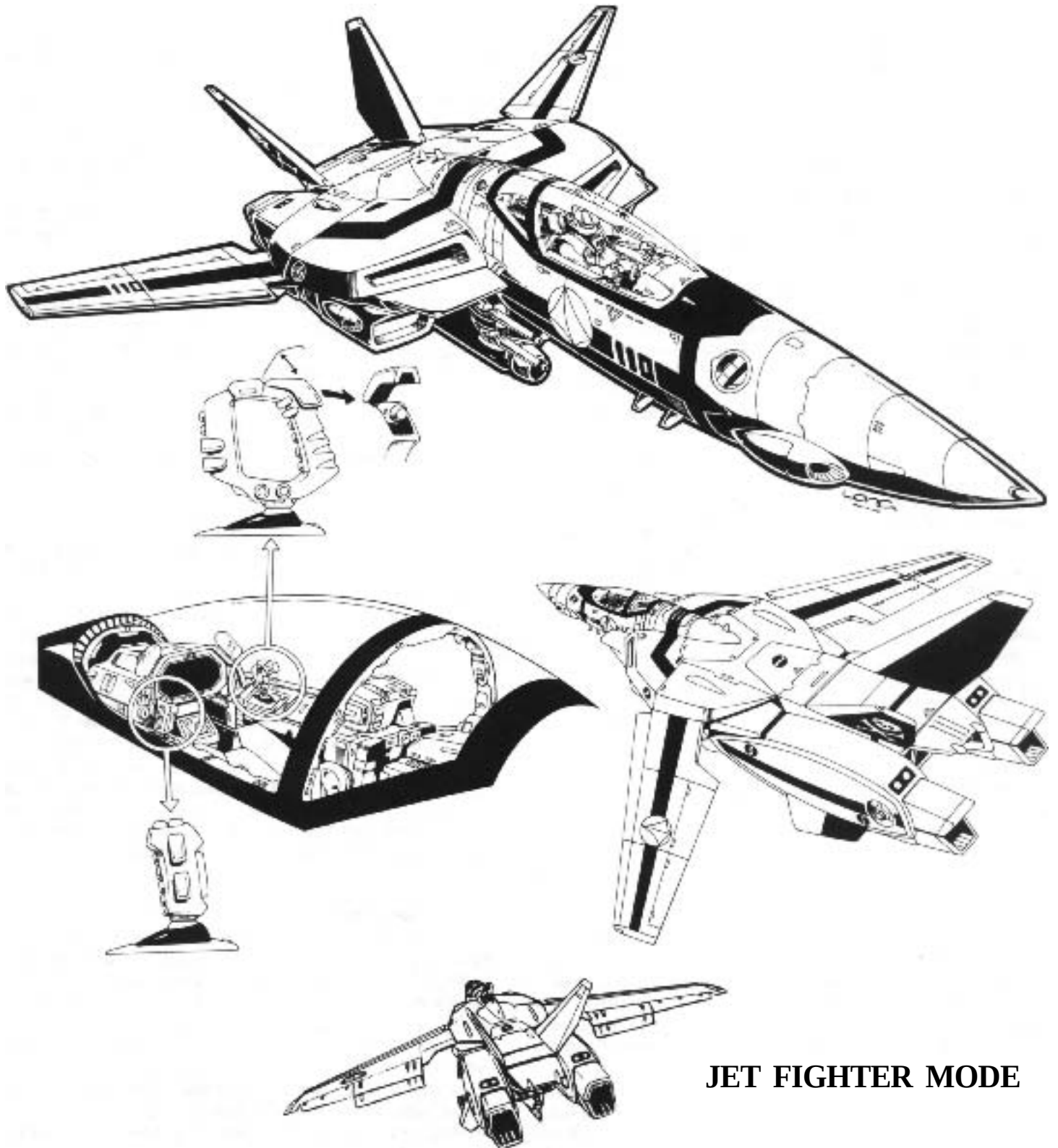
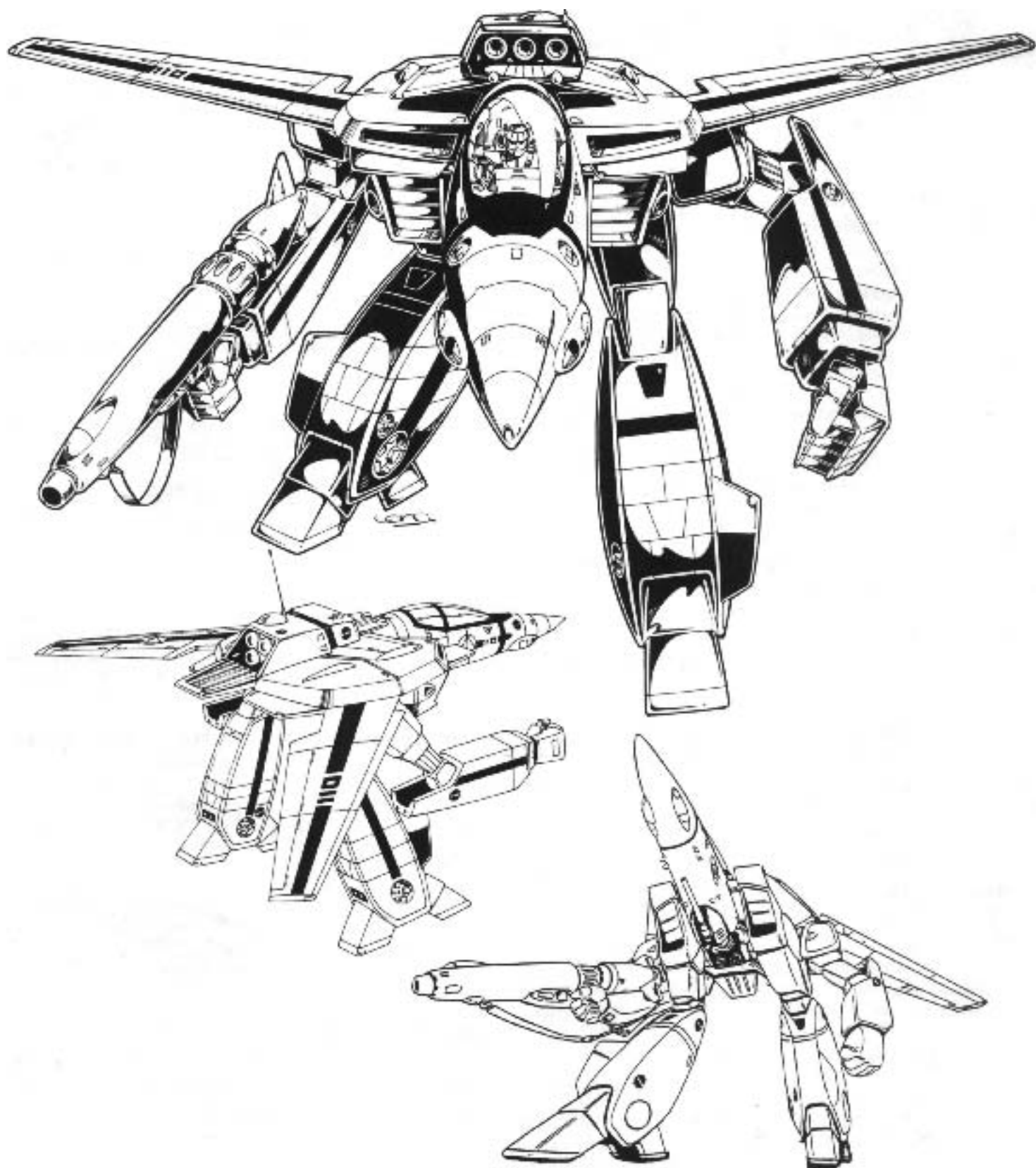
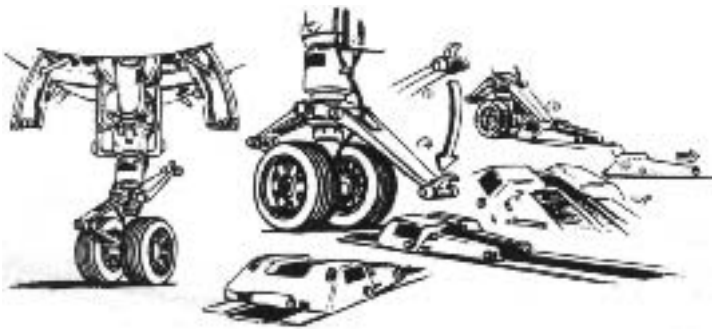


THE VERITECH FIGHTERS



GUARDIAN MODE





STANDARD SENSORS AND EQUIPMENT FOR ALL VERITECH MECHA

FUEL CAPACITY

The Veritech Fighters are extremely durable. The use of protoculture, micronized reactors and the science of Robotechnology, gives the Veritech an average, useful life span of 12 years before needing a new energy system. With constant use, the life span is cut by half.

RADAR

Range 200 miles (321.80km); can track up to 48 targets simultaneously.

MOTION DETECTOR & COLLISION WARNING SYSTEM

Close range: 200ft (61m); sounds alarm and red light warns pilot of impending collision and/or immediate target.

RADIO/VIDEO COMMUNICATIONS

Wide band and directional, radio and video telecast capabilities. Range is 600 miles (965.4km) or can be boosted indefinitely via satellite relay.

LASER COMMUNICATIONS

Long range, directional, communication system. Effective Range: 150,000 miles.

LASER TARGETING SYSTEM

Range: 200 miles

COMBAT COMPUTER

Calculates, stores and transmits data onto the cockpit computer screen or Head Up Display (H.U.D.). Patches in with targeting computer.

EXTERNAL AUDIO PICKUP

Sound amplification listening system. Range: 300ft (91.5m)

LOUDSPEAKER

Loudspeaker system that can amplify the pilot's voice up to 90 decibels.

EXTERNAL VIDEO SURVEILLANCE SYSTEM

A video camera relays images to a cockpit monitor. 360 degree rotation. Range: 300ft (91.5m). Telescopic capabilities: 6x magnification.

TELESCOPIC OPTICAL ENHANCEMENT

Range: 1600ft (488m). Field of vision: 20ft (6.1m)

SHOULDER HEADLIGHTS/SPOTLIGHTS

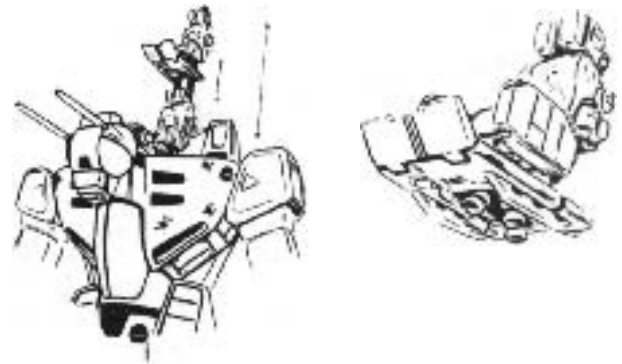
Range: 300ft (91.5m)

HYDRAULIC PILOT CHAIR

Can rise out of the Veritech 10ft (3.0m) and retract back inside.

EJECTOR SEAT

In case of emergencies the pilot seat can be instantly ejected.



UTILITY ARMS

This is a set of small, retractable arms housed in the right forearm, to perform delicate work and to effect repairs. Each of the three arms has an A.R. of 6 and 3 M.D.C.

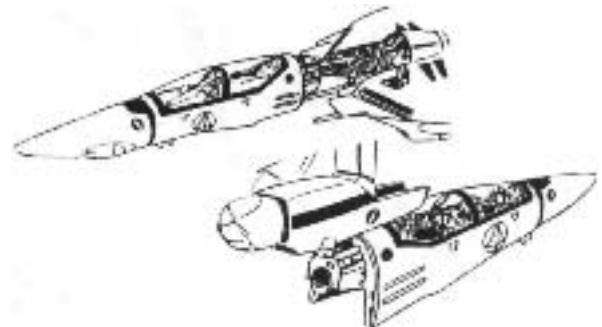


SELF-DESTRUCT

A last ditch effort to prevent capture of the Veritech unit (usually preceded by the pilot's ejecting from the Veritech). Explosive damage is fairly contained — 10ft radius (3m); does 2D4 x 10 M.D.

HEAT AND RADIATION SHIELDS

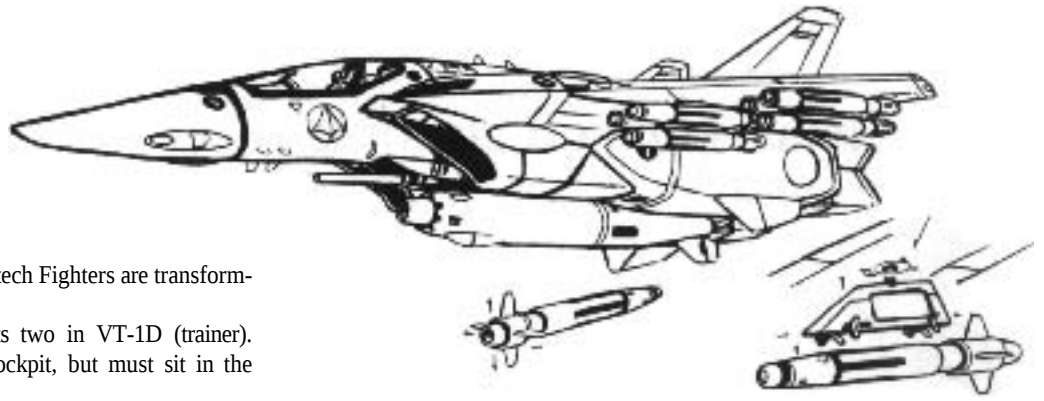
INDEPENDENT OXYGEN AND CIRCULATORY SYSTEM



DETACHABLE PILOT'S COMPARTMENT

This is the reinforced pilot's compartment (jet's nose) which can be detached and mounted onto another Veritech's arm for ease of carrying (or carried by any Destroid).

THE VERITECH FIGHTERS



Vehicle Type: VT-1D, VF-1A, J and S Veritech Fighters are transformable battroids.

Crew: One in types VF-1A, J and S; seats two in VT-1D (trainer).

Note: A passenger can also fit in the cockpit, but must sit in the pilot's lap.

M.D.C. By Location:

Head Laser Mounts — 24 each

Head — 75

Arms — 75 Hands — 30 each

Legs/Engine Thrusters — 150

*Main Body — 250

Reinforced Pilot Compartment — 200

Retractable Utility Arms — 3 each

Wings — 100 each

Tail — 50 each

GU-11 Gun Pod — 100

*Depleting M.D.C. of main body shuts the unit completely down.

Speed: 2676mph (Mach 4) with a 60 mile ceiling in **Jet Fighter mode**. 670mph/Mach 1 (1078kmph) maximum, and as slow as a complete hover in **Guardian mode**. 60mph (96.5kmph) maximum in battloid mode running; flying in space — 120mph.

Height: 42.6ft (13m) in Battloid mode.

22.3ft (6.79m) in Guardian mode.

16ft (4.87m) in Jet Fighter mode.

Width: 16ft (4.87m) at shoulders in Battloid mode.

25.3ft (7.7m) wing span in Jet and Guardian modes.

Weight: 18.5 tons

Main Engine: FF-2001 fusion turbine in each leg.

Range: Effectively unlimited. The reactor style power source provides enough energy to operate for about five years of *continual* use. Average life span of power system is 12 years before requiring replenishment of protoculture.

Weapon Systems

1) **Jet Fighter High Powered Lasers:** A pair of lasers are built into the nose of the Veritech Fighter for aerial dog fighters and assault. They can *only* be fired when in Jet fighter mode and are limited to a straight ahead line of fire.

Primary Purpose: Assault

Secondary Purpose: Anti-Missile

Range: 4000ft (1200m)

Mega-Damage: 6D6 M.D. per twin blast. Can only fire short bursts.

Payload: Unlimited

2) **Laser(s):** Mounted on the head when in Battloid mode, but located on the underbelly when in Guardian and Jet Fighter mode. 360 degree rotation. All models have *two attacks per melee* or one extended blast.

Primary Purpose: Assault/Defense Weapon.

Secondary Purpose: Tool for cutting.

Range: 2000ft (609m)

Mega-Damage: VF-1A: 1D4 M.D., VF-1J and VT-1D: 2D4 M.D., VF-1S: 4D4 M.D. One, long, extended blast lasts on full melee and does double damage; counts as two attacks that melee and can not be used against fast moving/dodging opponents.

Payload: Unlimited

3) **Heavy Missiles:** These include proton torpedoes, plasma missiles and reflex missiles. **THREE** of these large missiles can be mounted on each wing for a total of six. Torpedoes can be all the same or a combination. These are always guided missiles of long range capacity.

Primary Purpose: Assault/defense.

Mega-Damage: Varies with individual missile type. See missile descriptions elsewhere.

Payload: 3 on each wing for a total of 6.

Rate of Fire: Any number up to full payload.

4) **Light or Medium Short Range Missiles** may be *substituted* for the long range missiles, but can *not* be mixed with the long range types. This means the Veritech Fighter can either carry 6 long range missiles or 12 short range missile, not both (no medium range missiles). Warheads vary. See missile descriptions elsewhere for mega-damage, warheads and range. Rate of Fire: 1, 2, 3, 4, 6, or all.

Total number of missiles: 6 on each wing for a total of 12.

5) **GU-11, 55mm, three barrel gun pod.** A standard issue armament for ALL Veritechs!

Primary Purpose: Assault/defense

Mega-Damage: Does 3D6 short burst, 6D6 long burst or 1D6 x 10 damage for full melee burst.

Range: 4000ft (1200m).

Payload: 200 rounds per clip equals 20 short bursts or 10 long bursts or 5 full melee bursts or any combination thereof. Additional ammo clips can be engaged, but requires ½ a melee, meaning that the player loses half his attacks that melee.

6) **Optional Hand to Hand:** Punch does 1D6 mega-damage (M.D.) in Battloid mode, 1D4 M.D. in Guardian mode, kick does 1D6 M.D. Stomp does 1D4 M.D., but is limited to targets no more than 12 feet tall. Body flip does 1D4 M.D.

WEAPON COMBAT SUMMARY

Attacks Per Melee: Equal to the combined hand to hand skills of the pilot. Usually 4 attacks at first level.

High Powered Lasers: Available only in Jet Mode; 3D6 M.D., Range: 4000ft (1200m).

Lasers Mounted on Head: 1D4 or 2D4 or 4D4 M.D.; Range: 2000ft (609m).

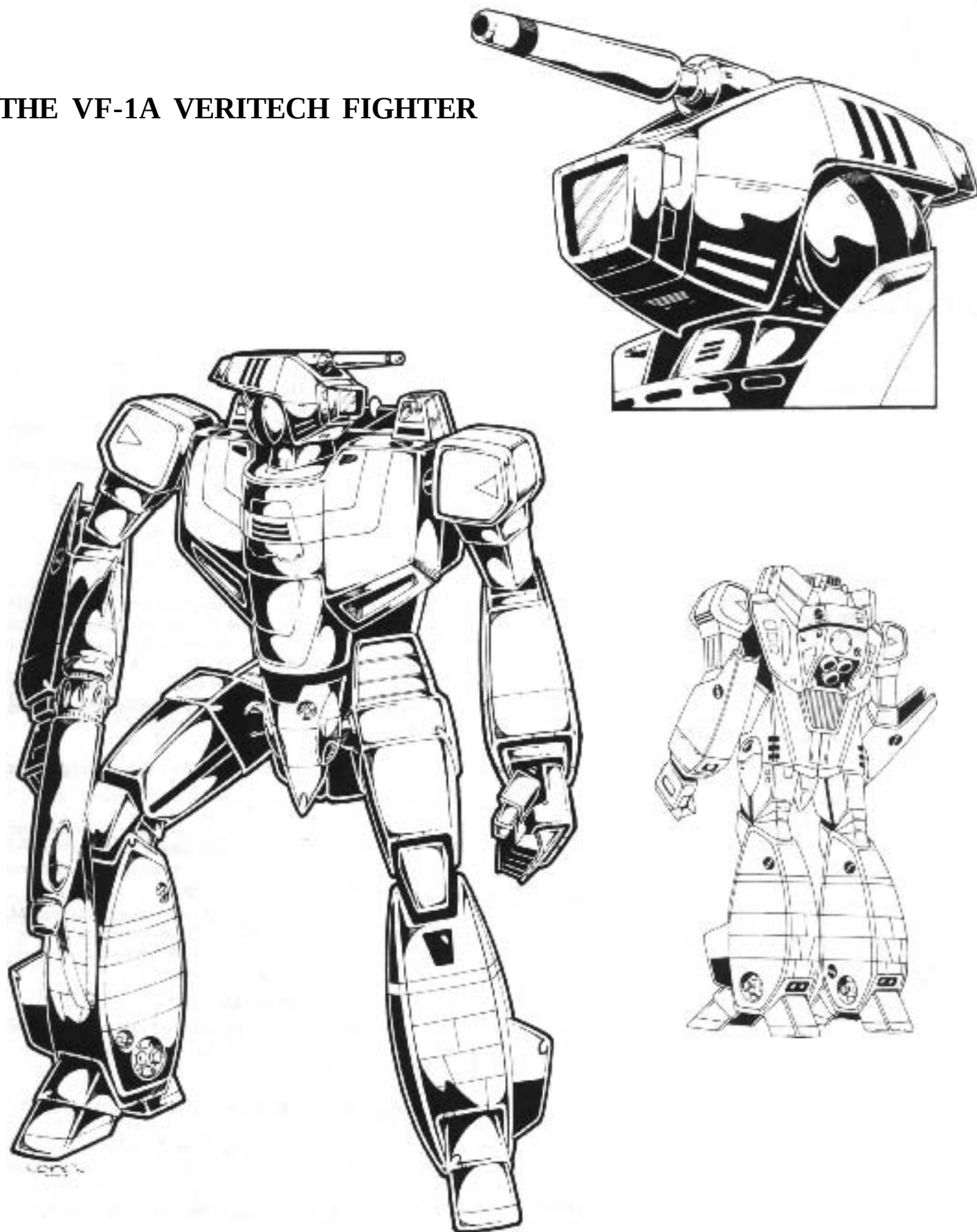
Short or Long Range Missiles: M.D. and Range vary.

GU-11 Gun Pod: 3D6, 6D6 or 106x10 M.D.; Range: 4000ft (1200m).

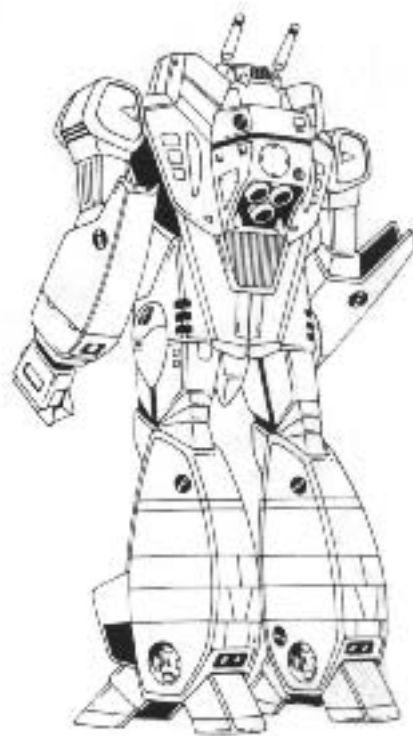
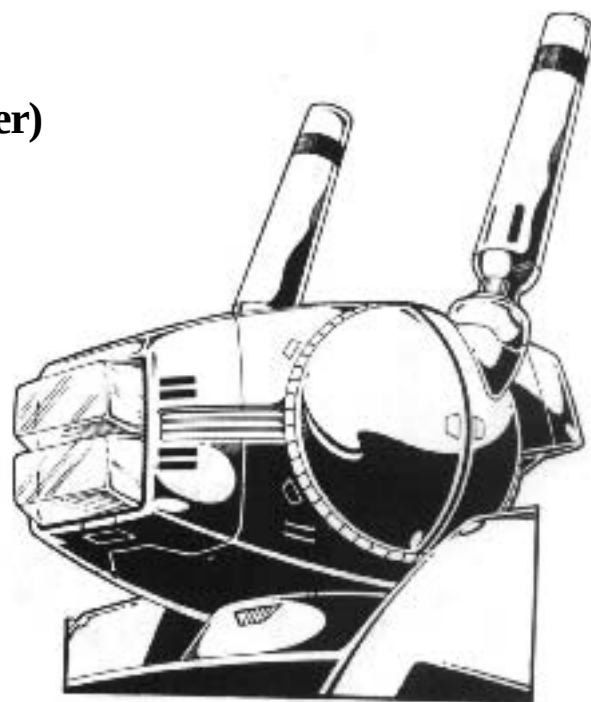
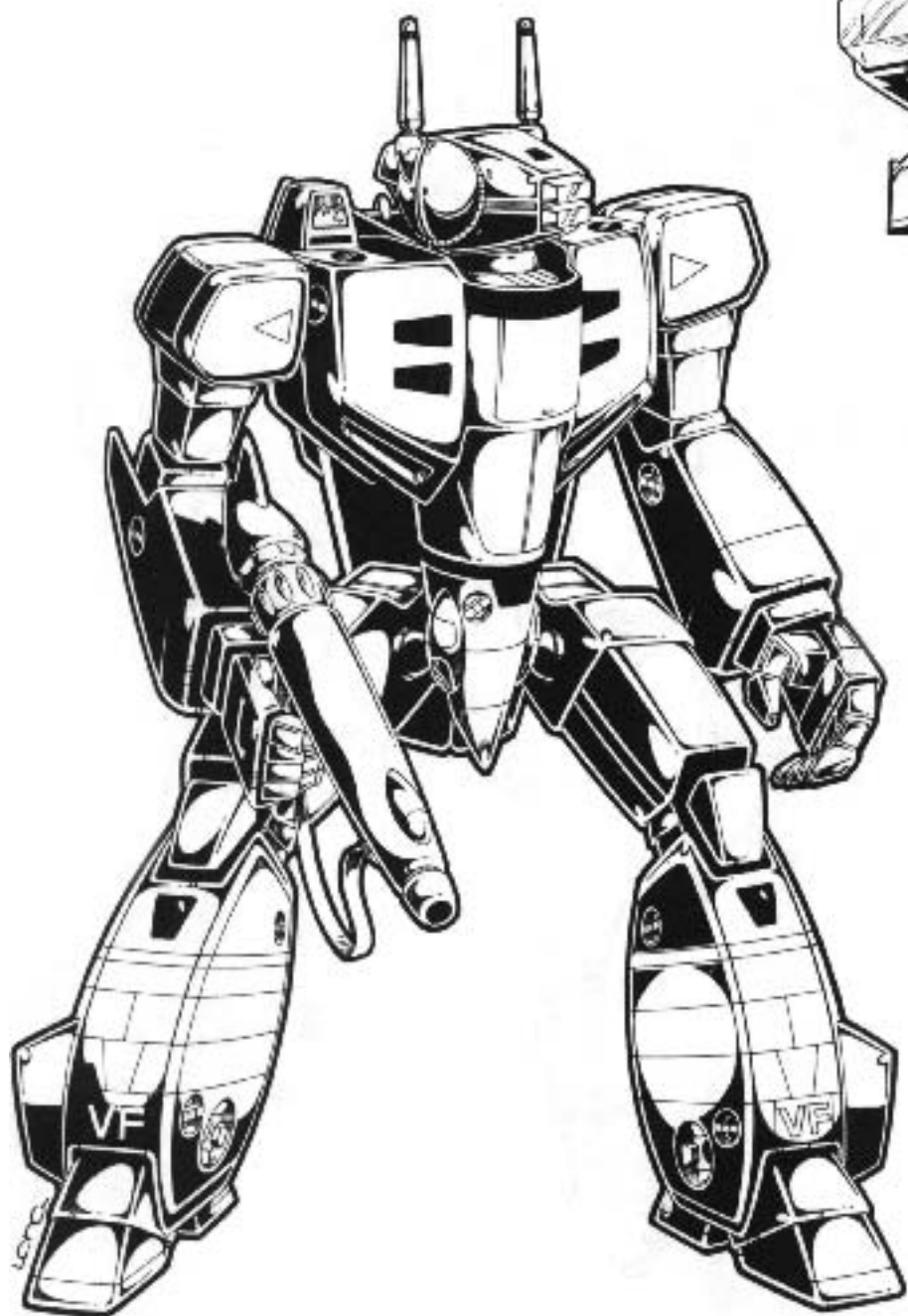
Alternate Mode of Attack: Hand to hand punch, kick, stomp or body block.

Note: The Veritech Fighter in Battloid Mode is more agile than its human pilot and can execute any hand to hand combat move, such as jump kick, leap attack, rolls, etc. that the pilot can.

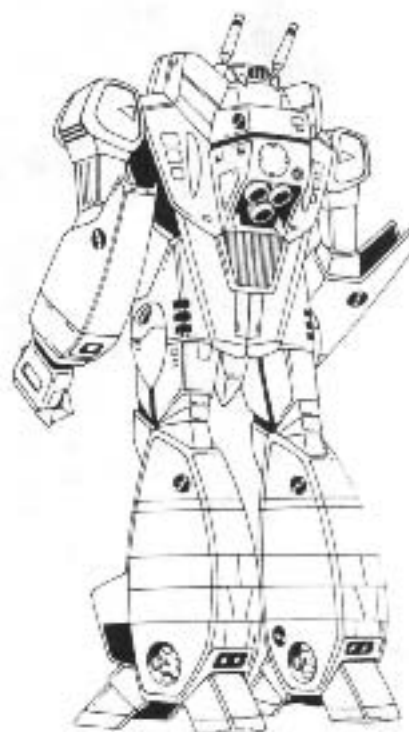
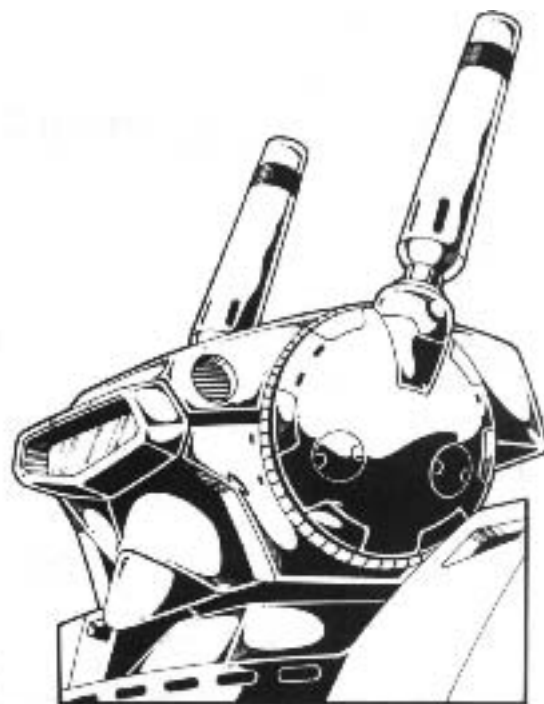
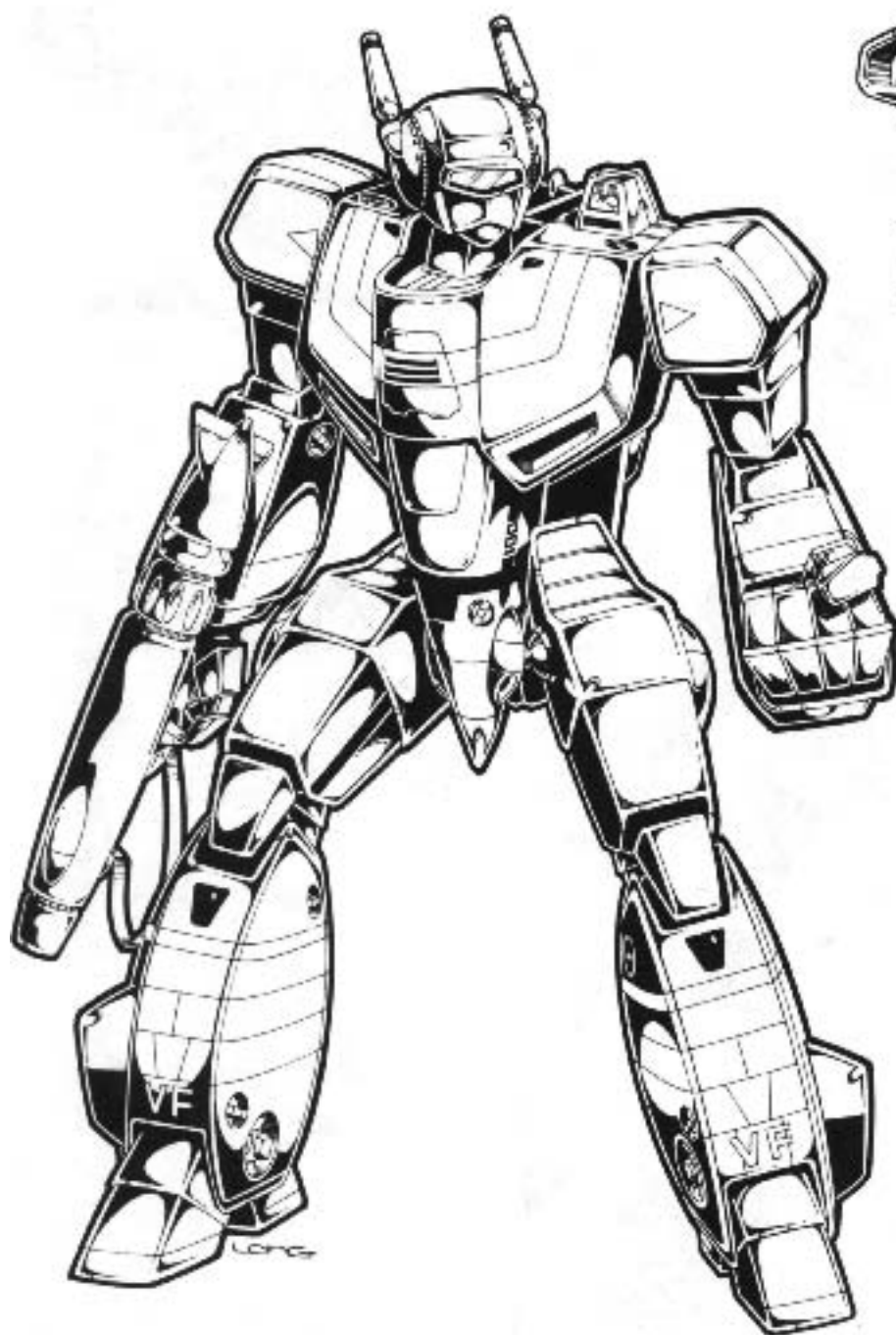
THE VF-1A VERITECH FIGHTER



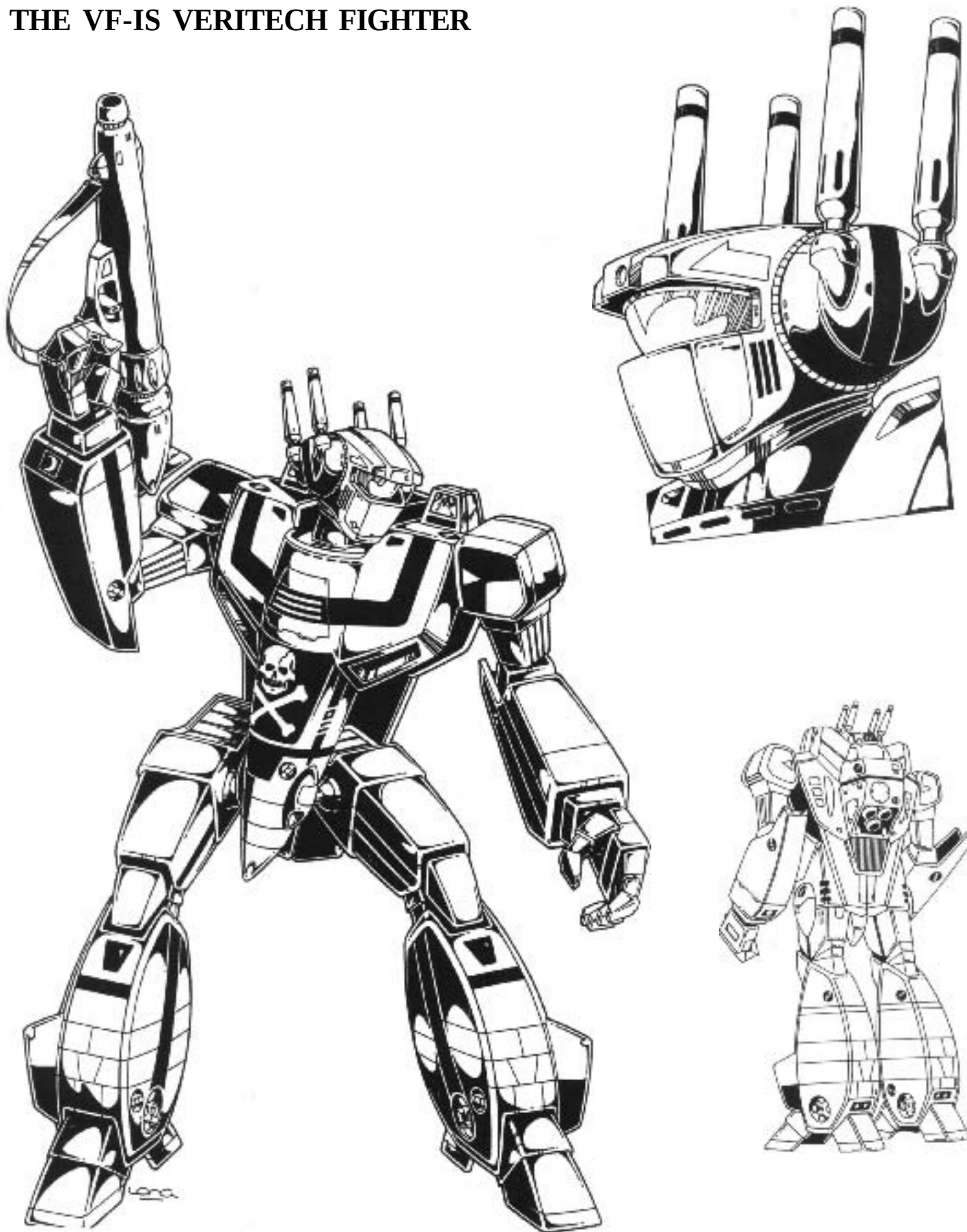
THE VT-1D VERITECH FIGHTER (Trainer)

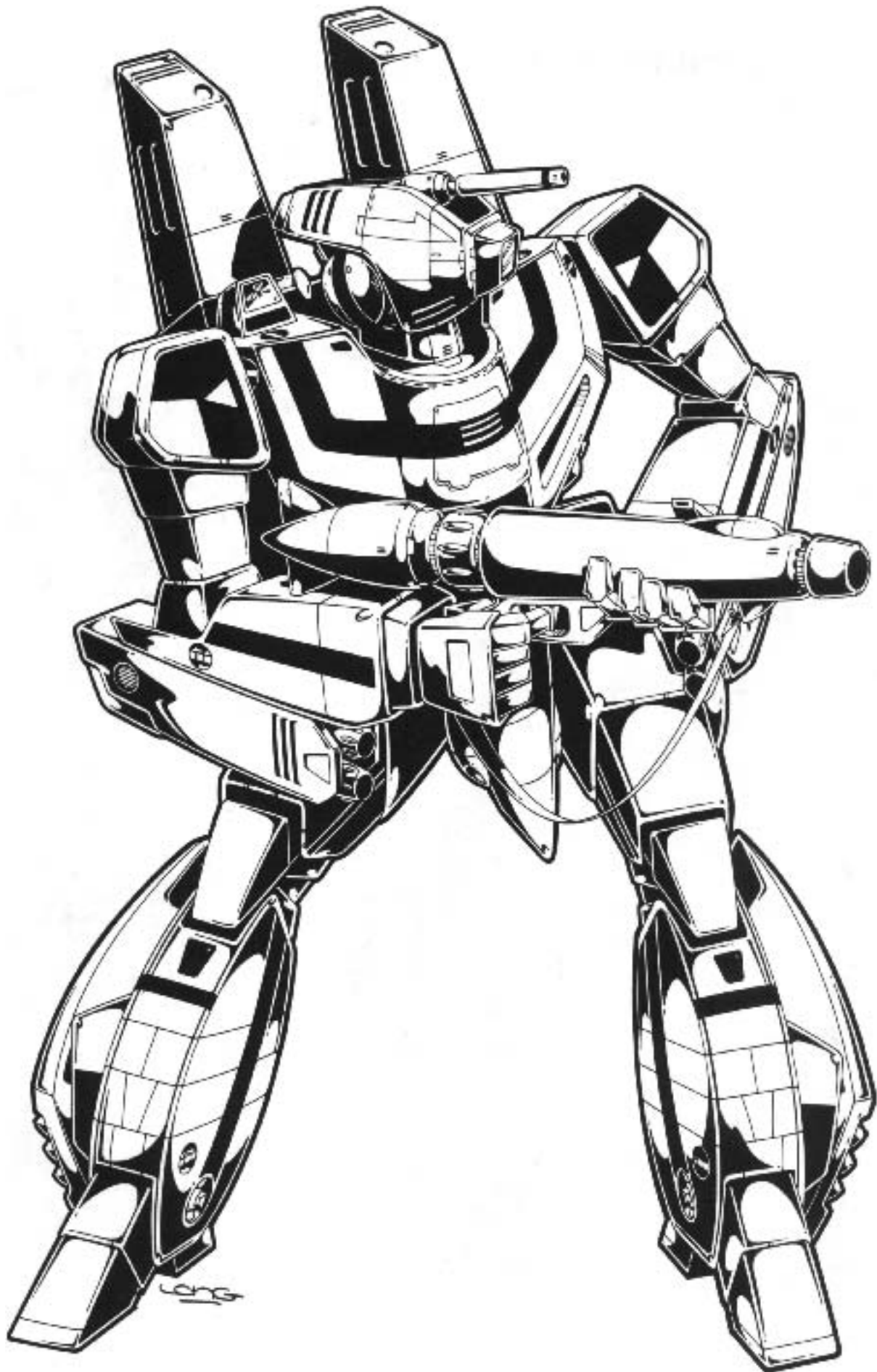


THE VF-1J VERITECH FIGHTER

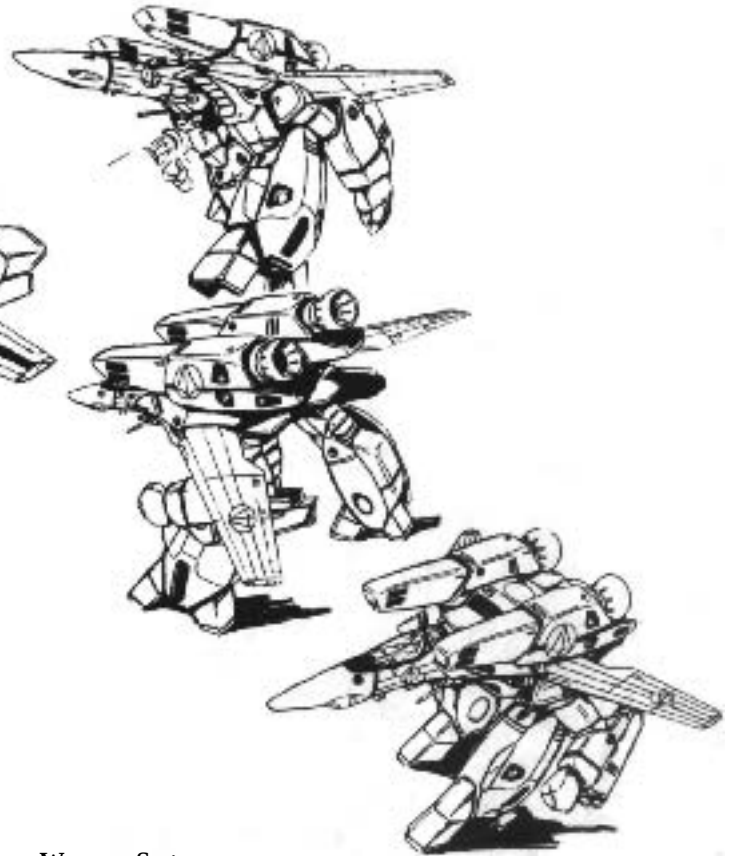
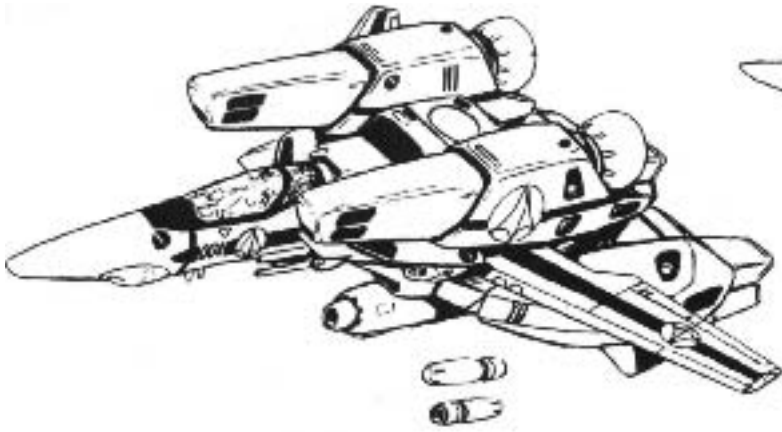


THE VF-IS VERITECH FIGHTER





THE SUPER VERITECH



THE SUPER VERITECH

The Super Veritech is the state of the art design for Veritech Fighters. In appearance it looks very much like an ordinary VF-1A, J or S model with the usual variation of head mounted lasers denoting rank. However, closer inspection reveals that it is slightly taller (almost 46ft compared to the 42.6ft of the regular VF), more heavily armored, and mounted with twin booster jets which enables it to reach nearly Mach 5 to breach Earth's orbit and provide greater mobility in space. Additional weapons include twin missile launchers built into the booster jet unit. Other improvements include better acceleration and mobility.

Vehicle Type: VF-1A, J and S Veritech Fighters (transformable Battloids).

Crew: One

M.D.C. By Location:

Head Mounted Laser(s) — 30 each

Head — 100

Hands — 50

Arms — 100

Legs and Thrusters — 200

*Main Body — 300

Reinforced Pilot Compartment — 200

Retractable Utility Arms — 3 each

Booster Jets & Missile Launchers (2) — 200 each

Wings — 150 each Tail — 50 each

GU-11 Gun Pod — 100

*Depleting M. D.C. of the main body shuts the unit completely down.

Speed: 2950mph (Mach 4.3) with a suborbital ceiling of 100 miles in normal **Jet Fighter mode**. *With boosters* 3216mph (Mach 4.8) which can achieve full orbit. 670mph/Mach 1 (1078kmph) maximum in **Guardian mode** and 60mph (96kmph) in **Battloid mode** running, or 150mph in battloid mode flying in space.

Height: 45.9ft (14m) in Battloid mode
29.6ft (9m) in Guardian mode
22.3ft (6.79m) in Jet Fighter mode

Width: 20ft (6.1m) at shoulders in Battloid mode.
48ft (14.7m) with wings fully swept

Weight: 21.5 tons

Main Engine: FF-2001 Fusion Turbine in each leg.

Secondary Engine: Auxiliary, rocket booster pack for attaining orbit and extra speed.

Weapon Systems

NOTE: The Super Veritech possesses ALL the usual armaments plus the following:

1) **Two Short Range, Medium Warhead Missiles** in each forearm for a total of four missiles.

Mega-Damage: Varies with the type of warhead used, as does range.

Rate of Fire: One or two at a time.

2) **Missile Launching Pods** (2) mounted on the back of the Veritech along with the twin rocket boosters. Each missile launcher carries a payload of 20, medium range, medium warhead missiles for a total of 40 missiles.

Mega-Damage: Varies with the type of missiles used, as does range.

Rate of Fire: Volleys of 2, 4, or 8 missiles. One volley constitutes one melee attack, even if a total of 8 missiles were launched.

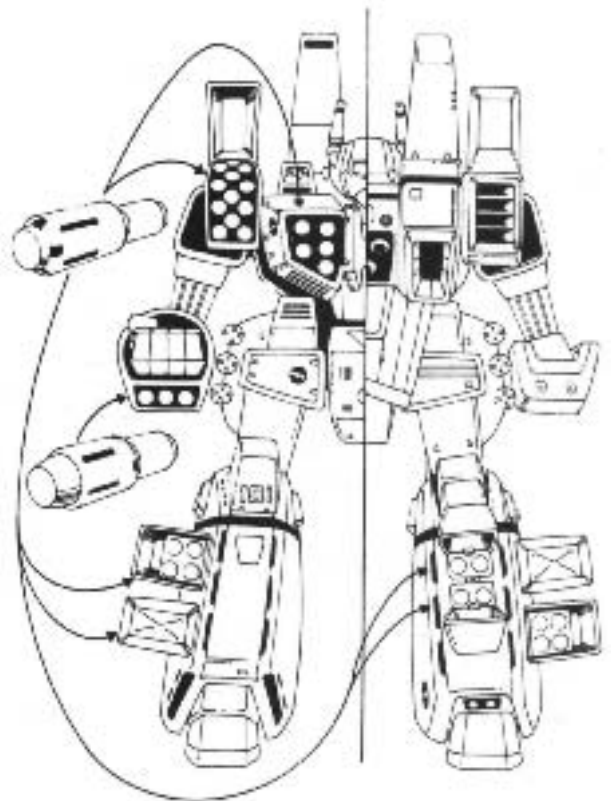
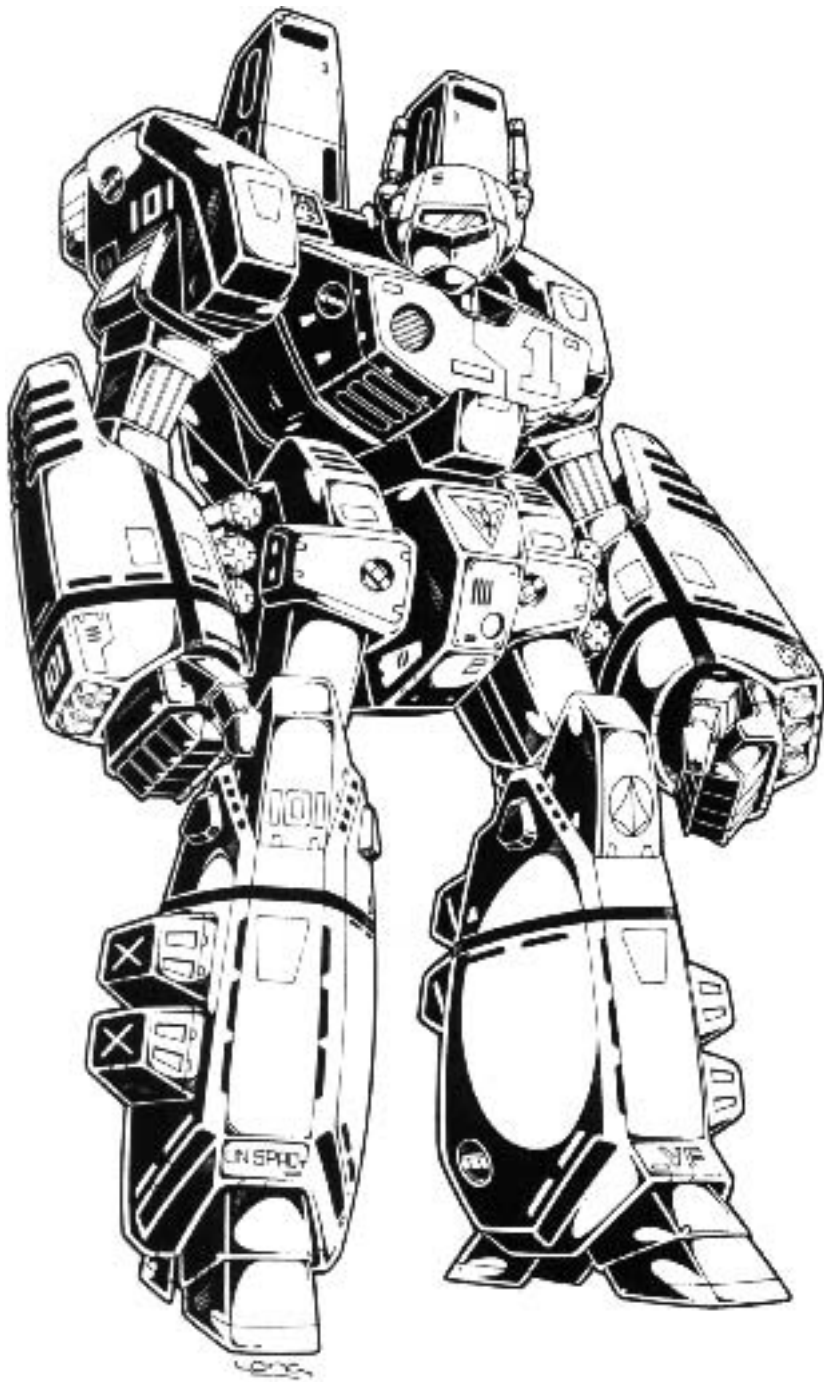
Notes: The auxiliary twin booster rocket jets and missile launcher pods can be jettisoned. Reentry into Earth's atmosphere requires the launcher unit to be jettisoned to avoid air drag. Maneuver ports in the lower leg add to the Super Veritech's maneuvering abilities.

Special Bonuses: + 1 to dodge and parry.
+1 extra attack per melee.

These bonuses are in addition to those gained from hand to hand combat.



THE ARMORED VERITECH



Special Armor and Weapon Systems: The Armored Veritech

The Veritech Fighter, in Battloid mode, can be outfitted with 16.2 tons of additional armor and missile systems. Any of the Veritech types can become an *Armored Veritech*, except for the Super Veritech.

The armor can provide any Veritech with almost double its normal M.D.C. and firepower. On the down side, the armor can only be applied to the Veritech in Battloid mode and reduces speed and mobility. However, the supplemental armor and armaments are of a break-away design that can be instantly jettisoned, enabling the Veritech to utilize its full range of abilities and normal transformation. It *cannot* transform into other modes unless the armor is jettisoned. Likewise, the armor must be jettisoned to gain reentry into the atmosphere when in space. Of course, the armor can be worn in the atmosphere and on ground, but the additional bulk causes significant drag when reentering the atmosphere from space.

The following statistics are modifications to the standard Veritechs. All damage is first subtracted from the additional armor (which can be jettisoned when severely or completely damaged).

The following are the additions and modifications which apply to an Armored Veritech.

- **Limited to Battloid mode;** armor must be jettisoned to change modes.
- Additional, twin, **supplemental booster pack** to help overcome the extra weight of the armor and impaired speed.

Adds one additional attack per melee.

M.D.C. of supplemental armor (in addition to normal)

Arms add 75.

Legs/Engine Thrusters add 100.

Leg Missile Pods add 75.

Main Body adds 100.

Missile Shoulder Mounts add 300 each.

Note: The laser head mount, head, hands, pilot compartment, utility arms, wings, tail and GU-11 gun pod remain, unchanged.

Speed: 40mph (64.36kmph) maximum running or booster pods. All other speed is reduced by 30%.

Additional Weapon Systems

- 1) **Short Range, Guided Missile Launchers** are mounted on each shoulder. The missile compartments/launchers are heavily armored to protect the missiles from detonation by enemy fire. Also protects shoulder joints.

Primary Purpose: Assault/defense. Missile type can vary from explosive to chemical. *See missile descriptions elsewhere.*

Range: Varies; see individual missile types and descriptions elsewhere.

Damage: Varies; see individual missile types and descriptions.

Rate of Fire: Volleys of two with a total of 12 fired simultaneously (one big volley) or one at a time.

Note: This missile launching unit is identical to those mounted on the Gladiator and Excaliber Battloids. *See Destroids*

- 2) **Arm Missiles** fire three, short range missiles per each arm.

Primary Purpose: Assault/defense.

Missile Type varies; see individual descriptions.

Range: Varies; see short range missile descriptions.

Damage: Varies with type.

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

- 3) **Hip Missiles** fire up to three, short range missiles from each hip (total six) with medium warheads that are more usually destructive than shoulder and arm launched missiles.

Primary Purpose: Assault/defense.

Range: Varies; see short range missile descriptions.

Damage: Varies with missile type; see missile descriptions.

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

- 4) **Leg Mounted Missiles** fire short range, medium warhead missiles.

Two missile pods are mounted on the side and back of each leg.

Three missiles are housed in each for a total of 12 per each leg.

Primary Purpose: Assault/defense

Damage: Varies with missile type.

Rate of Fire: Volleys of three.

Range: Varies; see missile descriptions.

Note: All missiles inflict mega-damage.

- 5) **Chest Mounted Missiles:** 5 in each breast; fires one at a time or volleys of 2 or 5. All else same as #4.

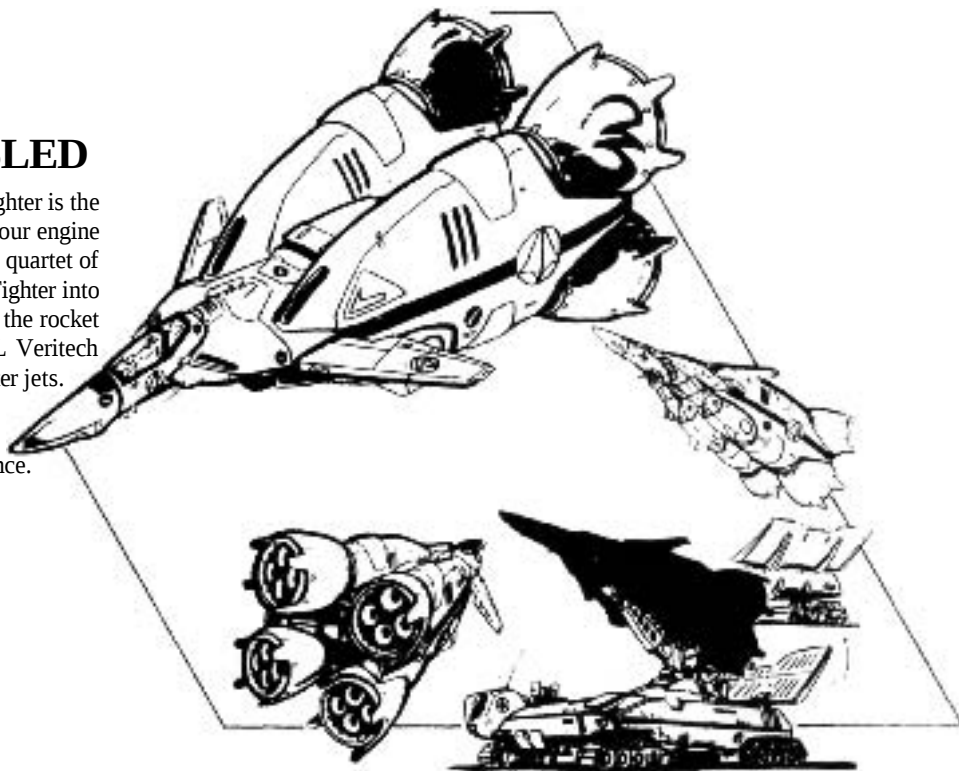
THE DISPOSABLE ROCKET SLED

Another piece of additional equipment for the Veritech Fighter is the *disposable rocket sled* or booster pack. The rocket sled is a four engine thruster unit which attaches to the rear of the Veritech. This quartet of powerful boosters with liquid fuel can launch the Veritech Fighter into orbit like a shuttle-craft. Once in orbit, the pilot disengages the rocket sled and can fly about freely. The rocket sled will fit ALL Veritech models except the Super Veritech, which has its own booster jets.

Weight: 18.2 tons

Speed: 3660mph (Mach 4.8)

Fuel Capacity: One time. Enough to achieve full orbit once.



THE DESTROIDS

THE DESTROIDS

Destroids are non-transformable ground mecha used for assault, defense, riot control, and reconnaissance. They are generally lumbering giants which resemble the Veritech Fighter in *Battloid* mode. Most are armed with a variety of missiles, auto cannons and energy weapons. They might best be thought of as walking artillery units.

The *Destroids*, like the Veritech Fighters, combines traditional technology and power systems with small protoculture-based engines and robotechnology. Also like the Veritech pilots, the Destroid pilots share a symbiotic relationship with the device he/she operates. This endows the massive mecha with surprising agility and mobility. However, the Destroid's design sacrifices the astonishing speed, agility and overall versatility of the Veritech Fighters in favor of much more raw firepower. Instead, they are a walking armory, heavily armored and capable of massive destruction. Like Earth's artillery or tank divisions of old, these all terrain vehicles are a main line ground defense or assault force of amazing power.

SENSORS AND EQUIPMENT

STANDARD FOR ALL DESTROIDS (Non-Transformable Battloid Mech)

RADAR

Range: 30 miles (48.2km). Conventional operation.

RADIO/VIDEO COMMUNICATIONS

Wide band, directional radio and video telecast capabilities. Range: 600 miles (965.4km) or can be boosted indefinitely via satellite.

LASER TARGETING SYSTEM

Close Range: Two miles (3.2km)

COMBAT COMPUTER

Calculates, stores and monitors data on the control panel computer screen or head up display.

EXTERNAL AUDIO PICK-UP

Sound amplification and sound listening system. Range: 300ft (91.5m).

LOUDSPEAKER

Loudspeaker system that amplifies and projects the pilot's voice up to 90 decibels.

THERMO-IMAGER

A special, optical, *heat* sensory unit that allows the *infrared* radiation of warm objects to be converted into a visible image. Enables the pilot to see in darkness, shadows and through smoke. Range: 1600ft (487m).

NIGHT VISION OPTICS

An image intensifier which is passive, meaning it emits no light of its own, but relies on ambient light which is electronically amplified to give a visible picture. Range: 1600ft (487m).

REINFORCED PILOT'S COMPARTMENT

This is the specially armored and padded pilot compartment, designed for maximum protection of the mecha pilot even if the vehicle is totally destroyed. Can be retrieved and carried by Veritech Fighters or Gladiator.

HEAT AND RADIATION SHIELDS

INDEPENDENT OXYGEN AND CIRCULATORY SYSTEM

FUEL CAPACITY

The use of protoculture, through Robotechnology, gives the **Destroids** and all Mecha a long life span. These giant machines can operate at full capacity for an average life span of 22 years before requiring re-energizing. Constant use will reduce that time by about half.

180 DEGREE ROTATION

All Destroids, except the M.A.C. II, can rotate their torso 180 degrees.

THE EXCALIBER MK VI

The **Excaliber** is a *non-transformable mecha* used as an assault and defense, heavy weapons system aboard the SDF-1 and on Earth. In many respects the Excaliber is a combination of a heavy artillery support unit and a frontline combat unit, with both long range and short range armaments. Without a doubt, this mecha's array of weapons outstrips any of its kind. It is often deployed as a companion to the M.A.C. II to protect it from close range assaults. Armed with two gun clusters identical to the one built into the Gladiator, machineguns, two particle beam cannons and a battery of missiles, the Excaliber might be best thought of as a walking dreadnought.

It's main disadvantage is that it lacks any hands, making grasping, holding or any articulated work impossible. The absence of hands also limits its effectiveness in hand to hand combat. Another drawback is the Excaliber's slow speed.

Since the Zentraedi assault on Earth, the Excaliber MK VI has become a major tool in the peace keeping efforts while society tries to rebuild itself. It is an ideal unit in suppressing major uprising, renegade Zentraedi attacks, law enforcement, reconnaissance and patrols in desolate areas.

The Excaliber MK VI: also known as the Tomahawk MBR-04-VI

Vehicle Type: Destroid

Crew: One or two

M.D.C. by Location:

Searchlight — 20

Upper Arm — 100 each

P-Beam Forearms — 100 each

Legs — 200 each

*Main Body — 300

Reinforced Crew Compartment — 200

Missile Pods Mounted on Shoulders — 150 each

Missile Pod Above Right Shoulder — 50

Middle Pods on each Leg — 50 each

Gun Cluster — 75

Top Mounted, Twin Machinegun Unit — 25

Note: No Head Unit

*Depleting the M.D.C. of the main body shuts the mecha completely down.

Speed: 50mph (88kph)

Height: 36.10ft (11.27m)

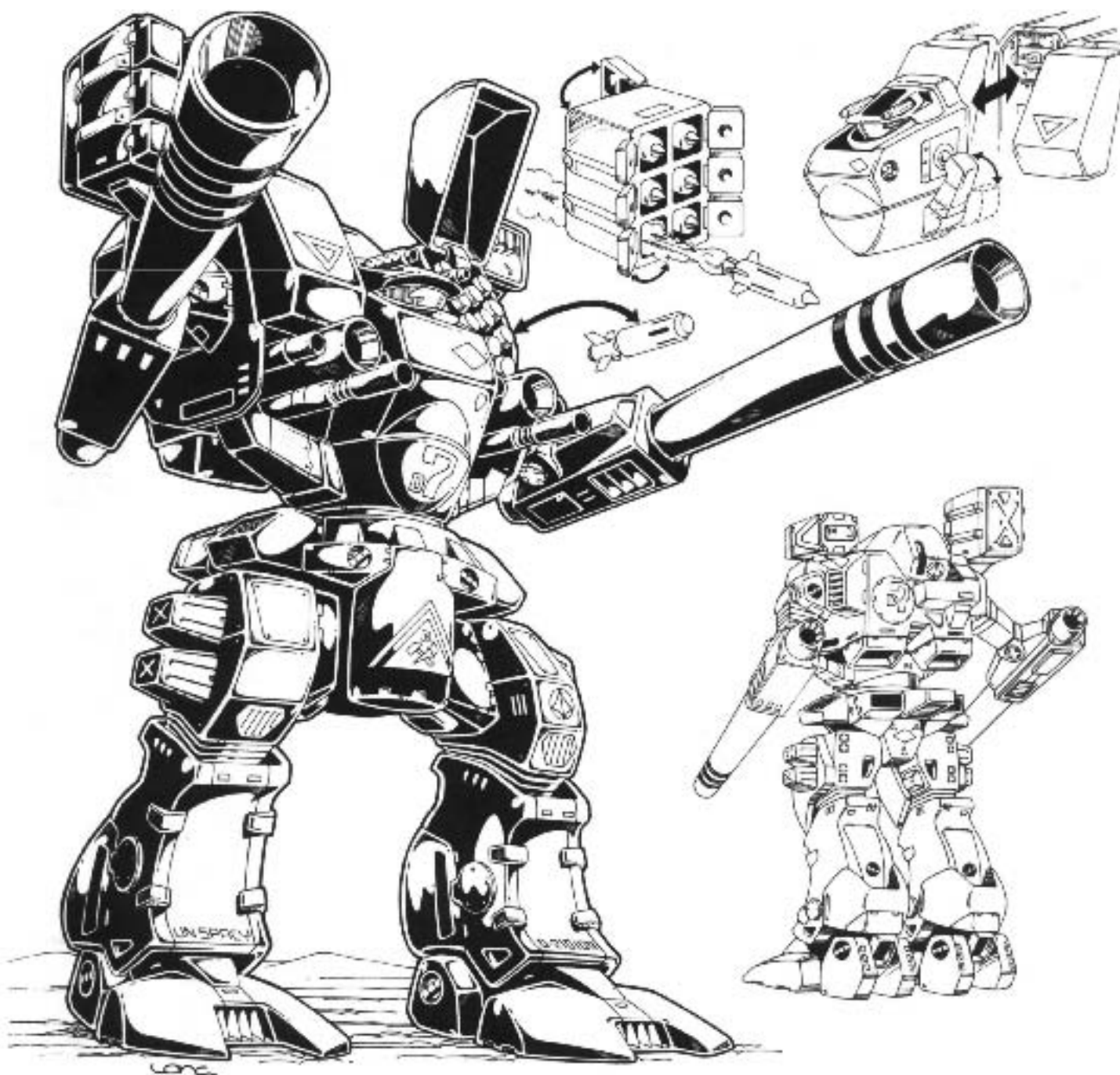
Width: 25.9ft (7.9m) at shoulders

Length: 16ft (5.1m)

Weight: 31 tons

Main Engine: MT 828 Fusion Reactor; Output = 2800 SHP

THE EXCALIBUR



WEAPONS COMBAT SUMMARY

Attacks Per Melee: Equal to combined hand to hand skills.

Twin Barrel, M-89, Machinegun: 2D4 M.D., 4D4 M.D. of 1D4 x 10 M.D.; Range: 2000ft (600m)

Two Gun Clusters (each has the following)

Short Range Laser: 2D6 M.D., Range 2000ft (600m)

32mm auto cannon: 2D6, 4D6, or 6D6 M.D., Range 4000ft

180mm grenade launcher: 4D6 M.D., Range 4000ft. R.F.: One

Flamethrower: 5D10 normal damage, Range 200ft

Particle Beam Arms: 5D10 + 25 damage, Range 2 miles.

Missile Shoulder Pods: Damage and Range vary with missile type; payload 24.

Medium Range Missile Pod: Damage and Range vary; payload: 6 missiles.

Leg Missile Pods: Damage and Range vary; payload: 3 per each of the four pods — total of 12 missiles.

Alternate Mode of Attack: Hand to Hand; punch, stomp or body block.

Weapon Systems

- 1) **Top mounted, twin barrel, M-89,12.7mm machinegun.** Located recessed between the shoulders and appears almost head-like. The angle of fire is limited to a 45 degree arc up and down and straight ahead.

Primary Purpose: Antipersonnel

Mega-Damage: 2D4 M.D. for short burst, 4D4 M.D. for long burst or 1D4x 10 M.D. for one full melee of continuous fire (each burst is considered to be one attack regardless of the length).

Payload: 1000 rounds (one short burst uses 10 rounds), long burst 20 and full burst 40. Range: 2000ft (600m)

- 2) **TZ IV Gun Clusters (2):** Placed on each side of the chest, just under the shoulder missile pods. Each of the two gun clusters contain the following.

Weapons: (1) laser, (1) 32mm auto cannon, (1) 180mm grenade launcher and (1) flamethrower.

Laser does 2D6 mega-damage (M.D.). Range 2000ft (609.6m). Rate of fire equal to the pilot's hand to hand attacks per melee. Payload unlimited.

32mm Auto Cannon does 2D6 M.D. short burst, 4D6 M.D. long burst, 6D6 M.D. for one full melee of continuous fire (each is considered to be one attack regardless of the size of the burst). Range is 4000ft (1200m). Payload is limited to 240 rounds. 24 shells are fired per melee on a full melee burst, 12 in a long burst and 6 in a short burst.

180mm Grenade Launcher does 4D6 M.D.. Range is 4000ft (1310m). Rate of fire is once per melee. Payload is a total of 50 rounds.

Flamethrower does 5D10 Normal damage (not M.D.; ineffectual against any mecha). Range is 200ft, rate of fire is two per melee with a total of 50 blasts. Note: Flames will ignite all combustible material; 40% chance of igniting gasoline tanks.

- 3) **Missile Launcher Pods** mounted on each shoulder. The missile compartments/launchers are heavily armored, protecting the missiles from detonation by enemy fire. The missile pods also serve to protect the shoulder joints.

Primary Purpose: Assault/defense

Secondary Purpose: Riot Control/Civil Rescue

Missile Type: Short range, guided missiles. Specific warheads vary with the situation and can include explosive, gas and chemical. A common missile mix for civil defense is 12 explosive, 4 tear gas, 4 knockout gas, and 4, fire retardant, chemical foam. A common mix for straight combat conditions is all explosive, or a combination of 2 plasma/napalm, 2 smoke, 2 knockout gas and the remainder explosive.

Mega-Damage: Varies with specific warheads. See missile descriptions elsewhere.

Rate of Fire: One at a time or volleys of two with a total of 12 volleys. Note: Each missile pod holds a payload of 12 missiles each for a total of 24 (two fired simultaneously counts as one attack). Volleys can be fired equal to the total hand to hand abilities of the pilot per melee.

- 4) **Heavy Missile Pods** mounted above the right shoulder. The unit launches a total of six, medium range, medium warhead missiles. The missiles can be launched one at a time or in volleys of two. Each volley counts as one attack.

Primary Purpose: Assault/defense

Missile Types: Medium range, guided missiles. Specific warheads vary.

Mega-Damage: Varies with specific warheads, as does range.

Rate of Fire: Individually or in volleys of two.

Payload: Six missiles total. Manual reload, from somebody outside, requires the proper equipment and takes 6 melees.

- 5) **Twin, Leg Missile Pods** mounted on the leg. Each pod (4) contains three, small, short range missiles.

Primary Purpose: Defense

Secondary Purpose: Assault

Mega-Damage: Varies with missile type.

Range: Varies with missile type, but are always short range.

Rate of Fire: Individually or in volleys of two.

Payload: 3 per each pod for a total of 12. Two pods are mounted on each leg.

- 6) **Particle Beam Cannons, PBC-11,** compose each arm. It is these two, powerful weapons that give the Excaliber MK VI its deadly long range capabilities.

Primary Purpose: Assault/defense

Mega-Damage: 5D10 + 25 per blast

Range: 10,000ft (nearly two miles)

Payload: Unlimited

Rate of Fire: Four maximum per melee.

- 7) **Optional hand to hand combat** is very limited and awkward for the Excaliber, although its heavy, particle beam cannon arms can cause a fair amount of damage when used as bludgeons.

Mega-Damage: Punch 1D6 M.D.

Body Block 1D4 M.D.

*Stomp 1D4 M.D.

*The stomp with the foot is effective only against small objects of 12ft (3.6m) or smaller.

Note: The Excaliber can *not* jump, leap, kick, or climb. It can not pickup or carry objects unless they are huge and can be balanced on the PBC arms. Maximum weight: 8 tons.

Number of Attacks is equal to the hand to hand abilities of the pilot.

Special Equipment: *Searchlights* mounted above the left shoulder. Visible light and infrared. Range is 600ft (360m); capable of 180 degree rotation and an arc of 90 degrees up and down.

THE GLADIATOR

The **Gladiator** is a *non-transformable mecha* used as a defensive weapon system in deep space, aboard the SDF-1, and the by Earth Defense Force. Unlike its fellow Destroids (like the Excaliber) which are basically heavy artillery support units, the Gladiator is a frontline combat unit designed with an excellent balance of mobility, weaponry and hand to hand combat capabilities. Of all the Destroids, the Gladiator is the most versatile in overall mobility, agility and means of attack. It is the only Destroid that can engage *in full hand to hand* combat. So powerful are its slashing hands that they have been known to punch through the armor of Zentraedi assault pods. Its combat capabilities are augmented with an impressive combination of weapon systems.

The main disadvantage to the Gladiator is that it lacks any sort of long range weapon system. Another drawback, shared by all ground mecha, is that it is much slower than most of the enemy mecha it must face.

Since the Zentraedi assault on Earth, the Gladiator has become a major tool in the peace-keeping efforts during the difficult reconstruction of cities and society. It is the ideal unit for law enforcement, riot control, civil defense, reconnaissance, and patrols in remote areas.

The **Gladiator** is also known as the Spartan MBR-07-MK II

Vehicle Type: Destroid

Crew: One or two

M.D.C. By Location:

Hands — 100 each

Arms — 150 each

Legs — 250 each

*Main Body — 250

Reinforced Crew Compartment — 250

Missile Pods Mounted on Shoulder — 150 each

Gun Cluster — 75

Top Laser Turret — 25

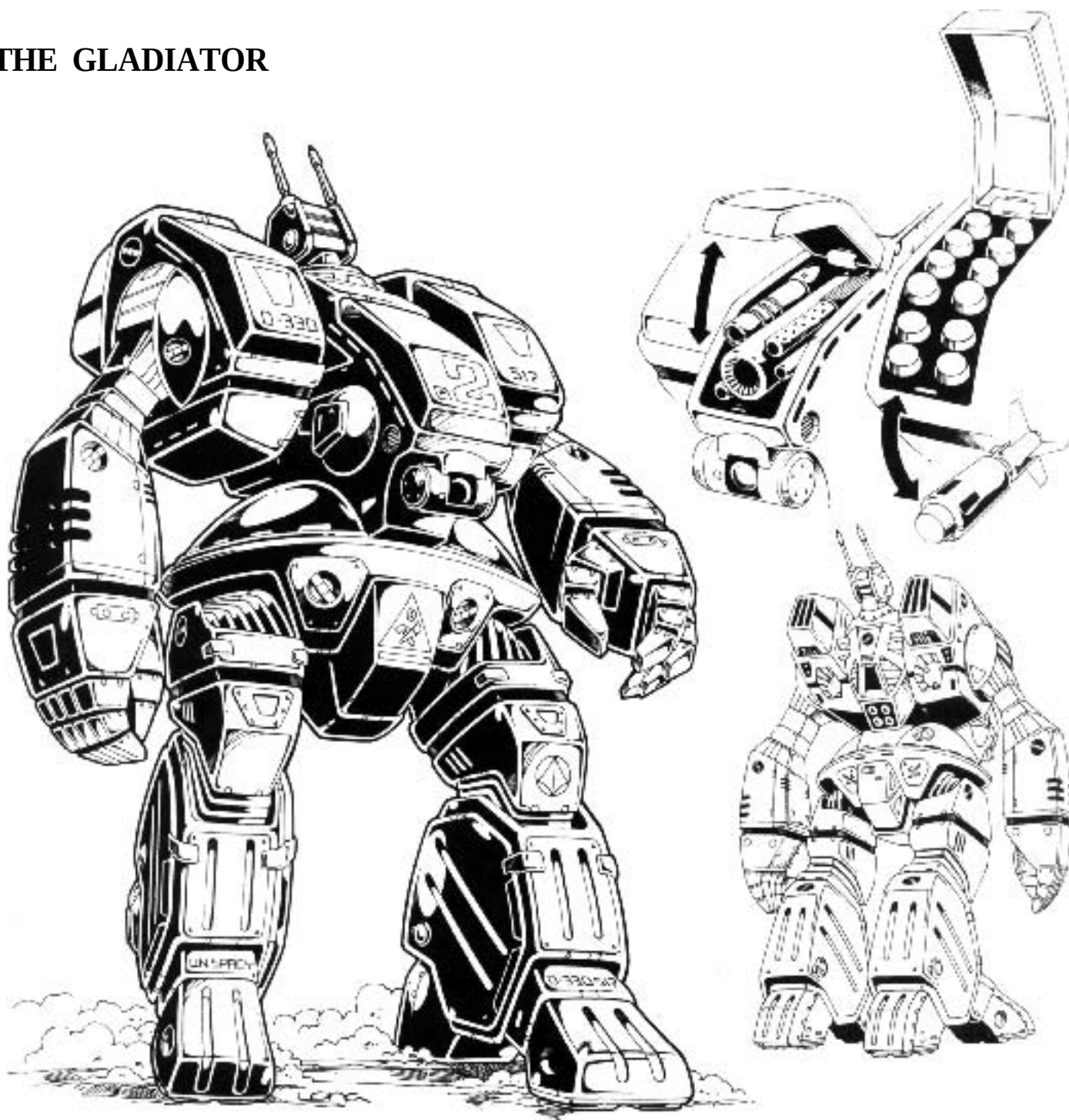
Battle Mace — 50

GU-11 Gun Pod (optional) — 100

Note: No Head Unit

*Depleting the M.D.C. of the main body shuts the mecha completely down.

THE GLADIATOR



WEAPONS COMBAT SUMMARY

Attacks Per Melee: Equal to combined Hand to Hand skills

Laser Turret: 4D6 M.D., Range: 4000ft (1200m)

Gun Clusters

Short Range Laser: 2D6 M.D., Range: 2000ft (609.6m)

32mm Auto Cannon: 2D6, 4D6 or 6D6 M.D.; Range: 4000ft

180mm Grenade Launcher: 4D6 M.D.; Range: 4000ft, R.F. One

Flamethrower: 5D10 normal damage; Range: 200ft

Missile Launcher Pods: Damage and Range vary with missile type. Payload 24.

Alternative Modes of Attack

Hand to hand with mace adds 1D6 M.D. to normal punch.

Hand to hand: punch, stomp or body block

GU-11 gun pod; hand held; see Veritech Fighters.

Speed: 65mph (104kmph) maximum

Height: 37ft (11.3m)

Width: 27ft (8.3m)

Length: 20ft (6.1m)

Weight: 27.4 tons

Main Engine: DT-2004 Fusion Reactor; Output = 3200 SHP

Weapon Systems

- 1) **Twin Barrel, ROV-10, Laser Turret:** Mounted on top of the main body between the shoulders like a tiny head. 360 degree rotation.

Primary Purpose: Anti-Aircraft Weapon.

Secondary Purpose: Protection of the Flank

Mega-Damage: 4D6 per blast

Range: 4000ft (1200m)

- 2) **Missile Launcher Pods:** Mounted on each shoulder. The missile compartments/launchers are heavily armored, protecting the missiles from detonation by enemy fire. The missile pods also serve to protect the shoulder joints.

Primary Purpose: Assault/defense

Secondary Purpose: Riot Control/Civil Rescue

Missile Type: Short range, guided missiles. Specific warheads vary with the situation and can include explosive, gas and chemical. A common missile mix for civil defense is 12 explosive, 4 tear gas, 4 knockout gas and 4, fire retardant, chemical foam. A common mix for straight combat conditions is all explosive, or a combination of 2 plasma/napalm, 2 smoke, 2 knockout gas and the remainder explosive.

Mega-Damage: Varies with specific warheads. See missile descriptions elsewhere.

Rate of Fire: One at a time or volleys of two or four, with a total of 12 volleys. Note: Each missile pod holds *upload* of 12 missiles each for a total of 24 (two can be fired simultaneously and count as one attack). Volleys can be fired equal to the hand to hand abilities of the pilot per melee.

- 3) **Main Armament: TZ-IV Gun Cluster** located in the heavily armored midsection of the body.

Weapons include: (1) laser, (1) 32mm auto-cannon, (1) 180mm grenade launcher and (1) flamethrower.

Laser does 2D6 mega-damage (M.D.). Range 2000ft (609.6m). Rate of fire is equal to the pilot's combined hand to hand attacks. Payload: unlimited.

32mm Auto Cannon: Does 2D6 M.D. short burst, 4D6 M.D. long burst, 6D6 M.D. for one full melee of continuous fire (each is considered to be one attack regardless of the size of burst). Range: 4000ft (1310m). Payload is limited to 240 rounds. 24 shells are fired per melee on a full melee burst, 12 in a long and 6 in a short burst.

180mm Grenade Launcher does 4D6 M.D.. Range: 4000ft (1310m). Rate of Fire: Once per melee. Payload: A total of 50 rounds.

Flamethrower: Does 5D10 NORMAL damage (not M.D.; ineffectual against any mecha). Range: 200ft. Rate of Fire: Two per melee with a total of 50 blasts. Note: Flames will ignite all combustible material; 40% chance of igniting gasoline tanks.

- 4) **Optional Use of the GU-11 Gun Pod.** This is the identical weapon used by the Veritech Fighters; does 3D6 short burst, 6D6 long burst or 1D6 x 10 mega-damage for one full melee burst.

Range: 4000ft (1310m)

Rate of Fire: Number of short bursts and long bursts are equal to the pilot's combined number of hand to hand attacks. See Veritech Fighter for details.

- 5) **Optional Hand to Hand with a Battle-Mace:** This is a large, 12 foot (3.6m), reinforced, metal alloy mace or club. Well balanced; specifically designed for the Gladiator.

Primary Purpose: Riot Control/Hand to Hand Combat

Mega-Damage: 1D6 M.D. is added to the normal 2D6 M.D. of a Gladiator's punch.

Number of Attacks Per Melee: Equal to Hand to Hand.

Special Note: The mace can be thrown. Range: 200ft (61m). Inflicts 2D6 M.D.

- 6) **Optional Hand to Hand Combat:** Rather than fire any weapons, the Gladiator can engage in hand to hand combat by delivering a series of powerful punches.

Mega-Damage: Restrained Punch/Slap — 1D4 M.D.

Full Strength Punch — 2D6 M.D.

Power Punch — 2D6 + 4 M.D.

*Stomp with Foot — 1D4 M.D.

Body Block/Tackle — 2D4 M.D.

Tear or Pry with Hands — 1D4 M.D.

Note: The Gladiator can *not* jump, leap or kick. It can climb if the structure can support its weight, and can pickup and carry up to 15 tons. Also see *Hand to Hand Mecha* skill.

*Stomp is effective only against small objects of 12ft or smaller.

Number of Attacks: Is equal to the hand to hand abilities. Physical hand to hand attacks can be used in combination with weapon attacks.

THE M.A.C. II

The M.A.C. II is the largest, non-transformable, ground cruising mecha ever operated by mankind. It was developed, using the mobile systems of the Destroids, to be a moving fortress. Its design enables it to blast enemy ground troops and repel air assaults as well.

The M.A.C. II's destructive force is tremendous, perhaps equalled only by the Spartan and its array of heavy missiles. However, the practicality of this massive machine in actual combat is questionable. It suffers from poor mobility, the lowest speed of all Destroids, lack of any short range weaponry, lacks hands for articulated work, and its great mass makes it unsuitable for terrains with soft earth, wetlands, or mountainous regions. Only its incredible armor plating saves it from being totally vulnerable to enemy assaults. Consequently, the M.A.C. II is often accompanied by the Excaliber and/or Gladiator to help protect it from close range onslaughts.

Since the Zentraedi assault on the Earth, the M.A.C. II has been restricted to use as an artillery support system. However, they are also used to suppress major Zentraedi and rebel uprisings, and for law enforcement and defense in remote areas.

The M.A.C. II: also known as the Monster; HWR-00-MK II

Vehicle Type: Destroid

Crew: Two or three, but can hold up to 8 additional passengers.

M.D.C. By Location:

Four Main Cannons — 100 per each barrel

Upper Arms — 100

Forearms/Tri-Cannons — 300

Legs — 300

*Main Body — 400

Reinforced Crew Compartment — 250

*Depleting the M.D.C. of the main body will shut the mecha completely down.

Speed: 20mph (32.18kph)

Height: 73.7ft (22.46m)

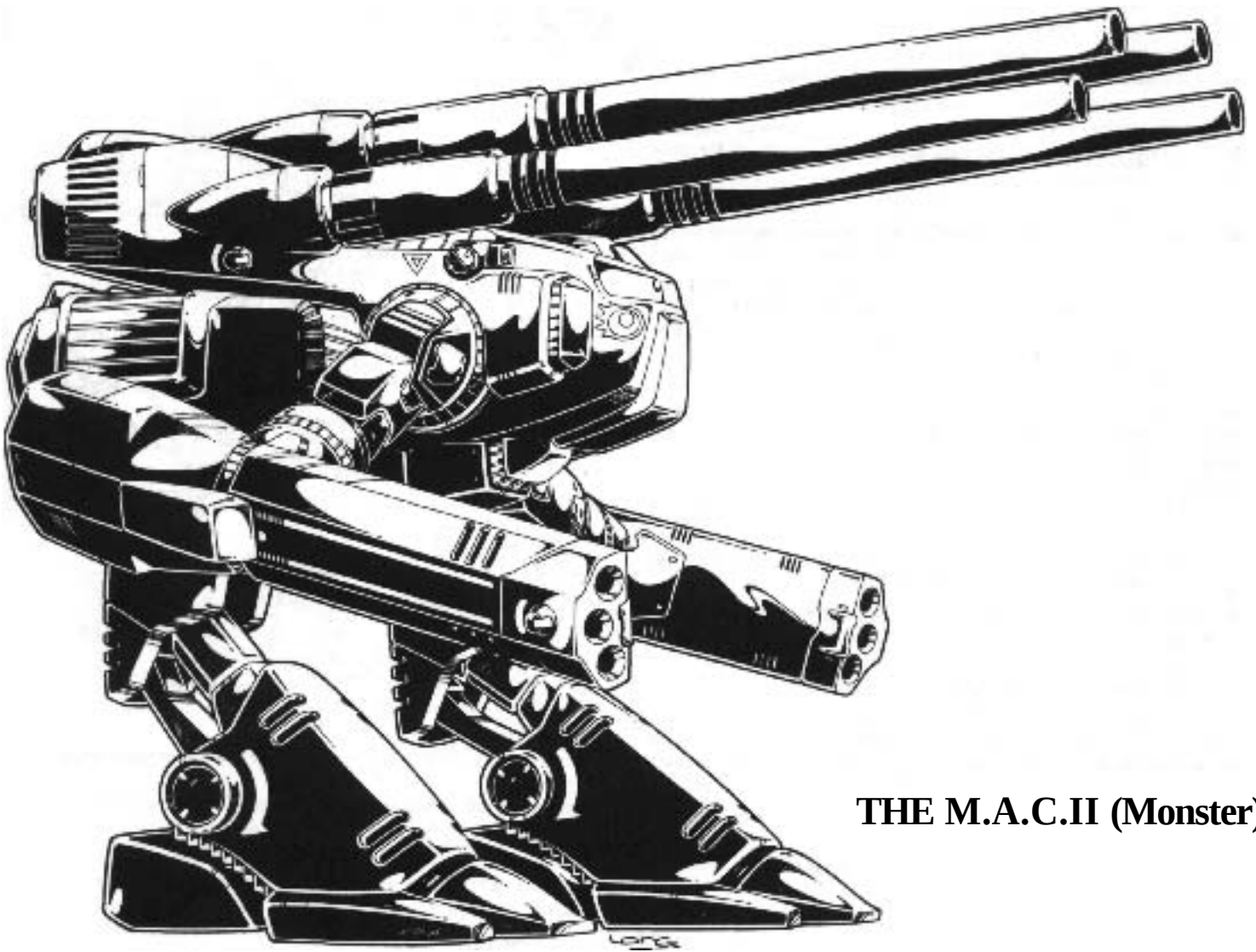
Width: 31.10ft (9.75m)

Length: 42.7ft (13m)

Weight: 186.3 tons/285.5 tons loaded with missiles and full ammo.

Main Engine: WT-1001 Fusion Reactor, Output = 11500 SHP

Secondary Engine: CT-8P Fusion Reactor, Output = 890 SHP



THE M.A.C.II (Monster)

Weapon Systems

1) Four, 40cm, Automatic Cannons are its main armament. The cannons are mounted on top of the mecha's main body.

Primary Purpose: Assault/defense

Secondary Purpose: Anti-Aircraft

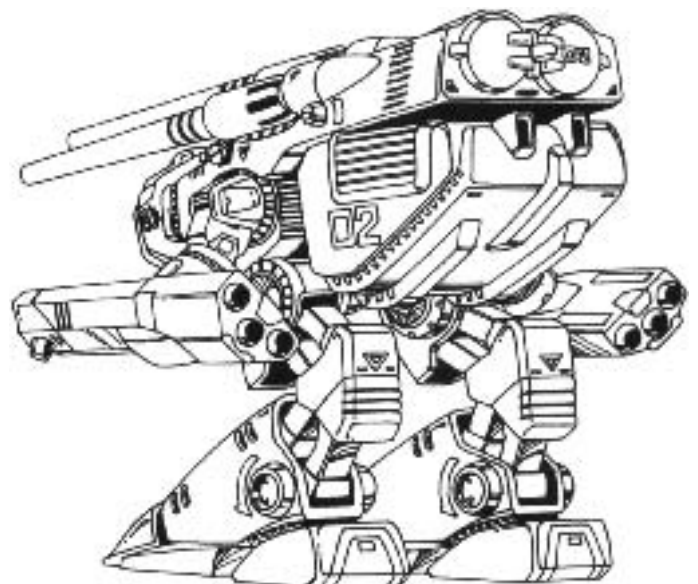
Mega-Damage: 2D6 x 10 M.D. per individual round; blast radius: 20ft (6.1m). Can also fire volleys of 2 or 4 rounds simultaneously (multiply the number of dice rolled appropriately).

Range: 12 miles (19km) minimum effective range 600ft (183m).

Rate of Fire: Is equal to the total hand to hand skills of the pilot (usually 4 at first level). It must be stressed that one volley, which can be *two or four* rounds doing as much as 2400 points of M.D. damage, is considered to be only one of the total attacks per that melee. See the volley description under Mecha Combat.

Payload: Each of the FOUR guns can fire TEN rounds each for a total of 40 rounds. The big guns can be reloaded, but proper equipment and training is required. To fully reload takes 10 minutes (40 melees) per each gun.

Note: The four cannons can be raised up and down in a 60 degree arc. They are not capable of independent movement, which means all four must be positioned simultaneously.



- 2) **Tri-Laser Cannons** comprise both arms. These weapons provide the M.A.C. II with a barrage of long range assaults against enemy aircraft and ground troops alike.

Primary Purpose: Anti-Aircraft

Secondary Purpose: Assault and defense

Mega-Damage: Fires in volleys of *THREE*, doing 3D4 x 10 M.D. per each volley.

Range: 10 miles (16km)

Rate of Fire: Is equal to the total hand to hand skills of the pilot (usually 4 at first level).

Payload: Unlimited

- 3) **Optional, Triple-Barrel, Anti-Ground Missile Launchers.** The original design of the M.A.C. II had the laser arms fitted with missile launchers. Advancements in technology enabled scientists to replace the missile launcher arms with the less limited lasers. However, the M.A.C. II's modular design allows for it to be fitted with either type of arms.

Primary Purpose: Assault/Antipersonel

Secondary Purpose: Defense

Mega-Damage: Varies with the specific type of short, medium or long range missiles fired.

Range: Varies with missile type.

Rate of Fire: Individually, in pairs, or three fired simultaneously (one attack).

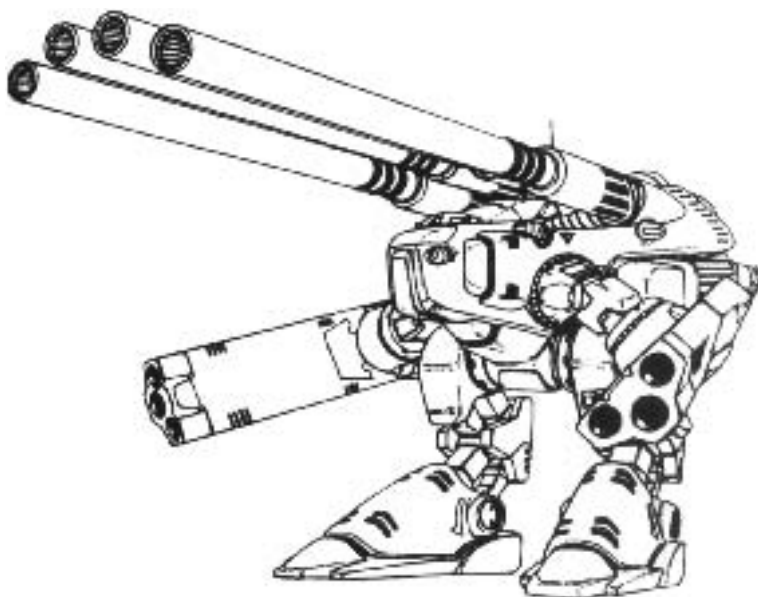
Payload: 12 per each arm for a total of 24. Can be reloaded with proper equipment, but takes five minutes (20 melees).

- 4) **Optional Hand to Hand Combat:** Although limited by its size, weight and design, the M.A.C. II can be as deadly in close combat as any of its fellow Destroids.

Mega-Damage: Punch — 2D6

*Stomp — 3D4

*The M.A.C. II's incredible size makes it able to stomp/step on objects up to 24ft (7.3m) tall. Its weight provides for its significant damage by stomp and punch.



WEAPONS COMBAT SUMMARY

Attacks **Per** Melee: Equal to the combined hand to hand skills (mecha and normal hand to hand) of the pilot.

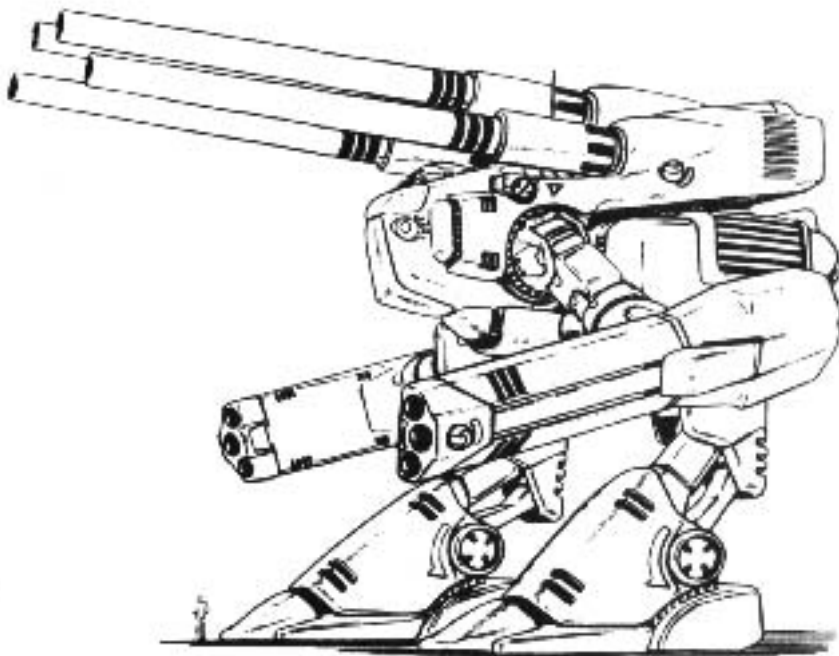
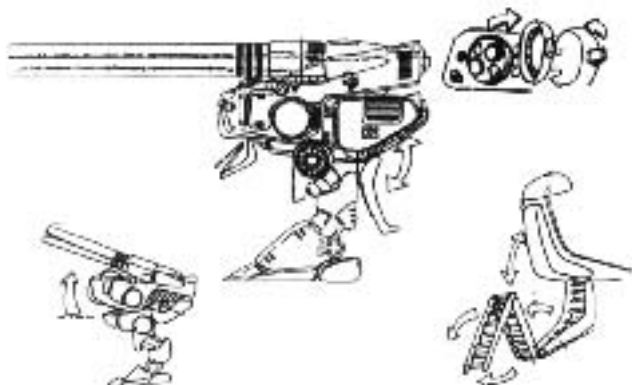
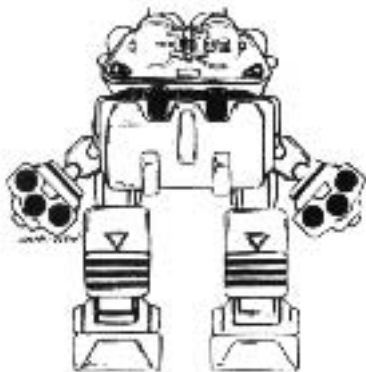
Four, 40cm Auto-Cannon: 2D6x10 M.D.; Range: 12 miles (19km).

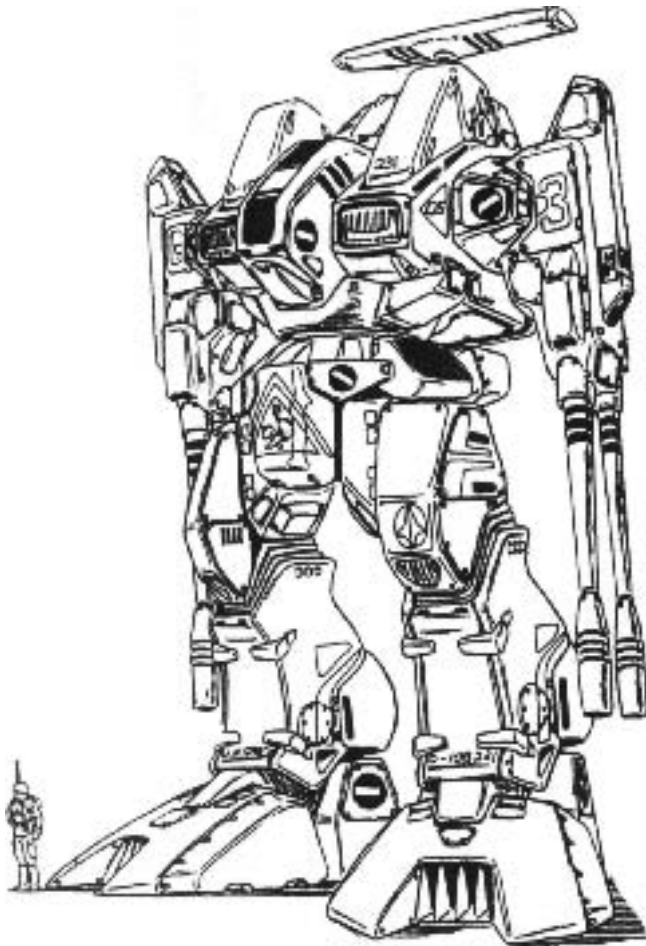
Tri-Laser Cannons: 3D4 x 10 M.D.; Range: 10 miles

Alternative Modes of Attack

Triple barrel missile launcher: Damage and Range varies with missile type; pay load 24.

Hand to Hand: Punch or Stomp.





RAIDAR X

The Raidar X is a non-transformable mecha used as an anti-aircraft unit aboard the SDF-1, by the U.N. SPACY and local Earth governments. Raidar X is lighter weight and faster than the other Destroids, but relies only on one weapon type — its multi-action, laser armament system. However, the lasers provide multiple, long range attack capabilities unequalled by any other mecha, except for the M.A.C. II.

Despite the Raidar X's superior range it suffers from several disadvantages. It is the lightest and, therefore, least heavily armored, relies on one weapon system, lacks any short range secondary weapons (although the lasers can be used at close range), and lacks hands; so it can not grasp, hold or perform any articulated work. Even its enhanced speed falls short against the speed of the Zentraedi Battle Pods.

Since the Zentraedi invasion, the Raidar X is used primarily for defense in air assaults and as a peace keeping tool, especially in remote regions and lowlands where its speed and power can be used to full advantage.

Raidar X: Also known as the Defender ADR-04-MKX

Vehicle Type: Destroid

Crew: One or two

M.D.C. By Location:

Radar/Sensor Unit — 50

Searchlights (2) — 15 each

Upper Arm — 100 each

Laser Forearms — 75 per each barrel

*Main Body — 250

Reinforced Crew Compartment — 250

Legs — 200 each

Note: No Head Unit

*Depleting the M.D.C. of the main body shuts the mecha completely down.

Speed: 80mph (128.72kmph)

Height: 35.3ft (10.75m)

Width: 24.6ft (7.5m)

Length: 16.7ft (5.1m)

Weight: 21.7 tons

Main Engine: MT 828 Fusion Reactor; Output = 2800 SHP

Weapon Systems

- 1) **Pair of wide angle, rapid fire, double barrel Laser Cannons** controlled by an advanced targeting/radar system. This elaborate targeting/radar system increases the Raidar X's accuracy.

Bonus of +2 to strike only while the radar sensory unit mounted atop the mecha is functional. This bonus is in addition to any other bonuses the pilot might have.

Primary Purpose: Anti-Aircraft

Secondary Purpose: Assault

Mega-Damage: 2D10 short burst, 4D10 heavy burst, 6D10 maximum burst, per arm.

Range: 8 miles (12.7km)

Rate of Fire: 8 short, 4 heavy, or 4 maximum bursts blasts per melee, per pair of laser arms (total bursts per melee: 16 short or 8 heavy or 8 maximum bursts). This is the only mecha that has more energy/weapon attacks than its hand to hand capabilities.

Payload: Unlimited

- 2) **Optional Hand to Hand Combat:** Is extremely awkward because of the lack of hands and normal arms. However, the Raidar X can get by in a pinch.

Mega-Damage: Punch — 1D4

Body Block — 1D4

*Stomp — 1D4

*The Stomp with the foot is effective only against small objects of 12ft (3.6m) or smaller.

Note: The Raidar X can *not* jump, leap, kick or climb. Nor can it pick up or carry objects unless they are large and can be balanced or cradled by the laser barrel arms. Maximum carrying weight is 6 tons.

Number of Attacks is equal to the hand to hand skills of the pilot.

- 3) **Optional: Replace laser arms with dual type, 966-PFG, air-cooled auto cannons.** The auto cannons were used on earlier models, but replaced by the more formidable lasers.

Mega-Damage: 2D10 short volley, 3D10 long volley and 4D10 for a maximum volley, per arm.

Range: 8 miles (12.7km)

Rate of Fire: 6 short volleys or 4 long or 2 maximum volleys per each pair of cannons (total of 12, 8 or 4 blasts per melee).

Payload: 200 rounds per arm. (4 rounds are fired at max.)

SPECIAL EQUIPMENT

- 1) **Advanced Radar and Sensory Unit** mounted on the top of the Raidar X mecha's main body housing. Radar Range: 200 miles and can track 77 targets simultaneously.

Other Sensors . . .

Heat: Can pickup and pinpoint heat emanations. Excellent for tracking and night fighting. Range: 600ft (180m).

Motion: Detects and registers movement within a 600ft (180m) area. Can pinpoint up to 100 targets.

Radiation: Detects and registers levels of radiation, pinpointing areas of specific concentration. Range: 2700ft (822.96m).

Infrared and Ultraviolet optical/video scan system. Range: 2700ft (822.96m).

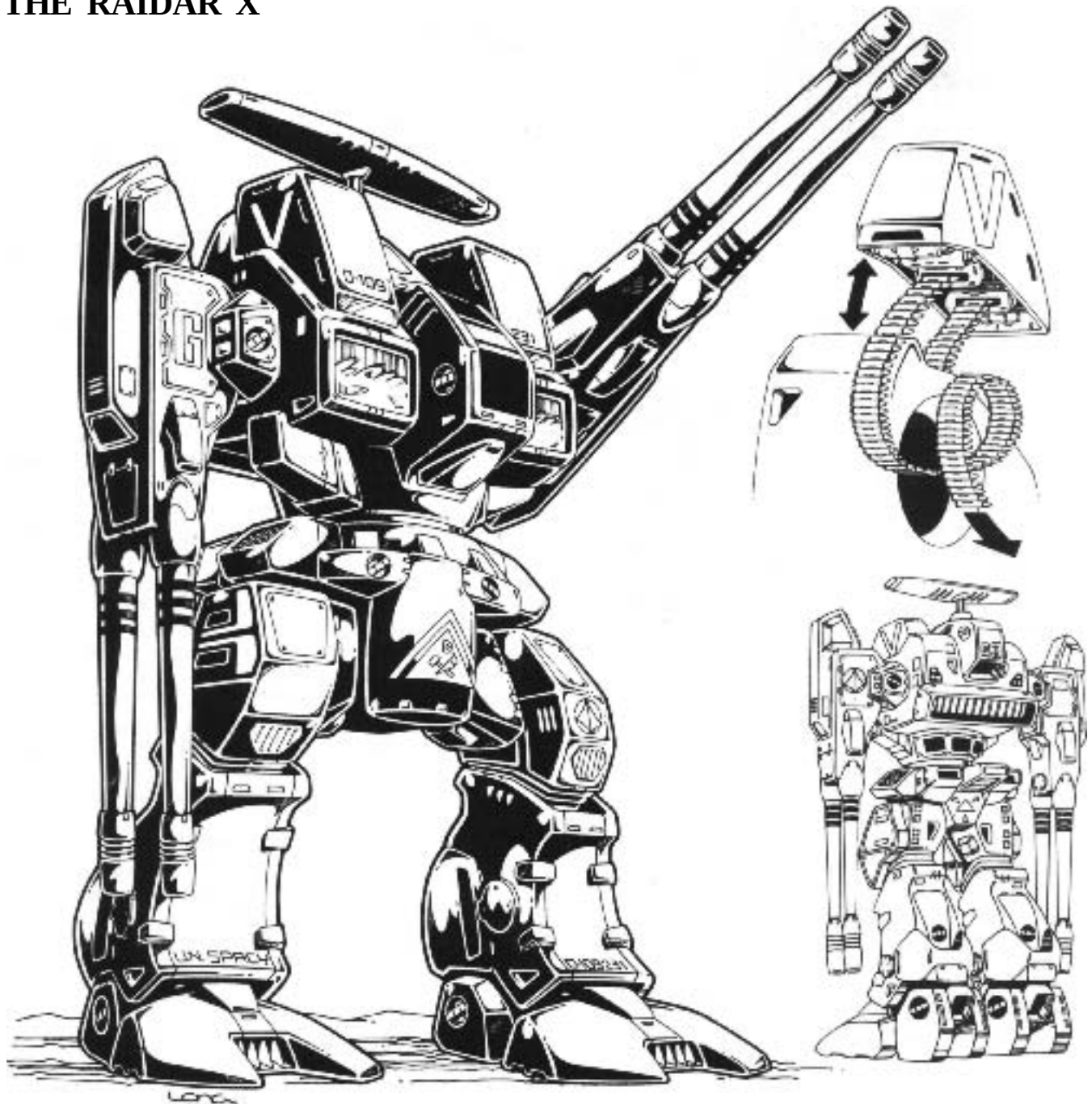
Combat Computer: Calculates and transmits data onto a control panel monitor or head up display on the pilot's helmet.

- 2) **On board computer system** to record and analyze data.

- 3) **Long range laser communications** system. Range: 1200 miles; with satellite relay indefinitely.

- 4) **Infrared and visible light searchlights.** Range: 600ft (180m).

THE RAIDAR X



WEAPONS COMBAT SUMMARY

Attacks Per Melee: *SPECIAL*; 16 short bursts, or 8 long burst attacks per melee with double barrel laser arms (8 or 4 blasts per each individual arm). OR hand to hand, close combat, equal to the pilot's total hand to hand skills (usually four at first level).

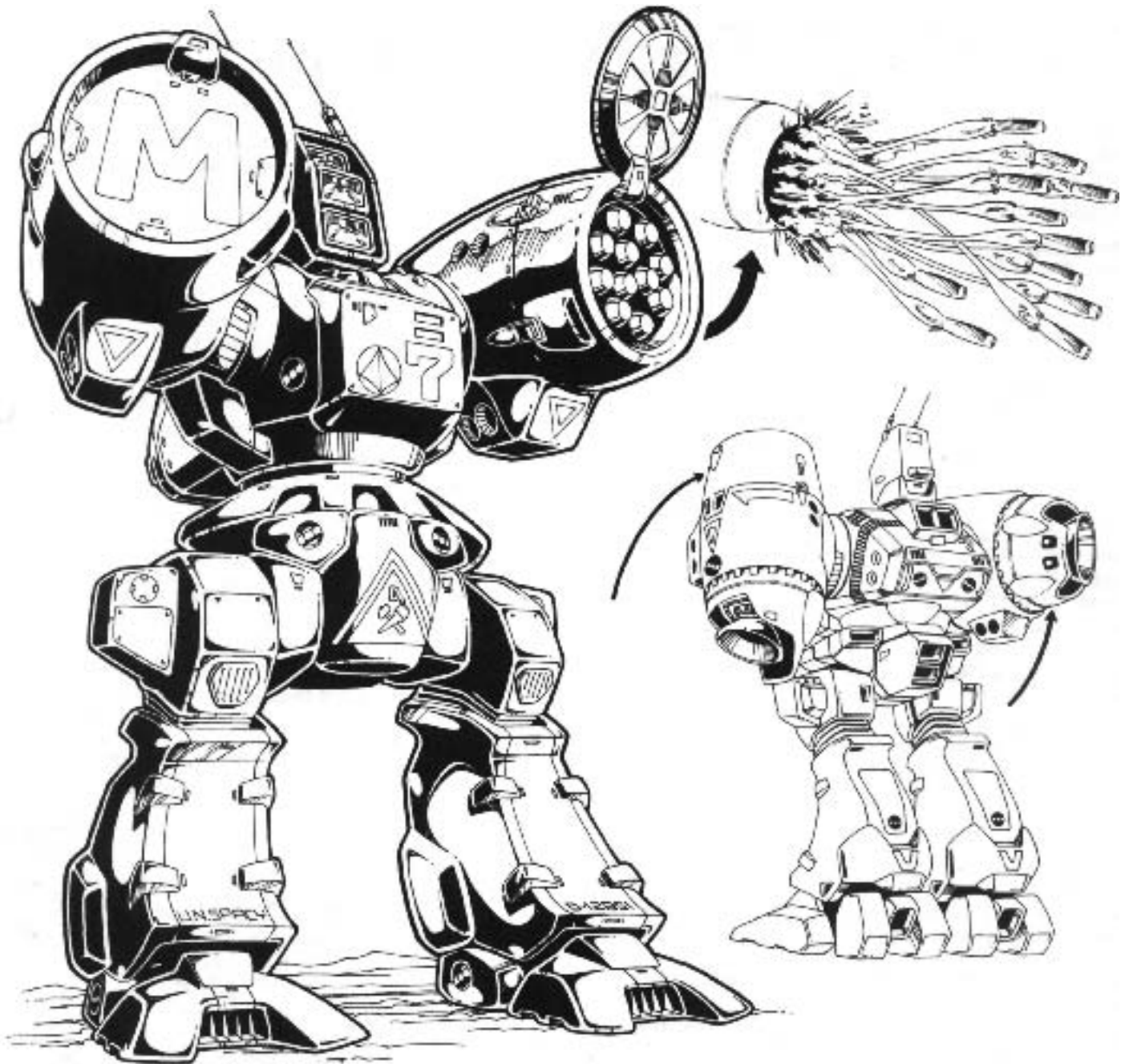
Double Barrel Laser: 2D10, 4D10 or 6D10 M.D.; Range: 8 miles (12.7km).

Alternative Modes of Attack

Auto Cannons: 2D10, 3D10, or 4D10 M.D. Range: 8 miles

Hand to Hand: Punch, body block or stomp.

THE SPARTAN



WEAPONS COMBAT SUMMARY

Attacks Per Melee: Equal to the pilot's, total, hand to hand skills (mecha and normal).

Missile Launchers Damage and Range vary.

Hand to Hand: Punch, body block, stomp.

THE SPARTAN

The Spartan is a non-transformable mecha used for long range attacks and defense. It can be thought of as a walking missile launcher. This mecha's greatest advantage is that it has the most destructive, long range capabilities of any other destroid. It was a major force on the SDF-1, and on Earth against the Zentraedi.

As an artillery support unit, the Spartan is unsurpassed, however, it is perhaps the least versatile of all the mecha. It is the second slowest, has no short range defense or secondary weapons system, and not only lacks hands, but also lacks any type of humanoid arm construction or movement, making it extremely awkward in hand to hand combat.

Since the Zentraedi invasion, it has been used primarily as a defensive weapon, but can also function as non-combat workers for construction, hauling heavy loads and demolitions.

The Spartan: Also known as the Phalanx SDR-04-MK XII

Vehicle Type: Destroid

Crew: Two or Three

A.R.: 13

M.D.C. By Location:

Tri-Searchlight — 30

Shoulder Joints — 100

Missile Pods (2) — 150 each

*Main Body — 200

Reinforced Crew Compartment — 250

Legs — 200 each

Note: No Head Unit

*Depleting the M.D.C. of the main body will shut the mecha completely down.

Speed: 45mph (72.3kmph)

Height: 39.5ft (12.05m)

Width: 24.6ft (7.5m)

Length: 16ft (5m)

Weight: 47.2 tons

Main Engine: MT 828 Fusion Reactor; Output = 2800 SHP

Weapon Systems

- 1) The Spartan only has one weapon system — missile launchers mounted on each arm. However, the type of missiles carried can provide a variety of attacks, damage and range. All the missiles are self-guided, long or medium range types.

Primary Purpose: Assault and defense

Secondary Purpose: Anti-Aircraft and construction

Mega-Damage: Varies with type of missile(s). See missile descriptions elsewhere for details on damage and range.

Range: Long and medium range missiles.

Rate of Fire: Can fire volleys of missiles one at a time or in increments of threes, i.e.: 3, 6, 9, or 11, per arm. One volley, regardless of the number of missiles fired in that volley, is equal to one hand to hand attack.

Payload: 22 missiles per each arm for an attack of 44. The missile pod arms can be reloaded with special vehicles and equipment, but requires a full 5 minutes or 20 melees.

Note: The missile pods are capable of 360 degree rotation, can move independently of each other and can fire straight up, if necessary. The Spartan can fire any of the heavy, long range missiles. Usually a mix or variety of missiles will be carried to accomodate a number of circumstances.

- 2) **Optional hand to hand combat** is very limited for the Spartan without true arms and hands, but it is not helpless.

Mega-Damage: Swatting Blow — 1D4 M.D.

Body Block — 1D6 M.D.

*Stomp — 1D6 M.D.

*The Stomp with the foot is effective only against small objects of 12ft (3.6m) or smaller.

Note: The Spartan can *not* jump, leap, kick or climb. Nor can it pick up or carry objects unless they are huge and can be balanced or cradled by the missile pod arms. Maximum carrying weight is 6 tons.

Number of attacks is equal to the total, combined, hand to hand combat skills of the pilot.

Special Equipment: Tri-Level searchlight with visible light and infrared capabilities. Range: 600ft (180m).