy manual labor) can dehydrate himself beyond the point of no return within 1D4+1 days. Heat, wind and lack of shade may also contribute to the problem of dehydration in a desert environment. Having adequate water supplies is critical to all survivors. For game purposes, humans must consume a minimum of two quarts of water (64 ounces/1.9 liters) a day or become dehydrated, double if involved in strenuous activity or working in a hot environment.

Penalties: After two days without water, dehydrated characters have all combat bonuses and number of attacks per melee reduced by half, P.S. and Spd are also reduced by half, and muscles are prone to cramping.

By day three, sustained dehydration results in the victim losing all S.D.C. points and 10% of his total Hit Points (treat M.D.C. as Hit Points for M.D.C. beings). Reduce Hit Points or M.D.C. by an additional 20% for each subsequent 24 hour period without at least one quart of water. After 96 hours (72 hours in a desert), characters will have lost at least

half of their total Hit Points (or M.D.C.), plus Spd is reduced by 90%, attacks/actions per melee round are reduced to one per melee round, and the suffering characters have no initiative and no combat bonuses of any kind! After 120 hours (96 hours in a desert), Hit Points (or M.D.C.) are down significantly and if the dehydrated character does not get at least two quarts of water within the next 2D6 hours (1D6 hours in a desert), he lapses into a coma. After that, unless he gets at least two quarts of water in the next 24 hours, Hit Points or M.D.C. drop to 3D6 points below zero and the victim dies!

Duration of penalties: The effects of dehydration can be reversed pretty rapidly with the proper application of fluids and simple medicine. Can be back to normal in 1D4+1 days.

Note: Full-sized Zentraedi need 20 gallons (75.7 liters) of water for every quart that a human would need. However, due to their sturdy genetic construction, it takes a full-sized Zentraedi three times as long to dehydrate as a human. When micronized, they dehydrate at the same rate as humans.

Hostile Environments

It took mankind about 100,000 years to tame our world to the point where we could live virtually anywhere on the globe comfortably, and it took about 60 seconds for five million Zentraedi warships to undo almost all of that work. And just when the Army of the Southern Cross and the United Earth Government looked to be making headway, the Robotech Masters struck, followed by an even more devastating bombardment of the planet by the Invid. Now, nature has run wild, and the environment is again as much an enemy as the Invid.

The following are rules for some of the most hostile environments on Earth.

Arctic and Severe Winter Weather

There are a number of deadly dangers associated with regions that experience harsh winters, such as the upper Northern Hemisphere, high mountains, and the Arctic and Antarctic zones. Likewise, there are times when freakish winter storms and frigid weather strike much further south to create unexpected hardship. Besides the threat of extreme cold and exposure, there are also the problems of snow and ice, which can affect the ability to travel, find food or shelter, or in the case of extreme events, like blizzards and avalanches, can threaten life and limb.

In many cases, these problems can be avoided by planning ahead before traveling into territories prone to cold and harsh winter weather. Easier said than done, as there are no more weather radar stations to forecast storms nor radio or television broadcasts to warn of weather fronts or dangerous conditions (at least in most areas). That means a winter storm, blizzard, cold snap or ice storm can seem to come out of nowhere with little to no warning, exposing people, especially traveling heroes to a number of threats.

Exhaustion, Exposure to Cold and Hypothermia

Exposure to cold temperatures can shut down and damage the human body. This is known as hypothermia and occurs when a person is exposed to the cold without proper protection for so long that the body is unable to maintain its normal core temperature. The colder the temperatures, the more dangerous the risk of exposure. Wind adds to the overall chilling effect, as does being wet or submerged in cold water. Physical movement helps, but only to a point, and at temperatures below zero, it is no help at all. Exposure and hypothermia cause physical weakness and reduced mobility, decreased awareness, mental delirium, and an inability to perform skills properly.

Effects: A character can survive in the cold for one minute per P.E. attribute point with inadequate protection from the cold, but after that time period, he begins to feel the effects of extreme cold and suffers the following severe penalties: -20% on the performance of all skills, reduce

Spd attribute by 20%, -2 to all Perception Rolls and all combat rolls (initiative, strike, parry, dodge, etc.), and -1 melee attack.

After an equal amount of exposure in the cold, the penalties are compounded by adding the same penalties after each subsequent period of minutes equal to the character's P.E. attribute number. **Note:** In cold and windy conditions hovering near freezing (33-36 degrees Fahrenheit/0.6 to 2.2 C), triple the minutes it takes to suffer from hypothermia and the penalties listed. If wet and in freezing conditions reduce the time by half. If fallen into freezing water, reduce the time to one quarter.

An example: A character with a P.E. of 10 who is not dressed for the cold can survive temperatures between zero and freezing for 10 minutes (one minute per P.E. attribute point). At the end of those 10 minutes he is beginning to feel the numbing effects of exposure to cold and is -20% on the performance of all skills, reduce Spd attribute by 20%, -2 to all Perception Rolls and all combat rolls (initiative, strike, parry, dodge, etc.), and -1 melee attack. He endures these penalties for another 10 minutes (one minute per P.E. attribute point), after which (20 minutes of exposure now) the penalties are -40% on the performance of all skills, reduce Spd attribute by 40%, -4 to all Perception Rolls and all combat rolls, and -2 melee attacks. 10 minutes later, the penalties are increased again, and are now -60% on the performance of all skills, reduce Spd attribute by 60%, -6 to all Perception Rolls and all combat rolls, and -3 melee attacks.

When the freezing character falls to a penalty of -100% on skill performance, he is exhausted, can't move another inch, collapses, and slides into unconsciousness and a coma. Without rescue and medical care in P.E. attribute number x5 minutes, the character *dies*.

Recovery from cold without having lost consciousness: If the victim of exposure to cold/hypothermia is rescued *before* lapsing into unconsciousness, the character requires 2D6+10 hours of complete bed rest and being kept warm, dry and exposed to even heat before he returns to normal health. Until ten hours have passed, all penalties remain in force. After that time, the penalties are reduced by half but linger for 1D4 additional days. Further medical observation, hydration, warmth and rest are recommended. If the character engages in strenuous or prolonged activity before all symptoms/penalties are gone, recuperation takes twice as long and the halved penalties remain in force for the duration. To treat someone at this stage of exposure requires someone with medical knowledge as minimal as the *First Aid* skill.

Recovery from cold after going into a coma: A victim of extreme exhaustion, exposure and hypothermia, to the point that the individual became incapacitated and lapsed into a coma, should be treated by a Paramedic or Medical Doctor (or Holistic doctor) to save his life and avoid complications such as *frostbite*. The character must make a *save vs coma/death* or he will die. Being treated by a character with the Paramedic skill provides a +10% bonus to the save vs coma and death. The Medical Doctor or Holistic Medicine skill provides a bonus of +25% to save. A failed save means death. A successful save means a full recovery, though the character must remain in bed at least 3D6+18 hours before penalties are reduced by half and 1D6+3 days before penalties are gone and the character is feeling like his old self.

Treatment includes hydration, bed rest, and being kept warm. During the initial recovery period, the character cannot exert himself for more than P.E. attribute number x2 minutes at any given time. Such exertion is punishing on the unhealed and traumatized body and brings about a relapse and the return of *full penalties* from which the character requires an *additional* 3D6+18 hours of recuperation. Until then, full penalties remain in force and the character probably sleeps the entire time. Likewise, even after the character is feeling better and penalties are at half, pushing too hard can double the recovery period.

Frostbite: When the tissues of the body begin to freeze due to exposure to cold, it leads to a condition known as frostbite. Frostbite is tissue and nerve damage that starts at the outer extremities as the body draws warm blood inward to protect itself. As a result, the fingers, hands, toes, feet, nose and ears are the first to feel the effects of frostbite. Damage appears as white, cold patches on the skin and the feeling of numbness and pain in those extremities.

Effects: Minor cases of frostbite cause a -10% penalty to the performance of all skills, and the character is -1 to strike and all combat rolls.

Serious frostbite causes a dramatic loss of sensation of touch in hands and feet, inflicts 4D6 S.D.C. damage, reduces Spd by 30%, the victim suffers a -30% penalty to the performance of all skills, and -3 to all combat rolls.

Advanced/severe frostbite can lead to complete loss of sensation in the hands and feet, reduce Spd by 60%, -70% penalty to the performance of all skills, no initiative or Perception Rolls, and -7 to all combat rolls. In the real world, odds are the character would lose at least a few fingers or a hand or foot, as they actually freeze, suffer permanent cellular and nerve damage, get gangrene and need to be amputated before they poison and kill the entire body. In game terms, roll to save vs cold of 14 or better, P.E. bonuses apply. A successful save means a full recovery. A failed roll to save vs cold/frostbite means permanent nerve damage and a permanent penalty of -5% to the performance of all skills and reduce all combat bonuses by one point, but otherwise okay.

Recovery: Treating frostbite in a timely fashion is relatively easy, requiring soaking the affected limb in warm (not hot) water, and keeping the limbs warm and dry after sensation returns. Penalties remain for 2D6 hours. Treating frostbite requires a successful Wilderness Survival or any Medical skill roll. Complications occur from nerve damage, dead tissue, infection and gangrene which, in the real world, requires serious and immediate medical attention. **Note:** Frostbite almost always results from exposure to cold and hypothermia as previously described.



Snow Travel

Snow can create a number of problems and obstacles to deal with.

Reduced Visibility: Snow reduces visibility similar to rain and fog. *Light Snow* reduces visibility to one mile (1.6 km). *Moderate snow* reduces visibility to a half mile (0.8 km). *Heavy Snow* reduces visibility to 1D4x100 feet (30.5 to 122 m) and imposes a -30% to reading sensory equipment and radar. *Blizzard Conditions* reduce visibility to 3D6 feet (0.9 to 5.5 m) and are accompanied by 50-75 mph (80 to 120 km) winds that can break branches and topple trees, create brutal wind chill, cause considerable drifting snow and knock out radar for the duration of the storm.

Snow covers everything and transforms the landscape. Trails of footprints, tracks and roads vanish under a pile of white, cold fluff. Lakes freeze over and may vanish under snow as well. In the post-apocalyptic setting of *New Generation*, there are no snow plows to clear roads or create paths. Following trails and paths, and even roads becomes impos-

sible, and losing one's sense of direction and location is likely during the storm when it is impossible to see the sun or stars. Worse, in winter, the sky may remain a grey wall obscuring the sun and stars for (1D6) days.

In conditions worse than a Light Snow, it is best to find shelter and not travel until after the snow has stopped falling. However, the transformed snow-covered landscape may look very different. Only large landmarks remain, and they may be buried in snow drifts or obscured or transformed by a covering of snow or ice. Even a Moderate to Heavy Snow drastically changes the appearance of the environment. Roll under *Land Navigation* to find one's way. Apply the penalties noted below.

Light Snow: -5% to Land Navigation skill during the snow, -2% after the snow stops.

Moderate Snow: -10% to Land Navigation skill during the snow, -5% after the snow stops.

Heavy Snow: -30% to Land Navigation skill during the snow, -10% after the snow stops.

Blizzard Conditions: -70% to Land Navigation skill during the snow, -25% after the snowstorm ends.

Physical Travel in Deep Snow. Snow can be fun and beautiful, but can also be an impediment and deadly. Traveling through snow reduces speed and requires proper clothing and footwear to avoid exposure and frostbite. Cyclones, ASC power armor, mecha and vehicles all provide internal heating and temperature control, at least as long as the vehicles are running, but even they can have trouble traveling through snow.

Traveling on foot through deep snow can be taxing and tiring, and helps bring on dangerous exhaustion (as noted earlier) from all the extra exertion it requires. Once the snow has stopped falling, the new pristine coating creates an additional problem, it is virtually impossible to cover one's tracks unless it is windy.

In snow a foot deep or deeper, all characters on foot move at half their normal speed and tire twice as fast.

If the snow is up to their waist, travel on foot becomes virtually impossible without a lot of work; reduce speed by 90% and the travelers tire twice as fast. In addition, characters walking in deep snow are at -2 attacks per melee round and are -2 to all combat rolls.

The use of snowshoes gets the characters back up to travel at half their normal speed, while cross-country skis get them traveling at two-thirds their normal speed, but all modes of travel are twice as tiring and the penalties remain in place but at half.

Wheeled vehicles that are not 4x4 or all-terrain utility vehicles cannot travel through deep snow (a foot/0.3 m or more). They get stuck every 2D6 yards (meters) and many freeze up and lose battery power. Fortunately, Cyclones, Veritechs and most mecha are designed to function in all terrains and are able to withstand snow and freezing temperatures, so while their movement may be restricted to some degree, they do not freeze up. *Cyclones* can only travel through deep snow in Battloid mode, and then at only half their running speed.

All-terrain wheeled vehicles like jeeps and trucks are able to travel through snow up to four feet (1.2 m) deep, and then only at 60% of their normal speed.

Hover vehicles such as Hover Tanks and hovercycles are unimpeded by deep snow, able to rise above and hover on top of all but the steepest snowdrifts. However, a hover vehicle traveling this way will blind anyone behind it in a 100 foot (30.5 m) cone of snow kicked up as it passes by. The plume of snow kicked up by hover vehicles is also visible from a long distance depending on the terrain and visibility.

Large, walking mecha, Destroids, Battloids and Invid combat mecha on foot travel at 80% of their normal speed, lose one attack/action per melee round and are -1 on initiative in deep snow, but are otherwise unimpeded due to their large size, weight and humanoid configurations.

Note: Also see piloting penalties for vehicles and mecha in the *Robotech Road Combat Rules* section of this book, starting on page 36.

Other dangers from snow. There are numerous other threats in Arctic and cold weather environments that may come into play in a game. *Avalanches* can bury people even in ASC power armor and mecha for hours. Sliding ice and snow creates loose footing and the potential for slipping, falling and sliding 1D6x10 feet (3 to 18.3 m). Thick snow can

cover *thin ice* which can break under the weight of characters and especially large, heavy mecha, plunging them into icy waters (hypothermia and frostbite set in within 1D6 melee rounds). Blizzards can blind characters, knock out radar for the duration of the storm, and strong winds can break off large branches and topple trees.

Invid and Cold Weather

Although they fought the Robotech Masters on a hundred worlds, the common Invid seems to have never quite gotten the hang of cold weather and its perils, making cold regions attractive to freedom fighters in spite of their inhospitable environment. The lower caste Invid have frequently been tricked onto thin ice and into snow pits, and have been coaxed into firing into frozen lakes they were using to support themselves. Only the Invid Enforcers, Soldiers and human-like high caste Princes and Princesses seem to have a good grasp of the dangers of ice, snow and cold. And they usually gain that knowledge at the expense of a few unfortunate Invid Scouts or Troopers who blunder into human traps or bury themselves in an avalanche while firing their weapons. The Invid mecha themselves, used to traversing the icy blackness of space, are immune to the cold, but they can still fall into icy lakes, get buried in avalanches and be blinded by blizzard conditions, with the usual penalties for falling and blindness (-10 to strike, parry and dodge), as well as loss of attacks from falling and trying to dig themselves out, loss of initiative and other combat penalties.

Human-like high-caste Invid are susceptible to the same problems with cold, exposure and frostbite as humans. However, they rarely leave their mecha for extended periods of time in the wild, and are only likely to be in trouble if they somehow get separated from the other Invid or their war machines.



Deserts

Since the Zentraedi attack, the deserts of Earth have increased significantly in size by an average of 50%. They continued to increase before the Invid invasion due to erosion and other factors, but now seem to have stabilized. There are several major concerns when traveling through desert regions, including dehydration, exposure, heat exhaustion and heat stroke. Dehydration, hypothermia and exposure are detailed in the previous pages of this section.

Heat Exhaustion and Heat Stroke: Heat exhaustion is similar to cold exhaustion and hypothermia, except that in this case, the body is overheating instead of cooling down. Heat exhaustion does not occur until 1D4 days of constant exposure to temperatures of 90 degrees Fahrenheit (32 C) or greater without sufficient water, shade or rest. Warning signs include heavy sweating, paleness, cramping muscles, fatigue, dizziness and nausea.

Effects: Characters who suffer from heat exhaustion are at -25% to all skills, move at half their normal speed, tire twice as quickly and to the point of fainting within 2D6 minutes of heavy exertion and are -2 on initiative, -2 to all combat bonuses, and reduce attacks per melee round by half. Furthermore, characters must make a save vs non-lethal poison

16 or higher) every 2D4 hours or suffer heat stroke, also known as *hyperthermia* (the opposite of hypothermia).

Heat stroke causes the body's temperature to skyrocket, sometimes as high as 106 degrees Fahrenheit (41 C) and causes hallucinations, confusion, disorientation and, if not treated, seizure, coma and death. Characters suffering from heat stroke must make a save vs insanity (16 or higher) every 15 minutes or they begin to see, hear and even smell things that are not there. In addition, they are -80% to all skills, have only one attack per melee round and can barely focus on any activity in which they are trying to engage. They are likely (01-60%) to fall every 10 yards/meters they walk, have no initiative (always treat as a one) and are -6 to all combat rolls. They must make a save vs coma and death every hour and roll 01-33% or the character passes out and slips into a coma, often accompanied by seizures. After the character lapses into a coma, he will die unless removed from the heat and cooled off (more than one victim has been saved by the setting sun and cooling night temperatures). An unconscious character can survive 30 minutes per P.E. attribute point after falling into a heat induced coma.

Recovery: A successful First Aid or Wilderness Survival skill is needed to properly treat *heat exhaustion*, but a Paramedic, Holistic Medicine or Medical Doctor skill roll is required to treat heat stroke. Without proper treatment recovery takes twice as long.

To combat the effects of *heat exhaustion*, the victim must be moved to a cool place, such as an air-conditioned environment (the inside of most mecha will do) and provided with plenty of cool, non-alcoholic beverages, with water or fruit juice preferable, and he should rest for at least 2D6 hours. Cool baths or showers also do wonders.

Treating *heat stroke* also requires getting the victim out of the heat immediately and hydrated with fluids. To cool him down quickly, but safely, immersion in a bath of cool or tepid water is suggested. Fans and ice packs, particularly around the armpits and/or groin, are also excellent ways to reduce body heat. The victim then needs to rest and be cooled, given potassium (if available) and observed. The character is not out of danger until his body temperature drops to at least 101 degrees (38 C).

Travel Through Deserts: Since the Reconstruction period after the First Robotech War, most Earth military vehicles are made for desert conditions. They use advanced forms of radiators that prevent overheating and conserve water. However, constant use and exposure (6+1D6 hours; quadruple for military vehicles) to heat in excess of 100 degrees Fahrenheit (37.7 C) will cause most commercial vehicles to overheat and cause engines to seize, radiators to blow and cause electrical devices, such as sensors, not to function. Advanced mecha, such as Cyclones and Alpha Fighters, have built-in cooling systems and are relatively unaffected by prolonged heat or the extreme temperature changes from day to night.

Penalties: Driving across sand dunes and sandy deserts can be tricky, but manageable, with a penalty of -20% to piloting rolls when driving a vehicle that does not have off-road capabilities, and a -5% when driving a 4x4 or all-terrain vehicle. These penalties can be negated by driving the vehicle at 30% less than its maximum speed, or less. Note that for deserts, Cyclones and Silverbacks counts as all-terrain vehicles and handle the terrain amazingly well even at fast speeds. Hover vehicles are unaffected (no piloting or Spd penalty), but their jets of air create billowing clouds that can be seen up to two miles (3.2 m) away. Battloids and power armor handle the terrain well, but reduce speed by 20% and due to their size, they make obvious targets.

Stony Deserts: The sandy deserts of Africa and the Middle East are the image that comes to the mind of most people when they hear the word "desert." However, most deserts, especially in North and South America, are *stony deserts* – baked and parched earth with a minimum of vegetation. The badlands of Arizona, New Mexico, Nevada, Utah and Peru are "stony deserts" where the ground is dry, dusty, and cracked, rainfall is minimal, vegetation is largely bits of scrub and cactus, and temperatures can reach 120 degrees Fahrenheit (48.8 C) during the day and drop below freezing at night. Death Valley is a stony desert.

Though there are no shifting sand dunes, the wind can whip up dust storms as brutal as any sandstorm and the heat and lack of shade are just as dangerous. For the purpose of the game, travel across a Stony Desert is the equivalent of riding on a gravel road. It is uneven, sprinkled with pebbles and rocks (some places worse than others) and pockmarked with clumps of desert grass, patches of scrub, and cactus large and small, all of which hinder travel. Same penalties as the sandy desert.

Other dangers in the desert. Besides the risk of heat exposure during the day, cold at night, and dying of thirst or starvation, there may be poisonous snakes and spiders as well as bandits and bushwhackers.

Sandstorms can whip up without warning (most last 1D4 hours, but some can last 6D6 hours). Sandstorms are as bad as blizzards and blind any characters without protective eye-wear (goggles, helmet with visor, etc.), make talking difficult, cover tracks, trails, roads and landmarks as well as vehicles and gear left outside. They also create shifting sand dunes, and scour the skin. A typical sandstorm reduces visibility to a few hundred yards/meters and anyone caught in a sandstorm is -5 to initiative, strike, parry, dodge in close combat, long-range attacks beyond 400 feet (122 m) are at -10 to strike, radar and other sensor systems and communications are knocked out for the duration of the storm (2D4 hours) and skill performance in the storm is -30%. Unprotected skin (anything less than moderate clothing) takes 1D6 S.D.C. damage per melee round. Dust and sandstorms may also clog air intake valves and thrusters, and impeded flying.

Invid and Deserts

The Invid seem to be virtually unimpeded in deserts and often hide in sand dunes or under wreckage and debris to ambush unsuspecting freedom fighters. Dust and sandstorms can disrupt Invid optics, sensors and vision the same as humans, and force them to walk instead of fly. The heat has no effect on Invid mecha, though the human-like high caste Invid are just as vulnerable to dehydration, starvation and heat exhaustion as any other human when outside of their mecha. The other types of Invid seem to derive all the water they need from the nutrient baths filling their cockpits and can operate for prolonged periods of time in high heat without discomfort.

Supplies and Salvage

Vital to any fighting force is the ability to feed and arm its soldiers. "Guns and butter," as the saying goes. It is doubly important when fighting an asymmetrical (uneven) war where the enemy has a huge resource and numerical advantage, like the Invid have on Earth. A soldier who is starving or who is out of bullets isn't a very effective warrior. A mecha without fuel or ammunition is simply a big, immobile target.

Resistance fighters on Earth do not have weapons factories to make new guns and mecha, nor advanced refueling facilities and bases where they can fuel up, rearm or catch a safe night's sleep. They are on their own in hostile territory, with only the tenuous infrastructure built up by small, decentralized resistance networks. At best they may have a small safe house or two in a friendly town, a cave hidden in the wilderness, and a few well-hidden caches of extra ammunition or Protoculture cells. At worst, all they have is what they can carry on their backs. Eventually, one way or the other, they are going to need more food, more fuel, more ammunition, supplies and replacement mecha, armor and weapons.

There are a number of ways to get supplies. You can make them yourself, salvage them from the environment, trade, buy and beg for them from fellow humans, or steal them from the enemy.

Make It Yourself: Unfortunately, the high-tech level of Robotech technology means that there is little chance of making adequate weaponry or ammunition for the fight against the Invid. However, with the right skills, resistance fighters can keep themselves fed and supplied with drinking water. In addition, the right skills can at least allow a warrior to repair, augment and modify his own mecha and gear, as well as salvage spare parts from damaged equipment he might find.

Important do-it-yourself skills include Basic Electronics, Basic Mechanics, Brewing, Carpentry, Cooking, Dowsing, First Aid, Fishing, Gardening, General Repair & Maintenance, Holistic Medicine, Hunting, Identify Fruits and Plants, Preserve Food, Recycling, Salvage, Sewing, Track and Trap Animals, or any other Mechanical and Electrical skills.

Salvage: The Invid are not even remotely thorough when it comes to cleaning up after themselves or others. Beyond safeguarding their Protoculture storage facilities, they have little grasp of what's needed to deny their enemies supplies and armaments. This means that they leave ruins of military bases, garages, stores, warehouses, homes and even downed starships filled with mecha and supplies relatively untouched. Once they destroyed the fortifications and obvious military bases of the Army of the Southern Cross and drove away personnel, they never went through them and cleaned them out of the weapons, supplies and mecha that remained. Destroyed mecha and combat vehicles are left in the field with missiles and salvageable parts still in the launcher and extra Protoculture fuel cells in the cargo bay. The bodies of soldiers and resistance fighters are left where they fell, guns, grenades, and armor still strapped to their corpses. Early in the resistance, battlefields, downed spacecraft and shattered military bases were a grim bonanza. All resistance fighters had to do was go to the site of a battle once the Invid had gone and pick the place clean.

By the time the Mars Expeditionary Forces got to Earth, all the obvious salvage sites had been looted and resistance forces were getting desperate. It seemed that each time supplies ran desperately thin, another Expeditionary Force arrived in Earth orbit. Though the newly arriving space forces were wiped out, many of the spacecraft crashed on Earth. Even those disabled in space kept heading right towards Earth, and though savaged by the Invid, and damaged further when they crashed, most wrecked ships crashed intact enough that many of the weapons, armor and even mecha aboard survived re-entry. Some resistance fighters think of the Mars Division attacks as the most expensive (in terms of loss of life) resupply missions in history.

Getting those supplies once they fall from the sky can be dangerous. First, you were probably not the only one to see a massive starship plummet from the sky, burning white hot on re-entry and trailing massive columns of smoke and debris before slamming into the landscape. Meteors that hit Earth's atmosphere the size of a basketball often make fireballs seen across multiple states or countries. Imagine how visible a crashing *Garfish* would be, and how far away it could be seen. This means the Invid saw it too, and while they're not too bright about destroying mecha and weapons in the wreckage, they will increase patrols around a downed ship for 2D6 hours after the crash. If there is no activity around the crash site, they leave. If humans show an interest in the crashed spaceship, the Invid linger for 1D4+1 days and attack and destroy anybody attempting to get salvage from the wreckage. After interest and activity around the downed space vessel stops for a few days, the Invid are satisfied and leave the area.

Second, rival Freedom Fighters, Patchers, scavengers, bandits, opportunists and possibly Invid sympathizers are likely to have seen the crash and target it for (eventual) salvage. So now you have a choice: Do you rush in to be first and probably go head-to-head with an Invid patrol on the off-chance there is good salvage? Or do you wait, and risk another group salvaging the good stuff first or coming in and fighting you for it? This can lead to some great adventures, where the rewards could be great, and the danger intense.

Getting there is half the fun. Finding a UEEF spaceship that went down can be harder than you expect. Unless you're close by, it's often hard to estimate where the ship hit the ground unless it caused a forest fire or came to rest on high ground. You know it was between your camp and those mountains to the east, but did it crash 20 miles (32 km) away, or 50 (80 km)?

Once you find the ship, getting inside could be a problem, or it might be already claimed by other survivors, or inhabited by a wild animal or human squatters or a monster from a Genesis Pit. Let us assume getting inside is not an issue, now your characters have to explore the interior and find what they're looking for. Maybe your player group finds a half

dozen Cyclones inside a Horizon-T cargo hold along with some extra weapons and ammo. Now, you have to get the salvage out. In the case of the Cyclones, that may be a matter of getting them running or loaded onto a vehicle and getting out of there before trouble arrives. Sounds simple, right?

Sure, until you realize the wreck is still cherry-red hot from re-entry, or it crashed and melted halfway through a glacier, or it is balanced precariously on the edge of a cliff. There's also a good chance that it didn't land upright. It could be upside down, or driven into the ground like a spike, meaning you might have to rappel down hallways that have now turned into perilous chutes filled with jagged metal. You might be 100 feet (30.5 m) deep down into the hull of an Ikazuchi, dangling from a rope, when a Heavy Invid Patrol arrives. And that Alpha Fighter you find inside the Ikazuchi wreck could be trapped under tons of metal in a cargo hold with no way out. What then? Do you attempt to blow a hole in the hull with explosives, take hours or maybe days to cut a way out with a welding torch? Or give up and pick the ship clean of spare parts, weapons and fuel before moving on?

What happens if your group and a rival group or bandits get there at the same time? Do you fight? Share? Negotiate? Barter? And what do you do when they double back and attempt to stab you in the back and steal everything for themselves? Remember, combat could bring the Invid to investigate.

Salvage operations do not just have to be limited to UEEF ships. There are still secret and hidden bases of the Army of the Southern Cross scattered across the globe, there are crashed Southern Cross shuttles, Robotech Master vessels and even aging Zentraedi wrecks undiscovered in dark corners of the world where few people have walked. All of them could contain valuable supplies and treasure, as well as life-threatening perils and mystery.

Useful skills for salvage operations include, but are not limited to, Climbing, Detect Concealment, Excavation and Rescue, Jury-Rig, Navigation, Recognize Weapon Quality, Recycling, Salvage, Spelunking and Wilderness Survival.

Buying, Selling and Trading

One obvious way to get supplies is to buy them or trade for them. That's usually the most common way to get things, particularly mundane supplies like medicine, food and water, or even a warm bed for the night. However, there is no world economy. Nobody's printing money anymore and most precious metals and gems are not that valuable to most people. And even in the few places that try to use money, gold coins or some other form of currency, there's no established value to things.

What that means is that in one town, a canister of Protoculture could cost you an ounce of gold, and in another town, it could cost 10,000 New Dollars. The prices are totally unrelated and completely based on the local economy, supply and demand. Nobody cares if you bought a gallon of water for a clip of bullets in *Canyon City*, they cost triple that in the nation state of *New Yellowstone*.

The two most common forms of currency are Protoculture cells and gold. Ammunition, medicine, food, spare parts for vehicles and machinery are also desirable trade items. Many of the larger cities or communities, with no real way to get *Protoculture* for themselves unless they're allied with – or stealing from – the Invid, will accept Protoculture cells from visitors in exchange for scrip, which is local currency that isn't any good anywhere else but in the city.

Buying with local scrip works like this: A group arrives at a city and goes to either the city hall or another designated money changer. In many cases, the money changers are on the edge of town (and heavily guarded). They're required to check heavy weapons in lock boxes, park any armed vehicles outside and then are invited to trade Protoculture for scrip. Each city has its own rate per canister of Protoculture. In most cases, one canister commands a good price and gets a person fairly far; 1D4x1,000 dollars. In return they get a pile of local paper money or coins that they can then use to buy supplies, services, or whatever, in the city. Any scrip they have when they leave they are stuck with (maybe to

use again if they ever get back to the town). Remember, local scrip usually isn't good anywhere else.

When our heroes enter a community, they can sell other stuff for more scrip from local vendors, but cannot sell the scrip back to get Protoculture. Most cities do not sell Protoculture either, it's just too precious. The Protoculture they collect is for the city's own use. In most cases, the Invid are aware of the activities of the city, but since cities do not use the Protoculture to power war machines (only power plants and unarmed vehicles), the Invid tend to ignore them. Invid patrols are usually a bit heavier, performing the random fly-over a couple times a day to make sure the humans don't do anything stupid, like supporting the resistance, attacking Invid, or using Protoculture-powered mecha.

Gold is still another universal currency in many places. Very few people are digging it out of the ground anymore, but ruins across the planet still contain melted piles of the stuff if you want to take the time and filter through it all and purify it. The United Earth Government (UEG) conducted a massive collection effort at one point in order to recreate a world economy based on a new gold standard, and had a sizable cache of gold bars gathered from the ruins of Fort Knox and the Federal Reserve Bank of New York (which had 5,000 metric tons of gold at the time of the Zentraedi attack on Earth). New York City was one of the few places that happened to be spared much of the devastation that struck the rest of the planet. With the fall of the UEG and the Army of the Southern Cross, that gold got spread out across North and South America.

Another surprising source of gold (and sometimes Protoculture) are wrecked Zentraedi star cruisers. Gold is an excellent conductor, the most malleable and ductile pure metal on Earth, and has excellent resistance to oxidization (rust), so the Robotech Masters made use of it in Zentraedi ships as well as their own. Since Zentraedi ships were so big, there's a good chance of finding a fair amount of gold in one, even after all this time. Wiring, certain special fittings, and particular circuit boards and components often contain easy to extract bits of gold (up to 1D8 pounds of it) which can then be traded in most communities based on weight. Successful Spacecraft Mechanics and Salvage skill rolls are needed to find and collect the gold, assuming the ship hasn't already been looted.

If a character doesn't have gold or Protoculture, he can always trade less precious items for the goods and services he needs or desires. There is always a need for building materials, spare parts, medicine, blankets, clothing, animal furs, types of food and spices, livestock and other basics of life.

Work for trade: Adventurers, resistance fighters and wandering heroes can also work for pay or in trade for specific goods. There are lots of things communities or merchants need done. Many of the services can lead to great adventures, dangers and potentially even larger rewards or gains in the war against the Invid.

Helping post-invasion communities can lead to greater discoveries and rewards, such as bandits who had an old Army of the Southern Cross Logan Veritech, or finding out that the pack of giant mutant reptiles killing a farm's livestock are escapees from a nearby Genesis Pit, or finding the secret location of an Invid Hive, or weapons cache, or old ASC military base, or making friends with a community that, in gratitude, turns over an important map, bit of info, missiles or several canisters of Protoculture, or who offer to hide our heroes from the Invid in the future.

Remember, these types of side adventures and details should not be used to bog the game down, but rather as a gateway to countless adventures which can be far more interesting than continuous combat with Invid patrols day in and day out.

Some examples include:

Guards and escort. Escorting a merchant to a faraway town. It is a hostile world, and mecha escorts to protect against bandits and Invid are welcomed. Pay is fair to good.

Manual labor. When all else fails, there is probably manual labor that needs to be done someplace. Pay is probably low, and work may range from farming, digging ditches or chopping wood to building fences, repairing buildings and toting crates. There's nothing wrong with a good day's work. Working with a community to build something

that helps the community is a good way to win their lasting favor, make friends and get information.

Mechanics and electricians. People who can fix vehicles, mecha, farm equipment, electrical generators, and machines are always in high demand and able to find contract work at most communities. Pay is good to very good; high for mecha repair and other highly skilled work.

Medical services. Doctors, nurses and healers are always needed and welcomed in the shattered post-apocalyptic world, as are veterinarians. Pay is very good to excellent.

Message, mail and/or package delivery. With the infrastructure and satellites of the civilized world knocked out, messenger services are popping up like weeds. However, finding a reliable message delivery service and safe delivery of precious packages is still the exception, not the rule. A team of heroes with Cyclones or Alphas may be just what the customer needs. Pay is good to excellent; the more dangerous the route or assignment, the better the pay.

Police and protection work. Thieves, bushwhackers and brigands abound these days. Some bushwhack travelers and merchant caravans, others try to shake down communities as part of a "protection racket," while still others ride into town like hungry locusts, stealing whatever they want and killing anyone who gets in their way. As a result, there is often a need for lawmen and heroes willing to put their lives on the line to battle evil and help and protect others. Heroes may be hired to bring murderers, kidnappers, horse thieves, rustlers and other villains to justice or to defend a town from marauding gangs and raiders. Pay is good to excellent; the more dangerous the environment or mission, the better the pay.

Recovery. Heroes in mecha or obvious soldiers may be hired to recovering stolen goods (or people) from bandits or Invid, or retake land taken by rival businesses, communities or enemies. Pay is good to excellent; the more dangerous the environment or mission, the better the pay.

Retrieving valuable relics from ruins. While this may include the obvious such as pre-Invid War technology such as weapons, medicine, power generators, clothing and vehicles, it also includes books, instruction manuals, schematics, maps, and all types of data about farming, building, medicine, wilderness survival and so on. Children's books and toys might also be appreciated.

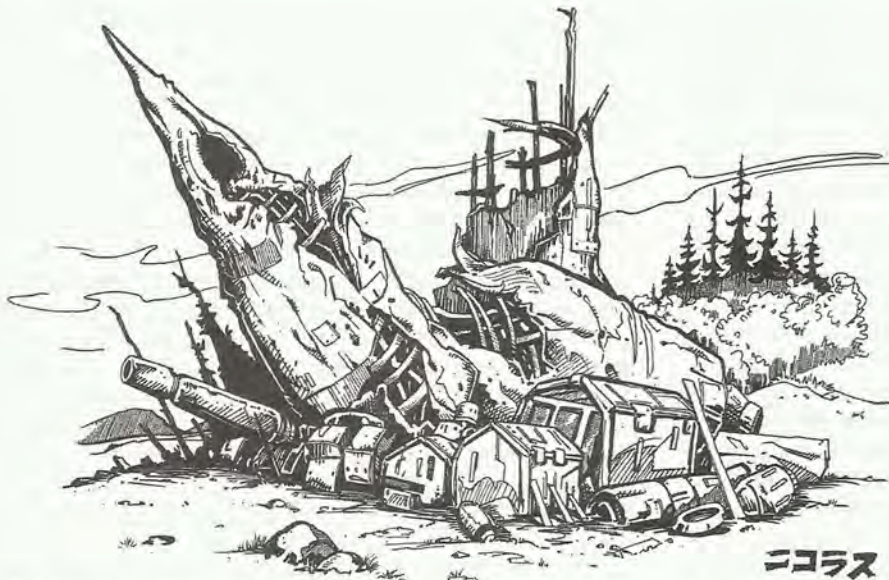
Other items salvaged from the ruins of the past that are likely to win favor and have trade value include alcohol, particularly fine wines and aged whiskey, tobacco, jewelry and other select luxury items. This is similar to, but different from scrounging.

Search and rescue missions. Whether it is a lost child, Invid abduction or kidnap victim, heroes who know how to track are needed. Pay is good to very good; the more dangerous the environment or mission, the better the pay.

Scrounging. Tracking down and acquiring a vital component at or under budget; may include the mundane, like as medicine, food or parts for a generator or water filtration system, to contraband to dangerous acquisitions such as Protoculture, mecha, missiles and other type of munitions, spare parts for mecha, or other items important to a particular town. Being a good scrounger – someone who can find whatever a client needs or wants – requires skill and cunning.

Random Military Salvage Recovery Tables

The following tables are a quick and easy way to determine what our heroes recover from the wrecks of downed starships and old military bases. They work best when rolled into the exploration of the ship, which could be fraught with danger and difficulty. Of course, adventures in old bases and wrecked starships can also be an excellent way of providing the player group with *specific gear* necessary to their own survival or the plot of an ongoing campaign, in which case, the lists are not necessary or may serve to provide ideas. G.M.s should feel free to ignore rolls that provide the players with gear that may unbalance the campaign.



UEEF Crash Site Random Salvage Table

Roll once on this chart when the wreck is a crashed Horizon-T, twice for a Garfish-class Light Cruiser, and three times for an Ikazuchi-class Carrier. For every player character in the group that makes a successful Salvage roll, the group (or G.M.) should roll on the chart one extra time. (Note that no matter what you roll, only one Alpha Fighter and Beta Fighter can be recovered from a Horizon-T. That's all they carry.)

- 01-05%** 1D4x10 UEEF Military Survival Packs with food rations and drinking water.
- 06-10%** 1D6x10 Protoculture fuel cells.
- 11-15%** 3D6+3 Protoculture Energy Clips (PE-Clips) for weapons.
- 16-20%** 4D6+4 plasma mini-missiles.
- 21-25%** 6D6 High Explosive mini-missiles.
- 26-30%** A crate of 1D4x10 short-range High Explosive (medium) missiles.
- 31-35%** 2D4+1 D-40 Cobalt Limpet Mines or M.D. Satchel Charges.
- 36-40%** 1D4+1 H-90 Gallant weapon systems and 1D6 smoke grenades.
- 41-45%** 1D4 sets of undamaged CVR-3 combat armor.
- 46-50%** EP-37, 60mm Pulse Beam Rifle with 1D4 Protoculture magazines/PE-Clips.
- 51-55%** A completely armed, fueled and undamaged VR-052F Heavy Assault Cyclone and 2D4 additional High Explosive mini-missiles.
- 56-60%** One armed and fueled VR-052F Heavy Assault Cyclone with 1D4x10 M.D. damage and missing the EP-37 60mm Pulse Beam Rifle.
- 61-65%** One pristine VR-052T Infantry Assault Cyclone, fueled but with no extra Protoculture E-Clips for the EP-40 Ion Pulse Pistol.
- 66-70%** One VR-030A Speedster Veritech Motorcycle, armed and fueled, but with 1D4x10 M.D. damage.
- 71-75%** One VR-041H "Saber" Veritech Motorcycle, fueled and undamaged, but with no missiles loaded. May substitute with the Silverback.
- 76-80%** Somewhat damaged (-6D6x10 M.D.C.) Alpha Fighter, fueled and with 2D4x10% of its missiles and all of its gun pod ammunition. May substitute with an MBR-12 Mk. II Condor Battloid.
- 81-85%** Moderately damaged (-2D6x10 M.D.C.) Beta Fighter, with no Protoculture cells, but all of its missiles, ammo, and a full bomb load. May substitute with a ZBR-10 Mk. I Bioroid Interceptor.
- 86-90%** Undamaged Alpha Fighter with no fuel cells or ammunition.
- 91-95%** Undamaged Beta Fighter with no fuel cells or ammunition.
- 96-00%** Jackpot! A fully fueled, armed and undamaged Alpha *and* Beta Fighter combination, plus 2D4 extra Protoculture fuel cells and 2D6 extra mini-missiles.

Army of the Southern Cross (ASC) Military Facility Random Salvage Table

These places were the hardest hit, most well known, and first to be looted. As a result, finding true treasure is rare or takes a lot of time digging through rubble. However, those who take the time can walk away with weapons, supplies and even mecha. Roll once for any ASC military base (any size). For every player character in the group that makes a successful Salvage skill roll, the group (or G.M.) should roll on the chart one extra time, up to a maximum of three rolls. All of these items can be found in the **Robotech®: The Masters Saga Sourcebook**.

- 01-05%** 6D6 ASC Emergency Survival Packs.
- 06-10%** 2D4 CB-S Tactical Shields and 2D4 hand grenades.
- 11-15%** One undamaged EU-11 Gun Pod (can be recharged by connecting it to any large Veritech's power supply).
- 16-20%** 3D4 medium-range high explosive missiles.
- 21-25%** 1D4x10 short-range plasma missiles.
- 26-30%** 1D4 M-32 Light Hovercycles with 3D6 M.D. damage to the main body, but in otherwise working condition.
- 31-35%** 1D4 LAR-10, 7.62 mm Laser Assault Rifles.
- 36-40%** Two suits of CBR Mk. 2 Heavy Armor.
- 41-45%** 1D4+1 suits of CBR Mk. 2E Light Armor.
- 46-50%** Two tons of ceramic armor plating (can be used to make 500 M.D.C. worth of repairs).
- 51-55%** One Ajax Veritech Helicopter with no missiles and -2D4x10 M.D.C. to the main body.
- 56-60%** One lightly damaged (-4D6 M.D.C.) Fenris Heavy Powered Armor, its standard issue weapon and 1D6 hand grenades.
- 61-65%** Two severely damaged Spartas Hover Tanks with the 125mm Particle Cannons (both can be scavenged to create one undamaged tank, but it will take a well-equipped garage or shop and about a week of work, not to mention at least one Patcher, preferably two).
- 66-70%** 2D4 long-range multi-warhead plasma missiles.
- 71-75%** Lightly damaged (-5D6 M.D.C.) Logan Veritech Fighter fully armed with short-range missiles, plus 1D4 extra missiles.
- 76-80%** A dusty, but undamaged AHR-15 Phantom hover jet (requires an overhaul by someone with Aircraft Mechanics), fully armed.
- 81-85%** One undamaged APR-4 Golem Autonomous Patrol Robot.
- 86-90%** One undamaged VHR-2 Myrmidon Light Hover Recon Mecha, but it requires a full overhaul due to neglect before it will run.
- 91-95%** One undamaged Ajax Veritech Helicopter armed with two mini-missile pods, but it requires a full overhaul due to neglect before it will run.
- 96-00%** One undamaged Spartas Hover Tank armed with HEAT rounds in the 105 mm cannon, fueled up and ready for action.

Invid Occupied Earth

Our home world under Invid occupation, except for the general shape of the landmasses, is almost unrecognizable from what it was in the 20th Century, before the SDF-1 plummeted from the heavens like a herald of the coming apocalypse.

The First Robotech War. The Zentraedi assault radically changed the planet, destroying 70 percent of the surface, wiping out entire species, irradiating and flattening whole regions, while leaving some virtually intact to attempt to fill in the gap.

The Second Robotech War. Humanity had made little headway before the *Robotech Masters* came, and while they did not do as much physical damage to the Earth as their giant warriors, they did succeed in destroying the United Earth Government (UEG) and leaving the Army of the Southern Cross (ASC) scattered, leaderless and ill-prepared for the Invid invasion.

The Third Robotech War. The Invid's initial assault was only less catastrophic than the Zentraedi bombardment in the sense that there was not that much left to destroy and they primarily targeted military compounds and cities. Like vultures of steel descending upon a rotting carcass, they annihilated the few scraps of human society clinging to the bones of a once great civilization. But the Invid's goals were different from the Zentraedi or the Robotech Masters. They came to occupy, to pacify, and to control. Why? Because here was the one planet in the cosmos besides their beloved and despoiled Optera where the *Flower of Life* grew in abundance, so they were careful not to ravage the planet itself. Only its last few stalwart defenders and population centers were targeted.

The Invid's idea of control over humans is similar to what a swarm of angry bees consider control: stinging until it stops resisting or moving, then ignoring it. The Invid gathered, and still occasionally gather, slaves to work massive fields of the Flower of Life and Protoculture factories, but could care less what the tattered and battered remains of humanity do, as long as their actions do not involve the use of Protoculture, the destruction of the Flower of Life, or resistance to Invid control.

This has led to a period in Earth's history unlike any that has come before. It is mankind's nature to try and control his surroundings, ensure his dominance and protect what he has for himself and his children. But how do you do that when putting your neck out too far means getting it shot off by an unforgiving alien overlord? There are three answers to this riddle. The first is surrendering to the enemy, wholly or in part, and living with the hope that your new masters' benevolence is one that many communities follow. The second option is to try to be as invisible as possible to both the Invid and the rest of the world. The third is to fight. Far, far too many follow the first option, particularly large and thriving communities that appear to have many of the modern conveniences of previous generations. Far too few follow the third option, if only because most of them fall to the Invid in short order. The rest struggle to fit into the shrinking gap in the middle.

Freedom fighters and wandering heroes will find most communities fit into one of those three categories. Being able to figure out which category a town, city or village fits into can mean the difference between life and death.

Large cities are few and far between. In most cases, such as Manhattan Island, the city is built on the bones of a previous metropolis that survived at least partially intact through the multiple invasions. Almost in every case, if a large city is not directly controlled by the Invid – who use the people as a source of slave labor, fodder for their experiments and as bait in a trap for freedom fighters – then it is probably controlled by Invid sympathizers. Invid patrols in or near large cities are often conducted on a frequent basis, and there is always somebody around willing to sell out soldiers and rebels to the Invid for a few rations of food, water, or whatever power over their fellow man the Invid deign to give them.

However, large cities are also some of the best places to get supplies and information. We are still a social species, and the lure of re-inhabited cities gives survivors at least the illusion of security and home. Most are, for lack of a better word, stable communities with one or more forces claiming rule over all or parts of the city. Raiders and bandits are outnumbered and outnumbered at large cities, and somebody (or several somebodies) is in control, even if it's the Invid or one of their lackeys. That means merchants can sell their wares without having to worry about being robbed and murdered on the road. People have jobs to go to from day to day, and there is likely to be some form of local currency. Large cities may even have Protoculture factories and/or storage facilities that they maintain for their Invid masters in return for rations of Protoculture cells to fuel civilian vehicles, power stations and everything else needed to keep the city running, but always at a bare minimum. This means that most resistance fighters are going to want to go into large cities undercover, hiding their advanced weaponry and their intentions of battling the Invid.

Large cities are good sources for food, water, information and potentially, Protoculture, if you're brave and skilled enough to rob a Protoculture storage facility or hold up a few city vehicles for their power cells. However, it could also mean destruction by the Invid or by sympathizers if freedom fighters make the slightest mistake. In any case, large cities are both rare and not places freedom fighters will remain in for long, although most have some small freedom fighter network that dares to operate right under the noses of the Invid. Only about 2% are openly anti-Invid, with another 10% secretly against them. The rest are either Invid slaves, sympathizers or just too afraid or selfish to oppose them.

Medium-sized communities, the size of a small city or large town, are usually either Invid sympathizer-controlled or doing their best to stay off the radar. They have enough guns and sheer numbers to protect themselves from raiders or bandits, while making sure to avoid the use of heavy war machines, like ASC Battloids, Alpha Fighters, and other big mecha which will attract the Invid. If they have a few Cyclones, they are used sparingly and never when Invid are around.

Many of these communities are located in the remains of small cities built during the Reconstruction period following the first Zentraedi attack or during the short-lived reign of the UEG (United Earth Government) and the Army of the Southern Cross. They are a good resource for basic supplies like food, water, ammunition and repairs to civilian vehicles, but are not places one is likely to pick up more than a couple canisters of Protoculture or get military hardware larger than a Cyclone fixed.

Medium-sized towns and cities are usually insular communities that don't take well to strangers unless they've proven themselves to be reliable, trustworthy, and unlikely to make waves. While the townspeople usually do not like visitors, almost none of these towns can afford to turn away people with valuable trade goods and skills; mechanics, engineers and doctors are often treated like kings. As a result, there is a balancing act of enticing travelers with goods and skills the community needs and giving the cold shoulder to outsiders whom the townspeople see as having little or no value or representing a potential threat. The latter includes resistance fighters whose presence might bring them trouble with the Invid. Of course, whether the community has sold out to the Invid, is hiding out from the aliens, or hates the invaders and supports the resistance makes a big difference in how freedom fighter groups are welcomed. Only about 10% are openly anti-Invid, with another 25% secretly against them.

Small communities and villages run the gamut. Many are small enough to be self-sufficient and live off the land and off the grid, making visitors, generally, unwelcome. Other small communities desperately try to entice anyone passing through to stay awhile and trade goods for what

meager services and comforts the town can offer. Few have anything worthwhile besides a warm bed, food and water, and maybe entertainment, but for resistance fighters and adventurers on the go, that can be enticing all by itself. Small communities have another thing going for them, they are the least likely to be Invid sympathizers and many are happy to help and support anyone who opposes the aliens. Quite frankly, if you're willing to sell out the rest of humanity, you can go elsewhere and live better. A good third are openly anti-Invid, with another third secretly against them.

There are a number of these communities which are secretly home to groups of resistance fighters. In remote enough regions, where the Invid have little interest and a light presence, one can find small towns of people wearing Army of the Southern Cross or even UEEF gear in the open and with pride. In those instances, freedom fighters may find a temporary oasis from the hostility and indifference that has blanketed much of the world. Freedom fighter towns are always looking for new recruits, skilled fighters to perform missions for them, or in a few unfortunate cases, are willing to bushwhack other travelers for their mecha and supplies in order to fuel their own war effort. Of course, there is always the threat that the Invid will find out about a freedom fighter town and destroy it without warning. More than a few rebels have arrived at a spot on the map where a "free town" was supposed to exist to find nothing but burned out buildings and melted mecha and vehicles.

As always, some small communities are too afraid to raise their hand against the Invid. For others it is all they can do to just keep the town or village on its feet, and they don't have the resources to fight the hated Invid. Only a small percentage (less than 5%) are Invid sympathizers.

Not all small communities are patriots or well intentioned. Some are run entirely by bandits, pirates and raiders. In some cases, these are places of debauchery and mayhem where the vilest dregs of humanity have gathered to indulge themselves and celebrate the lawlessness of the land. In other cases, they pretend to be quiet, simple little communities or trading posts, luring travelers into their streets where a deadly trap can be sprung to deprive them of their possessions and usually their lives. In other cases, the community may welcome and embrace travelers, especially fighters, freedom fighters and heroes, and offer a wide range of services (medical, mecha repair, etc.) and entertainment for trade. Ironically, these hell holes are often well-supplied with armor, weapons and even Protoculture that they've "acquired" and are happy to sell and trade. All are rough and tumble places where might makes right, and the reigning power is the strongest and most ruthless gang. More than one resistance group has specifically targeted bands of marauders who use such bandit towns as their home base, and some even attack bandit towns in order to resupply and rid the area of the two-legged vermin. Sometimes, those resistance fighters who take on bandits, wild gangs and roughnecks on the behalf of peaceful communities are more celebrated in the region than those who fight the Invid.

A Global Overview

With the loss of recognized borders, countries, governments and law, the world has become a hard and dangerous place, divided primarily by geographic regions, each of which has fared differently under the claws of Invid control. In many places anarchy, if not the Invid, reigns. Thus, brave men and women who stand up for the weak and innocent, and fight for justice and order, are welcomed at most communities, and may find themselves exalted as heroes of renown and champions of the people.

North America

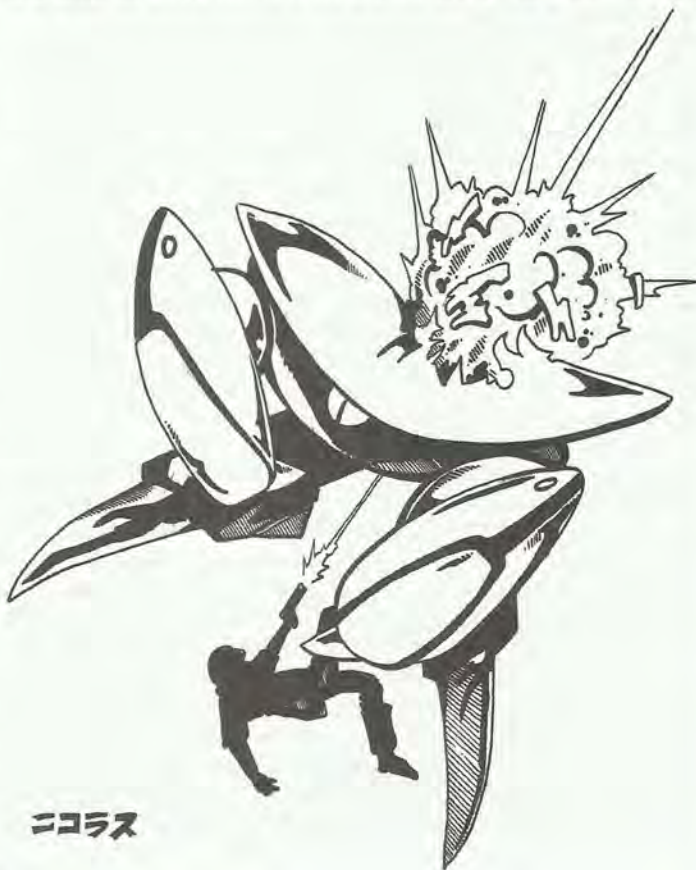
This is the bastion of Invid control. It is here the Regess orchestrates the control of Earth from the dreaded Invid Super-Hive at **Reflex Point**. Her Hive headquarters is nestled in the midst of the Great Lakes with a network of interconnected satellite Hives stretching from the northern parts of Michigan's Lower Peninsula to parts of Ohio and Indiana. This

is because North America is the most fertile growing place for the *Invid Flower of Life*. It is here that the ruins of the **SDF-1** and the **Protocol Culture Matrix** were destroyed by Zor Prime, spreading the spores of the Flower of Life far and wide. The flower grows like a weed, with lush purple and green fields of the stuff spreading from the former plains states east of the Rockies, across the Midwest and pushing almost to the swamps of Louisiana, Georgia and Florida. It is here that the most expansive Invid slave farms and Protoculture factories are found. Due both to the number of humans in Invid servitude and the known importance of Reflex Point, it is also a hotbed of *rebel activity*.

The Invid presence in North America is heavy and hostile. There are a number of stand-alone Hives along the coastlines and in the former plains states between the Mississippi River and the Rockies, but the Invid in the central part of North America are based almost entirely out of Reflex Point and its satellite Hives. Invid patrols are thick and they are more likely to attack large groups of travelers without provocation than in any other part of the world. The only area that appears to be somewhat spared of a heavy Invid presence is the West Coast and arid parts of the old western territories of the United States. The Invid Flower of Life is not common there, and the Invid treat the Rockies as a natural barrier, mostly unconcerned about what happens on the other side of the mountains.

The most unusual of the North American Hives are the strange, stalk-like **Communication Hives** arrayed in a loose ring around *Reflex Point* stretching into the U.S. and Canadian West, and along the eastern and southern coasts. It is unclear what these hives are for, but it is suspected that they have advanced alien sensory equipment responsible for detecting the incoming Mars Division UEEF fleets while they were still approaching Earth. Clearly, the Invid use some form of psychic communication among themselves that seems to defy distance, so the towers may also boost the range of telepathic communications used to coordinate Invid operations and messages directly from the Regess. It is believed by some that destroying enough of the Communication Hives may impair Invid communications and blind them to the approach of incoming space fleets. Whether this is accurate or not is unknown.

Manhattan Island is the largest human community on the continent. It is under the direct control of the alien invaders, with a massive Invid



Hive built into the ruins of the *Empire State Building*. There is also a fairly sizable community in Portland, Oregon, which was partially rebuilt around a crashed Zentraedi Cruiser and has survived, somewhat the worse for wear, to the present day. It is controlled by Invid sympathizers and the Hive is actually built into the wreck of the Zentraedi ship, which sits like a spike in the middle of a crater-shaped lake. It is one of the few Hives on the West Coast.

West of the Rockies, in Colorado, Arizona and New Mexico, is the heart of the resistance movement, with small towns of soldiers openly riding Cyclone patrols, wearing uniforms and plotting the overthrow of the enemy on the other side of the mountains. The Invid seem not to consider them a true threat, however, and are content to drive them back across the mountains whenever they strike.

Quebec and Eastern Canada were hard hit by the Zentraedi, but the survivors have fought the Invid in an indirect manner, setting fire to any fields of the Invid Flower of Life that crop up east of Toronto. The Invid have retaliated by hiding Shocktroopers under the fields, that spring up out of the ground and attack freedom fighters. They also strike back by destroying any human settlement believed to be connected with the burnings. Still, the flower's spread into the region has been stalled.

Central America

This region is almost utterly devoid of human life with the exception of a few Protoculture slave farms. The Flower of Life grows here in abundance where once lush jungles stood, particularly in the former territories of Costa Rica and the Yucatan Peninsula. There are a number of Invid Hives and independent human settlements are almost non-existent, making it a place most people avoid.

South America

This continent, more than any other on Earth, was spared the brunt of the initial Zentraedi attack and was the first place where nature began to reclaim the planet in force. The southern part of the continent is a mixture of arid, dry desert, and expansive, flat plains, with the Andes running up the western coast. This is a largely unpopulated region with only small human communities and few Invid patrols. The Flower of Life is not found in this part of the continent.

In the northern regions, the Amazon rainforest has aggressively expanded, along with the multitude of life the forest shelters. **The Brasilas** and the former **Zentraedi Control Zone** are some of the most densely populated regions on the planet, even though that still is not saying much. (The Zentraedi Control Zone was a region in the South American Amazon that was the last refuge of full-sized Zentraedi following the defeat of Dolza's fleet and the devastation of the Earth. In later years it was the birthplace of a number of Zentraedi uprisings during the reconstruction era.) The Flower of Life grows moderately well here, and there are at least a dozen Invid Hives scattered across the northern half of the continent. It is said that the Invid, impressed by the resilience of the life forms and biosphere of South America, have made the continent the focus of their evolution and genetic experiments, carving out massive Genesis Pits and even enclosing parts of the rainforest in strange lattice-work domes whose ultimate purposes are unknown. Stories of mutants, monsters and strangeness abound.

There are also rumors about bands of **giant Zentraedi** hiding in the rainforests, where they are said to strike out at the Invid. Somehow, they have managed to maintain antiquated Battlepods and Zentraedi Power Armor which they use to battle the hated Invid. Those same rumors suggest the Zentraedi of South America occasionally work with human resistance fighters, but prefer fighting independent of any human involvement. If the rumors about giant Zentraedi are true, it suggests the Invid have been unable to find their base of operations.

Northern Europe

Northern Europe, including the British Isles, northern France, Belgium, Germany, the Netherlands, Denmark, Sweden, and Norway, was pulverized by the Zentraedi during the First Robotech War and little life remains there. These colder, mountainous lands have *not* proven to be fertile ground for the Flower of Life, so the Invid have little interest in the region. What few, scattered villages and settlements exist are small, no larger than 1D4x1,000 people. There are large Invid Hives in Liverpool, Paris and Munich, but their patrols are stretched pretty thin covering the large expanse of the desolate wasteland.

Southern Europe

This area includes southern France, Spain, Portugal, Switzerland, Italy, the Slavic states and Greece. The fertile ground here has resulted in a large proliferation of the *Flower of Life*, particularly south of the Alps in Italy and France where there used to be many vineyards, Greece and other Mediterranean isles, as well as Bulgaria, Serbia and Romania.

The largest city in the region, rivaling Manhattan in North America, is **Rome**, with a massive Stilt Hive built over the ruins of the Colosseum. Invid Hives dot the Mediterranean coast, and are primarily concerned with safeguarding the Protoculture farms. Freedom fighters are highly active here, particularly in the Greek Isles, the Alps and the southern Carpathian Mountains.

Rumors persist that there is a major Army of the Southern Cross naval base in the Greek Isles that the Invid missed, and that there are still ASC soldiers operating out of it to this day, coordinating with tank units in Northern Africa.

Eastern Europe and Russia

These areas are mainly wilderness and wastelands dotted with many small and a few medium-sized villages and towns. The Flower of Life does not grow here in any significant concentrations, and the Invid are rarely seen. However, there is almost nothing in the way of technology here either, and civilization in the region stretching from Poland through the eastern steppes beyond Siberia has reverted to something like the Middle Ages, with feudal city-states armed with mid-20th Century weaponry. But the population is exploding, and, although scattered in numerous villages, this may be one of the most populated regions on the planet. There are very few Invid Hives here, and they appear only interested in making sure the natives don't get restless.

Middle East and Northern Africa

This area is primarily desert, with occasional nomadic tribes and seaside villages concentrated around the Mediterranean. It appears the region is too arid and dry for the Flower of Life, which only grows in spotty concentrations along the Tigris and Euphrates, and near the Nile. The flower is not plentiful enough for the Invid to consider farming it, so the small population (less than 200,000 in the entire region) of humanity in this area is mostly left alone.

There seem to be some remnants of the *Army of the Southern Cross* that have survived in North Africa, particularly in **Northern Tunisia**, Libya and Egypt, where they battle against the Invid occupation of southern Europe in Italy and Greece. These forces are mainly mechanized cavalry units and power armored infantry, and rely heavily on the *Myrmidon Light Hover Recon Mecha* and the bigger *Spartas Hover Tanks* for their striking power. The rebels were revitalized and began attacking with new UEEF mecha shortly after the disastrous 21st Mars Division assault, suggesting that a large ship went down near the area intact and they were able to salvage some of its equipment.

Sub-Saharan Africa

This continent was spared much of the abuse of the rest of the planet. It got hit much harder than South America, but the bombardments were concentrated on population centers along the coasts and in the south. Human civilization in Liberia, the Ivory Coast, and Ghana was obliterated. South Africa suffered 99% casualty rates and its cities were abandoned by those few who survived the onslaught. The interior, however, was barely touched, with only Nigeria being hit hard. Famine, plagues and drifting radiation clouds from the rest of the world caused widespread death across the continent, however, and rogue Zentraedi did significant damage during the Reconstruction period. Only about 10% of lower Africa's prewar population still survives.

The Invid Flower of Life is only found in the **Great Rift Valley** in eastern Africa, and in Kenya around Lake Victoria. There are Protoculture farms here and at least three Invid Hives. There is also at least one, possibly as many as three *Genesis Pits*, which seem to be focused specifically on human evolution. This has a certain logic considering the number of pre-human primate fossils that have been found in the area throughout history. The local people do not know what the Pits are, and only know that unruly workers and rebels are thrown into them, and never seen again. Of greater concern is the appearance of ape-like humanoids remarkably similar to Neanderthals, Cro-Magnons and Australopithecines that have been sighted in the Great Rift Valley. It is believed they came from the Genesis Pits and that more strange humanoids and monsters live in the Pits. The Invid seem to leave them alone, but observe their activities with intense curiosity.

The largest human populations are concentrated in Nigeria and the Congo. They refuse to harvest or sell the Flower of Life or Protoculture for fear it will bring doom upon them. Nor do they wage war on the Invid. Instead they stay quiet, at least for now, and try to ignore the Invid as much as the Invid seem content to ignore them. There are also significant populations of human survivors in Ethiopia, Kenya and Somalia, many of whom wage guerilla warfare against the Invid using mecha salvaged from a nearly intact *Ikazuchi* that crashed here during the 10th Mars Division's assault on the Invid.

Asia

China, India and Indochina grow crops of the Flower of Life that are being harvested by legions of human slaves under Invid domination. These crops are not yet at the size of the fields in North America, but that is only because it took much longer for the trade winds to carry the spores around the globe. There is a significant human population here, despite the region having been heavily bombarded by the Zentraedi in the First Robotech War and the Invid in the Third. That's simply because the pre-war population was so high that even losing 95% of the pre-war population of 2 billion left the region with more than 10 million inhabitants. About half of that population is rumored to have survived to the current day, and most of them have been enslaved both to harvest the Invid's precious flower and to cultivate the land to help it spread.

These countries are notable in that there is a curiously large and determined presence of *full-sized Zentraedi* as well as Robotech Master *Bioroids* working with resistance groups to harass and destroy the Invid. Rumors abound that there is a hidden Robotech Masters Mothership grounded somewhere either in Southeast Asia or underwater among the thousands of islands of Micronesia. However, the Invid have scoured the area and found nothing, leading them to believe these are just survivors of previous crashes. That being said, the Invid go after them with a ferocity that humanity has not faced since the initial invasion. But this appears to work against the Invid sometimes, as the Zentraedi and Bioroids use the enemy's lust for vengeance to goad them into tactical missteps, and bait them into traps, as well as lead them away from fields of the Flower of Life and slave farms so that human freedom fighters can burn the flowers and free the slaves.

Invid Hives are common throughout Asia, particularly in southern China, Myanmar, Vietnam and the Himalayas.

Australia and Indonesia

This is another area of the planet that was brutally bombarded. All population centers were blasted to dust and the ecology decimated. The Invid Flower of Life thrives in the region once known as Queensland as well as in New Guinea. Human population is very sparse, with hardly enough to work the Invid slave farms. The Australian and Indonesian resistance fighters are very determined and engaged in savage acts of retaliation inflicted against the Invid, their Hives and sympathizers. The only true Invid sympathizer controlled populations are at Brisbane, Australia and Papua, New Guinea. Brisbane has the largest Protoculture storage facility in this part of the world located on **Moreton Island**. It is constantly threatened by raids from both freedom fighters and large groups of bandits who make their home to the south in New South Wales and Victoria, and pirates operating throughout the islands of Indonesia. Western and central Australia are sprawling wastelands, home only to the occasional savage bandit group and aboriginal village.



The Rest of the World

Most of the Pacific islands are devoid of humans and Invid, and have been largely reclaimed by nature. This includes New Zealand, the Philippines, the Mariana Islands, the Solomon Islands, Samoa, Hawaii, the Marshall Islands and most of Micronesia. What few people survived the First Robotech War were taken off these islands to the mainland during reconstruction, where it was believed they had a better chance of survival. However, bands of pirates use some of the islands as base camps and secret hideouts.

The Arctic, Greenland, and Antarctica are lifeless and cold, and currently of little interest to anyone. However, some freedom fighters speculate that these distant locations could be the resting place of undiscovered crashed wrecks from the Mars Division liberation fleets. No one has ever been successful in coordinating and supplying an expedition into these regions, as most people consider it folly and what amounts to looking for a needle in a haystack; a needle they are not even certain exists.

The Invid

High Castes

The Invid are, for the most part, a hive society. Each Invid sees itself as a small part of the greater whole, and the greater whole always comes first. One could almost say that the Invid, as a species, make up one mind, one psyche, one personality – just fragmented into millions and millions of individual parts that can move about on their own. It's as if your brain cells could detach from your brain and go about on their own.

There are, however, some exceptions. Those who give the Invid direction, purpose, and drive, stand apart from the Invid majority and hive mindset. They are the leaders of the species, and their independence, creativity, and, in some cases, instability, is part of what makes the Invid such a dangerous and deadly species.

With a hive mind led by a few independent thinkers, the Invid get the advantage of the swarm mentality like ants and bees, but with the creativity, cunning, and focus of more individualistic and creative minds like those of humans and the Robotech Masters. This allows the Invid leaders to create fantastical and deadly mecha that they can use to enslave worlds, while at the same time throw millions of their own species to their deaths in overwhelming onslaughts without fear of rebellion or mutiny.

The supreme leader of the Invid is the Regess, a being of phenomenal psychic power, who, through the use of Protoculture and her own indomitable will, can transmute matter from one form to another or speed up the process of evolution from millions of years to only a few seconds, and whose drive for vengeance against the Robotech Masters has thrown an entire species into a genocidal rage that has run unabated from one side of the galaxy to the other for years beyond counting.

Then there are the **Invid Brains** who serve as the administrators of each Invid Hive. They not only synchronize the activities of the Hive so that all Invid within it act in unison with the will of the Regess, but Invid Brains are also scientists and living Protoculture sensors, able to detect the emanations of machines powered by the Flower of Life from miles away. It is this power, and their ability to quickly organize the efforts of all Invid attached to that particular Hive, that makes them one of the most deadly, unseen opponents among the Invid species.

Finally, there are the Regess's new, special children: The human-like **Invid Princes** and **Princesses**. There are few of these Invid royals, and those who exist are young and have found unexpected surprises in the new bodies they inhabit. Some of those unexpected surprises could spell trouble for both the Invid and the human race alike.

The Invid Brain

The Invid Brain is a massive hulk of coiled protoplasmic matter that looks like a giant, disembodied brain. Its disconcerting appearance and vast intellectual powers are why resistance fighters and the UEEF refer to them simply as the "Invid Brains." There is an Invid Brain at the center of every Hive controlling the day-to-day operations and logistics of that Hive, and working as a form of living long-range radar and sensor scanning for Protoculture emissions for miles around. Each Invid Brain also analyzes and processes all of the information sent back by the hundreds of Invid Scouts and patrols operating within a 300 mile (480 km) radius of the Hive; sometimes farther. It then takes that information and attempts to form a "big picture" of what is happening around it.

The other role of the Invid Brain as a scientist. It has vast storehouses of knowledge on physics and biology, and routinely conducts experiments on Earth creatures, including humans, to find out how they work and what motivates them. Despite the intelligence of the Invid Brains, they have been stymied by the unfathomable complexities of human na-



ture. They have not mastered psychology, and do not understand human emotions or desires. All Invid find humans to be contradictory and unpredictable, and don't understand how there can be non-biological motivations to human actions. They do not comprehend things like bravery, camaraderie, hope or love. The Invid who sacrifice themselves for the Hive are not brave. They die for the survival and greater good of the Hive. The Invid that fight side-by-side are not comrades-in-arms. They are assigned to each other and do as they are told – Invid do not have the ability (or even inclination) to question or choose. The Invid do not hope for victory and do not fear defeat. They do as they are told. It cannot even be said that Invid love their queen, the Regess, at least not in the sense that humans know love and loyalty. They look to her for leadership and guidance because it is hardwired into their very DNA.

The Invid Brains just assume every living thing operates the same way, and they believe that they simply have not experimented on enough humans to figure out what makes them tick. As a result, the Invid Brains engage in numerous experiments upon human prisoners via the Genesis Pits.

In many ways, the Invid Brains are the true enemies of the day-to-day freedom fighters. It is the Brains who decide when and where to lay traps, set ambushes, make patrols and manipulate towns of sympathizers. It is the Brains who order the Invid to destroy entire cities and towns, enslave

people, run the Protoculture farms and factories, and target specific individuals or groups for extermination. The Regess is usually above these day-to-day decisions, and only tends to look at the "Big Picture," unless something specific catches her attention.

Alignment: Aberrant.

Applicable Attributes: I.Q. 20, M.E. 20, M.A. 12, P.B. 2. The Brain has no physical limbs or capabilities, it is a giant brain without arms, legs or body.

Age: Undetermined.

Sex: Based on the voice, Invid Brains appear to be female.

M.D.C.: The Invid Brain is a Mega-Damage creature with 200 M.D.C.

Height: 12 feet (3.6 m) tall.

Width: 20 feet (6.1 m) across.

Experience Level: Not applicable, but roughly equivalent to 9th level.

All Invid Brains seem to have the same range of knowledge and experience.

Occupation/Purpose: Hive Commander.

Disposition: Second-in-command within the Invid hive mind; cold, efficient and ruthless, especially toward non-Invid life forms.

Description: A large pulsating brain the size of a van or school bus.

Natural Abilities:

Psychic Communication with all Invid under its command: This telepathy-like power allows the Brain to communicate with the Invid under its command, i.e. those forces assigned to a specific Invid Hive. The psychic nature of the communication means it cannot be jammed or intercepted by any mechanical means, and it appears to have unlimited distance as communications can reach into outer space. The Invid Brain can choose to see through the eyes of any one Invid under its command and can switch from one Invid to another with a thought. When this psychic link is made, the Brain sees in real time what the Invid sees regardless of distance. Also see **Psychic Invid Control**.

Psychic Invid Control: The Invid Brain can take control of any Invid under its command except for the Invid human caste, other Invid Brains and the Regess. The act of taking control takes two melee actions/attacks of both the Brain and the Invid it seeks to control. While the Invid Brain is in control, the Invid (usually a Soldier) has all the knowledge and skills of the Invid Brain and functions as a physical extension of the Brain in the outside world. In this capacity, the Invid Brain can literally "see for itself" what's going on, take command of an Invid patrol, and be right there in the thick of things. While the Invid Brain is in control of a particular Invid mecha, it has full access to all weapons, abilities and bonuses of that particular unit. There is no loss to combat abilities. It has the same number of attacks and bonuses as the mecha has when the brain is not in control. The only difference is that it is now a direct puppet of its freakish alien master. The Invid Brain can perform this feat without diminishing its complete coordination of the Hive.

The Brain can maintain control indefinitely, but seldom does so for more than a few hours or until an important task has been achieved. While in control of another Invid, the Brain continues to receive data and is able to maintain operations in and around the Hive like talking on a cell phone and driving at the same time. While multi-tasking, the Invid Brain is a bit distracted but able to handle numerous tasks at once.

Protoplasmic Attack: If the M.D.C. of the Invid Brain is depleted, the body explodes into hundreds of protoplasmic globs, which then race to attack the assailant, smothering him and holding him helpless until reinforcements can arrive. The attacking globs have two attacks per melee, both of which are used to smother their targets. They receive a +4 to strike. On a successful hit, the entire mass descends down upon the victim, who is covered from head to toe and immobilized. Striking or shooting a Brain Blob only splits it into two blobs that continue to attack. The only defense is to dodge and keep dodging until the injured Brain truly dies. This takes 1D6+2 melee rounds. At that point the Brain Blobs fall to the ground, inert. The Invid Brain is

then, finally and truly, dead and a new Brain is chosen (usually from the ranks of the humanoid Invid Soldiers) to be evolved and take the previous Brain's place. This takes 1D4 hours.

Protoculture Sensor: The Invid Brain can sense active Protoculture in use up to a radius of 20 miles (32 km). The Brain is also tied directly into all of its active Invid mecha and personnel, enabling it to know their locations, how they are doing, and what they are sensing, which it can use to extend its own senses for hundreds of miles around. When the Brain detects active Protoculture within a 300 mile (480 km) radius of the Hive, it dispatches one or two Invid Scouts and/or Fighter Scouts to investigate. If hostile forces are engaged or encountered during the investigation, the Invid Brain dispatches a larger patrol to respond. The size and makeup of the patrol or strike force depends on the threat, but is at least two Invid Fighter Scouts and one Invid Shocktrooper for each Protoculture source or mecha detected.

The Invid Brain psychically knows and understands all spoken languages. **Note:** The Psychic Communication and Protoculture Sensor abilities are automatic and take no effort on the part of the Invid Brain.

Skills of Note: Remember that human technology is "alien" to the Invid, and thus working on human mecha and figuring out human technology results in a -40% penalty for the Invid Brain. This is not true of human biology and medicine, however, and Brains are masters at mutating and evolving or devolving humans via Genesis Pits as well as bionic experimentation.

The following skills are all performed at 92% proficiency: Astrophysics, Biology, Biomechanical Maintenance, Botany, Chemistry, Chemistry: Analytical, Cryptography, Radio: Basic, Sensory Equipment, Surveillance, Electrical Engineer, Field Surgery, Lore: Robotech Masters, Lore: Zentraedi, Mathematics: Advanced and Basic, Mecha Engineering, Medical Doctor, Pathology, Protoculture Engineer, Xenobiology and Xenological Medicine. The following skills are at 65%: Intelligence, Forensics, Pathology, Military Tactics and Zoology. Most skills requiring manual dexterity, like Field Surgery, are performed by temporarily taking over an Invid Soldier.

Combat Training: Other than basic military strategies and tactics (like Invid swarming attacks, ambush, traps, etc.) and the Protoplasmic Attack, the Invid Brain has no combat capabilities, and cannot even move. It relies entirely on the Invid around it for protection.

Attacks per Melee: None per se, it calls upon Invid Soldiers and mecha like Invid Fighter Scouts and Troopers to fight and defend itself and the Invid Hive. **Note:** The Brain can take *five actions* per melee round, such as issue a command, make a threat, ask a question, summon Invid defenders, etc.

Bonuses: +6 to save vs psychic attacks and mind control, impervious to disease, insanity and Horror Factor.

Weapons and Equipment: The Brain has access to all the resources of the Invid Hive, as the creature is, in effect, the regional commander of all Invid troops and personnel attached to that specific Hive base. If a Genesis Pit is part of the regional operations, the Invid Brain at the Hive has access to its resources as well, and probably conducts and monitors the experiments taking place in that Pit.

Invid Princes and Princesses

Optional O.C.C.

Not appearing until the final stages of the Third Robotech War, the Invid Princes and Princesses are human-looking Invid whom the Regess *transmuted* in the belief that the human form was the ultimate life form the Invid race had been looking to attain for themselves. Whether this is true or not remains to be seen. What did occur was something that

the Regess did not anticipate: her children began to experience human emotions.

The first known humanoid Invid was *Ariel*, who was placed among the resistance fighter movement as a so-called *Simulagent*. This attempt to spy on the humans largely failed because Ariel was injured during her delivery into human hands, causing her to lose her memory and knowledge of who and what she was.

The Regess continued with the transmutation process despite the loss of contact with Ariel. In fact, it seems she intended to one day transmute her entire species into human form.

Invid Princes and Princesses are idealized human specimens that are lithe, fit, attractive and *appear* to be human, with the occasional exception of unnatural hair color, which happens to be a fashion among UEEF personnel anyway. They are usually steadfast servants of the Invid species and loyal Invid leaders who pilot the *Invid Commander* and *Invid Overlord* mecha.

They are the only truly independent thinkers within the Invid species besides the Regess (and absent Regent). This makes them the most creative, inventive and adaptable members of the Invid race. In situations where typical Invid would be confused and lost without specific direction from the Brain or Regess, they are able to take charge and figure things out on their own, even if it means going against the orders of the Regess. Even the Invid Brain does not have that level of mental autonomy, and the Invid Princes and Princesses are immune to the mind control powers the Brain has over all lesser Invid.

For the Regess, the downside of giving her Invid Princes and Princesses true free will and human emotions is that they are able to make their own decisions and decide what is right and wrong, and even disagree with the Regess about the goals and purpose of their species and their war against the humans. They can even choose to betray their own species. The Princes and Princesses also have no experience with human emotions of any kind, and strong emotions such as love, hate, joy, anger and fear can paralyze them with inaction or become obsessions. Such independence and strong will are something new and dramatically dif-



ferent for a species used to operating as a hive mind, resulting in a certain amount of confusion and turmoil for the Regess and her people.

These Invid may look human, but they have a number of fantastic powers that are impossible for humans to achieve, including teleportation. To date, only Ariel has been shown to utilize these abilities, but since she is the oldest of the humanoid Invid (and damaged), it is possible that she is the only one who has figured out how to tap into them. The rest, such as Sera, are likely to figure their abilities out over time. It also could be possible that all of the Princes and Princesses know and use their special powers regularly, and that Ariel was the late bloomer because she lived for so long without knowing her true origins. The UEEF is unsure, and Ariel has been unable to clarify.

No one knows how many Invid were transmuted into human form before the Battle for Reflex Point, but given the Regess's ability to transmute her entire species at once, there were probably several hundred. One can assume she was undergoing a gradual process to prevent instability within the ranks. Whatever world the Invid have left to inhabit, it is likely that the number of human-like Invid Princes and Princesses have grown significantly.

The Invid Prince/Princess is an *optional* player character available only *if* the G.M. allows it, so talk to your Game Master before creating this character. Be advised the G.M. may not allow this character for any number of reasons.

If allowed as a player character, the Invid Prince or Princess has gone rogue and turned against his or her own species to side with the humans, or, at the very least, seeks an end to the conflict between the two species. Whatever the reason for going rogue, the character is now at odds with the rest of the Invid and will be attacked like any other human resistance fighter. The only exceptions are other Invid Princes and Princesses, and the Regess, who encounter the human sympathizers and may try to turn them back to the side of the Invid or question them on why they have betrayed their race before attacking.

Alignment: Any, but most are Aberrant (50%), Anarchist (30%) or Unprincipled (10%). The vast majority (90%), follow the will of the Regess.

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

Hit Points: P.E. +1D8 per level of experience.

Starting S.D.C.: 35

Size: Typical human size, though they tend to have a slim build.

Experience Level: 1D6+1 or as set by the Game Master for NPCs. Player characters start at first level.

Age: Appear to be in their early twenties.

Sex: 50% are male, 50% are female.

Occupation/Purpose: Military leaders for small squads to company-sized Invid troops.

Disposition: Aggressive, ruthless, unrelenting and emotionally charged. Most are arrogant, overconfident and prone to violent outbursts born from feelings of vengeance, hate, anger, embarrassment and the adrenaline rush of combat and victory.

Description: Young, healthy, athletic humans.

Natural Abilities: Normal human vision, appearance and physical capabilities; +10% bonus to any attempts to impress or intimidate when using Invid powers.

Sense Protoculture: Same as other Invid, but must concentrate.

Protoculture Optics: By concentrating (uses up two melee attacks), the character can see Protoculture energy. Range is 2,000 feet (610 m). Not only can the Prince or Princess see Protoculture energy signatures, but they can see them through the hide of mecha, the hulls of spacecraft, the walls of buildings and up to 100 feet (30.5 m) underground! The Invid leader is so attuned to Protoculture that he can recognize even subtle variations in Protoculture energy, enabling the character to recognize the specific mecha, weapon or vehicle that contains it just by its energy appearance.

Sense Other Invid: The Invid Princes and Princesses can sense the presence of as few as one Invid up to 30 miles (48 km) away and know when they are coming in their direction and the approximate number (one or two, a few, many). This ability triggers automatically whenever Invid are present.

Teleportation via Energy Conversion/Travel: Like the Regess, the Invid Princes and Princesses can transform into beings of pure energy to travel through space and/or teleport. However, the Regess has restricted these abilities during her presence, and the ability to travel at the speed of light and teleport long distances is unavailable until *after* the Regess leaves Earth. Some speculate that this is because until that point, the Regess had been determined to make Earth their new home, or that she turned the Earth into a sort of no-fly zone. Whatever the reason, no Invid Prince or Princess was able to teleport as an energy being until *after* the **Battle for Reflex Point**.

Once the abilities are unlocked, the Invid can travel as an energy being, reaching the speed of light and teleport.

Teleportation is instant. The Invid Princes and Princesses can teleport up to 250,000 miles (400,000 km) per level of experience, and can take two people (any race) per level with them by temporarily turning them into energy as well.

Simple Teleportation: The human-like Invid can teleport a short distance (short compared to Teleportation via Energy Conversion, above) of 3,000 feet (914.4 m) per level of experience and carry up to one other person per level of experience with him. Teleportation happens in the blink of an eye and counts as two melee actions/attacks. However, it is draining on the teleporter and requires the character to sit down and rest for at least 10 minutes afterwards. Without rest, the Invid is -1 attack/action per melee round and Spd and combat bonuses are reduced by *half* until he recuperates. After a brief rest, the Invid is okay and does not suffer any penalties. **Note:** Once the Regess leaves Earth, this ability increases to 30,000 miles (48,000 km) per level of experience for any Invid Princes and Princesses who stay behind.

Telepathic Communication: The Invid Princes and Princesses can communicate directly with the Regess regardless of her location in the universe. They can also communicate with each other and lower caste Invid, including Invid Brains, up to 3,000 miles (4,800 km) away. However, while they can speak to them via telepathy, and the other Invid may consider the words of the Princes or Princesses, they are under no obligation to obey them, although many Invid Soldiers, Scouts, Fighter Scouts, Troopers and even the Enforcers habitually obey without question. If the Invid Prince is known to have gone rogue, his telepathic contact can lead the Invid to him and his allies, as telepathic contact leaves an instant impression of the character's general location. To use this ability, the character must concentrate for one full melee round (15 seconds) and focus on the transmission. The character also receives telepathic transmissions sent to all Invid by the Regess and Hive Brains, but not narrowly focused communications sent to one or a handful of *specific* Invid unless the character is one of them.

Pilot Invid Commander and Overlord: All Invid Princes and Princesses instinctively know how to pilot the *Invid Commander* and *Overlord mecha* and receive +2 attacks per melee round when piloting either one. This is an automatic ability and does not require a skill roll; the mecha is an extension of their own minds.

Skills of Note: See R.C.C. (Racial Character Class) below.

Bonuses: +1 to Perception Rolls (+2 when other Invid are involved), +1 to parry, +2 to dodge, +1 to roll with impact, and +5 to save vs mind control.

When piloting the *Invid Commander* these bonuses increase to +2 on all Perception Rolls, +2 to initiative, +2 to strike (applies to punches, stomps and kicks), +5 to parry (including blocking missiles and energy blasts with the shielded forearms), +3 to disarm, +4 to pull punch, +3 to dodge on the ground, +5 to dodge in flight, and +2 to roll with impact.

When piloting the *Invid Overlord* the bonuses are +2 on Perception Rolls, +2 to initiative, +3 to strike, +5 to parry (including blocking missiles and energy blasts with the shielded forearms), +5 to disarm, +5 to pull punch, +2 to dodge on the ground, +6 to dodge in flight and +2 to roll with impact.

When fighting foes powered by Protoculture, the Prince or Princess receives an additional bonus of +4 to strike with long-range and hand to hand weapons.

Weapons and Equipment: See R.C.C. below.



Invid Prince/Princess R.C.C.

Common Skill Set:

Two Earth Languages of choice (+10%).

Mathematics: Basic (+15%)

Lore: Invid: 90% (does not increase; some secrets only the Regess knows).

R.C.C. Skills:

Acrobatics (+10%)

Astrophysics (+20%, manifests more as an innate sense of how the cosmos works than scientific "book" knowledge).

Climbing (+10%)

Lore: Robotech Masters (+15%)

Lore: Zentraedi (+10%)

Prowl (+5%)

Intelligence (+8%)

Sensory Equipment (+10%)

W.P. Energy Pistol

Hand to Hand: Expert, which cannot be upgraded like with other character classes. The fighting abilities are instinctual, as the Invid have not had time to develop any type of combat form fit for the human physiology.

O.C.C. Related Skills: These are additional skill choices related to the character's survival training and background. Select four at level one, and an additional two skills at levels 2, 5, 8, 11 and 14.

Communication: Language, Literacy, Performance or Radio: Basic only.

Domestic: Any.

Electronics: Basic Electronics only.

Espionage: Any (+5%).

Mechanical: Basic only.

Medical: None.

Military: Any.

Physical: Any except Hand to Hand (+10% where applicable).

Pilot: Any except Mecha Elite Combat Training (MECT) and Spacecraft.

Pilot Related: Any.

Science: Any (+5%).

Technical: Computer Operation only.

W.P. Ancient: Any.

W.P. Modern: Any.

Wilderness: Any.

Secondary Skills: Select four skills from the Secondary Skills list in the Skills section of *Robotech® The Shadow Chronicles® Role-Playing Game*. These are additional areas of knowledge and do not get any bonuses other than possible bonuses for having a high I.Q. All Secondary Skills start at the base skill level.

Starting Equipment: Invid Flight Suit (20 M.D.C., non-environmental), and either an Invid Commander or Invid Overlord mecha are standard issue to Invid in the service of the Regess. The Hive provides everything else: a base to operate from, a place to live, food, water, intelligence data, replacement mecha, troops to command, etc.

Rogue Invid Princes and Princesses (player characters) have an Invid Commander or Invid Overlord mecha plus a small collection of traveling clothes and personal items, 1D4 human or Robotech Master weapons (anything from a knife and energy pistol to energy rifles or explosives), 1D4 spare ammo clips for each weapon that requires one, a backpack or knapsack, canteen, sunglasses or goggles, and a few days (2D4) of food. They still have their mecha and flight suit, but most keep the mecha hidden until absolutely necessary for fear of being attacked by both the Invid and the human resistance fighters. To protect themselves from attacks by freedom fighters, rogue Princes and Princesses who fight on the side of humans often repaint their mecha in different colors than the standard Invid issued units. Some take the additional measure to paint the insignias of their resistance group or one of the divisions of the ASC (Army of the Southern Cross) or UEEF on their mecha, or other words and images to indicate they are NOT Invid warriors but human supporters. Outside of their mecha, they wear human clothing and body armor and look like any other human.

The Regess

The supreme leader of the Invid race is a being of incredible power known as the Regess. Her rage has shaped the current state of Invid civilization and a campaign of destruction across space against those she considers the enemy – namely the Robotech Masters, Tyrolians, Earthlings and any people who dare to use the Flower of Life or Protoculture. As far as anyone knows, the Regess is the single most powerful being in the galaxy, and with the fall of the Robotech Masters, their Zentraedi armada, and legion of Bioroids, she is an engine of destruction that must be feared.

With the possible exception of *Zor*, no one being can claim to have affected so many worlds and races. But for all that power and influence, the Regess also remains one of the most mysterious beings in existence. No one knows how old this being is and very few outside of her own race have met her face-to-face. Is the Regess a name or a title? No one seems to know. She has ruled the Invid for as long as anyone has known the Invid to exist, and there is no reason to believe that will change anytime soon, or any time at all.

The Regess appears as a giant, bald, humanoid woman draped in red robes designed to mimic the petals of the Flower of Life. Her voice echoes in the minds of anyone she addresses, and she appears to be able to speak mentally to any member of the Invid race across vast distances. She makes the old alchemists' dream of turning lead to gold into a cheap parlor trick with her ability to transform pure energy into complex mecha. And her power to convey her entire race across interstellar space by transforming them into energy and taking them wherever she goes is unprecedented and spectacular.

Some have even speculated that the Regess is not an actual individual being at all, but the collective will of the Invid, so focused and so unified that it has taken on a life of its own. If true, then she is the living consciousness of an entire race, and that means that she is effectively immortal. If the theory holds, then as long as there are Invid, there will be a Regess. However, there is no evidence or data to prove this theory one way or the other, and the Regess could be something entirely different.

The first known contact with the Regess was made by the Tirolian scientist *Zor*, who believed that she took the human female form to better interact with him during his scientific expedition to Optera, the Invid home world.

When the Robotech Masters discovered the power of Protoculture they first dealt with the Invid in peace, but greed and dreams of building a galactic empire got the better of them. The Masters attacked Optera



and stripped the planet of the sacred Flower of Life, and then ordered their army of Zentraedi to bombard the planet to the point where it could no longer sustain life. The Robotech Masters left the Invid survivors to slowly starve, just to prevent any other species from competing with their new found Protoculture based empire.

Imagine the rage of a mother whose billions of children have been condemned to a slow death by starvation, whose house has been violated and burned down, and you may get an inkling of the Regess's anger. It was so great that it transformed an entire species from a peaceful semi-primitive race to a merciless, star-spanning war machine that has brought carnage and death to so many worlds it is beyond counting. Her outrage is reflected in the heart of every Invid, and for countless generations they have hurled themselves at the Robotech Masters on a mission of destruction. It is a campaign that has finally worn the Robotech Masters' empire down to an emaciated husk.

With the blossoming of the Invid Flower of Life on Earth, and the final collapse of the Robotech Masters' Empire, the Regess faced the prospect of something she had ceased to think would actually happen: *victory*. Her greatest enemy, the violators of her world, are broken. Their empire crumbling and dying. Their army of giant warriors has been mostly obliterated by a species no one had ever heard of before (humans). And the precious Flower of Life has chosen a new world upon which to bloom in abundance.

All that stood in the way of total victory, and unlimited power, was humanity. Hardened by eons of conflict and sacrifice, invading Earth was done without even a second thought. It was a given.

What the Regess did not expect was the tenacity of the human spirit. At first, she ignored it. Then, as they fought her Invid, she dismissed their determination and will as the last spasms of a race that knows it is doomed. Then, perhaps subconsciously seeing her own race's fate at the hands of the Robotech Masters reflected in the eyes of humanity, she began to respect some aspects of the human race. Finally, without truly realizing it herself, the Regess so admired human determination and drive that she decided the human form was the final evolutionary step the Invid needed to dominate the Earth and ensure Invid security and prosperity for all time.

Eventually, after transmuted some Invid to human form and confronting humans as individual beings who wanted to be free and survive, the Regess understood that the humans would fight to the bitter end, just like her people had. She deemed that the taint of the Robotech Masters and even the secretive Haydonites had gone on too long, and that the best thing she could do for both the human race and the Invid was to consume all of the Flower of Life on Earth and strip the planet of the malignancy of her former enemies. She did just that, and transmuted her entire species into pure energy and fled the planet to parts yet unknown.

After the Battle for Reflex Point ended in her abrupt departure, it appears that the war between the Invid and humanity is over. Whether the Invid will retreat from the galaxy in peace or continue to prosecute their war against any species that uses Protoculture is uncertain. Moreover, the role the Haydonites may play in Earth's future is just as mysterious. It is clear the Haydonites had intended for the booby-trapped Neutron-S missiles to destroy both Earth and the Invid. This suggests they too have a history with the Flower of Life, and more than likely, the Invid and the Robotech Masters. It appears that the Haydonites hate anything to do with the Flower of Life, but does that hate go so far as to want the obliteration of the UEEF and the entire human race? Do the Haydonites intend to go to war with the Regess and her Invid? The answers to these questions remain to be seen.

Name: The Regess.

Rank: Supreme Leader and spiritual All-Mother of the Invid.

Alignment: Aberrant.

Attributes: I.Q. 40, M.E. 30, M.A. 25, P.S. 30 (Supernatural), P.P. 15 (30 in energy form), P.E. 30 (Supernatural), P.B. 20 (currently), Spd 15 in physical form, but can instantly traverse the known cosmos in energy form.

M.D.C.: 5,000.

Age: At least 10,000 years old, possibly much older. Believed to be immortal.

Sex: Female, although this may be irrelevant to her true nature.

Height: Varies, from 6 feet (1.8 m) to 30 feet (9.1 m) in physical form, to one mile (1.6 km) tall in energy form.

Weight: Varies dramatically. Mass appears to have no real meaning to the Regess.

Experience Level: Inapplicable; the equivalent of at least 15th level.

Occupation: Invid leader.

Disposition: The Regess has had two goals for millennia: the survival of her people and revenge against the Robotech Masters. Anything standing in the way of these goals is to be crushed. However, while she seeks revenge and is enraged beyond human understanding, she is not deliberately cruel or vindictive. She simply sees her people's survival as paramount to every other concern or people in the universe, and is merciless toward other intelligent life forms. It is a lesson she learned from the Robotech Masters. If that means painful experimentation, slavery or the eradication of the human race, and the domination of their rightful home world, that's the cost she's willing to pay. If there is a way to achieve those goals without cataclysmic destruction on a galactic scale, she will consider that route too, if it is convenient for her people. All that matters is the Invid species. Her experiences on Earth, however, may mark a turning point in this attitude.

Description: The Invid Regess appears as either a tall, bald human female in red flowing robes, a vaguely female humanoid form wreathed in energy, or as a massive Phoenix-like bird made of pure energy.

Natural Abilities:

Transmutation of Matter and Energy: This is perhaps the most startling and most powerful of the Regess's abilities. Through means that cannot even be guessed at, the Regess is able to transmute (change) matter from one form to another, or change energy to matter and vice versa, into almost any form she wishes. She is able to do this on a massive scale, up to and including turning her entire species, every Flower of Life on the planet, and all of their mecha, machines and Hives into energy and teleporting them across the galaxy to another location after only a few minutes of concentration. As long as the Regess has access to Protoculture, she can transform energy into virtually any form of matter that she desires, from M.D.C. metal to uranium. On Earth, she has enough Protoculture available at Reflex Point that her transmutation powers are, in effect, without limit. This ability allows her to create Invid mecha out of thin air, change Invid mecha from one form to another, transport matter as energy over vast distances, create Invid Hives and starships, and turn all of it back into energy again for ease of transportation.

Small transmutations, like a handful of mecha, take about one melee round. Large transmutations, like creating an Invid Clam Ship Carrier, take about 1D4 minutes. Massive transmutations, like taking the Invid off Earth, require 2D6 minutes of concentration.

Transmutation of Life: The Regess has the ability to alter the genetic code of other Invid, to the point that she can transform them into a new life form. The Regess has to understand the biology behind the transformation, and the life form has to be one that can actually exist. So she cannot, for example, turn an Invid into a fire-breathing dragon, but she can make an Invid into a human, or another life form that actually exists or could exist. The complexity of life limits the Regess's ability to transmuting a maximum of two Invid at a time, which is one reason she did not turn the entire Invid population into human beings immediately. The transmutation process takes 1D4 melee rounds to transform the Invid. Transforming non-Invid requires genetic manipulation via the Genesis Pits.

Space Fold: The Regess can use massive amounts of Protoculture in order to "fold" space, taking two points that are light-years apart and creating a tunnel between the two locations that allows for nearly instant transportation. This is effectively the ability to teleport objects across light-years of distance. The Regess must concentrate for 1D4 minutes per every 100 light-years distance between the two fold

points to do this, and can only fold space twice per day. Travel time is instantaneous.

Psychic Abilities: In addition to her powers over the transmutation of matter, energy, space and time, the Regess has a formidable array of psychic abilities.

Telepathic Communication: The Regess can send and receive telepathic messages to any Invid at any range at any time she wishes. She can also select which Invid hear her message, from a specific individual to a small group, an army, or the entire species. This is her primary means of communication with her people and how she is able to coordinate their activities as a race. This takes no exertion on her part. The Regess can also make telepathic contact and communicate with non-Invid, but she is only able to do so with beings within line of sight, or through Mental Possession (see below).

Mind Bolt: The Regess can psychically create a kinetic bolt with varying degrees of power and range. The bolt can be a simple jolt of 1D6 S.D.C., or can be increased to 3D6 S.D.C., 1D6x10 S.D.C., 1D6 M.D., 6D6 M.D., 1D6x10 M.D. or 1D4x100 M.D. Range is 1,000 feet (305 m). Each Mind Bolt counts as one melee attack/action.

Empathy: This ability makes the Regess aware of, or feel, the emotions of other living beings. The strongest emotions are easiest to sense: hate, anger, terror, love. She can automatically sense the emotional state of every being within a 500 foot (152 m) radius, and with concentration she can sense the emotions of any one particular being within a range of one mile (1.6 km). To sense the emotions of those nearby takes up no melee action, but to focus on one particular being at long range costs one melee attack/action.

Mental Possession: The Regess can attempt to mentally possess another living being for brief periods of time. She can use this to temporarily take control of any Invid, except the new human-like Invid Princes and Princesses, at any time. Alternately, she can force her way into a non-Invid mind for a limited period of time. Range is unlimited for mentally controlling Invid. For other life forms, they must be within her line of sight or within the line of sight of an Invid who she has already possessed. Unwilling victims must make a saving throw vs psychic attack of 15 or better to resist the mental intrusion. While in possession of an unwilling victim, the Regess has very limited powers, and can generally only use this ability to deliver a message in spectacular fashion via a minor display of transmutation (i.e., cause a fire to rage, winds to blow, energy to crackle, and similar), but neither the transmutation nor the temporary possession does damage. She also cannot make the possessed subject do anything against their alignment, bring harm to themselves or attack friends and allies, only observe, deliver a message and engage in other simple actions. Duration when controlling Invid is unlimited. Duration when controlling a human is 1-4 minutes. Unless they are Invid, characters who have been possessed will only have a vague memory of what happened to them, and will most likely believe they had a nightmare.

Skills of Note: The Regess possesses all Science skills and all Lore skills at 98%. She also has the skills Cryptography, Electrical Engineer, Holistic Medicine, Mecha Engineering, Mechanical Engineer, Medical Doctor, Navigation: Space, Protoculture Engineer, Reflex System Mechanics, Robotechnology Engineering, and Xenological Medicine, all at 98. The skills History: Earth, Military Fortification, Military Tactics, Philosophy and Research are at 70%. She also understands and speaks all languages (in part due to her power of telepathy).

Combat Training: None.

Attacks per Melee: Six.

Bonuses: +6 to all Perception Rolls, +4 to initiative, +3 to strike, parry and dodge (+11 to strike, parry and dodge in energy form), +2 to pull punch, +3 to roll with impact, +2 to disarm, Critical Strike on a Natural 18-20, +13 to save vs insanity, +8 to save vs psionics, and impervious to illusions, mind control, possession and Horror Factor. She also has an 84% chance to invoke trust or intimidate, and a 50% chance to charm or impress. Her Supernatural Strength means that her restrained punches do 1D4 M.D., full strength punches do 2D6

M.D., a Power Punch does 4D6 M.D. (counts as two attacks) and kicks do 3D8 M.D., but the Regess has *never* been known to engage in melee combat.

Weapons and Equipment of Note: None. However, as the Supreme Leader of the entire Invid race (think queen bee), all Invid with the possible exceptions of the Princes and Princesses, would sacrifice themselves to defend the Regess. While on Earth, her physical body is never away from Reflex Point and her inner sanctum is located there. Only an Invid Prince or Princess could lead outsiders into the center of Reflex Point to confront the Regess. Anyone else will have to battle through countless legions of Invid troops before even getting within a mile (1.6 km) of the Regess or Reflex Point.



Invid Flower of Life and Protoculture

What is it about this one planet, in a universe teeming with life, which can cause so much carnage and bring about so much revolution? Nothing in the known universe – no weapon, no race, no substance – has brought about as much upheaval among the star-faring people of the galaxy as the Invid Flower of Life and its progeny, Protoculture.

The first known interstellar-capable species to catalog the Flower and its abilities were the **Robotech Masters**. Specifically, the Tirolian scientist known as Zor who traveled to the Invid home world and convinced the Regess to give him the secrets of converting the flower into Protoculture, the most potent energy source ever discovered. From that one act sprang the Robotech Masters' entire empire, their Zentraedi armies and, eventually, the Invid horde itself. That one act, light-years away on an unknown planet, also sealed the fate of Earth, led to the destruction of most of humanity and resulted in the planet's eventual enslavement.

The Invid Flower of Life is a capricious grower. The Robotech Masters tried in vain to plant the Flower on just about every world under their domain. While sometimes the Flowers would grow, they would never reproduce, and the reproduction process, specifically, germination, is vital to the process of creating Protoculture.

The Invid Flower of Life is only known to have flourished on at least two worlds: Optera, the previous Invid home world; Earth; and possibly a new world that the Regess took the Invid to inhabit at the climax of the Battle of Reflex Point.

Optera was defoliated by the Robotech Masters after they stripped it of as much of the Invid Flower of Life as the holds of their massive starships could carry. Once they defoliated the planet, they had the Zentraedi sterilize the very ground, so that no one could go back there and begin to grow the Flower again. Without the Flower of Life or its originating fertile planet, the Masters reckoned, nobody could challenge their galactic reign. This drove the once docile Invid into a state of what has been described as species-wide insanity. What was once a calm, meditative, primitive species was transformed, almost overnight, into a planet-ravaging horde of monsters that blasted their way across the cosmos in a frenzy of destruction and terror. The Invid targeted anyone that used Protoculture and tirelessly hunted for a new home where the Invid Flower of Life could grow.

What the Robotech Masters did not understand, or did not care to understand, was that the Flower of Life was more than a fuel and food source for the Invid. Similar to how Native American nations on the Great Plains both hunted and worshiped the buffalo, the Invid worshiped the Flower of Life. They used every part of it. Seeds, petals, stems, roots, and even the husks were processed to form the nutrient baths. The sacred Flower of Life was the crux of their entire civilization and an important part of their existence and evolution. It was a religion, an addiction, and, most importantly, it was a symbiotic relationship they could not live without. The Flower of Life and the Invid were connected by a bond that stretched across time and the cosmos, leading the angered Invid right to the Robotech Masters' doorstep.

Another surprise for the Robotech Masters was that the Invid, who had appeared to be a primitive species, suddenly possessed hyper-advanced technology that enabled them to travel to the stars, create vast amounts of technology and war machines, and actually threatened to overwhelm and obliterate their Zentraedi military machine.

How could this happen? No one is sure. Certain things said by the Regess during the Battle of Reflex Point seem to suggest that the Invid may have always been an ever evolving, spacefaring people and that Optera was not the Invid's original birthplace, but only their previous home world. It also now seems clear that the Invid and the Haydonites have a history of conflict that predates the Robotech Masters' discovery of the Invid people and the Flower of Life. A history that has traumatized the Haydonites and makes them hate Protoculture, the Flower, the Invid, and any beings who come in contact with them. So deep (and unreasoning?) is this hatred (or maybe fear), that the Haydonites seek to destroy all who have been "contaminated" by Protoculture. Madness? Perhaps, but until the mystery of the Haydonites is unraveled, it is difficult to understand or judge them.

However it was that the Invid were able to take to the stars, wherever the Flower of Life or Protoculture was taken by the Masters, the Invid followed. So when Zor, fed up with the bloodthirsty and tyrannical reign of the Robotech Masters, sent his space fortress and its Protoculture Matrix to Earth, the Invid seemed destined to follow. The arrival of the Robotech Masters, their most hated enemies, may have only hastened the inevitable.

What nobody, especially the Invid, expected was that for the first time in countless millennia, the Flower of Life found a new home: Earth. The Flower took root like a weed, spreading to nearly all corners of the Earth. And for a plant that was so picky about what world it would grow on, the Invid Flower of Life certainly does not seem to be very selective about where it grows on Earth. It is found in temperate plains and forests, flooded marshlands, humid jungles and even growing in the cool, dry dirt of desert caves. It seems to grow in any environment except for

extreme cold and altitudes, and it is speculated that the only reason it isn't growing in some places is that it simply hasn't been spread there yet. It can be found on every continent except Antarctica, and there's no guarantee it isn't growing somewhere down there as well.

Unfortunately, wherever the Flower of Life goes, so do the Invid, and with their arrival, no place on Earth is safe. There is no continent that is not under the claw of the vengeful aliens. That also means there is nowhere that humans are safe from potentially becoming "recruited" (read: enslaved) to work backbreaking labor on Invid Protoculture farms, harvesting the seeds before germination and stripping the plants down to their separate components and sorting them for their Invid masters. For every plant they harvest, they must plant two others in its place, per-versely ensuring that their own enslavement never ends.

Anatomy of the Invid Flower of Life

The Invid Flower of Life is an alien plant with blossoms that have three petals ranging in shades from lavender to purple to pink. It has long, slender stalks, with multiple blossoms and emits large, fragrant spores. There have been unconfirmed reports by some people that they have heard sounds which seem similar to music in the vicinity of large fields of these flowers, however, this seems to only affect individuals who have some sort of affinity with the plant. Alternately, it could simply be the result of the hallucinogenic effects of inhaling the spores.

The plant grows in virtually all climates on Earth, and seems to have a revitalizing effect on the landscape, making the ground they grow in free of contamination, rich in nutrients and fertile ground for all plant life. Since the introduction of the Flower of Life into Earth's ecosystem, the blasted and devastated planet has made an amazing recovery. Lord Dolza's Rain of Death had pulverized and cauterized much of the planet's surface, yet forests and jungles have spread like weeds, reclaiming acres upon acres of land and turning land that should be lifeless and contaminated for centuries into lush expanses of flora. There is no rational explanation for the incredible comeback of life on Earth, which was widely barren and struggling to survive before the Invid Flower was unleashed. This power to cleanse, heal and restore an ecosystem is just one reason the alien plant is known as the *Flower of Life*. Humans have the rare privilege and blessing of seeing the Flower of Life in action.

The Seeds

The seeds are the key to Protoculture. For reasons unknown, if the seeds are placed in a very specific electromagnetic energy matrix right at the point of germination, they begin to generate incredible amounts of energy which can be harnessed and used in reactors, and stored in specialized energy cells. The seeds, in any state, are poisonous to humans. Consuming the seeds requires a save vs lethal poison of 16 or better, or the person suffers 2D6 points of damage direct to Hit Points per day for 2D4 days. Hit Points do not heal until the illness has run its course. Symptoms of poisoning include debilitating stomach cramps, constant hallucinations, fevers, chills, cold sweats and delirium. Victims have one attack per melee, no initiative, no combat bonuses, are -7 to strike, parry and dodge, and are only lucid (aware of their surroundings) about 20% of the time.

The Petals

The petals of the Invid Flower of Life work as a mild narcotic on humans. When used in this way, the leaves are dried out and chewed, but not swallowed. This causes 1D4 hours of euphoria, and mild hallucinations, as well as erratic emotional behavior. Over time and continued use, the euphoria effect is harder to achieve, but the hallucinations and erratic emotional behavior become stronger and often linger longer. Addiction generally occurs in 2D4 months of regular use (at least four times per week) and 6D6 months of regular use will result in insanity and mental instability. The addiction can be broken like any drug, though it is no

easy task. Human Protoculture addicts find the addiction as debilitating and hard to kick as alcoholism.

The Spores

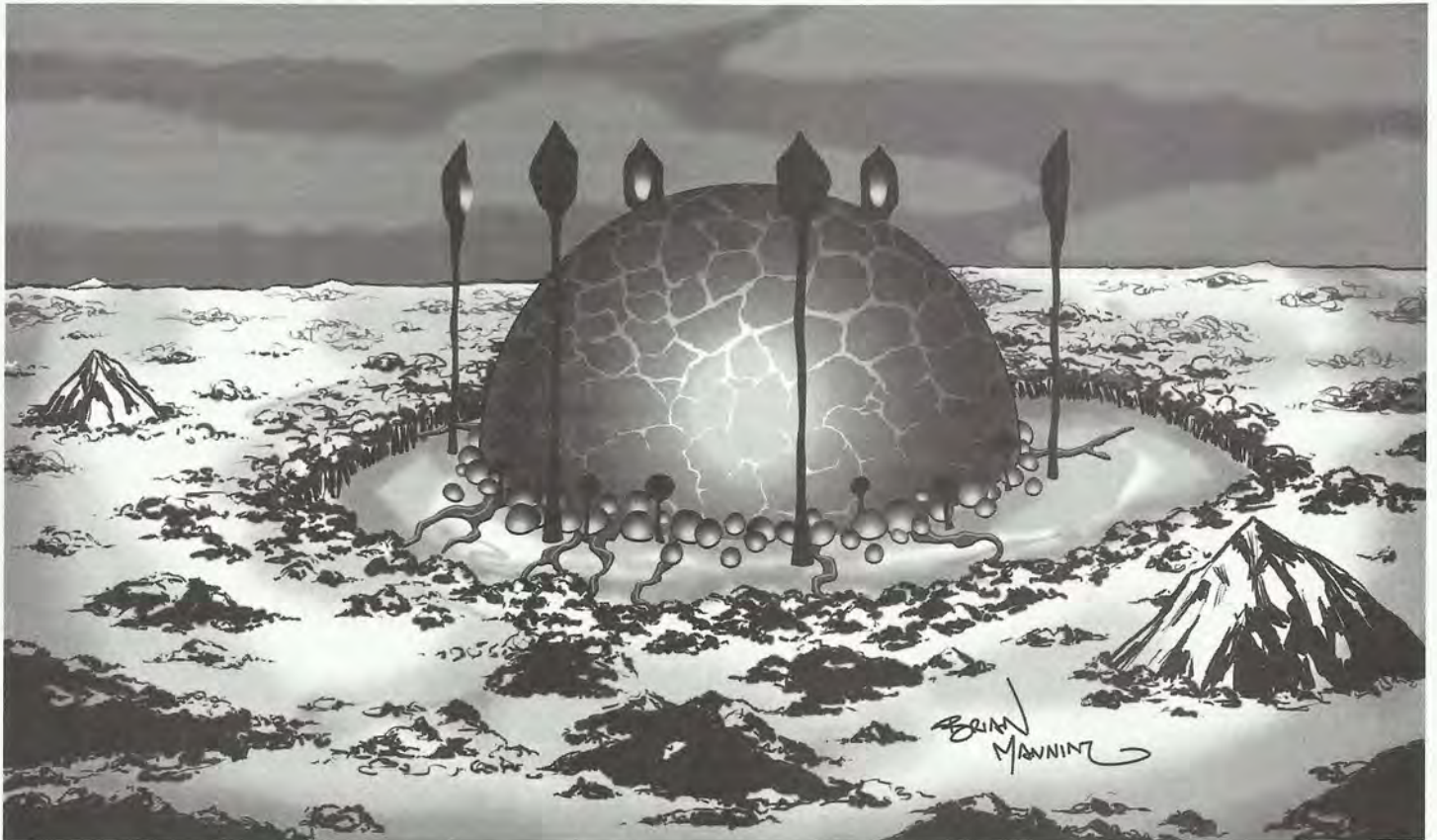
Anyone who inhales the spores of the Flower of Life must make a save vs non-lethal poison of 14 or better, or suffer severe fever and hallucinations that some people believe can result in clairvoyant glimpses of the future (G.M.'s decision). The hallucinations totally replace the victim's senses, rendering victims lost in an imaginary world and helpless throughout the entire experience. Hallucinations generally last 1D4 hours. Clairvoyant glimpses of the future and vision quests happen only a fraction of the time anyone is exposed to the spores.

Once the Protoculture hallucinations have faded, there are no lasting ill effects. Luckily, the Flowers only release their spores on rare occasions, which seem to have no connection to the seasonal patterns of the planet Earth or the cycles of Earth plant life. The Invid sense when the spores are going to be released, however, and keep slaves indoors in slave pens with air purification systems, or make them wear respirators while working. Communities that live near large concentrations of the

Invid Flower of Life know to watch for sudden spore activity and seal up their homes as best they can. Fortunately, the spores sparkle and glisten in the light when they have been released, and are slightly bioluminescent, giving most people fair warning. The spores can also be stirred up by someone falling into a patch of the Flowers (65% chance), with the same effects.

The Stalks

The stalks and roots are used to create the foul-smelling and noxious green nutrients that sustain the Invid mecha pilots inside their war machines. Contact with the unprocessed fluid from the stalks by humans marks the victim with a strong scent for 2D6 hours or until they thoroughly clean themselves and remove any clothes that came into contact with it. Contact with the processed nutrient fluid leaves a strong alien odor on the victim for 3D6 days, which no amount of washing seems to alleviate. Humans who consume the fluid suffer mild nausea, vomiting and diarrhea for 1D4 days (-15% on skill performance, reduce Spd by 20% and -2 penalty to all combat bonuses).



Invid Hives

The Hives are massive fortress homes of the Invid race. They are constructed across the planet Earth (and any occupied planet), with each Hive having a "control zone" radius around it that is under its dominance. This can be an area up to several hundred miles. The borders are usually determined by geographic features, like a mountain range or river. Each Invid Hive is the command and communication center for Invid in that region, with all of their activity coordinated by an Invid Brain located at the Hive. Each Hive contains hundreds to thousands of Invid, most of which are in a state of suspended animation and awaken as their services are needed.

There are several types of Invid Hives, but most are classified as **Dome Hives** because they appear to be giant, translucent domes averag-

ing two miles (3.2 km) in diameter. In truth, only half the Hive is above the surface, as it is actually a giant *sphere* penetrating deep into the earth.

In addition to the classic Dome Hives, there are also the strange **Still Hives**, which are focused on aerial patrols, particularly where the terrain is rugged and hard to navigate on the ground, like a dense jungle or mountain terrain. The rarest, and some of the most strategically important Hives, are **Invid Broadcast Towers**, which contain powerful sensors that allow the Invid to detect spacecraft approaching Earth and to coordinate orbital defenses.

Typical Dome Hive

Dome Hives are the main fortresses of the Invid and serve as regional command and control centers as well as bases of operation. They are large, faceted domes, resembling a compound eye from an insect.

Several bio-mechanical tendrils jut out from the dome like massive creeper vines. The vine-like structures generate a protoplasmic energy field around the hive when it is under direct assault to provide additional protection. The perimeter of the Hive often has several 500 foot (152 m) tall **communications stalks**, which keep it in contact with other Hives. They are tall, slender and topped with an organic bulb.

These hives, like all Invid Hives, are powered by powerful reflex furnaces of Invid design. The most expedient way to destroy one, outside of an orbital bombardment, is to penetrate the bases defenses and destroy the power core. Of course, you have to fight through swarms of Invid to do that, and then you have to outrace the resulting blast and get clear of the base.

Type: Invid Fortress.

Typical Invid Population:

- 300 Scouts
- 150 Fighter Scouts
- 200 Troopers
- 100 Shocktroopers
- 200 Soldiers
- * 30 Enforcers
- * 1D4 Commanders
- 1 Invid Brain

* These units do not begin to appear until several months after the second Mars Division attack fails.

For Stilt Hives, switch half the Troopers for Scouts and half the Shocktroopers and Soldiers for Fighter Scouts.

For the Broadcast Tower, double the number of Fighter Scouts and cut the number of Troopers and Soldiers by half.

M.D.C. by Location:

- Force Field Projectors (4) – 1,500 each
- Communications Stalks (2D4) – 800 each
- * Entry Portal Force Fields (4) – 200 each
- Protoplasmic Force Field – 10,000
- ** Power Core – 2,000
- *** Main Body – 20,000

* Depleting an entry portal force field allows temporary access to the Invid Hive for 1D6 minutes before the field is restored. To stop the force fields from regenerating requires the destruction of the power core or the Invid Brain.

** Destroying the power core causes a titanic explosion, destroying 2D4x10+20% of the base. Anything caught in the blast radius is completely destroyed. Pilots attempting to try and escape the base while the core is exploding need to roll a piloting roll at -20% and need to be able to go at least 300 mph (480 km) to make it from the core to the exits before the explosions consume the base. If they fail the roll, their mecha takes 2D6x10 M.D. from the fireball.

*** Depleting the main body of a Hive – a feat that would require an orbital bombardment or something similarly extraordinary – causes the surface dome to collapse, killing 2D4x10% of the Invid still inside. There is also a 75% chance that the Invid Brain is killed. The remaining Invid swarm any attackers/enemies/outside they can find. However, if the Brain is destroyed, they are all stunned from psychic shock for 1D6 melee rounds, losing all of their bonuses and half of their attacks. Most Invid Princes and Princesses affected by this will have the sense to retreat.

Weapon Systems:

1. Protoplasmic Force Field: This is a powerful energy barrier that goes up the moment a major offensive (10 or more mecha) is detected, and will stay erected until taken down or the attacking enemies are destroyed or driven off. The Shadow Fighter has a gun known as the *Destabilizer*, which can cause temporary holes in the shield, but it is not available to freedom fighters and is not seen on Earth until the arrival of the UEEF fleet that marks the final battle at Reflex Point.

Primary Purpose: Defense.

Mega-Damage: 10,000 M.D.C., regenerates 1D4x100 M.D.C per melee round. Once the shield is depleted, it stays down for 1D4+3 minutes and will reappear at half strength. It takes 1D4 hours to regenerate to maximum power.

2. Entry Portal Force Fields: These fields cover four small ground entrances into the Hive used by Invid Soldiers and sometimes Scouts and Fighter Scouts. They are electrified energy fields that not only prevent entry, but have a chance of stunning anyone who touches them. The stun potential affects characters in body armor, power armor and small ground mecha like Cyclones and Silverbacks, but not those in large mecha such as Battloids, Destroids or Veritech Fighters.

Primary Purpose: Defense.

Damage: Does 3D6 S.D.C. damage to the person who touches it, bypassing their armor. The character must also make a save vs stun of 14 or better (P.E. bonuses apply). A failed roll means the character is stuck to the force field, unable to take any actions while he is wracked with pain for a full melee round (15 seconds). After the duration has ceased, the victim falls backward and to the ground, dazed. Victims of stun have no initiative and all combat bonuses, attacks per melee, Spd, P.S. and skill performance are half for 1D6 minutes. Those who make their saving throw take damage and lose one attack and initiative for that first melee round only, but are not stunned.

Mega-Damage: 200 M.D.C.; once the Mega-Damage is depleted, the shield collapses and cannot be restored for 1D6 minutes. Any contact or damage inflicted to the shield alerts the Invid in the base as well as any units buried nearby, and they investigate.

3. Invid Defenders: Of course, the most potent weapon of an Invid Hive is the army of Invid operating within and around it. Many resistance fighters have died because they have underestimated the effectiveness of the Invid's swarming attack. Fighters need to stay on the move and as out of sight of the Invid as possible, or they will very quickly be overwhelmed by dozens of enemy mecha.

Standard Hive Layout

Upper Levels: This is a honeycombed network of tunnels where active Invid Scouts and Fighter Scouts are located when they are assigned to air defense of the Hive and not on patrol. There will be 1D6x10 Scouts and 1D4x10 Fighter Scouts in the upper levels at any given time. They respond to any air attack on the Hive, and are waiting to reinforce any patrols that get into trouble away from base. The upper levels are a maze of corridors and tunnels large enough for a Beta Fighter in battloid mode to maneuver. Many of them are vertical or at steep angles, leading to exits camouflaged as part of the dome, so only flying vehicles can navigate them.

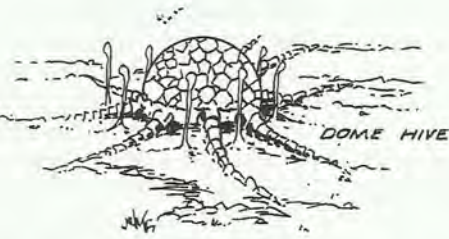
Ground Level (Outer Corridor): This is a massive area taking up much of the main floor of the Hive. It is used as a staging area for large numbers of Invid troops. The entry portals on the ground level lead into the outer corridor. The portals are usually guarded by two Invid Soldiers who are on the inside, just out of sight of approaching enemies. At any given time there are 1D4 patrols consisting of 1D6+2 Invid Soldiers and two Troopers or Shocktroopers stalking this area when activity is calm. Double that number when on alert.

Ground Level (Gantries): Beyond the outer corridor is a massive open area that looks down on the stasis level below. It can be crossed by bridges that lead from the outer corridor to the Inner Sanctum. These corridors are very rarely patrolled and should be free of Invid. At most, there may be two Invid Soldiers or Troopers guarding the doors to the Inner Sanctum, but that usually happens only when the Hive is on alert or suspected of having been infiltrated. The only other Invid in the area are Retrieval Drones that do not respond to the presence of intruders.

Ground Level (Inner Sanctum): This is a large, central chamber where the Invid Brain is kept, and in most cases it is also where any Prince or Princess assigned to the Hive will be found. Besides the **Invid Brain Chamber**, there is a large orb that appears to be made out of the



STILT HIVE

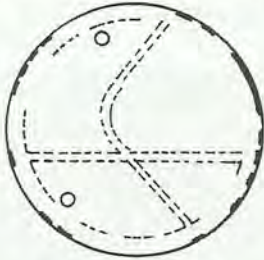


DOM HIVE

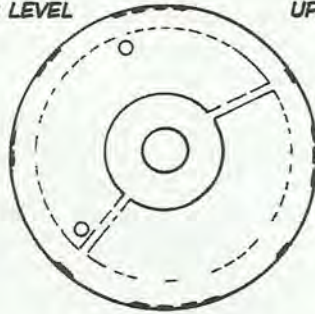
Map Code Key

- Fibrous wall with many openings.
- Solid wall.
- Opening
- Outer access opening; can be sealed with a force field.
- Main vertical tunnels; connects all levels.

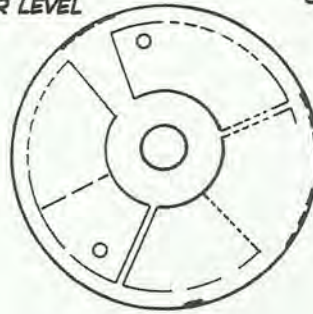
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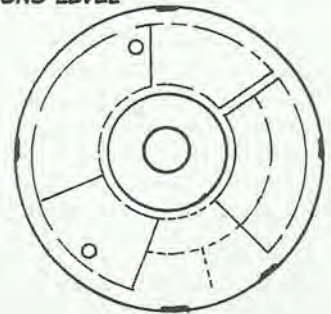
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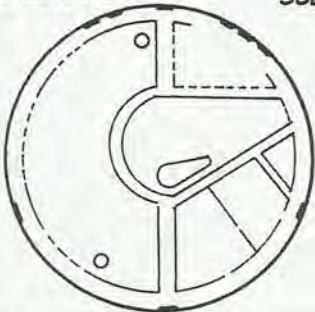
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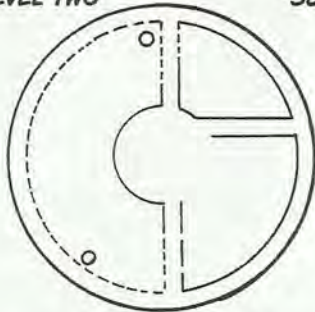
GROUND LEVEL



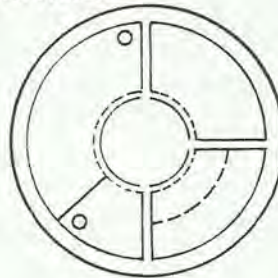
SUB-LEVEL ONE



SUB-LEVEL TWO



SUB-LEVEL THREE



CUT AWAY SIDE VIEW OF A DOME HIVE

same material as the Hive dome. The Regess communicates to the Brain and any other commanders of the base through this sphere, and can also channel her powers through it to transmute an Invid mecha that has performed exceptionally well.

Invid mecha from the **stasis chamber** are relayed to this room for their pilots to be inserted. The Inner Sanctum is guarded by 4D4 Invid Soldiers and 1D4 Troopers or Shocktroopers at any given time. The Invid Brain is here at all times but ignores activity going on in the room around it unless something threatening or dramatic occurs. There is a possibility (30% chance) that any Invid Prince or Princess stationed at the Hive and not out on patrol or assignment is here as well. Fortunately, they are not in their mecha, which are stationed nearby. It takes them one melee round to get to their Battloid and activate it. The Invid Soldiers and Troopers in the room do their best to block any threat to the Brain or the Communications Orb, as well as defend a retreating Prince or Princess. Of course, the Prince or Princess will return a melee round later to join the fight, and 2D6+2 various Invid also join the battle within 1D4 melee rounds (a minute or less) with an equal number arriving every melee round thereafter, until the threat has been eliminated.

Sub-Level 1 (Laboratory and Prison): This level is the same circumference as the Inner Sanctum and is surrounded by the open-air chamber of the huge stasis level. It is used both as a **laboratory** and as a small **prison** for captives the Invid want to interrogate (rare) or test subjects for bizarre and cruel experiments. The laboratory itself is directly below the Invid Brain, and a large bio-organic column extends down from the Brain to the chamber. Test subjects are placed in a transparent, coffin-like cocoon which has numerous surgical tools on the inside. The Invid Brain can possess Invid Soldiers to assist with the surgeries. There is no anesthetic given to the test subjects, and the poor individuals in the holding cells can hear and sometimes see the fate that awaits them occurring

to their fellow prisoners. The holding cells are in a ring on the outside wall, with the doors facing inward toward the laboratory and with small portals that look out onto the **stasis chamber**. This chamber can only be accessed by standing on circular hover platforms in the Inner Sanctum. The platforms appear to be part of the floor until someone stands on them, at which point they glow and drop down to the next level. A successful Detect Concealment roll or a Perception Roll of 14 or better is required to find the platforms.

There are 1D4 Troopers and 2D4 Soldiers stationed here to handle and guard prisoners when the cells or surgical suite is in use. If the Invid Brain is not conducting tests, then this chamber will be empty and dark.

Sub-Level 2 Stasis Chamber: This massive room is filled with the base's surplus Invid mecha. Each one is encased in a transparent cocoon that has 50 M.D.C. These mecha are empty and will not respond to attacks or provocation. The Invid mecha here are assigned to individual Invid as needed.

Sub-Level 2 Incubation Chamber: This is another dome-like structure that appears to be a smaller scale duplicate of the Hive itself. This is where the actual Invid themselves are "stored" in suspended animation while awaiting assignment. The dome is fragile despite its massive size (2,000 feet/610 m in diameter). Any damage beyond 20 M.D.C. to one area shatters the dome and the beams pass through, killing many of the Invid within. The entire dome can take about 500 M.D.C. before it completely ceases to function. Any attack on the Incubation Chamber will provoke an immediate response from three Shocktroopers, six Fighter Scouts and 2D4 Soldiers.

Sub-Level 3 Power Core: This is a massive chamber taking up most of the lower levels of the base. It is equal in size to the entire surface area. The main shaft seems to go down a considerable distance (at least half a mile/0.8 km). In the middle of this room is the base's Reflex Fur-

nace. There are 12 Invid Fighter Scouts constantly patrolling this area, divided into two groups of six. There is no floor in here, so only flying mecha can get around. Access to the core is via tunnels that connect with the upper levels and stasis chamber. Depleting the M.D.C. of the core results in a Reflex Furnace overload (see above). If the Brain has been killed or somehow incapacitated, the control matrix on the furnace can be destroyed and cause the core to overload as well. Normally, the Invid Brain would prevent such an overload by regulating the Furnace itself. But if the Brain is destroyed there are no Invid left capable of preventing the overload; not even the Princes or Princesses.

Stilt Hives

Invid Stilt Hives are virtually identical to the typical Invid Hive with the exception of the four massive stilts holding the base aloft (5,000 M.D.C. each). Destroying two of the legs causes the Hive to tumble to the ground below, destroying it and killing 1D6x10+20% of any Invid who are present at the time.

Broadcast Tower Hives

Resistance fighters believe that these mushroom-shaped Invid Hives have highly sensitive sensing equipment that scans the heavens for approaching Robotech ships. These differ slightly from a classic Dome Hive. UEEF members who survived the failed Earth liberation missions have been instructed to destroy these Hives whenever possible.

The Broadcast Tower Hive's upper levels and ground levels are the same, except that the ground level is 1,500 feet (457 m) into the air at the top of the stalk. The stasis chamber spirals downward inside the stalk itself. For the interior patrols, replace the Soldiers with Scouts and Fighter Scouts (50/50).

Invid Protoculture Farms

The last place on Earth that any sane human wants to be, besides the business end of an Invid claw or plasma cannon, is a Protoculture farm. The farms are, arguably, the closest thing to hell on Earth, and once you've been enslaved on one, the experience stays with you until your dying day – which will probably happen in that same farm, and far sooner than you'd like.

After the fall of the Southern Cross during the first few shocking days of the Invid invasion, humans across the world waited fearfully for the end. The enemy had clearly won. Humanity was routed. Everyone remembered the Zentraedi Rain of Death. They waited for the Invid to begin annihilating all mankind.

That day did not come. Though the sky filled with Invid Clam Ship Carriers over dozens of cities, they did not open fire. Instead, they came and did something that, for many, was far more terrifying than outright destruction: They began to take people away.

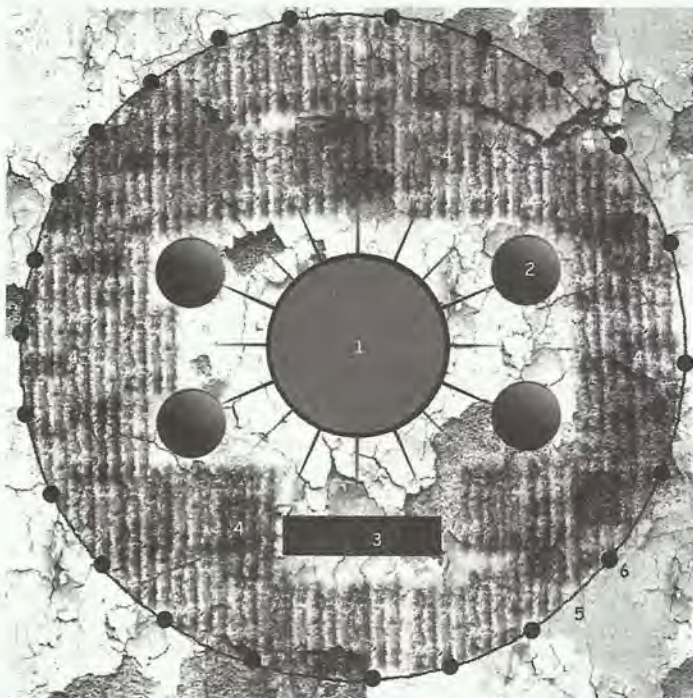
Invid Scouts scooping them up in steel claws and Invid Soldiers forcing them at gunpoint into bio-organic cages or onto the carriers, with no regard to family, friends, community, race or nation, the Invid began to take people by the thousands. Never has humanity, as a group, known such fear. The Zentraedi strike was quick, brutal and over within minutes. This was days and days of people hiding in basements, hearing the screams of their neighbors pleading for anyone to help them, as Invid mecha dragged them away for purposes unknown.

This was followed by weeks of wondering if you were next; of wondering if it was safe to go out and look for food, or perhaps your missing child. After about two weeks of unrelenting horror, the raids died off. There were no more columns of Invid Soldiers marching through the streets, and the fear of your door being blasted off its hinges and staring into one of those inhuman red eyes began to fade.

For months after, nobody knew where those people had been taken. Many assumed the worst and began to fear that the Invid ate humans. Eventually, word about the Invid farms began to surface. Nobody knew,

and many people still don't know, what is actually harvested on the farms. The newborn resistance force began to refer to them as "Protoculture farms," but that didn't mean much to most people. They knew it was fuel, but in most cases they hadn't connected the Invid Flower of Life to Protoculture. All they knew was that to be taken to an **Invid Protoculture farm** was to never return, and thus it was something to be feared and avoided with all your might. Being dragged into the unknown is scarier for most people than actually knowing the fate in store for them.

Sadly, the truth is as bad as, or worse than most people imagine. Protoculture farms are sprawling fields of the Invid Flower of Life overseen by a central Invid Hive and protected by a perimeter of patrolling Invid Scouts and Troopers and invisible energy fields. They are worked by thousands of human slaves day after day. They are places of misery, grief, dread and despair. And there are hundreds of them.



1. Central Hive
2. Processing Sheds
3. Slave Pen
4. Pastures
5. Perimeter Fence
6. Guard Tower Stalk

The farms are divided into several distinct sections:

The Hive: From here the Invid control the workings of the farm. Food is stored here, as well as tools and the inactive Invid. The Invid Flower of Life is brought in from the field for final production, where it is turned into Invid nutrient fluids and Protoculture. The Hive is also the living place for the Invid guards and the Invid Brain that oversees the humans working on the farm. In most cases, it is the scintillating orange, red and purple Invid Dome Hive that resembles a giant insect's compound eye, surrounded by thick tubes that seem to sprout outwards and descend into the ground like giant roots. Few humans ever see the inside of these structures.

The Invid Brain, dozens of Soldiers and hundreds of Invid Scouts, Troopers and Shock Troopers are based in the Hive, monitor the slaves and protect the precious crop of Flowers of Life. Slave laborers, of course, are expendable. Troublemakers are beaten into submission. Repeat offenders, slain. Runaway slaves, hunted and dragged back to the fields.

Inside the Hive itself are a few active Invid Troopers and Shocktroopers; 1D6x10, with one out of every four being a Shocktrooper. The rest are dormant or out patrolling the perimeter. For a change, Scouts and Armored Scouts are the minority, and half of those stationed at a Proto-

culture farm leave on patrol in the morning and return in the evening to be replaced by the other half of the Scout and Fighter Scout detachments for night patrols. No Scouts are active within the Farm Hive itself. In case of a major assault, the Invid Brain calls all patrolling Invid back to the Hive and begins waking up dormant Invid at a rate of 5D6 per minute.

The processing sheds: These sheds are located close to the Invid Hive and are long, organic-looking buildings where slaves separate the Invid Flower of Life into its base components: stalks, leaves, petals and seeds. The air inside the processing shed is extremely deadly, and all humans who enter must wear protective masks. Even then, these workers tend to have short life spans due to the residue from the Flower of Life that they carry with them when they leave after a day of backbreaking labor.

The pens: Human slaves are kept in the pens: massive buildings that are divided into three sections, the sleeping quarters, the cafeteria and the lavatories. The only thing that can be said for this housing is that the Invid keep them clean to prevent disease and vermin from becoming rampant, not because they care if the human slaves live or die. Vermin could threaten their precious Flowers of Life and they don't want that.

The sleeping quarters in the pens are large, long rooms filled with floor mats barely large enough for a grown man to stretch out. People are packed in here like sardines. The ventilation, particularly in the summer, is barely enough to make sleep possible. The pens were originally coed, but that caused so many problems that even the Invid took notice, and they separated slave stock by gender.

The cafeterias are a joke. This is where the Invid distribute water and the gruel humans eat to survive. It's technically supposed to provide the exact amount of nutrients a human body needs to operate from day-to-day, but no allowances were made for taste, and most people believe that if you ate toxic waste, this is probably what it would taste like. Still, it keeps people alive.

The restrooms are divided by gender and contain sinks and showers as well as toilets. As one escapee put it: "Toilets should not feel warm or slimy, nor should you worry about them going where they shouldn't. And they most certainly should not move." The Invid have even managed to make taking a shower creepy. Here they consist of some kind of damp fabric that wraps around you of its own volition and scours the dirt off of you. Many slaves describe it as a tongue, and truth be told, would rather just be dirty.

The pastures: These are massive, sprawling fields where the Invid Flower of Life grows. The plants tend to sprout in clusters of three, dripping with petals and blossoms, in wet, rich Earth. Some fields are similar to rice paddies, with the plants growing out of mounds of mud in muddy water that is ankle deep. Some fields are much drier, with only small irrigation canals of water sluicing between clumps of Flowers. Others are flood plains where the water is frequently past a human's knees. The fields are filled during the day with slaves and the occasional Invid Soldier and Trooper watching over them. At night, only a few Soldiers are left, patrolling for mischief and slaves who have screwed up the courage to attempt an escape.

The Perimeter: As a rule, the Invid clear an area of several hundred yards around the Protoculture farm to create a perimeter without trees or major obstructions. This is a killing field for anyone attempting to escape or attack the Protoculture farm. It is patrolled by several groups of three Invid Troopers. Additionally, there are occasional Invid Shocktroopers buried underground to ambush enemies who might attack. Their placement and numbers appear to be random to keep enemies from predicting where they are buried, but there are no more than three for every quarter mile (0.4 km) of perimeter. However, if they are activated due to intruders or escapees, it takes only moments (1D6 melee rounds) before reinforcements arrive.

The defensive perimeter around the farm ends at the edge of the pastures with an energy fence that surrounds the entire Protoculture farm. The fence is powered by stalk-like posts set every 50 feet (15 m) apart that generate a nearly invisible energy field. This field is similar to the one erected at Hive entrances to keep intruders out. The field has 120 M.D.C. between each post. The stalks themselves have 50 M.D.C. and

are behind the energy field, so they cannot be targeted until that section of the force field is depleted first, or unless hit from behind or directly above. The stalks, and the force field, are 20 feet (6.1 m) tall, preventing most humans from climbing or jumping over them. Coming into physical contact with the field does 3D6 S.D.C. damage, even if the person is wearing full environmental body armor or light power armor like a Cyclone in battloid mode. In addition, the person touching the field must make a save vs pain of 14 or better (P.E. bonuses apply), be stunned for 1D4 melee rounds, and unable to pull himself off the field, similar to someone who touches a live electrical wire.

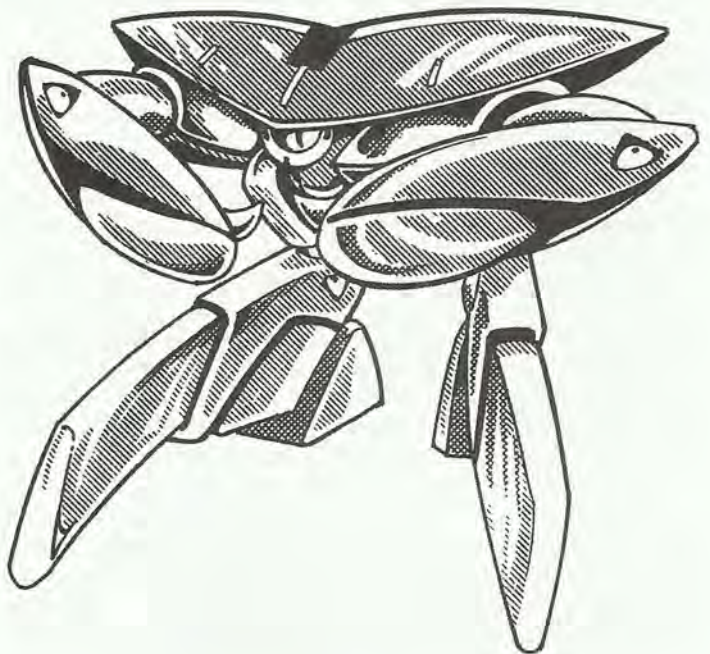
Every 500 feet (152 m) is a much larger stalk that is 60 feet (18.3 m) tall and ends in a bulb-like frame. These serve as watchtowers and are each manned by two Invid Soldiers at all times.

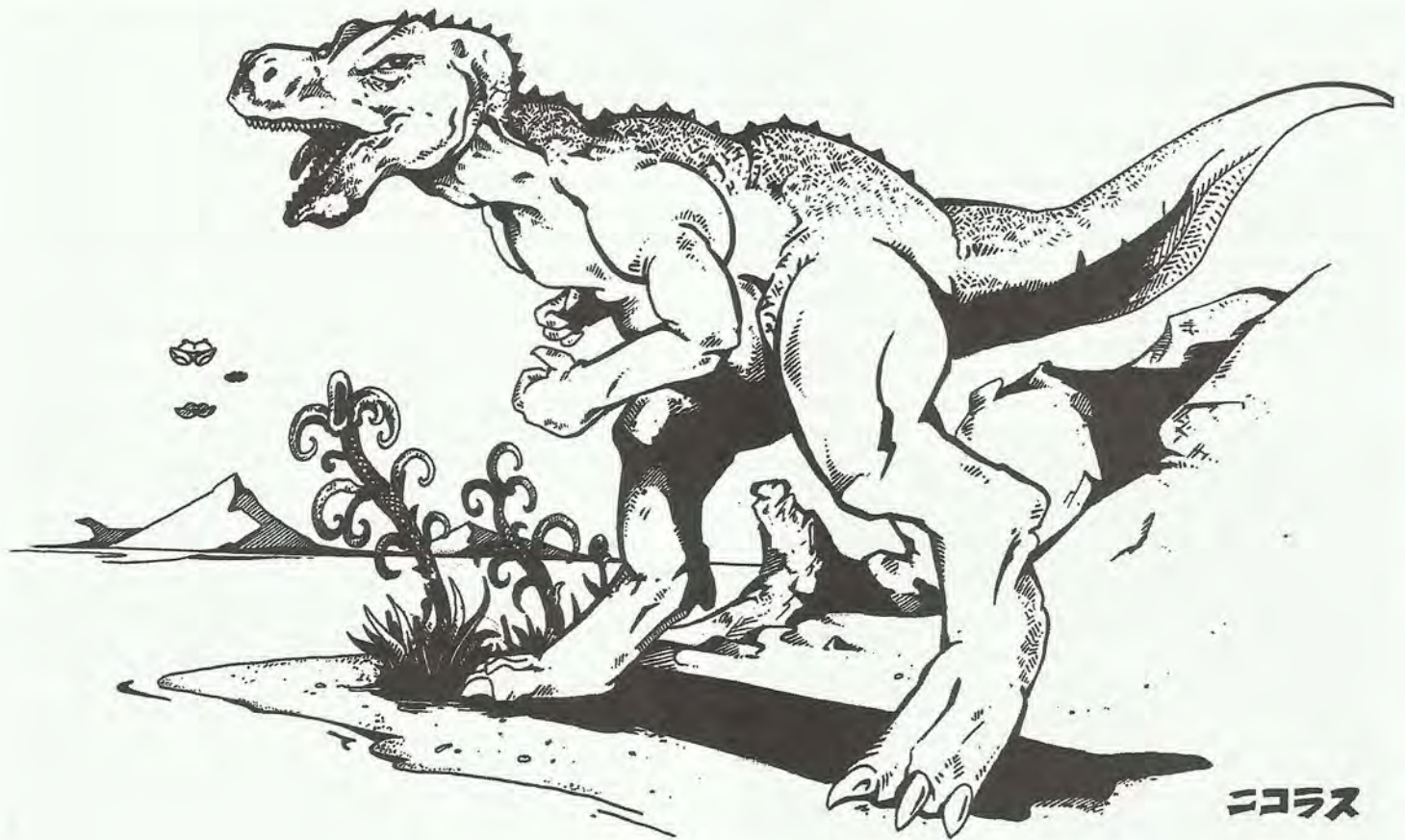
Life on an Invid Protoculture farm is, quite simply, brutal. The Invid make no allowances for recreation or morale. The day begins two hours before dawn, when slaves are awakened by an alarm and forced to get up, use the restrooms and get their breakfast, before they are herded out into the fields at the crack of dawn to tend to the fields.

The workday is from dawn until dusk, with the slaves forced back into the pens at midday to eat, clean and then return to the fields in about 40 minutes. Sent back into the fields, they work until sundown when they are herded back to the pens to eat and go to sleep. The only time for being social or doing anything besides hard labor is two hours after dinner and before sleep. Nothing is provided for entertainment or distraction except what the slaves invent themselves.

These conditions have brought out the best and worst of humanity. The Invid make no attempt to enforce any hierarchy among the slaves, and they only step in to resolve violence if it appears to get out of hand and threaten production. About a third of all slaves who die on these farms are victims of their fellow prisoners.

In almost every farm, some prisoners rise to be petty crime lords with their own gangs of thugs and their own ways of bullying and controlling their fellow slaves. These slave underworld bosses use murder, intimidation and privileges to remain in control. They've figured out how to improvise weapons, design and control games of chance, and hoard rations, sleeping mats, and the rags the Invid give humans to use as clothing. In this kind of environment, these meager resources are priceless treasures which represent power that others covet and envy, even when they are all slaves. Crossing these men and women can lead to a beating or death. All the Invid do is make the slaves drag out the bodies of the dead for disposal in the morning.





The Genesis Pits

Buried deep in out of the way places, far from the prying eyes of even most resistance fighters, are the **Invid Genesis Pits**, giant experimental laboratories where the Invid toy with the evolution of life on Earth (and some other worlds as well). Very few humans know of their existence, and almost no one knows their true purpose. If they did, the war against the Invid would take on a new urgency.

The Invid Regess had the Genesis Pits constructed to conduct a variety of experiments, but the primary goal was to find a life form that would allow the Invid to dominate the planet and the cosmos. Ironically, she eventually determined that human life was the ideal shape for her people to take.

The problem is that once the Invid had been transformed and adapted to human form, the purge of humanity would begin in earnest. The Invid never intended to keep more than a small percentage of humans alive as slave labor for the Protoculture farms. The rest of the human race was to be exterminated.

In a way, this makes the Genesis Pits one of the most strategic targets in the war, only most of the resistance movements don't know about them. Those who do manage to learn about Genesis Pits, can do little about them. They are gargantuan underground structures, guarded by an Invid Hive whose only purpose is to ensure the Pit's safety and that experiments in evolution and genetic manipulation run smoothly. This means that "contaminants" (intruders) are kept out or eliminated. In addition to the Invid protectors, Genesis Pits are hostile alien environments filled with mutants, monsters and even dinosaurs and things that should have never walked the face of the Earth under natural circumstances.

To further their cold-blooded experiments, the Invid often test humans to see how they fare in the Genesis Pits or against their monstrous creations. Prisoners and unruly slaves are sometimes dropped into the Pits with no modern technology to fend for themselves. In some cases, the Invid unleash certain evolutionary horrors out of the Pits to terrorize nearby villages to see how both sides will adapt. And sometimes, "things" manage to slip out of the pits and into the surrounding coun-

tryside. The Invid seldom go out to retrieve or destroy experiments that escape from a Genesis Pit, leaving them to venture out into the world of human survivors. The Invid only care about the experiments going on inside the Genesis Pits. If the creatures inside happen to get loose, or if they run wild in the Genesis Pit after the experiment is done, mutating into Heaven knows what, the Invid do not care, as long as it does not interfere with their plans and other ongoing experimentation. When experiments are completed, the Genesis Pits are abandoned as they stand, with the unnatural, sped up evolutionary processes continuing on until someone stops them or until the creatures inside spill out onto the surface.

This will be a problem for Earth in the future, for when the Invid leave the Earth for good, they leave the Genesis Pits behind, like unruly house guests who forget to clean up the mess they made. Eventually, the inhabitants of Earth are going to have to deal with the monstrosities left behind.

No one except the Regess knows how many Genesis Pits there are, and no human can even fathom how they work. Shutting a Genesis Pit down for good is a monumental effort, requiring the destruction of the Invid Hive within. Destroying a Hive on the surface is no easy task, even for the most well-armed strike force, and destroying a Hive located in the middle of a seething mass of dinosaurs, mutant humans, weird monsters and inhuman monstrosities can be an absolute nightmare. Most people are content just to survive getting out of a Pit with their skin and sanity intact. As for the monsters within, most people figure they'll deal with the creatures as they make their way out of the Pits, hopefully in small, manageable numbers.

Genesis Pit Layout

Most Genesis Pits are built deep within the Earth at the bottom of a massive shaft. An energy field floats midway within the shaft that keeps the often-specialized atmosphere in and harmful bacteria out. However,

the energy field cannot harm or stop large objects or large organisms from falling into the pit. The shaft can plunge as deep as a mile (1.6 km) down before it opens into what may seem like an alien world unto itself.

At the bottom of a Genesis Pit are one to six massive chambers, each with its own environment, ecosystem and purpose. When we say "chamber" we mean a sprawling area the size of several football stadiums to 1-10 miles (1.6 to 16 km) in diameter. These are the living laboratories where the Invid experiments in evolution and genetic engineering are allowed to run wild. They are divided by massive stone walls a quarter of a mile thick. The chambers are usually side by side and connected by tunnels through the rock walls, but in some cases they may be vertically stacked on top of each other, with air shafts connecting each level.

Getting out of a Genesis Pit can be tricky unless you have a mecha with full flight capabilities (like an Alpha Fighter) which can fly you back out the way you came or through an air shaft. However, such an obvious combat vehicle is likely to attract an Invid Patrol. Invid defenders quickly swarm to protect the Pits from outsiders.

There are only two other ways out: First is through the Invid Hive that controls the Genesis Pit. There are glowing portals built into the central chamber walls that look almost like the cells in a beehive. Stepping through one instantly teleports that person to the surface. Of course, this is not common knowledge, so a group of player characters would have to find some way to figure out that these glowing portals were teleportation doorways.

Alternately, Invid defenders who leave the Genesis Pits do so by creating anti-gravity tunnels that automatically propel anyone (or anything) that enters the shaft of light to the surface. But these exits are only created when the Invid need to get to the surface quickly, such as responding to an attack or if they are evacuating the Genesis Pit. These anti-gravity tunnels are only open for 1D4 minutes and, most likely, any human tag-alongs will have to battle the Invid that opened the anti-gravity tunnel in order to get out.

Hidden somewhere in the Genesis Pit is a Control and Research Hive that looks like an Invid Dome Hive, except much smaller; about a quarter the size with one quarter the troops. The entrance to the C&R Hive is concealed, made to blend in with the environment, and the Invid Hive itself is built into the floor of the pit. The Invid inside the Control and Research Hive are ground units that include Soldiers, Troopers and Shocktroopers in equal number. They guard the Genesis Pit from "contaminants" (intruders) and assist the Invid Brain with its genetic and evolutionary experiments. These Invid try to avoid contact with contaminants/outsider, unless they threaten the safety or purity of the Genesis Pit experiments or attack the Control and Research Hive. Most of the time they'll observe at a distance and wait to see if any of the monstrous experiments destroy the outsiders.

It is unlikely that an outsider killing one or two creatures in a Genesis Pit will be enough to bring an Invid attack on them, as the Invid often want to see how the creatures will respond to, and fare against, Protoculture powered mecha or Robotechnology. They will respond, however, to wholesale slaughter or attack on the inhabitants, environment or any attempts to damage the Genesis Pit itself. Such assaults bring forth large forces of Invid to chase away or destroy the interlopers. Likewise, the Invid attack whenever a large enemy force enters a Genesis Pit or even if a small group tries to build a permanent base of operations within one.

Types of Genesis Pits

There are a number of different types of Genesis Pits, many of which will be detailed in a future book. Some of the more common are described below:

Paleozoic-Mesozoic Genesis Pit

These are filled with creatures from the earliest periods of Earth's history, from 65 million years ago to about 230 million years ago. The most remarkable creatures in these pits are dinosaurs, but such Pits are

also filled with early reptiles, mammals, fish, insects and even a few tiny mammals. There may also be reptilian or dinosaurian humanoid mutants. Each section of a Dinosaur Pit deals with a separate early era of life on Earth.

Typical Paleozoic-Mesozoic Pit Creatures:

Small predatory reptiles and dinosaurs (from dog to pony or human-sized, includes velociraptors): 2D4x10 Hit Points. Attacks per Melee: Four. Damage: Bite does 2D6 S.D.C. damage, claws 4D6. Speed: 5D6+12. Bonuses: +2 to strike, parry and dodge.

Medium-sized predators (from the size of a horse to about the size of an elephant, includes dimetrodon and baryonyx): 3D6x100 Hit Points (100 Hit Points equals one M.D.C.). Attacks per Melee: Four. Damage: Bite 1D6 M.D., small claws do 1D4 M.D., large claws 1D6 M.D. Speed: 5D6+8. Bonuses: +1 on initiative, +4 to strike, +2 to parry and dodge.

Large predators (larger than an elephant and includes Tyrannosaurus Rex, Allosaurus and Spinosaurus): 1D4x10+6 M.D.C. Attacks per Melee: Three. Damage: Bite 3D6 M.D., small forearm claws 1D6 M.D., large claws or feet claws 3D6 M.D. Speed: 1D6x10+6. Bonuses: +4 to strike and +1 to parry and dodge.

Small and medium flying reptiles: 3D6x100 Hit Points (100 Hit Points equals one M.D.C.). Attacks per Melee: Three. Damage: Bite 2D4 M.D., small claws do 1D4 M.D., large claws 1D6 M.D. Speed: 2D6+6 on land, with a flying speed of 1D4x10+22. Bonuses: +3 to strike, +1 to parry and +4 to dodge when flying.

All dinosaurs and prehistoric predators have a heightened sense of smell, with the ability to track by smell at 60% (+10% to follow a blood scent). They can smell the scent of blood up to four miles (6.4 km) away and many attack any fast-moving objects, like a Cyclone, with a tentative bite attack to see if it's something they want to eat or chase.

Ice Age Genesis Pit

Typically found in cold climates, like Canada, Alaska and northern Russia, these pits are filled with ice, snow, tundra and creatures from the Ice Age, including woolly mammoths, sabertooth tigers, giant ground sloths and the like. The cold here is chilling and can be deadly to adventurers not prepared for it.

Typical Ice Age Pit Creatures:

Saber-tooth cats: 3D4x10 Hit Points. Attacks per Melee: Four. Damage: Bite 4D6 S.D.C. damage, claws, 2D6+4. Speed: 4D6+12. Bonuses: +2 to initiative, +4 to strike, +3 to parry and dodge. Climbing 50%, can leap 30 feet (9.1 m) high or across, nightvision 1,000 feet (305 m), Prowl 60%, and tracks by smell or sight 70%. Hunts alone or in prides of 1D6+1.

Dire wolves: 1D6x10+6 Hit Points. Attacks per Melee: Three. Damage: Bite 3D6 S.D.C. damage and claws 1D4. Speed: 1D4x10+12. Bonuses: +3 to initiative, +5 to strike, +4 to dodge. Nightvision 500 feet (152 m), track by smell 88%, swimming 65%. Pack hunter with 3D4 pack members.

Woolly mammoth: 1D4x10 M.D. (1D4x1,000 Hit Points and can be hurt by S.D.C. weapons). Attacks per Melee: Three. Damage: Head butt or bite 1D4 M.D., gore with tusks 2D4 M.D. plus targets weighing less than 500 lbs (225 kg) are hurled through the air, losing two melee attacks and initiative, stomp 1D4 M.D., trample 1D6 M.D. and victim loses one melee attack and initiative. Speed: 2D6+12, with bursts of speed adding an additional 1D4x10 for 1D4x10 minutes. Bonuses: +1 on Perception Rolls, +3 to strike, +6 to parry with trunk or tusks, +1 to dodge. Dowsing, Identify Fruits and Plants and Swimming, all at 70%; highly intelligent. Travels in herds of 1D6x10 members.

Opteran Genesis Pit

These Genesis Pits appear to be recreations of the Invid home world, Optera, as it was before the Zentraedi destroyed its surface. It is filled with bubbling nutrient pools, alien insects and the Invid Flower of Life. The air is thick with spores which cause hallucinations and all the other

effects to those who breathe the air. Opteran Genesis Pits appear to be malfunctioning and are often plagued by earthquakes, volcanic eruptions, strange diseases that kill the Flower of Life and there have even been reports of a Pit found where all the Invid inside of it had died. It is as if Mother Earth knows these Opteran Pits do not belong on her surface and does everything she can to destroy them. Unlike other Genesis Pits, the Invid here are hyper-aggressive, and furiously attack any interlopers. There are no dangerous creatures here except possible Invid mutation experiments that are too unstable to be allowed on the surface. Most Invid Genetics Experiments are created in Genesis Pits like these in a small mutation chamber inside the Control and Research Hive.

Post-Cenozoic Genesis Pit

These pits represent possible next stages of Earth creatures' evolution tens of thousands to millions of years in the future. It is an Earth which the Invid expect to rule and is filled with mutant versions of the Flower of Life that are no longer harmful to humans or other Earth creatures as well as giant mutant insects and large, semi-intelligent primate-like rodents. An ominous sign is that there are no humans in this environment.

Typical Post-Cenozoic Genesis Pit Creatures:

Mutant ants the size of an SUV: 2D6x10+24 M.D. Attacks per Melee: Five. Damage: Bite does 2D4 M.D. and a concentrated sulfuric acid spray does 5D6 S.D.C. to a 20 foot (6.1 m) area, plus unprotected targets are blinded and -10 to strike, parry and dodge for 1D6 melee rounds. Spd is 6D6+9. Bonuses: +4 to initiative, +3 to strike, +1 to parry, +1 to dodge. Motion sense 60 feet (18 m) and cannot be attacked from behind or be surprised by an attacker who engages in close combat, track by smell 88%, climb any porous surface 98% (can walk along walls and ceilings), Prowl 66%, Nightvision 500 feet (152 m) and see in the ultraviolet spectrum of light; cannot swim. Travel in packs of 3D6, live in hives of 2D4x100 members. Most Post-Cenozoic Genesis Pits have no more than two ant hives, which are likely to be at war.

Giant wasps the size of an eagle: 4D6+3 M.D. Attacks per Melee: Three. Damage: Bite does 1D4 M.D. and tail stinger does 3D6 M.D. (does not secrete a poison, it just stabs). Spd on the ground is 2D6+6, but flying speed is 5D6+26, can also hover. Bonuses: +1 to initiative, +3 to strike, +1 to parry, +3 to dodge in flight. Track by smell or vision 78%, Tailing 78%, climb any porous surface 98% (can walk along walls and ceilings), Nightvision 500 feet (152 m) and sees in the infrared and ultraviolet spectrums of light. Encounters: 01-25% May travel as a lone individual. 26-50% In pairs or as a trio. 51-75% In a loose pack of 1D6+4. 76-00% Travel in a swarm of 1D4x10+6. Giant wasps live in hives roughly the size of a large house containing 4D6x10 members. Most Post-Cenozoic Genesis Pits have 1D4 wasp hives. Unlike ants, wasps do not fight among each other but will attack a mutant and see humans as food or hosts in which the wasp lays its (2D4) eggs.

Ape-rat mutants: These creatures are human-sized, bipedal rats with 1D6x10 Hit Points and 6D6 S.D.C. Attacks per Melee: Four. Damage: bite 2D6 S.D.C. damage, punch 1D6 S.D.C., kick 2D4 S.D.C. or attack with a crude club or spear doing 1D8+2 S.D.C. damage (spears can be thrown 100 feet/30.5 m). Attributes: I.Q. 2D4+5, M.E. 2D4+3, M.A. 2D4+2, P.S. 3D4+13, P.P. 2D4+9, P.E. 2D4+11, P.B. 1D6+3, Spd 3D6 running, triple speed swinging through trees and can climb at double the running speed. Bonuses: +2 on Perception Rolls, +3 to strike, +2 to parry and dodge, +2 to entangle, +3 to roll with impact. Near-human intelligence with skill equivalents to Acrobatics (+10% where applicable), Climbing 80%, Detect Ambush 50%, Dowsing 68%, Identify Fruit and Plants 80%, Land Navigation 75%, Prowl 60%, Tracking 60%, Tailing 70%, W.P. Blunt, W.P. Spear and can leap 15 feet (4.6 m) up or across (double with a running start). Average level of experience is 1D6. The humanoid Ape-rat mutants wear animal skins for clothing, body armor made from the exoskeletons of mutant ants (1D4x10+4 M.D. per suit of non-environmental armor, but may also wear ASC and UEEF helmets and body armor taken from those they slay in combat. Also make simple weapons and tools. Travel and hunt in pairs and groups of 1D6+3.

New Generation Characters of Note



Rand

Rand was the first person on Earth to offer Scott Bernard his hand in friendship. And although their partnership had a rocky start, Rand was quick to see the value of Scott's mission and sign up to join him in a dangerous trek across the globe that most people would see as certain death and never consider.

Despite his moderate combat skills, Rand proved to Scott Bernard and other freedom fighters that he was resourceful, clever and capable under fire and in all types of situations. His team-

mates would also soon realize they could always rely on Rand's knowledge of Earth and wilderness survival to keep them fed and warm, and his humor to keep their morale high. His wilderness skills probably saved the group as many times as Bernard's combat skill in an Alpha Fighter, and on numerous occasions, Rand would exhibit an uncanny ability to understand the motivations and alien mindset of the Invid Regess herself.

Besides becoming the group's scout, Rand would become something of a guardian for young Annie, and fall in love with Rook Bartley, who could not have been more of an opposite personality.

After Reflex Point, Rand and Rook ride off together, not telling anyone where they are headed. Whatever challenges and trouble lays ahead for them and the planet Earth, they will greet it together.

Name: Rand. His last name is unknown, and it's possible that even he doesn't know his surname.

Rank: Civilian Pathfinder.

Alignment: Scrupulous.

Attributes: I.Q. 21, M.E. 18, M.A. 13, P.S. 13, P.P. 15, P.E. 14, P.B. 15, Spd 19.

Hit Points: 37. **S.D.C.:** 35.

Age: 18 at the end of the television series.

Sex: Male.

Height: 5 feet, 10 inches (1.7 m).

Weight: 125 lbs (56.3 kg).

Experience Level: 5th level Pathfinder.

Occupation: Resistance fighter and wilderness scout.

Disposition: Loyal, independent, resourceful and optimistic.

Rand also has empathy for others, and a kind, huge heart. It seems literally impossible for Rand to turn his back on people in need or doing what's right, even if it puts his own life in jeopardy. Although he has never had formal military training, Rand has been known to walk into Invid Hives with nothing but a pistol and a smile on his face, or face raging sandstorms to find water for a sick friend. His ability to grasp the "big picture" and stay optimistic under dire circumstances is unparalleled among his friends with perhaps the exception of Lancer. Rand firmly believes that humanity needs to do more than just survive the Invid occupation, it has to do so with its soul intact.

Description: Slim, but fit, with red hair, blue eyes and a face that openly displays every emotion as they sweep across him.

Skills of Note: Athletics (General), Barter 63%, Basic Mechanics 47%, Boat Building 67%, Climbing 72%/62%, Combat Driving, Cooking 72% (82% for game animals), Detect Ambush 62%, First Aid 72%, Fishing 77%, History: Earth 67%/62% (Specialty: 20th Century), Hunting, Identify Fruits and Plants 72%, Land Navigation 69%, Outdoorsmanship, Prowl 64%, Pilot Motorcycle 91%, Pilot Automobile 85%, Pilot Veritechs 70%, Pilot Specialty: Cyclones 83%, Roadwise 54%, Swimming 77%, Track & Trap Animals 67%/77%, Weapon Systems 57%, Whittling & Sculpting 57%, Wilderness Survival 87%, W.P. Rifle, W.P. Energy Pistol, W.P. Knife.

Combat Training: Hand to Hand: Basic.

Attacks per Melee: Five.

Bonuses: +2 to Perception Rolls, +1 to strike, +3 to parry and dodge, +1 to disarm, +2 to pull punch, +3 to roll with fall/impact, +3 to save vs disease, +2 to save vs psionic attack and +2 to save vs insanity.

Weapons and Equipment of Note: VR-052T Cyclone, H-90 Gallant, CVR-3 body armor, some rope, canteen, cigarette lighter, goggles, fishing line and hooks, switchblade, distancing binoculars, survival gear, a set of clothing, a pair of leather armbands, mess kit, a comb and a few personal items.



Rook Bartley

Rook Bartley was raised in Cavern City in the South American quadrant. As a youth, she was part of a motorcycle gang called the *Blue Angels*. The gang took it upon themselves to keep the town safe from bandits and a rival gang known as the *Red Snakes*. When Rook was ambushed by the Snakes, she was led to believe

she had been betrayed by her friends and left Cavern City and her family behind, vowing never to trust anyone again.

Rook could not shake her inherent sense of right and wrong, however, and could not sit idle once she got out into the world and saw the misery inflicted by the Invid occupation. She became a resistance fighter, acquired a fast Reconnaissance Cyclone, and learned what she could from one group to the next, never staying long at any one place and never letting herself trust anyone. She considered herself a lone wolf preferring to work alone as the mysterious *Red Cyclone Rider*.

When she saw Scott Bernard, Rand and Annie being led into a trap by Invid sympathizers, Rook jumped in to help, never identifying herself. Later, when Scott and Rand returned the favor during a barroom brawl, she joined them without explanation or asking permission; she just tagged along as if she belonged. When Rook discovered she had never been betrayed by the Blue Angels, she began to allow herself to finally trust and care about her new friends and teammates, although she rarely let them know it.

Rook stuck with them all the way to the Battle at Reflex Point, though she nearly left the group more than once as she became to realize how much she was starting to actually care for those around her. These emotions and ties scared her, but eventually, she allowed herself to feel and even fell in love with Rand.

Rook is a tough as nails, no nonsense gal who is a masterful Cyclone rider and motorcyclist, as well as an excellent Alpha Fighter pilot. She is at her best in the thick of combat. When out of combat, Rook tends to be socially awkward, speaks her mind and can be reclusive, melancholy and downright ill-tempered.

After Reflex Point, she can be found with Rand, with her hot-tempered aggression working as a perfect counter-point to his intellect, humor and compassion.

Name: Rook Bartley.

Rank: Civilian.

Alignment: Unprincipled.

Attributes: I.Q. 12, M.E. 15, M.A. 9, P.S. 13, P.P. 19, P.E. 12, P.B. 17, Spd 20.

Hit Points: 35. **S.D.C.:** 36.

Age: 19 at the end of the television series.

Sex: Female.

Height: 5 feet, 7 inches (1.7 m).

Weight: 115 lbs (52 kg).

Experience Level: 6th level Freedom Fighter, Mechanized Combat Specialist M.O.S.

Occupation: Freedom Fighter.

Disposition: A no-nonsense, straight shooter, who is independent, outspoken, quick-tempered, suspicious of others and slow to trust anyone. Rook's surly exterior hides a fear of betrayal and loss of loved ones. Once she allows herself to trust someone and calls them friend, she will defend them fiercely, even as she gives them a tongue-lashing for having to save their hides. She is quick to jump in and save the lives of innocents, but resents it when she needs rescuing herself, seeing it as a sign of weakness in a world that is merciless to the weak. Only through Rand's patient prodding and his stubborn ability to ignore constant rebuffs has Rook been able to find love again and truly trust others.

Description: Strawberry blond hair, large blue eyes, a slim build and a pretty face that too often carries a scowl.

Skills of Note: Athletics (General), Automotive Mechanics 50%, Basic Electronics 65%, Climbing 70%/60%, Combat Driving,

Cook 50%, First Aid 60%, General Repair and Maintenance 65%, Gymnastics, MECT: Alpha Fighter, MECT: Cyclone, Military Sign Language 75%, Navigation 75%, Pilot Automobile 70%, Pilot Jet Fighter 80%, Pilot Motorcycle 90%, Pilot Specialty: Cyclone 88%, Pilot Veritechs 75%, Weapon Systems 70%, Prowl 55%, Roadwise 51%, Sensory Equipment 65%, Streetwise 45%, Swimming 75%, Radio: Basic 80%, Running, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Sub-machine-Gun, W.P. Heavy M.D. Weapons, and W.P. Knife.

Combat Training: Hand to Hand: Martial Arts.

Attacks per Melee: Five.

Bonuses: +1 to initiative, +2 to strike, +6 to parry/dodge, +2 to entangle, +3 to pull punch, +3 to roll with fall/impact, Critical Strike on 18, 19 or 20, 35% chance to charm/impress.

Weapons and Equipment of Note: Alpha Fighter, VR-038L Cyclone (red), CVR-3 body armor, H-90 Gallant, red motorcycle riding suit, canteen, mess kit, duffle bag and some personal items.

Lance "Lancer" Belmont (a.k.a. Yellow Dancer)

Lancer was a volunteer for the ill-fated first attempt at the liberation of Earth by the 10th Mars Division. His fighter was shot down over a small South American town and he was saved by a young woman named Carla, with whom he fell in love.

While Carla nursed him back to health, Lancer was shocked to find that many humans were working with the Invid and hunting down survivors of the UEEF's would-be Liberation Force. Having found the wreckage of his plane, the Invid sympathizers knew there was likely at least one soldier in town and began a manhunt. Carla disguised Lancer as a woman, and Lancer used his knowledge of Kabuki, an ancient form of Japanese theater in which men regularly portray female characters, to fool the soldier killers.

Carla urged him to leave town with her and travel to a safer part of the world, but Lancer leapt from the train at the last minute to join the resistance movement to drive the Invid from the planet. Lancer's skills as a covert military specialist were instrumental in helping set up a freedom fighter network. He was also able to train many of the rebels in how to use Cyclones and Alpha Fighters, which had never been seen on Earth until the 10th Mars Division's arrival.

To move about freely and gather vital intelligence, Lancer again began dressing as a woman and created an alternate personality named "Yellow Dancer." But Yellow became more than a disguise, she became a super star musician in the wastelands, and a symbol of hope, with songs cleverly constructed to be slightly subversive against Invid control and to stiffen the spines of Earth's remaining defenders.

After the near total destruction of the 21st Mars Division, Lancer teamed up with *Scott Bernard* and his rebel band, becoming Bernard's right-hand man and espionage expert. Lancer's military background and cool, professional demeanor made him a steady rock Lt. Commander Bernard could rely upon while trying to coordinate the skills and personalities of his rag-tag band of mostly civilian resistance fighters.



Lancer eventually began to fall for the *Invid Princess Sera*, whom he thought was a brainwashed human. Sera also began to fall in love with Lancer, though she had no concept of the feelings he was bringing out in her. When Sera's alien origins were revealed, Lancer took it in stride and fought alongside her against UEEF forces in order to allow the Regess time to transmute the Invid species into pure energy and take them across the stars to a new home, ending the conflict on Earth.

Sera stayed behind with Lancer, who revealed the true identity of Yellow Dancer at a victory concert following the Invid withdrawal. It is unclear whether Lancer will return to the UEEF or stay on Earth to help rebuild human civilization. His heart is more toward rebuilding the Earth as opposed to fighting yet a new war

of destruction, but he won't shirk from battling the Haydonites for a second if that's what it takes to secure peace for humanity. It's been a long time since he was truly in the military, and he's unsure how they would treat Sera. (Lancer knows nothing of the events at Station Liberty with Scott Bernard and Ariel.) If he does return to the UEEF, he is very likely to be given a promotion, a high ranking position and a bucket of medals.

Name: Lance Belmont (a.k.a. Lancer and Yellow Dancer).

Rank: 2nd Lieutenant.

Alignment: Scrupulous.

Attributes: I.Q. 14, M.E. 12, M.A. 20, P.S. 15, P.P. 21, P.E. 13, P.B. 20, Spd 15.

Hit Points: 37. **S.D.C.:** 34.

Age: 24 at the end of the television series.

Sex: Male.

Height: 6 feet (1.8 m).

Weight: 150 lbs (67.5 kg).

Experience Level: 7th level Military Specialist at series end.

Occupation: UEEF Military Specialist and resistance fighter.

Disposition: A level-headed soldier who is excellent at thinking on his feet and always cool under fire, Lancer is also compassionate, warm and sympathetic to the plight of others. His ability to go from serious professional one moment to flamboyant and playful the next, mystifies his friends and confounds his enemies.

Description: Lancer is tall, slim and athletically built, with androgynous good looks. His long, purple hair should mark him as an outsider to most Earth-born humans, but his welcoming and steady demeanor causes most people to look past that despite their prejudices.

Skills of Note: Acrobatics (Balance 95%, Tightrope 78%, Climb Rope 92%, Back Flip 95%), Climbing 98/90%, Dance 65%, Disguise 85%, Escape Artist 75%, Impersonation 80/55%, Intelligence 76%, MECT: Cyclones, Military Tactics 45%, Performance 65%, Wardrobe and Grooming 62%, Prowl 55%, Radio: Basic 90%, Pilot Veritechs (includes Cyclones) 79%, Pilot Specialty: Cyclones 92%, Pick Locks 80%, Sensory Equipment 75%, Surveillance 80%, Swimming 55%, Undercover Ops 80%, Sing (Professional Quality) 80%, and Weapon Systems 50%. W.P. Energy Rifle and W.P. Heavy M.D. Weapons at 7th level proficiency, and W.P. Rifles, W.P. Knife and W.P. Swords all at fifth level proficiency.

Combat Training: Expert.

Attacks per Melee: Five.

Bonuses: +1 to Perception Rolls, +5 to strike, +6 to parry, +6 to dodge, +4 to disarm, +4 to roll with impact, Critical Strike on 18, 19 or 20, Paired Weapons, 60% Trust/Intimidate and 50% Charm/Impress.

Weapons and Equipment of Note: VR-041H "Saber" Cyclone, Beta Fighter, CVR-3 body armor, Gallant H-90, survival knife, canteen, mess kit, make-up disguise kit, extensive "Yellow Dancer" wardrobe, and some personal items.



Jim "Lunk" Austin

Lunk, as he is known to his friends, is a survivor of the 10th Mars Division's disastrous assault. Originally a certified Bio-maintenance Engineer charged with keeping the division's mecha in fighting condition, Lunk was pressed into combat duty with one of the few surviving units who made it to the ground and were able to set up a hidden base. Lunk was driving to pick up a friend from patrol when he discovered that his friend had been ambushed by Invid and was already wounded. In truth, there was nothing Lunk could have done to save his friend and any attempt do so would have gotten himself killed in the process. However, he has never truly allowed himself to believe that, and

in driving away, and in fleeing the scene, Lunk believed himself to be a coward.

Lunk deserted and wandered the wastelands until he ran into Scott Bernard and the rest of his resistance fighters. When he met Scott, his past had recently been discovered by a local gang of bikers, who kidnaped his friend Kevin and dared Lunk to rescue him. Still feeling like a coward, Lunk was almost ready to leave his friend Kevin to his fate when Scott and his crew decided to put themselves in harm's way to help. Lunk decided he could not leave his friend to die and joined them, but the confrontation was cut short by an Invid attack.

Having had enough of feeling sorry for himself, Lunk led Scott Bernard to an Alpha Fighter he had been maintaining and gave it and his services to the rebel band. Throughout their travels, Lunk proved himself to be far more intelligent than his outward demeanor suggests, a defense mechanism Lunk cultivated through years in the wastelands. Despite his fear that he would prove to be a coward, Lunk drove his battered, usually unarmed, AAT-30 truck into the very teeth of the enemy without body armor or even a protective canopy. His technical know-how, brute strength, and the very courage he was convinced he did not possess were crucial in getting the team through Invid-controlled territory in order to reach Reflex Point.

After the final Battle of Reflex Point, Lunk was last seen driving away with Annie. The two have plans to start a farm and help heal the Earth. Lunk also hopes to provide Annie with the stable home she's always wanted.

Note: Lunk and other survivors of the 10th and 21st Mars Division with the Motorpool Mechanic M.O.S. were trained before the introduction of the *Silverback*. Instead of training with the *Silverback*, they get one piloting skill of choice and Weapon Systems. Characters from the 10th also predated the *Beta Fighter*, as neither Lunk nor Lancer had ever seen one before in the episode *Enter Marlene*.

Name: Jim "Lunk" Austin.

Rank: Technical Specialist.

Alignment: Unprincipled.

Attributes: I.Q. 15, M.E. 10, M.A. 8, P.S. 25, P.P. 11, P.E. 19, P.B. 9, Spd 11.

Hit Points: 48. **S.D.C.:** 45.

Age: 34

Sex: Male.

Height: 6 feet, 5 inches (2 m).

Weight: 280 lbs (126 kg).

Experience Level: 5th level Enlisted Crewman with the Motorpool Mechanic M.O.S.

Occupation: Mechanic and resistance fighter.

Disposition: Lunk's gruff and unpolished demeanor, facial features and sheer size lead many people to assume he is a big, dumb lug, but he is very intelligent. All one has to do is watch him take apart an Alpha Fighter engine to realize their mistake. He knows people assume he is dumb and hides behind it so that strangers underestimate him (and for a while in the TV series, so that people did not rely on him). For a long while, Lunk struggled with *survivor's guilt*. Why did he survive when so many of his friends and most other soldiers of the 10th Mars Division perished? If they died in battle and he lived, it must mean he's a coward. This also created a fear that sooner or later he'd let his new friends and innocent people down. As a result, Lunk felt it was better for people not to

think of him as capable in the first place. That attitude changed toward the latter part of the **New Generation** television series, and Lunk seems to have overcome that particular demon.

Though most of the time Lunk is a gentle giant, he does have a temper, especially when he feels he and his friends have not been treated fairly or when he thinks he's being played for a total fool. Despite a laundry list of courageous actions, Lunk is humble and unassuming. He has never seen himself as a hero, believing that he just did what needed to be done even when he was afraid. Lunk does not realize that is exactly what heroes do, and that feeling fear, yet doing what is right anyway is the very definition of courage. The only difference between Lunk and most people who believe they are brave is that Lunk is man enough to say he's scared. He also possesses common sense and a down to earth practical approach to life.

Description: Lunk is a massive man with a barrel chest, shaggy mop of dark brown hair, and a broad nose and face, giving him a bit of a Neanderthal appearance.

Skills of Note: Aircraft Mechanics 50%, Automotive Mechanics 60%, Basic Electronics 60%, Biomechanical Maintenance 55%, Combat Driving, Climbing 65/55%, Demolitions 77%, Field Armorer/Munitions Expert 65%, Demolitions Disposal 77%, General Repair & Maintenance 65%, Military Fortification 50%, Pilot Automobile 64%, Pilot Boats: Motor and Hydrofoil 75%, Pilot Mecha: Ground Veritechs 75%, Pilot Tracked & Construction Vehicles 68%, Pilot Truck 72%, Radio: Basic 70%, Salvage 60%, Weapon Systems 60%, W.P. Knife, Swimming 60%, Wrestling, and W.P. Energy Pistol, W.P. Energy Rifle and W.P. Rifle, all at 5th level.

Combat Training: Hand to Hand: Basic.

Attacks per Melee: Five.

Bonuses: +1 to strike, +2 to parry/dodge, +1 to disarm, +8 to damage, +2 to pull punch, +3 to roll with impact, +8% to save vs coma/death and +2 to save vs magic/poison.

Weapons and Equipment of Note: An AAT-30 transport, various tool kits, Gallant H-90, a battered copy of James P. Hogan's "Inherit the Stars," canteen, mess kit, bedroll, and some personal items.

Annie "Mint" LaBelle

Since a very young age, Annie has been on her own, wandering from town to town. Annie learned how to survive the hard way. An idealistic and romantic youngster, Annie developed a fantasy about finding a handsome hero who would sweep her off her feet, make her his bride and live happily ever after. Determined to find that strong, caring man to latch onto and keep her safe, Annie is easily infatuated by any handsome male who shows her the slightest kindness. Ironically, she has proven to be tougher and better at the job of taking care of herself than most of the would-be husbands for which she had a crush. Of course, due to her young age, her efforts to find a husband have continually failed. But Annie puts on a brave front and keeps trying. When Annie first met Scott Bernard and Rand, her then-boyfriend, who had been trying to get rid of her, sold all three of them out to the Invid. They survived the betrayal, and Annie, having nowhere else to go, latched on to the two freedom fighters.

When Scott formed other wanderers into a rebel unit, nobody asked Annie to come along. Nobody remembers Annie signing

up. But there she was, because nobody had the heart to send her away. Annie has no training and no combat skills, but she stayed in the thick of the action and always did her best to carry her weight. Whether it was taking part in a daring raid on a Protocolure storehouse or infiltrating an Invid Hive unarmed to help take down an Invid Brain, Annie did her best to find an important role in the group, and succeeded more times than anyone would have ever suspected.

Whether she could fight or not, Annie's very presence in Scott's team was a morale boost. All they had to do was look at Annie and they were immediately reminded of why they faced death every day to free the world from the oppressive yoke of the Invid; because the Annies of the world deserved a better life than the one Invid occupation gave them.

There were a number of times where Annie, thinking she'd found the "man of her dreams," nearly left the group to get married or settle down, but in the end, she always came back to the people who truly cared about her. More than perhaps anyone else on the team, her teammates became the family she always wanted.



Though there was often a lot of screaming involved, Annie has survived things that would make most grown men go catatonic. She's been buried under the jellied mass of an Invid Brain in the middle of an Invid Hive, was dropped down into a pit filled with killer dinosaurs, she was possessed by the Regess, and was nearly killed a dozen times by merciless Invid warriors. There seems to be nothing in this universe that can break Annie's spirit for long, which makes her the epitome of the fast-talking Urchin survivor with a heart of gold.

After Reflex Point, Annie left with Lunk, who intends to start a farm. She is likely to be found with him right after the war, but as time goes by and she grows into a young woman, there's more of a chance that she'll go off on her own either to get married or create a life for herself. If there's a future threat to the Earth, she's most likely to be fighting it, especially if she hears that her freedom fighter friends are involved.

Name: Annie LaBelle.

Rank: Civilian/Urchin.

Alignment: Unprincipled.

Attributes: I.Q. 12, M.A. 12, M.E. 20, P.S. 8, P.P. 10, P.E. 14, P.B. 11, Spd 9.

Hit Points: 32. **S.D.C.:** 15.

Age: 14 at the end of the television series.

Sex: Female.

Height: 4 feet, 8 inches (1.4 m).

Weight: 85 lbs (38.3 kg).

Experience Level: 4th level Urchin Motormouth.

Occupation: Urchin resistance fighter.

Disposition: Precocious, free-spirited and an insufferable flirt with every new man she meets. Annie is stout-hearted, hyperactive, given to explosive displays of emotion and loud displays of her feelings. Like most orphaned Urchins of the Invid invasion, she has an inner strength that refuses to let the horrors of the world beat her down for long. She has a flair for the dramatic, talks too much and has a sweet tooth and an extreme fondness for peppermint candy. The later has earned her the nickname "Mint."

Description: Long, reddish brown hair, blue eyes and short for her age, Annie is almost never found without her trademark baseball cap.

Special Abilities: Tougher Than She Looks, Unnoticed (see Urchin O.C.C. for details).

Skills of Note: Appraise Goods 60%, Barter 52%, Climbing 60%/50%, Cooking 50%, Fast Talk 50% (see Urchin O.C.C.), Literacy: English 91%, Performance 45%, Pilot Automobile 66%, Pilot Trucks 52%, Public Speaking 45%, Rabble-rousing 45% (see Urchin O.C.C.), Pick Pockets 50%, Prowl 50%, Streetwise 37%, Swimming 60%, W.P. Submachine-Gun, W.P. Energy Pistol.

Combat Training: None.

Attacks per Melee: Two attacks or three non-combat melee actions.

Bonuses: +1 to dodge, +3 to save vs psionic attack and +3 to save vs insanity.

Weapons and Equipment: Baseball cap, pink backpack, canteen, mess kit, hairbrush, assorted personal effects and mementos from her time as a resistance fighter.



Sera

Sera was a loyal and successful Invid who was purposefully chosen by the Regess for transmutation due to her previous successes in battle. She became one of the first of the human-like Invid that the Regess thought would be the next evolutionary step for their species.

As an Invid Princess, Sera commanded the Invid underneath her with a strict adherence to the Regess' commands and a rock-solid belief that the prosperity and security of the Invid race outweighed all other concerns.

Until she saw Lancer.

This new breed of Invid were given human forms and minds that worked more like the human brain, but they were unprepared

for the complex, raw, and often overwhelming human emotions that came with them. Sera was no different, and she was paralyzed several times by the strong physical attraction, and eventual affection, she felt for the freedom fighter known as Lancer.

Having feelings for any human being, let alone the enemy, opened Sera's consciousness to the concepts of compassion, mercy and love for the first time. It also gave her cause to question her loyalty and the righteousness of her people's cause. Eventually, these feelings led Sera to shirk her duty and let Lancer go, and later caused her to betray her people.

Sera was instrumental in the final Battle at Reflex Point in convincing the Regess that humans were noble beings who deserved freedom and existence just as much as the Invid. When the Invid left, however, Sera followed her heart instead of her people, and stayed behind on Earth with Lancer. The two of them are inseparable, and at the forefront of the resistance to any future threats to Earth.

Name: Sera.

Rank: Invid Princess.

Alignment: Unprincipled (was Aberrant).

Attributes: I.Q. 19, M.A. 14, M.E. 15, P.S. 14, P.P. 19, P.E. 15, P.B. 18, Spd 23.

Hit Points: 25. **S.D.C.:** 40.

Age: Unknown.

Sex: Female.

Height: 5 feet, 8 inches (1.4 m).

Weight: 112 lbs (50.8 kg).

Experience Level: 3rd level Invid Princess.

Occupation: Former Invid Commander, no current occupation.

Disposition: Sera is still very confused about who she is and what will become of her. She struggles to understand the concept of love and why it has overtaken her so strongly with Lancer. She knows what is right and what is wrong, and is hard to sway from her convictions. What kind of person she truly becomes will rest largely on Lancer and future adventures.

Description: Tall, lithe, with short, upswept blond hair and red eyes.

Natural Abilities: Normal human vision, appearance and physical capabilities; +10% bonus to any attempts to impress or intimidate when using Invid powers.

Sense Protoculture: Same as other Invid, but must concentrate.

Protoculture Optics: By concentrating, Sera can see Protoculture energy. Range is 2,000 feet (610 m). Not only can Sera see Protoculture energy signatures, but she can see them through the hide of mecha, spacecraft, walls and up to 100 feet (30.5 m) underground! Sera is so attuned to Protoculture that she can recognize even subtle variations in Protoculture energy, enabling her to recognize the specific mecha, weapon or vehicle that contains it by its visual energy appearance.

Sense Other Invid: Sera can sense the presence of as few as one Invid up to 30 miles (48 km) away and knows when they are coming in her direction. This ability triggers automatically whenever Invid are present.

Teleportation via Energy Conversion/Travel: Like the Regess, Sera can transform into a being of pure energy to travel through space and/or teleport. However, the Regess has essentially locked these abilities in her genetic code, and the ability to travel at the speed of light and teleport long distances is unavailable to Sera until after the Regess leaves Earth.

When her teleportation abilities are unlocked, Sera is able to travel as an energy being, reaching the speed of light and teleport.

Teleportation is instant and she can teleport up to 960,000 miles (320,000 km), and can take three beings with her by temporarily turning them into energy as well.

Simple Teleportation: Sera can teleport 9,000 feet (2,743 m) and carry up to three other people with her, in the blink of an eye (counts as two melee action/attacks). Teleportation is draining on her and requires Sera to sit down and rest for at least 10 minutes afterwards. Without rest, she is -1 melee attack/action and Spd and combat bonuses are reduced by half until she recuperates. After a brief rest, Sera is okay and does not suffer any penalties. **Note:** Once the Regess leaves Earth, this ability increases to 90,000 miles (144,000 km).

Telepathic Communication: Sera can communicate directly with the Regess regardless of her location in the universe. She can also communicate with other Princes and Princesses and lower caste Invid, including Invid Brains, up to 3,000 miles (4,800 km) away. However, while Sera can speak to Invid Brains via telepathy, and they may consider her words, they are under no obligation to obey her, although most Invid Soldiers, Scouts, Troopers and even the Enforcers obey without question. To use this ability, Sera must concentrate for one full melee round (15 seconds) and focus on the transmission. She can also receive telepathic transmissions sent to all Invid by the Regess or a Hive Brain, but not narrowly focused communications sent to one or a handful of specific Invid unless she's one of them.

Skills of Note: Acrobatics, Astrophysics 65%, Athletics (General), Climbing 65%/55%, Prowl 45%, Intelligence 53%, Interrogation 50%, Land Navigation 49%, Lore: Invid 90%, Lore: Robotech Masters 55%, Lore: Zentraedi 55%, Military Tactics 50%, Pilot Ground Veritechs 60%, Pilot Specialty: Saber Cyclone 70% and Invid Battloids, Radio: Basic 50%, Sensory Equipment 55%, Swimming 65%, Zero Gravity Combat, Weapon Systems 55%, W.P. Energy Pistol and W.P. Knife.

Combat Training: Expert.

Attacks per Melee: Four.

Bonuses: +1 to Perception Rolls, +4 to strike, +7 to parry, +8 to dodge, +2 to disarm, +4 to pull punch, +6 to roll with fall/impact, +5 to save vs mind control, and 40% chance to Charm/Impress.

Weapons and Equipment of Note: Saber Cyclone, Invid Commander Battloid, Gallant H-90, Invid flight suit, canteen, mess kit, sleeping bag and some personal items.

Corg

The Invid Prince known as Corg was transmuted into human form by the Regess at the same time as Sera. The Regess believed that Corg and Sera were the first of a new breed of Invid; the ultimate in Invid evolutionary development. However, neither the Invid nor the Regess were ready for the emotions that were inherent in taking human form.

Whereas Sera became obsessed with Lancer and the human emotions of love and affection, Corg became focused on hate, aggression and destruction. Corg displayed the worst aspects of the Invid (and humanity) – that part of them that had been driven to



madness by hatred and an insatiable lust for revenge against the Robotech Masters and all beings who dared use Protoculture or the Flower of Life. Nothing mattered to Corg except securing the future of the Invid species. Anyone and anything that got in the way of that goal was to be crushed without mercy. At first, this was nothing more than the overzealous loyalty of an Invid leader. But later, it became something else: bloodlust. Corg quickly discovered he liked feeling superior and enjoyed combat and killing.

Corg finally showed his true colors on Manhattan Island late in the war. Sera had set up an Observation Hive to collect data on the humans in something akin to their natural habitat. She wanted to ensure for the Regess that there were no hidden surprises or dangers for the Invid in taking human form. After all, Ariel (Mar-

lene) had already deserted and she herself was confused over the emotions she had begun to feel for Lancer in particular, and a kinship to humans in general.

For Corg there was no questioning. He knew the Invid had always intended to exterminate humanity with the exception of the wretches working on Invid Protoculture farms, and saw them as inferior cattle. Disobeying Sera's orders, Corg began an unprovoked attack on Manhattan in an attempt to exterminate every human there. Corg laughed and taunted as he attacked defenseless civilians, and Sera began to question Corg's sanity.

Later, at the battle for Reflex Point, Corg seemed intent on racking up as large a death toll as possible, even as Sera, Ariel, the Regess and the resistance fighters tried to hammer out a peaceful resolution. At the end, Scott Bernard engaged Corg in a dogfight over Reflex Point, besting Corg's natural, aggressive talent with the experience of a combat veteran. It is *believed* that Corg died when his mecha exploded over Reflex Point, but his body was never found.

Name: Corg.

Rank: Invid Prince.

Alignment: Diabolic.

Attributes: I.Q. 15, M.A. 17, M.E. 14, P.S. 21, P.P. 19, P.E. 15, P.B. 18, Spd 25.

Hit Points: 30. **S.D.C.:** 42.

Age: Unknown.

Sex: Male.

Height: 6 feet, 2 inches (1.9 m).

Weight: 160 lbs (72 kg).

Experience Level: 3rd level Invid Prince.

Occupation: Invid Commander.

Disposition: Corg is an angry being filled with rage, hatred and an insane desire to inflict on humanity every wrong that the Robotech Masters inflicted on the Invid. He is a psychopath who enjoys slaughter and cruelty, while hiding behind his loyalty to his people. His arrogance and belief that the Invid are superior to humans in all ways makes him overconfident and, time and time again, has cost him dearly when dealing with the human resistance fighters.

Description: Corg appears to be a tall, lean, but powerfully built man with light blue hair and blue eyes. His face wears a perpetual scowl unless he is in the process of killing humans or thinking about killing humans, which is about the only time he smiles.

Natural Abilities: Normal human vision, appearance and physical capabilities; +10% bonus to any attempts to impress or intimidate when using Invid powers.

Sense Protoculture: Same as other Invid, but must concentrate.

Protoculture Optics: Same as Sera and other Invid Princes and Princesses.

Sense Other Invid: Corg can sense the presence of as few as one Invid up to 30 miles (48 km) away and knows when they are coming in his direction. This ability triggers automatically whenever Invid are present.

Teleportation via Energy Conversion/Travel: Like Sera, Corg could transform into a being of pure energy to travel through space and/or teleport. However, the Regess had locked these abilities in their genetic code, and the ability to travel at the speed of light and teleport long distances was (presumably)

unavailable until after the Regess left Earth, by which time Corg had been shot down and presumably killed by Scott Bernard. Or did the Regess already unlock the abilities of her children as she prepared to leave Earth?

If Corg somehow survived, his teleportation abilities are unlocked, and Corg can travel as an energy being, reaching the speed of light and teleport. Could instinctive use of the teleport ability have saved the madman just before Scott destroyed the mecha the Invid Prince was piloting? If Corg survived, one might assume he left Earth with the Regess and the rest of the Invid. However, as Sera and Ariel have both exhibited, the free will of the Invid Princes and Princesses gave them the power to *choose* whether to leave or stay. Corg's burning hatred of humans and lust for revenge could have been motive for him to stay on Earth to exact bloody retribution. As an Invid Prince, he could also have kept a small legion (a few dozen to a couple hundred) Invid to serve him (mainly Invid Fighter Scouts, Troopers, Shocktroopers and Soldiers).

Teleportation is instant. Corg can teleport up to 600,000 miles (960,000 km), and can take as many as three beings with him by temporarily turning them into energy as well.

Simple Teleportation: Corg presumably could teleport 9,000 feet (2,743 m) and carry up to three other people with him, in the blink of an eye (counts as two melee actions/attacks), although he did not appear to ever use this ability. However, it is draining on him and requires Corg to sit down and rest for at least 10 minutes afterward. Without rest, he is -1 melee attack/action and Spd and combat bonuses are reduced by half until he recuperates. After a brief rest, the Invid Prince is okay and does not suffer any penalties. **Note:** After the Regess leaves Earth, this ability increases to 90,000 miles (140,000 km), provided Corg somehow managed to survive.

Telepathic Communication: Corg can communicate directly with the Regess regardless of her location in the universe. He can also communicate with other Princes and Princesses and lower caste Invid, including Invid Brains, up to 3,000 miles (4,800 km) away. However, while Corg can speak to the Brains via telepathy, and they may consider his words, they are under no obligation to obey, although most Invid Soldiers, Scouts, Troopers and even the Enforcers habitually obey without question. To use this ability, Corg must concentrate for one full melee round (15 seconds) and focus on the transmission. The Invid can also receive telepathic transmissions sent to all Invid by the Regess or a Hive Brain, but not narrowly focused communications sent to one or a handful of specific Invid unless he is one of them.

Skills of Note: Acrobatics, Astrophysics 65%, Athletics (General), Climbing 65%/55%, Prowl 45%, Intelligence 53%, Interrogation 50%, Land Navigation 49%, Lore: Invid 90%, Lore: Robotech Masters 55%, Lore: Zentraedi 55%, Military Tactics 50%, Sensory Equipment 55%, Swimming 65%, Zero Gravity Combat, Weapon Systems 55%, W.P. Energy Pistol, W.P. Energy Rifle and W.P. Knife.

Combat Training: Expert.

Attacks per Melee: Four.

Bonuses: +1 to Perception Rolls (+2 when other Invid are involved), +4 to strike, +7 to parry, +8 to dodge, +6 to hand to hand damage, +2 to disarm, +3 to pull punch, +4 to roll with

fall/impact, +5 to save vs mind control, 45% chance to trust/intimidate, 35% chance to charm/impress.

Weapons and Equipment of Note: Flight suit and Invid Commander Battloid.

