

PALLADIUM BOOKS PRESENTS . . .
ROBOTECH II: THE SENTINELS

REF FIELD GUIDE

By Kevin Siembieda



**Dedicated to Kevin Long, a dear friend whose fabulous art work
has brought new life to the ROBOTECH™ Legend.**

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PALLADIUM BOOKS® PRESENTS . . .

ROBOTECH II: THE SENTINELS™

REF FIELD GUIDE™

Written By: Kevin Siembieda

Editor: Alex Marciniszyn

Assistant on Factory Design: Johnathan Frater

Cover Artist: Kevin Long

Additional Art: Kevin Long

Interior Art: Animation Model Sheets

Japanese Translations: Koichiro Tanaka

Typography: Maryann Siembieda

Art Direction & Keylining: Kevin Siembieda

Special Thanks To: Maryann, Alex, Tony, Thom, Erick,
Kev, Johnathan, and Harmony Gold U.S.A., Inc.

TABLE OF CONTENTS

	Page
CVR-3 Body Armor	6
Cyclone Veritech Riding Armor	8
Targeting Display	13
Transformation Sequence	14
Instrument Panel	16
Cargo Boxes	17
Gallant H-90	18
Holo-Pendant	19
REF Veritech Fighters	20
Alpha Missile Locations	22
Transformation Sequence	23
Legios Transformation	28
REF Destroids	31
RAT-1 Pegasus	36
MTA-Titan	40
Spacecraft Recognition Reference	44
Typical REF Bases	46
Outpost Floor Plan	47
Small Base Floor Plan	51
REF Military Complex	53
Combat Data for the Soldier	55
Characters of Note	58
The Enemy	71
Inorganics	72
Invid	80
Robotech Masters	97
Zentraedi	102
Adventures	104
Factory Floor Plans	114
Factory Robots (New)	116
Random Robotech Factory Encounters	123
Game Master Section	126
Skill Modification	126
Common Sense S.D.C. Rules	128
Japanimation Side Notes	131
Character Sheets	134

**FIELD MANUAL
NO. 11-86**

***FM 11-86**

**Headquarters
Robotech Expeditionary Force
SDF-3, July 2023**

Preface

This is the soldier's field manual. It informs the soldier about the enemy and provides information to help him survive on the battlefield.

The enemy we fight is from a distant star. We have met his first challenge and we have won. Now we of the Robotech Expeditionary Force rise to a new challenge and dare to take this war to our enemy's own backyard. It is a challenge that has taken us far from our homes, but one met with courage and tenacity. Remember, the best equipped army cannot win without motivated and well trained soldiers. To win, we must have strong leadership and know our jobs to survive on the battlefield and vanquish our enemies.

*This manual supersedes FM 11-85, 2 April 2022.

CVR-3 BODY ARMOR

A soldier should be familiar with the CVR-3 protective body armor, also known as "Cyclone Body Armor." The CVR-3 armor is the most durable and lightweight infantry personnel armor designed by the REF.

Your CVR-3 provides you with as much protection as the Zentraedi Battle Pods, yet is a personal body suit that is worn by an individual soldier.

The CVR-3 is not mecha. It has no power source, locomotion or weapon system. It is effectively a modern day suit of armor designed for maximum field protection under fire.

Field Rank Insignia



Enlisted: Private, PFC, Corporal (a solid triangle).



Non-Commissioned Officers (NCO): Sergeant, Staff Sergeant, Sergeant First Class, Sergeant, Major, Command Sergeant Major.



Officers: 1st and 2nd Lieutenants



High Ranking Officers: Captain, Major, Lt. Colonel, Colonel

CVR-3 Body Armor Front View

Rank Level (right shoulder).

Center Chest Plate is a central connecting unit for the upper torso.



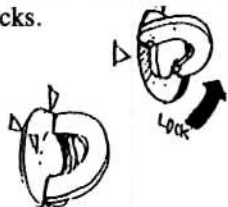
Lock Mechanism

Connecting tabs

Lock Mechanism closed

Lock Mechanism Flips up to turn.

Counter clockwise turn locks.



Clockwise turn unlocks.

Helmet cut away view showing the configuration of the helmet revealing the soldier's face.

Locking Mechanism

Soldier's numerical designation (left shoulder).

Shoulder Guard

Locking Mechanism

Forearm guard and Cyclone connecting unit.

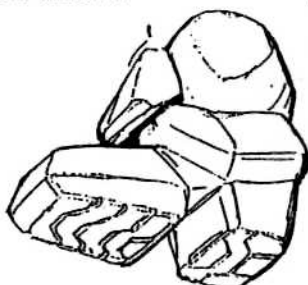
Thigh armor

Utility belt and connecting unit.

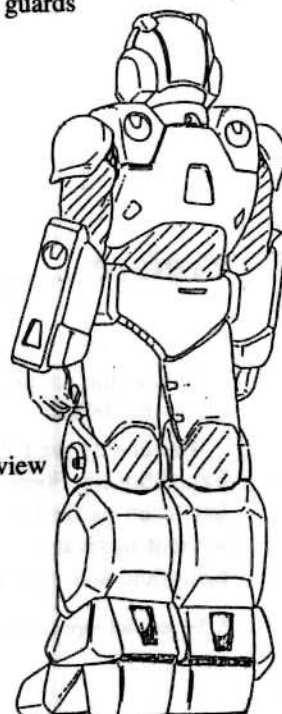
Knee guards

Unit Insignia MB = Mars Base

Close-up of boot showing ridges for traction.

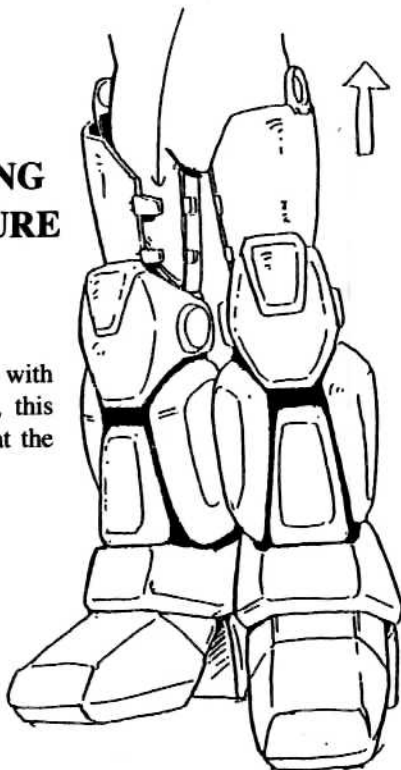
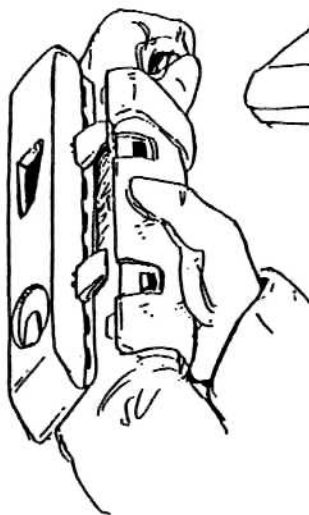


Rear view

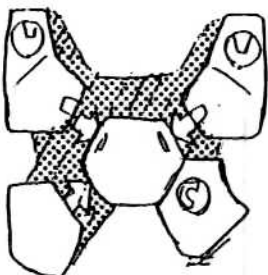


CVR-3 SUITING UP PROCEDURE

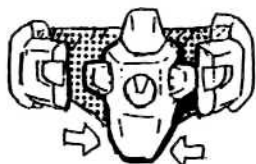
Step One: Start with boots and leg armor, this allows you to bend at the waist.



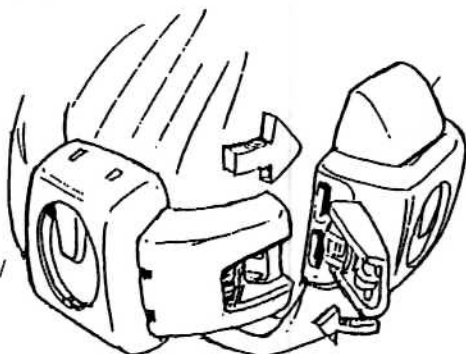
Step Two: Forearm armor.



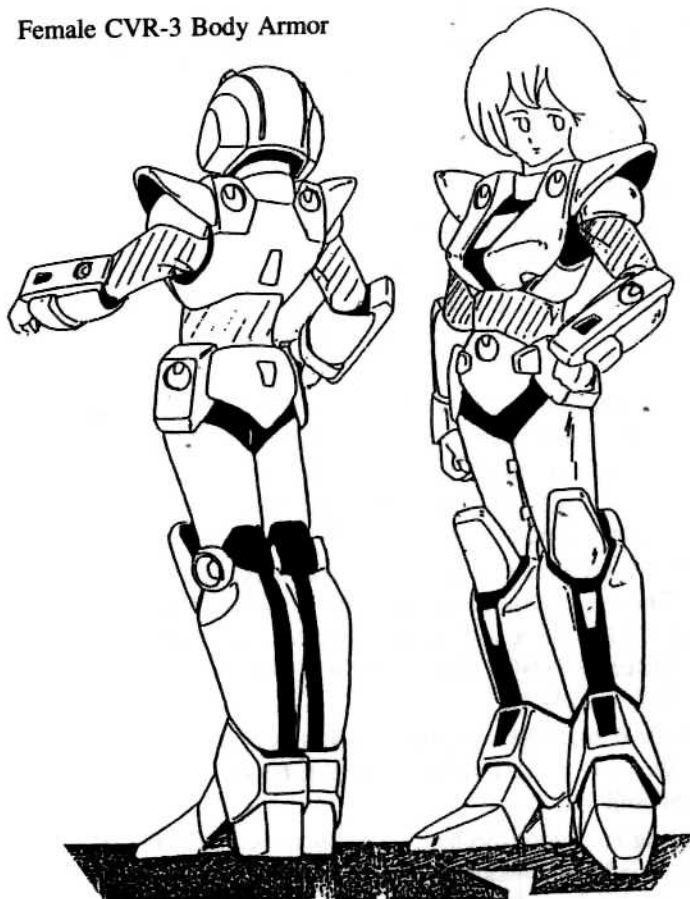
Step Three: Upper torso. The flexible armor wraps around the back, folds over the shoulders, around the ribs and connects into the chest plate.



Step Four: Utility belt/waist.



Female CVR-3 Body Armor



Step Five: Environmental helmet.



Helmet tinted with one way glass. Operator's features can not be seen.



Various views

CYCLONE

Veritech Riding Armor

The cyclone is the smallest, lightest, most versatile infantry mecha unit at your disposal. It is the only man-sized mecha; available in three different models.

Modes of Operation

Motorcycle mode offers a fast moving one man, variable terrain vehicle. The presence of protoculture provides maneuverability and response impossible from conventional motorcycles.

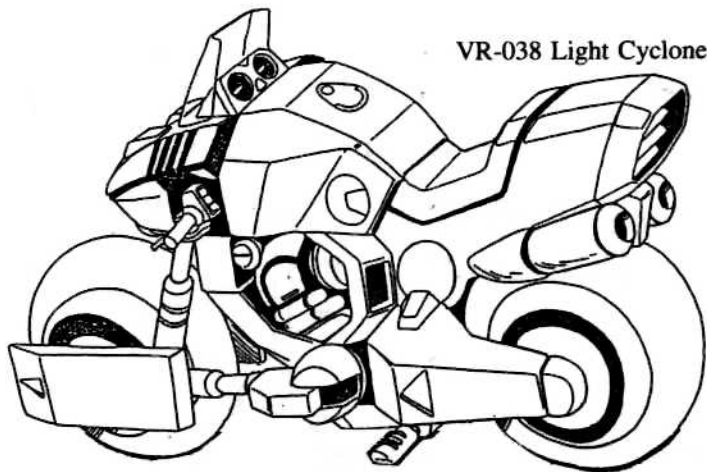
Battloid mode is the mecha transformed into "power" armor. This transformation can be engaged instantly by verbal command and can be initiated from a standing still position or while driving in motorcycle mode. The transformation is instantaneous, requiring less than 5 seconds to complete (1 or 2 melee actions).

CVR-3 body armor is required to use a cyclone in battloid mode. The cyclone mecha attaches itself to the CVR-3 armor. Without CVR-3 the transformation into battloid is impossible! REMEMBER, DO NOT ENGAGE BATTLOID MODE WITHOUT CVR-3 ARMOR!

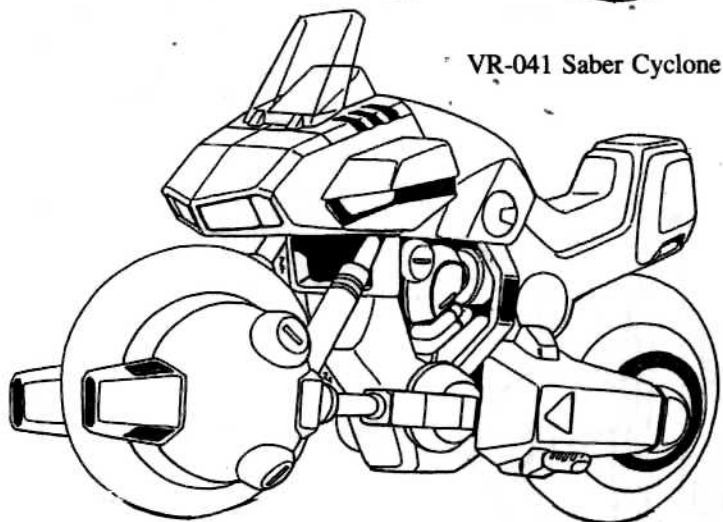
In battloid mode the operative has a variety of weapon systems at his disposal, as well as limited flight, hover, and enhanced physical abilities.

Training in cyclone mecha is available to numerous O.C.C.s. Interested individuals should speak to their NCO regarding combat training and availability.

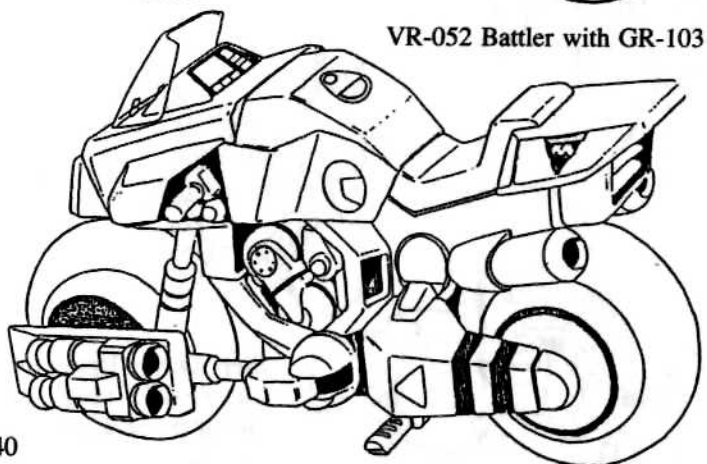
VR-038 Light Cyclone



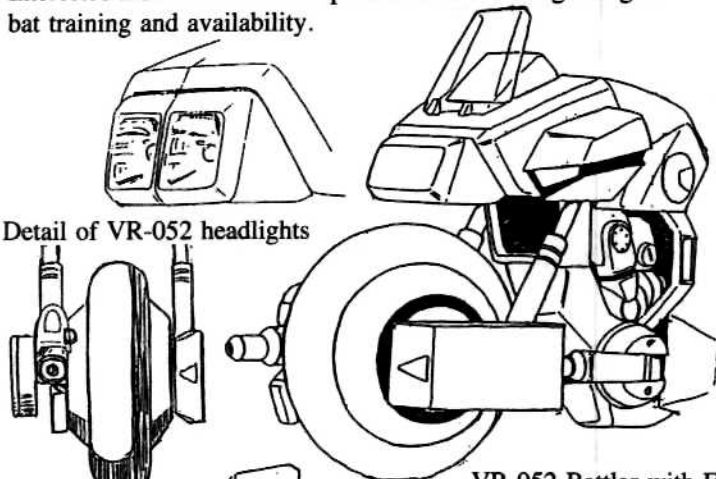
VR-041 Saber Cyclone



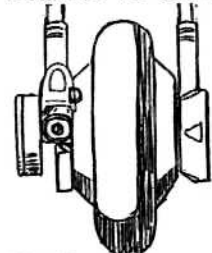
VR-052 Battler with GR-103



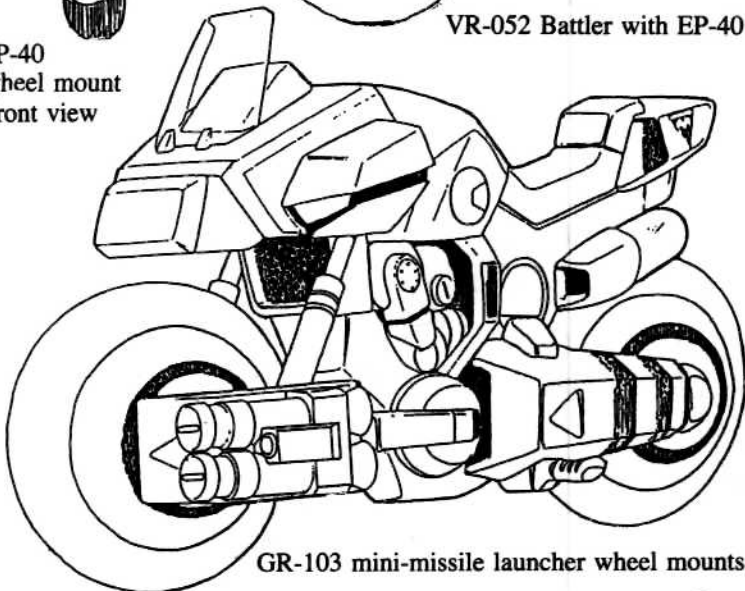
VR-052 Battler with EP-40



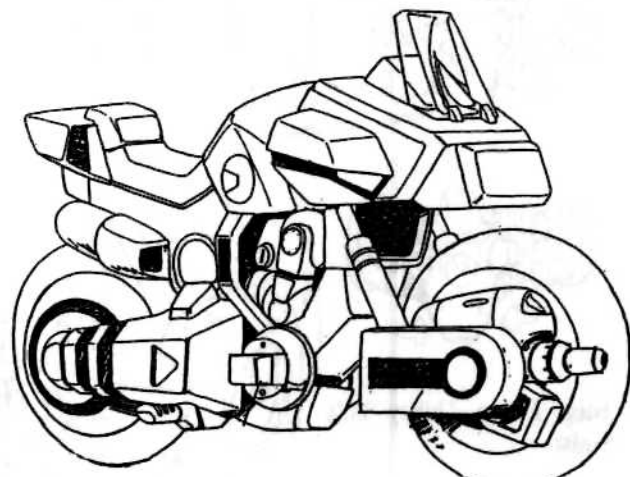
Detail of VR-052 headlights



EP-40
wheel mount
Front view



GR-103 mini-missile launcher wheel mounts.



EP-40 attaches to right or left side of front wheel.

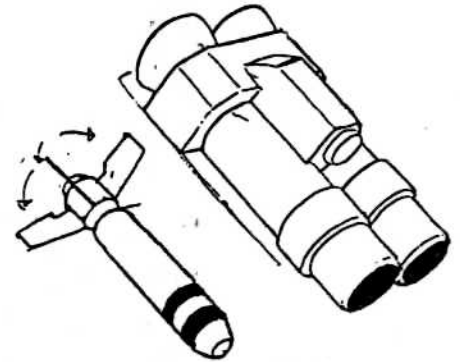
CYCLONES

VR-052 Battler Cyclone Basic Infantry Mecha

Front View

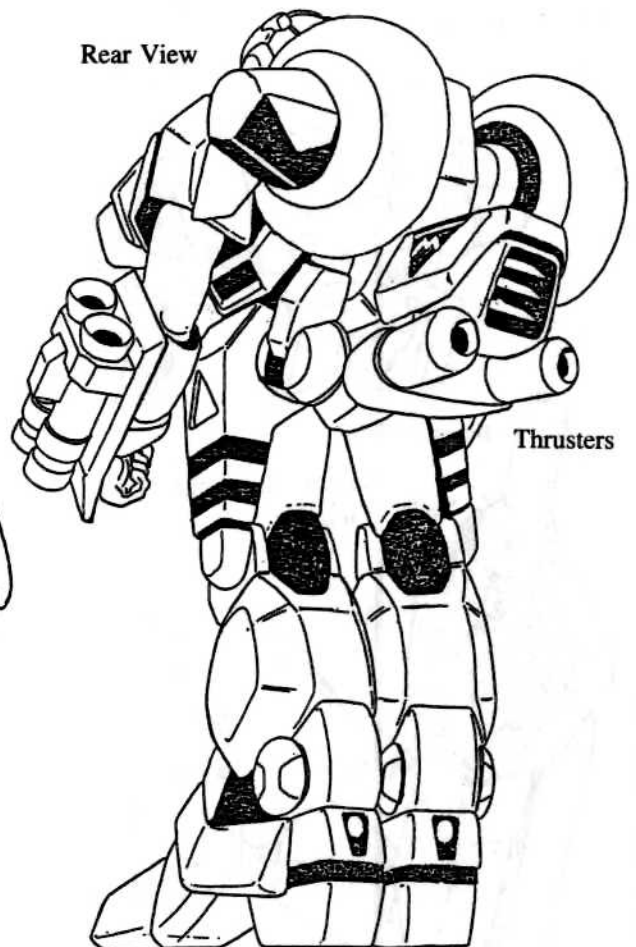


GR-103 Mini-Missile Launcher
(Standard weapon of the VR-052)



Mini-missile with retractable fins.
Missile type varies.

Rear View



Thrusters

CYCLONES

Model Types (3): VR-052 Battler

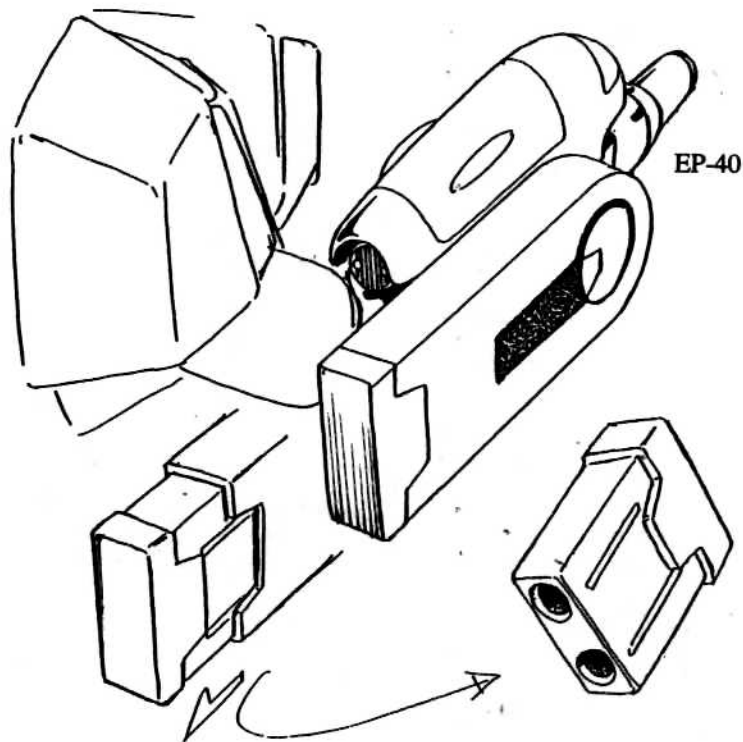
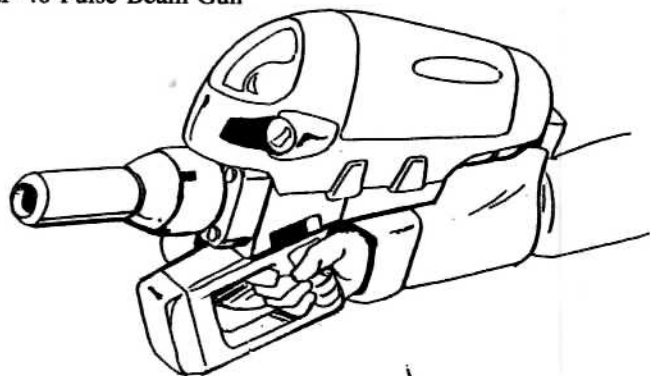
VR-041 Saber

VR-038-LT (Light Combat)

Class: Military Operation Soldier Protection Emergency Aviation Drive Auto.

Crew: One

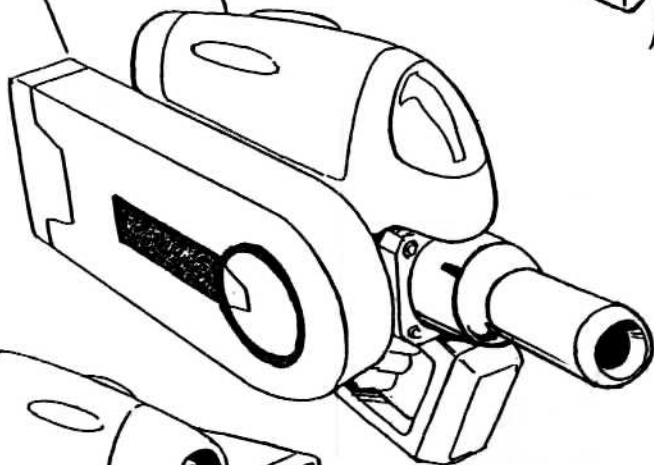
EP-40 Pulse Beam Gun



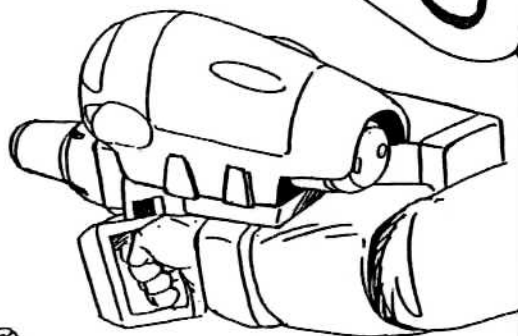
EP-40

Energy Clip: Reloads in less than 5 seconds.

EP-40 Side View

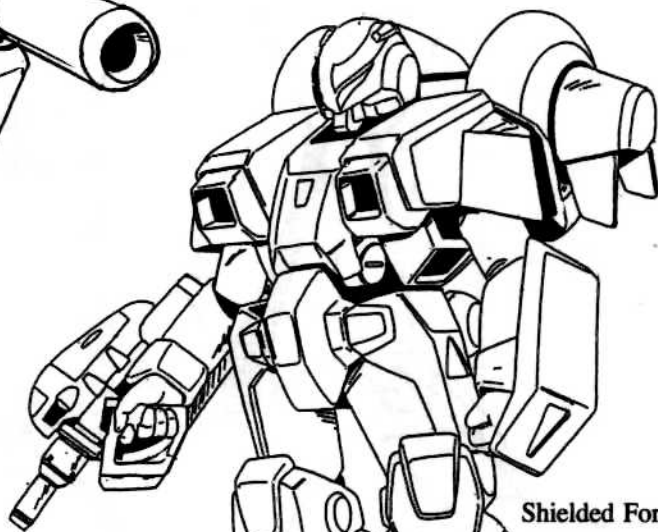
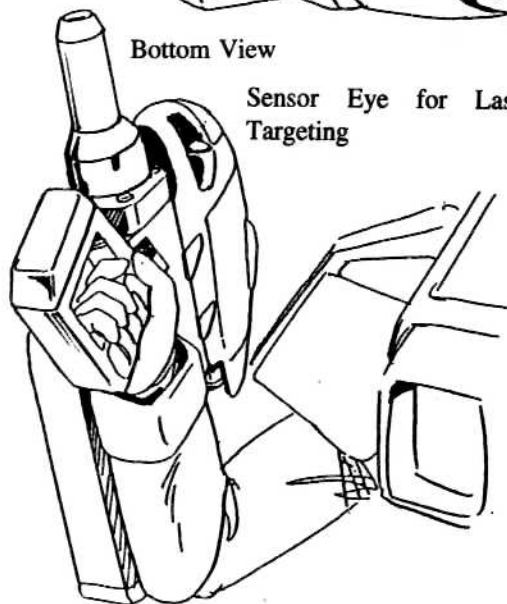


Trigger



Bottom View

Sensor Eye for Laser Targeting



Shielded Forearm

VR-052 Battler with EP-40 Pulse Beam Gun in place of the GR-103 missile launcher.

Speed: Motorcycle Mode: 210mph (336kmph) maximum.

Typical cruising speed is around 80mph (128kmph). The mecha is equipped with heavy shock absorbers and reinforced M.D. body to easily handle rough terrain at high speeds. *Turbo boost* by the rear jet enables the motorcycle to make leaps of up to 40ft (12.2m) across or hurl itself 20ft into the air.

Battloid Mode, Running: 60mph (96kmph) maximum.

Battloid Mode, Flying: Hover stationary up to 30ft (9.1m) above the ground and fly up to 200ft (61.5m) high and at a maximum speed of 180mph (288kmph). However, flight uses up protocluture energy cells three times faster than normal. Flight is not possible without protocluture.

Battloid Mode Leaping: The powerful legs of the cyclone mecha can leap up to 20ft (6.1m) high or across unassisted by the thruster. A *thruster assisted leap* can propel the mecha up to 100ft (30.5m) high or lengthwise.

Height: Battloid Mode: 7ft (2.1m)
Motorcycle Mode: 3.6ft (1.09m)

Width: Battloid Mode: 3.4ft (1.03m)
Motorcycle Mode: 1.6ft (0.5m)

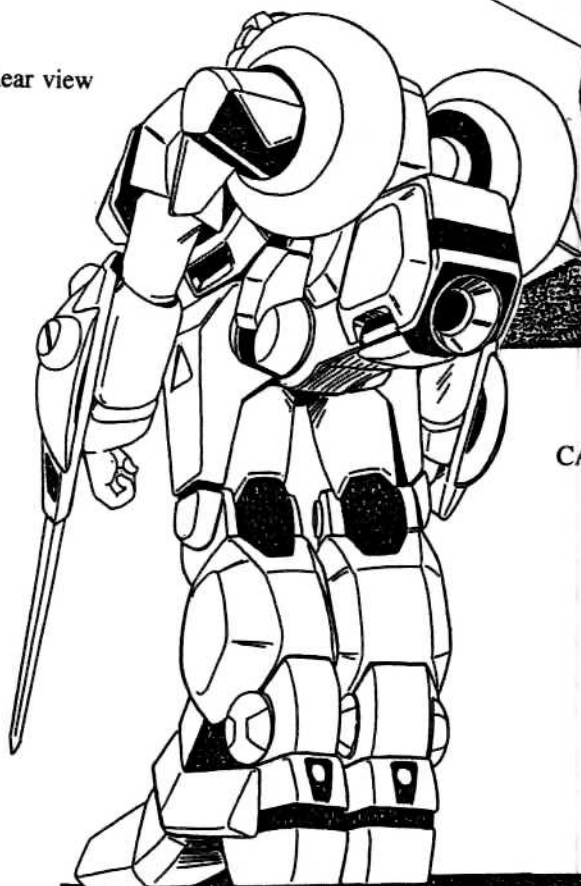
Length: Battloid Mode: 3.10ft (0.94m)
Motorcycle Mode: 5ft

Weight: VR-052 Battler & VR-041 Saber
200lbs (90kg)

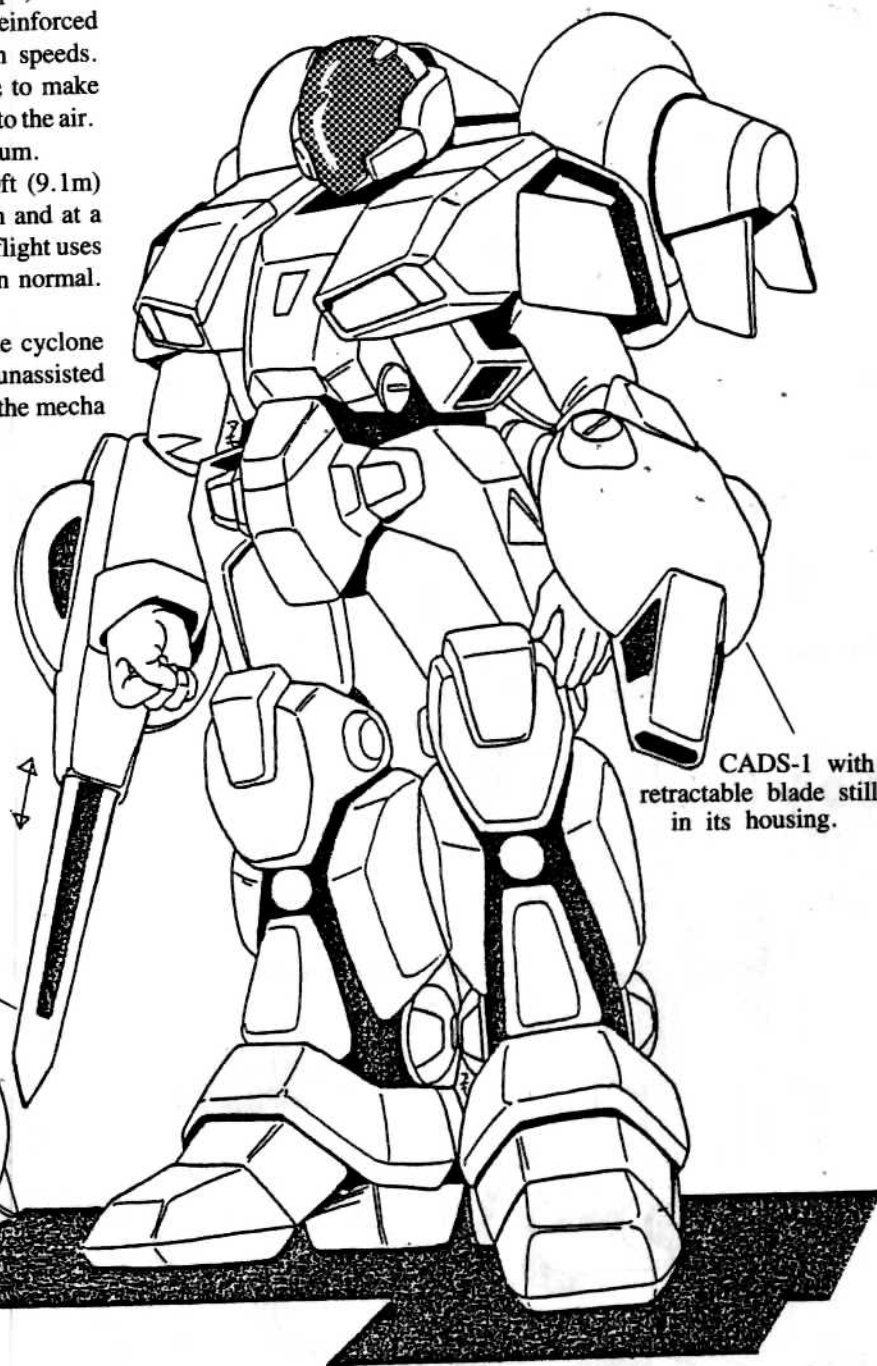
CADS-1 (Close Assault & Defense System):
A pair of CADS-1 are standard issue. Usually restricted to Military Specialists or special assignment.

CADS-1 high frequency blade extended.

Rear view

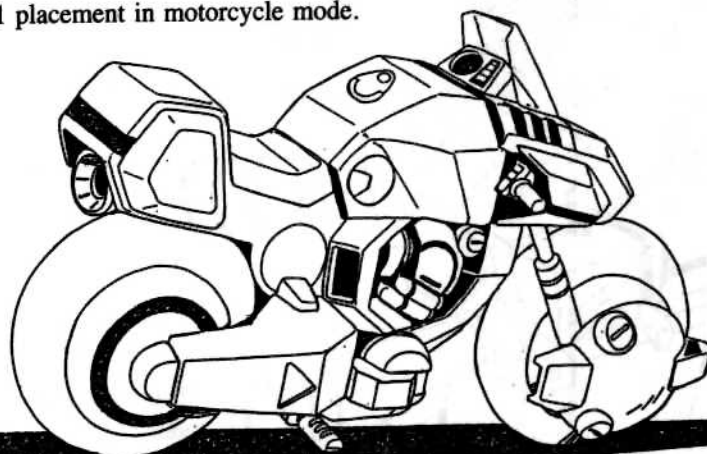


VR-041 Saber Cyclone



CADS-1 with retractable blade still in its housing.

CADS-1 placement in motorcycle mode.



RL-6 Heavy Rocket Cannon

Attached to the cyclone.

VR-038-LT front view

Standard issue for the VR-038-LT Cyclone

Side view

Front view

VR-038-LT Cyclone

Often reserved for female soldiers or missions requiring stealth and agility.

Rear View

RL-6 placement in motor-cycle mode.

Mini-missiles (load in back)

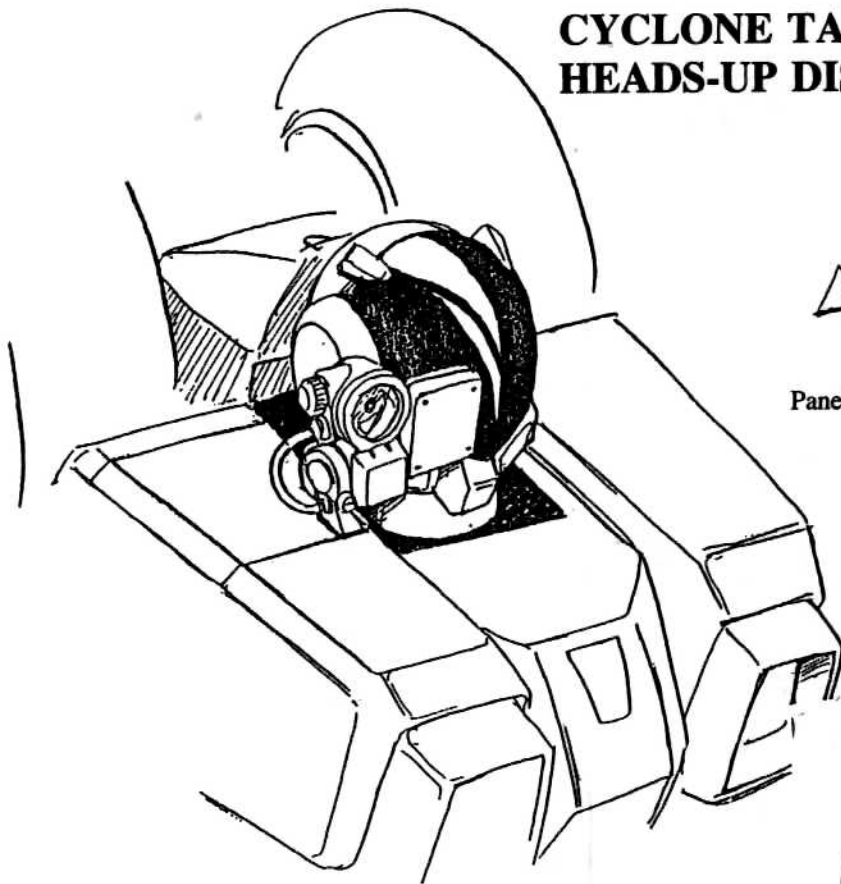
Front

Handle & Trigger

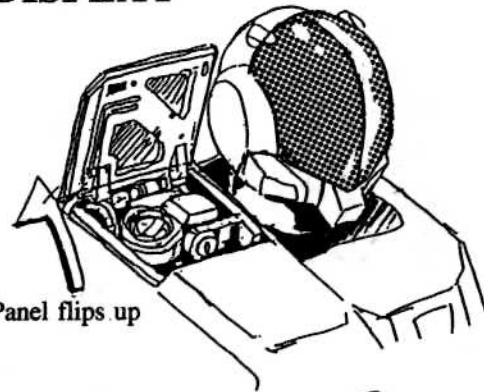
Reload of six missiles requires 15 seconds (one melee).

RL-6 hand held in battloid mode.

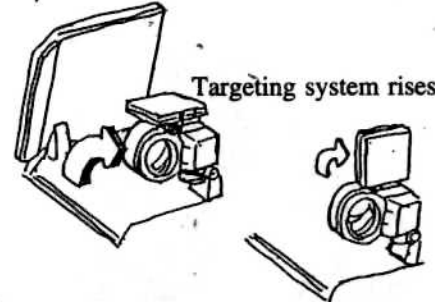
CYCLONE TARGETING & HEADS-UP DISPLAY



Panel flips up

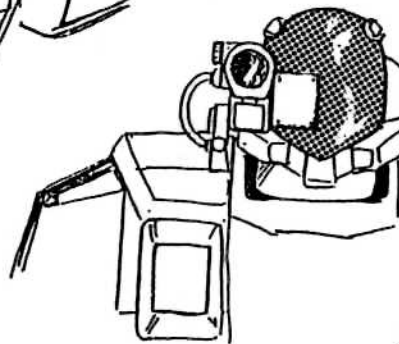


Targeting system rises.

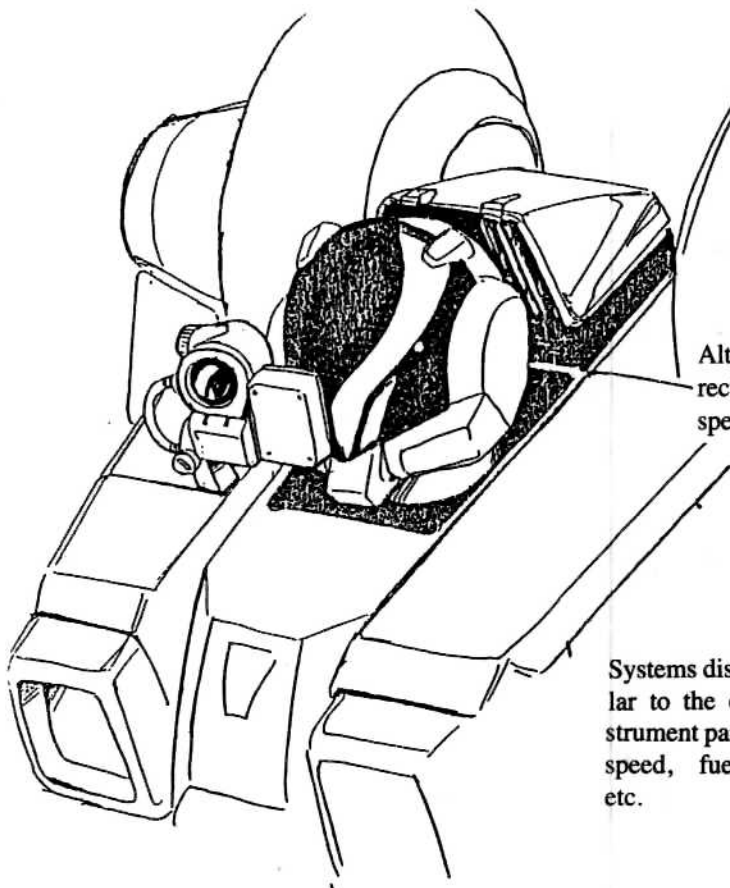


Targeting monitor snaps into place.

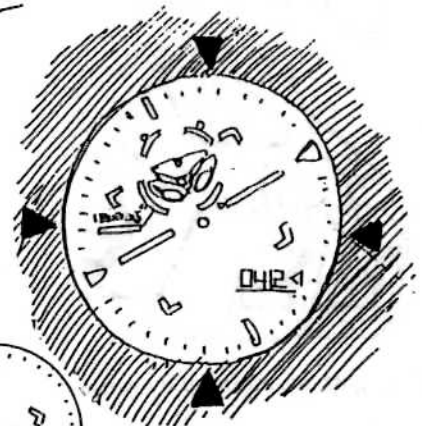
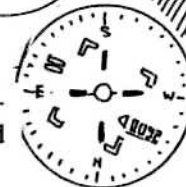
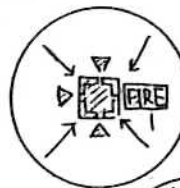
Sequence complete in 1.3 seconds.



Combat Data is displayed on the targeting monitor or heads up display inside the operator's helmet. Three (3) displays are possible: targeting/tracker, compass and altimeter, and/or systems display.



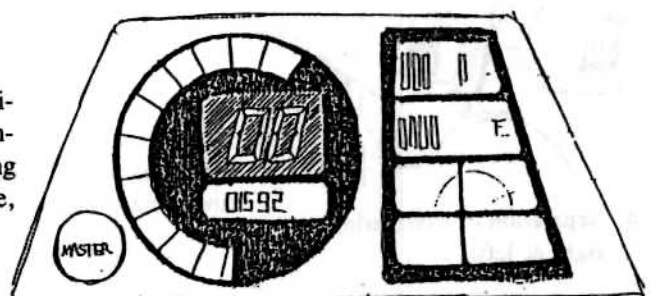
Altimeter indicated direction, altitude and speed.



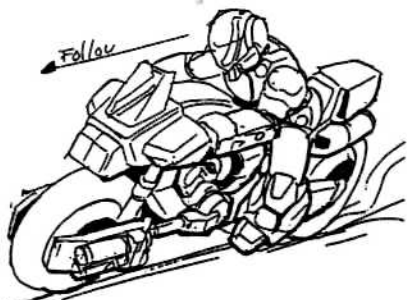
Targeting display

The Targeting/Tracker monitors targets and indicates range in meters (lower right hand corner) and speed of enemy (upper left)

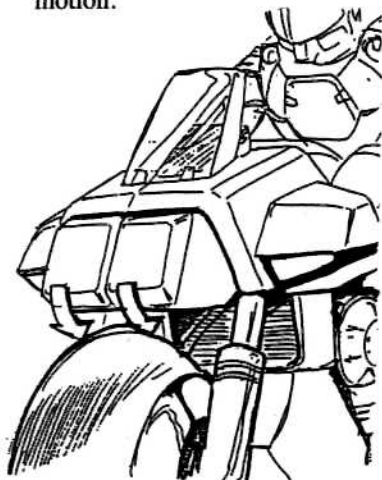
Systems display is similar to the cyclones instrument panel, showing speed, fuel, mileage, etc.



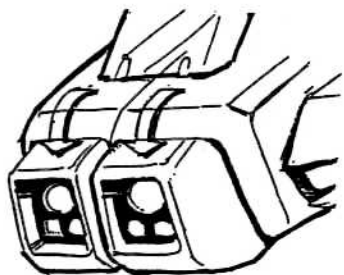
Transformation Sequence from Motorcycle to Battloid



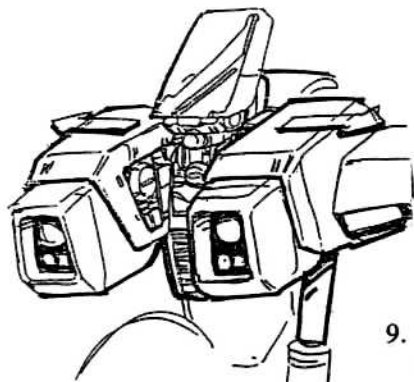
1. Motorcycle mode; cyclone in motion.



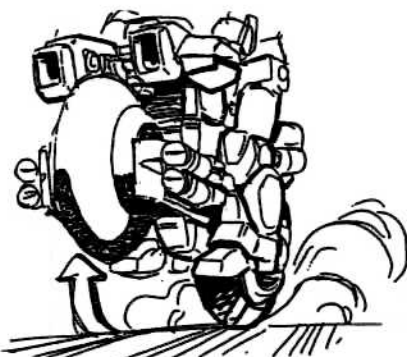
2. Transformation begins; lights shift.



3. Lights are replaced by sensors.



4. Separation of front faring (move right & left).



5. Cyclone propelled 4 to 10ft into the air.



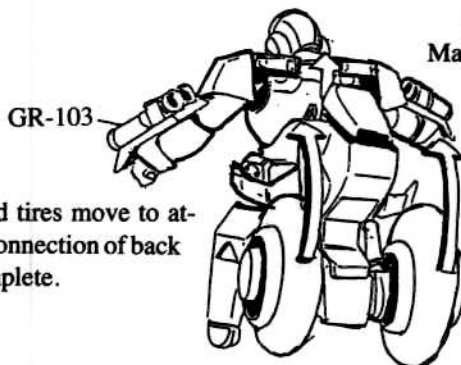
6. Rider rises to standing position while mecha continues to transform.



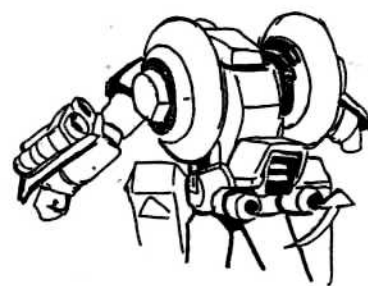
7. Front faring moves to attach to chest.



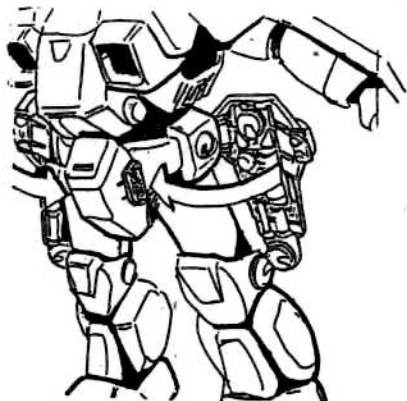
8. Faring attached; forearm weapons slide into position.



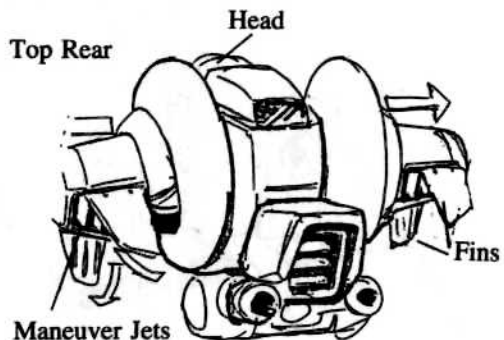
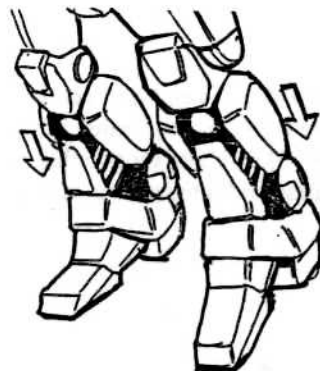
9. Tank, seat and tires move to attach to back; connection of back and chest complete.



10. Waist and thigh connections engage.



11. Leg connections complete.



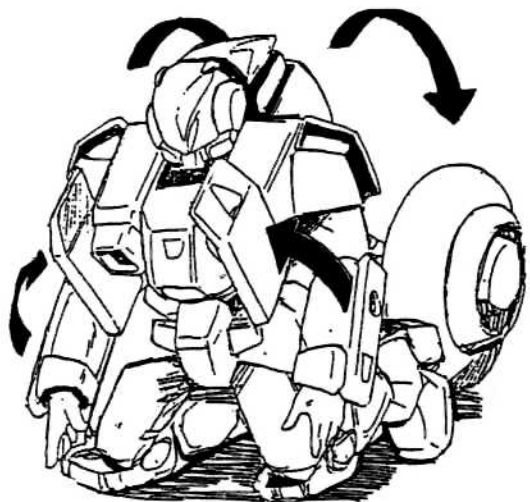
12. Maneuvering jets and fins extend.

13. Transformation complete: Approx. 5 seconds

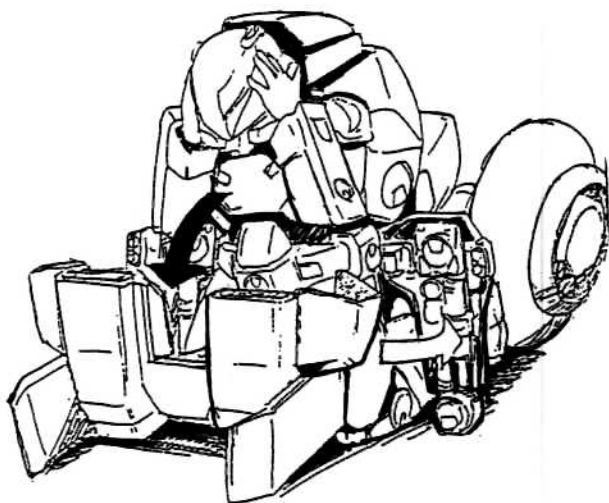
Transformation from Battloid to Motorcycle



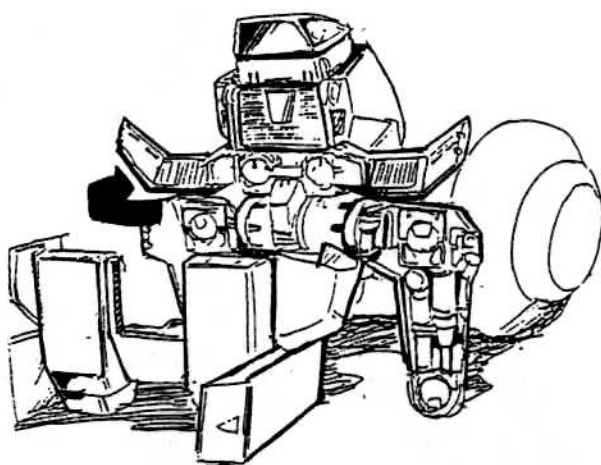
1. Operator kneels and engages transformation sequence.



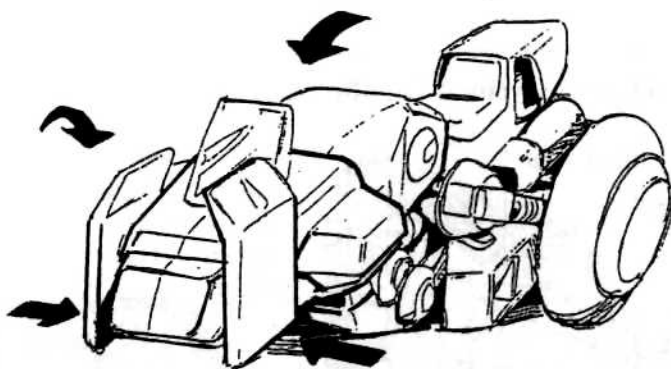
2. Disconnects at shoulders; move forward and backward.



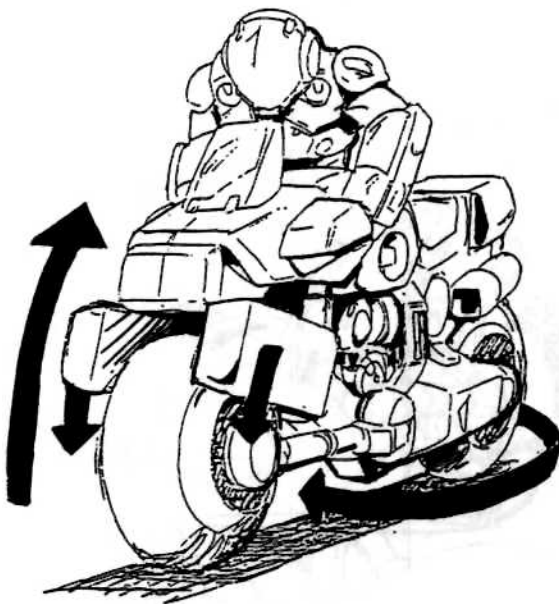
3. Pilot can now dismount; lean forward and step out.



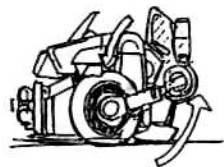
4. Cyclone with pilot removed.



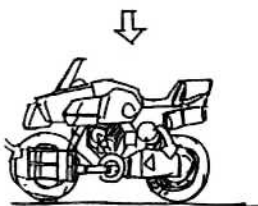
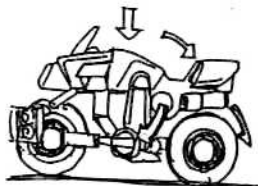
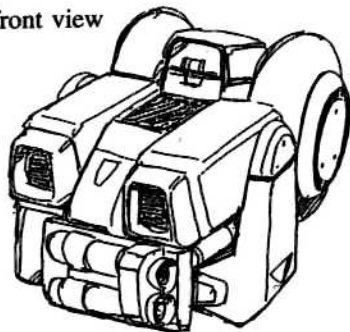
5. Moves into motorcycle mode.



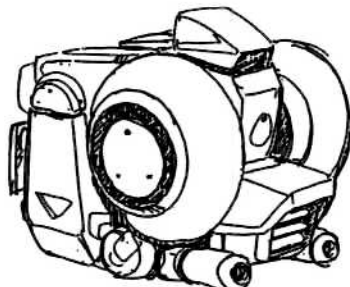
6. Motorcycle transformation complete.



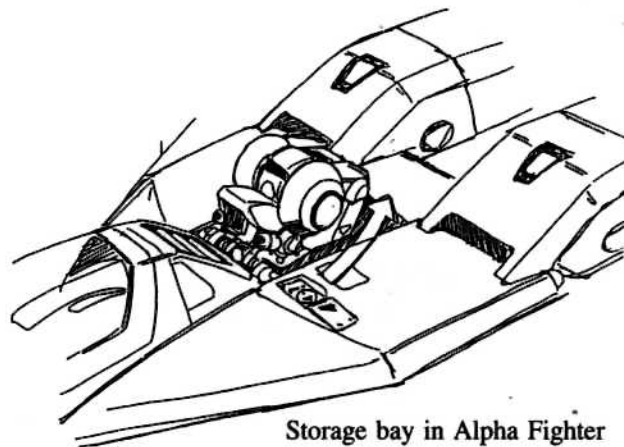
3/4 front view



Three step transformation into motorcycle mode.



3/4 side back view

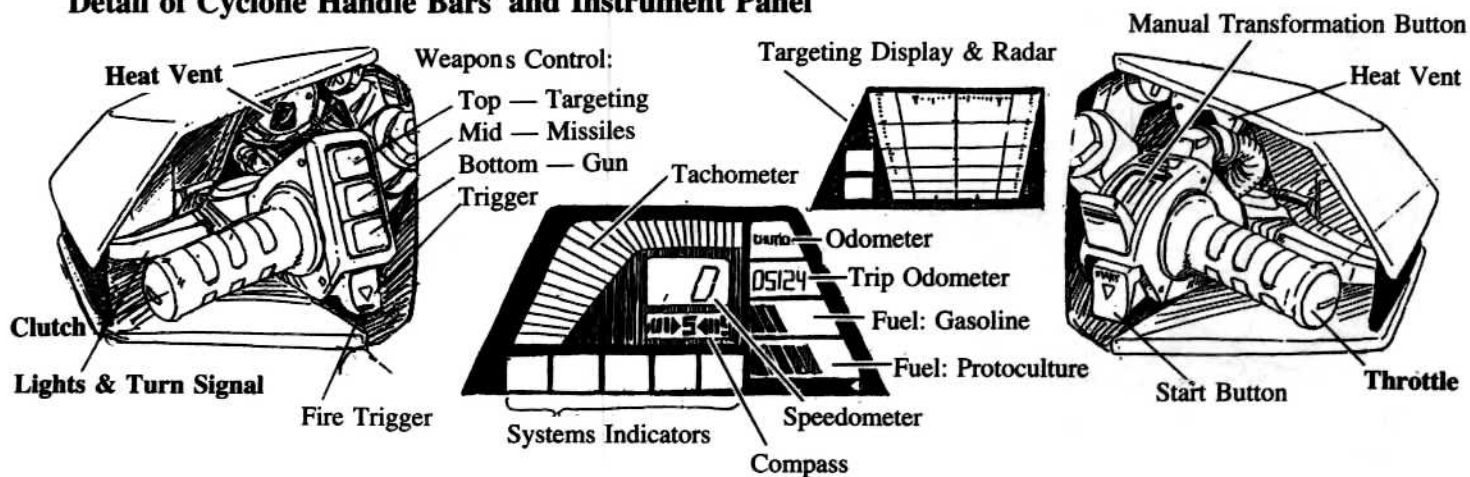


Storage bay in Alpha Fighter

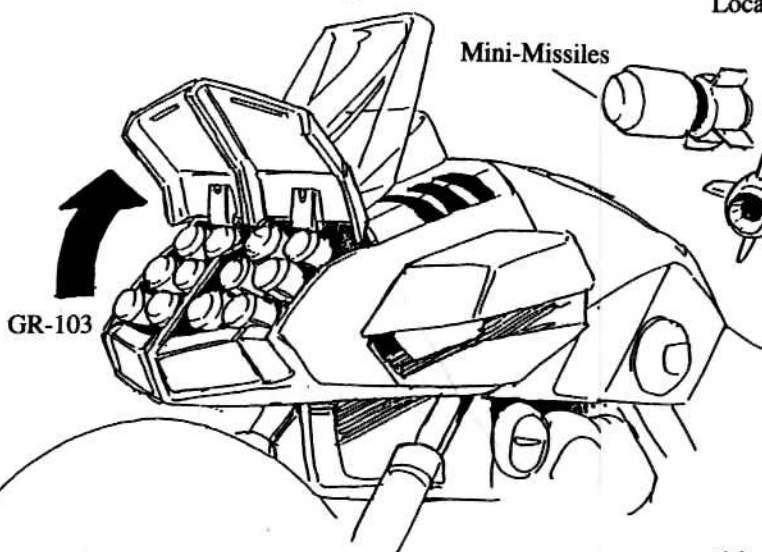
Cyclone Storage Inside Alpha Fighters

All cyclones can be folded and stored in a special compartment behind the cockpit of all Alphas. A hydraulic lift helps to push the cyclone out of its storage bay.

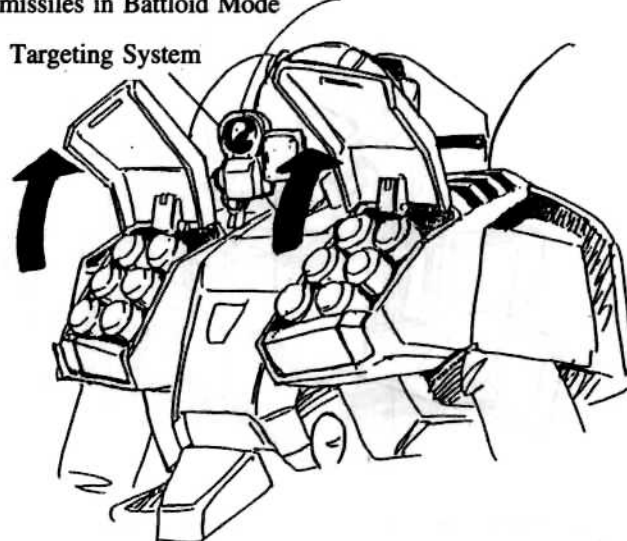
Detail of Cyclone Handle Bars and Instrument Panel

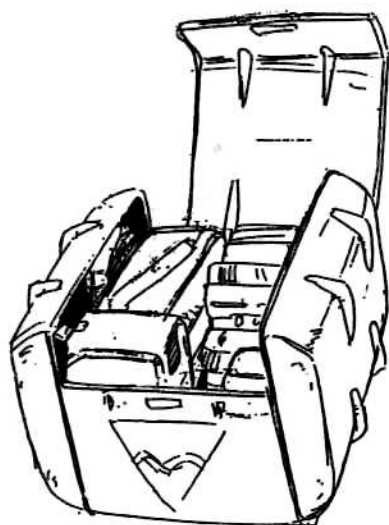


Location of missiles in Motorcycle Mode



Location of missiles in Battloid Mode





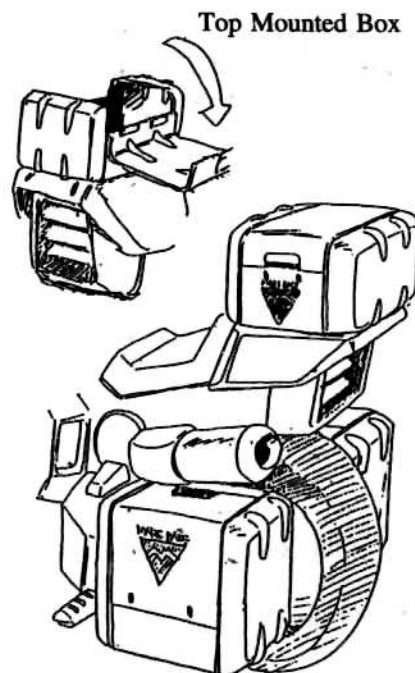
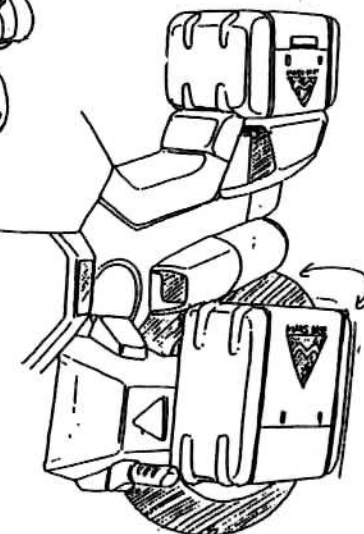
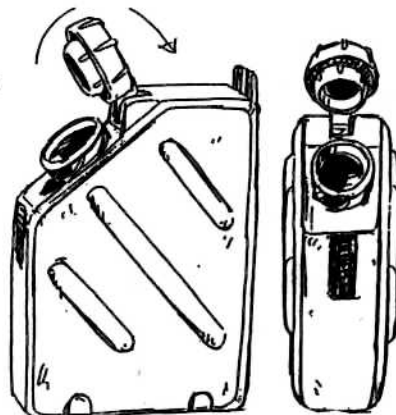
Canteen

Protoculture Cell

Food Tray

CARGO BOXES

Eating Utensils & Case



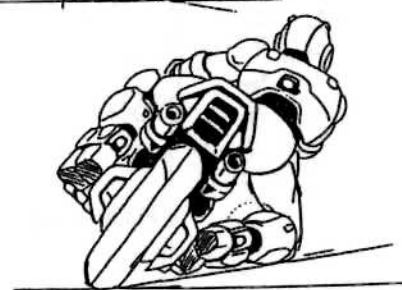
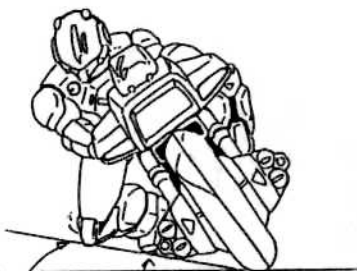
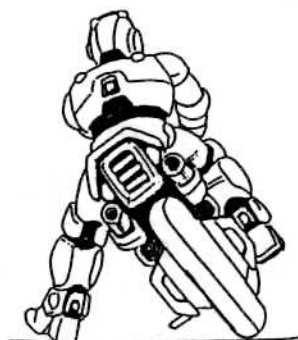
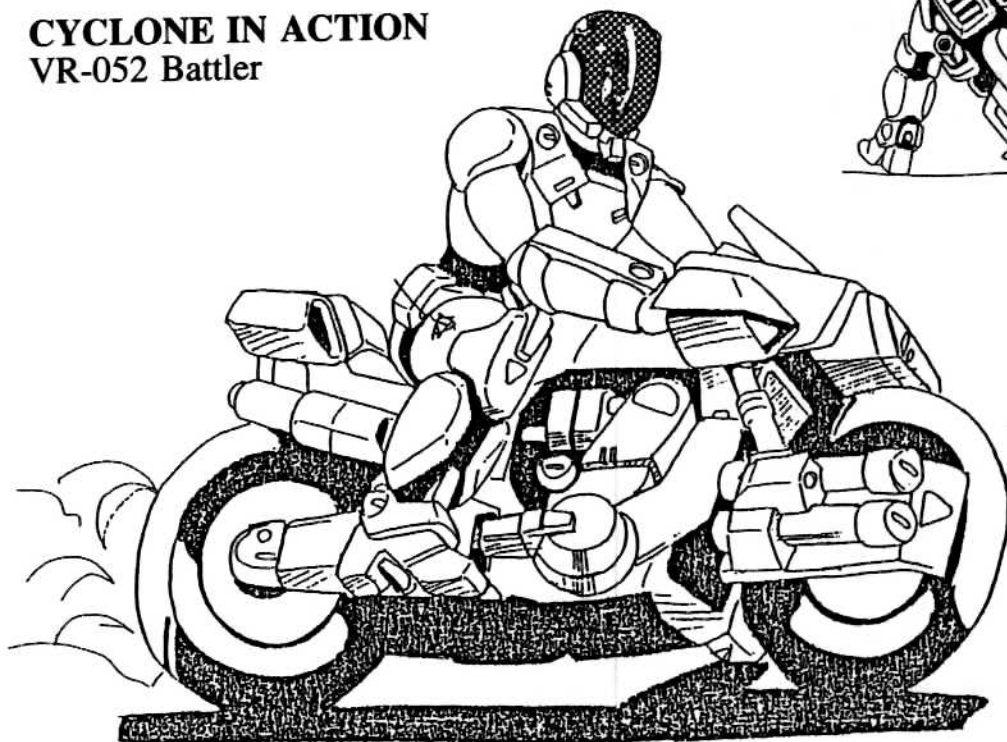
Side Mounted Cargo Box

(one on each side)

Kick Stand

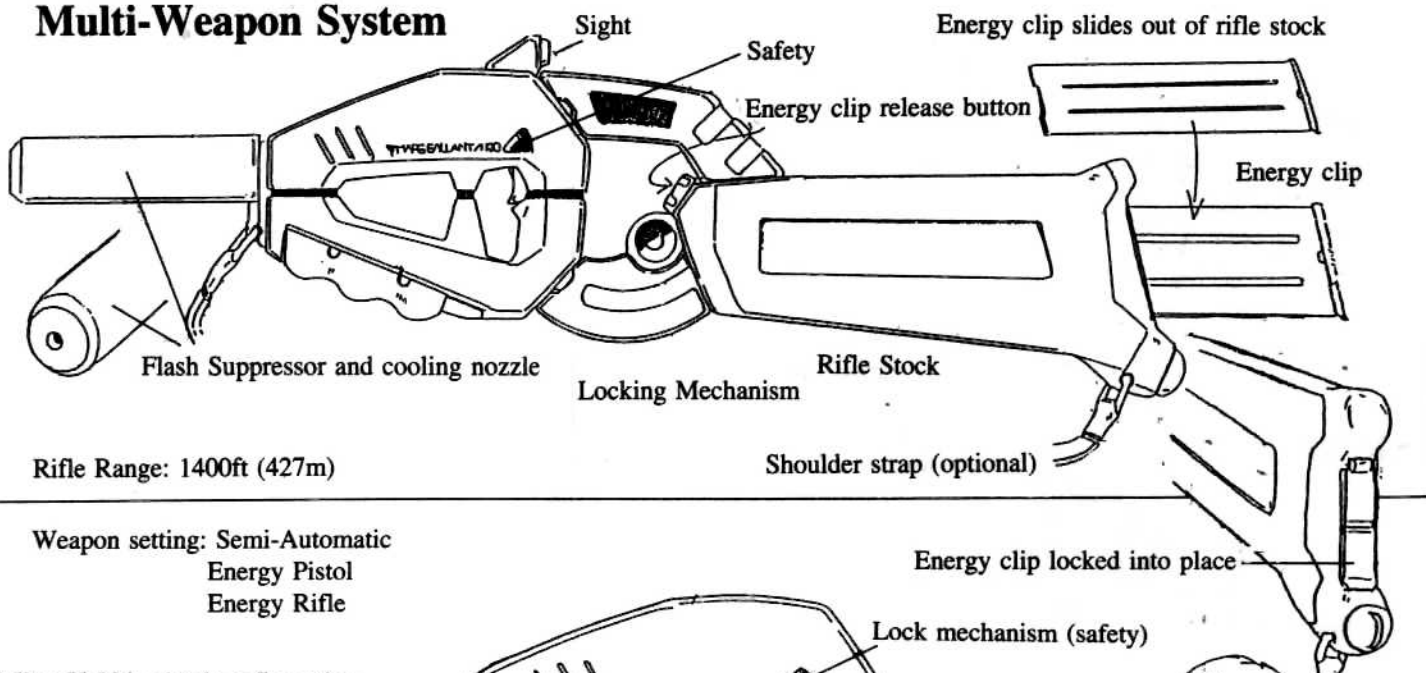
Detachable cargo boxes (2) can be connected to the rear of the bike like saddlebags. The size of each container is 18 inches tall by 20 inches wide by 18 inches deep (18×20×18). The storage boxes (or passenger) drop off the motorcycle when it changes into a cyclone battloid. Valuables in the storage box must be retrieved later or carried in one hand. *Storage box weight per pair:* 10lbs (4.5kg) empty. One storage box can hold 12 mini-missiles (weight — 24lbs).

CYCLONE IN ACTION VR-052 Battler



THE GALLANT H-90 Multi-Weapon System

Gallant H-90 in rifle mode

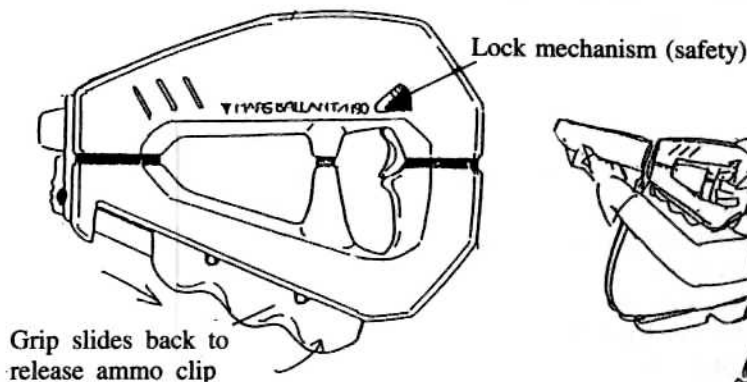
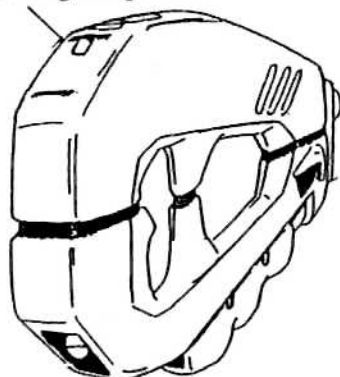


Rifle Range: 1400ft (427m)

Weapon setting: Semi-Automatic
Energy Pistol
Energy Rifle

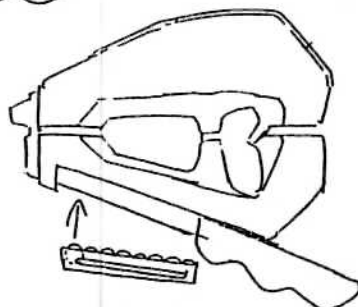
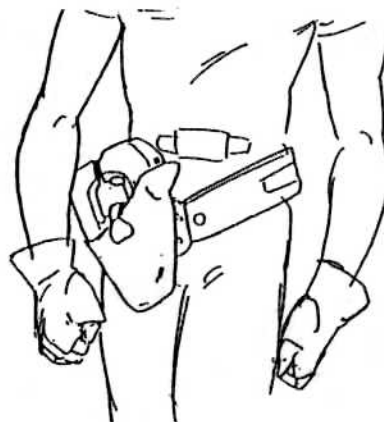
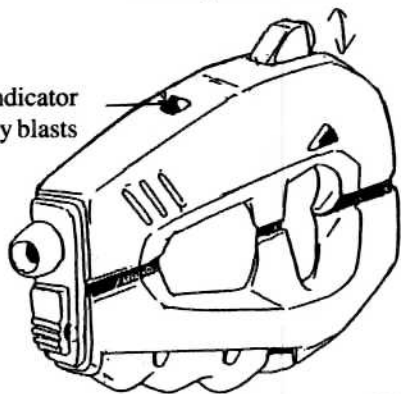
Gallant H-90 in pistol configuration

Gun sight depressed



Gun sight retracted for firing

Energy reading; a digital indicator showing the number of energy blasts available.



Pistol energy clip hidden in handle grip.

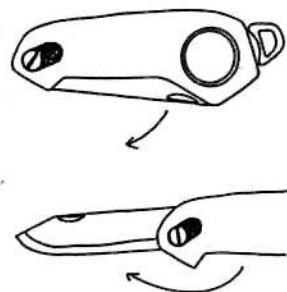
Holster for Gallant H-90 pistol; a second belt holster can hold the rifle stock, nozzle and energy clip. Also available as a shoulder harness and bandoleer (with numerous ammo clips).

The Gallant H-90 is the only weapon depicted in this manual because it is the standard weapon of the REF infantry, mecha and foot soldiers alike. It will be a weapon all REF soldiers will come to know as an extension of his/her own limb.

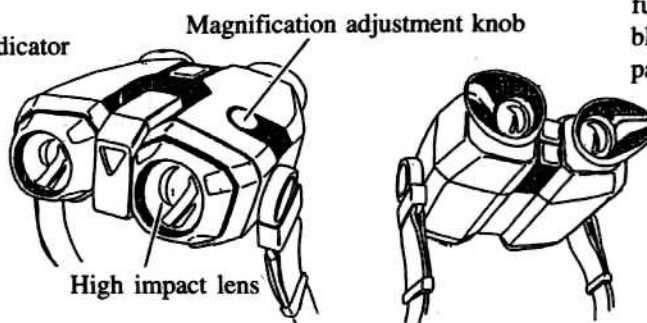
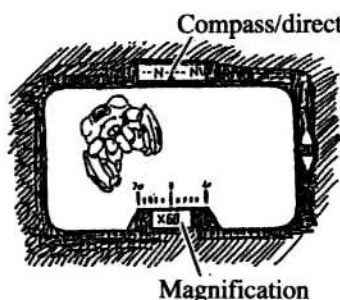
It is a durable weapon, free from jamming, overheating and maintenance.

REMINDERS

When riding a motorcycle, open vehicle or cyclone, always wear a helmet and visor to protect the head and eyes. If a helmet is uncomfortable or inappropriate, wear riding goggles. Goggles are available at all PXs. 12 credits, 15 credits tinted.



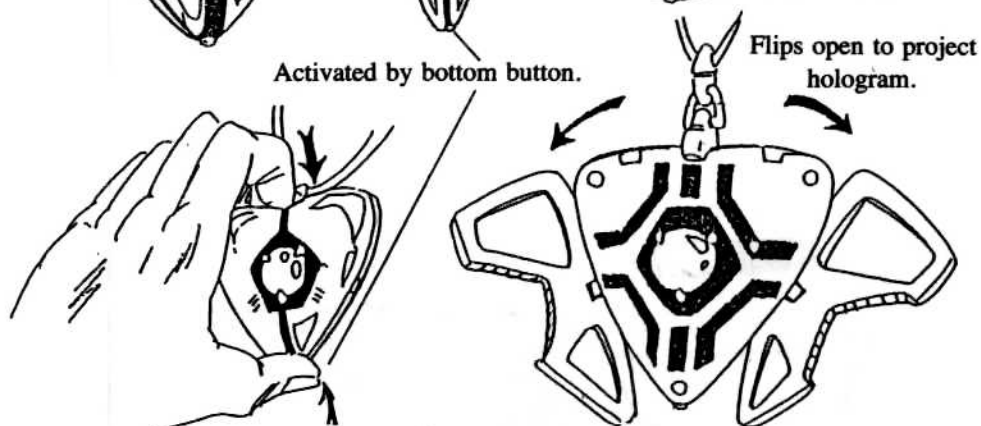
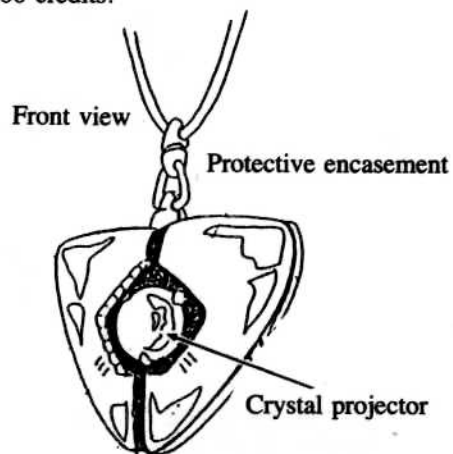
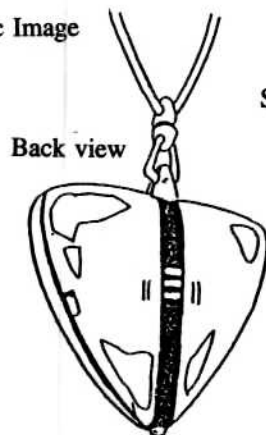
The mini-pocket knife can be a useful tool and easily concealed. 2 inch blade, can opener, and built-in compass. Available at all PXs. 8 credits.



Distancing binoculars are available upon assignment or for purchase at all PXs.

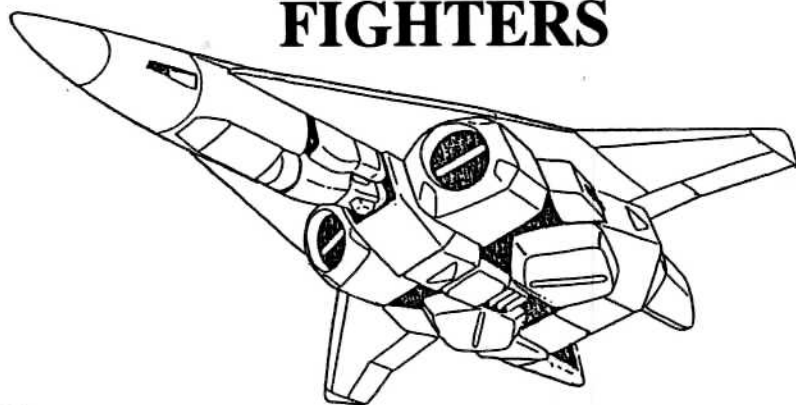
. Approx. range: 2 miles (3.2km). Cost: 550 credits, infrared — 850 credits, thermo-imager — 1200 credits, night sight — 1500 credits, multi-optics (all) — 3000 credits.

Holo-Pendant

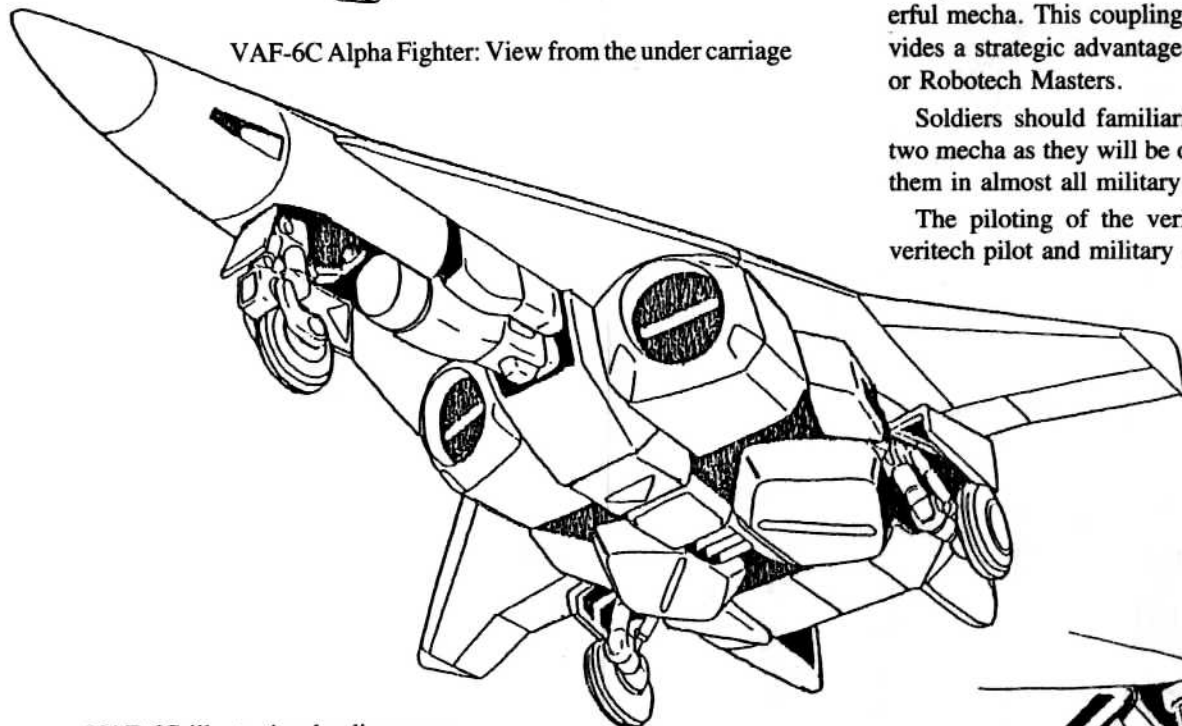


The holo-pendant is a way to carry your loved ones with you. The pendant can fit in the palm of the hand and be worn as a necklace or pocket watch. The holographic projector can recreate a tiny, 6 inch, 3-D image of 1 to 4 people and record a message of up to 250 words (last about 30 seconds). **WARNING:** Do not let this device distract you in the field. S.D.C. of pendant is 5. Available at all PXs. Cost: Plastic — 800 credits Silver — 1800 credits Gold — 3000 credits Add 300 credits for high impact pendant (adds 10 S.D.C.)

REF VERITECH FIGHTERS



VAF-6C Alpha Fighter: View from the under carriage



VAF-6C illustrating landing gear.
Capable of VTOL

The Alpha Fighter

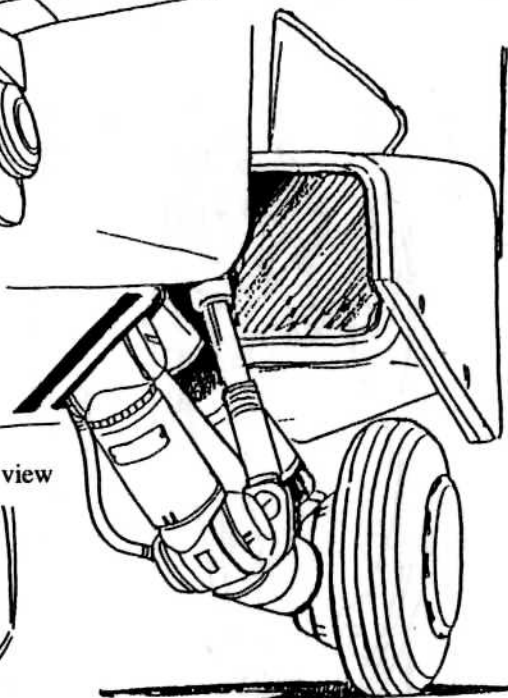
The Alpha and Beta veritech fighters are state of the art robotechnology. The alpha is a small jet fighter with the same transformable capabilities as the famous VF series veritech. However, its smaller size and advanced technology make it even more agile, physically tough, and it carries five times more fire power.

The most unique aspect of this fighter is its duality with the beta fighter. The two individual mecha are designed to integrate to form ONE larger, more powerful mecha. This coupling of the two machines provides a strategic advantage unparalleled by the Invid or Robotech Masters.

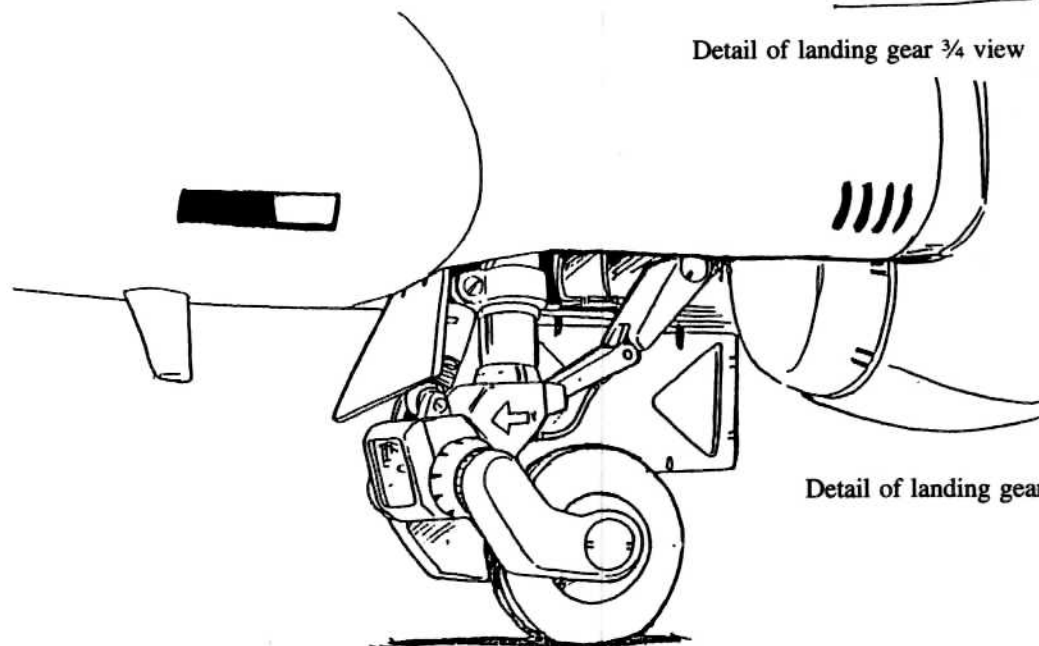
Soldiers should familiarize themselves with these two mecha as they will be operating side by side with them in almost all military engagements.

The piloting of the veritech is reserved for the veritech pilot and military specialist O.C.C.

Detail of landing gear ¾ view



Detail of landing gear side view



ALPHA FIGHTER

Model Types (4):

VAF-6C (Blue)
 VAF-6J (Red)
 VAF-6R (Green)
 VAF-7A Shadow
 Fighter (Dark
 Blue-Black, and Grey)

Insignia on right wing

VAF-6C top side view
 Blue in color

Unit number on left wing

The VAF-6J is red in color
 A distinction of Jupiter Base construction

VAF-6R Reconnaissance Alpha

In jet mode the extended fin can be seen on the VAF-6R

VAF-6R rear 3/4 view

Arms in battloid mode

A sensor head and
 green color distinguish
 it from the other models

Legs thrusters in battloid mode

Cargo: No available space for cargo unless
 the cyclone is removed from its storage com-
 partment. The cyclone storage compartment
 can hold about 500lbs (226.8kg).

VAF-6C/VAF-6J side view

Class: Veritech Fighters VAF Series; VAF-
 6C Combat Alpha, VAF-6J Jupiter design
 and manufacture, VAF-6R Reconnaissance
 Alpha and VAF-7A Shadow Fighter (special
 inviol stealth fighter). The VAF-6C and VAF-
 6J are identical in every way except color
 and head stylization, and the fact that the 6J
 was manufactured by Jupiter Base.

Crew: One

Speed: Jet Mode: Mach 2.3 (1541mph/
 2465kmph) maximum. Altitude ceiling of
 60 miles (96km).

Jet Cruising Speed: About Mach 1
 (670mph)

Guardian Mode: Hover stationary to
 Mach 1 (670mph/1072kmph)

Battloid Mode Flying: Hover stationary
 to about 300mph (482kmph), with a
 maximum altitude of about 10,000ft
 (3048m), around 2 miles/3.2km.

Battloid Mode, Running: 120mph
 (160kmph)

Battloid Mode, Leaping: 100ft (30.5m)
 up or across without booster assistance.
 300ft (91.5m) with booster jets' assist-
 ance.

Height: 28ft 7in (8.75m) in battloid mode.
 15ft (4.6m) in jet mode including
 tail fins.

Width: 13ft (4.3m) in battloid mode.
 22ft (6.7m) in jet and guardian
 modes.

Length: 34ft (10.3m) in jet and guardian
 modes.

Weight: 11 tons without missiles; 16.4 tons
 fully loaded.

NOTE: All body styles are identical. Only
 color and slight style modifications distin-
 guish the alpha fighters from one another.

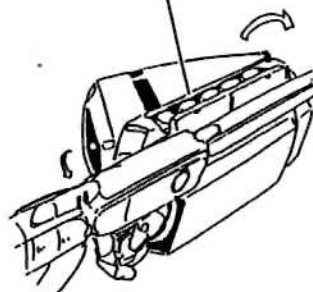
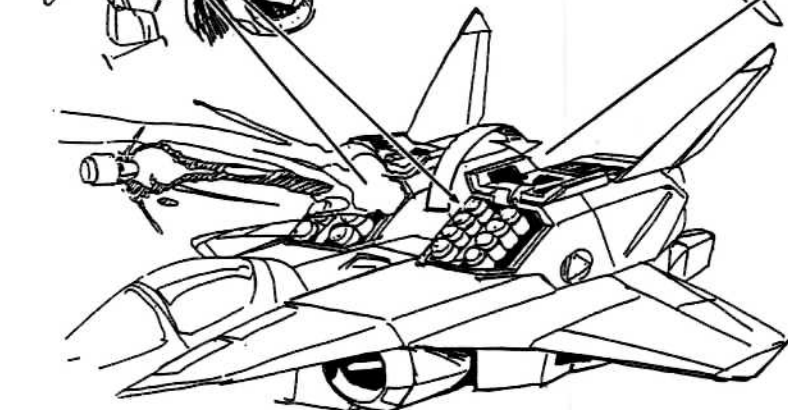
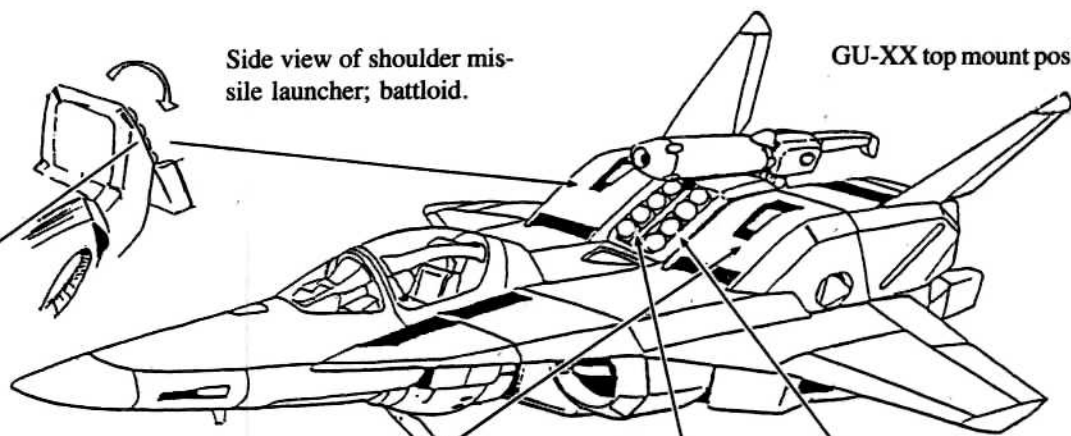
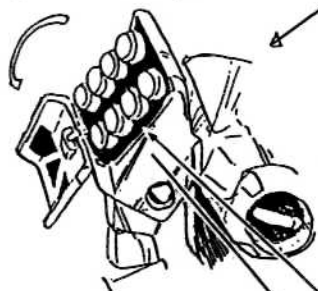
VAF-6R Alpha Fighter

Shoulder missiles in battloid mode

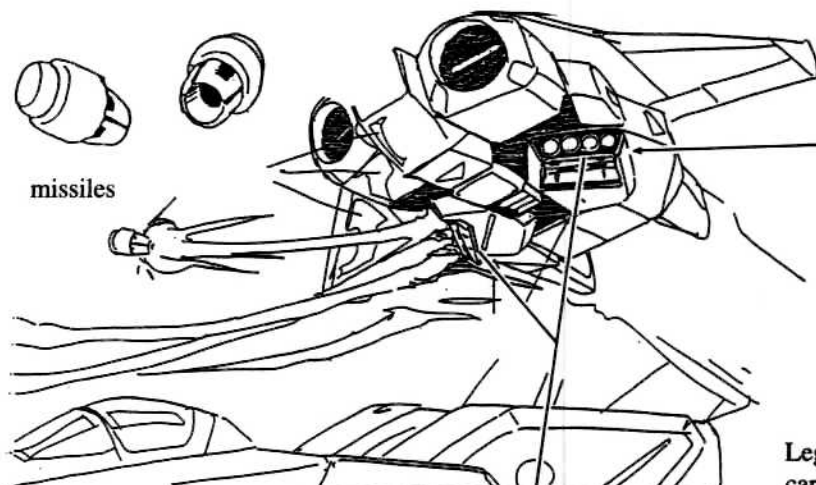
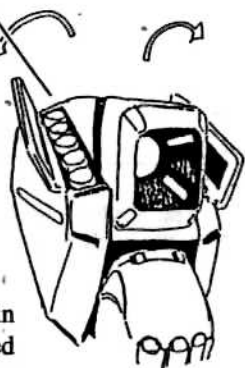
Top missiles in jet mode

Side view of shoulder missile launcher; battloid.

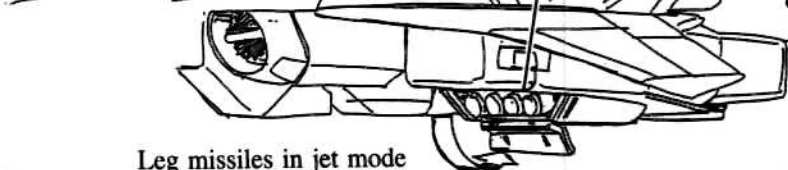
GU-XX top mount position



Forearm missiles in battloid mode are located center top in jet mode.



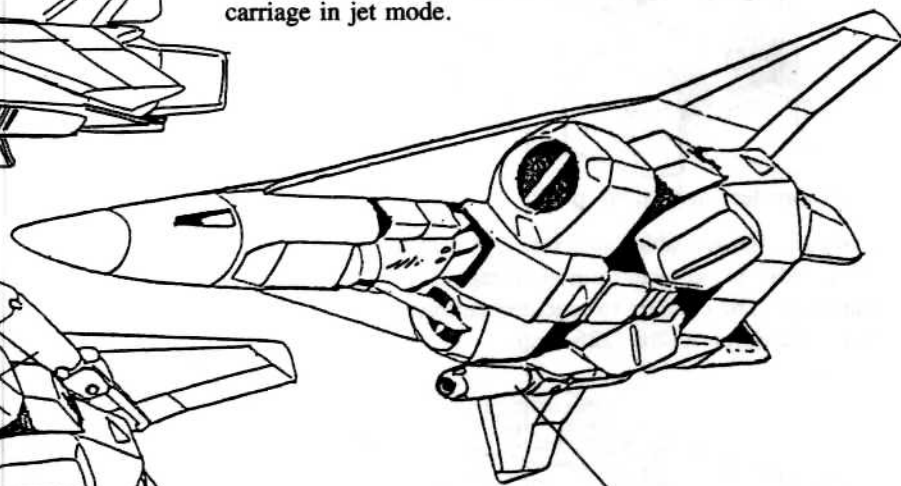
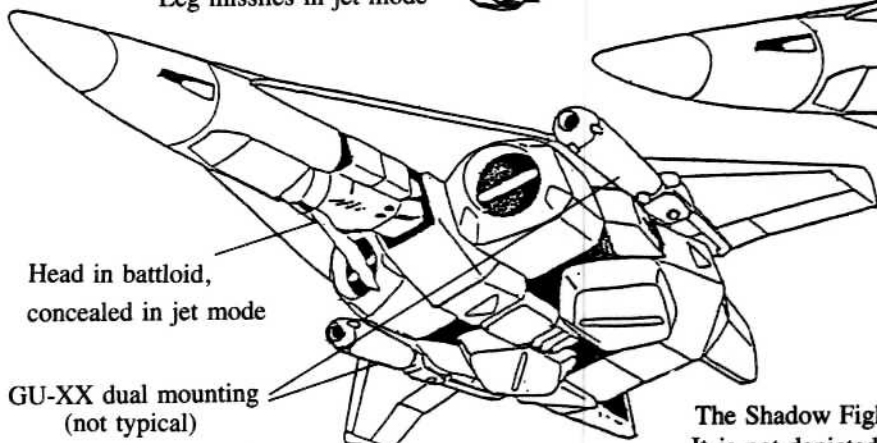
Leg missiles in battloid mode are located on the undercarriage in jet mode.



Leg missiles in jet mode

Head in battloid, concealed in jet mode

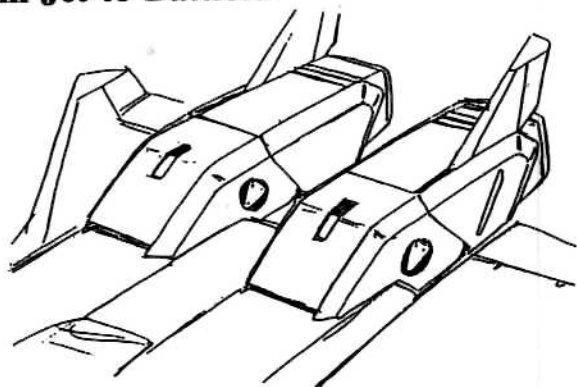
GU-XX dual mounting (not typical)



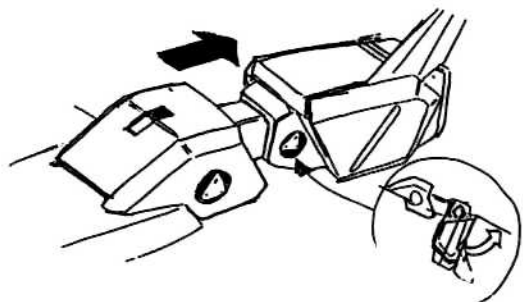
GU-XX under mounting (standard)

The Shadow Fighter is black and grey in color with a distinctive head. It is not depicted.

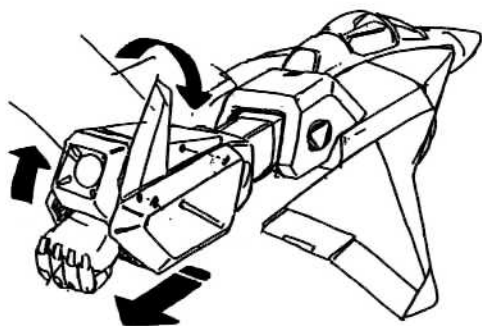
Transformation Sequence from Jet to Battloid



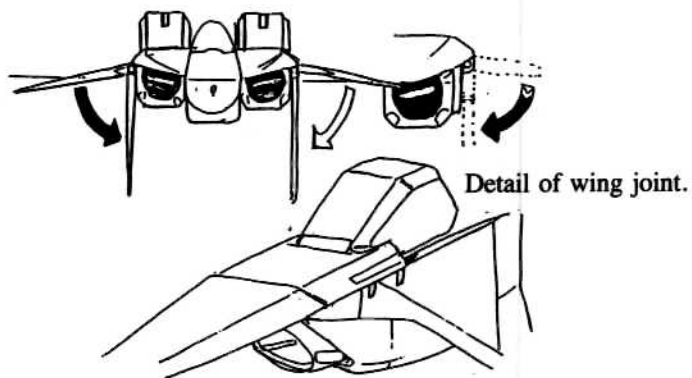
1. Transformation begins at the rear with the arms.



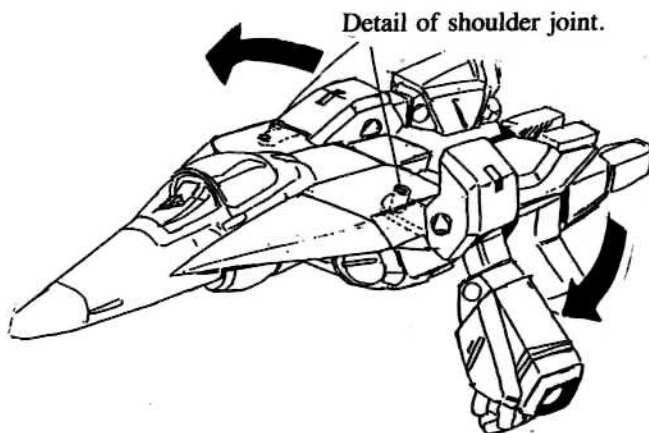
2. The arms slide out, apart, and lock into place.



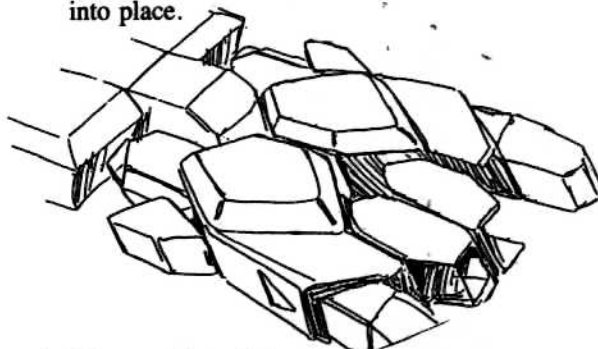
3. Hand extends; initial sequence complete.



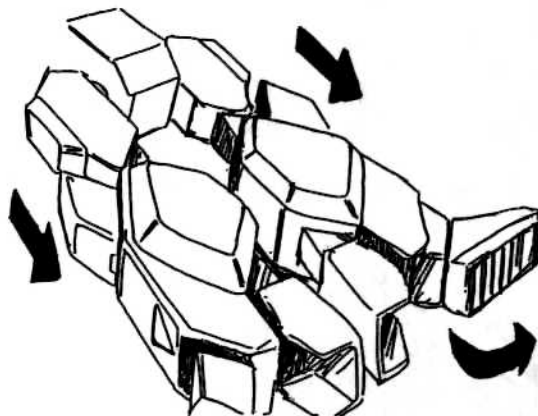
4. Wings flip down and back.



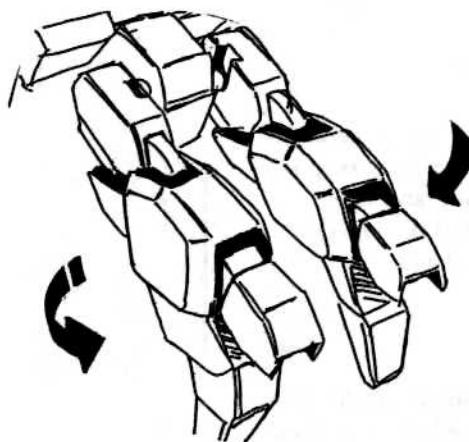
5. Fully formed arms and hands slide forward and into place.



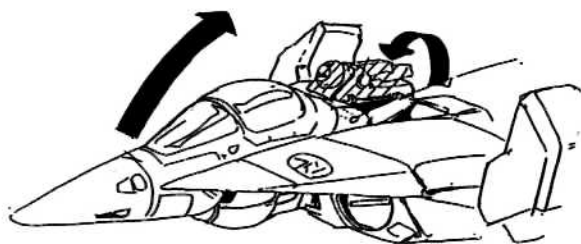
6. Thrusters/legs slide out.



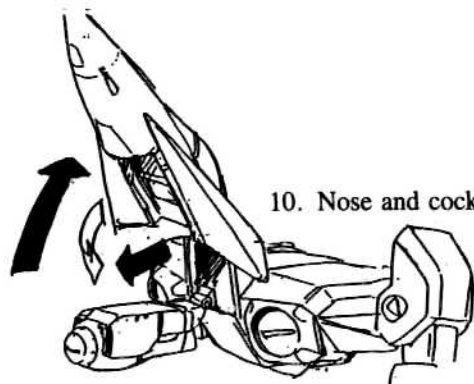
7. Feet form and legs separate.



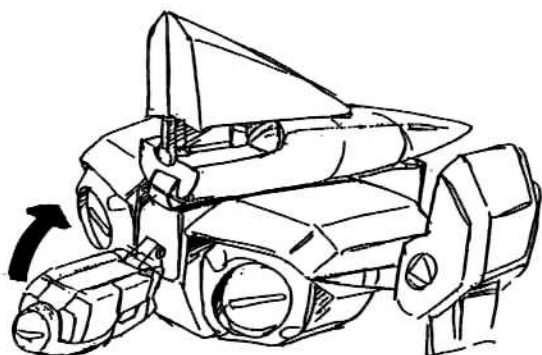
8. Legs (thrusters) turn forward; leg sequence complete.



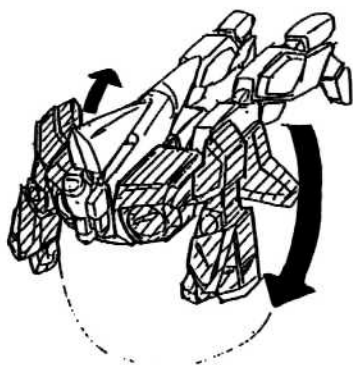
9. Head unit rises.



10. Nose and cockpit flips back.



11. Head unit slides into position. Cockpit is locked into place.

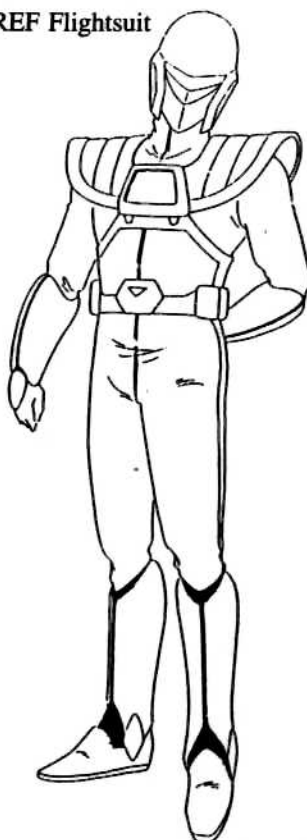


12. Final adjustments and connections snap into place and lock. GU-XX slides into right or left hand.

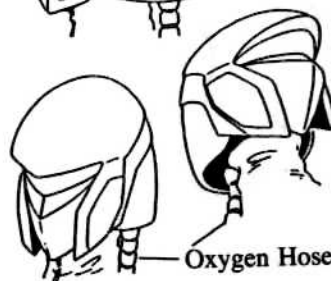
13. Battloid mode completed. Approx. 5 seconds to transform.



REF Flightsuit

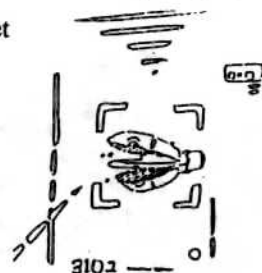


Flight Helmet



Oxygen Hose

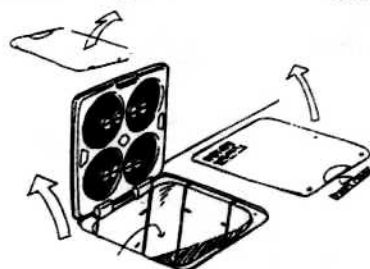
Heads-Up Display



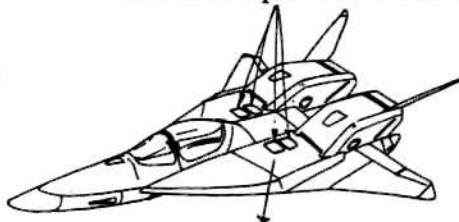
HUD Targeting

Tinted Visor

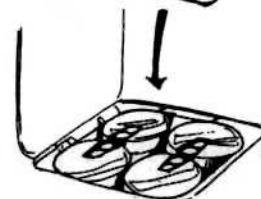
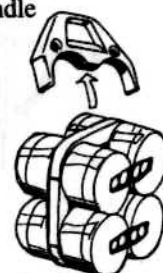
Detail of cell compartment



Location of protoculture cells

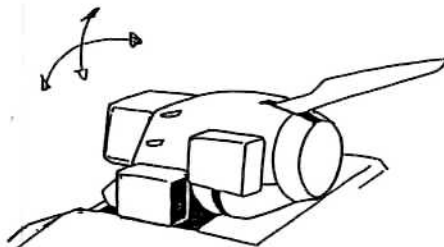
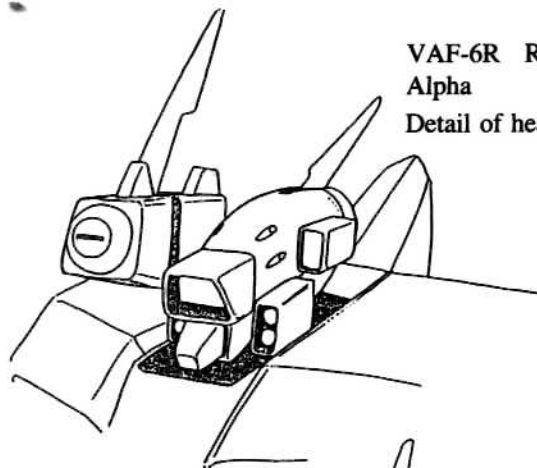


Carrying handle



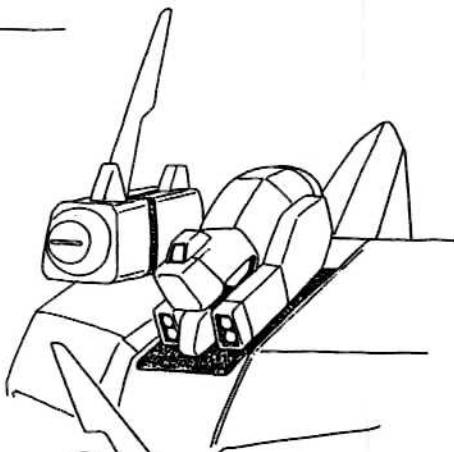
Easy to reload

VAF-6R Reconnaissance
Alpha
Detail of head

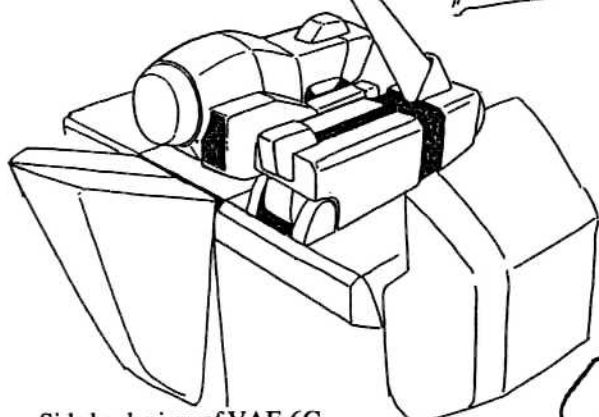


Side view detail of VAF-6R

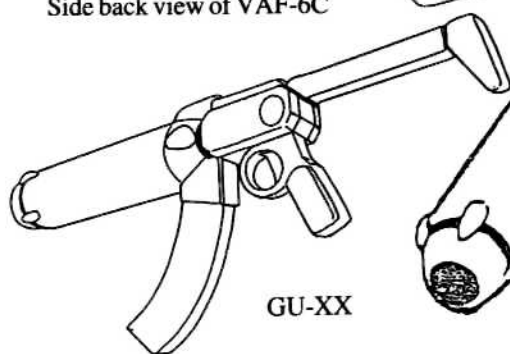
VAF-6C Alpha
Detail of head



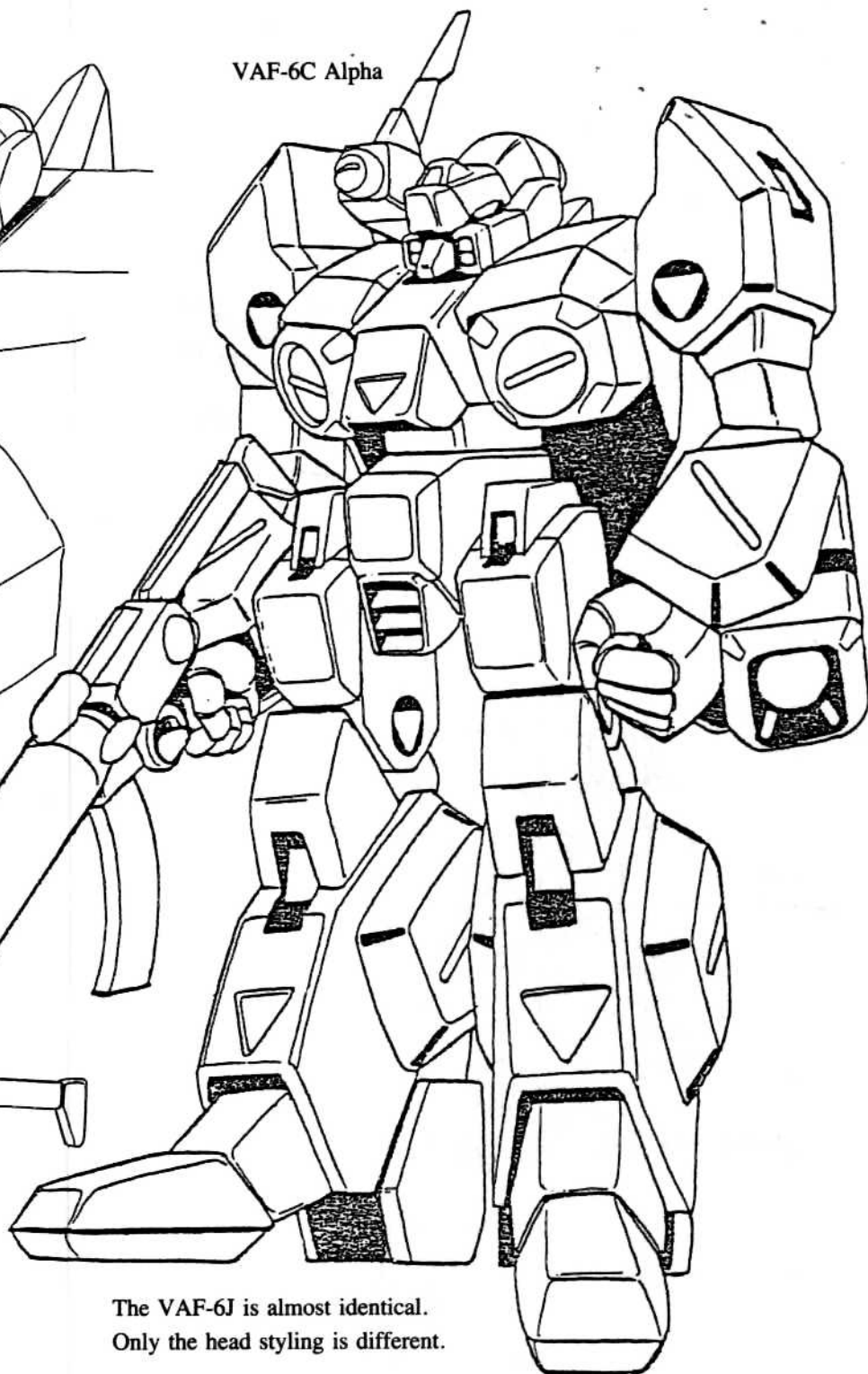
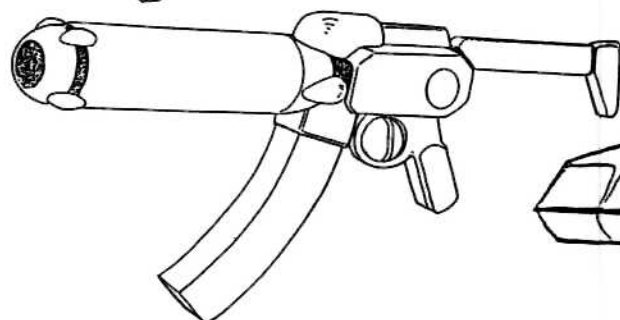
VAF-6C Alpha



Side back view of VAF-6C



GU-XX



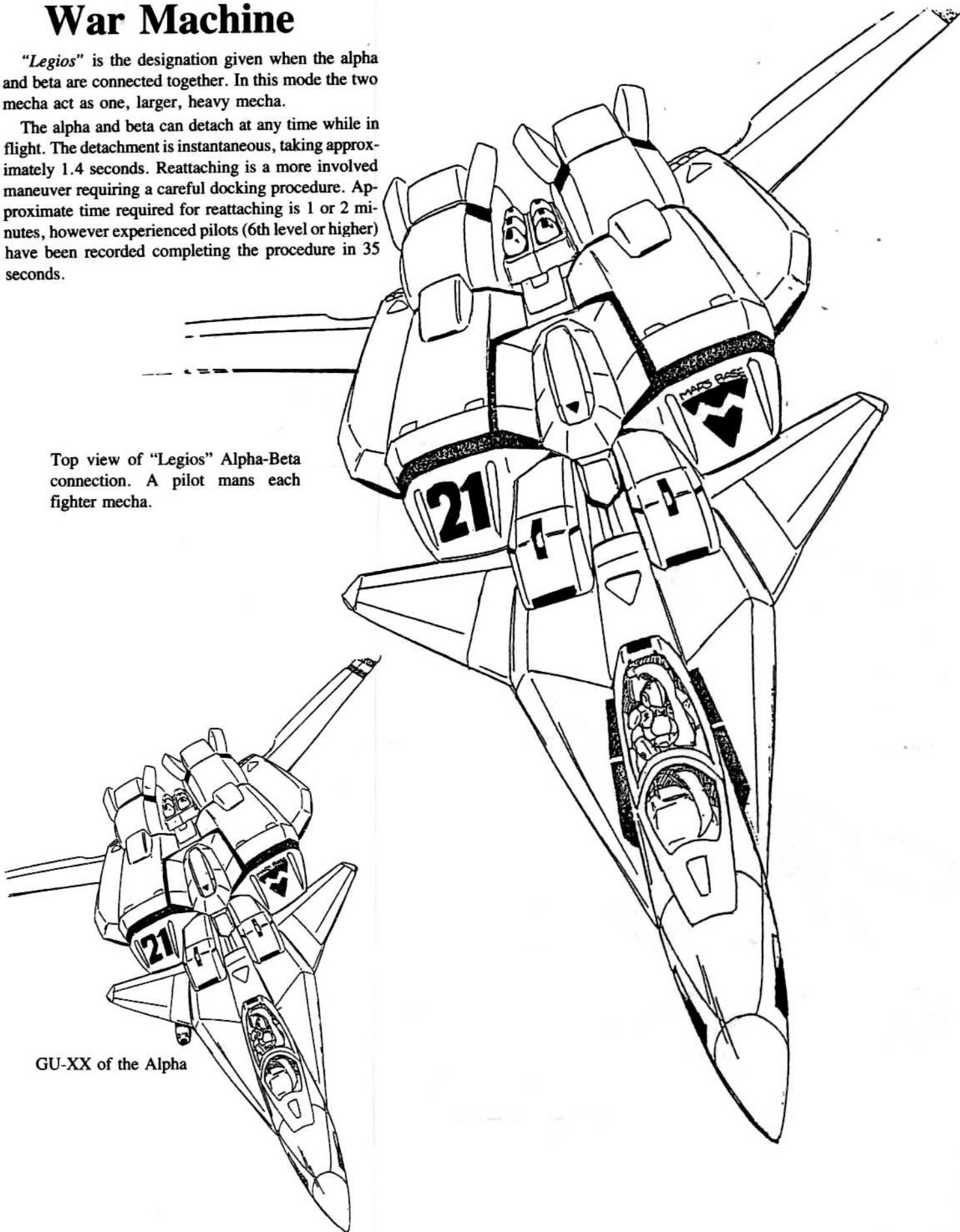
The VAF-6J is almost identical.
Only the head styling is different.

The Alpha-Beta War Machine

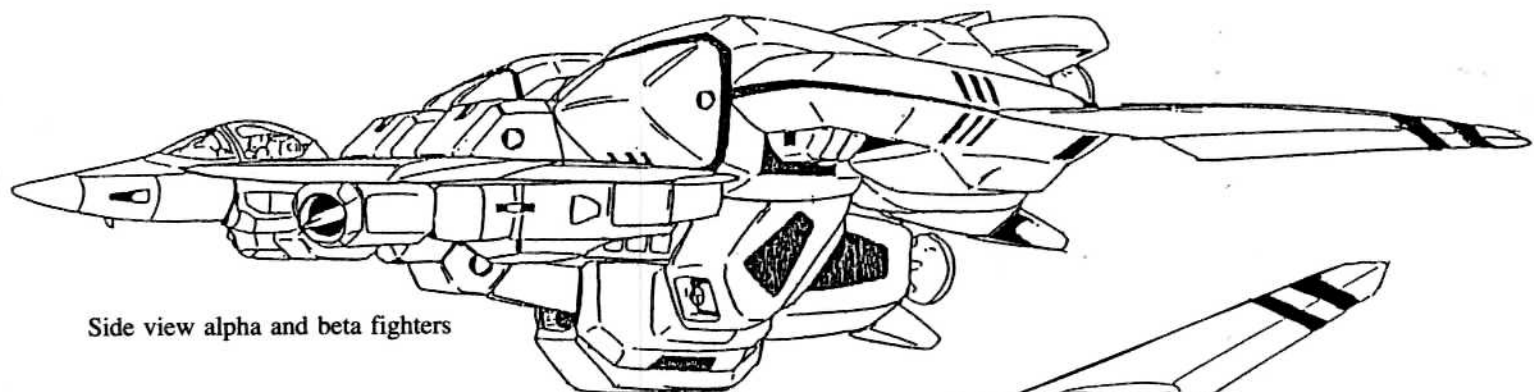
"Legios" is the designation given when the alpha and beta are connected together. In this mode the two mecha act as one, larger, heavy mecha.

The alpha and beta can detach at any time while in flight. The detachment is instantaneous, taking approximately 1.4 seconds. Reattaching is a more involved maneuver requiring a careful docking procedure. Approximate time required for reattaching is 1 or 2 minutes, however experienced pilots (6th level or higher) have been recorded completing the procedure in 35 seconds.

Top view of "Legios" Alpha-Beta connection. A pilot mans each fighter mecha.

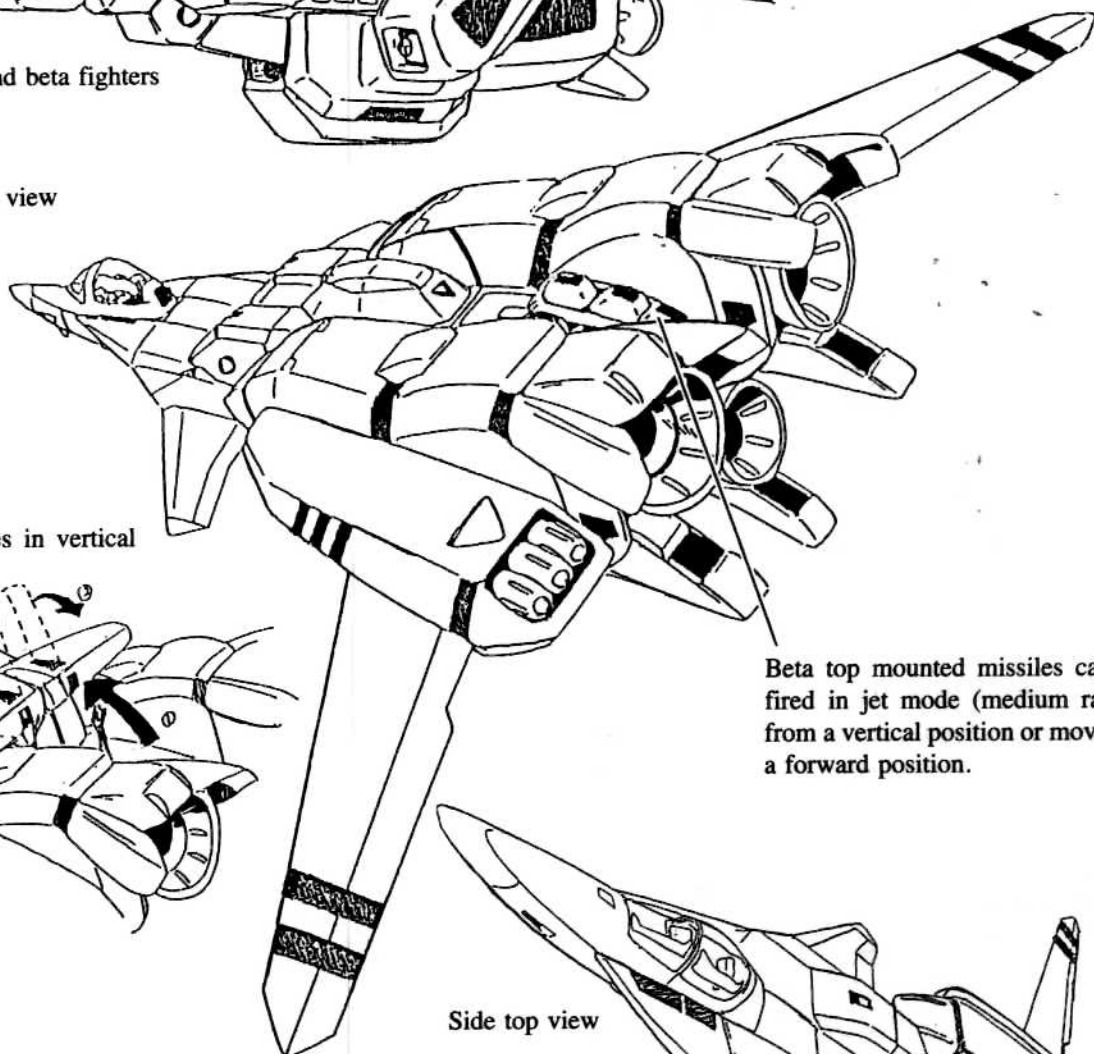


GU-XX of the Alpha

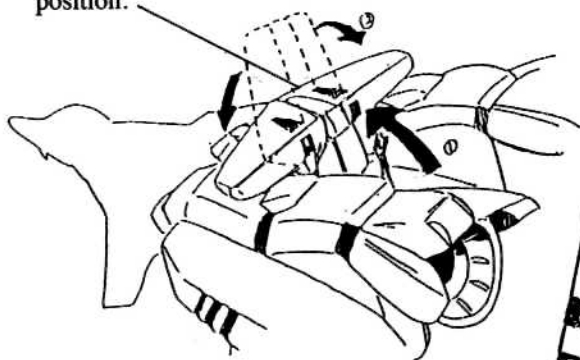


Side view alpha and beta fighters

Rear ¾ view

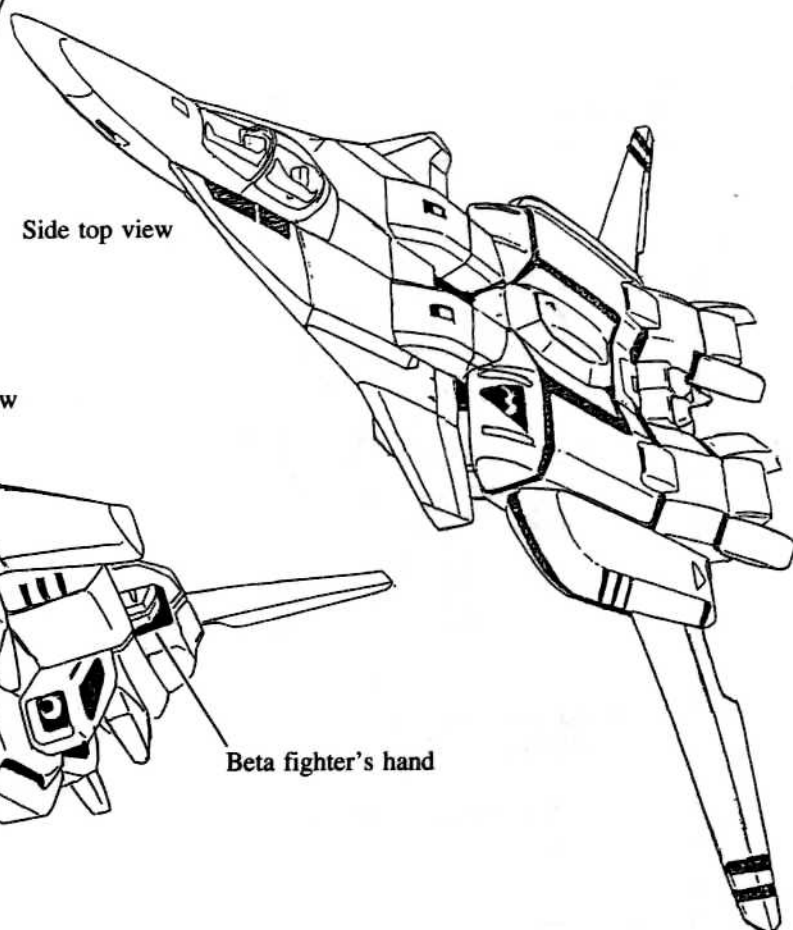


Medium range missiles in vertical position.

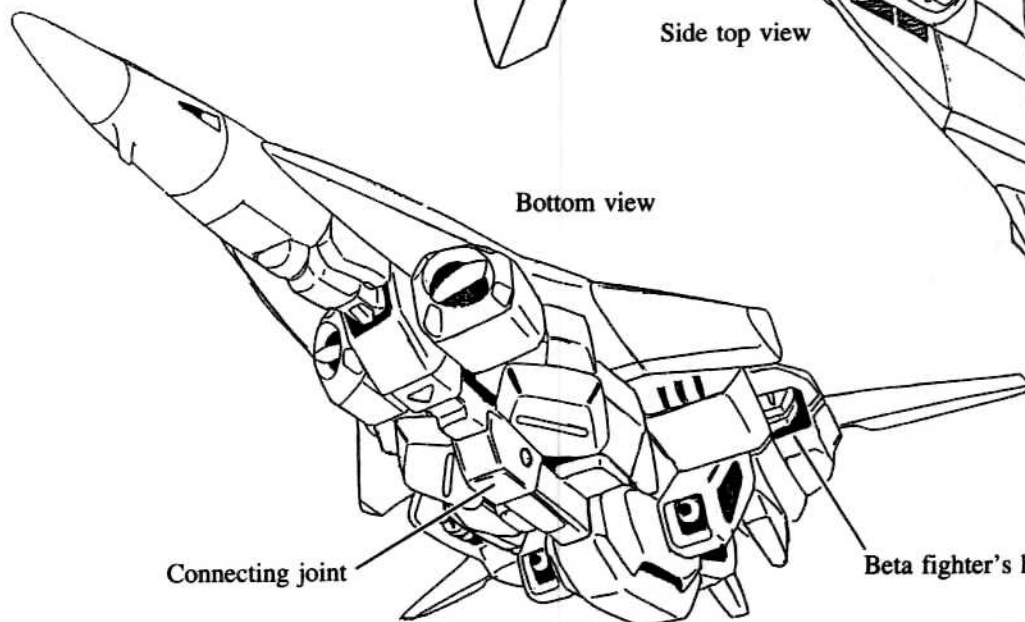


Beta top mounted missiles can be fired in jet mode (medium range) from a vertical position or moved to a forward position.

Side top view

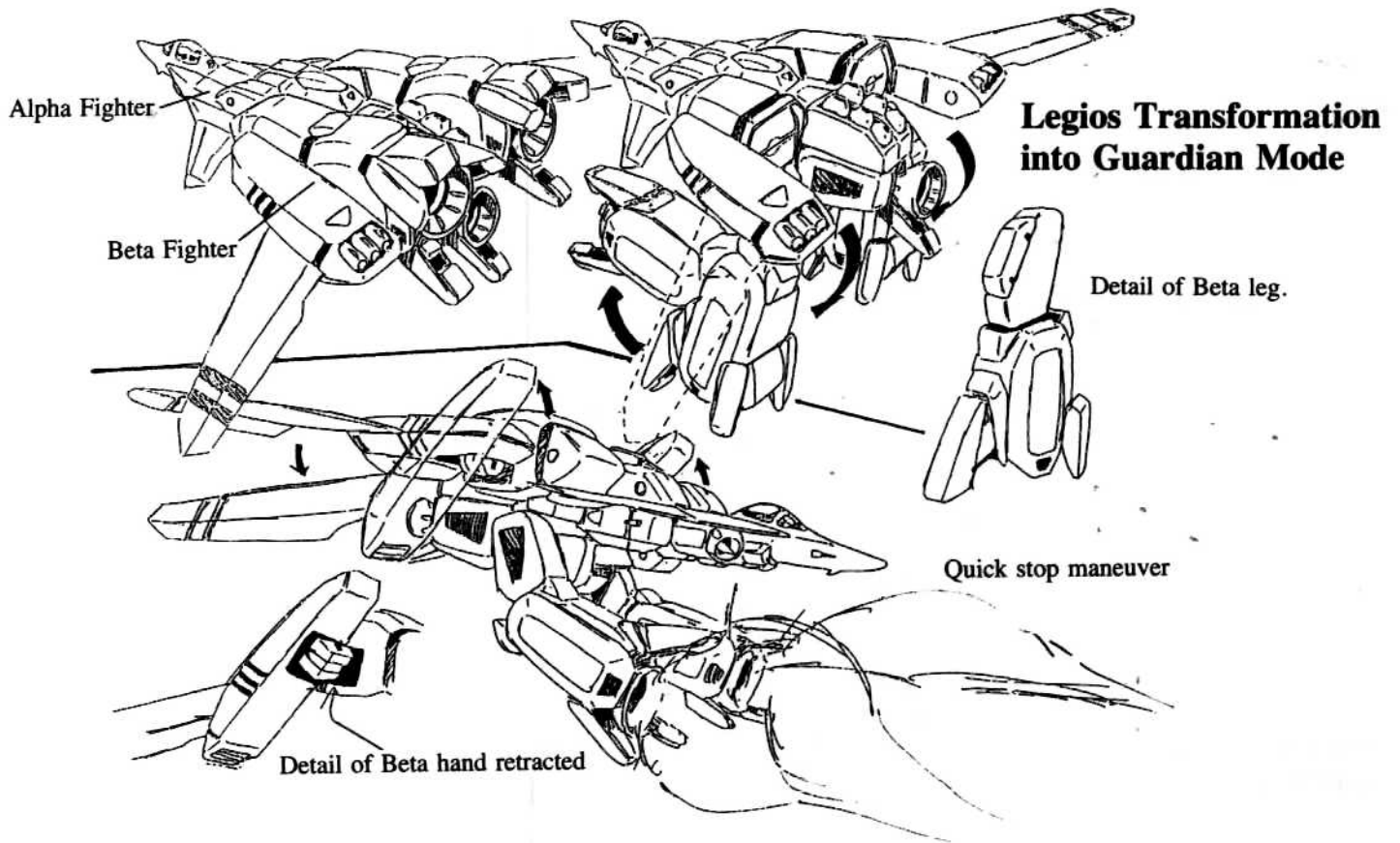


Bottom view



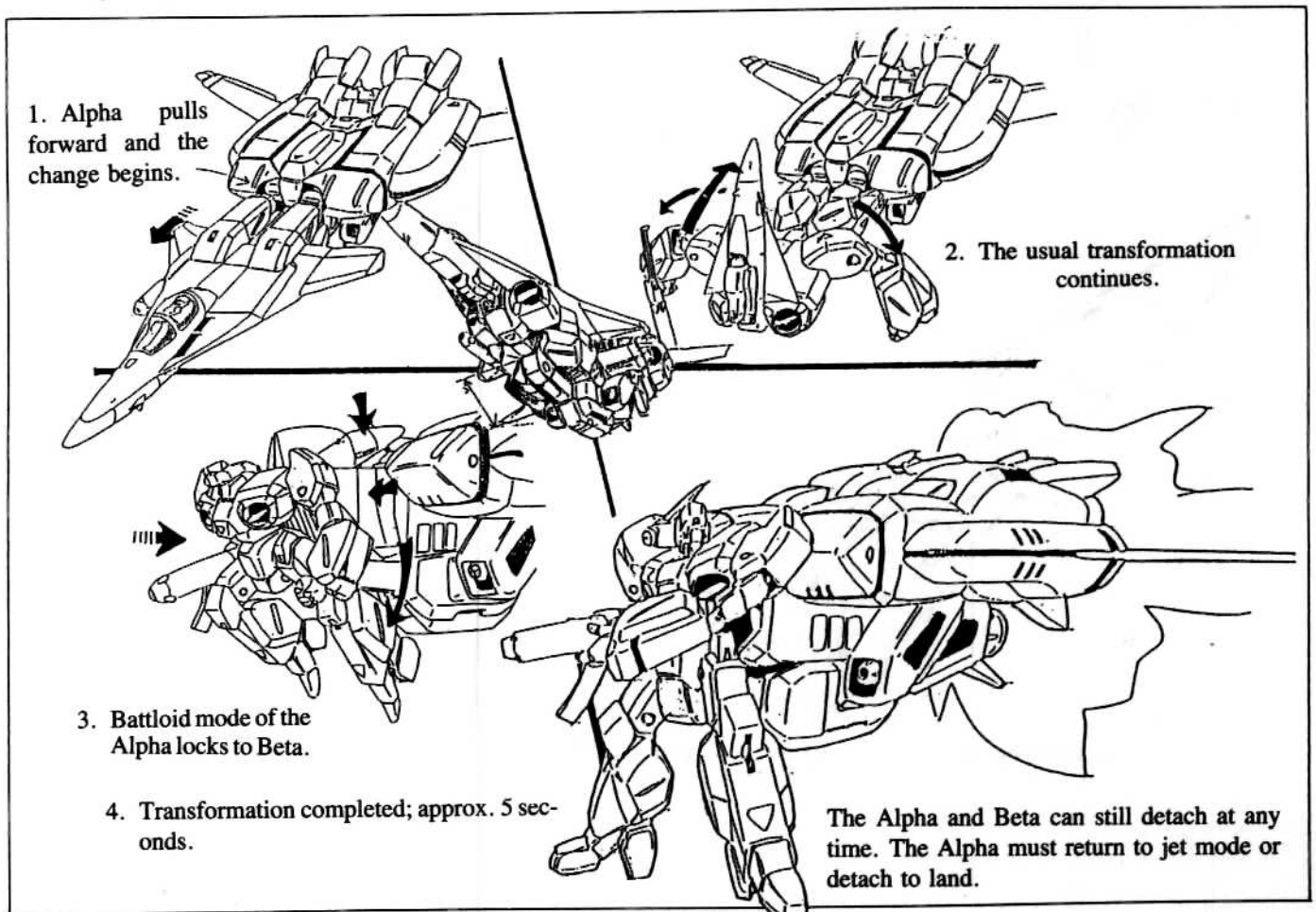
Connecting joint

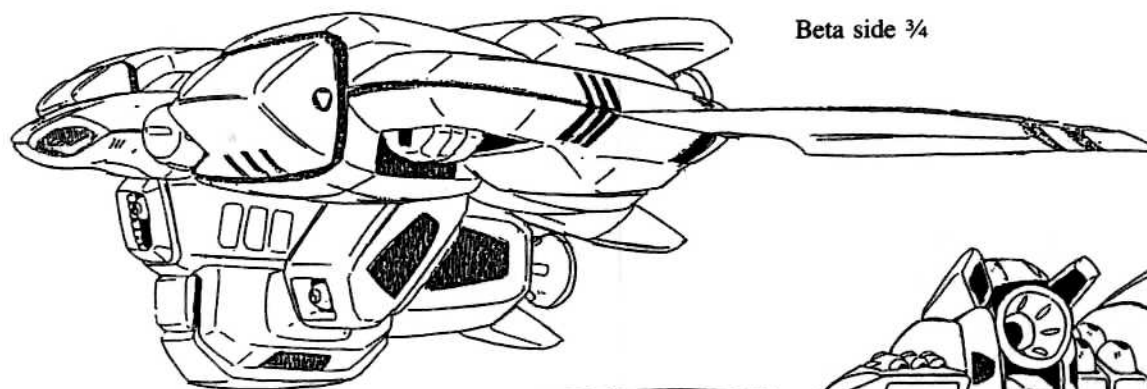
Beta fighter's hand



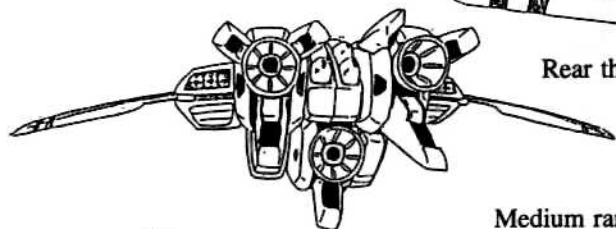
Legios Battloid Transformation

The Alpha Fighter transforms into battloid, but remains attached to the Beta (which is in jet mode).

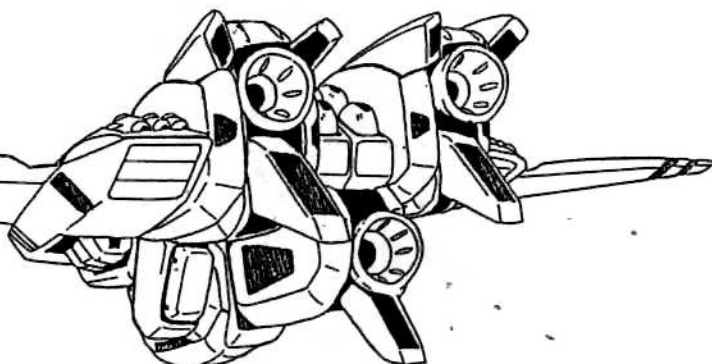




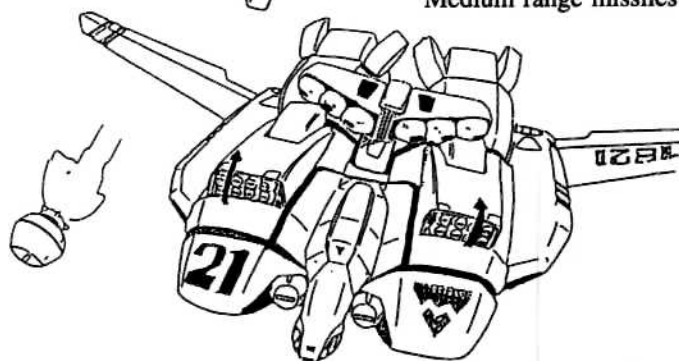
Beta side $\frac{3}{4}$



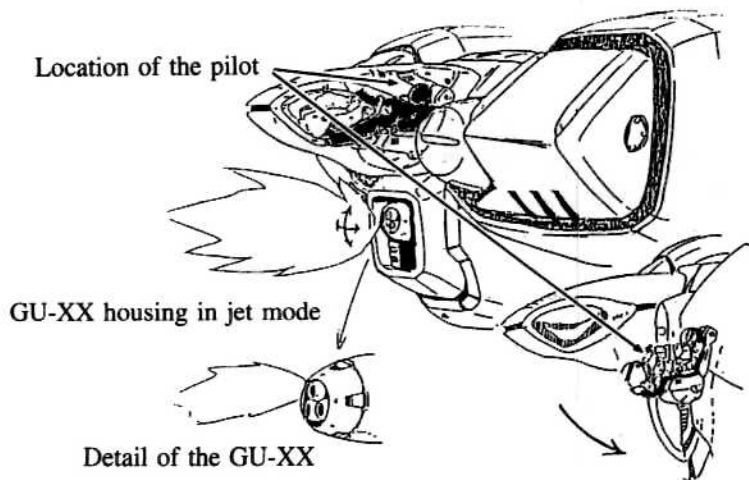
Rear thrusters



Medium range missiles



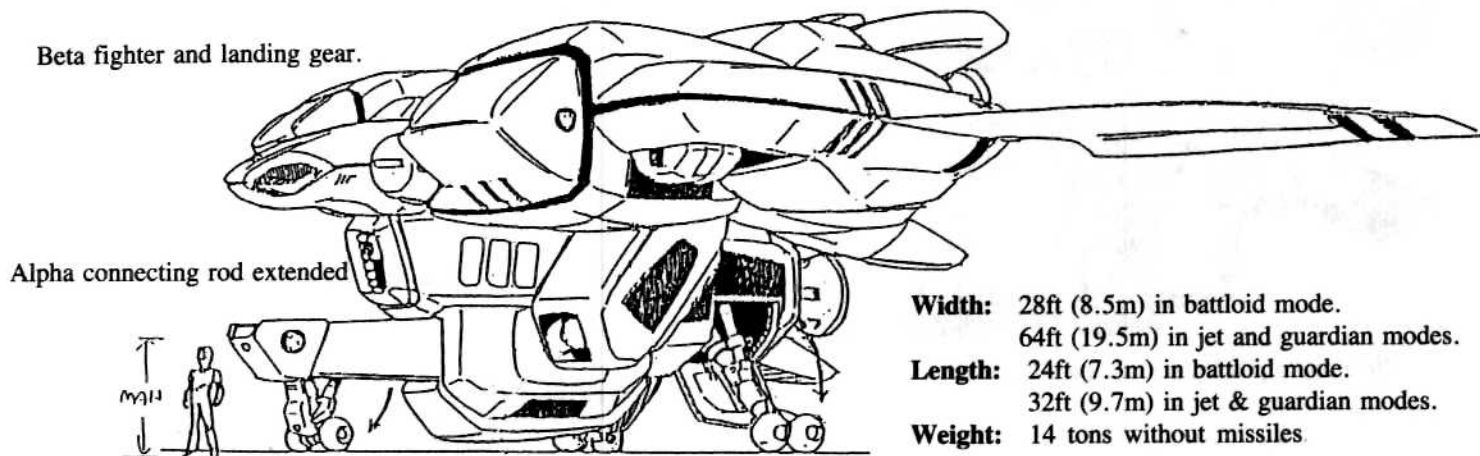
Location of the pilot



GU-XX housing in jet mode

Detail of the GU-XX

Beta fighter and landing gear.



Alpha connecting rod extended

The Beta Fighter

Model Types (2): VBF-1A (Blue, Red or Green)
VBF-1S (Shadow Beta, blue-black and grey)

Class: Veritech Fighter, VBF series.

Crew: One pilot, but can seat two others in cockpit.

Speed: Jet Mode with Jet Thrusters: Mach 1.8 or 1206mph (1930kmph) maximum. Altitude ceiling is 50 miles (80km).

Jet Mode with Rocket Thrusters: Mach 8.3 (5561mph/8900kmph), making the Beta transatmospheric (able to blast into outer space under its own power.)

Jet Mode Cruising Speed: 600mph (960kmph)

Guardian Mode: Hover stationary to 600mph (960kmph)

Battloid Mode Flying: Hover stationary to about 300mph (482kmph), with a maximum altitude of 8,000ft (2440m), about a mile and a half (2.8km).

Battloid Mode, Running: 80mph (128kmph)

Battloid Mode, Leaping: 80ft (24.4m) up or across without booster assistance. 300ft (91.5m) with jet booster assistance.

Height: 35ft (10.7m) in battloid mode.

20ft (6.1m) in jet mode.

28ft (8.5m) in guardian mode.

Width: 28ft (8.5m) in battloid mode.

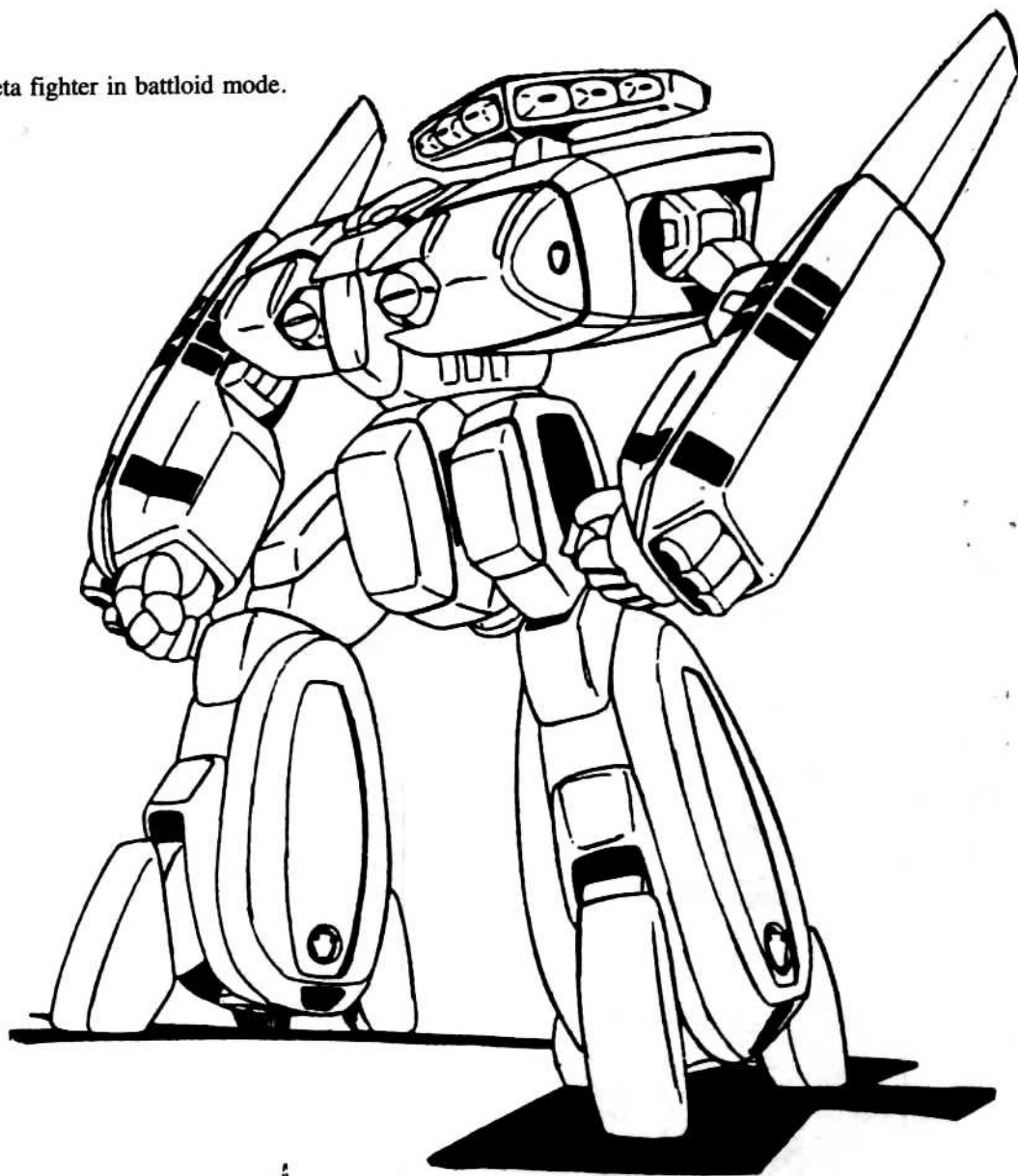
64ft (19.5m) in jet and guardian modes.

Length: 24ft (7.3m) in battloid mode.

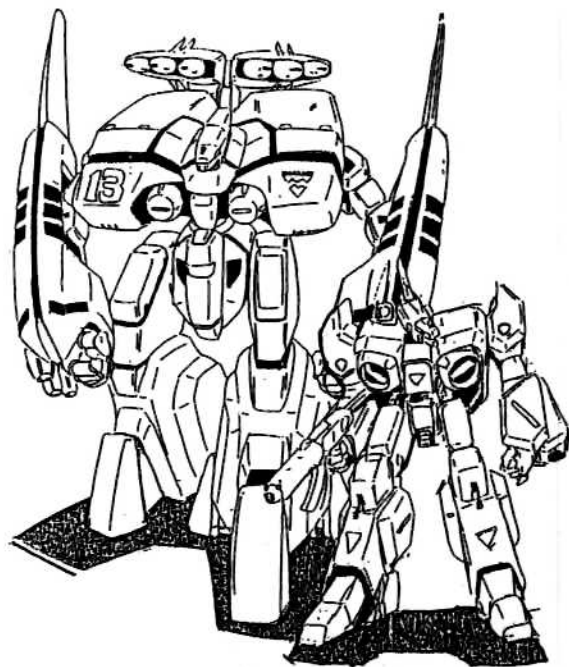
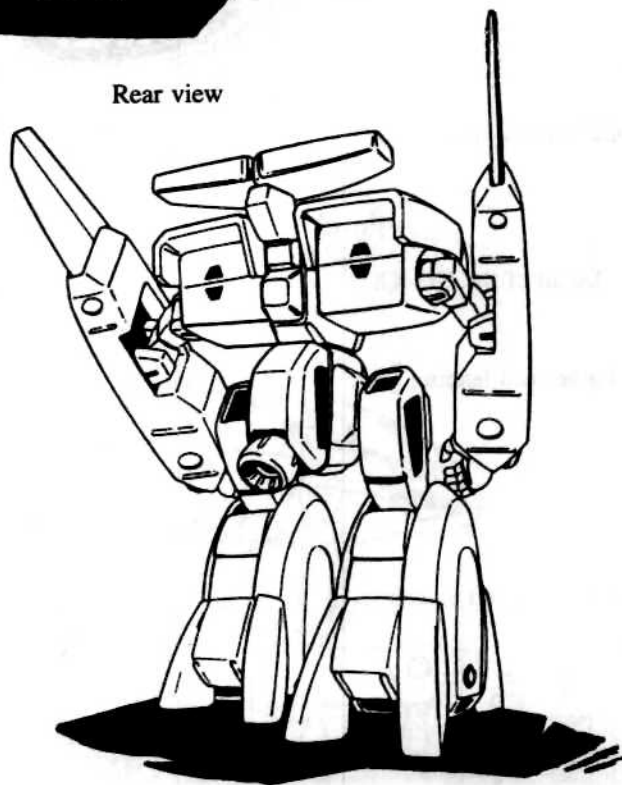
32ft (9.7m) in jet & guardian modes.

Weight: 14 tons without missiles.

Beta fighter in battloid mode.



Rear view



Beta and alpha fighter comparative scale

REF DESTROIDS

Destroids are infantry mecha. Soldiers will work with or next to these non-transformable mecha often.

The use of REF Destroids is restricted to the Destroid Pilot (specialist), Cyclone Rider (limited), Zentraedi Warrior (special), and REF Field Scientist O.C.C.s.

The Excaliber MK VII

Model Type: Excaliber MK-VII (REF).

Class: Destroid Tomahawk MBR-04-VII series.

Crew: One or Two

Speed: Running: 75mph (121kmph) maximum; cruising speed about 35mph (56kmph).

Leaping: 80ft (24.4m) lengthwise or 40ft (12.2m) high/up.

Climbing: Is possible but awkward, with a skill ability of 30% + 3% per level of the pilot's experience. Add +10% if the pilot has the climbing skill.

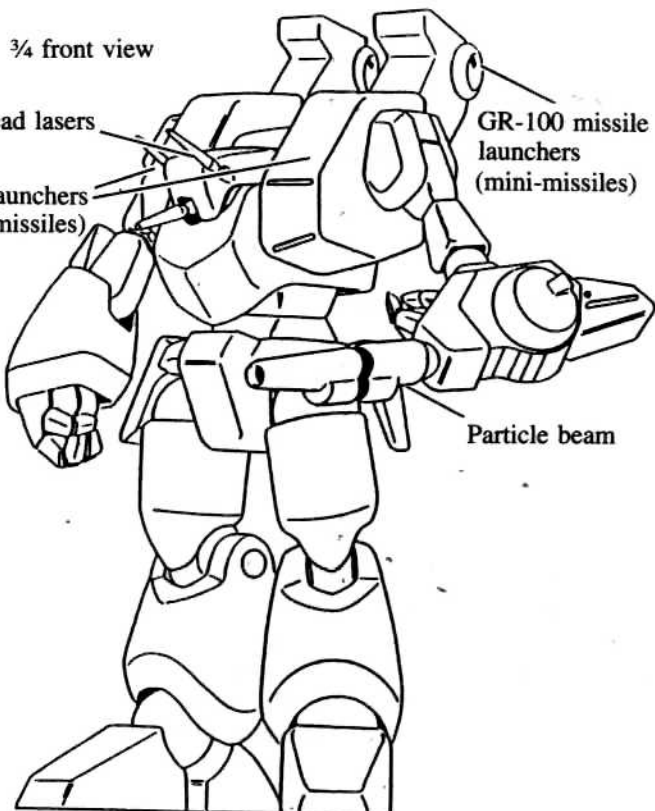
Height: 26ft (10.97m)

Width: 18ft 6in (5.6m)

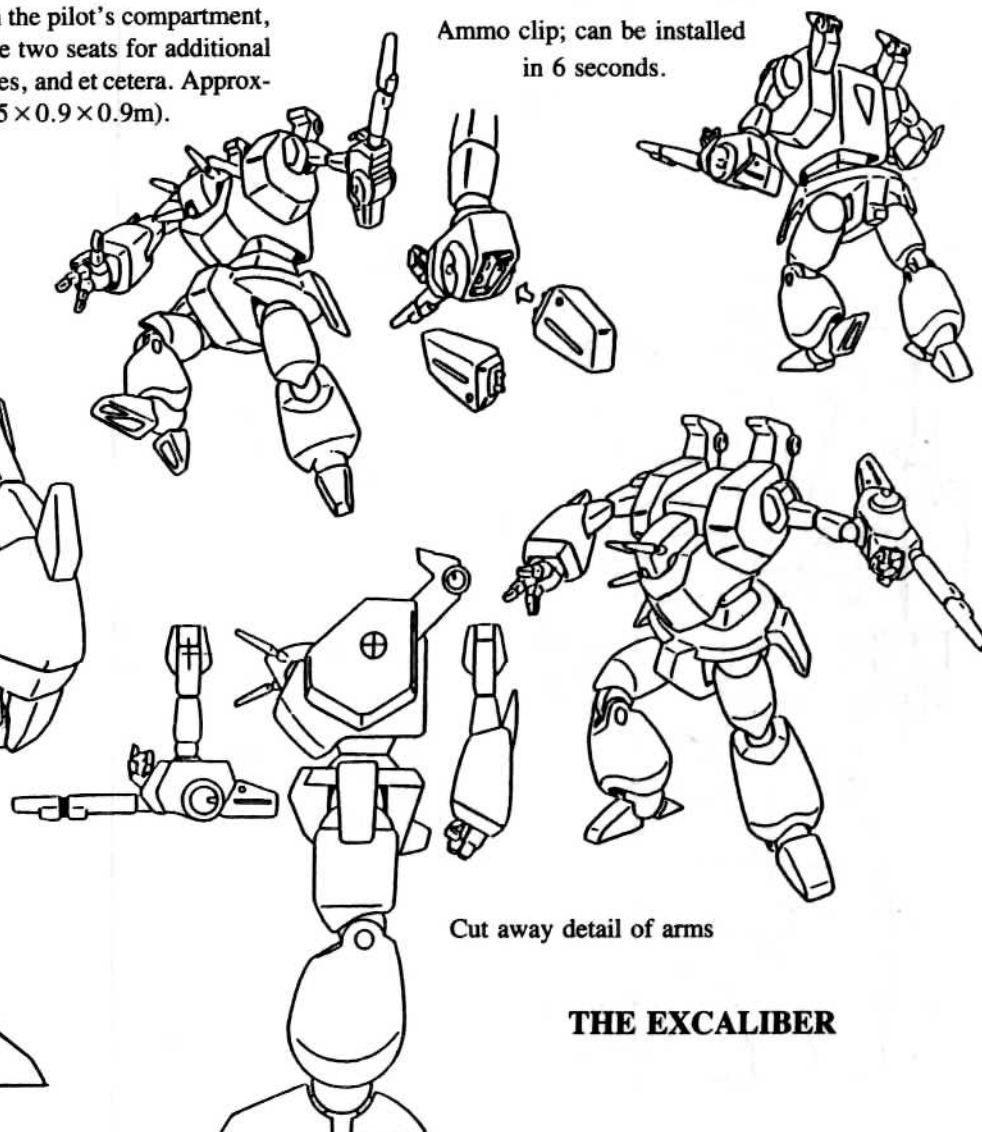
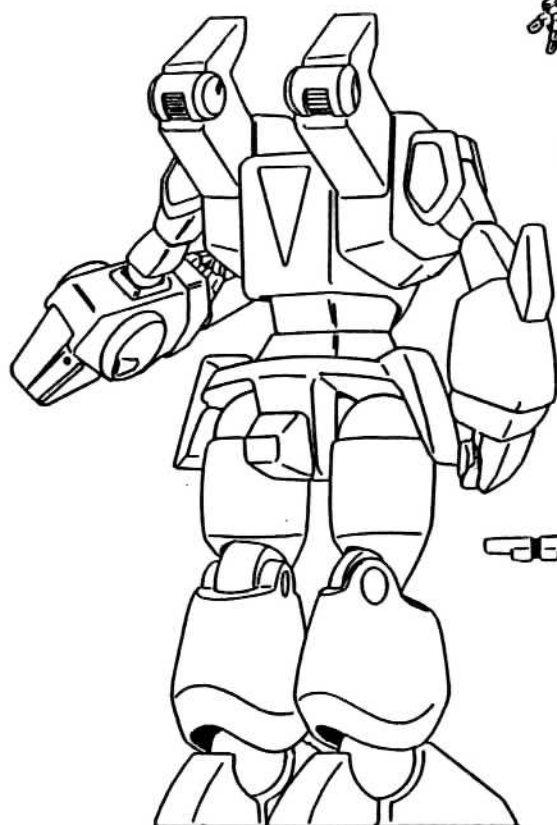
Length: 11ft 2in (3.4m)

Weight: 20.6 tons fully loaded.

Cargo: Minimal space is available in the pilot's compartment, but there is enough room behind the two seats for additional weapons, grenade cases, ammo boxes, and et cetera. Approximate space is 5ft by 3ft by 3ft (1.5×0.9×0.9m).



Rear view



THE EXCALIBER

The Gladiator MK III

Model Types: Gladiator MK III (REF).

Class: Destroid Spartan MBR-07-MK III

Crew: One or two.

Speed: Running: 120mph (193kmph) maximum; cruising speed about half, 60mph (96kmph). The Gladiator's feet are designed for running, climbing and traveling rough terrain.

Leaping: 100ft (30.5m) up and across.

Climbing: Is possible as a skill proficiency of 40% + 4% per level of the pilot's experience. Add +10% if the pilot has the climbing skill.

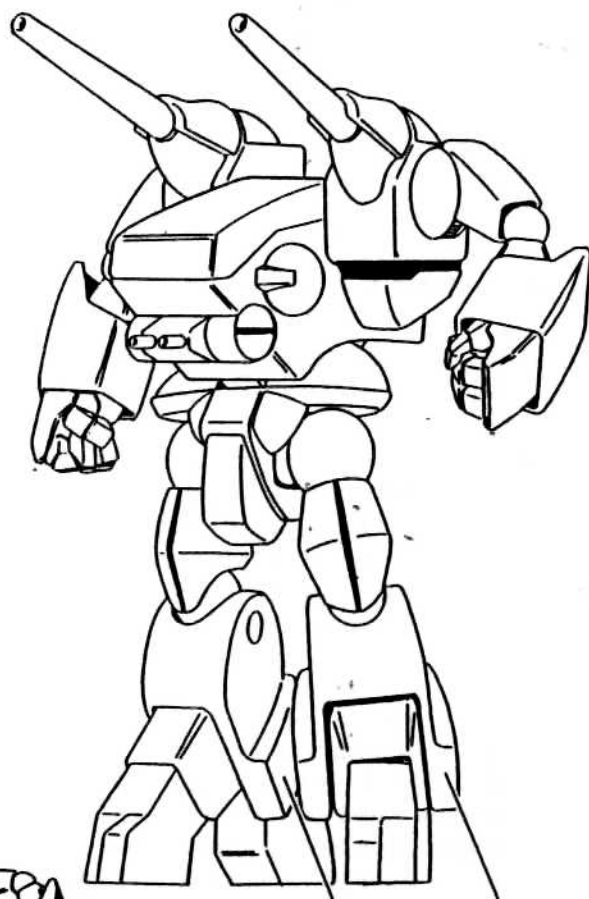
Height: 27ft (8.4m) with laser cannons lowered.

Width: 13ft 9in (4.2m)

Length: 11ft 4in (3.47m)

Weight: 19.2 tons fully loaded

Cargo: Minimal, with a small, 5ft x 3ft x 3ft (1.5m x 0.9m x 0.9m) area behind the two pilot seats.

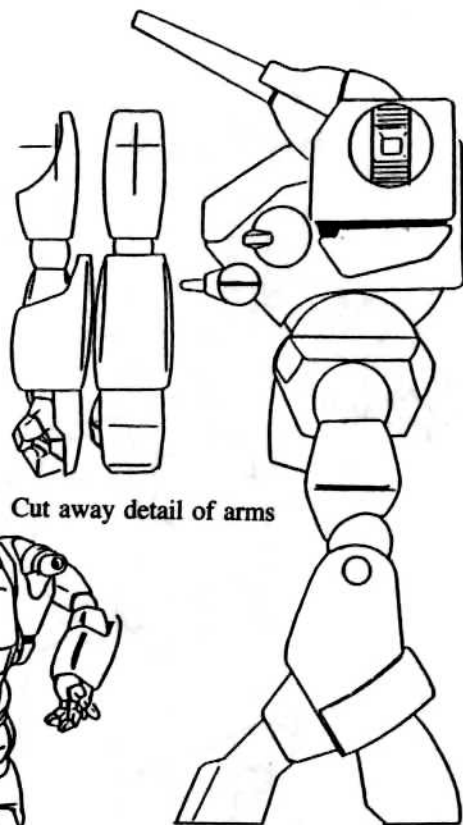
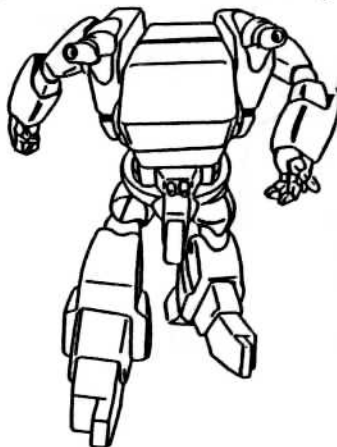
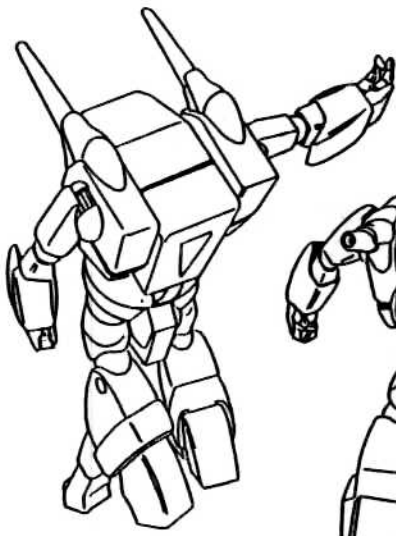
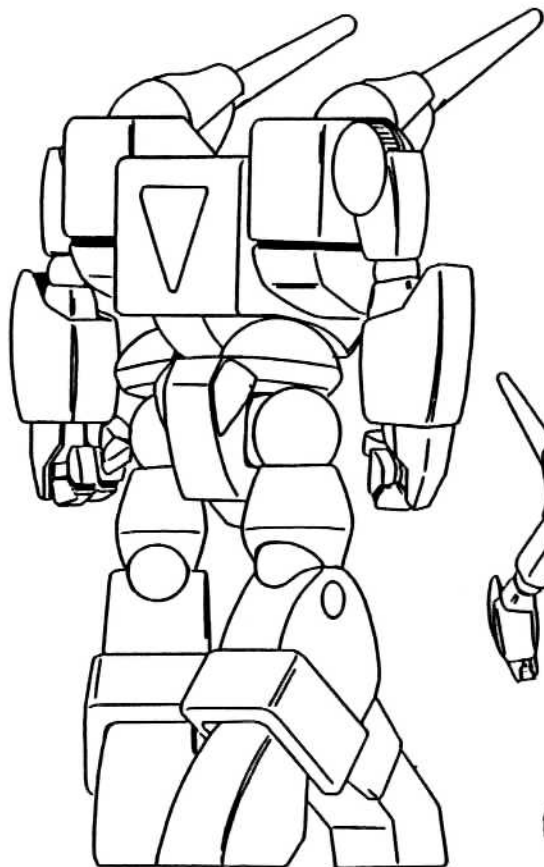


MM-50 mini-missile launchers (leg)

GRA-10 laser cannons

GR-102 missile launcher pod

Rapid fire laser turret



Cut away detail of arms

THE GLADIATOR

M.A.C. III

Model Type: M.A.C. III (REF)

Class: Mobile Assault Cannon (M.A.C.) HWR-00-MK-III;
also known as the "Little Monster."

Crew: Two or three, and can seat four additional passengers.

Speed: Running: 45mph (72kmph) maximum; cruising
speed is about 30mph (48kmph).

Leaping and Climbing: Impossible

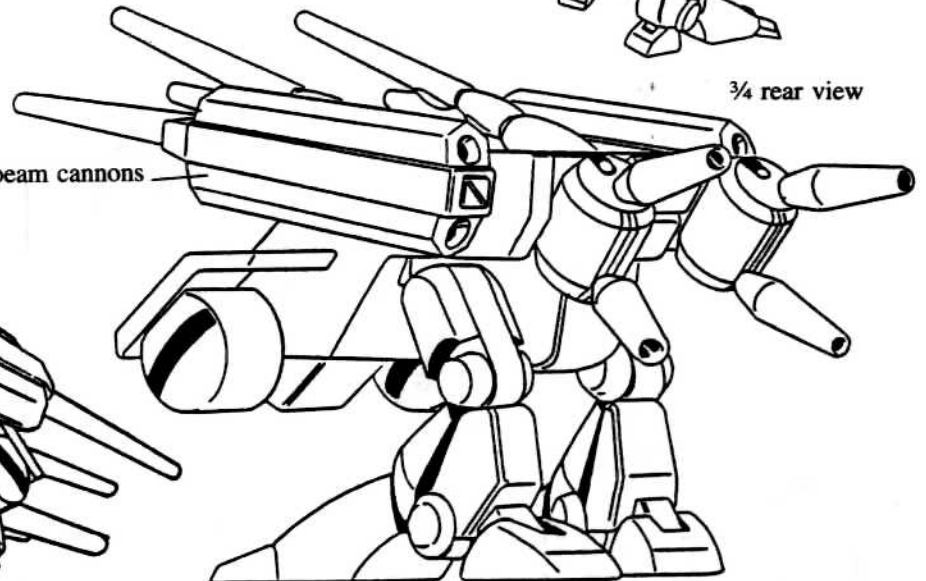
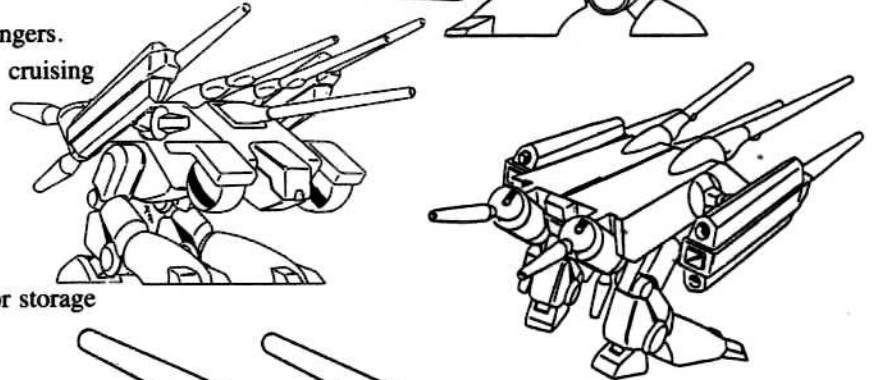
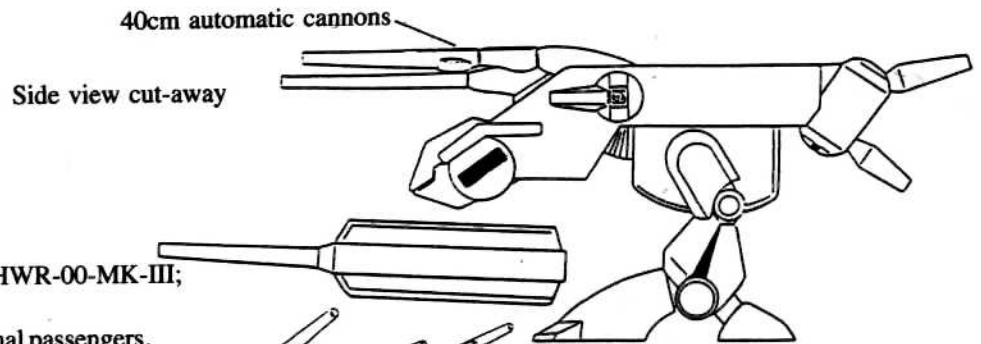
Height: 48ft 6in (14.8m)

Width: 38ft (11.6m)

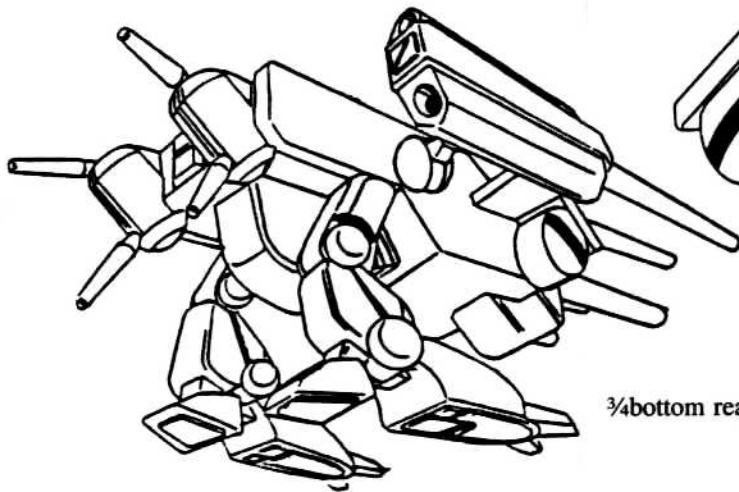
Length: 41ft (12.5m)

Weight: 110 tons fully loaded

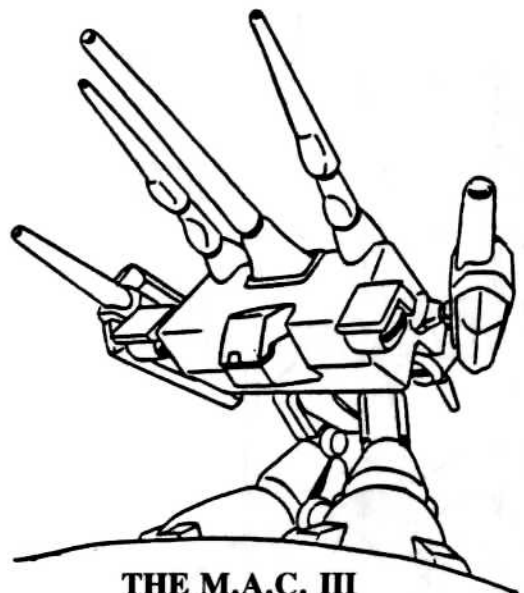
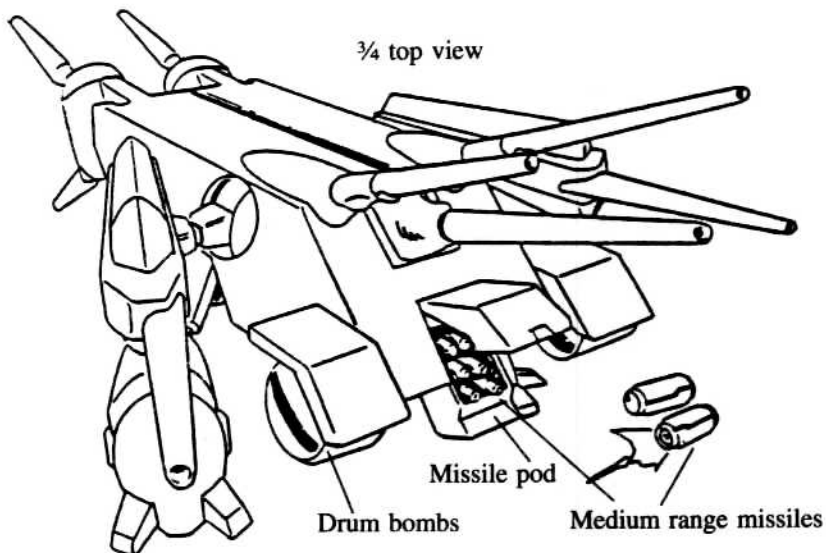
Cargo: A spacious 8ft x 6ft x 6ft area is available for storage
(2.4m x 1.8m x 1.8m).



PBC-20 particle beam cannons



3/4 bottom rear view



THE M.A.C. III

Raidar X

Model Type: Raidar X, MK XI (REF).

Class: Destroid Defender, ADR-04-MK XI

Crew: One or two.

Speed: Running: 100mph (160kmph) maximum; cruising speed about 50mph (80kmph).

Leaping: 80ft (24.4m) lengthwise or 40ft (12.2m) high/up.

Climbing: Impossible

Height: 24ft 9in (7.6m)

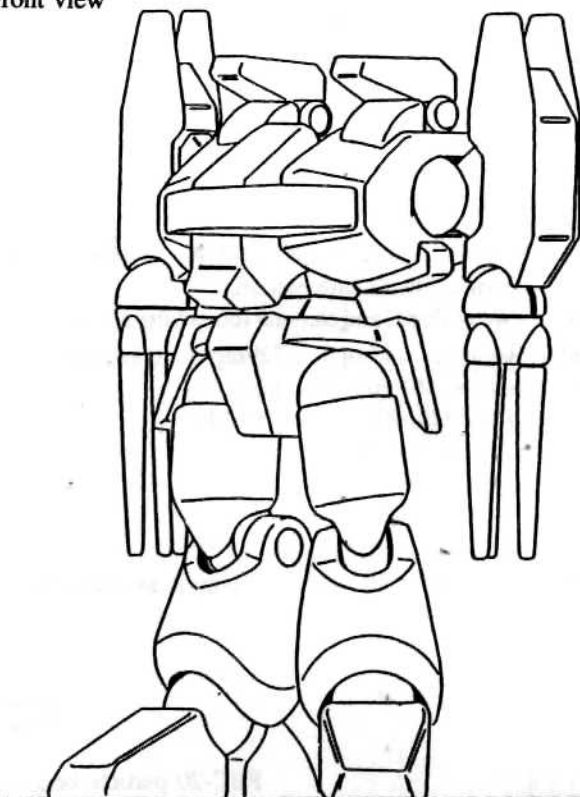
Width: 18ft (5.5m)

Length: 11ft 7in (3.6m)

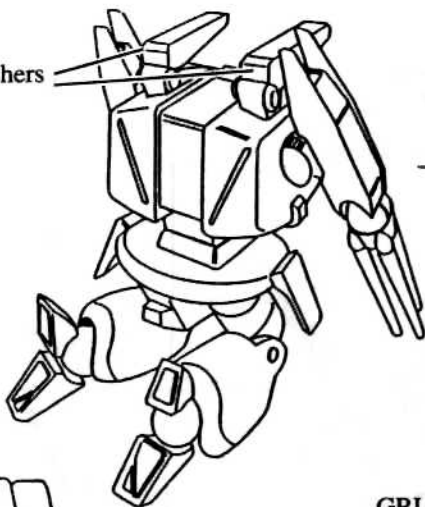
Weight: 17 tons

Cargo: Minimal space, consisting of a 5ft x 3ft x 3ft (1.5m x 0.9m x 0.9m) area behind the seats.

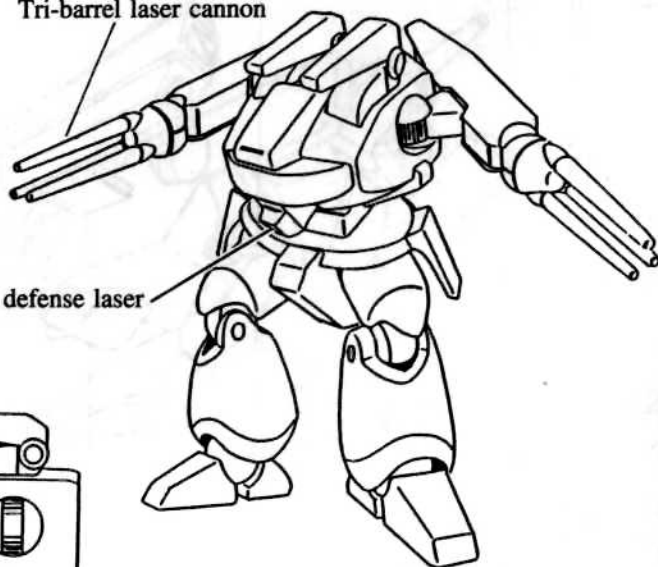
Front view



GR-100 mini-missile launchers

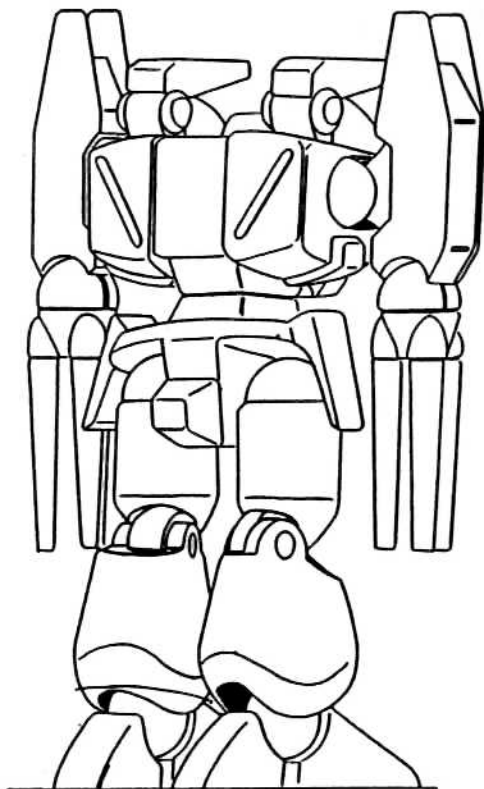


Tri-barrel laser cannon

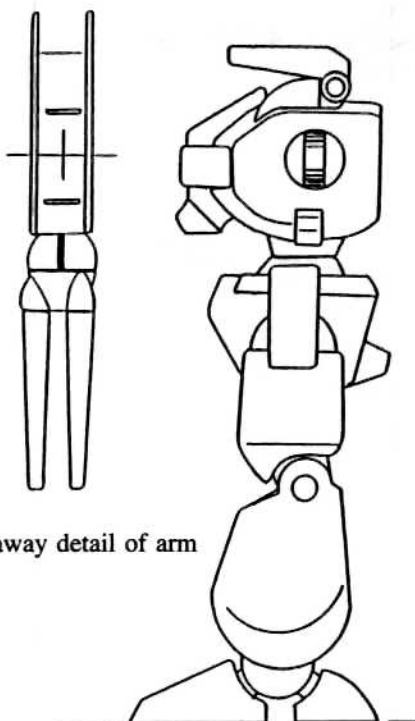


GRL defense laser

Rear view



Cut-away detail of arm



THE RAIDAR X

Spartan MK XIII

Model Type: Spartan MK XIII (REF)

Class: Destroid Phalanx, SDR-04-MK XII; also known as "the Shark".

Crew: One or two

Speed: Running: 70mph (112kmph) maximum; cruising speed is about 35mph (56kmph).

Leaping: 40ft (12.2m) lengthwise or 20ft (6.1m) high/up.

Climbing: Slow and difficult, with a skill ability of 20% + 3% per level of the pilot's experience. Add +6% if the pilot has the climbing skill.

Height: 28ft 3in (8.6m)

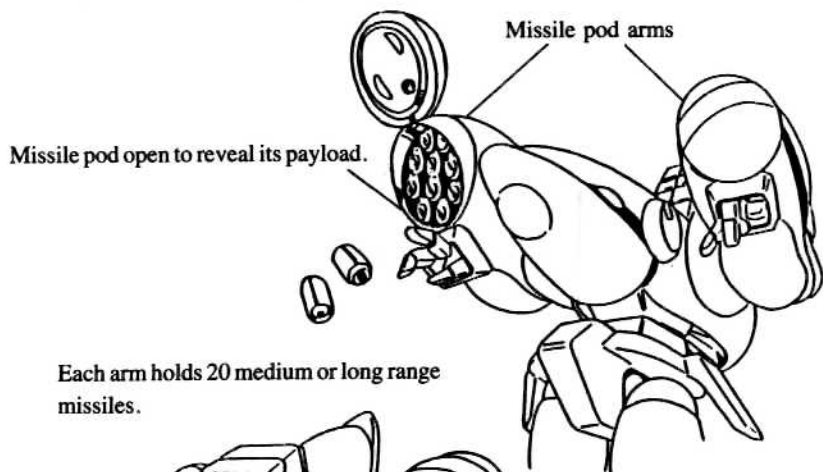
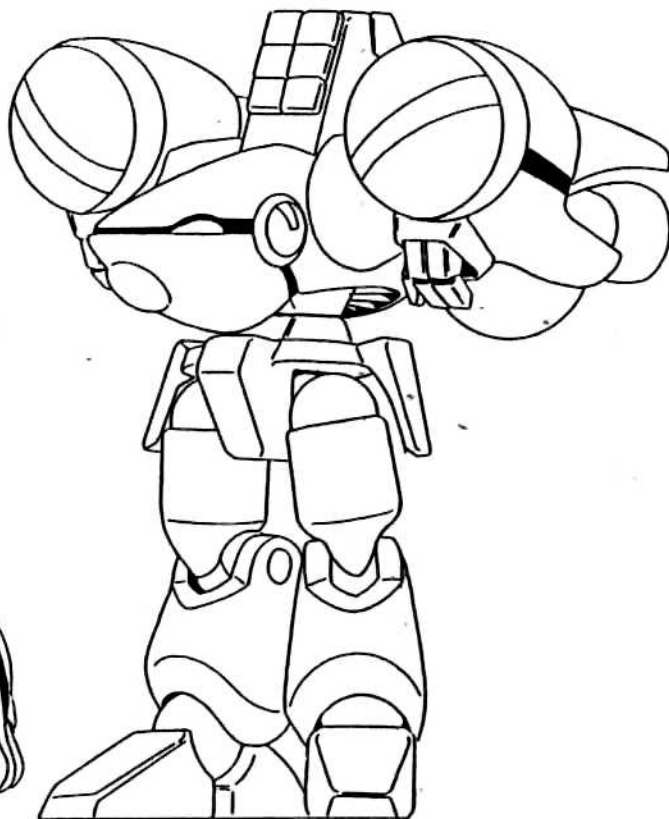
Width: 20ft (6.1m)

Length: 16ft 4in

Weight: 37 tons fully loaded

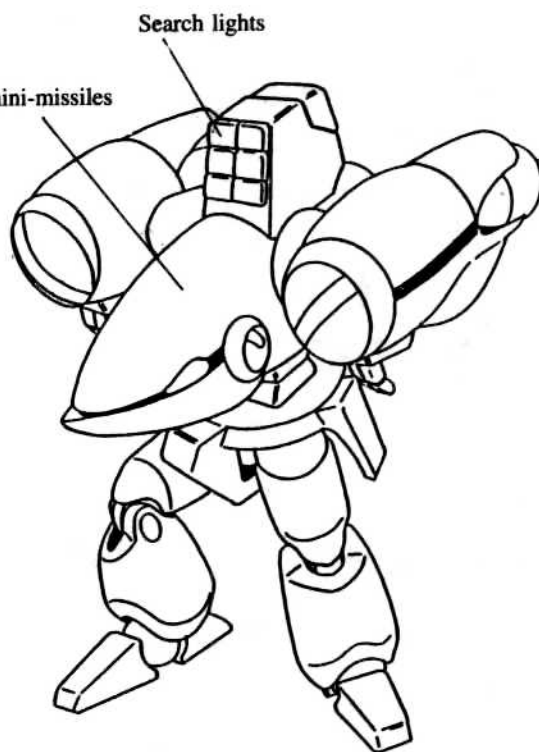
Cargo: Minimal capacity of 5ft x 3ft x 3ft (1.5m x 0.9m x 0.9m) is available behind the seats.

¾ front view

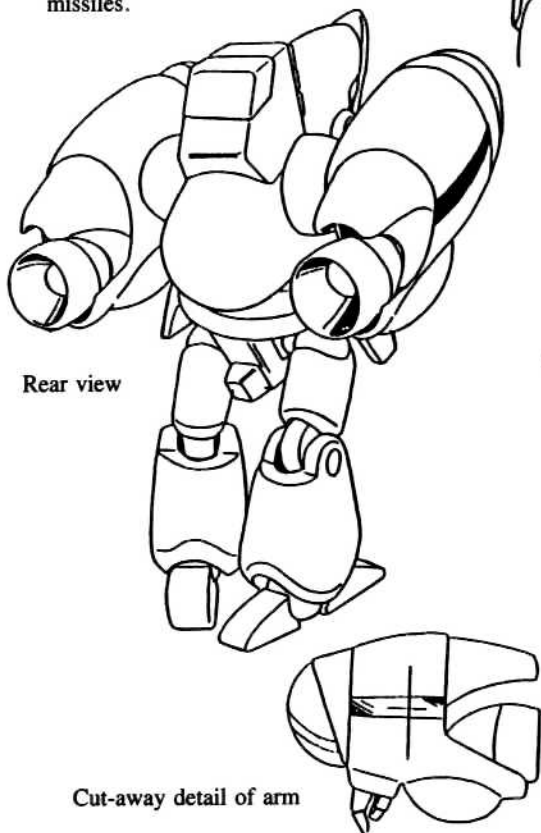


Each arm holds 20 medium or long range missiles.

Head section opens to fire mini-missiles



THE SPARTAN



Rear view

Cut-away detail of arm

RAT-1 Pegasus

The oddest new addition to the REF Destroids is the Reconnaissance All-Terrain (RAT-1) mecha which resembles the flying horse from Greek mythology.

The "flying Pegasus" was specifically designed for our Sentinel allies, the Praxians. However, the RAT-1 can be used by any REF soldier; available by assignment only.

A transformable motorcycle is part of the RAT-1 system. The durable rough terrain motorcycle can transform into a chariot and connect to the artificial horse. The chariot can be pulled along the ground or flown in the air.

Although the RAT-1 can function underwater, it is not an ideal environment. Speed: 30mph (47kmph), maximum depth: 1.3 miles (2.1km) without riders or 1000ft (300m) with riders.

RAT-1 PEGASUS

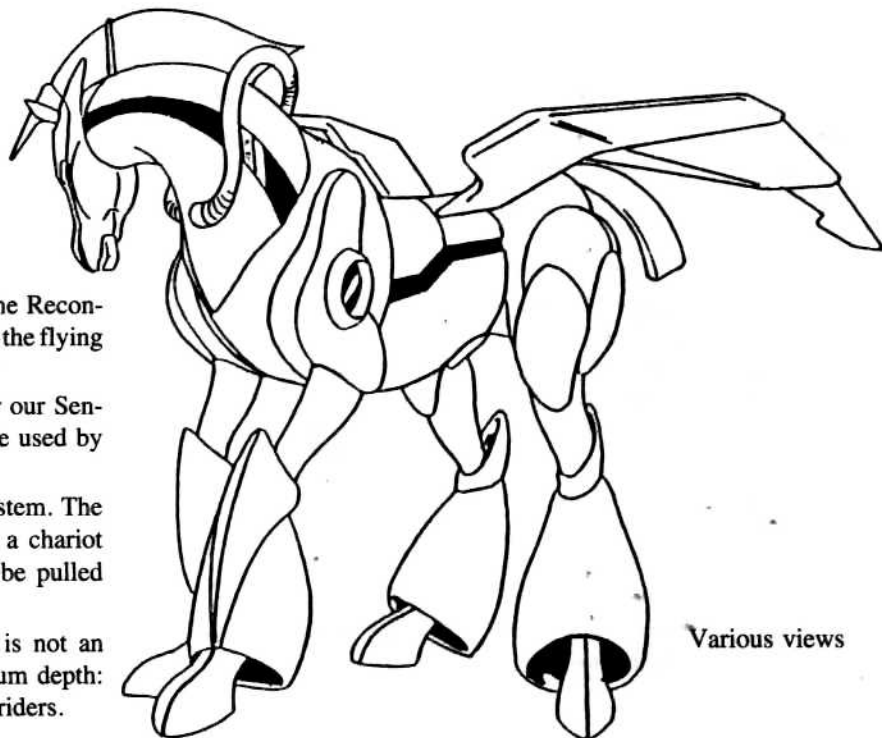
Class: Destroid; experimental robot unit

Crew: One rider, but a second person can also be accommodated.

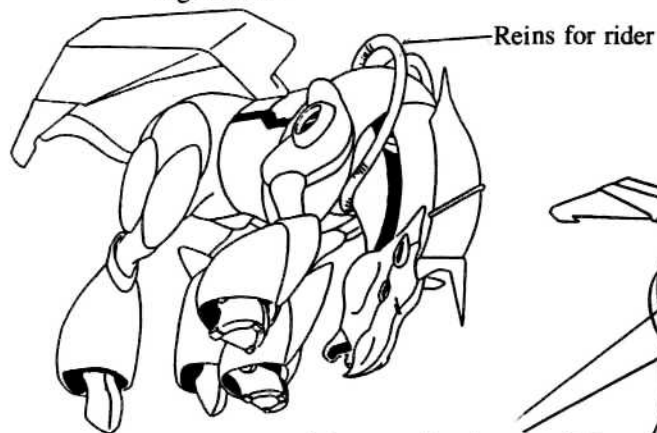
Speed: Running: 60mph (96kmph)

Leaping: 50ft (15.2m) across or 30ft (9.1m) high.

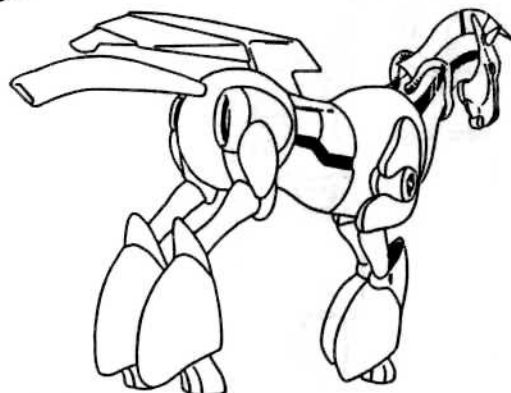
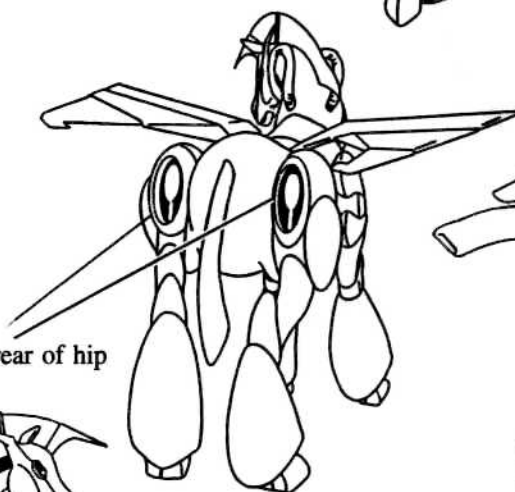
Flying: Flight is by antigravity and hidden directional air jets. Speed is a comparatively slow 40mph (64kmph). However, the device can hover completely stationary and there is no limit to its operating altitude.



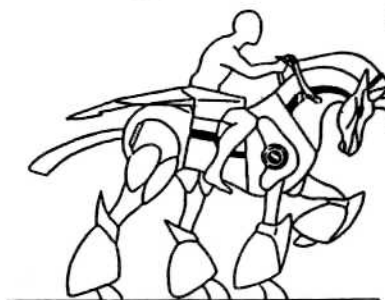
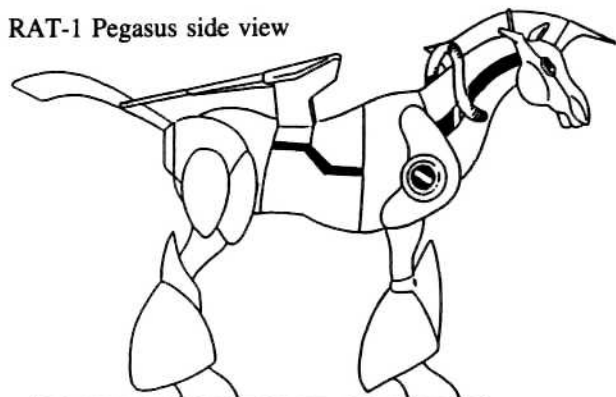
Various views



Maneuver jets in rear of hip

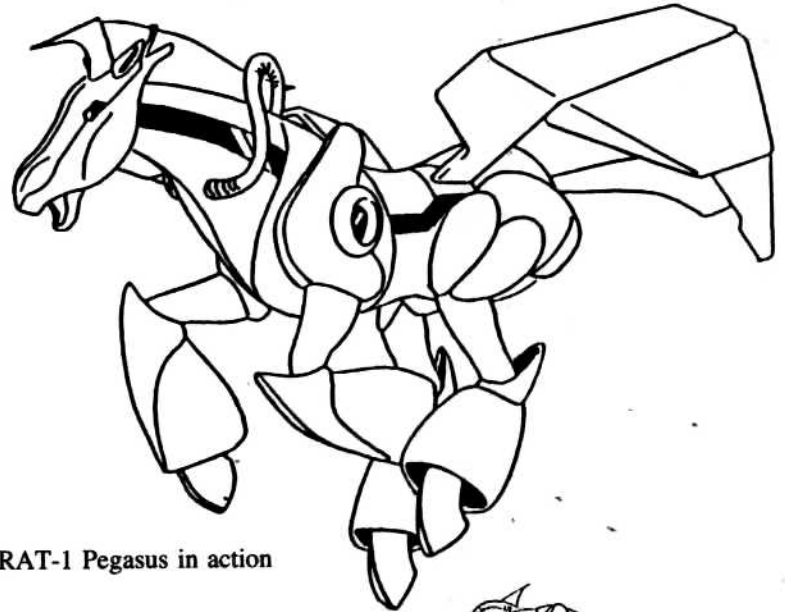
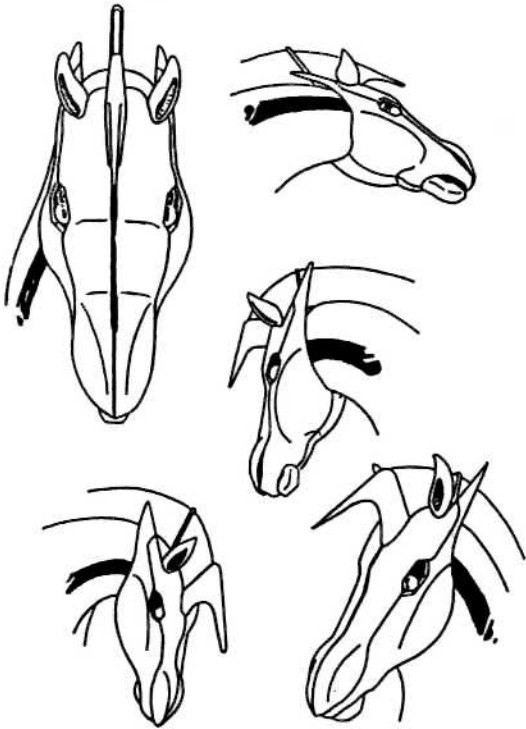


RAT-1 Pegasus side view

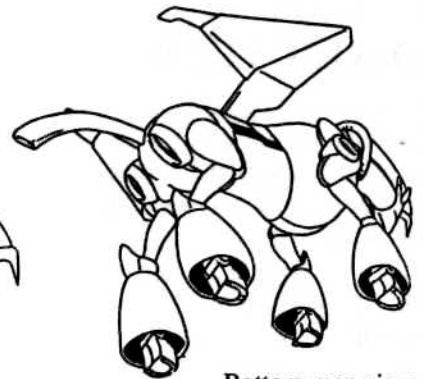
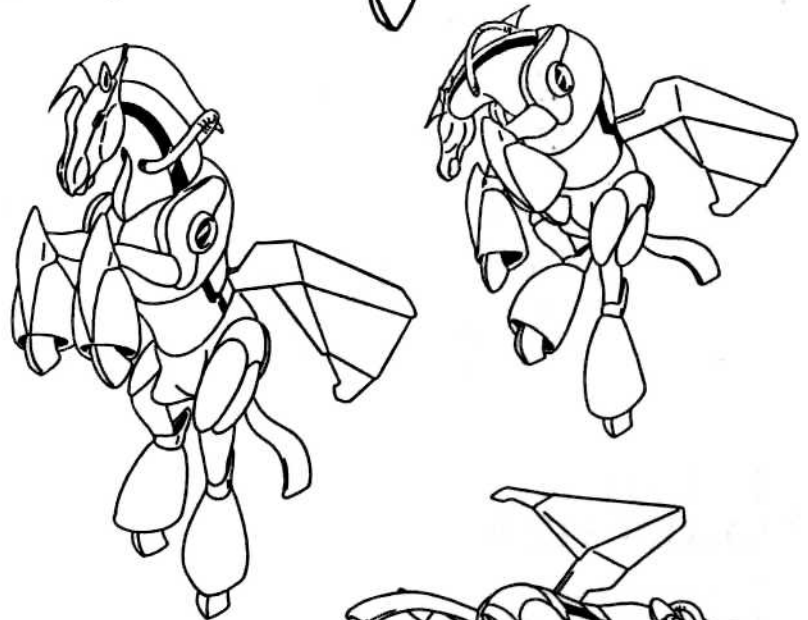


RAT-1 with rider

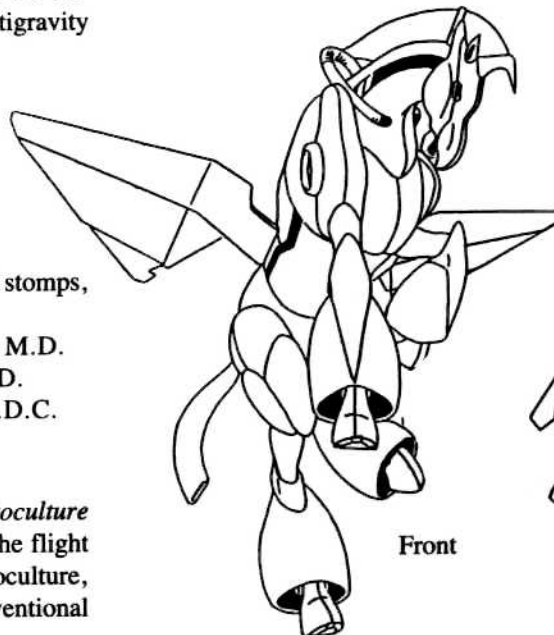
Details of head



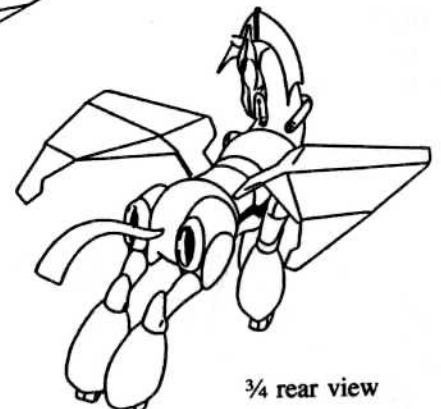
RAT-1 Pegasus in action



Bottom rear view



Front



¾ rear view

Space Propulsion: The Pegasus functions equally well in space, but can still only muster a maximum speed of about 70mph (112kmph). Of course, the rider must wear a spacesuit or protective armor.

Note: The wings have absolutely nothing to do with flight. They are for show and for the protection of the rider (they fold up to 'box' the rider in on both sides when under attack). The RAT-1 Pegasus will fly perfectly even if the wings are completely destroyed.

However, if one leg is destroyed, running speed is reduced by 20%. If two or more legs are destroyed the mecha can travel only via antigravity flight.

Height: 6ft (1.8m) at shoulders

Width: 4ft (1.2m) at shoulders

Length: 8ft (2.4m)

Weight: 1.8 tons

Cargo: Can carry up to 1.5 tons.

Weapon Systems: Hand to Hand only.

Hand to Hand Combat is limited to kicks and stomps, in addition to the rider's attacks.

Damage: Kick with front legs — 1D4 M.D.

Kick with rear legs — 2D4 M.D.

Stomp with foot — 1D4 × 10 S.D.C.

Ram — 1D4 × 10 S.D.C.

Bonuses: +2 to strike, +3 to dodge.

Note: The horse is powered by four *protoculture* cells with an approximate life of one year. The flight capabilities and the spy unit do not use protoculture, just the Praxian antigravity device and conventional mechanics.

The pegasus and spy unit can communicate vocally and via radio, but they can not formulate ideas or make suggestions, only report data and respond to commands.

Spy unit side view

Spy unit 3/4 front view

Bottom rear view

Bottom front view

Retractable sensor and communication rod.

The rider must dismount or slide forward to release the spy unit.

CHARIOT MOTORCYCLE

The motorcycle can transform into a chariot type seat and attach to the RAT-1 Pegasus. This allows the Pegasus to pull or fly with an additional passenger (and a disguised land vehicle).

M.D.C.: 50 main body, wheels 2

Speed: In motorcycle mode — 160mph (256kmph)

Range: 500 miles (804km); gasoline powered

Length: 6ft (1.8m)

Weight: 250lbs (113kg)

Crew: One driver

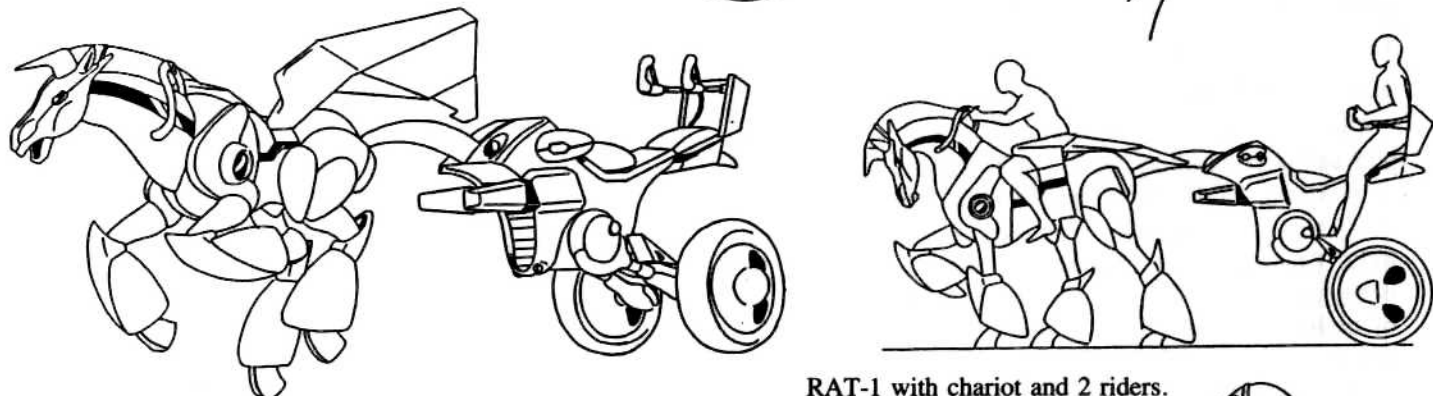
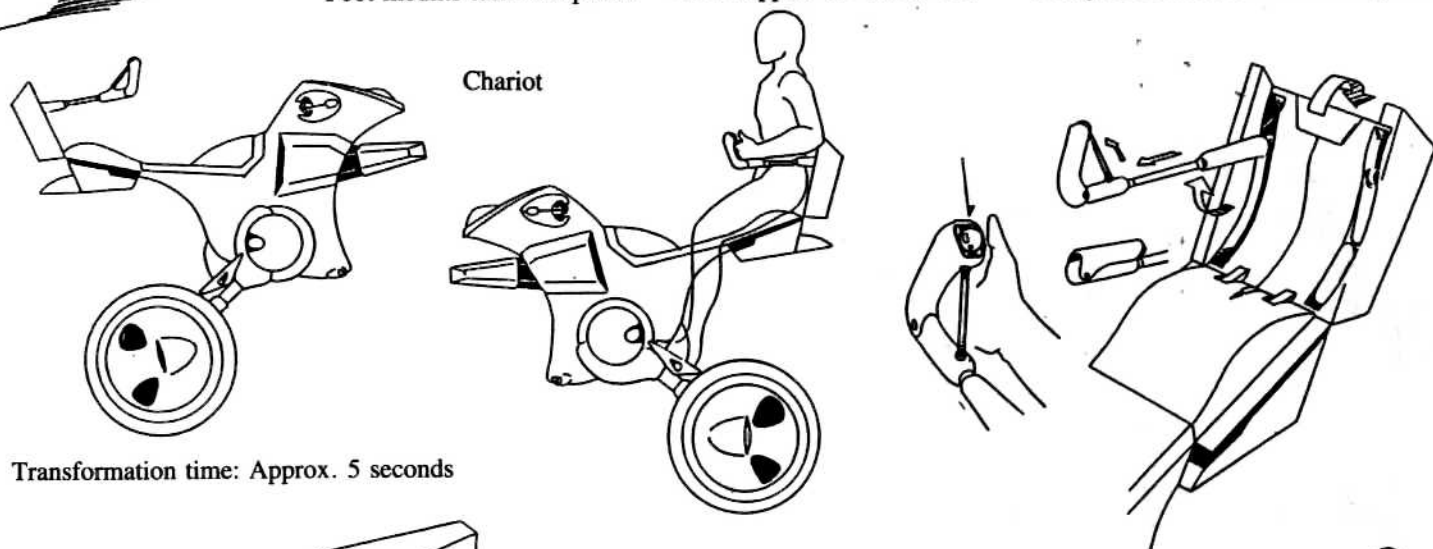
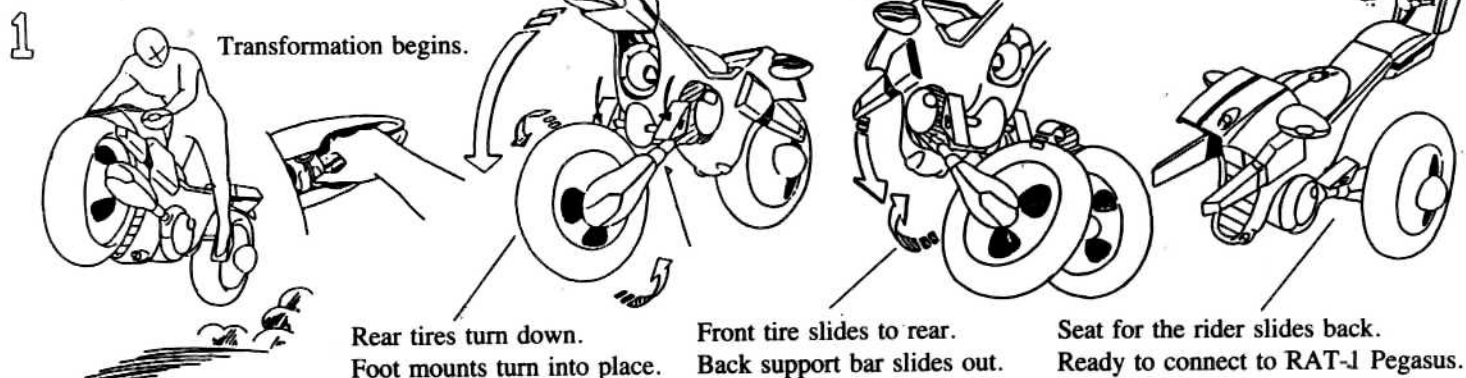
Chariot Motorcycle

Instrument panel

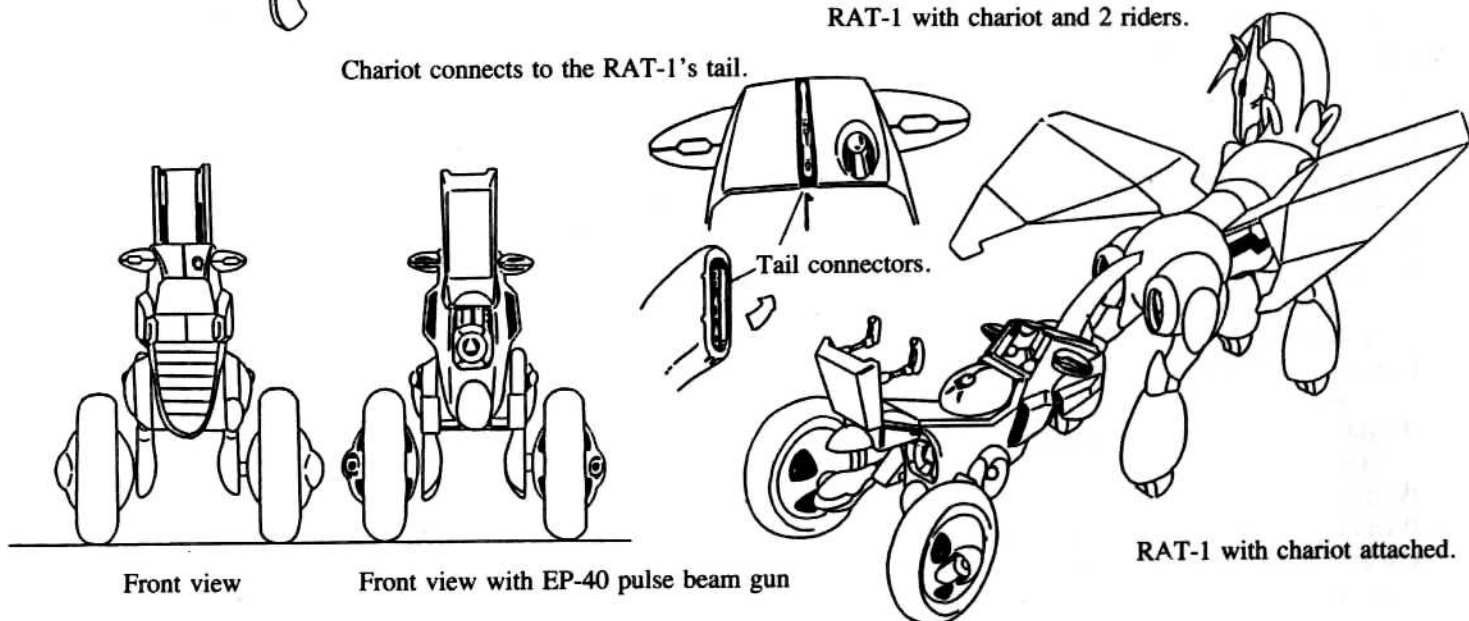
Side view

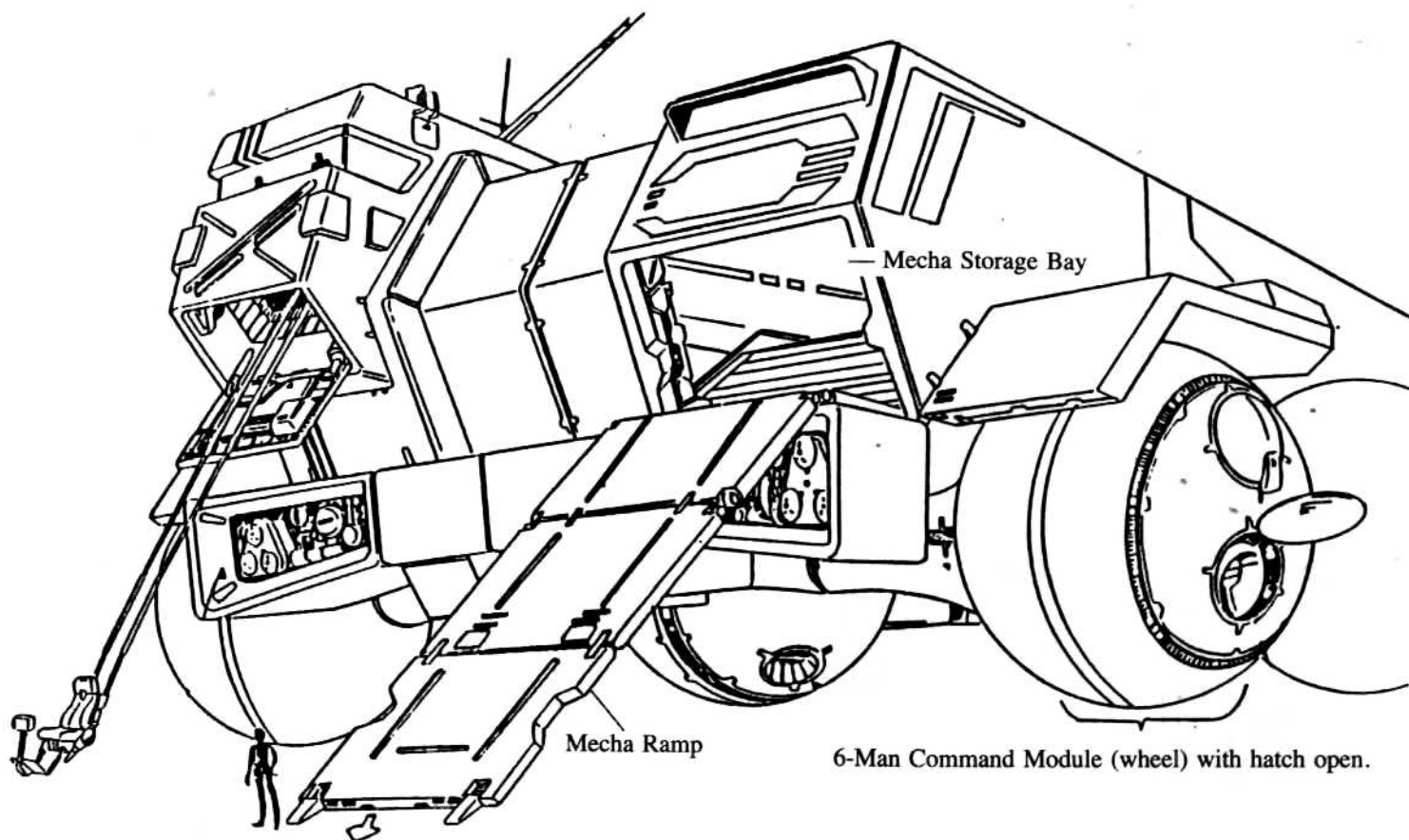
Front

Transformation Sequence from Motorcycle to Chariot



Chariot connects to the RAT-1's tail.





MTA- TITAN

Military All-Terrain Mecha Transport and Assault Vehicle

The MTA-Titan is effectively a mobile command post and heavy artillery for the REF infantry, hence its nickname "GMU" for Ground Mobile Unit.

Mecha squads will often work with or be part of a MTA-Titan operations. the gigantic armored vehicle is equipped with a battery of weapons, a contingent of mecha, several squads of cyclone riders, communications and medical facility.

The MTA-Titan is a vital weapon in the REF's arsenal. (See *Sentinels RPG*, pages 113-118, for game stats).

MTA-TITAN

Vehicle Type: Military All-Terrain Mecha Transport and Assault Vehicle, a.k.a. GMU.

Crew: 26, minimum.

Maximum Range: Effectively unlimited. Protocol culture powered, with an estimated life of two years constant use.

Length: 224ft (68.3m); with cannon extended, 245ft (74.6m)

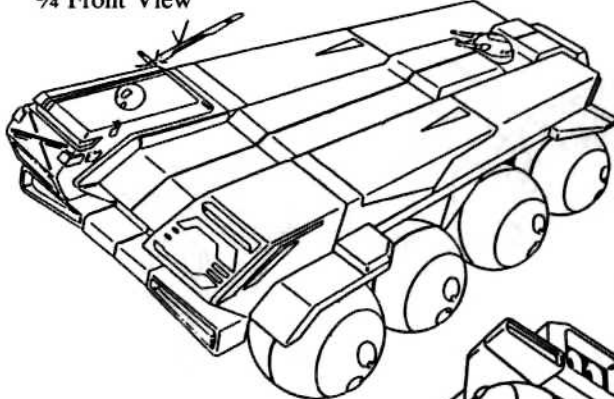
Height: 76ft (23.3m); with cannon extended, 131ft (90m).

Width: 105ft (32m); same with cannon extended.

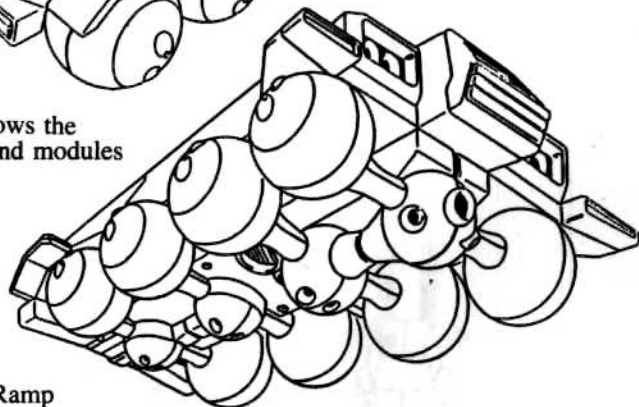
Weight: Approximately 1150 tons fully loaded.

Cargo: Mecha bay can contain 6 to 10 mecha and about 30 troops comfortably, or 250 tons.

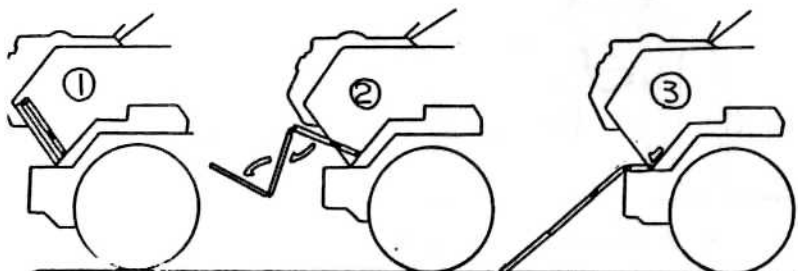
¾ Front View



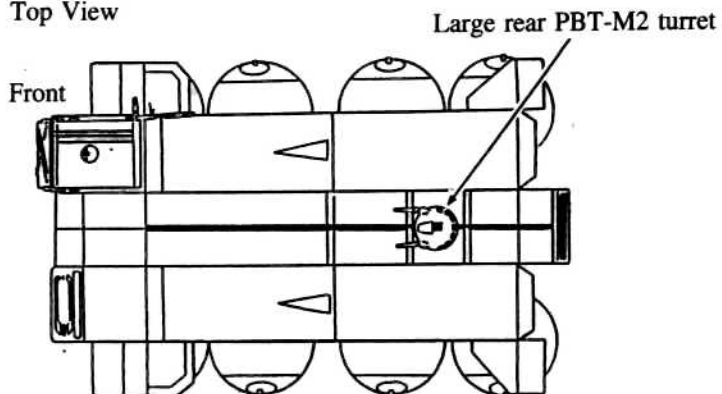
Under View Shows the 8 wheels/command modules



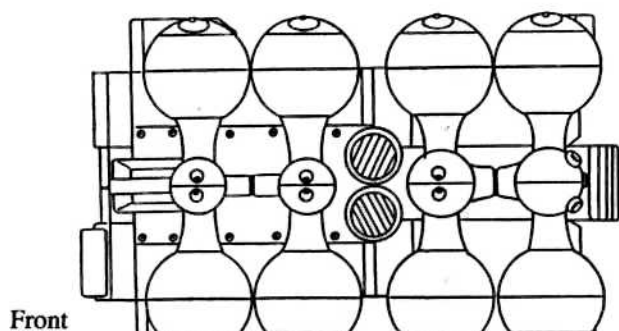
Mecha Release Ramp



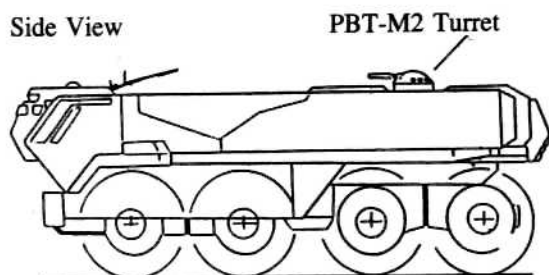
Top View



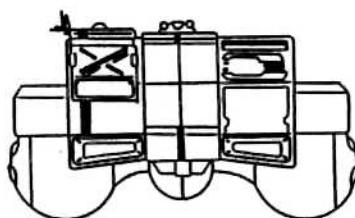
Bottom View



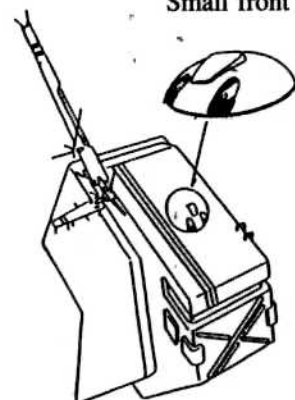
Side View



Front View



Small front PB turret



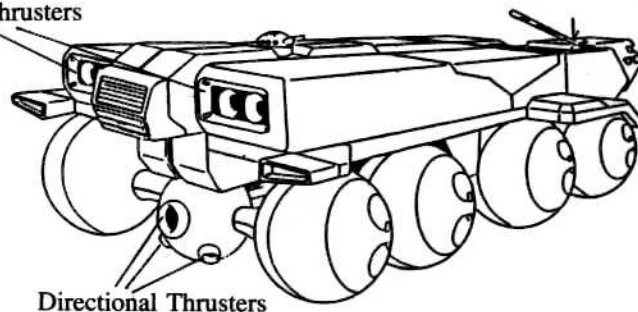
Detail of bridge and the small particle beam turret.



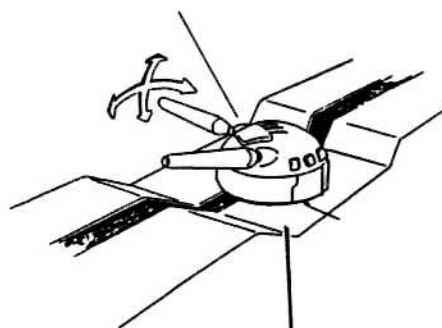
Detail of wheel command modules that contain 6 cyclone riders in each.

$\frac{3}{4}$ Rear View

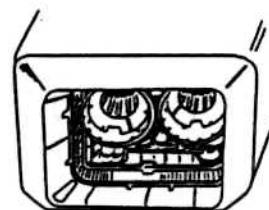
Main Thrusters



Detail of the rear PBT-M2 turret.



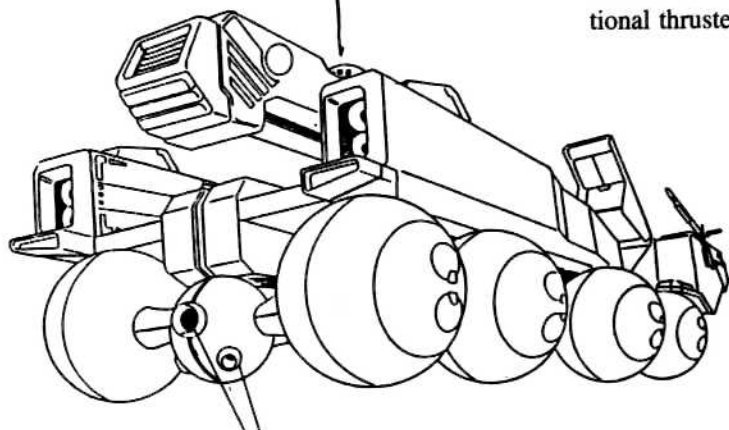
Detail of Thruster

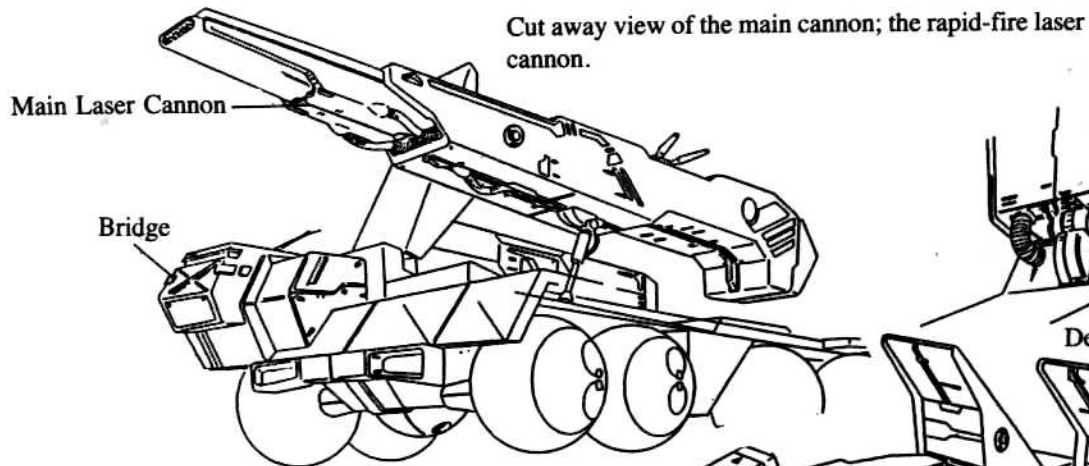


Rear View showing main thrusters and smaller directional thrusters



$\frac{3}{4}$ rear view of the Titan with its protective forward shield and main cannon extended.



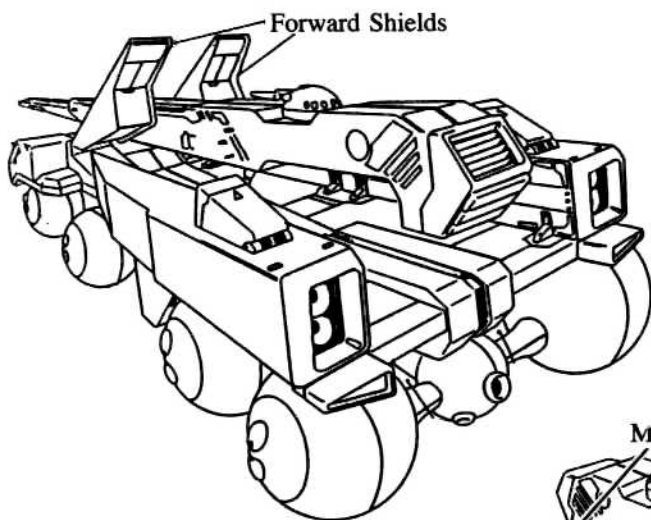


Detail of hydraulics

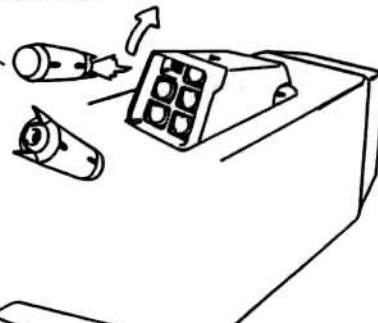
Detail of forward shields

Wheel Command Modules for cyclone riders.

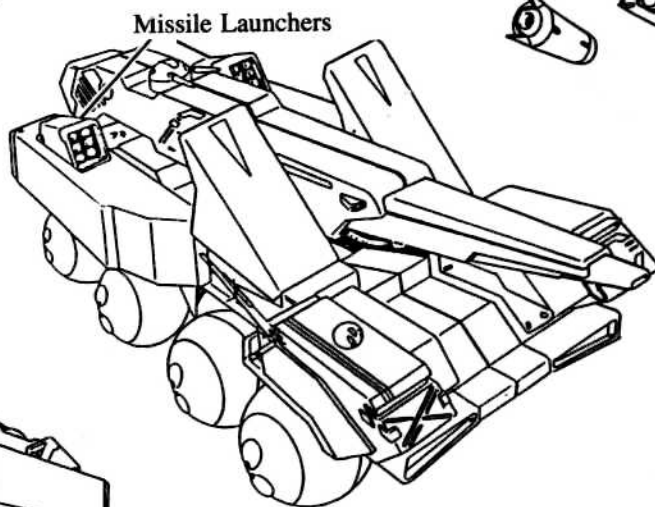
Rear view of MTA-Titan with the main cannon and shields extended



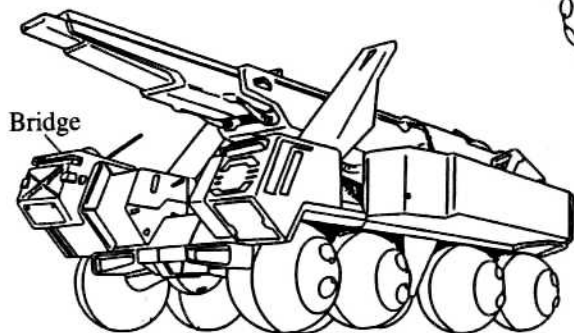
Detail of missile launcher



¾ bird's-eye-view of MTA-Titan with all weapon systems ready for combat.

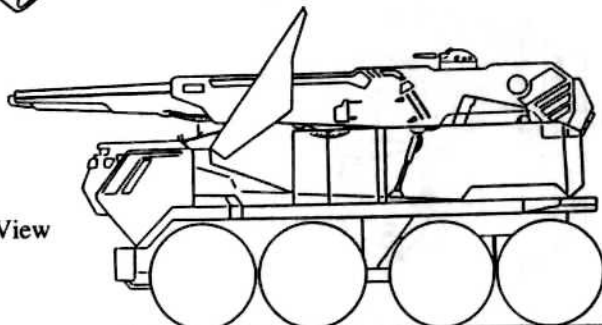


Detail of the rapid-fire laser cannon

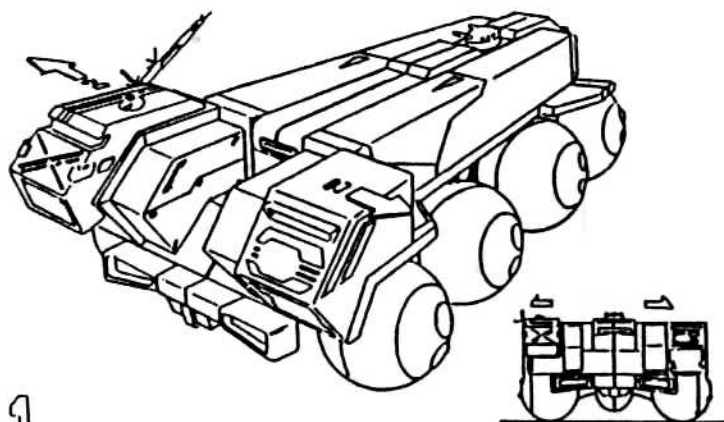


¾ Side View

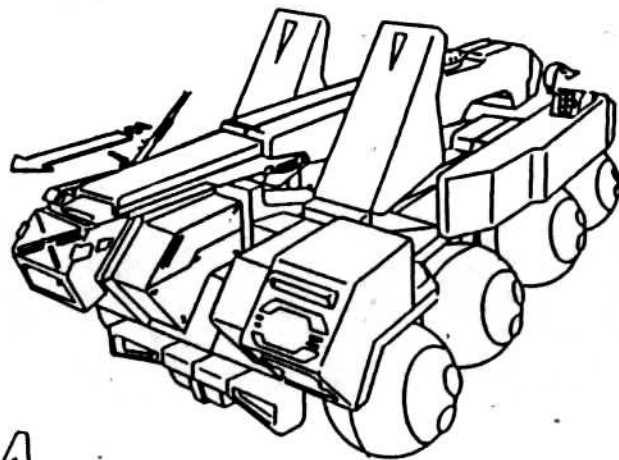
MTA-Titan Side View



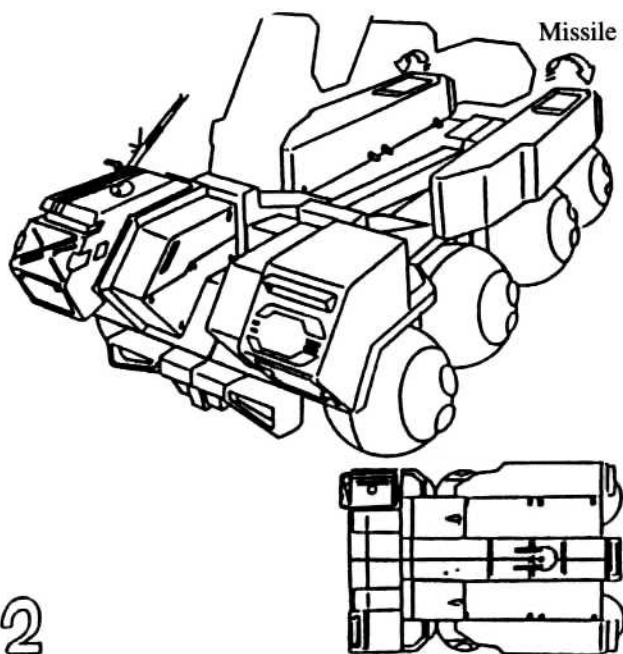
MTA-Titan Transformation Sequence



1 The main cannon slides back.



4 Cannon slides forward and is ready for combat. The entire transformation is complete within 6 seconds.



Missile launcher compartments

2

Protective shields and cannon slide into position.

MTA-Missile Launchers (2): A long range missile launcher is built into each of the side bars along the sides of the Titan. They can fire simultaneously or individually. Note: The missiles can only be launched when the Rapid-Fire Laser Cannon is extended.

Primary Purpose: Assault

Secondary Purpose: Anti-Spacecraft

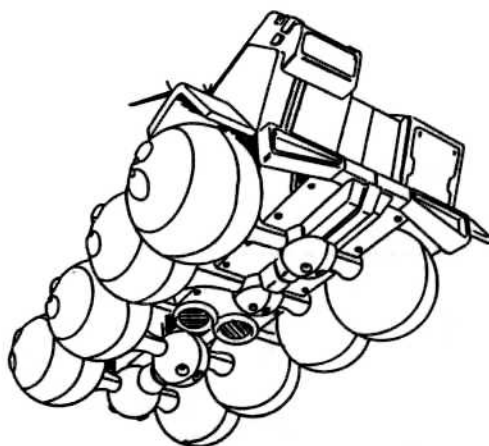
Range: Varies with missile type; 500-1800 miles.

Mega-Damage: Varies with missile type. Standard payload is a mix of heavy missiles and reflex multi-warhead missiles.

Rate of Fire: One at a time or in volleys of 2, 4, 6, 8, 10, or 12 (all). Can be fired as often as equal to the pilot's combined hand to hand attacks per melee. A volley counts as one attack.

Payload: 24 missiles (12 for each launcher).

Note: See Sentinels for details about the other weapon systems of the MTA-Titan.



3

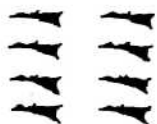
Protective shields flip up.

Spacecraft Recognition Reference

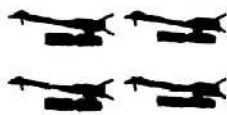
REF Spacecraft

Silhouette Reference

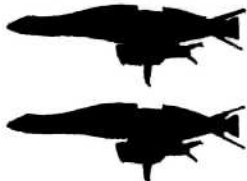
The Ikazuchi Command Carriers are the largest spacecraft in the REF fleet (only the SDF-3 is larger). It is the command ship that most soldiers will be assigned to.



Legios: Alpha & Beta



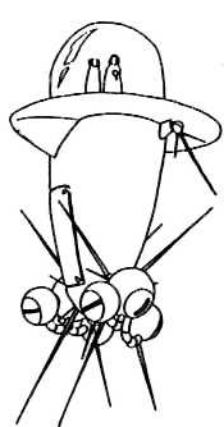
Horizont DTTS-12



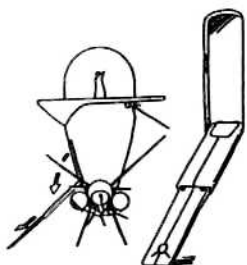
Garfish HSTC-27

Ikazuchi SFC-7000

NOTE: Scales are not exact. The other spacecraft will actually be 25% smaller.



Perytonian
Observation Shuttle

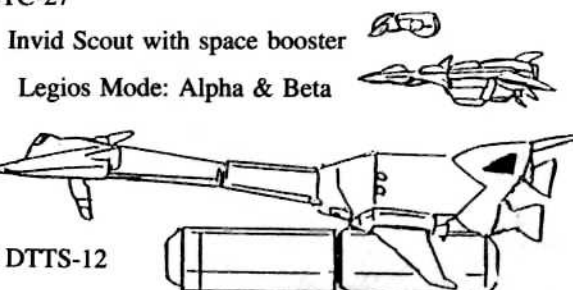


Landing Platform



Ikazuchi SFC

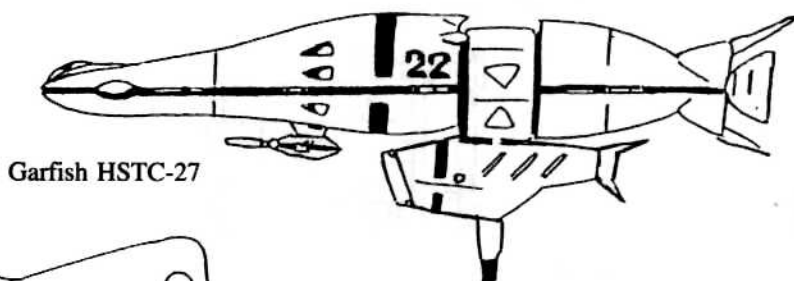
Command Tower



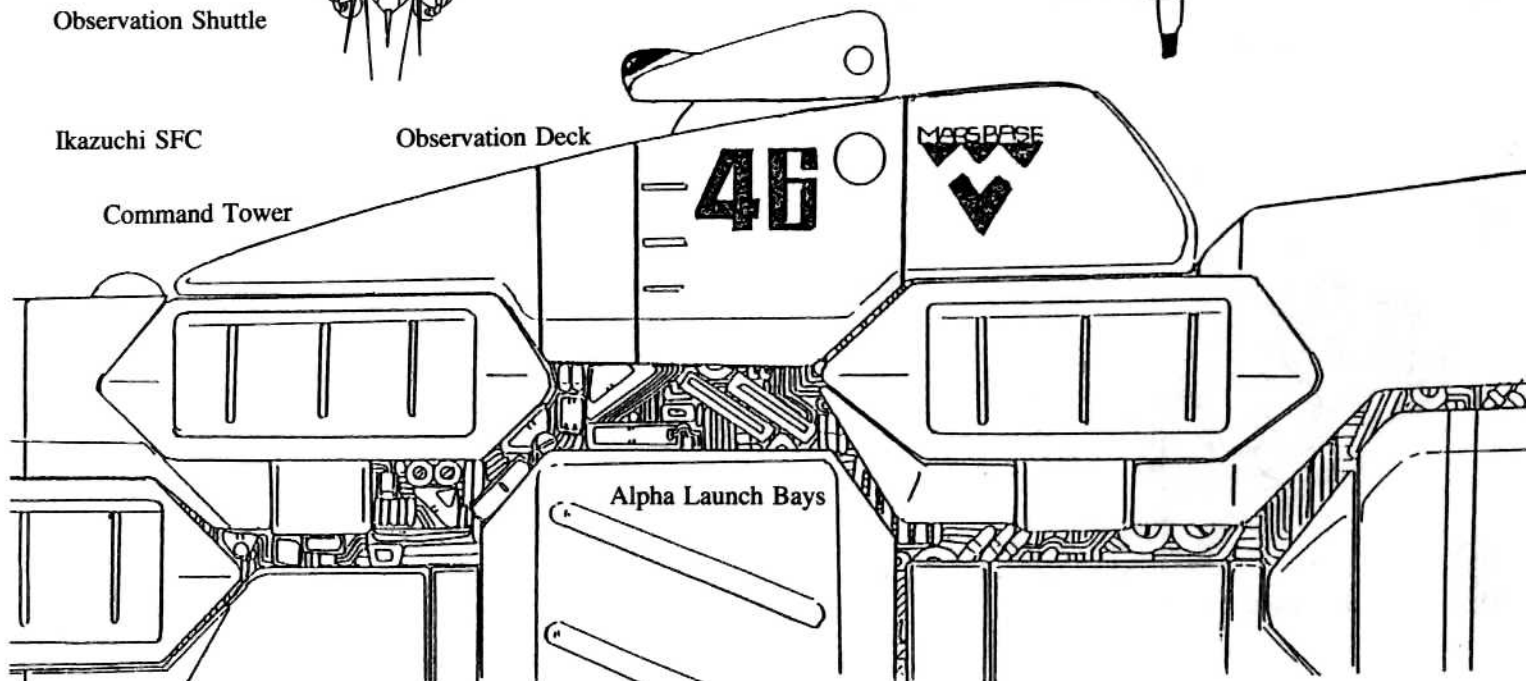
Invind Scout with space booster

Legios Mode: Alpha & Beta

Horizont DTTS-12



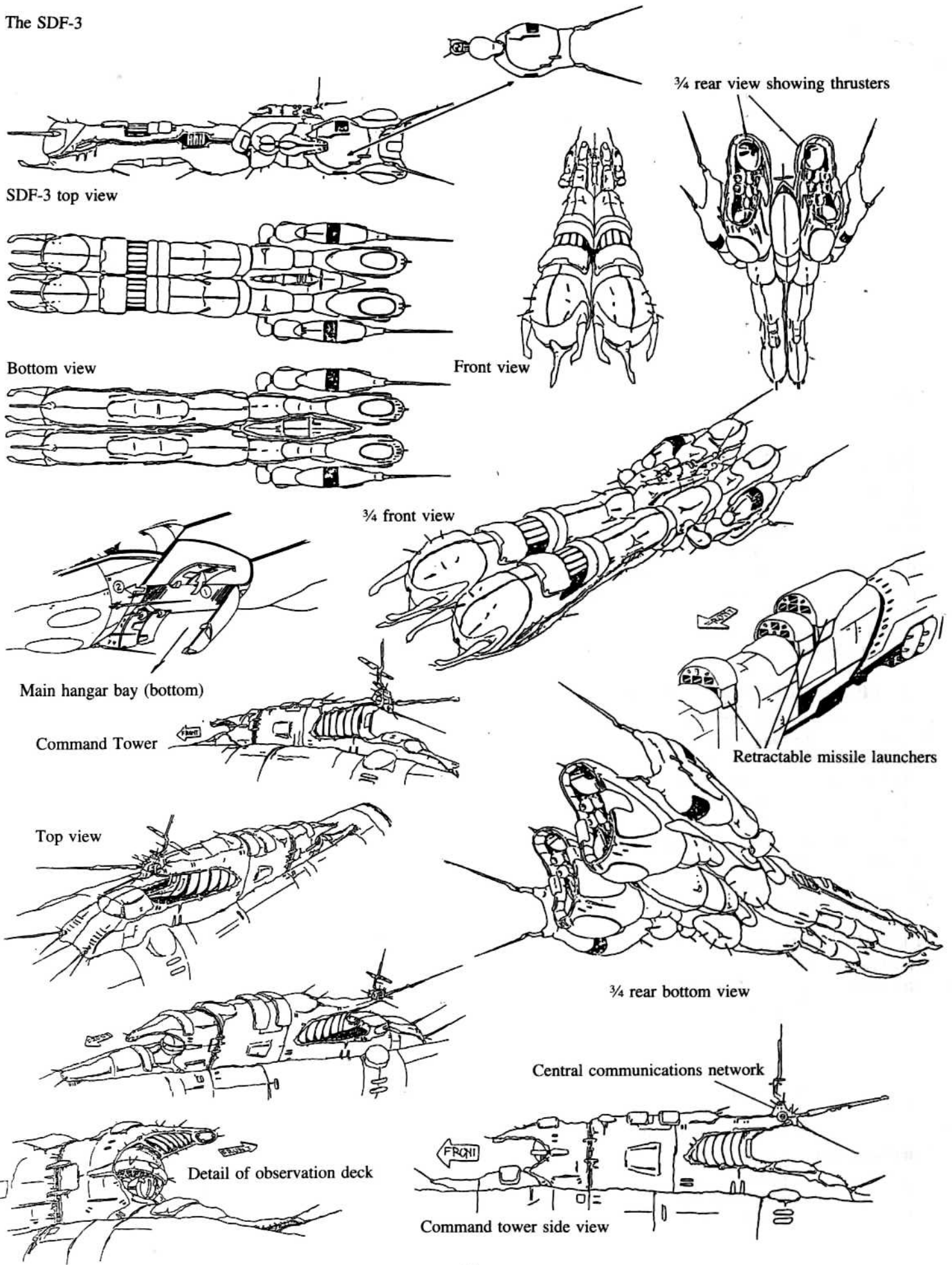
Garfish HSTC-27

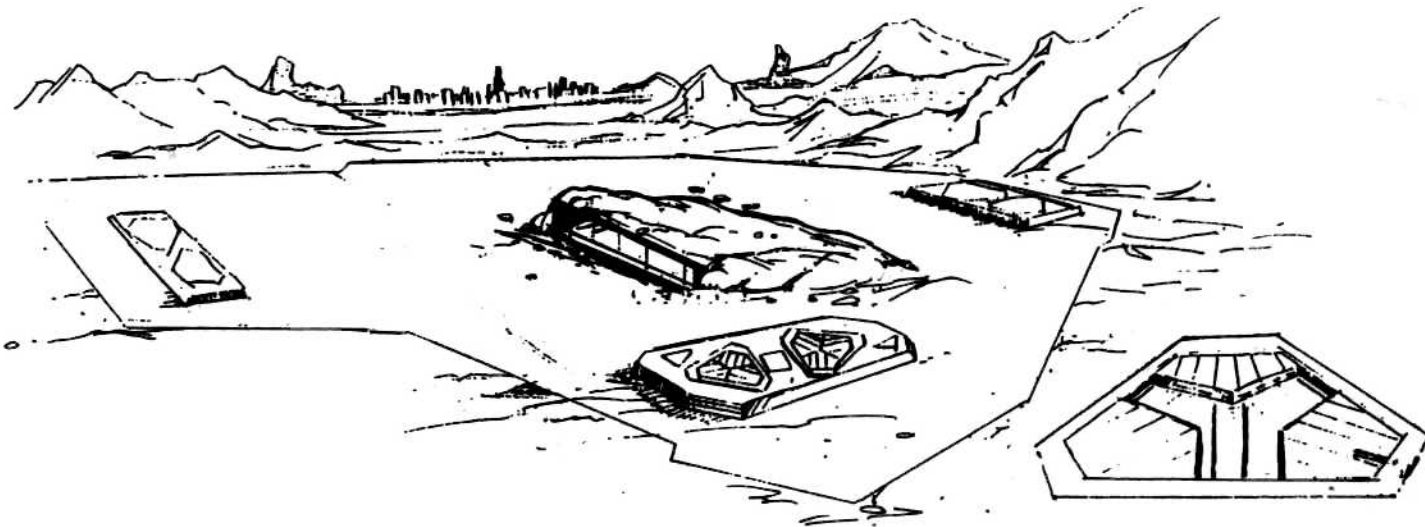


Observation Deck

Alpha Launch Bays

The SDF-3





TYPICAL REF BASES

There are only a couple of standard designs for military bases. Except for minor alterations, all bases are basically the same.

REF OUTPOST

The outpost is the smallest of the REF bases and is designed to function as a mini)base used to monitor or protect an area. Outposts are usually located in remote areas that have little known enemy activity, but have strategic significance. Often an outpost will be established to protect civilians, mining or manufacturing facilities, or areas deemed to be susceptible to the enemy. The area protected by an outpost may be a few hundred miles or several thousand, depending on the availability of manpower and/or the significance of the site and enemy activity.

A TYPICAL REF OUTPOST

An outpost rarely has more than one surface structure, the hangar-bunker. The hangar-bunker is a square shaped building about 300 feet(91m) that stands a modest 40 to 50 feet tall(12 to 15.2 m). The top is often buried/covered with dirt, rock, grass, even trees, to disguise it from enemy aerial reconnaissance. The back end of the fortified building is usually also covered, sloping down to the level surface of the ground so that it is better hidden by its surroundings. Only an emergency escape way may be evident if the area is scrutinized, otherwise, only the long narrow slit of the bunker's face can be plainly seen.

STANDARD COMPLIMENTS OF TROOPS & MECHA

Total Troops: 96

Total Mecha: 12 Alpha Fighters

8 Beta Fighters

6 Excalibers

6 Gladiators

2 Spartans

6 Raidar X

60 VR-052 Battler Cyclones

6 VR-041 Saber Cyclones

Vehicles of Note: 2 AMR

4 TCH

4 M-3 Fork Lifts

12 Hover Cycles

FLOOR PLANS

Level One (ground level)

1. **Mecha Hangar:** This is the main release bay for REF mecha. The following mecha are usually found here, prepped and ready for combat: 4 Raidar X, 4 Excalibers, 4 Alpha Fighters, and 3 Beta Fighters.
2. **Hangar Security:** 6 soldiers in VR-041 Saber cyclones and another 6 in CVR-3 body armor with Gallant H-90s (rifle mode).
3. **A sealed hangar area** where mecha are brought up from the lower level for exit from the hangar. Three mecha elevators line the back wall. Mecha are rarely stored in this room until needed for combat. A concealed emergency exit is built into the rear wall and is large enough for an Alpha in battloid mode or most Destroids to squeeze through. A Beta fighter may be too large.

Level Two (underground)

1. **Mecha Storage Bay:** The bulk of the base's mecha are stored, combat ready, in this area. The storage bay is also designed to be a mini-garage for making repairs, modifications, and to reload missiles. A typical collection of mecha will be 2 Alpha Fighters, 2 Beta Fighters, 2 Spartans, 2 Excalibers, 4 Gladiators, 48 VR-052 Cyclones, 2 AMRs, 4 TCHs, 4 ML-3 Forklifts, 12 Hover cycles, and assorted weapons (for mecha and human troops alike) and missiles.
2. **Mecha Elevators** to the ground level hangar. This room connects to the mecha storage bay providing for immediate access to mecha. As a safety measure against enemy penetration, mecha are very rarely stored here.
3. **Connecting Corridor** that can be sealed at either end.
4. **Connecting Corridor** that can be sealed at either end. It links the living area to the mecha area.
5. **Main recreation area** with snack bar, billiard tables, video games, tables and chairs for cards and board games, etcetera. An elevator is present to carry troops to ground level in case of a surprise attack.
6. **Connecting Corridor** that can be sealed at either end.
7. **Connecting Corridor** that can be sealed at either end. It links the living area to the mecha storage bay and elevators.

8. **Crew Quarters:** All crew quarters are dormitory type arrangements that house six to eight soldiers in an apartment type environment. There are four bedrooms with bunk beds, plus a living room, dinette, with sink and shelves, two sitting rooms and a study.
9. **Connecting Corridor.**
10. **Mess Hall and Kitchen.**
11. **Video Library.**
12. **Lounge.**
13. **Communications Room.**
14. **Recreation Room.**
15. **Showers and Latrine.**
16. **Connecting Corridor** that can be sealed at either end.
17. **Medical Facility.**
18. **Swimming Pool and Mini-gymnasium.**
19. **Connecting Corridor** that can be sealed at either end.
20. **A wide (80ft/24.4m) corridor** that runs approximately two miles (3.2 km) to a secondary hangar. This facility holds a small amount of troops and a handful of mecha. The corridor is sealed by a reinforced hatch (100 MDC) at four locations to slow enemy progression down the tunnel. The tunnel is wide enough and tall enough to accommodate all REF mecha, as well as the Alpha and Beta in jet mode.

The Secondary Hangar: Level Two (underground)

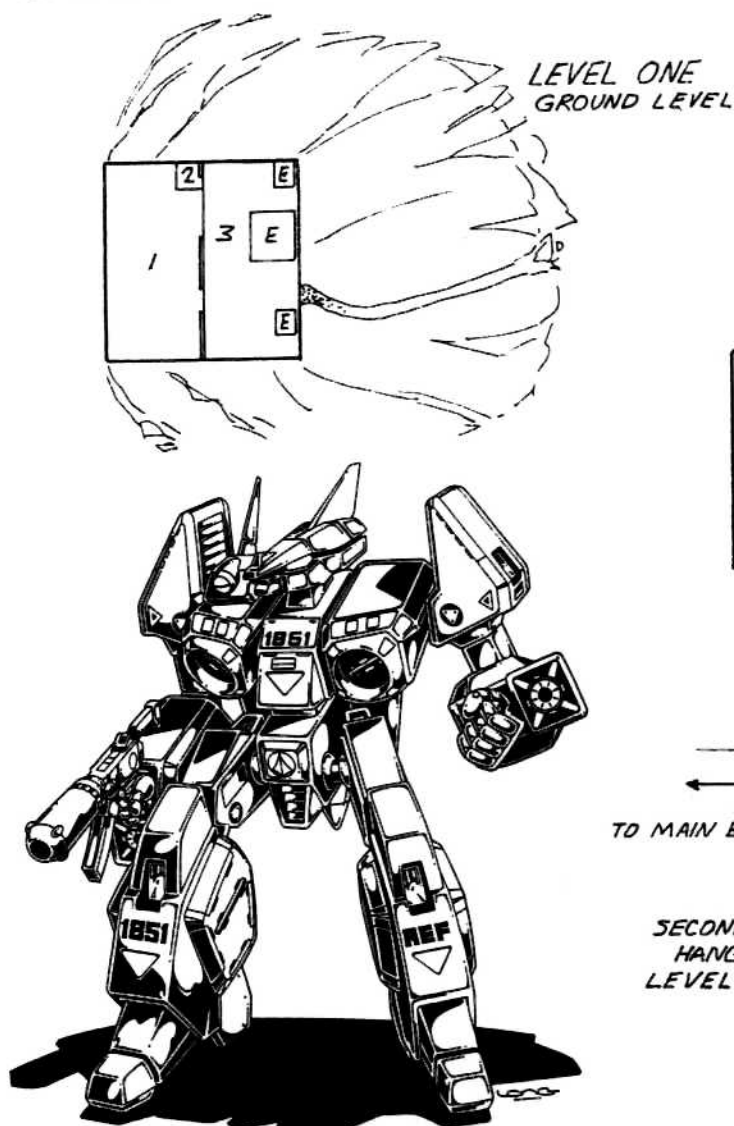
21. **The last of the reinforced hatchways.**
22. **Storage Bay:** All mecha are combat ready. A typical mecha force will contain 6 Alpha Fighters, 3 Beta Fighters, 2 Raidar X, 2 Gladiators, 20 VR-052 Battler Cyclones and 6 Hover Cycles.
23. **Crew Quarters:** Accommodates 24 to 32 soldiers.
24. **Mecha Elevators** (2) to the ground level hangar.

The Secondary Hangar: Level One (ground level)

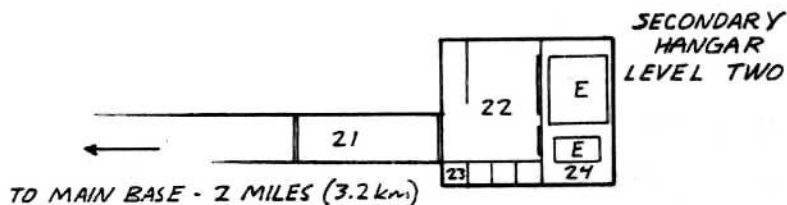
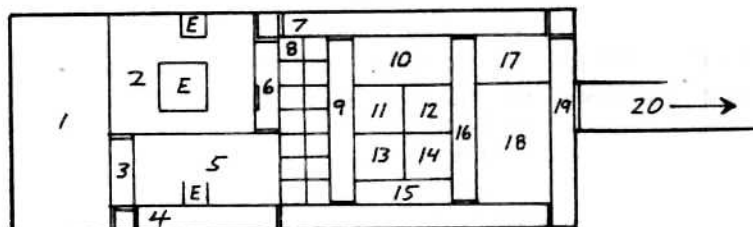
1. **Secondary Hangar (ground level):** The hangar doors are built into the ceiling/roof and are large enough to allow several mecha out simultaneously. The two mecha elevators carry the Destroids to the top of the hangar. No mecha are stored on this level, although a destroid and/or cyclone rider may guard the hangar when enemy movement is suspected.

The hangar itself is underground, with only the ceiling doors level with the ground. Consequently, the secondary hangar can not be seen at a distance at ground level. From the air, it will resemble a giant baseball diamond inserted in the ground.

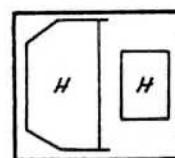
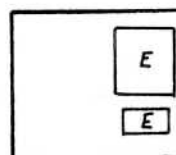
A TYPICAL REF OUTPOST



LEVEL TWO THE MAIN UNDERGROUND COMPLEX



SECONDARY HANGAR LEVEL ONE



ROOF TOP HATCHWAYS GROUND LEVEL

SMALL REF BASE

A typical small base consists of two to three low surface buildings, usually storage, detention, and/or recreational, plus a bunker-hangar that is the surface level for the small underground complex that houses the troops and mecha.

The "base" is a much larger and more permanent structure than an outpost. It will usually represent an important military operation in the way of defense, troop movement, supplying military operations, communications, strategic locale, and entrenchment. Since a base will serve as a home for its troops, there is much consideration given regarding its overall design from both a defense and as a living environment standpoint.

The data which follows is a *fundamental design* for a standard REF military base. However, this basic design can be expanded to accommodate two or three times as many troops and mecha, or modified for specific needs such as a supply base with a landing field for spacecraft/transport vehicles, much greater storage facilities, etcetera. A manufacturing facility, mining operation, farming and food processing, space port, research facility, colony, or similarly large operation will almost always be a separate city, or complex, with the military base nearby like a suburb to that city.

STANDARD COMPLEMENT OF TROOPS & MECHA

NOTE: This is for a typical small base.

Total Troops: 372 to 468

Total Mecha: 24 Alpha Fighters

18 Beta Fighters

12 Excaliber

14 Gladiators

14 Raidar X

10 Spartans

192 VR-052 Battler Cyclones

12 VR-041 Saber Cyclones

12 VR-038-LT Cyclones

Vehicles of Note: One MTA-Titan with its own complement of mecha (40% of the small bases will not have a MTA).

24 AAT-30

12 AAT-40

6 ARRAV

8 AMR-10

18 TCH-4

36 ML-3

2 MOV "Moles"

48 Hover Cycles

FLOOR PLANS

Level One (ground level)

1. **This building** is usually a two story edifice reserved for use as a ground level recreation facility and may include a dance hall, racket ball/handball courts, exercise machines, theater, and gaming area. A security team consisting of a minimum of 12 VR-052 cyclone riders and a destroid (or Alpha) will be on duty outside during any special functions where over 48 personnel are in attendance. No more than 200 personnel are allowed to participate in any outdoor/aboveground activity at the same time; any greater numbers would jeopardize the safety of the base.

2. **This structure** is often an aboveground storage facility for additional supplies, equipment, or vehicles. Mecha, missiles, weapons, ammunition, protoculture, and combat vehicles are NEVER stored aboveground!

3. **Detention/prison** is usually the third building. It is used specifically for the incarceration of the enemy and suspected traitors. The building is also used for interrogation, isolation, and imprisonment. Security is only present when the building contains prisoners; mostly cyclone riders, uniformed soldiers, and, perhaps, a destroid outside the building.

NOTE: Medical and/or housing for civilian refugees may be substituted or added to the usual buildings.

4. **Mecha Hangar Release Hatch:** This is an underground hangar much like the secondary hangar of the outpost. The release hatches are in the ceiling/ground level and visible only from the air or close proximity. An underground tunnel connects it to the main complex. This prevents the enemy from concentrating their attack on one front.

5. **Mecha Hangar Release Hatch:** Basically the same as #4.

6. **The Main Hangar (Considered Mecha Release Hatch #1):** This is the main ground level bunker-hangar of the REF base. Six Alpha Fighters, three Beta Fighters, and 24 Battler cyclones are always combat ready and stored in the hangar. The ground level bunker is often concealed in dirt, much like the outpost.

7. **Hanger Security:** Six soldiers in VR-041 Saber cyclones and six additional soldiers in CVR-3 body armor, armed with Gallant H-90s in rifle mode.

8. **Sealed Hangar Area** where mecha and troops are brought up from the lower level to engage in combat. Mecha and equipment are rarely stored in this section. Three mecha elevators are located along the rear of the hangar.

9. **The secret emergency exit door and tunnel** is concealed in the back wall.

LEVEL TWO (underground)

1. **Connecting Corridor** that can be sealed.

2. **Connecting Corridor** that links the crew's quarters to the rest of the complex.

3. **Crew Quarters:** Barracks style; accommodates 50 soldiers.

4. **Crew Quarters:** Barracks style; accommodates 50 soldiers.

5. **Crew Quarters:** Barracks style; accommodates 80 soldiers.

6. **Recreation Area.**

7. **Swimming Pool.**

8. **Latrine and showers.**

9. **PX-Store,** making available books, video discs, electronics, candy, clothes, and personal items.

10. **24 Hour cafeteria.**

11. **Recreation Area.**

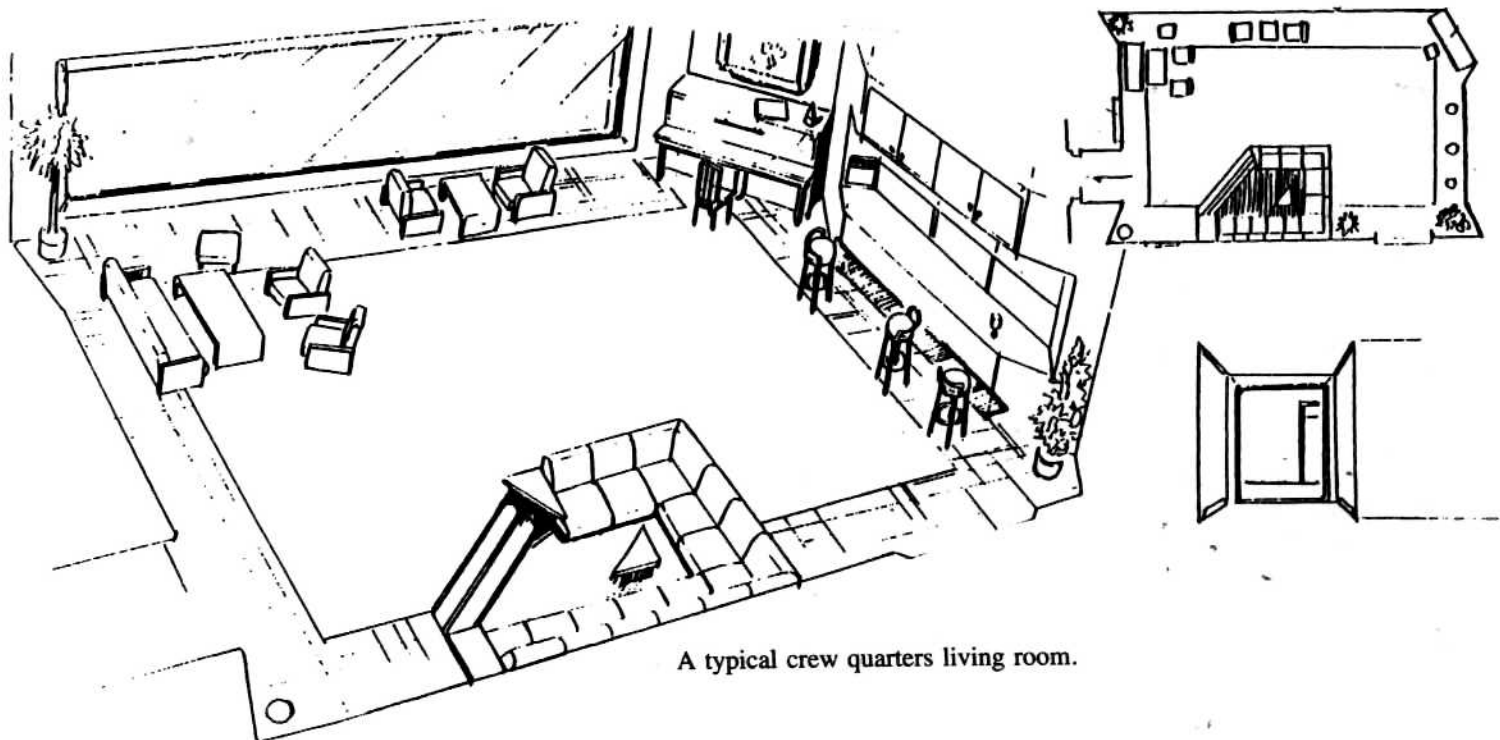
12. **Theater:** Live entertainment and film.

13. **Medical Facility.**

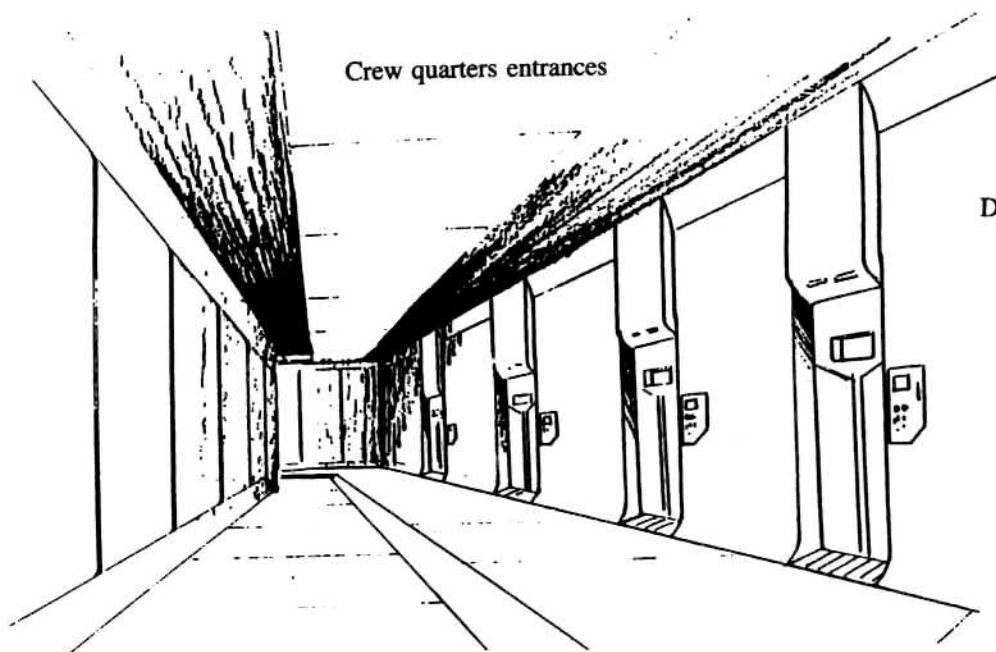
14. **Video Library and Lounge.**

15. **Lounge.**

16. **Crew Quarters:** Dormitory style living areas that accommodates six to eight personnel. The living area includes four bedrooms with bunk beds, a living room, dinette, two sitting rooms, and a study. These quarters are usually reserved for low ranking officers and pilots. Houses about 84 soldiers.

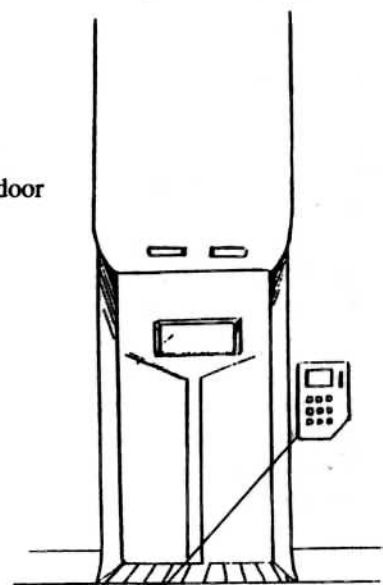


A typical crew quarters living room.



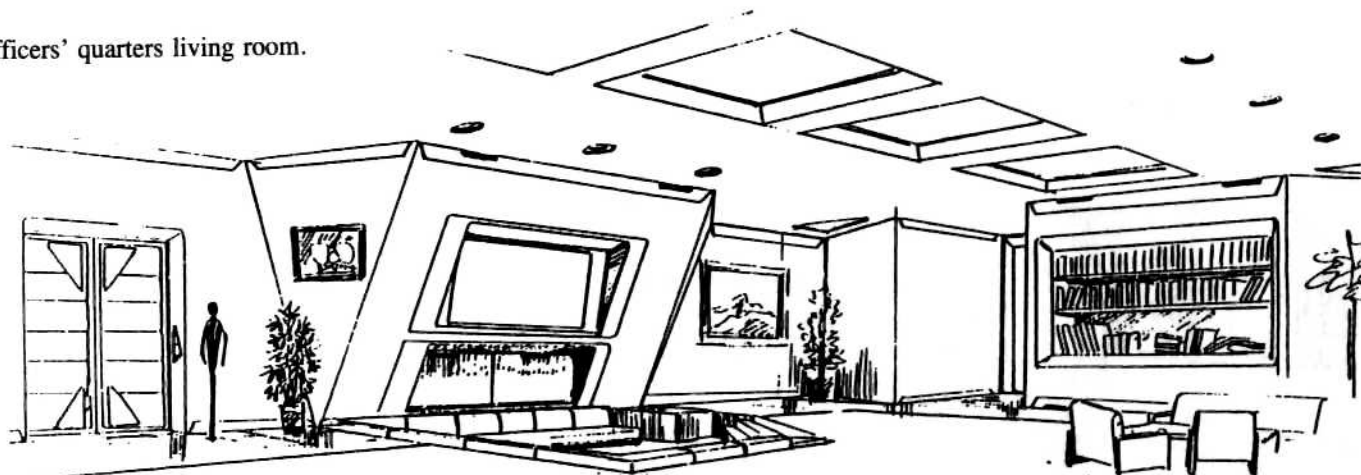
Crew quarters entrances

Detail of door



Security lock access panel.

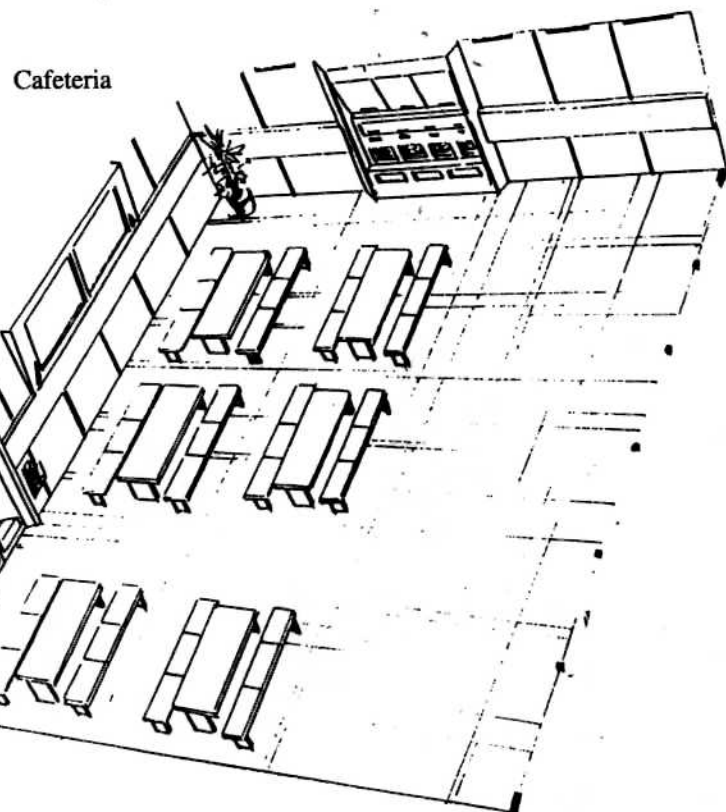
Officers' quarters living room.



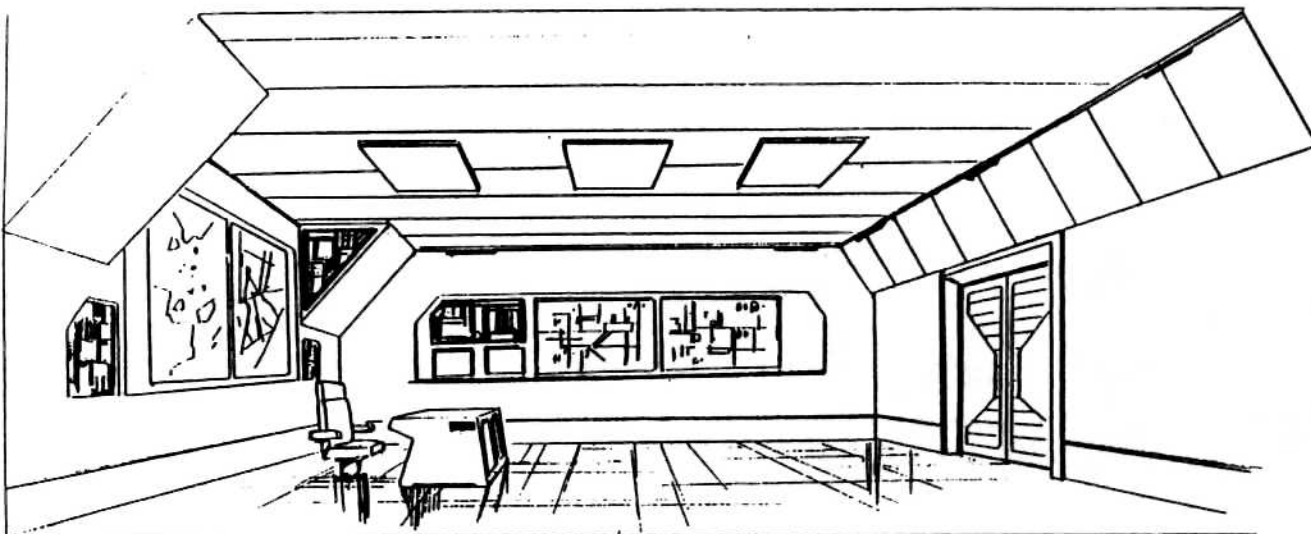
17. **Officer's Quarters:** Similar to the previously described crew quarters, but are shared only by two officers, or one officer and his family. Houses about 30 officers.
18. **Communications Network:** Both internal and external communications are directed and monitored by this facility. A hyperspace communication system is also part of the network. In addition to its regular crew, two to six security officers in VR-038-Light cyclones guard it.
19. **Officer's Lounge**
20. **Showers and Sauna**
21. **Latrine**
22. **High security junction:** Connects main complex with #4 Mecha Hangar Release Hatch and additional troops and mecha.
23. **Connecting corridor** that can be sealed at both ends.
24. **Connecting corridor** that can be sealed at both ends. Connects directly to one of the corridors (#25 and #26) that links with Mecha Release Hangar #4. The corridor is 40 feet wide and tall so it can accommodate all REF mecha.
25. **The main connecting corridor to Mecha Release Hatch #4.**
26. **The last connecting corridor to Mecha Release Hatch #4.**
27. **Mecha Release Hatch #4.** The holding bay can accommodate up to 12 Destroids or Alpha Fighters in battloid mode, or approximately 8 Beta Fighters in battloid. The hangar doors are in the ceiling. Mecha exit by flying up and out, destroids can use an elevator that can carry four at a time. NOTE: Two combat ready Alphas and one Beta are stored here at all times.
28. **A second main corridor** that connects troops and mecha with Mecha Release Hatch #4.
29. **An empty chamber** used as a holding bay for combat ready mecha. These mecha are usually dispatched through Mecha Release Hatch #4.
30. **Barracks style crew quarters** with lounge and 24 hour cafeteria. This is where the troops assigned to the base's defense are housed. Defense troops of 48 to 72 soldiers are on 24 hour alert and are sequestered away from the distractions of normal base activity. These troops will normally use Mecha Release Hatch #4 and #3, but may also use the main hangar

or any other exit. The defense troops are rotated every 72 hours to keep them fresh and alert. Their combat ready mecha are stored in a chamber across the hall.

31. **Connecting corridor.**
32. **Mecha Storage for the Defense Troops:** All mecha are combat ready and include: 2 Alpha Fighters, 4 Beta Fighters, 4 Excalibers, 4 Gladiators, 4 Raidar X, 32 VR052 Battler cyclones, 12 VR-041 Saber cyclones, and 12 VR-038 Light cyclones.
33. **Connecting corridor.**
34. **High security junction.**
35. **Connecting corridor.**
36. **Connecting corridor.**
37. **Mess Hall and kitchen.**



Conference room

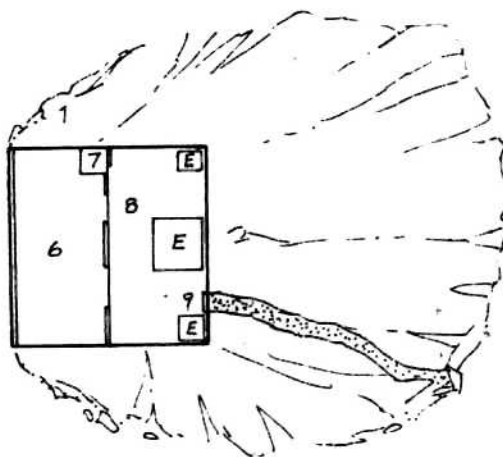
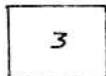
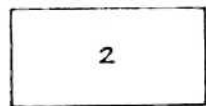


SMALL REF BASE



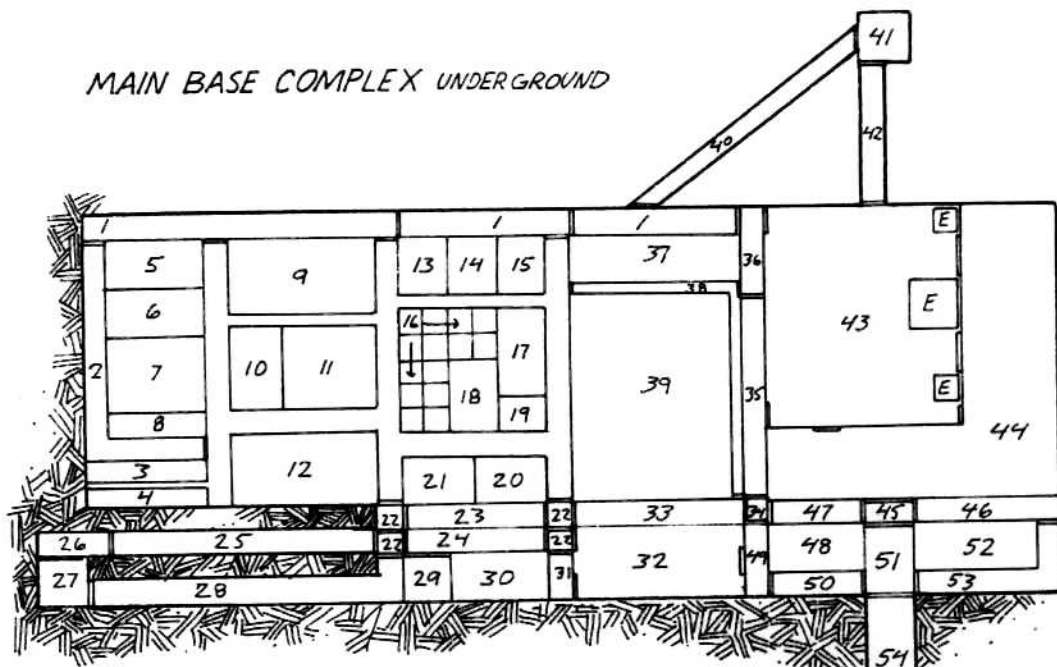
GROUND LEVEL

5 MECH RELEASE



4 MECHA HANGAR RELEASE HATCH

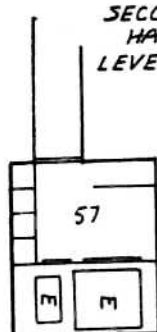
MAIN BASE COMPLEX UNDERGROUND



SCALE IN FEET

0 40 80 160 320 500

SECONDARY
HANGAR
LEVEL TWO

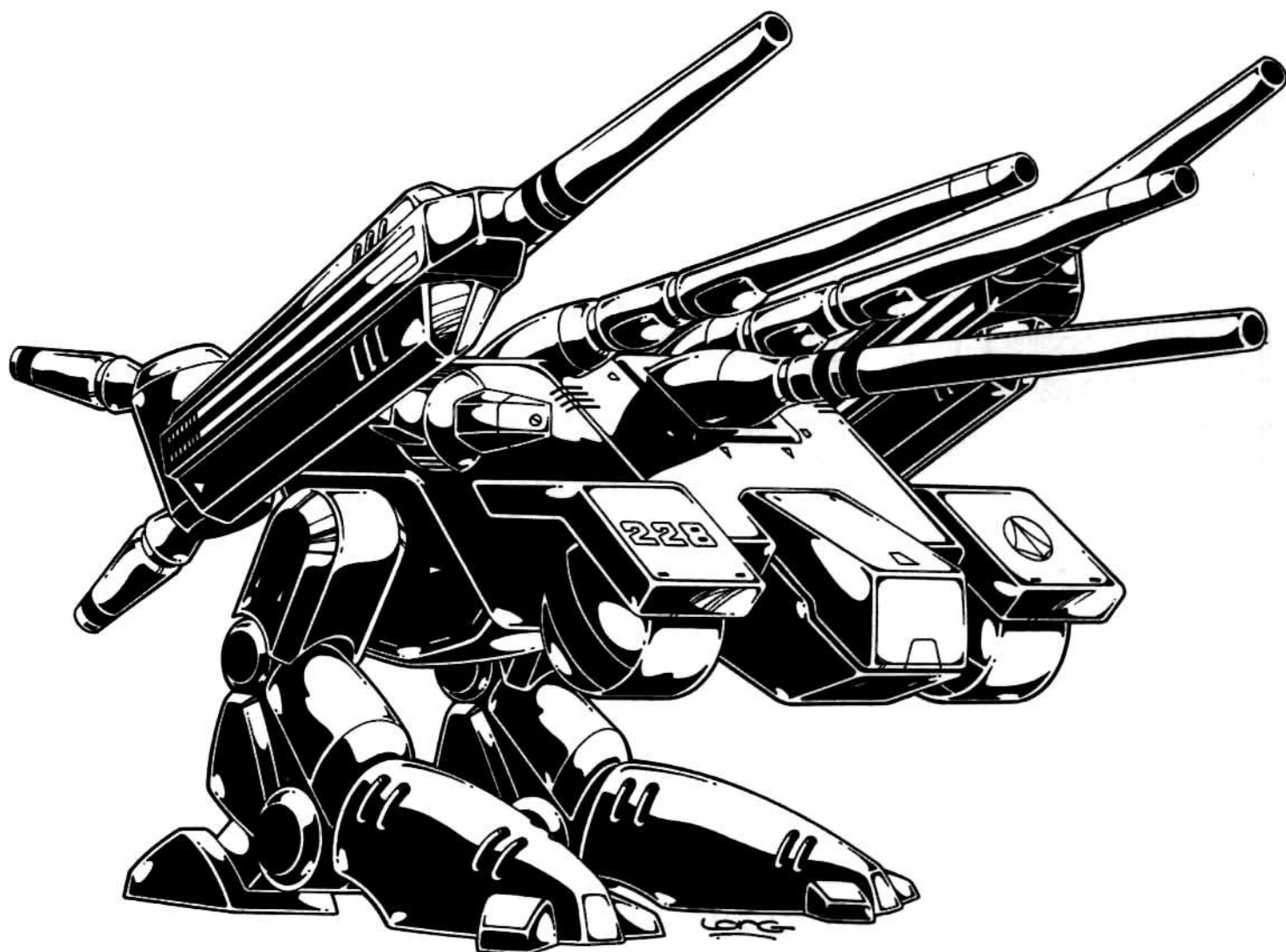


38. **Connecting corridor for personnel.** This hall way is man size and can NOT fit mecha.
39. **Gymnasium and fitness center.**
40. **Connecting corridor to Mecha Release Hatch #5.**
41. **Mecha Release Hatch #5.** No mecha are usually kept here when not in use.
42. **Connecting corridorto** the main mecha facility. Can be sealed at both ends.
43. **Main Mecha Holding Bay:** The majority of combat ready mecha is located in this massive chamber. Along one of the walls are the three mecha elevators that transport mecha to the main hangar which is directly above it. A typical on hand contingent of mecha will include 6 Alpha Fighters, 6 Beta Fighters, 4 Raidar X, 4 Spartans, 4 Excaliber, and 24 VR-052 Battler cyclones.
44. **Mecha repair, maintenance, and storage:** This section is like a huge garage where mecha and vehicles can be found in various conditions of repair. Mecha is likely to include 4 Beta Fighters, 2 Alpha Fighters, 4 Raidar X, 4 Spartans, 4 Excalibers, 8 Gladiators, 72 VR-052 Battler cyclones, 24 VR-038 Light cyclones, 24 hover cycles, 6 AMR-10s, 6 AAT-30s, 6 AAT-40s, 6 ARRAV, 10 TCH-4s, and 10 ML-3 forklifts. Missiles, weapons, and energy cells are also stored in this section. A security patrol consisting of one Gladiator and four VR-038 cyclones are on duty at all times.

45. **High Security Junction:** Connects the main base to the tunnel that leads to the Secondary Hangars two miles (3.2 km) away. The doors are twice as large as the normally huge hatchways to allow more mecha to pass through.
46. **Connecting corridor.**
47. **Connecting corridor.**
48. **Storage area.**
49. **Connecting corridor.**
50. **Connecting corridor** that can be sealed at both ends.
51. **Connecting corridor** that leads to the secondary hangar (Mecha Release Hatch #2) and Mecha Release Hatch #3.
52. **Storage area.**
53. **Connecting corridor** that can be sealed at both ends.
54. **Tunnel to the secondary hangar (#2) and Mecha Release Hatch #3.**
55. **Tunnel branch** to Mecha Release Hatch #3.
56. **Mecha Release Hatch #3.**

SECONDARY HANGAR (underground)

57. **The secondary hangar** is basically identical to the secondary hangar of the REF outpost. It is located approximately two miles (3.2km) from the main base, has a crew of 24 troops, 3 Betas, 6 Alphas, 2 Raidar X, 2 Gladiators, and 20 VR-052 cyclones.



REF MILITARY COMPLEX

A full size military complex is a rarity for the Robotech Expeditionary Force because the REF is a mobile operation and has little need for a permanent encampment of major proportions. However, the RDF and Armies of the Southern Cross have many such bases on Earth. **GM NOTE:** All or most (98%) of these bases have been destroyed by the Robotech Masters and/or Invid and looted by human scavengers.

The following are notes about some rudimentary aspects of a large Robotech military complex.

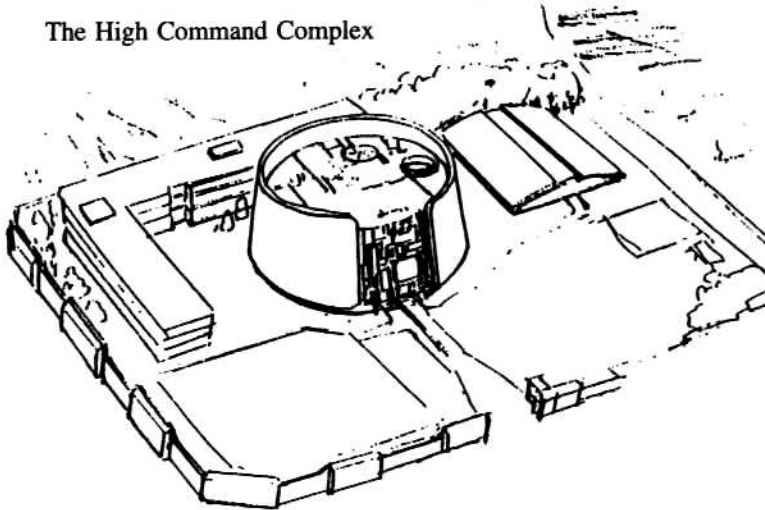
The location

The location of a major complex is usually at a strategic locale. Most complexes are hundreds of miles away from cities and towns to avoid civilian casualties should the complex fall under enemy attack. Yet it can still protect its neighbors since the incredible speed of the veritech fighters makes it possible to reach a city that is hundreds of miles away in a matter of minutes.

Basic Layout

The size, shape and layout of a major military complex can vary greatly. However, most will have these basic features: A space port for receiving spacecraft, an airfield for conventional aircraft and veritech fighters (note that the air field and space port are two separate facilities, miles apart from each other), public relations offices, administration, and command central.

The High Command Complex



Command Central

Command Central is the actual military base. On the surface it will appear to be castle like, with fortified, two story buildings forming the rectangular outer walls of the facility. There are no windows or unlocked openings along the exterior of the solid outer wall. All windows and entrances face the inside courtyard of the complex.

Inside the courtyard may be other one and two story administration buildings, but mostly, the courtyard is a flat, open area that can stretch a half mile (0.8 km) to 2 miles (3.2 km) in all directions. In the center and toward the rear of the courtyard is the four story tall edifice of the Central Command Tower. It is an imposing circular building that is heavily fortified (M.D.C. of the main body is 20,000; or 200 M.D.C. per 20 foot/6.1 m area).

The following are areas of note that can be found inside the Central Command Tower:

Hyperspace Communications Network

Conventional Communications Network: Includes long-range radio, laser, video/TV, satellite, and coded transmissions/receiving.

Internal Communications

Radar and Sensory Monitors

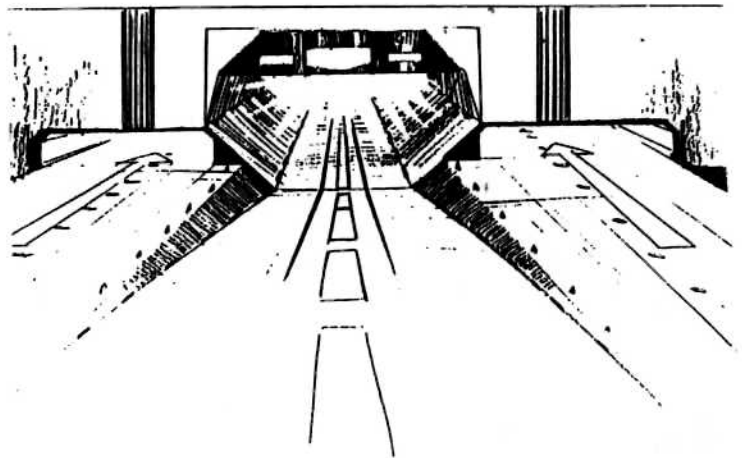
Independent Life Support System

Emergency Generator

Base Security (including Destroids and Cyclones)

Command Level and War Room

Access to the underground Mecha and Troop Levels

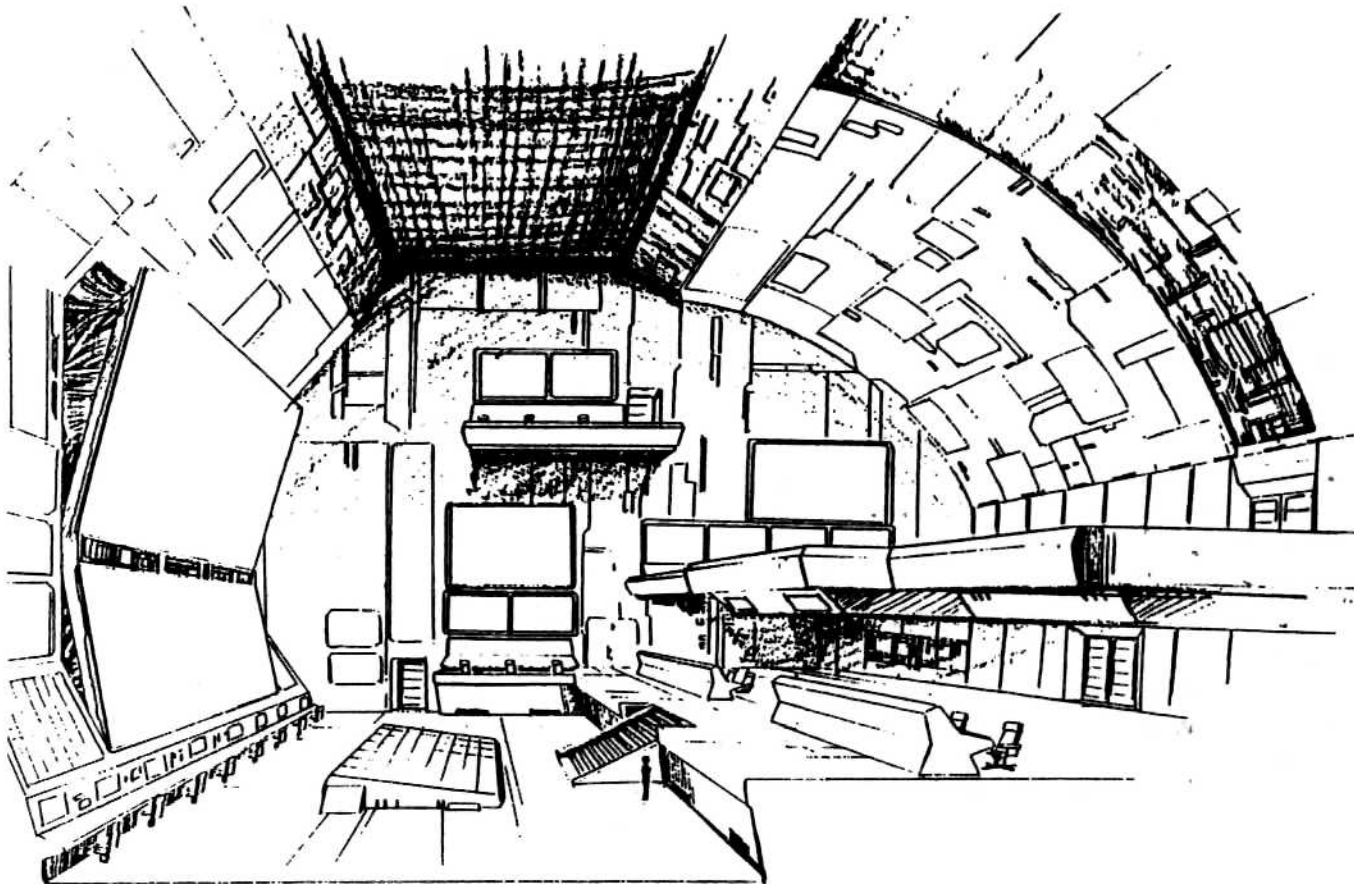


Underground Complex

The Robotech wars are wars conducted with the most devastating weapons in the history of humankind. Weapons that can topple a skyscraper with ease. Consequently, most military installations are built underground or into the sides of mountains. Whatever surface structures that may exist are just the tip of a military iceberg, merely a hint of the miles of man-made tunnels that lay quietly under the earth.

The big bases are no exception. Like the smaller outposts, the Central Command Complex is a mammoth underground facility. It is underground that the majority of troops and mecha are housed. Hangars, storage bays, laboratories, hospital, kitchens, mess halls, living apartments, lounges, stores, theaters, gymnasiums, and even underground parks are all part of the underground labyrinth. The basic layout is similar to the REF Base, but TEN times bigger in actual size and number of troops.



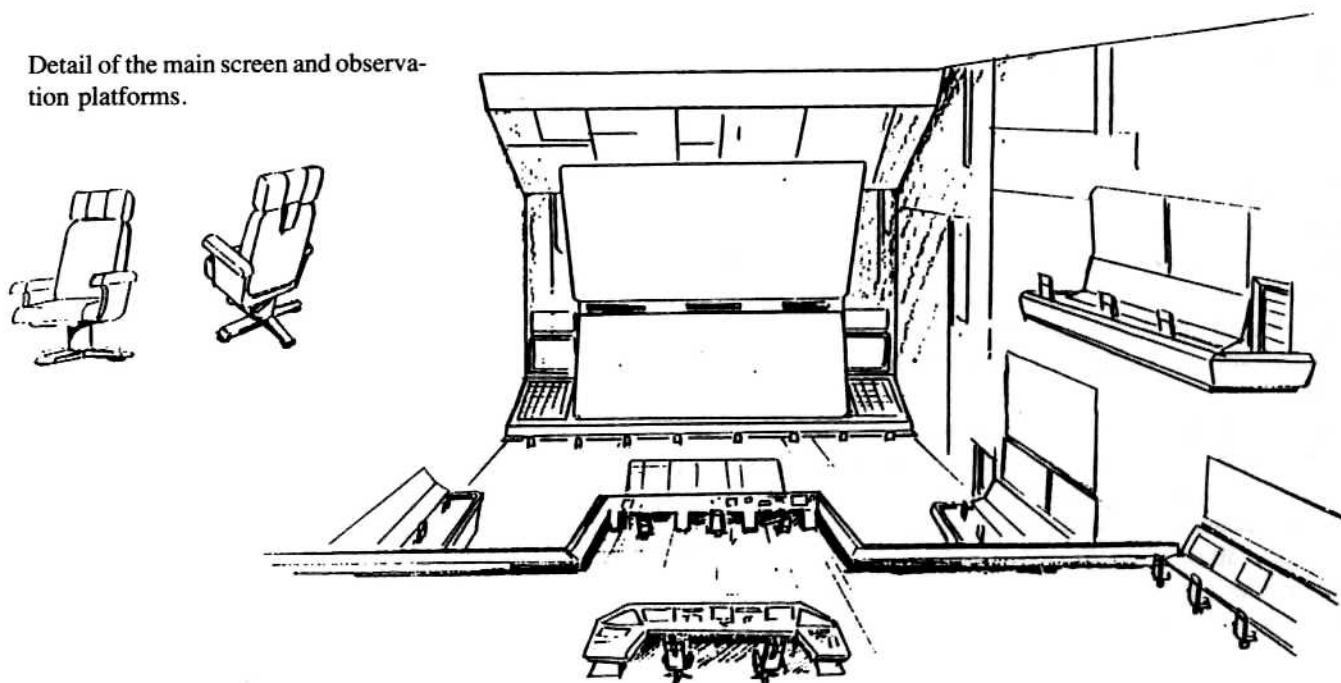


High Command

The high command is a huge stadium-like chamber similar in appearance and purpose to the bridge of a space battle cruiser. Monitors and display screens of all sizes line the walls and dangle from the ceiling. Every aspect of military operations can be observed and directed from this chamber; strategies conceived and troops deployed.

The crew includes a communications team of 20 to 36, sensory/radar team-monitor enemy activity) of 20 to 36, military advisors of 12 to 24, technicians 24 to 36, maintenance crew of 12 to 24, officer's aids 24 to 48, infantry commander, destroid commander, veritech commander, air force commander(non-mecha aircraft), base commander/general, second in command, base security commander, security team (1 REF gladiator, 1 REF excaliber, 24 cyclone riders in 12 VR-052 Battlers, 6 in VR-041 Sabers, and 6 in VR-038 Light cyclones), and medical team of one medical doctor and 4 paramedics.

Detail of the main screen and observation platforms.



COMBAT DATA FOR THE SOLDIER

OBSERVATION

The following are techniques and tips that will enable the soldier to spot the enemy or notice his trail.

First, take a quick overall look at the entire sector. Look for obvious targets, unnatural colors, odd shapes, outlines, glares or movement.

Things to Look and Listen For

Sounds, such as footsteps, foliage/sticks breaking, leaves rustling, voices, coughing, weapons fire, or equipment/vehicles can alert you to the direction or general location of the enemy. Note: Listening for sounds will rarely pinpoint an exact location.

Movement is an obvious visual technique, but effective. Look for movement by the enemy, including unnatural movement by, or breaks in the surrounding environment (trees and bushes swaying, broken sticks, etc). Of course, movement may be caused by animals or even your own troops. Do NOT attack until visual confirmation of a target is made. And then, always think before you strike; will an attack reveal your location, are you surrounded by the enemy, and other factors will determine whether you should attack or not.

Shadows and outlines may indicate the presence of soldiers, mecha, vehicles, weapons, or movement of an enemy that is otherwise hidden.

Shine and glare from metal, glass, chrome, headlights, reflected light and weapon fire (especially energy blasts) will often indicate the location of the enemy.

Unnatural or contrasting colors. The enemy's mecha color, uniforms, equipment and skin may contrast against the color and shape of the surrounding environment. Trampled grass and foliage, dead vegetation, and overturned rocks may also indicate the presence or passage of the enemy. For example: Scorched grass may be caused by the thrusters of invid mecha blasting off for flight. Trampled or pressed grass/foliage will reflect light differently appearing as a different shade. This may indicate that a vehicle, mecha, or heavy equipment was set down at this spot. The shape of the area may suggest what it was and the damage to the foliage may indicate size, weight, how long it was there, and perhaps how long ago it was removed.

Dust and exhaust from moving mecha, vehicles, and troops will often cause dust to rise.

At night, shine, glare and sound will be your best indicators of an enemy's position.

Notes Regarding Invid Mecha

Generally, the invid are extremely aggressive and rarely employ stealth. Their tactics tend to be seek and destroy, utilizing superior numbers and heavy weapons.



However, despite the invid's blatantness at combat, they do use stealth and camouflage under certain circumstances. Most notably these are:

1) **Reconnaissance patrols** of invid scouts, cougars and crann. The crann are especially capable in spying and reconnaissance.

2) **Invid Hive Base perimeter guards.** The invid will hide troopers and shock troopers by having some buried underground (the surface of which is clearly disguised), scattered around the hive — at the base of stilt hive pillars, and at ground level entrances of dome hives.

3) **Genesis Pits** are secret, underground experimental complexes that can stretch for miles without the slightest evidence above the ground of their existence. Inside the "pit" can be any variety of invid, invid mecha, inorganics, mutants, and/or aliens. The operators of a Genesis Pit are usually secretive and cunning.

4) **Enforcers**, Red Enforcers (exclusive to the Regent's troops), Royal Command Battloids (exclusive to the Regis' troops) and Invid Brains are masters of subterfuge and deception. The other invid troops are much less capable in the area of covert operations.

Note: The Robotech Masters and their bioroid soldiers are as capable at clandestine activity as the REF. Ambushes, traps and trickery are their trademarks. Exercise extreme caution. See the *ENEMY* section on *Robotech Masters* for further data.

INFANTRY LEADER'S GUIDE

The following are some basic guidelines for patrols and combat.

Patrol Report

1. Size and composition of patrol.
2. Task/mission assignment.
3. Time of departure and time of return.
4. Routes out and back.
5. Terrain descriptions.
6. Enemy Encounters. Note as accurately as possible.
 - Enemy's location
 - Number and type.
 - Enemy's activity.
 - Result of encounter.
7. Map of routes and terrain or map corrections.
8. Miscellaneous information/observations.
9. Conclusions.
10. Recommendations.

Reconnaissance Spot Report

1. Size/number of enemy.
2. Activity of enemy.
3. Location of enemy.
4. Unit/type (inorganic, invad scouts, etc.).
5. Time spotted.
6. Equipment/resources of the enemy.
7. Actions on enemy contact (if contact is made).

Medivac Request

1. Identify yourself and your unit.
2. Identify your location.
3. Number of patients.
4. The types of injuries and severity.
5. Special equipment needed (if any).
6. Tactical situation (under fire, clear landing zone, enemy on patrol, etc.).

Attack Planning

1. Scheme for maneuvers.
 - A. Assess the area and the enemy.
 - B. Mission goals/objectives.
 - C. Formation/order of movement and positions.
 - D. Direction and routes.
2. Fire support
 - A. Responsibilities of specific mecha.
 - B. Control, contain and direct attacks.
 - C. Availability of additional support: artillery, air, mecha, etc.
3. Security: ground and air.
4. Reorganization
 - A. Plan for retreat and consolidation.
 - B. Safe area or place to regroup.
 - C. Escape or counterattack.

Defense Planning

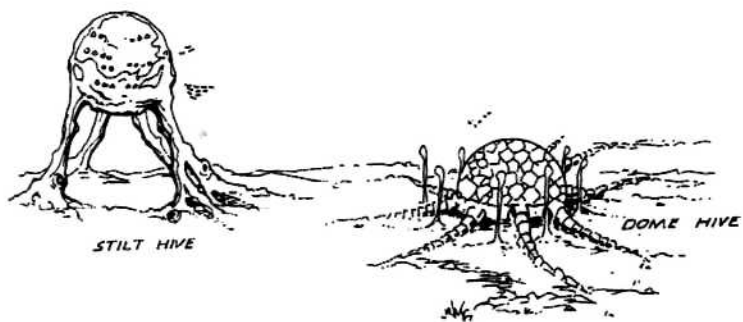
1. Establish Security
 - A. Outpost(s)
 - B. Patrols
2. Position key weapons.
 - A. Establish perimeter and secure it.
 - B. Establish final protective line and general direction of fire.
 - C. Coordinate left and right attacks.
 - D. Clear line of fire.
 - E. Impair the enemy's path of approach if possible (obstacles).
3. Prepare fighting positions.
4. Check communications and equipment.
5. Select and prepare alternative positions.

Clandestine Operations

1. Practice the principles and techniques of camouflage and stealth. Shadow Fighters or light mecha, such as cyclones, or non-protoculture powered equipment/mecha may be required to minimize detection by the invad.

REMEMBER, the invad and inorganics can sense, target and track protoculture energy. Shutting down/turning off mecha or protoculture weapons, such as the Gallant H-90, will prevent detection by this means. Robotech Masters do NOT have protoculture sensors.

2. Practice noise discipline. Use hand signals or codes/signals from reflected light or flashlights, and keep verbal communication to a minimum. Utilize passive nightvision optics at night rather than the detectable infrared. Note: The invad do NOT monitor radio waves, so active radio communication is possible (especially recommended from inside soundproof mecha). However, the invad do monitor external sounds. The Robotech Masters, like most enemies, DO monitor radio communications; thus, radio silence and scrambled messages are recommended.
3. Practice field sanitation. Do not give away your position by leaving behind waste, such as cigarettes, wrappers, empty ammo clips, food, equipment, and so on. Always hide/camouflage articles left behind.
4. Use your senses of smell and hearing to supplement your sight.
5. Develop a feel for things that do not look right.
6. Know the enemy, his habits, equipment and capabilities.
7. Focus on the execution of the mission objective.
8. Select an entry point before moving. Avoid windows and doors.
9. Get in. Get out. Do not jeopardize the success of a mission by attempting to do more than is required.
10. Use only authorized codes and do not discuss Military affairs (the enemy may be listening).
11. Be patient.
12. Destroy all maps and important documents if capture is imminent.



Penetrating an Invid Hive

The following are tactical highlights common to most Invid hives.

1. There are always perimeter guards that patrol a 5 to 10 mile (8-16km) area. These usually include inorganics, scouts, armored scouts, troopers and shock troopers.
2. Ground level doors and stilt supports are rarely left as unprotected as they may seem. Most exterior portals will be sealed by an invisible force field and guarded by 1 to 4 hidden guards buried underground. Guards of portals are usually Odeons, troopers, and/or shock troopers.
3. Air patrols, consisting mostly of scouts and armored scouts, survey the 5 to 10 mile area around the hive.
4. The top four levels of a hive are mostly housing and storage of Invid. These levels contain hundreds or thousands of Invids and should be avoided.
5. Level five is where prisoners are often held for interrogation and experimentation. Troopers, enforcers and stage four Invid pilots are plentiful on this level. Exercise extreme caution.
6. Level six is hive center. If you are looking to disrupt a hive, this is likely to be your objective. Several potential targets are available for sabotage.

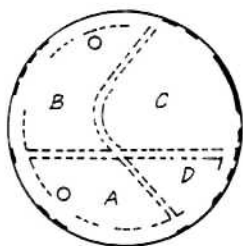


- A. Stasis Chambers contain living Invid organisms in hibernation. These chambers will be guarded.
 - B. The Transmutation Chamber is the facility that enables the controlling brain to awaken and insert Invid pilots into combat mecha.
 - C. The Brain's chamber (adjoining target B) houses the Invid brain that directs and commands the hive's troops. Destroy it, and the hive is crippled. **WARNING:** The Invid Brain is always guarded by Enforcers and Troopers, with hundreds of others only minutes away. Furthermore, the Brain is psionic and can use telekinesis as a weapon.
 - D. The Central Power Core is accessible from levels, 2, 3, and 6. Destroying the power core will cause an explosion that will tear the hive's apart. **NOTE:** Destruction of the hive power core may be suicidal; the attacker(s) has a mere 30 seconds to exit before it explodes. **G.M. Note:** See *Invid Invasion*, pg 90; M.D.C. by location for damage to the hive. Each character within the core area will be destroyed (suffering $1D6 \times 10,000$ M.D.C.). Fortunately, being caught in the blast elsewhere does much less damage. On levels 2, 3, 4, and 5, $2D6 \times 100$ M.D.C. is inflicted. On levels 1, 6 and 7, the blast inflicts $4D6 \times 10$ damage (roll for each character).
7. Level Seven is an excellent secondary target area because it houses hundreds of Invid pilots in stasis, as well as living area for Enforcers and type four pilots. However, escaping level 7 from a fully functioning hive is slim.

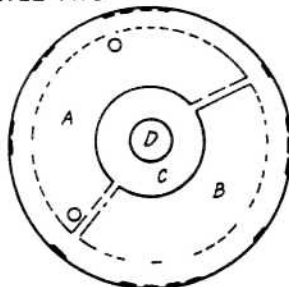
Aircraft Request

1. Identify yourself and your unit.
2. Aircraft mission (resupply, extraction, combat, etc.).
3. Type of aircraft required (transport, combat, mecha, etc.).
4. Your location and time.
5. Give call sign and frequency.
6. Recognition signal (smoke, flare, fire, etc.).
7. Tactical situation (under fire, all-clear, etc.).

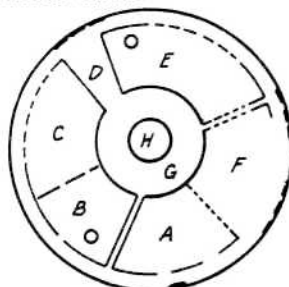
LEVEL ONE



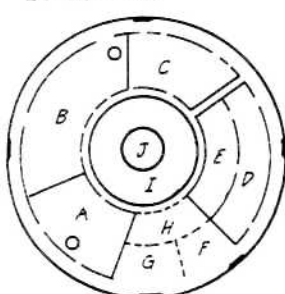
LEVEL TWO



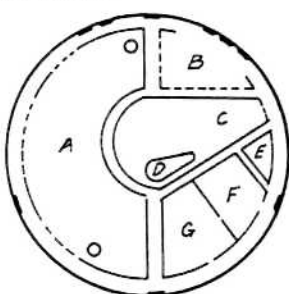
LEVEL THREE



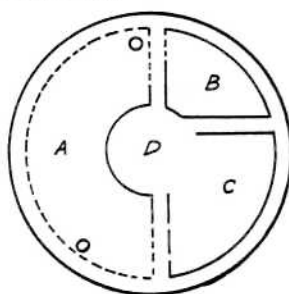
LEVEL FOUR



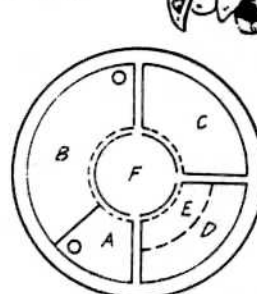
LEVEL FIVE



LEVEL SIX



LEVEL SEVEN



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.





Rick Hunter

REF Commander in Chief/Veritech Pilot

Hit Points: 59 S.D.C.: 20

Alignments: Scrupulous

Attributes: I.Q. 12, M.E. 15, M.A. 13, P.S. 15, P.P. 18, P.E. 14, P.B. 16, SPD 14

Age: 31 at beginning of Sentinels (2020)

Weight: 155lbs **Height:** 5ft 6 inches

Disposition: Honest, caring, responsible, courageous, and dedicated.

Level of Experience: Ninth Level Veritech Pilot

Skills of Note: Pilot Jet — 98%, Pilot all VF series Veritechs — 98%, Pilot all REF Veritechs — 75%, Mecha Combat: VF Veritechs, Mecha Combat: Vindicator, Mecha Combat: Alpha & Beta, Mecha Combat: Cyclone, Weapon Systems — 98%, Navigation — 98%, Navigation: Space — 98%, Read Sensory Instruments — 98%, Pilot Airplane — 98%, Pilot Automobile — 98%, Aircraft Mechanics — 95%, Mecha Mechanics — 90%, Computer Operation — 98%, Radio Basic — 98%, Swimming — 98%, Prowl — 85%, W.P. Sub-machinegun, W.P. Automatic Rifle, W.P. Gallant H90, Hand to Hand: Expert.

Rank: Commander in Chief of the Robotech Expeditionary Force.

Personal Profile: Rick has matured in his role as a leader and has agreed to lead Earth's Robotech forces to the Robotech Masters' homeworld. As leader of the Robotech Expeditionary Force, Rick hopes to achieve peace between Earth and the Robotech Masters. It is a quest that he does not take lightly and worries that he may not be up to the task. An unsubstantiated fear, for Rick leads by example and has won the hearts of his troops (which frustrates his enemy/rival Col. Edwards). Rick and the REF are stunned at the discovery that the Masters have deserted their homeworld and crumbling empire leaving it all at the merciless hands of the vengeful Invid. Suddenly, Rick finds himself and his people thrown into a fierce battle with unreasoning aliens with great military strength. The battle is quickly joined by a group of alien freedom fighters known as the SENTINELS. The REF and Sentinels join forces to combat the Invid combining alien technology, magic, and the unique abilities of several alien races to the might of the REF. It is Rick's and Lisa's astute perception and leader abilities which gives them the insight to trust and accept the aliens. A decision that will inevitably help them shatter the power of the Invid.

Lisa Hayes Hunter

Captain of the SDF-3 and REF Second in Command

Hit Points: 66 S.D.C.: 25

Alignments: Principled

Attributes: I.Q. 14, M.E. 17, M.A. 9, P.S. 12, P.P. 12, P.E. 12, P.B. 12, SPD 10

Age: 35 **Weight:** 125lbs **Height:** 5ft 9 inches

Disposition: Dedicated, courageous, self-reliant, impudent, cool under fire, and a confident leader (but somewhat aloof).

Level of Experience: Eleventh

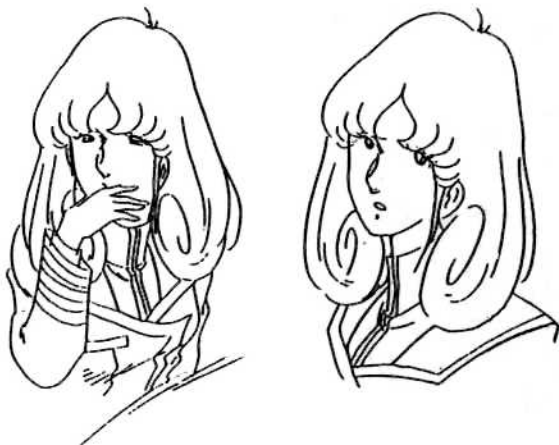
Skills of Note: Radio: Basic — 98%, Radio: Scramblers — 98%, Radio: Satellite Relay — 98%, Laser Communications — 98%, Optic Systems — 98%, Surveillance Systems — 98%, Computer Operation — 98%, Computer Programming — 98%; Basic Electronics — 98%, Navigation — 98%, Navigation: Space — 98%, Basic & Advanced Math — 98%, Weapon Systems — 98%, Pilot SDF-3 (and any large spacecraft) — 89%, Pilot Jet — 98%, Pilot Airplane — 98%, Pilot Automobile — 98%, Pilot Truck — 98%, First Aid — 98%, Swimming — 98%, Cook — 98%, Dance — 98%.

Rank: Captain of the SDF-3 and Second Commander of the REF

Personal Profile: Lisa has grown even more confident and self-reliant than ever. She is determined to see an end of Earth's fear of invasion by the Robotech Masters or their legions. She believes that by going to the Masters' homeworld with an armada to demand peace negotiations, will show the Robotech Masters that Earth is not going to submit to their reign; but at the same time seeks only peace. If the Masters reject peace talks and attack, at least the battle will be on their ground not Earth.

Of course, Lisa nor any of the REF members know that the Masters' Intergalactic Empire is being rocked by the merciless Invid. Nor that while the REF is on its way to Tyrol that the Robotech Masters are on their way to Earth in a desperate search for the hidden protoculture on board the ruins of the SDF-1. While the REF battles in a distant galaxy, their own world is under siege. The very crisis they hoped to prevent.

Lisa and the others are stunned to find the Robotech Masters gone and the Masters' homeworld, Tyrol, under siege by the Invid. Suddenly, the REF finds itself hurled into the middle of a titanic conflict in the role of saviors. The situation is grave but our heroes respond only as heroes can, rushing in to save the beleaguered planet from certain destruction. As



events continue, the REF finds itself charged with the liberation of dozens of worlds from the tyrannical clutches of the Invid Regent. They are joined by a group of legendary freedom fighters known as the Sentinels. Lisa's and Rick's relationship with the motley group of aliens grows into a friendship that carries them through galaxies of adventure and wonder.

Lisa's relationship with the female Praxian warriors has a profound affect on her, taking her off the bridge of the SDF-3 and transforming her into a warrior. Under the tutelage of the Praxian, Bella, Lisa learns the arts of physical combat and matures as a leader.

Lisa Hayes marries her long time love Rick Hunter on the eve of the SDF-3's departure to Tyrol. The timing of the wedding is intended to boost the moral of the REF by showing optimism and confidence for a fruitful future. Despite the stress and trials of war Lisa and Rick fall ever deeper in love with each other and (years later) by the end of the TV series, Lisa is pregnant with her first child.

GM NOTE: Lisa is a second level Praxian Warrior about 2 years after her first encounter with the Sentinels. Her new skills include: Hand to Hand Martial Arts, Escape Artist — 50%, Tracking — 55%, Wilderness Survival — 70%, Prowl — 65%, Climbing — 76/50%, Horsemanship, W.P. Knife, W.P. Staff. Note that Lisa does not have full warrior skills because of her age, limited amount of time for study, and the magnitude of previous skills. By the end of the Sentinels series (about 10 years later) Lisa will have attained third level.

Max Sterling

**REF Commander of the REF Veritech Fighter Division
& Leader of the Skull Squadron**

Hit Points: 54 S.D.C.: 20

Alignments: Scrupulous

Attributes: I.Q. 14, M.E. 18, M.A. 11, P.S. 12, P.P. 22, P.E. 13, P.B. 9, SPD 13

Age: 30 at beginning of Sentinels (2020)

Weight: 162lbs **Height:** 5ft 10 inches

Disposition: Bolder, more confident, and capable than ever! Trustworthy, loyal, courageous; Rick Hunter's best friend and confidant.

Level of Experience: Tenth Level Veritech Pilot

Skills of Note: Pilot Jet — 98%, Pilot all VF series Veritechs — 98%, Pilot all REF Veritechs — 85%, Mecha Combat: VF Veritechs, Mecha Combat: Vindicator, Mecha Combat: Alpha & Beta (mecha of choice is a Shadow Alpha, Vindicator, or VF 1-S), Mecha Combat: Cyclone, Weapon Systems — 98%, Navigation — 98%, Navigation: Space — 98%, Read Sensory Instruments — 98%, Pilot Helicopter — 98%, Pilot Automobile — 98%, Aircraft Mechanics — 95%, Veritech Mechanics — 80%, Mecha Mechanics — 95%, Basic Electronics — 90%, Radio Basic — 98%, Basic Math — 98%, Advanced Math — 98%, First Aid — 98%, Dance — 84%, Swimming — 98%, W.P. Energy Rifle, W.P. Automatic Pistol, W.P. Gallant H-90, Hand to Hand: Expert.

Rank: Commander of the Veritech Division of the REF and Leader of the famous Skull Squadron.

Personal Profile: Max is a powerful force within the REF both as a soldier/ace pilot and as a leader. The troops revere him as an almost legendary figure. A reputation Max has

won for his natural skills as a renown fighter pilot, as hero of the First Robotech War, and as the heroic Commander of the RDF forces in the Zentraedi Control Zone. He is famous for his fairness as a commander, his loyalty to his men and country, and for his coolness under fire. Rick Hunter could think of no person better qualified to lead the REF Veritech Division (headed by the Skull Squadron) than the fearless combat veteran, Max Sterling.

However, Max is more than a loyal soldier to Commander Hunter. Both Max and Miriya Sterling are dear friends. Max was a cocky young veritech pilot under Ricks command in the First Robotech War and the two quickly became best of friends. A friendship that has lasted through war and over a decade. Max is one of the few people that Rick trusts implicitly and often shares his concerns and fears with him. Max, the ever confident over achiever is somewhat confused by Rick's self doubt, but is always there to offer his reassurances and opinion.

As commander of the Veritech Division, it is Max who deploys the transformable war machines in combat as well as their allocation within the fleet. The famous Skull Squadron is Max's personal squad. Each pilot in the Skull Squadron is hand picked by Max himself. **GM NOTE:** All pilots in the Skull Squadron are at least third level (about 30% are third level, 20% fourth level, 10% fifth level, 20% sixth level, 10% seventh level, and 10% eighth level or higher). Their alignments must be good (50% are scrupulous) and about 40% are veterans who have fought under Max's command in the RDF (all are aces). Any Veritech fighter can be selected by members of the Skull Squad, but the Shadow Fighters (Alpha and Beta), Vindicators, and regular Alphas and Betas are preferred. Miriya Sterling, Max's wife, is the squad's second in command.

Miriya Sterling

Veritech Fighter Ace

Hit Points: 61 S.D.C.: 37

Alignments: Scrupulous

Attributes: I.Q. 15, M.E. 11, M.A. 14, P.S. 15, P.P. 21, P.E. 14, P.B. 15, SPD 11

Age: 36 **Weight:** 137lbs **Height:** 5ft 10 inches

Disposition: Tough, capable, cool and clever; a disciplined combat veteran and excellent leader.

Level of Experience: Seventh level Military Specialist (Zentraedi) and an Eighth level Veritech Ace Pilot.

Skills of Note: Pilot all types of VF Veritechs — 90%, Pilot all REF Veritechs — 80%, Pilot REF Battle Pods — 65%, Pilot Zentraedi Battle Pods (all), Pilot Space Shuttle — 98%, Mecha Combat: VF Veritech, Mecha Combat: Alpha & Beta, Mecha Combat: Vindicator, Mecha Combat: Battle Pods & Power Armor, Weapon Systems: Zentraedi — 98% and REF — 98%, Read Sensory Instruments — 98%, Computer Operation — 98%, Radio Basic — 98%, Navigation — 98%, Detect Ambush — 98%, Interrogation — 98%, Basic Math — 98%, Climbing — 98/85%, Body Building, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Gallant H-90, Hand to Hand: Expert.

Rank: REF Commander/Second in Command of the Skull Squadron

Personal Profile: Miriya Sterling was a Zentraedi ace who defected to the RDF in the first Robotech War. It was at that time that she met Max Sterling and fell in love. Shortly afterwards, the two aces married, resulting in the first, controversial, intermarriage between human and Zentraedi. However, Miriya has proven herself a thousand times over to be a loyal champion of her adopted world, Earth. Miriya is a hero of the first Robotech War, as well as, a decorated hero of the RDF for her actions in the Zentraedi Control Zone and numerous battles against rogue Zentraedi. No one questions her loyalty to Earth, the REF, or her friends. Like her husband, Max, she is a close personal friend to Rick and Lisa. Miriya is well liked by most humans and Zentraedi and loved by the personnel who compose the Skull Squadron. Her association with humans and her role as mother (Dana Sterling is her daughter) has tempered her aggressiveness and warrior Zentraedi indoctrination with compassion and kindness. She is an excellent leader and a superior Veritech Pilot.



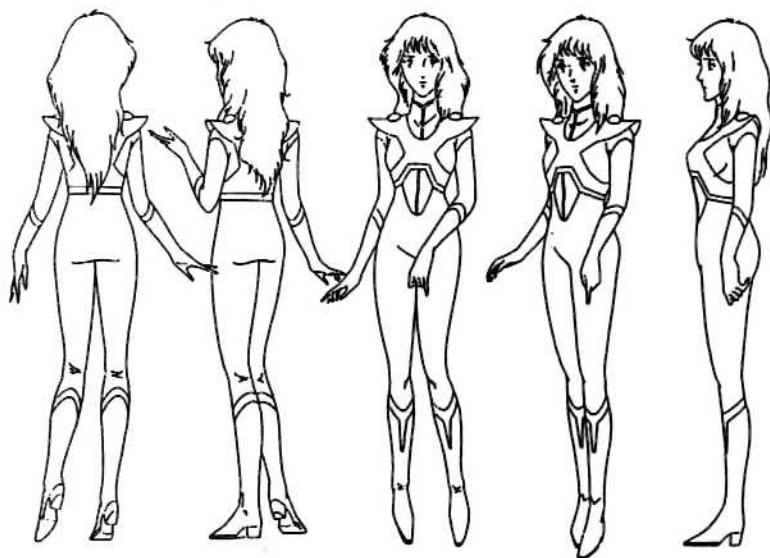
Lynn Minmei

Civilian; joins the REF Diplomatic Team

Hit Points: 32 S.D.C.: 30

Alignments: Unprincipled

Attributes: I.Q. 11, M.E. 12, M.A. 24, P.S. 10, P.P. 10, P.E. 10, P.B. 18, SPD 9



Age: 28 at the beginning of Sentinels (2022).

Weight: 102lbs **Height:** 5ft 2 inches

Disposition: More mature and sensitive to others, but still somewhat selfish. Friendly, cheerful, but lonely.

Level of Experience: Equal to a first level soldier, 7th level non-military personnel O.C.C. and has undergone basic military training on board the SDF-3.

Skills of Note: Cook (professional quality) — 98%, Dancing — 88%, Sing (professional quality) — 98%, First Aid — 86%, Basic Math — 98%, Pilot Automobile — 98%, Radio Basic — 50%, Body Building, Streetwise — 30%, Hand to Hand Basic, W.P. Energy Pistol (1st level).

Rank: None

Personal Profile: Minmei is still a big pop music star and celebrity. She is accidentally taken along with the REF armada when the SDF-3 space folds (she was a guest of Rick and Lisa at their wedding along with her friend Janice). She has finally reconciled herself that she has lost Rick, but is pining away for a knight in shining armor to sweep her off her feet. For a brief while she believes that Col. Jonathan Wolfe is that knight, but becomes disillusioned when she realizes that Col. Wolfe is a dedicated soldier who will not give up the military for a life with her. She also comes to grip with her own mortality. Lynn Minmei remains friends with Rick, Lisa, Max, Jonathan, and Janice. She tries to beef up the spirits of the REF troops by performing and visiting the infirmed.

Jean Grant

Field Scientist/Medical Doctor

Hit Points: 41 S.D.C.: 30

Alignments: Principled

Attributes: I.Q. 20, M.E. 14, M.A. 18, P.S. 10, P.P. 15, P.E. 15, P.B. 14, SPD 11. **Note:** I.Q. bonus of +6 has been added in all skills.

Age: 25 **Weight:** 139lbs **Height:** 6ft

Disposition: Dedicated humanitarian with a great love for life; loyal, hard working, confident, kind, and gentle.

Level of Experience: Fifth level Field Scientist (emphasis on Medical skills)

Skills of Note: Computer Operation — 98%, Computer Programming — 76%, Math Basic — 98%, Math Advanced — 96%, Medical Doctor — 96/86%, Pathology — 71%, Forensics — 61%, Biology — 81%, Botony — 81%, Chemistry — 98%, Chemistry: Analitical — 81%, Read Sensory Instruments — 66%, Radio Basic — 81%, Radio Scrambler — 71%, T.V./Video — 71%, Optics — 81%, Pilot: Automobile — 98%, Pilot Military Hover Vehicle — 74%, Pilot Helicopter — 72%, Gymnastics, Swimming — 82%, SCUBA — 70%, Dance — 64%, W.P. Energy Rifle, W.P. Knife, Hand to Hand: Basic.

Rank: Captain/Medical Doctor

Personal Profile: Jean Grant is a beautiful woman with a passion for life, freedom, and the arts. She has dedicated her life to to presevation of all life, human and alien. She despises war, but understands that sometimes it can not be avoided. She sees her job as making sure as many soldiers as possible survive the conflict. She leads by example and asks noone to do anything she would not demand of herself. She has a great tolerance against fatigue and has been know to go two

and three days with no or little sleep. Jean is the wife of Vince Grant and mother of Bowie Grant. She is a dear friend of Lisa and Rick Hunter, Max and Miriya Sterling, and Exedore.

Vince Grant

Bio-Maintenance Engineer & MTA Titan Pilot

Hit Points: 33 S.D.C.: 20

Alignments: Principled

Attributes: I.Q. 18, M.E. 15, M.A. 10, P.S. 24, P.P. 13, P.E. 14, P.B. 9, SPD 14

Age: 25 **Weight:** 210lbs **Height:** 6ft 9 inches

Disposition: Vince is a soft spoken, friendly person who has an affinity with machines. He'd rather tinker and create than fight, but he is a competent leader and a loyal soldier.

Level of Experience: Fourth level bio-mechanic

Skills of Note: Repairing Mecha — 75%, Recognize Mecha Quality — 70%, Mechanical Engineer — 80%, Veritech Mechanics — 65%, Mecha Mechanics — 70%, Mecha Electronics — 65%, Weapon Systems — 95%, Computer Operation — 85%, Computer Programming — 55%, Electrical Engineer — 65%, Automotive Mechanics — 80%, Aircraft Mechanics — 75%, Armorer — 65%, Locksmith — 55%, Paramedics — 68%, Pilot Automobile — 98%, Pilot Hover Cycle — 72%, Pilot Tank — 75%, Pilot Large Truck — 64%, Pilot MTA-Titan — 65%, Navigation — 80%, Math Basic & Advanced, W.P. Energy Pistol, W.P. Energy Rifle, Hand to Hand: Basic.

Rank: Lieutenant Commander

Personal Profile: Vince Grant is the younger brother of the late Claudia Grant, heroine of the First Robotech War. Like his sister, Vince is a close personal friend to Rick, Lisa, Max, Miriya, and Doctor Lang. He is a born mechanic with an unbelievable aptitude for construction and protoculture based machines. However, it is his cool head, loyalty, and leadership abilities that have won him quick promotions. Vince would love nothing more than to devote his life to building and inventing, but accepts his place as a soldier because that is where he can do the most good. He is happily married to the Head of the REF Medical Department, Jean Grant.

Sadly, Vince and Jean have left their child, Bowie, on Earth, where they believe he'll be safe. Ironically, Bowie Grant and Dana Sterling will grow up to become key figures in the war against the Robotech Masters on Earth (2031).

Doctor R. Burke

Head of Robotech Weapons Research & Development

Hit Points: 37 S.D.C.: 30

Alignments: Unprincipled

Attributes: I.Q. 19, M.E. 9, M.A. 8, P.S. 14, P.P. 13, P.E. 14, P.B. 10, SPD 7. **Note:** I.Q. bonus of +5 has been added to all skills.

Age: 29 **Weight:** 240lbs **Height:** 6ft 6 inches

Disposition: Dedicated, loyal, trust worthy, friendly but aloof; tends to be a pessimistic loner. He is happiest in the lab developing new ideas or improving old ones.

Level of Experience: Sixth level Field Scientist & one of the

top authorities in the field of robotechnology (some say number two, right after Doctor Lang).

Skills of Note: Computer Operation — 15%, Computer Programming — 10%, Medical: Paramedic — 10%, Math Basic — 98%, Math Advanced — 10%, Electrical Engineer — 80%, Mecha Electronics — 70%, Mecha Mechanics — 75%, Veritech Mechanics — 65%, Mechanical Engineer — 80%, Armorer — 70%, Computer Repair — 75%, Chemistry — 98%, Chemistry: Analytical — 98%, Demolitions — 95%, Demolitions Disposal — 95%, Pilot Automobile — 98%, Pilot VAF-6R Alpha, Mecha Combat Basic Alpha, W.P. Energy Rifle, W.P. Heavy, Hand to Hand Basic.

Rank: Major; and Head of Robotech Weapons Research

Personal Profile: Doctor R. Burke is a dedicated scientist and inventor who loves weapons and the application of technology for the military. He is a career soldier and 100% loyal to the RDF/REF. In many respects he is the opposite of Doctor Lang, in that he is very practical rather than idealistic, pessimistic rather than romantic, narrow in focus rather than awed by everything. However, both men share an unquenchable thirst for knowledge and a gift for understanding the mysteries of robotechnology. Both Doctor Lang and Doctor Burke have the highest regards for each other and try to work together whenever possible (there is NO rivalry between these two men). Doctor R. Burke tends to immerse himself in his work, avoiding social affairs and giving credence to the rumor that he is a recluse.

Emil Lang

Head of Robotechnology Research and Head of REF Diplomatic Team

Hit Points: 49 S.D.C.: 30

Alignments: Scrupulous

Attributes: I.Q. 24, M.E. 19, M.A. 15, P.S. 10, P.P. 15, P.E. 14, P.B. 9, SPD 9

Age: 50 **Weight:** 210lbs **Height:** 5ft 7 inches

Disposition: Inquisitive, idealist, obsessed with the pursuit of knowledge; friendly and likable, but tends to be a little scattered (always preoccupied).

Level of Experience: Eleventh Level Field Scientist (with an emphasis on robotechnology and protoculture).

Skills of Note: Computer Operation — 98%, Computer Programming — 98%, Math Basic & Advanced — 98%, Medical Paramedic — 98%, Mecha Electronics — 98%, Mecha Mechanics — 98%, Veritech Mechanics — 95%, Aircraft Mechanics — 98%, Armorer — 95%, Mechanical Engineer — 98%, Electrical Engineer — 98%, Read Sensory Instruments — 98%, Weapon Systems — 98%, Astrophysics — 95%, Biology — 98%, Chemistry — 98%, Chemistry: Analytical — 98%, Radio: Basic — 98%, Radio: Scrambler — 98%, Radio: Satellite Relay — 90%, Laser — 98%, Cook — 98%, Dance — 82%, Pilot Automobile — 98%, Pilot Military Hover Vehicles — 90%, W.P. Energy Pistol (equal to sixth level), W.P. Energy Rifle (11th level), Hand to Hand: Basic.

Rank: General; Head of Robotechnology Research & Head of Diplomatic Mission.

Personal Profile: Doctor Lang is Earth's leading expert on protoculture and robotechnology. It was Doctor Lang and his

research team who first unraveled the mysteries of protoculture and reconstructed the SDF-1. It was Lang who recognize the amazing relationship that protoculture created between man and machine. And it was Doctor Lang who developed the "transformable" mecha; something that even the Robotech Masters themselves had missed. With the help of Doctor R. Burke and a handful of other gifted scientist, Doctor Lang reshaped the face of science and introduced the age of biomechanics. His giant machines of war (for the defense of Earth against hostile aliens) would provide Earth's defenders with the edge they would need to defeat vastly greater numbers of enemies time and time again. These "mecha" as they came to be called were like the realization of a science fiction writer's wildest dreams. Twenty to fifty foot tall robots, operated by one or two pilots, and packing more fire power than a 20th century tank division.

Despite the application of the new science to the military, Emil Lang is a peace loving man who has dedicated his life to the pursuit of knowledge, not war. It was the demands of the times that drove Doctor Lang to develop the famous mecha of the RDF/REF. His greatest achievement was the creation of the three Super Dimensional Fortresses; SDF-1, 2, and 3. Lang's genius unlocked the secrets of intergalactic space travel, giving man wings to explore the universe. Unfortunately, man would first have to free himself of the tyranny of two alien races of dictators before he would be free to do so. Doctor Lang's other achievements in robotechnology are no less impressive. It was Lang who invented the life-like holographic system that could create a realistic illusion of life and later be developed for many other applications. It was Lang who developed the protoculture based pinpoint barrier and full force field defense system. His research team developed protoculture circuitry and miniaturization of mecha. He helped master the micronization system for reducing Zentraedi giants to human size. He was also one of the first to acknowledge the biological similarity between human and Zentraedi and Robotech Masters. He was a crucial contributor to the reconstruction of the Earth after the devastation of Zentraedi fleet and helped to establish the Robotech Expeditionary Force (Lang, Lisa Hayse, Rick Hunter, Breetai, and Exedore were the driving force behind the operation). On board the SDF-3, Doctor Lang continues his research and offers advise as both scientist and diplomat. He marvels at the universe before him and the many new people and creatures he encounters. His role in the moral of the REF is as a steady father figure and as childlike explore on a grand adventure. He is the voice of reason and the eternal optimist.



Kami

Garudan Warrior of the Sentinels

Hit Points: 42 S.D.C.: 49

Alignment: Scrupulous

Attributes: I.Q. 20, M.E. 21, M.A. 14, P.S. 15, P.P. 13, P.E. 14, P.B. 12, SPD 17. **Note:** the I.Q. bonus of +6 has been added to all skills.

Age: Unknown; approx. 28 Earth Years

Weight: 160lbs **Height:** 6ft 3 inches **Male**

Disposition: Confident, gentle, quiet, friendly; dedicated to the Sentinels and the liberation of all people from slavery and oppression. Fair leader, but tends to be a loner.

Level of Experience: Sixth level Garudan Warrior.

Skills of Note: Radio: Basic — 81%, Paramedic — 96%, Intelligence — 81%, Interrogation — 86%, Land Navigation — 86%, Wilderness Survival — 81%, Basic Mechanics — 56%, Basic Electronics — 66%, Climbing — 96%, Body Building, Swimming — 98%, Prowl — 73%, Horsemanship — 66%, Hunting, Track Animals — 66%, Pilot Hover Cycle — 76%, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Rifle, W.P. Automatic Pistol, W.P. Knife, W.P. Blunt, Hand to Hand: Expert.

Special Abilities: Psi Powers (see Sentinels pages 29-31)

Rank: Elite Scout/equal to a REF Captain

Personal Profile: Like most Garudans, Kami is a pleasant, soft spoken person who keeps to himself and is usually found near or with his life mate, Learna. He is a superb scout and enjoys the thrill of the hunt, but not the kill. He has dedicated himself to the liberation of his homeworld and all other worlds victimized by Invid domination.

Learna

Garudan Warrior of the Sentinels

Hit Points: S.D.C.:

Alignment: Unprincipled

Attributes: I.Q. 18, M.E. 22, M.A. 12, P.S. 13, P.P. 15, P.E. 12, P.B. 12, SPD 19

Note: The I.Q. bonus of +4 has been added to all skills.

Age: Unknown; approx. 28 Earth Years

Weight: 150lbs **Height:** 6ft 2 inches Female

Disposition: Confident, friendly, but a little more outspoken and aggressive/bold than Kami; dedicated to the Sentinels and the liberation of all people from slavery and oppression. Fair leader, but tends to be a loner.

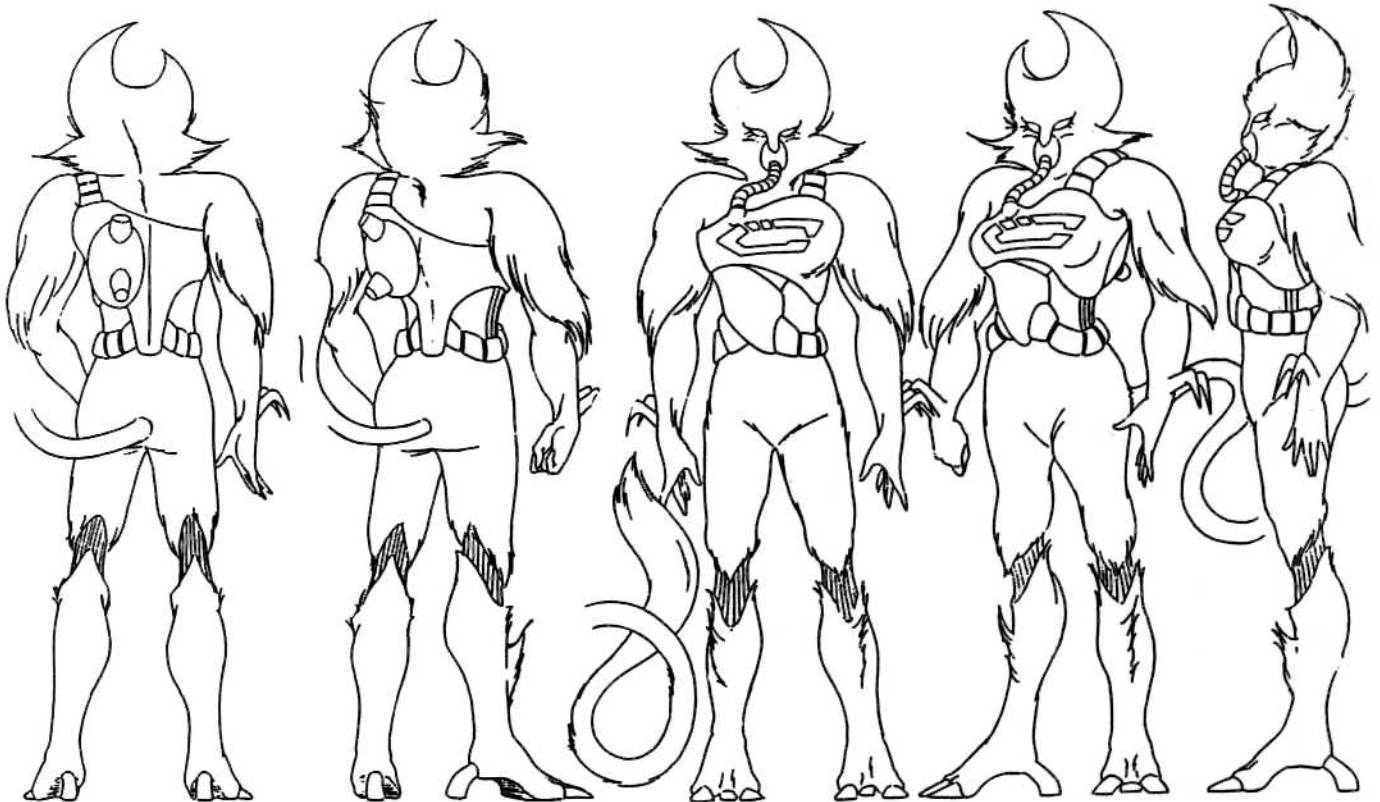
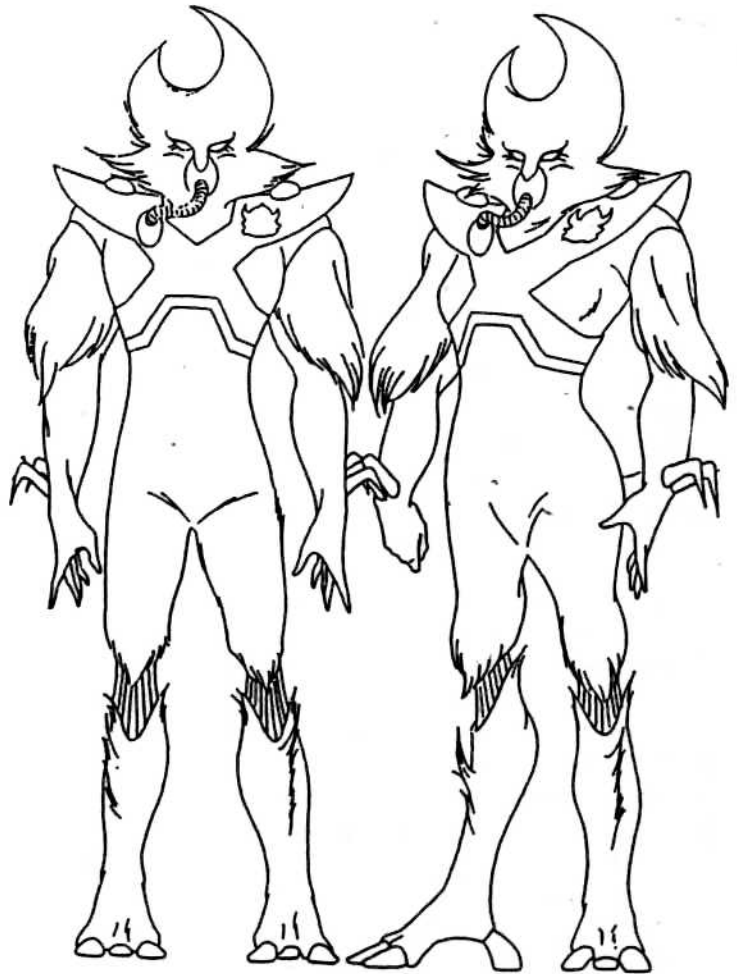
Level of Experience: Sixth level Garudan Warrior.

Skills of Note: Radio Basic — 79%, Paramedic — 94%, Intelligence — 79%, Interrogation — 84%, Land Navigation — 84%, Wilderness Survival — 79%, Basic Mechanics — 54%, Basic Electronics — 64%, Climbing — 96%, Body Building, Swimming — 98%, Prowl — 69%, Gymnastics, Horsemanship — 64%, Pilot Hover Cycle — 74%, Hover Vehicles — 79%, Pilot Jet Pack — 74%, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Automatic Pistol, W.P. Knife, W.P. Blunt, Hand to Hand Expert.

Special Abilities: Psi Powers (see Sentinels pages 29-31)

Rank: Elite Scout/equal to a REF Captain

Personal Profile: Learna is a fellow founder of the Sentinels and is dedicated to intergalactic freedom for all life forms. Underneath her quiet, calm demeanor she is a courageous and passionate champion of freedom.



Baldan

Spherian Adventurer

Hit Points: Special S.D.C.: Special: See Sentinels RPG page 32.

Alignment: Scrupulous

Attributes: I.Q. 14, M.E. 20, M.A. 7, P.S. 22, P.P. 12, P.E. — P.B. 7, SPD 14

Age: Unknown; approximate age is impossible to determine.

Weight: 300lbs **Height:** 6ft 5 inches

Disposition: Honorable, heroic, selfless, logical, and orderly; friendly and polite.

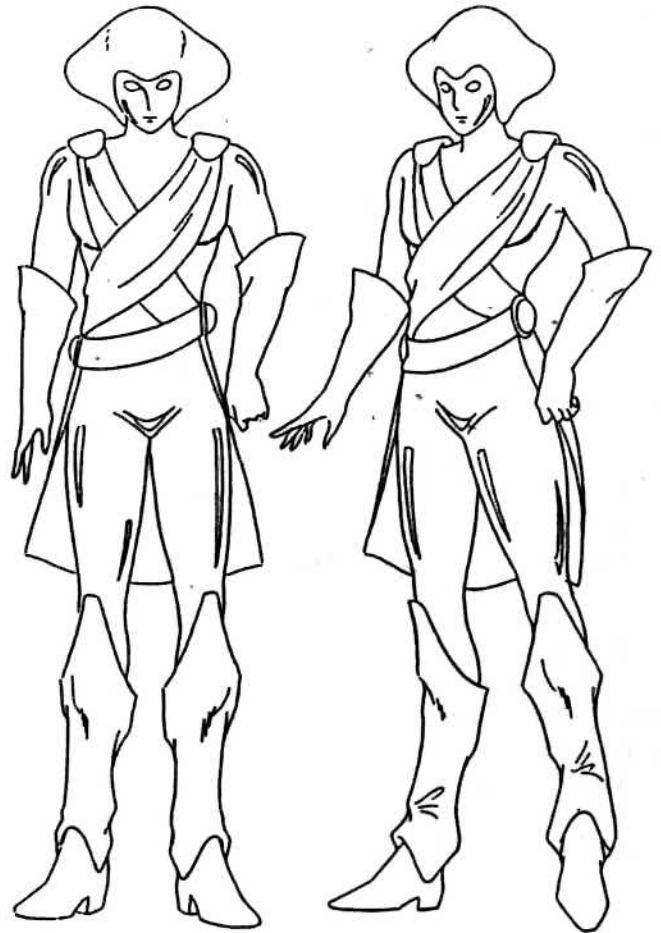
Level of Experience: Fourth level Adventurer

Skills of Note: Math Basic and Advanced — 75%, Computer Operation — 80%, Radio Basic — 75%, Laser Communication — 70%, Electrical Engineer — 75%, Navigation — 90%, Navigation: Space — 90%, Mecha Electronics — 65%, Pilot Military Hover Vehicles — 66%, Pilot Hover Cycle — 62%, Pilot Space Shuttle — 72%, Pilot Spacecraft — 75%, Pilot Lancer Space Fighter — 72%, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Gallant H-90, Hand to Hand: Expert.

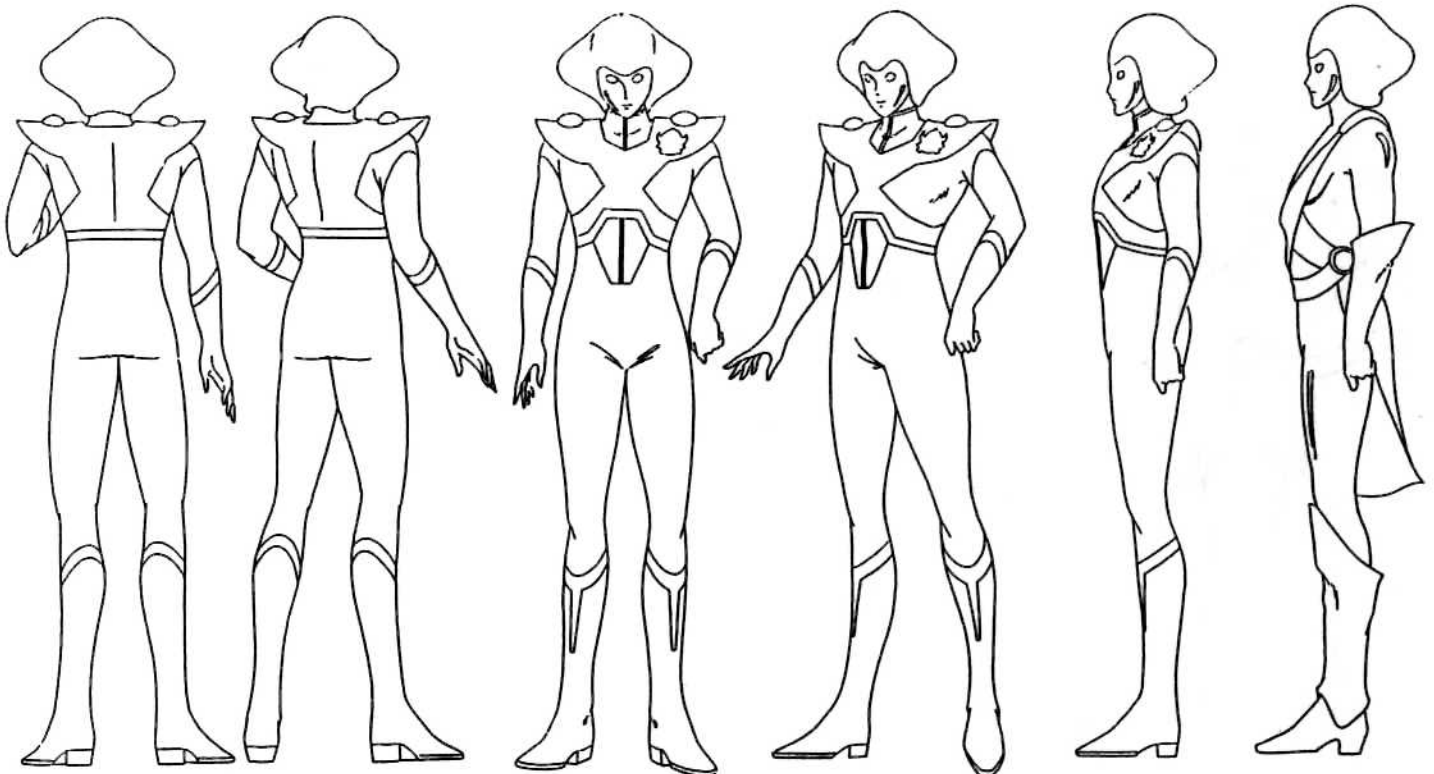
Rank: Captain

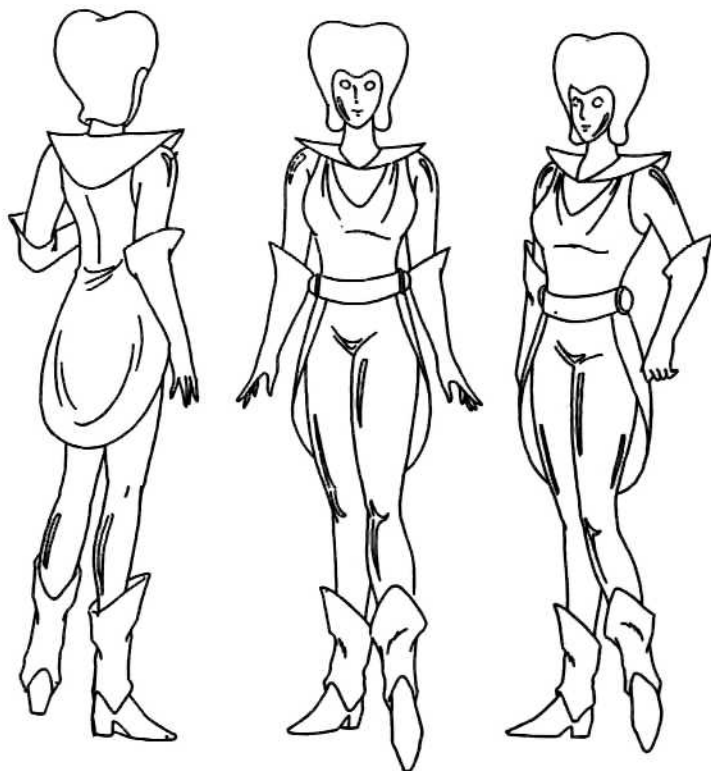
Personal Profile: Baldan is a loyal and dedicated cofounder of the Sentinels. Like most of the Sentinels, his goal is to liberate his homeworld from the clutches of the Invid and then go on to crush the Invid Regent and his minions. The Spherian is a true paladin, always concerned about others before himself. Baldan is clever and cool under fire and an excellent tactician. He becomes friends with Rick, Lisa, Max, Miriya, Exedore, and Jack Baker.

Native Dress



REF Uniform





Teal

Spherian Adventurer

Hit Points: Special S.D.C.: Special: See Sentinels RPG page 32.

Alignments: Anarchist

Attributes: I.Q. 14, M.E. 18, M.A. 6, P.S. 20, P.P. 13, P.E. — P.B. 7, SPD 15

Age: Unknown; approximate age is impossible to determine.

Weight: 310lbs **Height:** 6ft 7 inches

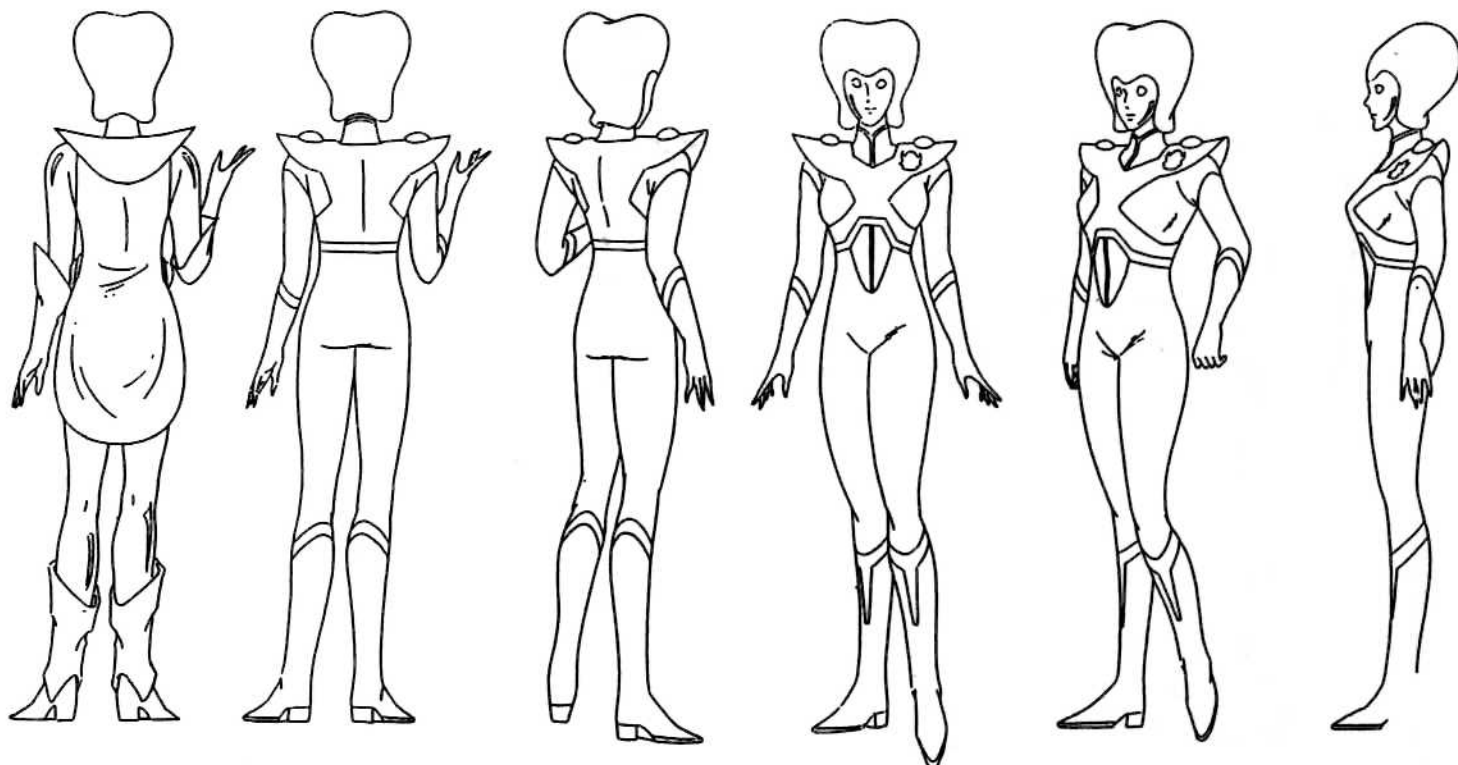
Disposition: Selfish, greedy, vindictive, petty, complainer; tends to be a bit absent minded and disorderly.

Level of Experience: Fourth level Adventurer

Skills of Note: Math Basic and Advanced — 75%, Computer Operation — 80%, Radio Basic — 75%, Laser Communication — 70%, Electrical Engineer — 75%, Navigation — 90%, Navigation: Space — 90%, Pilot Hover Cycle — 62%, Pilot Space Shuttle — 72%, Pilot Spacecraft — 75%, Prowl — 55%, Palming — 35%, Pick Locks — 45%, Streetwise — 40%, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Gallant H-90, Hand to Hand: Expert.

Rank: Lieutenant

Personal Profile: Teal is a self serving adventurer with little compassion for others. She has joined the Sentinels to see the mysteries of the universe and for her own personal pleasure. Consequently, she often seems cold and uncaring about the war and the plight of others. Yet despite this she is a capable warrior and takes great pleasure in her triumphs (but loathes failure). **NOTE:** Teal is not the mate of Baldan, simply acquaintances. Both Spherians irritate each other, but this is more from philosophical differences than anything else.



Iron

Carbonarite Warrior (Bearman) of the Sentinels

Hit Points: 57 S.D.C.: 95

Alignments: Scrupulous

Attributes: I.Q. 11, M.E. 12, M.A. 8, P.S. 28, P.P. 12, P.E. 22, P.B. 7, SPD 9

Note about Attribute Bonuses: PS bonus is +13 to damage (SDC), PE bonus offers +4 to save vs poison and +14 to save vs coma.

Age: Unknown; approx. 700 Earth years (most of his life spent as unskilled laborer).

Weight: 340lbs **Height:** 8ft 6 inches

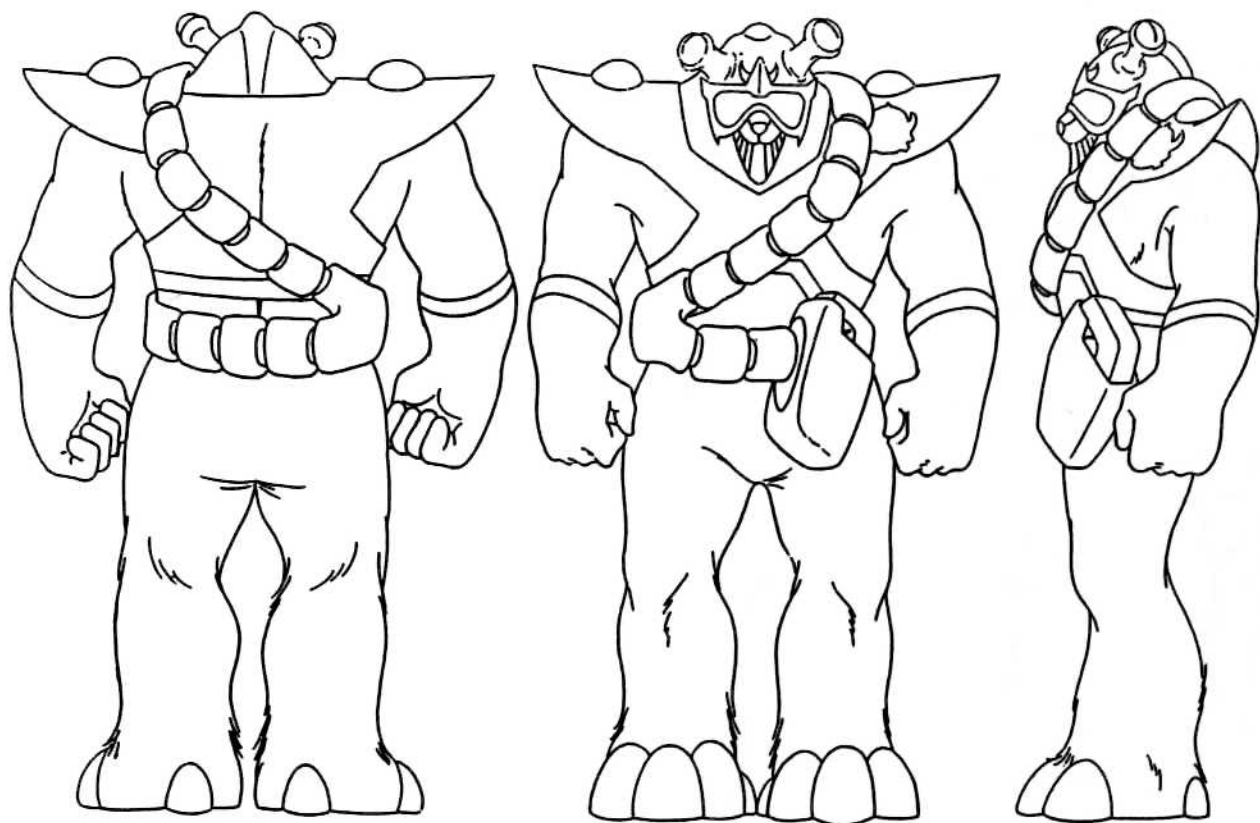
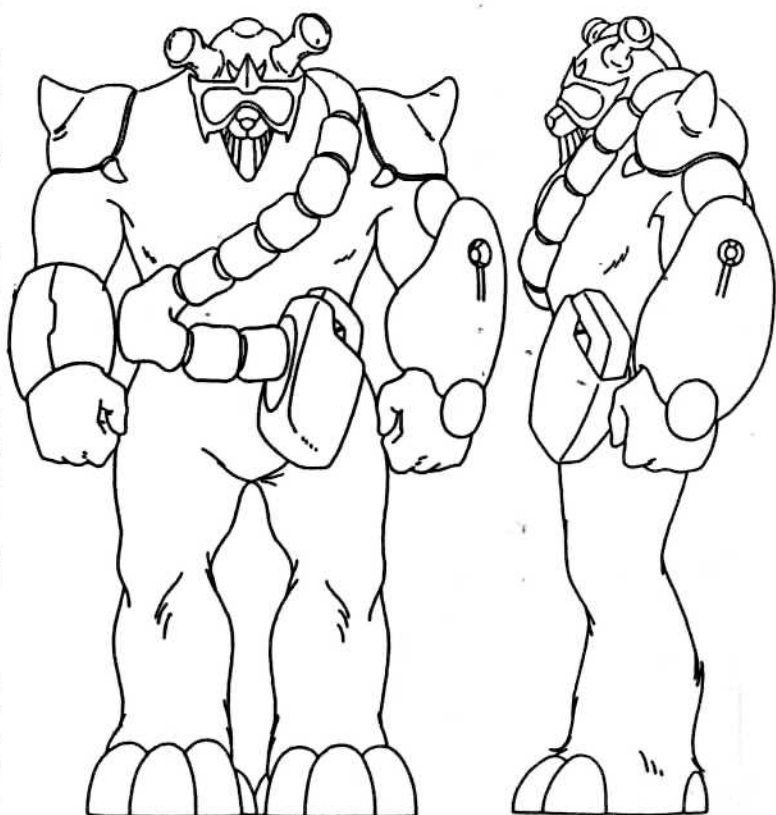
Disposition: Friendly, but gruff and aggressive. Driven to free his homeworld and crush the Invid. Tends to be loud, outspoken, and confrontational.

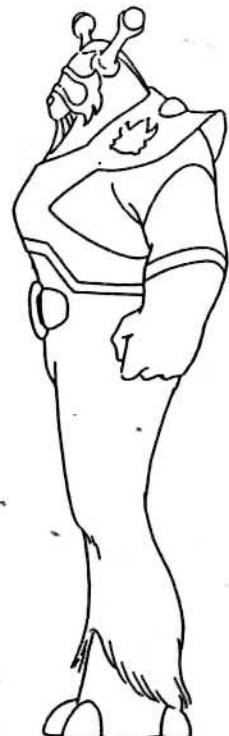
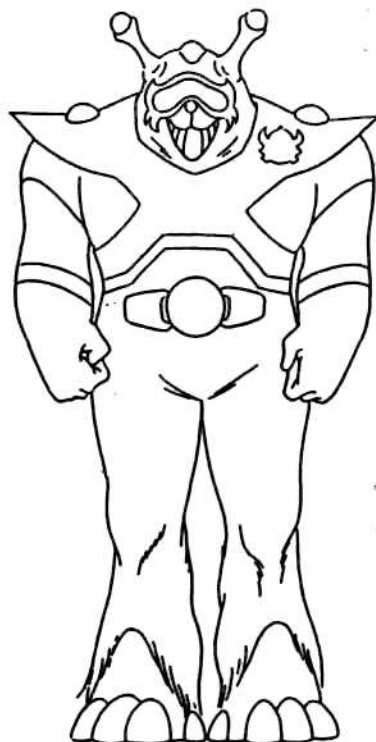
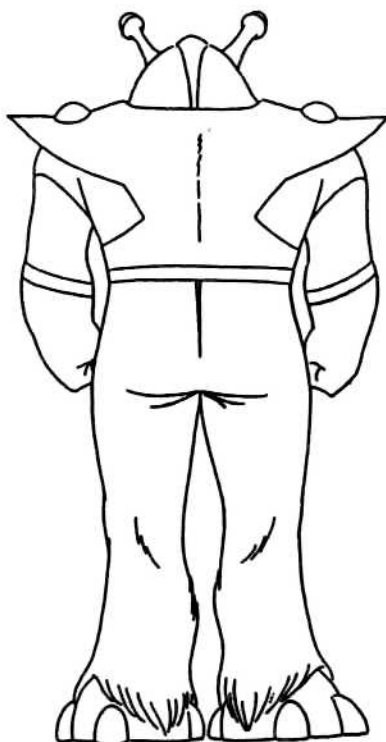
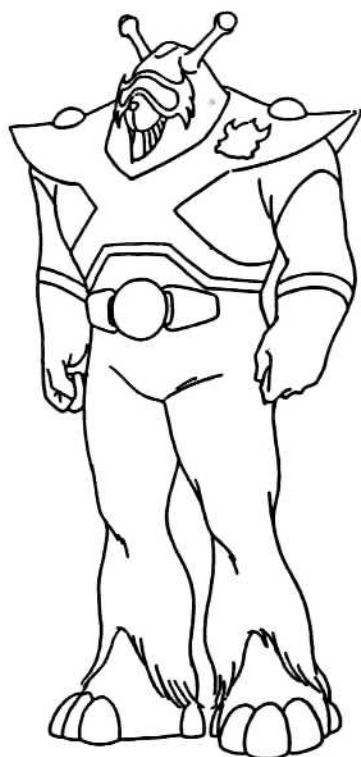
Level of Experience: Eighth level warrior

Skills of Note: Radio Basic — 95%, Radio Scrambler — 75%, Land Navigation — 85%, Navigation — 98%, Navigation: Space — 98%, Pilot Spacecraft — 98%, Pilot Space Shuttle — 98%, Pilot Military Hover Vehicle — 96%, Computer Operation — 98%, Math Basic & Advanced — 96%, Wrestling, Boxing (adds one melee attack), Swimming — 98%, W.P. Rifle, W.P. Energy Rifle, W.P. Energy Pistol, Hand to Hand Expert.

Rank: Captain of the Sentinels Convoy

Personal Profile: Iron is a tough, gruff, loud, aggressive, confrontational wall of muscle, but well meaning, loyal, and likable. He is not a deep thinker nor is he reckless or stupid. He is simple a creature of action who has grown up in a rough and tumble environment. He hates the Invid and craves revenge. However, he is not driven beyond reason by his hatred and always thinks of the beings under his charge before he acts.





Crysta

Carbonarite Warrior (Bearman) of the Sentinels

Hit Points: 38 S.D.C.: 76

Alignments: Principle

Attributes: I.Q. 9, M.E. 11, M.A. 9, P.S. 24, P.P. 13, P.E. 20, P.B. 8, SPD 11

Attribute Bonuses Note: PS bonus is +9 to damage (SDC), PE bonus offers +3 to save vs poison and +10 to save vs coma.

Age: Unknown; approx. 180 Earth years (most of her life spent as unskilled laborer).

Weight: 310lbs **Height:** 8ft 2 inches

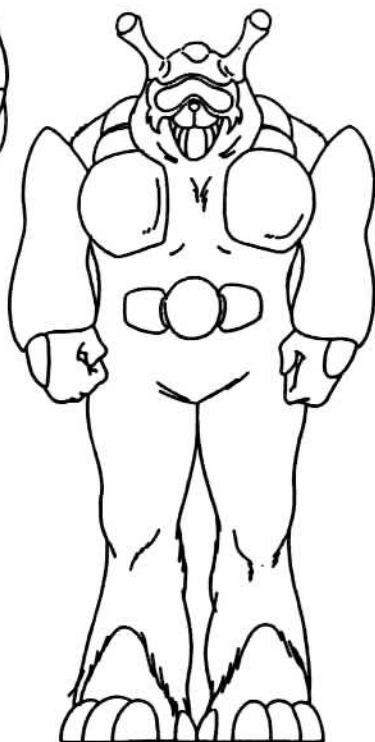
Disposition: Kind, gentle, loving, fiercely loyal and completely selfless; she is a hard worker who will gladly do whatever is necessary without complaint. She is sometimes struck by melancholy whenever she becomes too concerned over the fate of the Carbonarite children in the Invid labor camps.

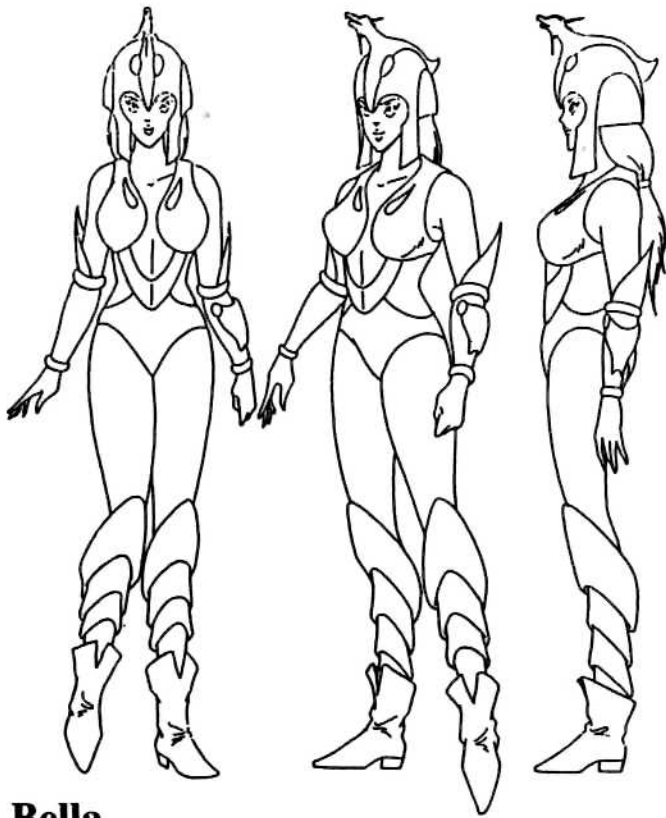
Level of Experience: Fourth Level Warrior

Skills of Note: Radio Basic — 75%, Land Navigation — 65%, Navigation — 85%, Navigation: Space — 85%, Pilot Space Shuttle — 75%, Pilot Military Hover Vehicle — 76%, Pilot Hover Cycle — 72%, Computer Operation — 80%, Math Basic — 92%, First Aid — 73%, Cook — 84%, Dance — 74%, Prowl — 55%, Wrestling, Swimming — 74%, W.P. Rifle, W.P. Energy Rifle, W.P. Energy Pistol, W.P. Blunt, Hand to Hand Basic.

Rank: Sergeant and founding member of the Sentinels.

Personal Profile: Crysta is a deeply caring and compassionate person. She is dedicated to the preservation of all life forms and their right to be free. She is loved by all who know her and becomes close friends with Jean Grant and Learna (the Garudan). She is often found assisting Doctor Grant at the hospital or playing with children. Despite her gentleness she can be a fierce warrior, especially when a loved one is in danger.





Bella

Praxian Warrior

Hit Points: 44 S.D.C.: 61

Alignments: Unprincipled

Attributes: I.Q. 12, M.E. 10, M.A. 8, P.S. 20, P.P. 22, P.E. 20, P.B. 29, SPD 21

Attribute Bonus Note: PS bonus +5 to damage (SDC); PP bonus +4 to strike, parry, and dodge; PE bonus +2 to save vs poison and +10% to save vs coma.

Age: Unknown; approx. 20 Earth years.

Weight: 150lbs **Height:** 7ft 4 inches

Disposition: Bold, arrogant, out spoken, confrontational (especially toward the Zentraedi), but friendly and loyal. She is a cunning and decisive leader respected by all. Belle has a Tom Boy crush on Breetai.

Level of Experience: Fifth level Praxian Warrior.

Skills of Note: Escape Artist — 65%, Detect Ambush — 75%, Detect Concealment — 65%, Land Navigation — 75%, Tracking — 70%, Wilderness Survival — 80%, Concealment — 50%, Streetwise — 60%, Archery (cross bow is preferred type) — 75%, Identify Plants & Fruits — 60%, Hunting, Prowl — 77%, Swimming — 98%, Climbing — 98%/70%, Horsemanship — 68%, Cook — 79%, Sniper, W.P. Rifle, W.P. Energy Rifle, W.P. Knife, W.P. Staff, W.P. Sword, Hand to Hand Martial Arts.

Rank: Captain

Personal Profile: Bella is a born and bred warrior, bold, beautiful, and radiates confidence. She is a good leader although she tends to let her emotions and arrogance color her view. Bella has learned to use modern weapons, but still prefers the cross bow and other ancient hand to hand weapons. Bella becomes good friends with Rick and Lisa and it is she who teaches Lisa the basics in Praxian combat. Meanwhile, Lisa and her other human friends teach her to be more compassionate and tolerant of others.

Gnea

Praxian Warrior

Hit Points: 31 S.D.C.: 55

Alignments: Anarchist

Attributes: I.Q. 10, M.E. 13, M.A. 7, P.S. 21, P.P. 20, P.E. 23, P.B. 26, SPD 19

Attribute Bonus Note: PS bonus +6 to damage (SDC); PP bonus +3 to strike, parry, and dodge; PE bonus +4 to save vs poison and +16% to save vs coma.

Age: Unknown; approx. 16 Earth years.

Weight: 140lbs **Height:** 7ft 2 inches

Disposition: Bold, arrogant, cocky, exuberant, playful, and impatient. She is loyal to Bella, but tends to be selfish and inconsiderate.

Level of Experience: Second level Praxian Warrior.

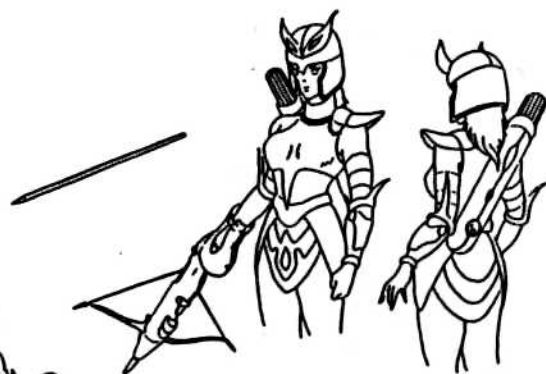
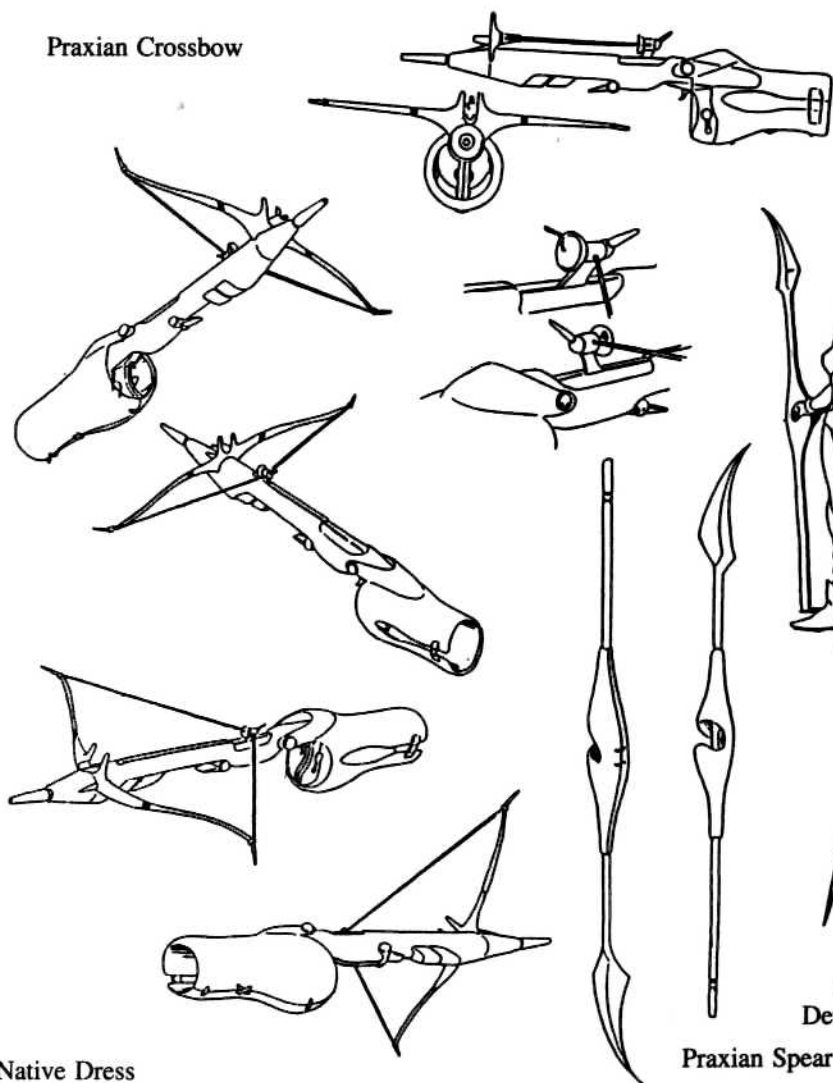
Skills of Note: Escape Artist — 50%, Detect Ambush — 60%, Detect Concealment — 50%, Land Navigation — 60%, Tracking — 50%, Wilderness Survival — 65%, Concealment — 35%, Streetwise — 45%, Archery (cross bow is preferred type) — 50%, Hunting, Prowl — 60%, Swimming — 78%, Climbing — 68%/45%, Horsemanship — 56%, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Knife, W.P. Staff, W.P. Sword, Hand to Hand Martial Arts.

Rank: Corporal

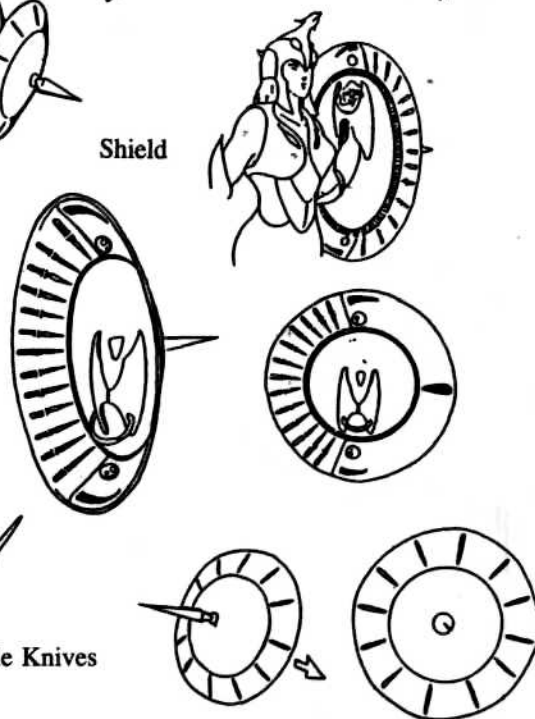
Personal Profile: Gnea is a rambunctious teenager full of energy and ideals. She is bold and overconfident, but an excellent warrior with great potential. Her friend, Bella, is like a big sister.



Praxian Crossbow



Shield

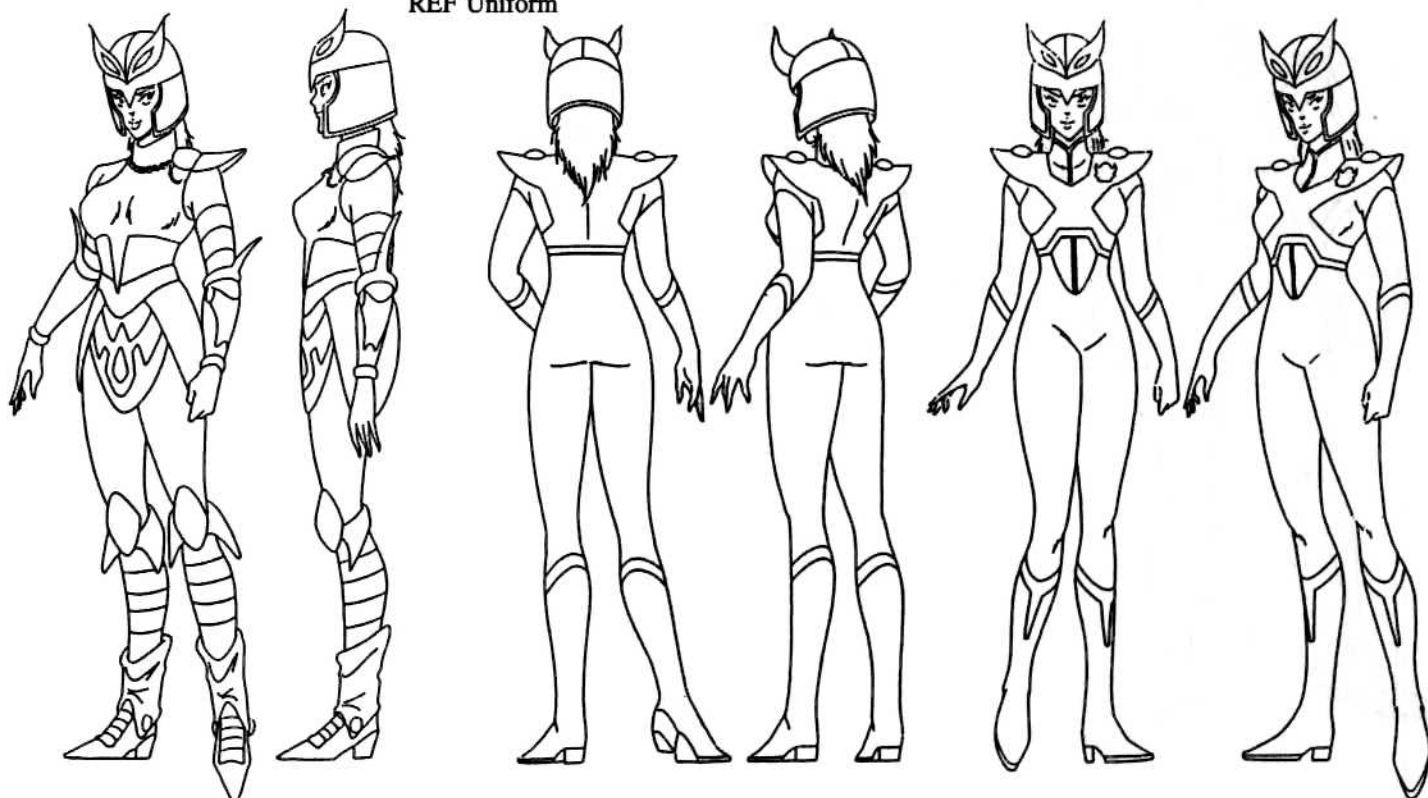


Detachable Knives

Praxian Spear

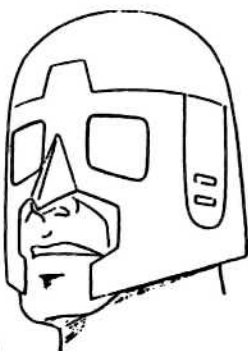
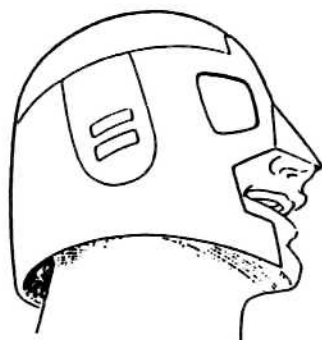
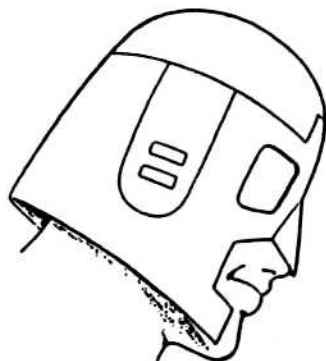
Native Dress

REF Uniform



BREETAI

Old face mask



Breetai in his new face mask.



Breetai in REF dress uniform.

THE ENEMY



INORGANICS

General Information

The inorganics are the equivalent of invad robots. They are not alive. Inorganics are non-living machines of war, designed exclusively for the eradication of life. Extreme caution should be exercised whenever inorganics are encountered.

There are four types of inorganics

The Cougar: Bloodhound and exterminator; extremely fast and agile.

The Odeon: Heavy infantry assault unit, slow and ponderous, but incredibly resistant to attack (two times as many M.D.C. as the REF Gladiator).

The Scrim: Elite assault unit, fast, agile, multiple attacks plus nerve gas.

The Crann: Reconnaissance assault unit, quick, agile, with multi-sensor systems. A super efficient spy system with detachable sensor limbs. Exercise extreme caution.

Actions on Contact

Develop the situation. The squad leader should act quickly to determine the enemy's strength, composition and disposition. The inorganics are used for assault, defense, and police actions. They are automatically considered hostile enemies. What should be immediately determined is 1) The number of enemies. 2) The type of inorganics that compose the enemy force, and 3) The danger to civilians and REF troops.

Choose a course of action. Based on observation the squad leader can consider several actions.

Maintain discreet observation. If the inorganics have not been alerted to the squad's presence the squad may assume positions of surveillance. Radio silence and minimal movement is recommended. *NO* protoculture powered devices can be used without the likelihood of alerting the inorganics to your position. ALL invad mecha and inorganics have protoculture sensors (Range: one mile/1.6km).

By-Pass. The squad may elect to mark the enemy's position and activity for later report and move on. Radio silence is recommended. The operation of protoculture powered devices will compromise the squad's location.

Engage the enemy. The squad leader can decide to attack, but this should only occur when the enemy has identified the squad, the enemy has attacked, or the squad is confident that they can defeat the enemy.

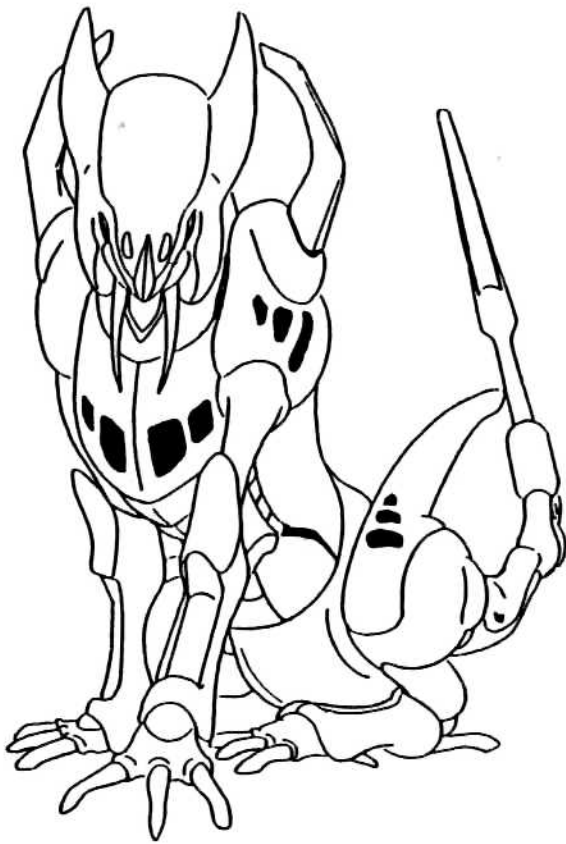
Remember, the inorganics are robots programmed to seek and destroy. Once they have been alerted to your position they will not cease combat until you or they are destroyed. The inorganics can not be threatened, intimidated, or compromised in any way. They feel no emotions and show no mercy.

Once combat is initiated it is best that ALL inorganics are eliminated. The reconnaissance Crann should be among the first enemies eliminated to avoid detection and impair the enemy's overall sensory capabilities.

The enemy troops may be directed by a Red Enforcer or (grey) Enforcer. This is the enemy's acting leader and a priority target.

The Invad Brain. The inorganics within a 1000 mile (1600km) area directed by an invad brain. The brain sees and hears everything that its inorganic troops see and hear. The location of this *director of operations* is usually hidden in ruins or a subterranean location. The location and destruction of a controlling brain will neutralize ALL INORGANICS under its 1000 mile range of control.

The location of an inorganic command brain is always of great strategic importance. Even suspected places of concealment should be investigated or reported.



THE Cougar

Cougar Invid Inorganic (also known as "Hellcat")

Crew: None; robot-like automaton linked to and directed by an Invid Brain.

Speed: Running: 160mph (256kmph)

Climbing: Excellent; equal to a skill of 90%, reduce speed by half.

Leap: 80ft (24.4m) high or lengthwise.

Swimming: 40mph (64kmph)

Space: Although it has no means of propulsion, it can function in space and without air.

Note: The cougar does not breathe and can not be affected by gases, drugs, or stun blasts.

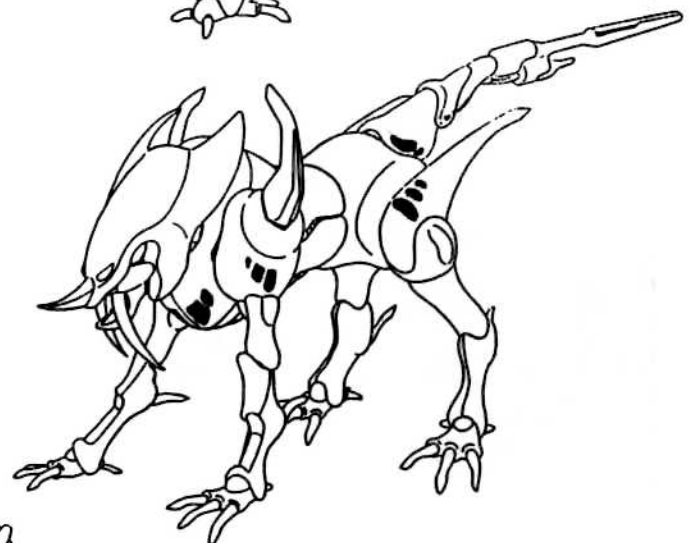
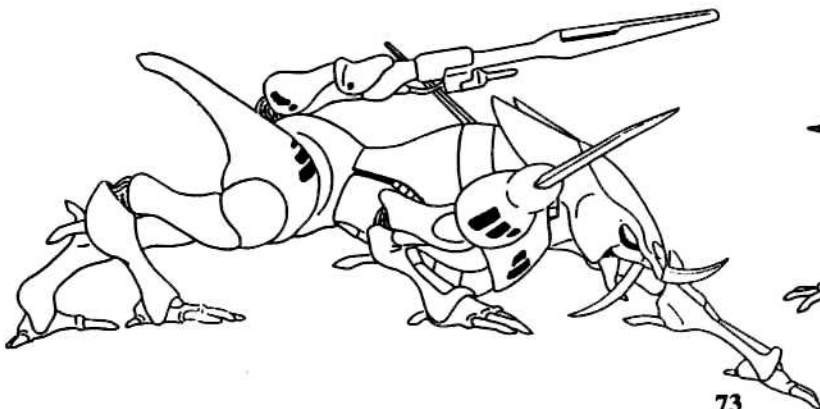
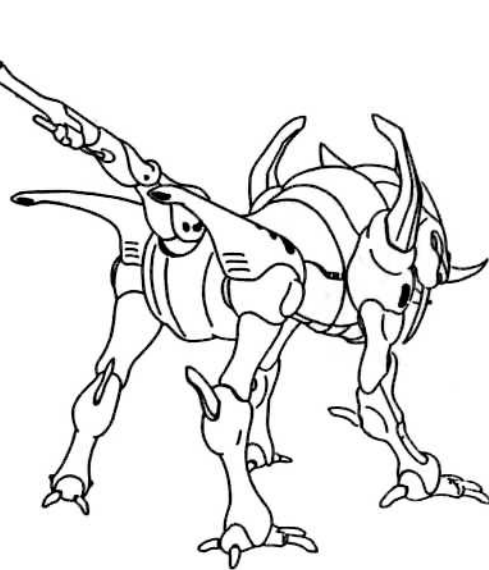
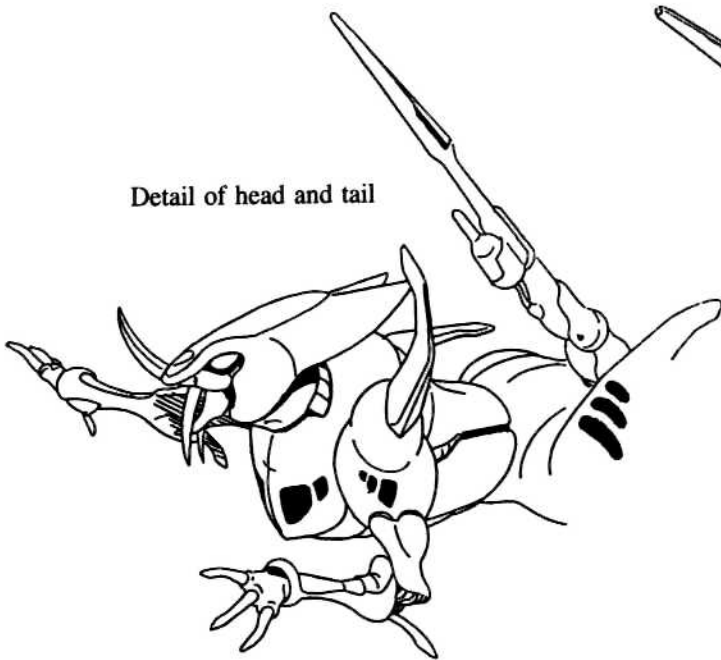
Height: 4ft (1.2m) at the shoulders

Width: 3ft 6in (1m)

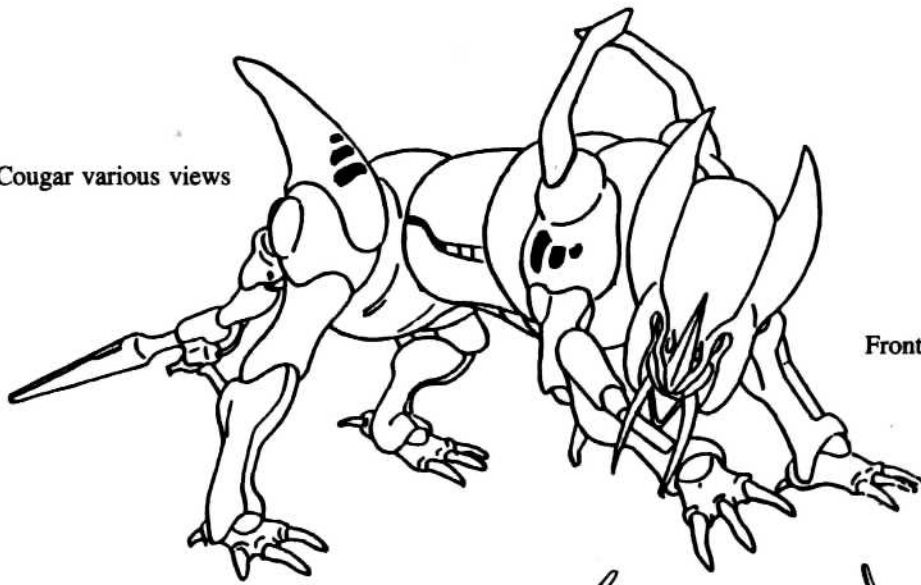
Length: 7ft (2.1m)

Weight: 1200lbs (544kg)

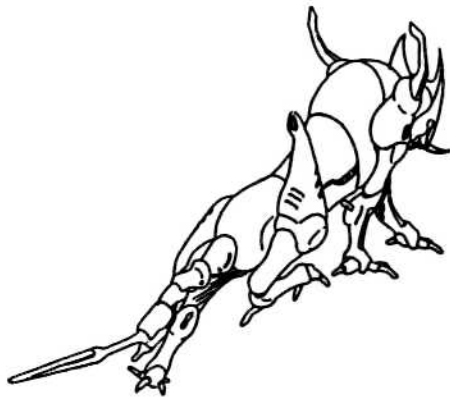
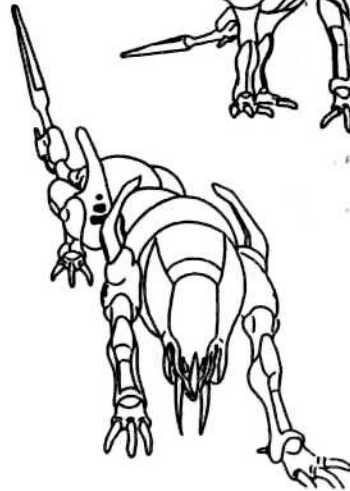
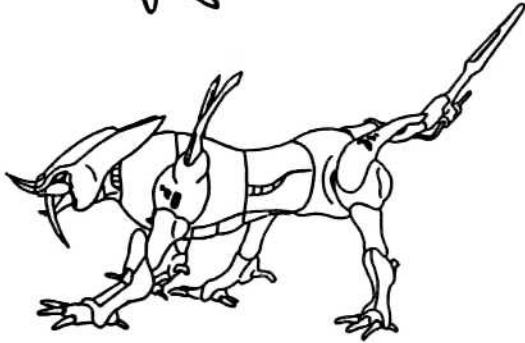
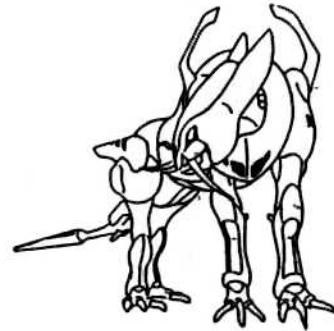
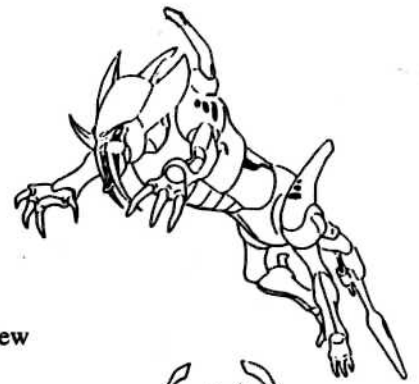
Detail of head and tail



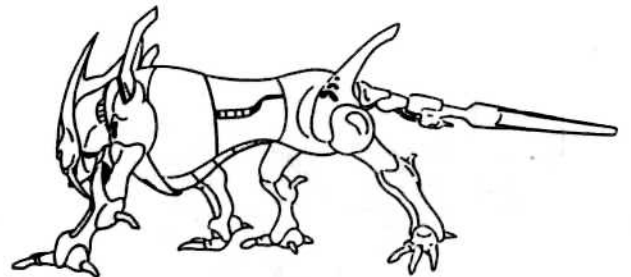
Cougar various views



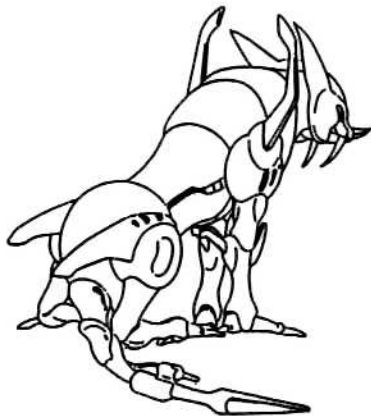
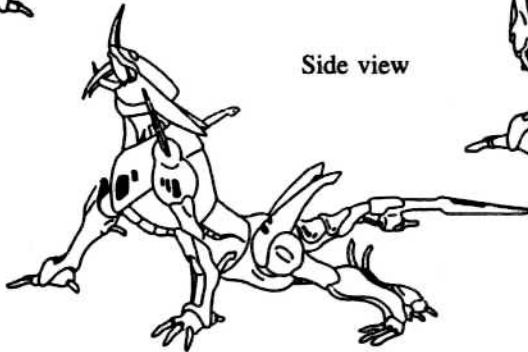
Front ¾ view



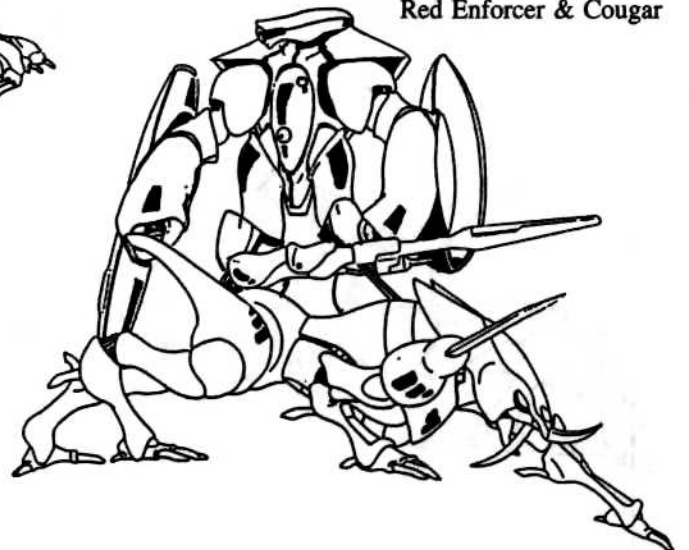
Side view

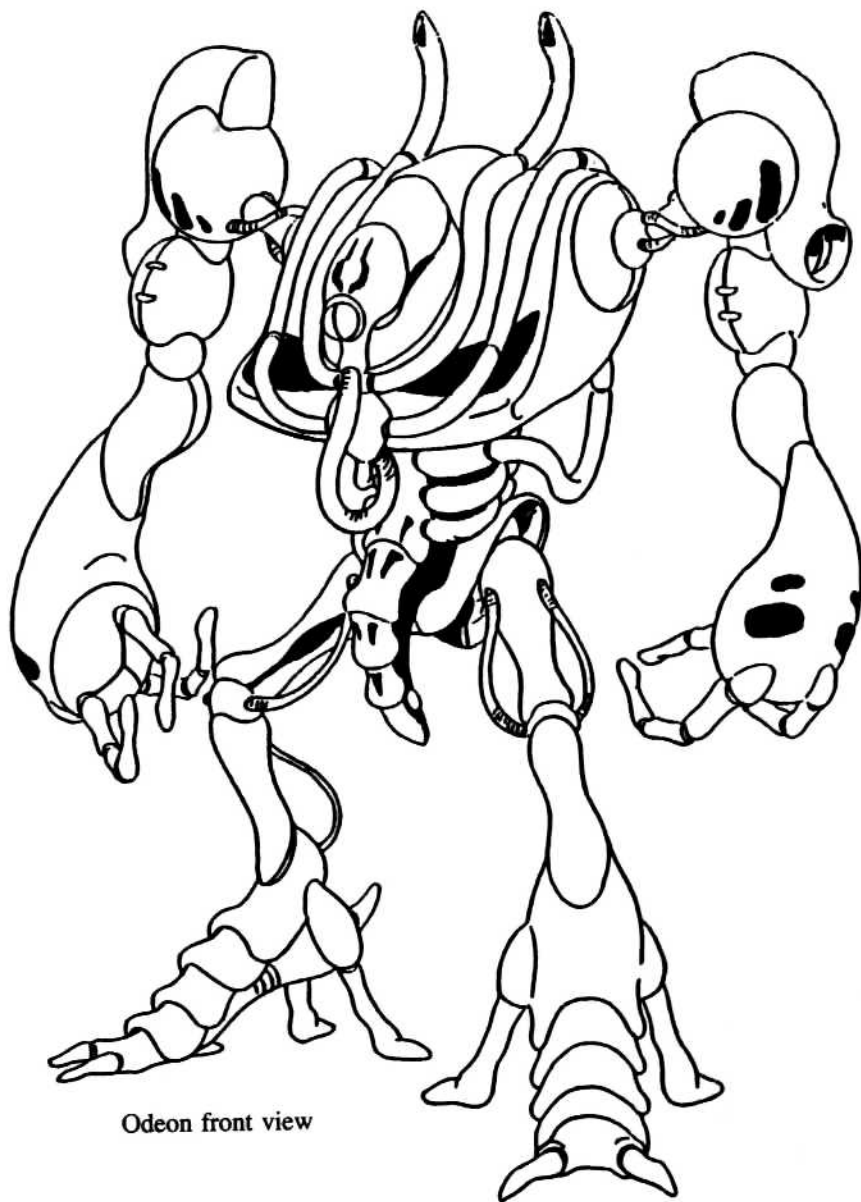


Cougar rear ¾ view



Red Enforcer & Cougar





Odeon front view

The Odeon

Odeon Invid Inorganic

Crew: None; a robot-like automaton linked to and directed by an Invid Brain.

Speed: Running: 40mph (64kmph)

Climbing: Good; equal to a skill of 70%.

Leaping: 10ft (3m) high or lengthwise.

Swimming: 5mph (8kmph)

Space: Although it has no means of propulsion, it can function in space and without air.

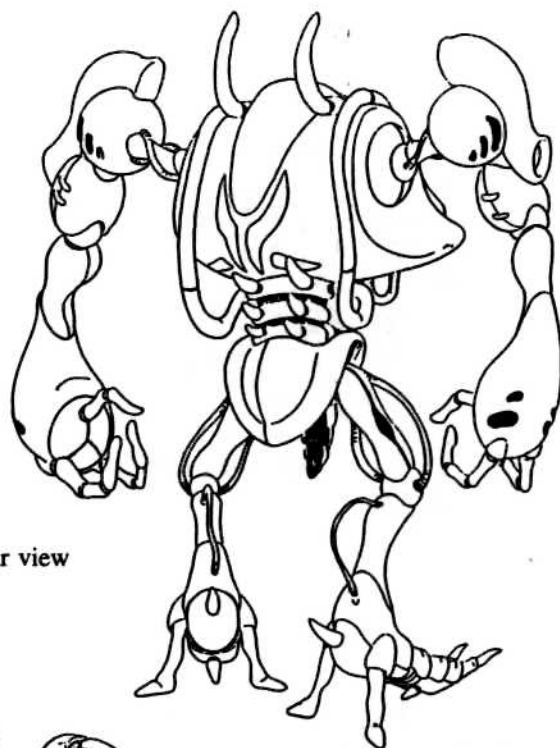
Note: Gases, drugs, disease or stun blasts have no affect on it. The Odeon, like all inorganics, is not alive.

Height: 17ft (5.2m)

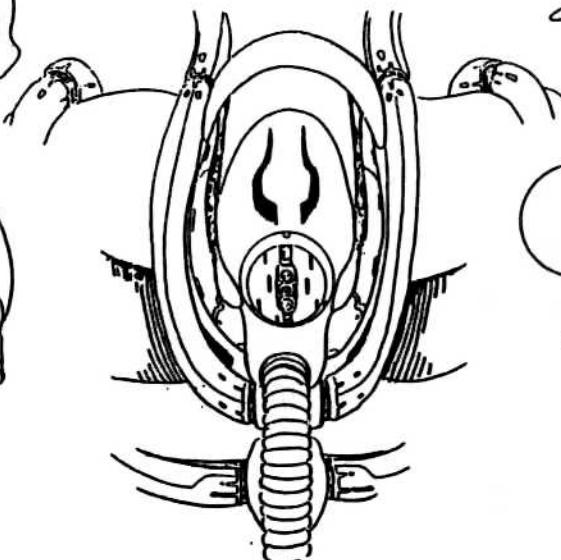
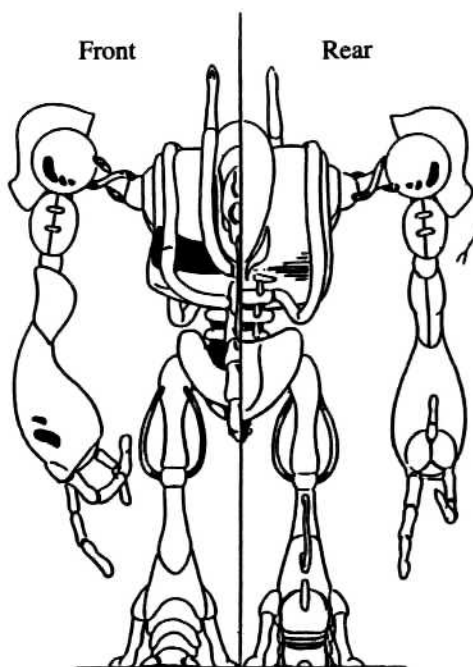
Width: 8ft (2.4m)

Length: 4ft (1.2m)

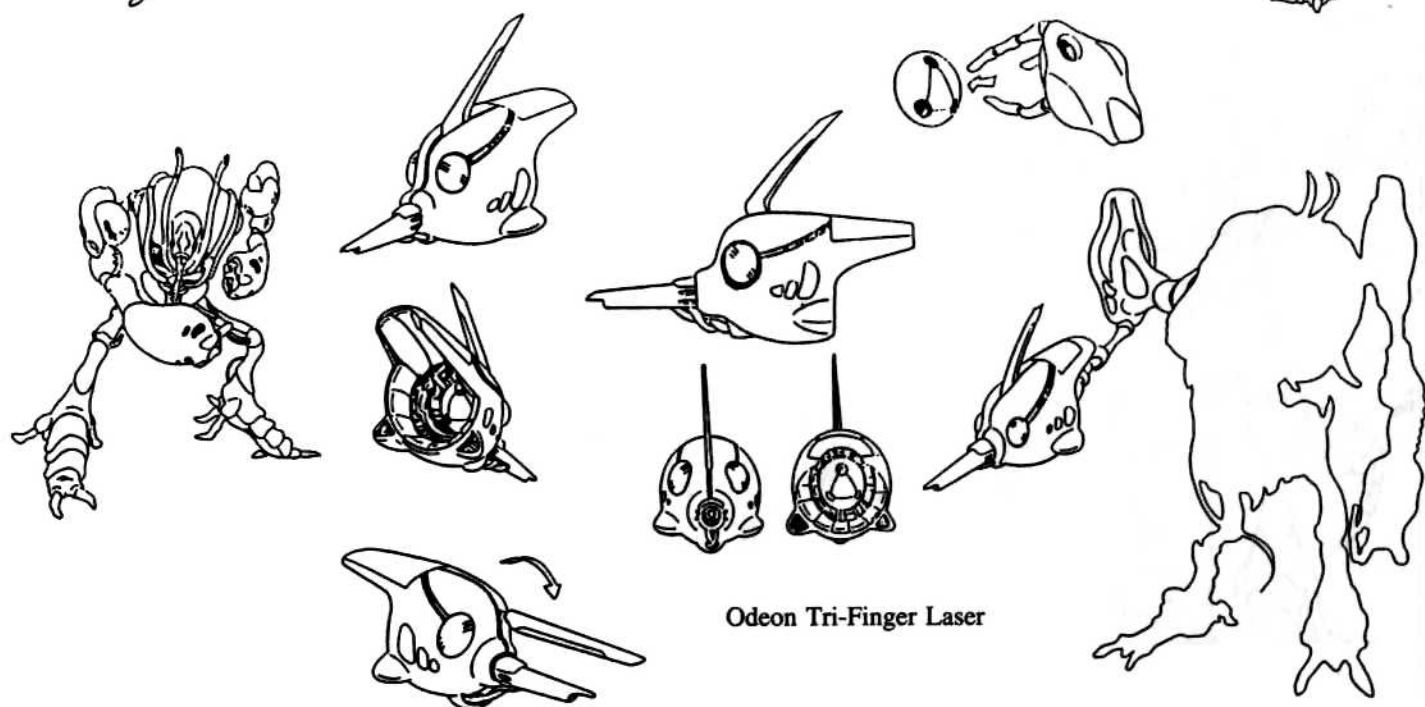
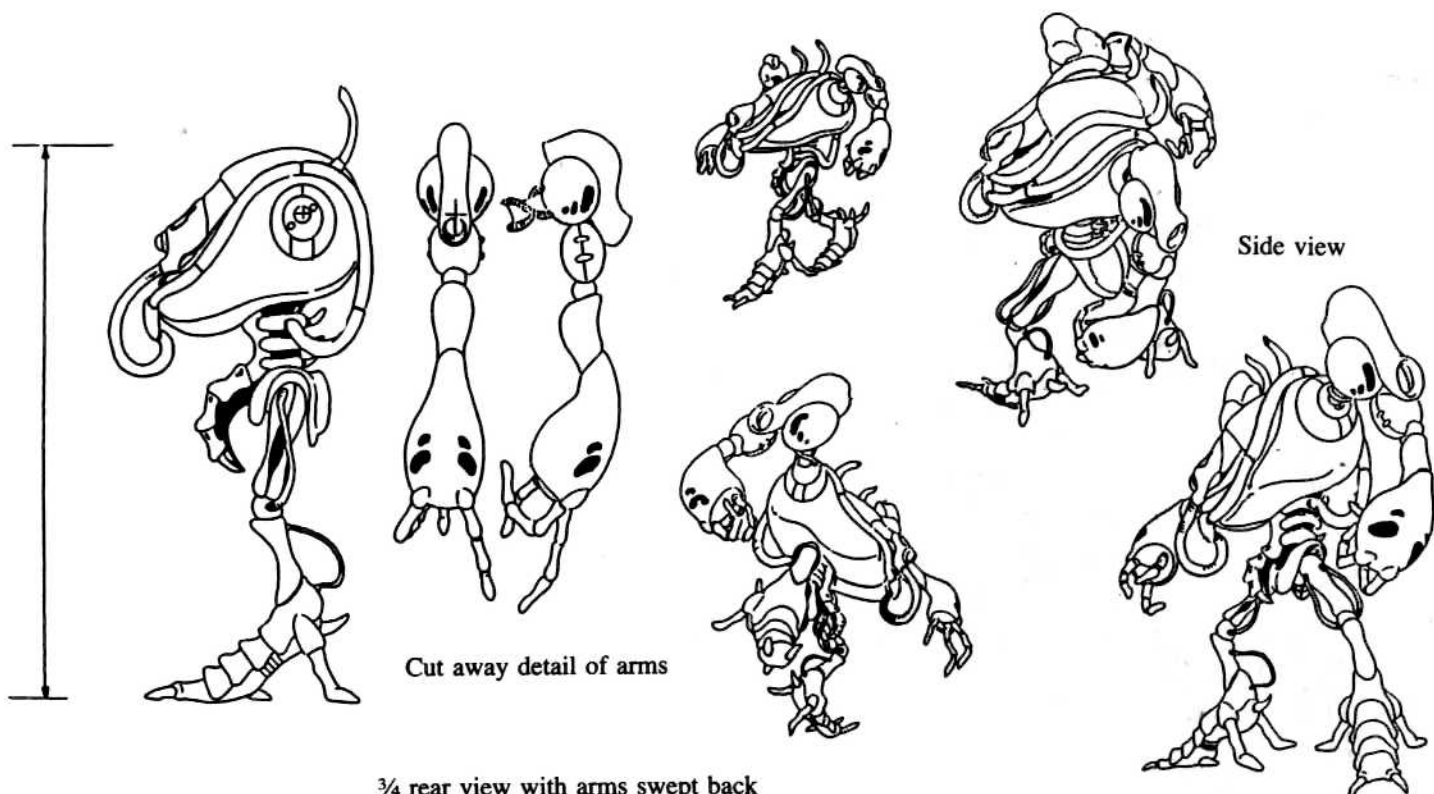
Weight: 3,200lbs (1452kg)

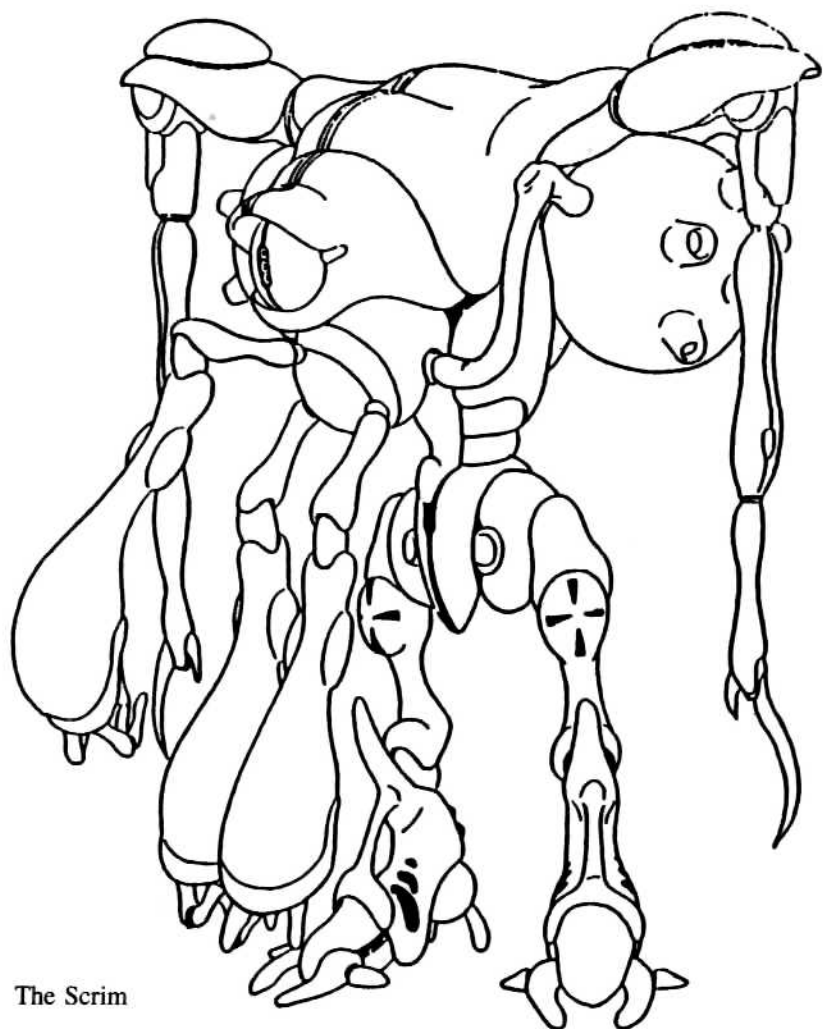


Rear view



Detail of head & eye





The Scrim

The Scrim

Scrim Invid Inorganic (nicknamed "Jack Knife")

Crew: None; a robot-like automaton linked to and directed by an Invid Brain.

Speed: Running: 100mph (160kmph)

Climbing: Fair; equal to a skill of 50%.

Leaping: 30ft (9.1m) high or lengthwise.

Swimming: 5mph (8kmph)

Space: Although it has no means of propulsion, it can function in space and without air.

Note: The Scrim is not alive, consequently gases, drugs, disease, stun blasts and lack of air have no affect on it.

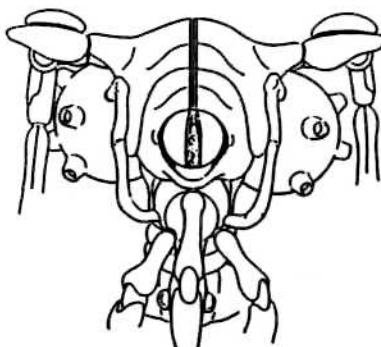
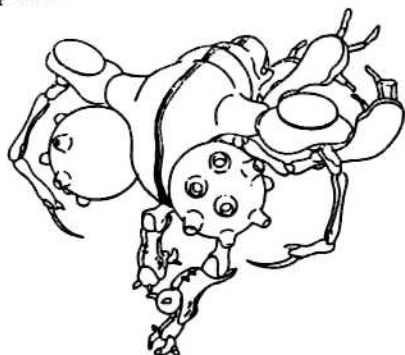
Height: 11ft (3.4m)

Width: 7ft (2.1m)

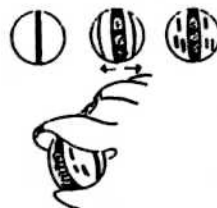
Length: 6ft (1.8m)

Weight: 2700lbs (1224kg)

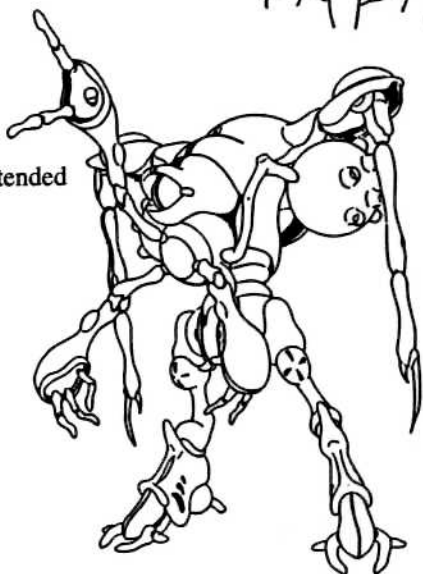
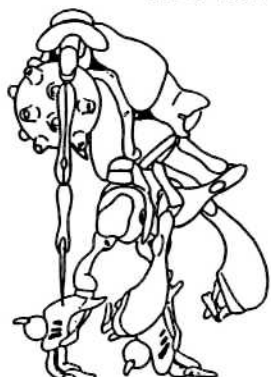
Top rear



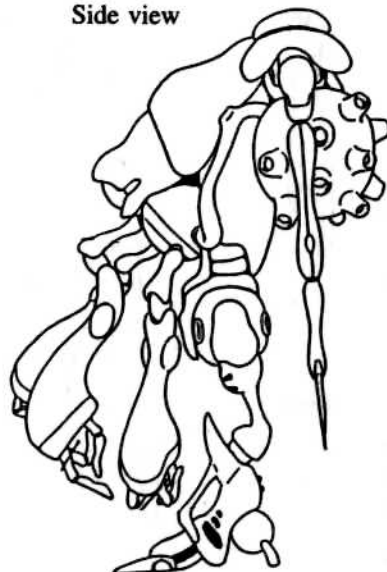
Detail of head and eye.



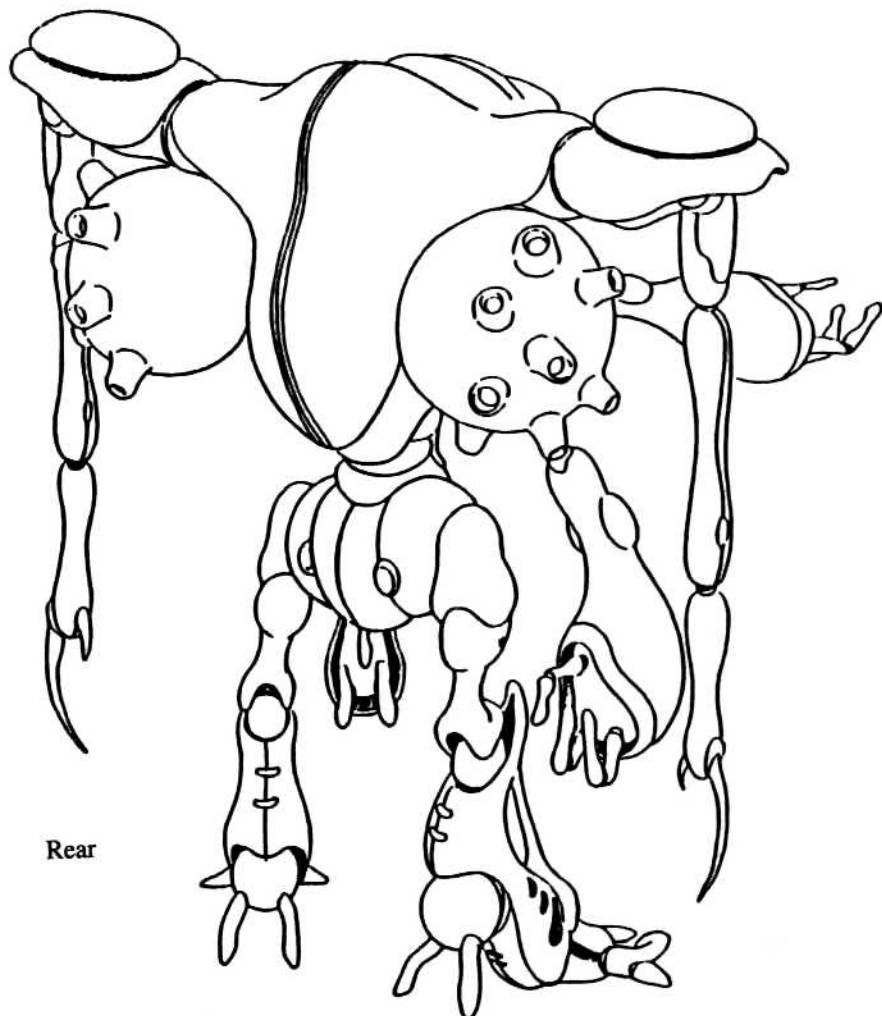
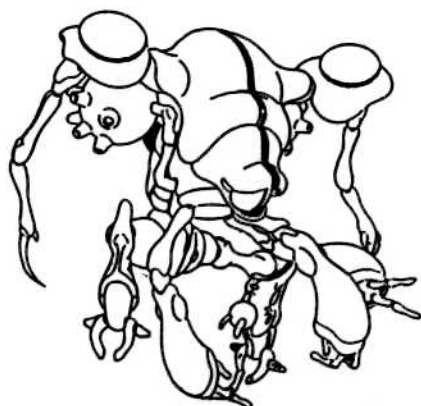
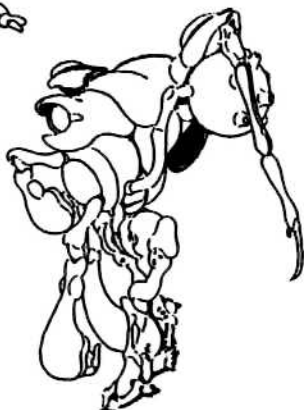
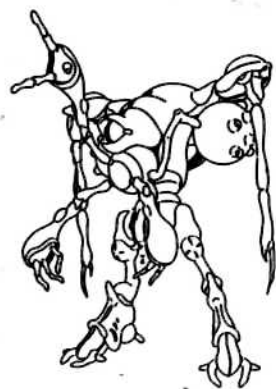
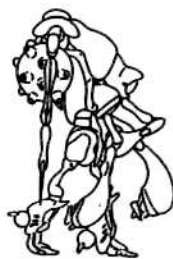
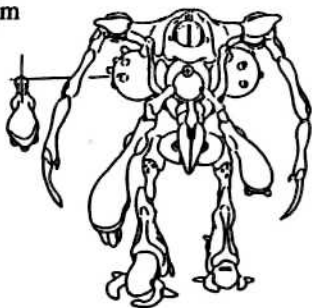
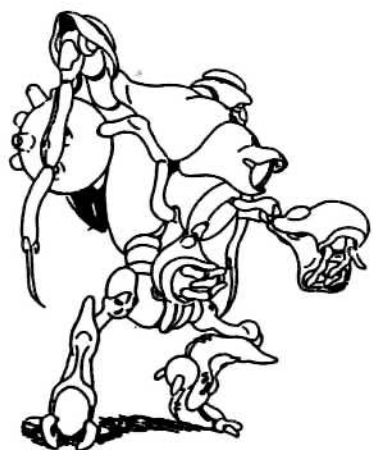
Front view with arms extended



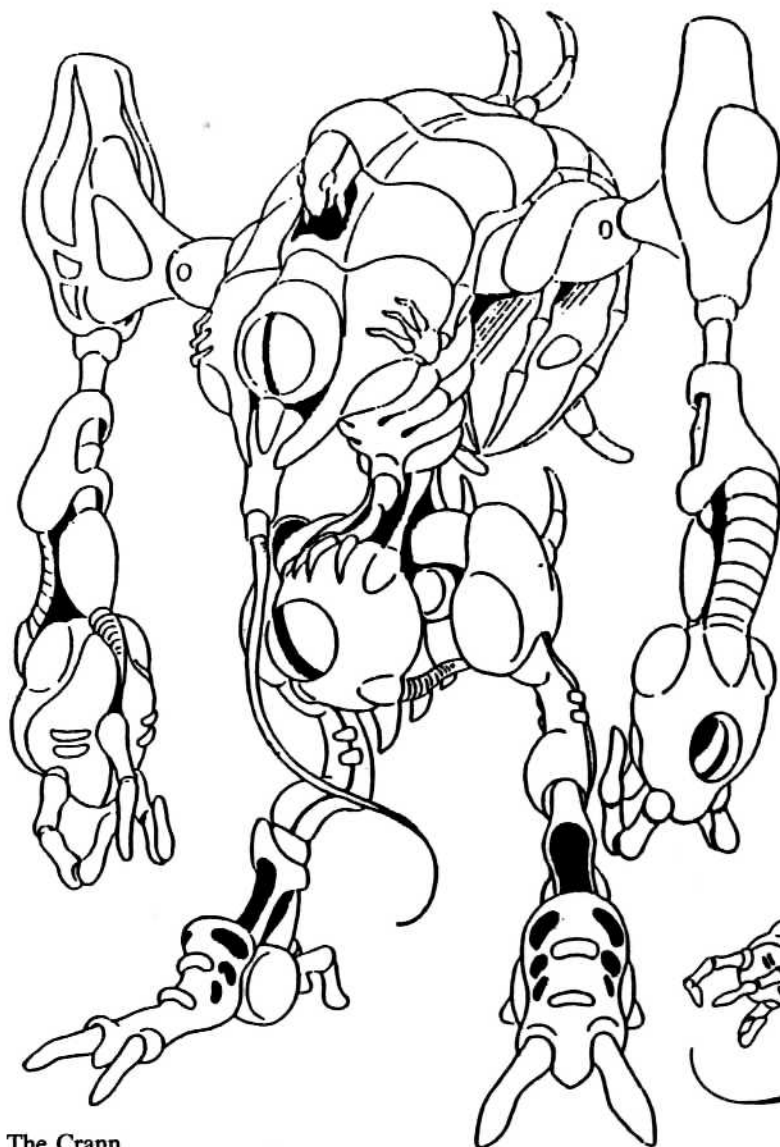
Side view



Various views of the Scrim



Rear



The Crann

The Crann

Crann Invid Inorganic (Earth nickname: "Blue Eyes")

Crew: None; a robot-like automaton linked to and directed by an Invid Brain.

Speed: Running: 110mph (176kmph); hands crawling: 20mph (32kmph).

Climbing: Good; equal to a skill of 63%.

Leaping: 50ft (15.2m) high or lengthwise. .

Swimming: 5mph (8kmph)

Space: The crann has maneuvering jets built into its back, feet and arms. Maximum speed is 80mph (128kmph).

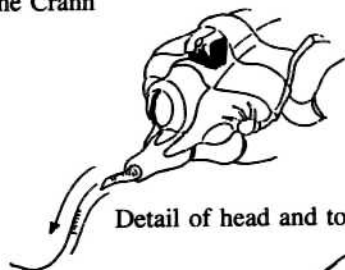
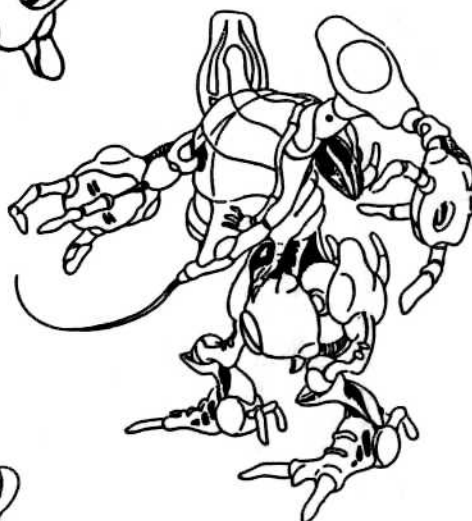
Note: The crann is not alive, consequently gases, drugs, disease, stun blasts, and lack of air have no affect on it.

Height: 11ft (3.4m)

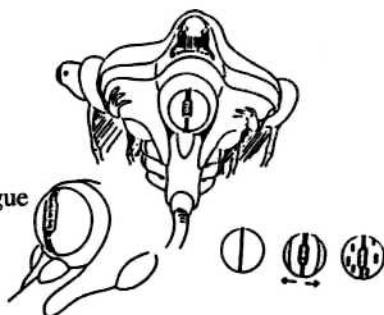
Width: 6ft (1.8m)

Length: 6ft (1.8m)

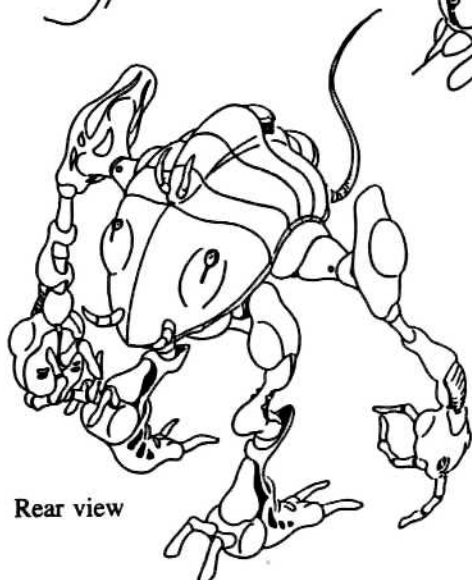
Weight: 2600lbs (1179kg)



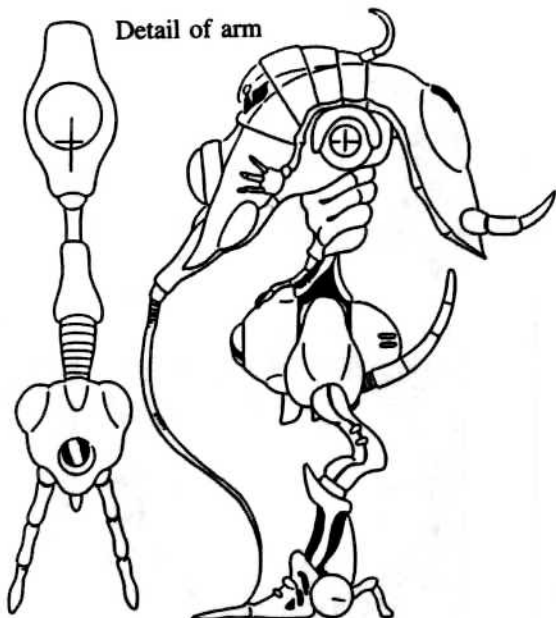
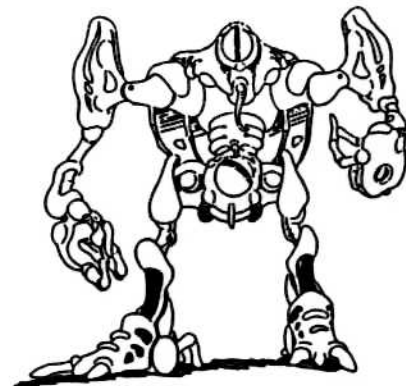
Detail of head and tongue

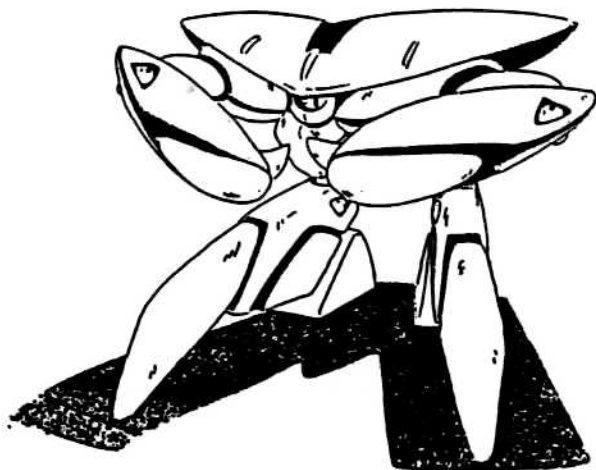


Detail of arm



Rear view





Invid Scout

Invid Scout (also known as "Iigaa")

Crew: One; stage one invid pilot.

Speed: Flight: Stationary hover to 2345mph (3772kmph), maximum (Mach 3.5), with a 50 mile ceiling.

Flight: Cruising speed for reconnaissance: 60 to 150mph (96 to 240kmph).

Ground, Running: 40mph (64kmph).

Ground, Jumping: 100ft (30.5m).

Height: 8.3ft (2.5m)

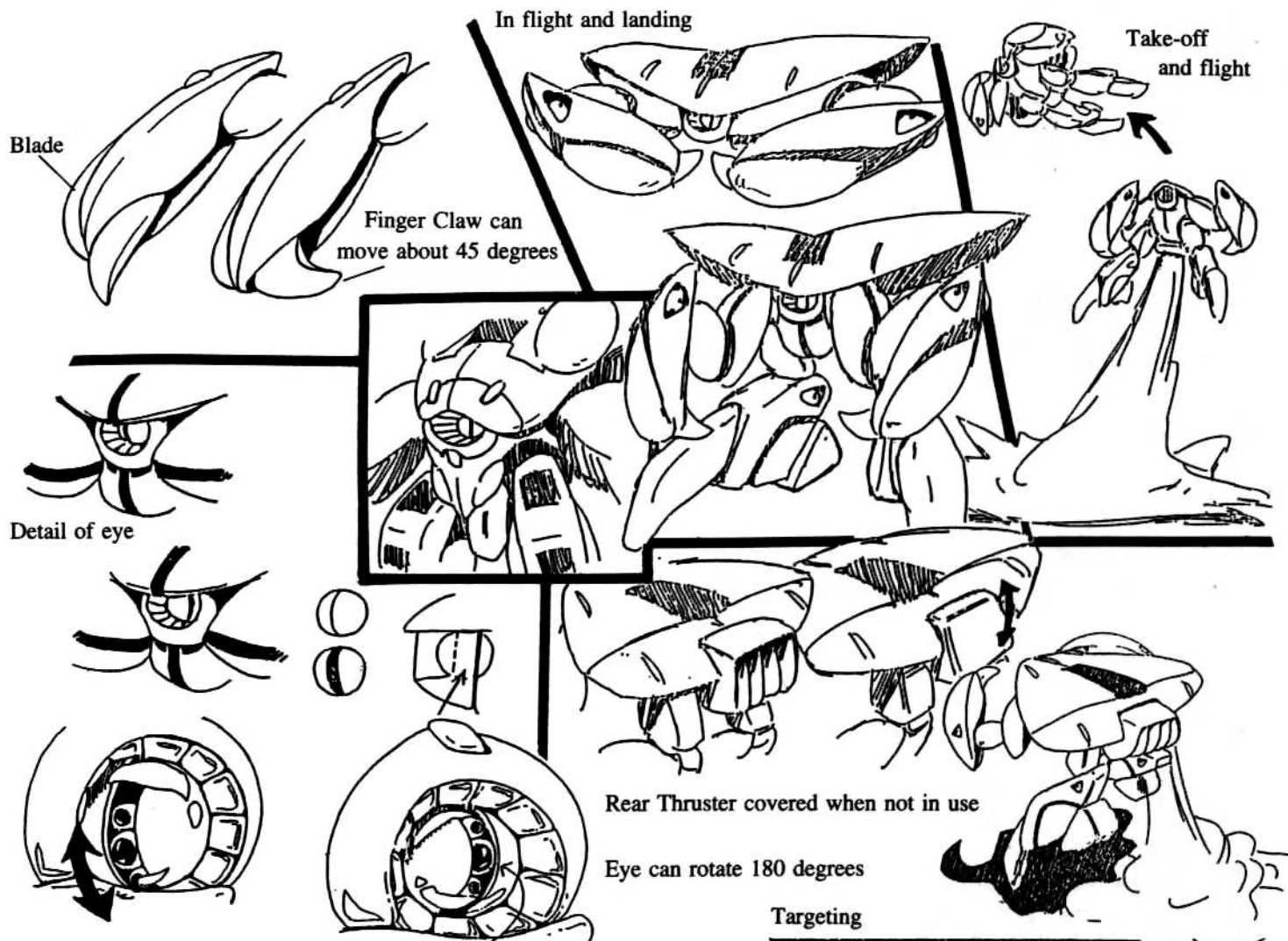
Width: 12.3ft (3.75m)

Length: 10.7ft (3.25m)

Weight: 4.5 tons

Cargo: Can carry up to one ton.

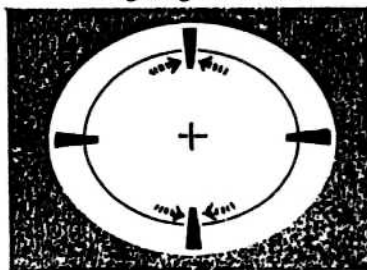
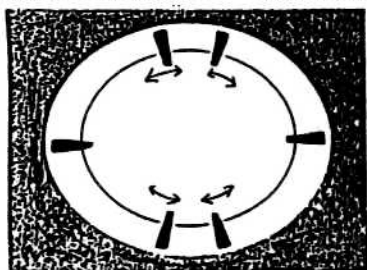
Note: No long range weapons; hand to hand only.



This is what the invid sees

Scan mode

Targeting and focus



Armored Scout

The main distinction between the "Armored Scout" and the Scout is the addition of twin beam cannons.

Invid Armored Scout (also known as "Iigaa")

Vehicle Type: Combat and Reconnaissance

Crew: One; stage one invid pilot.

Speed: Flight: Stationary hover to 2345mph (Mach 3.5) maximum, with a 50 mile ceiling.

Flight: Cruising speed for reconnaissance is 60 to 150mph (96 to 240kmph).

Ground, Running: 40mph (64kmph).

Ground, Jumping: 100ft (30.5m) up or across.

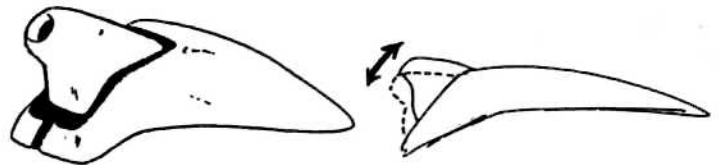
Height: 9ft (2.7m)

Width: 12.3ft (3.75m)

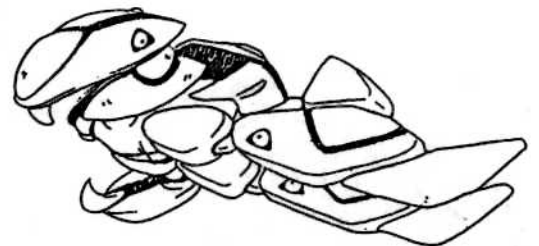
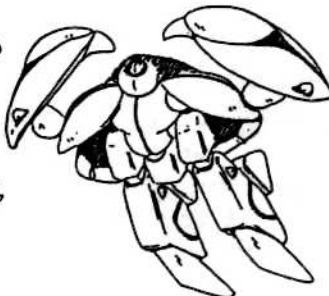
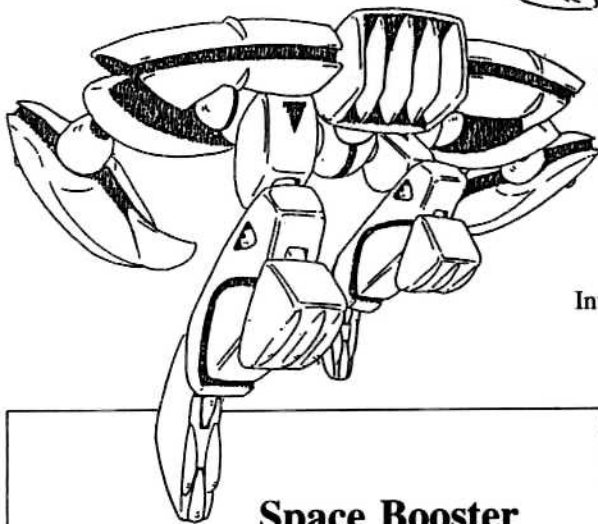
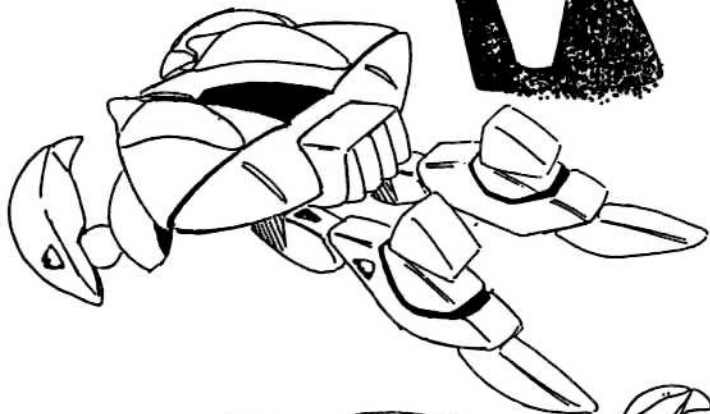
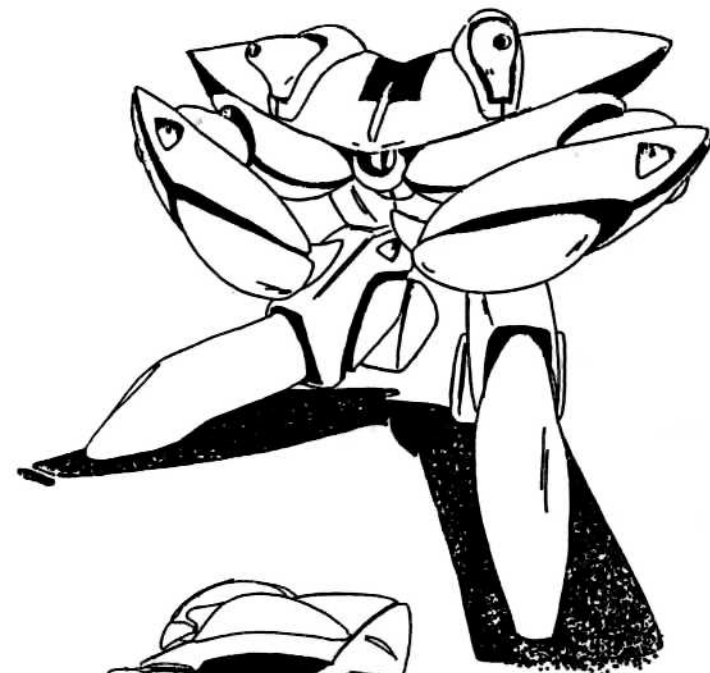
Length: 10.7ft (3.25m)

Weight: 5 tons

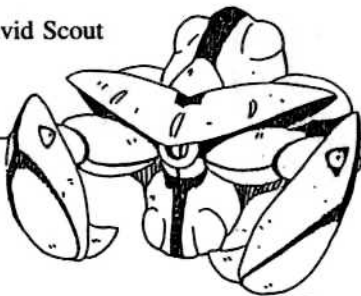
Cargo: Can carry up to one ton.



Two Pulse Beam Cannons (Plasma Energy) mounted on the top shoulder areas of the main body covering. Both plasma cannons are usually fired simultaneously as a dual system, but can be fired individually. Each cannon can move up and down in a 90 degree arc.



Invid Scout



Space Booster

Exclusively used by the Scout and Armored Scout

The Invid Scouts can attach themselves to a booster rocket sled for even greater speed. The use of the booster rocket attachment is reserved for high speed space combat, pursuit or interception, and to escape the gravitational pull of a planet.

Vehicle Type: Optional rocket system.

Crew: None; controlled by the invid scout pilot.

Speed: Flight: Increases the scout's speed to a maximum of 4020mph (Mach 6) in an atmosphere and to Mach 8 in space.

Height: 8ft (2.4m)

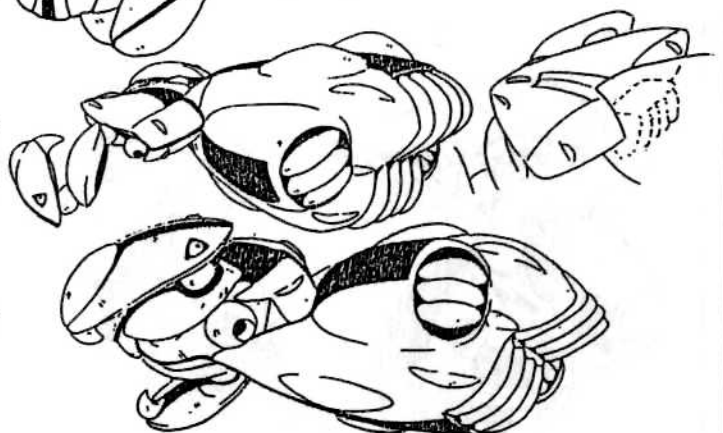
Length: 14.6ft (4.45m)

Width: 12.3ft (3.75m)

Weight: 3.5 tons

Cargo: None

Weapon Systems: None



The Invid Trooper

Invid Trooper/Worker (also known as "Gurab")

Vehicle Type: Combat and labor

Crew: One; stage two invid pilot.

Speed: Flight: Stationary hover to 300mph/(482kmph) maximum, with an altitude ceiling of about 10,000ft (3048m).

Ground, Running: 60mph (96kmph).

Ground, Jumping: 30ft (9.1m) up or across.

Height: 16.6ft (5m)

Width: 13ft (4m)

Length: 15ft (4.6m)

Weight: 10 tons

Cargo: Can carry up to three tons.

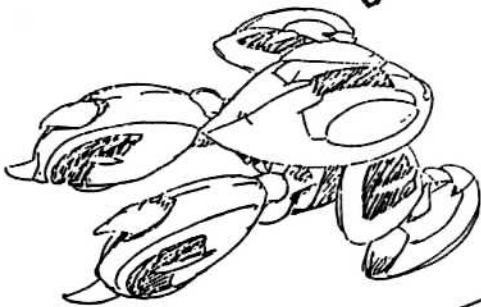
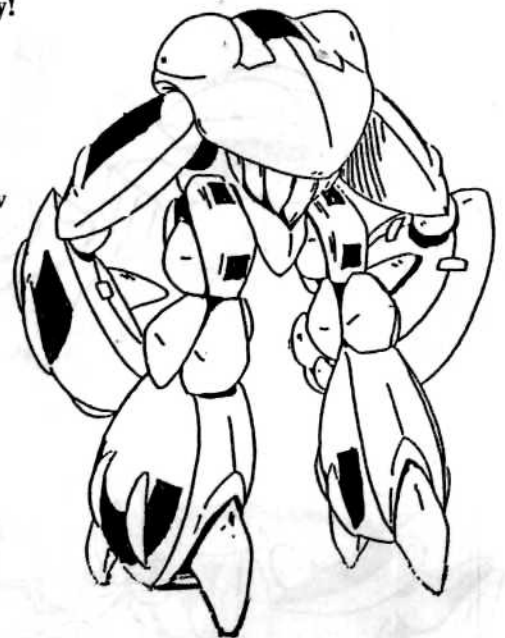
Weapon Systems

Hand to Hand Only!

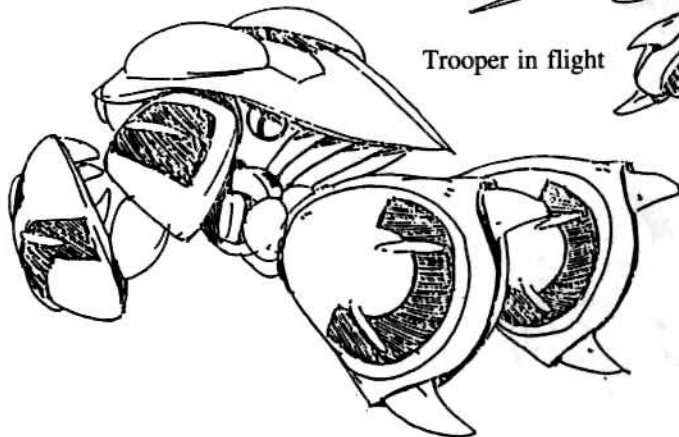


Trooper front view

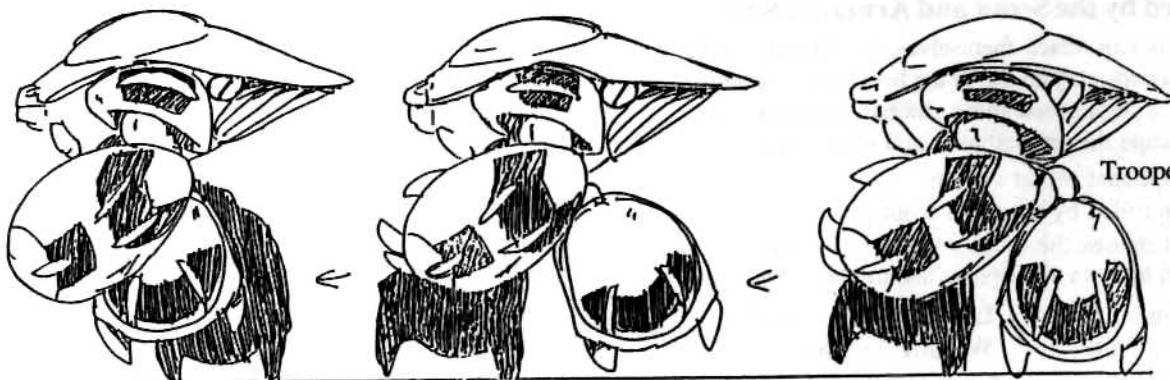
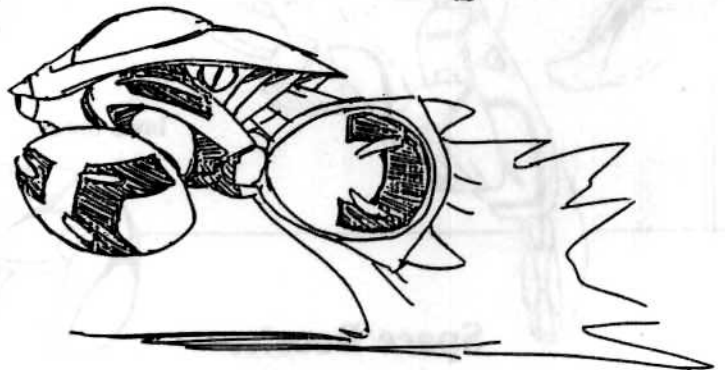
Rear view



Trooper in flight



Invid Trooper Side view



Trooper walking sequence



Invid Shock Trooper

Invid Shock Trooper (also known as "Gurab")

Vehicle Type: Combat (labor, when necessary)

Crew: One; stage two invid pilot.

Speed: Flight: Stationary hover to 300mph/482kmph maximum, with an altitude ceiling of about 10,000ft (3048m).

Ground, Running: 60mph (96kmph).

Ground, Jumping: 30ft (9.1m) up or across.

Height: 19ft (5.8m)

Width: 15ft (4.6m)

Length: 15ft (4.6m)

Weight: 11.5 tons

Cargo: Can carry up to three tons.

WEAPON SYSTEMS

1. Twin Plasma Cannons exclusive to the Shock Trooper.

One is mounted over each shoulder and can fire independent of each other or simultaneously. The plasma is fired in energy bolts often referred to as "annihilation discs." The plasma cannons can be positioned to point up or down in a 90 degree arc.

2. Hand to Hand Combat

Attacks Per Melee: Four

Hand to Hand Bonuses: +2 to strike, +3 to parry, +2 to dodge on the ground, +4 to dodge in flight, +6 to dodge at maximum speed (Mach 3.5), +1 to roll with impact.

Related Abilities: Prowl — 45%, Detect Ambush — 40%, Detect Concealment — 30%, Track — 30%.

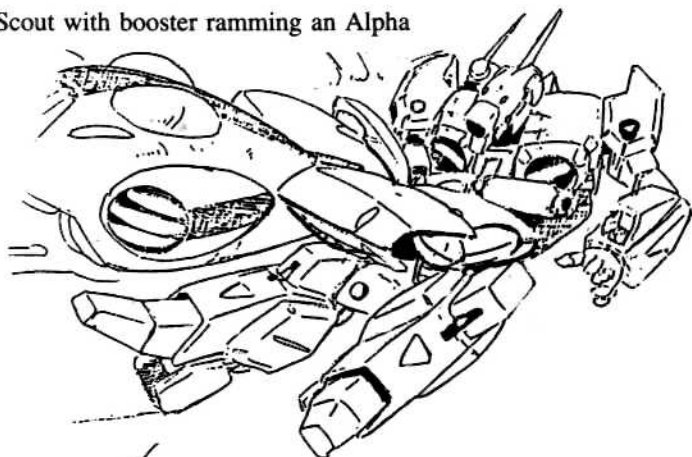
Angle of cannon's movement

Plasma cannon firing sequence

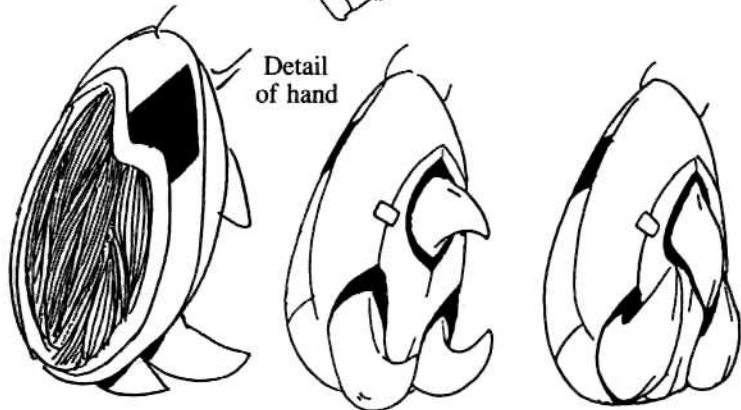
Connecting joint

Size compared to an Alpha Fighter

Scout with booster ramming an Alpha



Detail of hand



Hand to Hand Combat Invid Trooper

Attacks Per Melee: Four

Hand to Hand Bonuses: +1 to strike, +3 to parry, +1 to dodge on the ground and in flight, +1 to roll with punch, fall or impact.

Punch/Claw: 3D6 Mega-Damage (M.D.)

Crush with Hand: 1D6 M.D.

Body Block/Ram: 2D6 M.D., but counts as two attacks.

Stomp: 2D6 M.D., but the target must be 10ft (3m) tall or smaller.

Hand to Hand Combat Scout / Armored Scout

Attacks Per Melee: Four

Hand to Hand Bonuses: +2 to strike, +3 to parry, +2 to dodge on the ground, +4 to dodge in flight, +6 to dodge at maximum speed (Mach 3.5), +1 to roll with punch, fall or impact.

Related Abilities: Prowl — 45%, Detect Ambush — 40%, Detect Concealment — 30%, Track — 30%

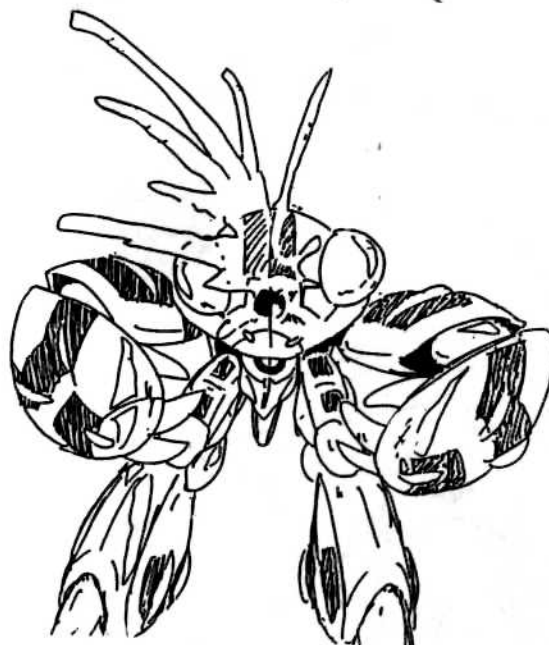
Types of Attacks

Punch/Claw: 1D6 Mega-Damage (M.D.)

Forearm Blade does 2D4 M.D. (the black design area is a special concealed blade).

Stomp does 1D4 M.D., but the target must be 7ft (2.1m) tall or smaller. Kick attacks are not possible.

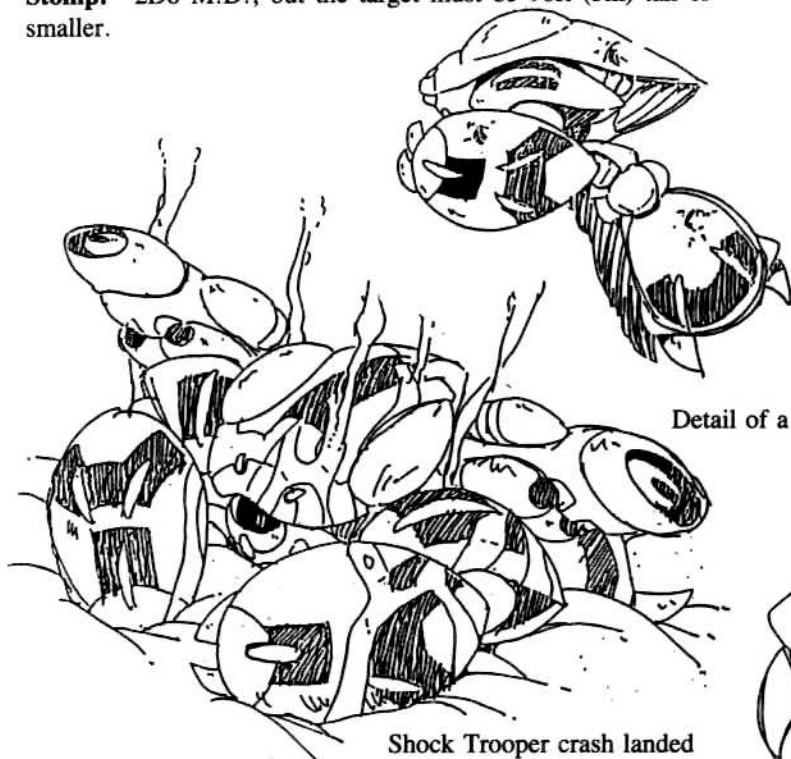
Body Block/Ram does 2D6 M.D., but counts as two attacks.



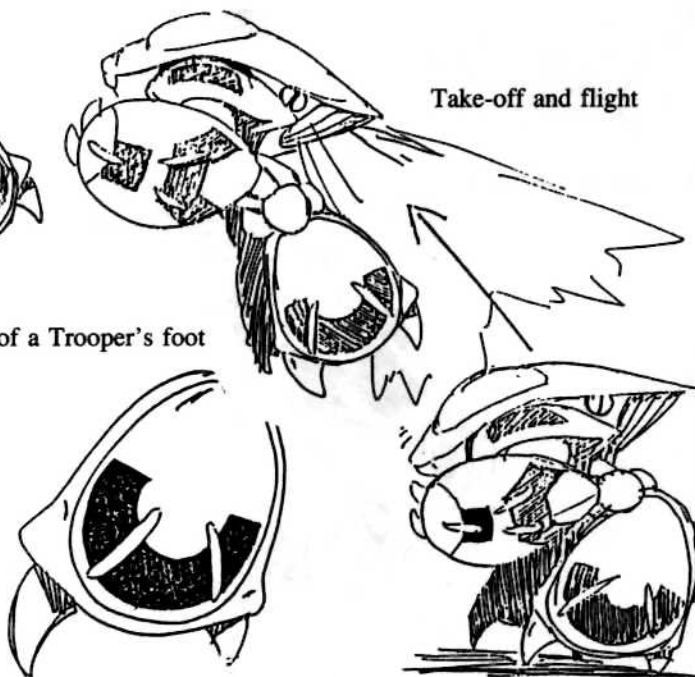
Green nutrient fluid is released when ruptured.

Take-off and flight

Detail of a Trooper's foot



Shock Trooper crash landed



Pincer Command Unit

This invid is NOT a member of the Regent's troops. It is found exclusively among the invid troops of the Regis.

The Regis and her forces are not found in the Robotech Master's home galaxy.

If a Pincer command unit is sighted, report it immediately to your commanding officer. The presence of a Pincer may mean the Regis has rejoined the Regent and his troops or indicate a second enemy front. This is vital strategic data.

The Pincer acts as a sergeant or lieutenant, commanding troops, overseeing slave camps, and protecting hives.

Invid Command Unit (a.k.a. Pincer, P.C.U. and "Gamo")

Vehicle Type: Combat Squad Leader

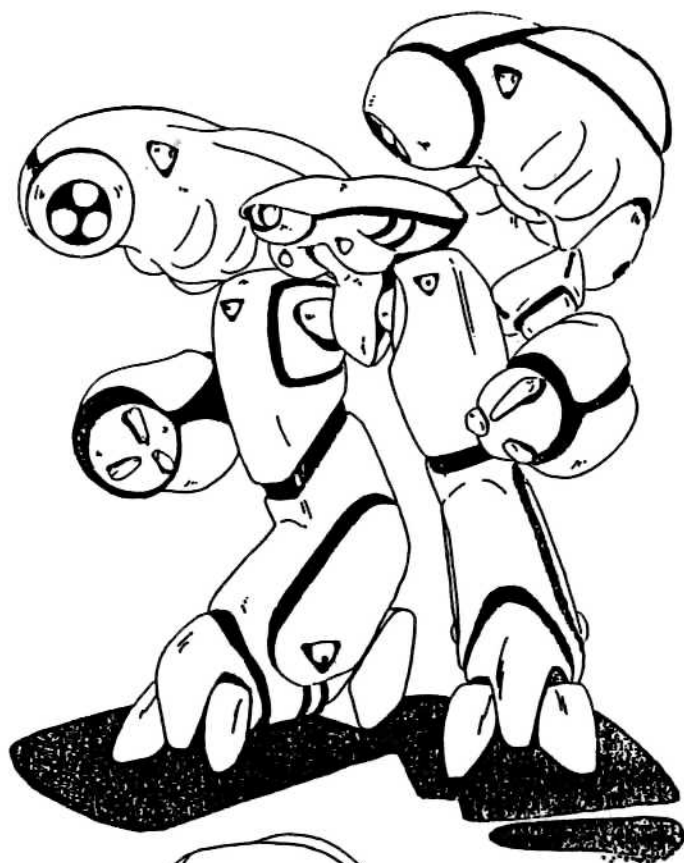
Crew: One; stage four invid pilot.

Speed: Flight: Stationary hover to 722mph/1162kmph (Mach 1.1), with a maximum altitude of about 4 miles (6.4km).

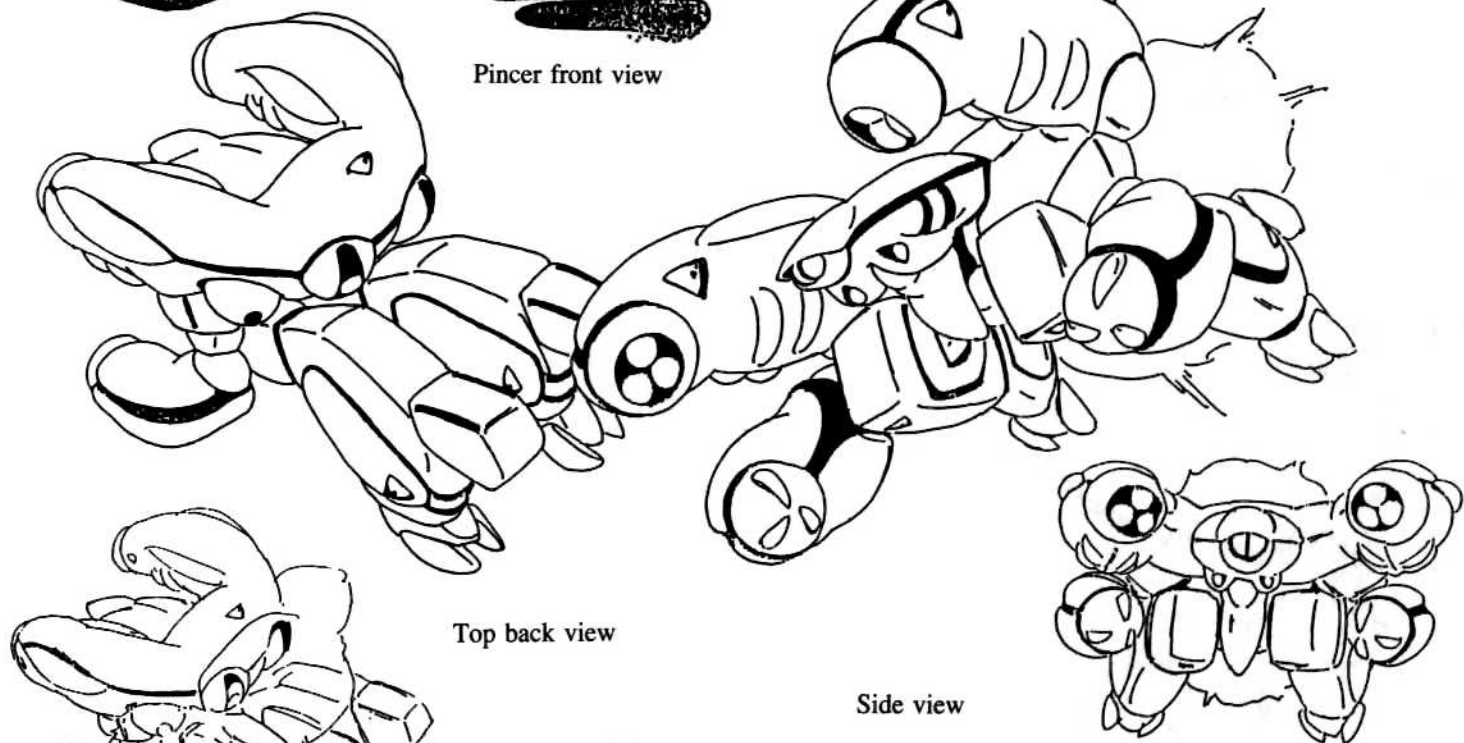
Flight: Cruising speed for reconnaissance is 60 to 150mph (96 to 240kmph).

Ground, Running: 70mph (112kmph) maximum.

Ground, Jumping: 30ft (9.1m) without boosters, or 100ft (30.5m) up or across with boost from jet thrusters.



Pincer front view

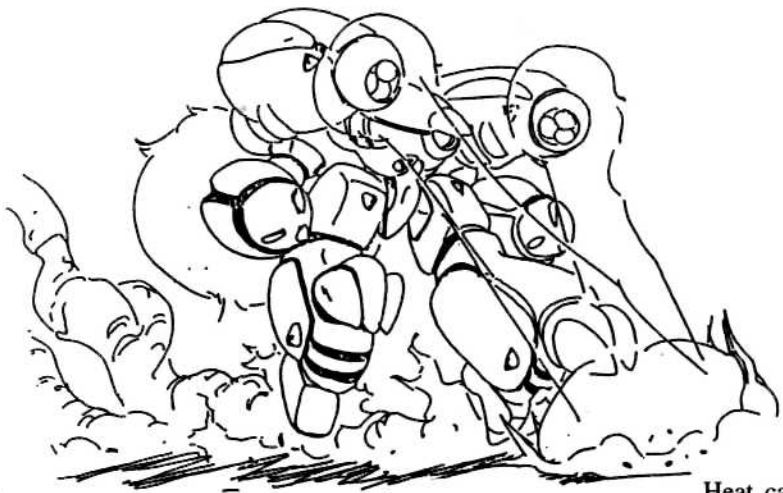


Top back view

Side view

Thrusters

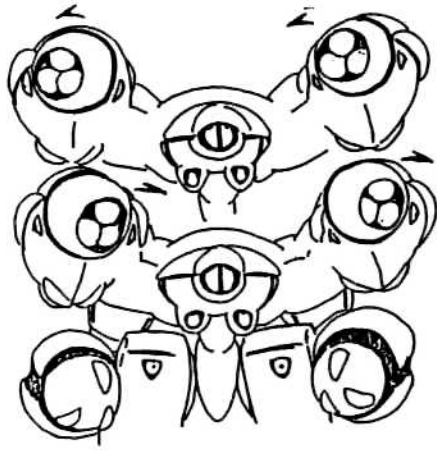
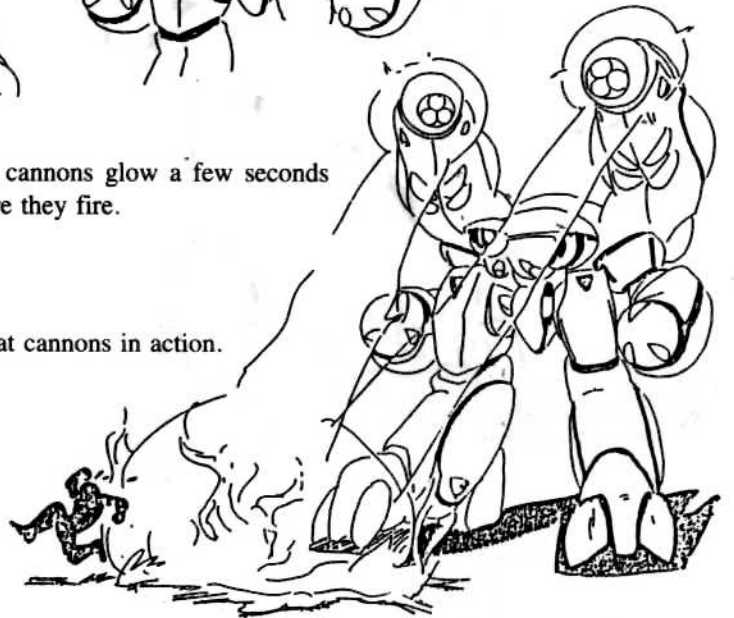
Height: 26ft (7.1m)
Width: 22ft (6.7m)
Length: 21ft (6.4m)
Weight: 22.5 tons
Cargo: Can carry up to three tons.
Weapons: Twin Heat Cannons
 Mini-Plasma Weapons



Heat cannons glow a few seconds before they fire.

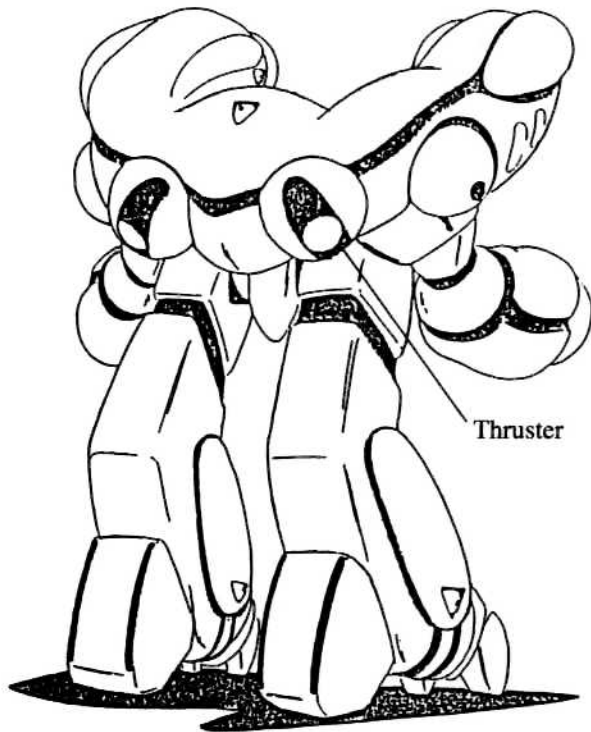


Twin heat cannons in action.

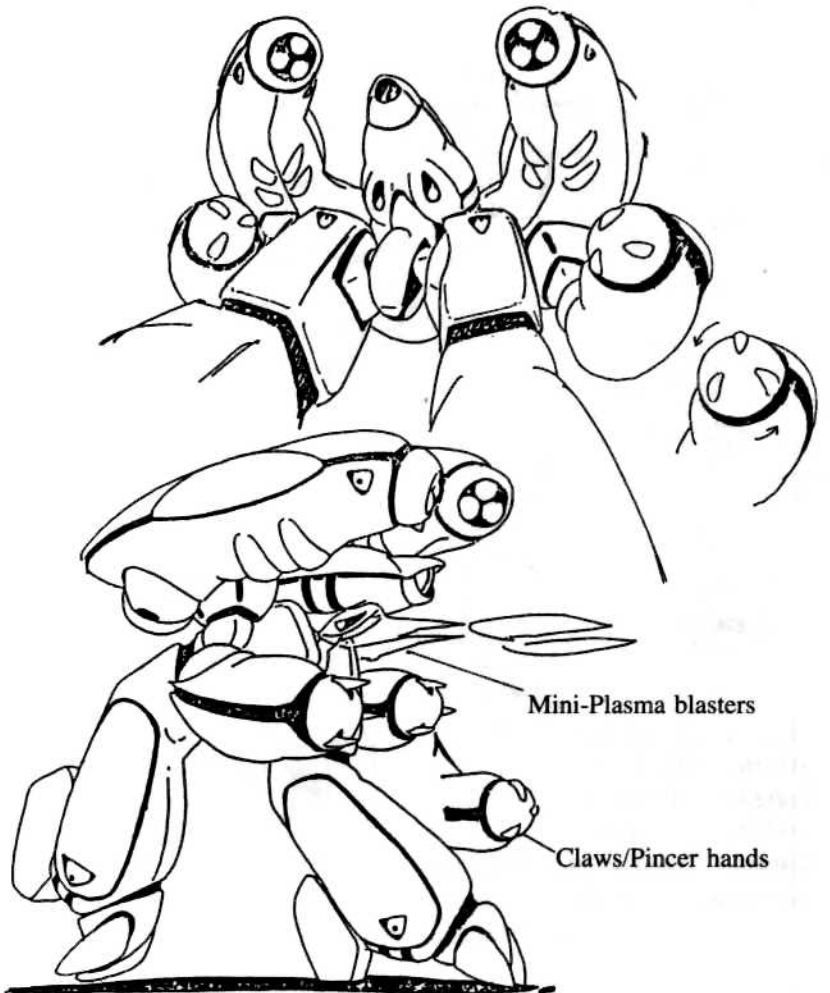


The two cannons rotate in unison.

Rear view



Thruster



Mini-Plasma blasters

Claws/Pincer hands

The Enforcer (Grey/Black or Red)

There are two types of Enforcers, the common grey and black Enforcers who serve as a lieutenant or captain of the invad force and the elite "Red" Enforcer. The Red Enforcer serves as the elite guard and field commander of the Regent's invad legions. In addition to its Red color, the Red Enforcer is twice as large as the grey/black enforcer.

The Red Enforcer is exclusive to the Regent's military forces. They are NOT a part of the Regis' troops.

A Red Enforcer is often found directing inorganic and invad troops. In combat they should be a priority target for elimination.

Despite the Enforcer's versatility, or perhaps because of it, they are found mostly in and around Invid Hives and Genesis Pits, and as participants in special operations (usually as coordinators). One in every 1000 troopers or shock troopers will be an enforcer.

Invid Enforcer (also known as Hive Guards)

Vehicle Type: Power Armor

Crew: One; stage four invad pilot

Speed: Flight: Stationary hover to 200mph/321kmph, with a maximum altitude of about 6000ft (1828.8m).

Ground, Running: 30mph (48kmph).

Ground, Jumping: 30ft (9.1m) without boosters, or 100ft (30.5m) up or across with a boost from jet thrusters.

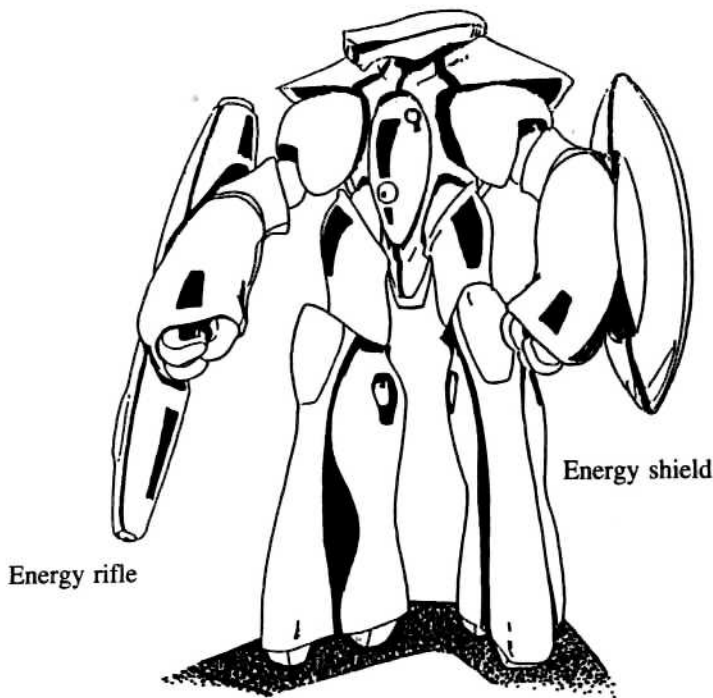
Height: 7ft (2.1m) — 14ft (4.2m) Red

Width: 4ft (1.2m) — 8ft (2.4m) Red

Length: 3ft (.9m) — 6ft (1.8m) Red

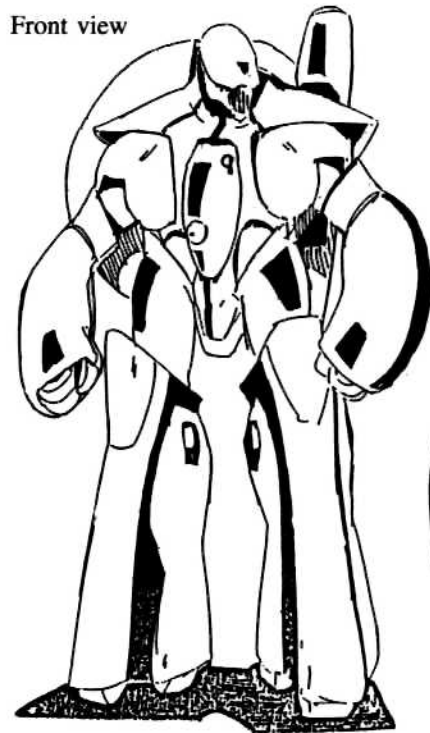
Weight: 500lbs (226kg) — 1000lbs Red

Cargo: Can carry up to one ton.



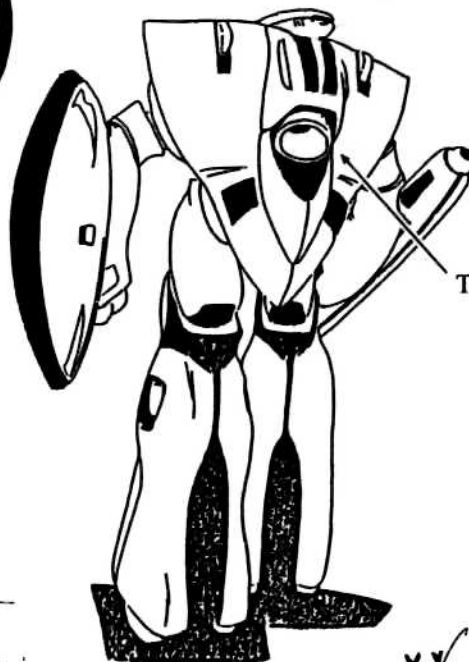
Energy rifle

Energy shield



Front view

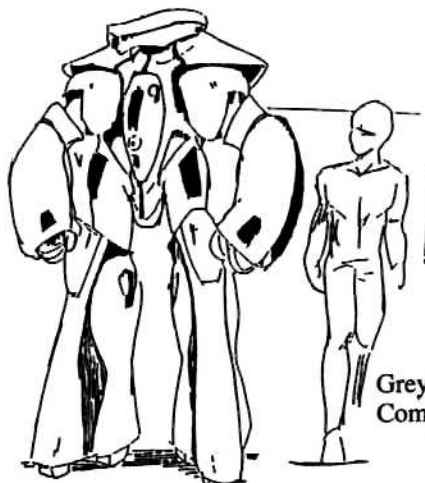
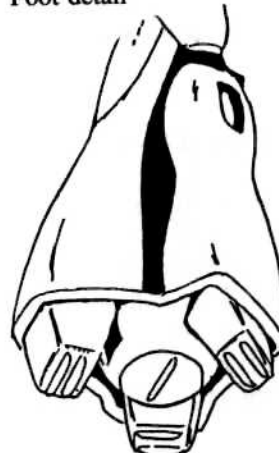
Rear view



Thrusters for flight

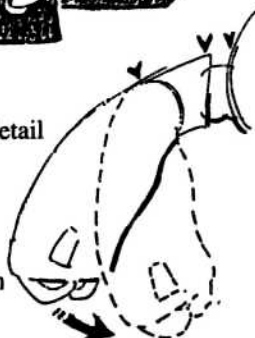


Foot detail



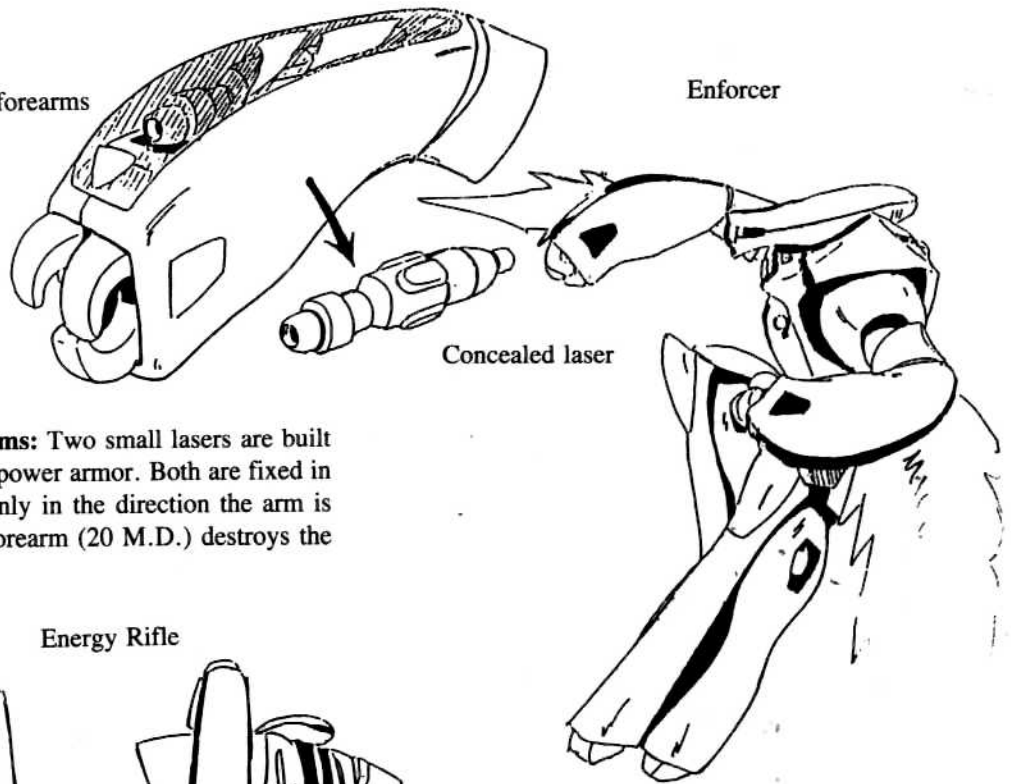
Grey/Black Enforcer
Compared to a human

Arm detail



Detail of concealed laser found in the forearms

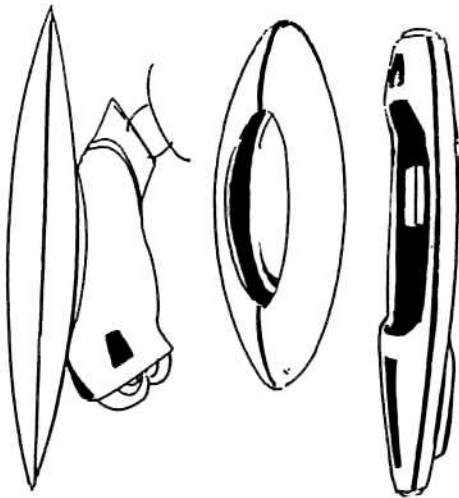
Enforcer



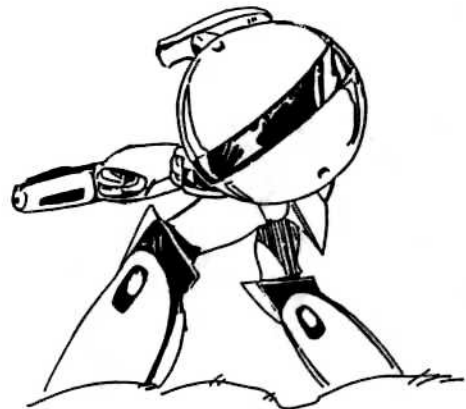
WEAPON SYSTEMS

1. **Concealed lasers in forearms:** Two small lasers are built into the arms of the Enforcer power armor. Both are fixed in one position, able to shoot only in the direction the arm is pointed. Destruction of the forearm (20 M.D.) destroys the laser.

Energy Rifle



Energy shield attaches to the forearm



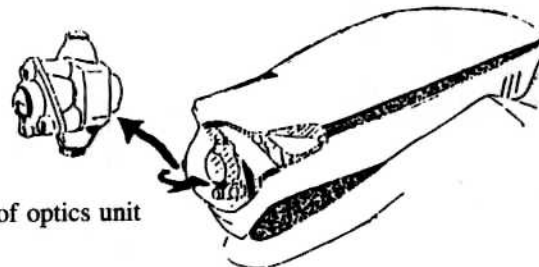
Side view depicting energy shield and rifle ready for combat.

Energy Rifle: The Enforcer Energy Rifle is used exclusively by the Enforcers. The rifle is attached to the right arm where it can draw energy from the enforcer's power armor. When not in use, the rifle is attached to the back.

Range: 2000ft (609m)

Energy Shield: A large, round energy shield is standard issue for the Enforcers. It can be stowed on the back or held in hand (usually left hand).

Detail of optics unit



Hand to Hand Combat

Attacks Per Melee: Three (3)

Hand to Hand Bonuses: +2 to strike, +2 to parry (+5 with shield), +2 to dodge on the ground, +4 to dodge in flight (both are normal dodges), +4 to roll with punch, fall or impact.

Types of Attacks

Punch: 1D4 Mega-Damage (M.D.)

Power Punch: 2D4 M.D. (counts as two attacks)

Kick: 1D4 M.D.

Leap Kick: 2D4 M.D.

Body Flip: 1D4 M.D.

Body Block/Ram: 1D4 M.D.

Hand Crush/Squeeze: 1 M.D. (100 S.D.C.)

Assault Speeder

The Red Enforcers are the pilots of the Invid Assault Speeder. An incredibly fast and maneuverable hover jet propelled vehicle suitable for all terrains, including space. The bizarre speeder has no weapons, but is designed for precision flying and ramming/sideswiping attacks.

Vehicle Type: Assault/transport

Crew: One stage four invid pilot.

Speed: Jet Mode: (maximum speed) Mach 2.3 (1541mph/2465kmph).

Cruising Speed: About 600mph (960kmph). Can also hover stationary and make vertical take-offs and landings.

Underwater: Max. Speed is about 200mph (240kmph)

Space Propulsion: Mach 4

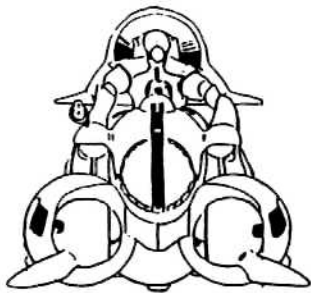
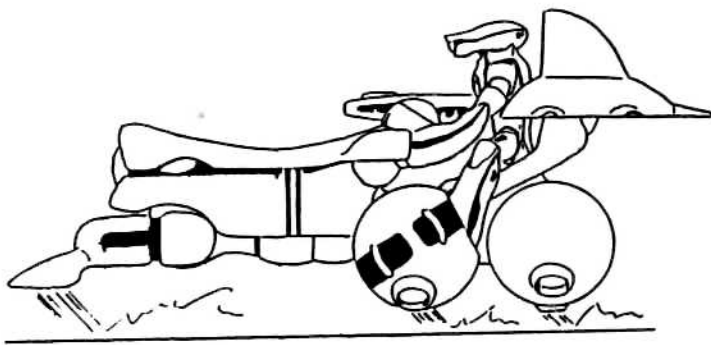
Range: Unlimited; protoculture powered.

Height: 12ft (3.7m)

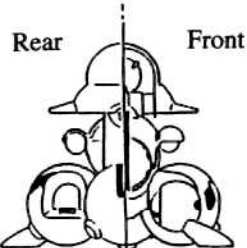
Width: 5.5ft (1.7m)

Length: 24ft (7.3m)

Weight: 6 tons

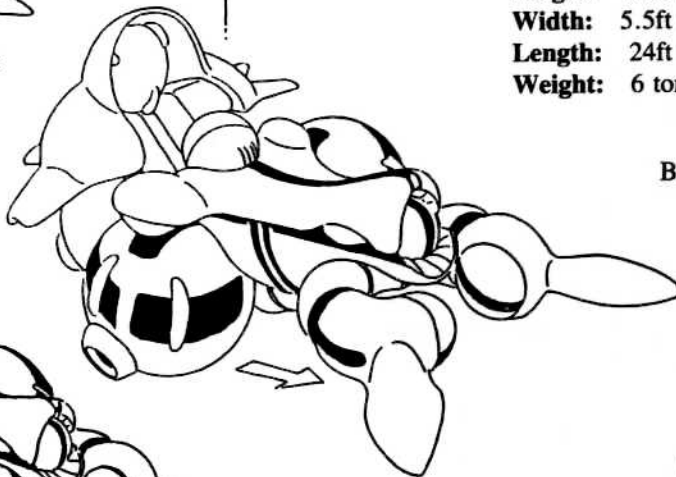


Front view with pilot



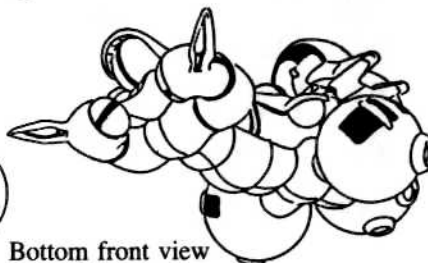
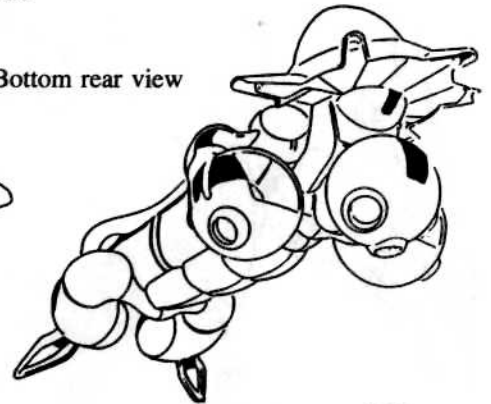
Rear

Front

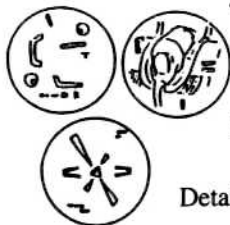


3/4 side view

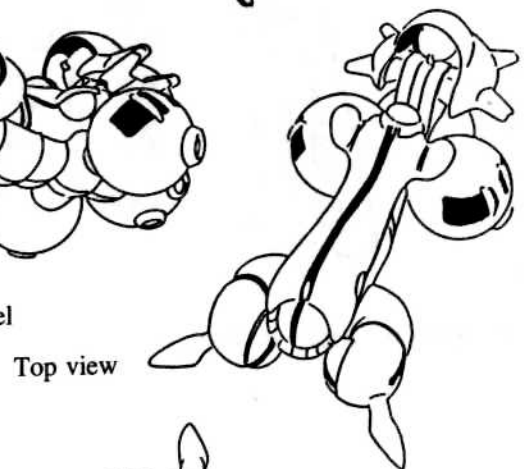
Bottom rear view



Bottom front view



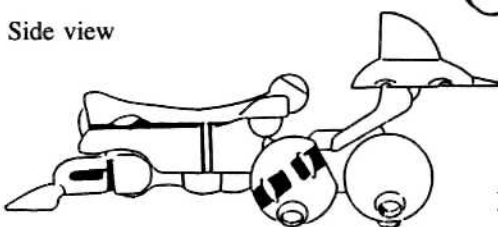
Detail of instrument panel



Top view

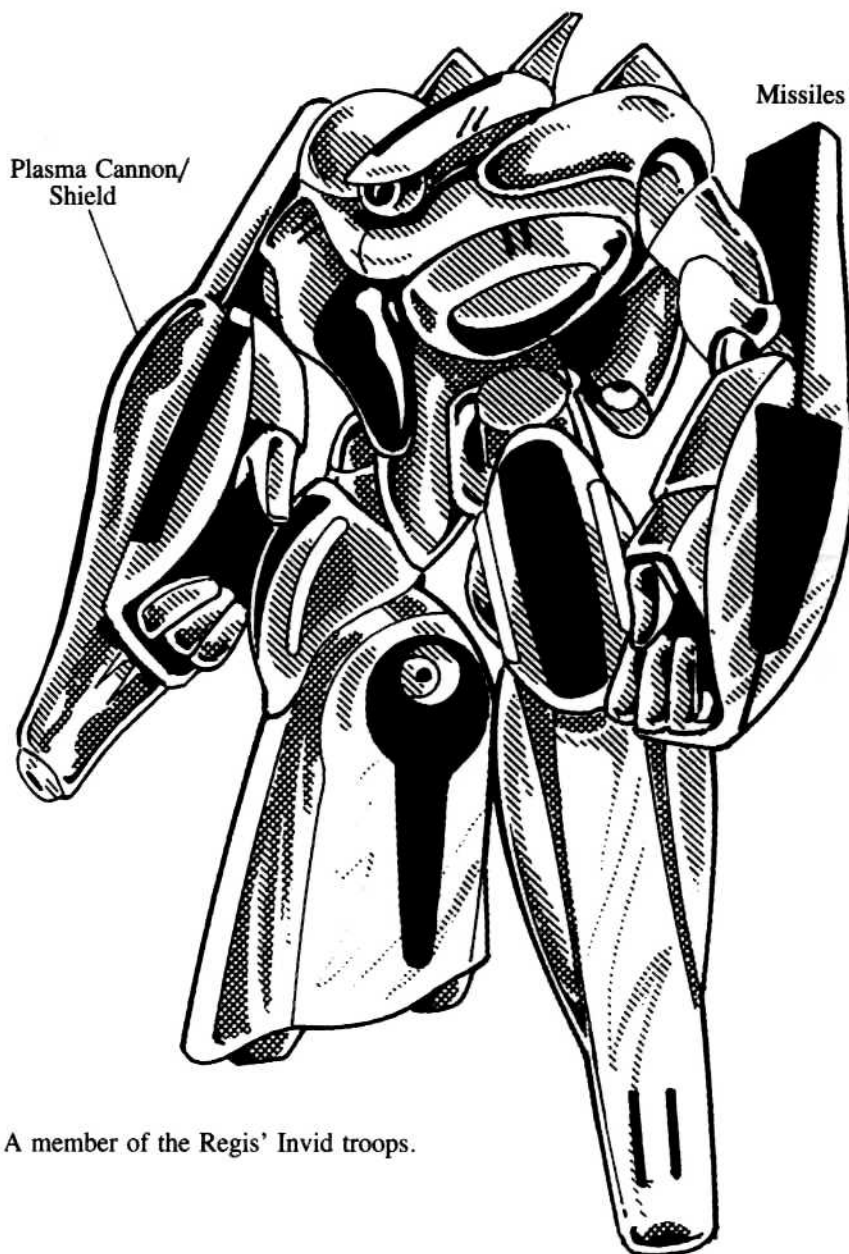


Side view



Top rear view

Heavily Armored Front End and Force Field enables the vehicle to plow right into or through an opponent.



A member of the Regis' Invid troops.

Missiles housed in the back

The Royal Command Battloid (RCB)

The RCB is an invid mecha piloted by human-like invid warriors. The RCB and its human-like pilots are the creation of the Regis and used exclusively by her.

The pilots are cunning and nearly human in every aspect. However, they are extremely hostile and aggressive, often obsessed with the extermination of human life.

If a Royal Command Battloid is sighted, report its location to your commanding officer immediately. This will almost certainly indicate the presence of the Regis or a reconnaissance squad from her troops.

Invid Royal Command Battloid (a.k.a. Invid Battloid and R.C.B.)

Vehicle Type: All-purpose combat commander and director of operations.

Crew: One; stage five invid pilot.

Speed: Flight: Stationary hover to 1340mph (Mach 2), with an altitude ceiling of 50,000ft.

Flight: Cruising speed for reconnaissance is 60 to 150mph (96 to 240kmph).

Flight: Stationary hover and low speeds can be maintained at any altitude.

Ground, Running: 70mph (112kmph) maximum.

Ground, Jumping: 50ft (15.2m) up or across without jet boosters, 300ft (91.5m) with a boost from jet thrusters.

Height: 29ft (8.8m)

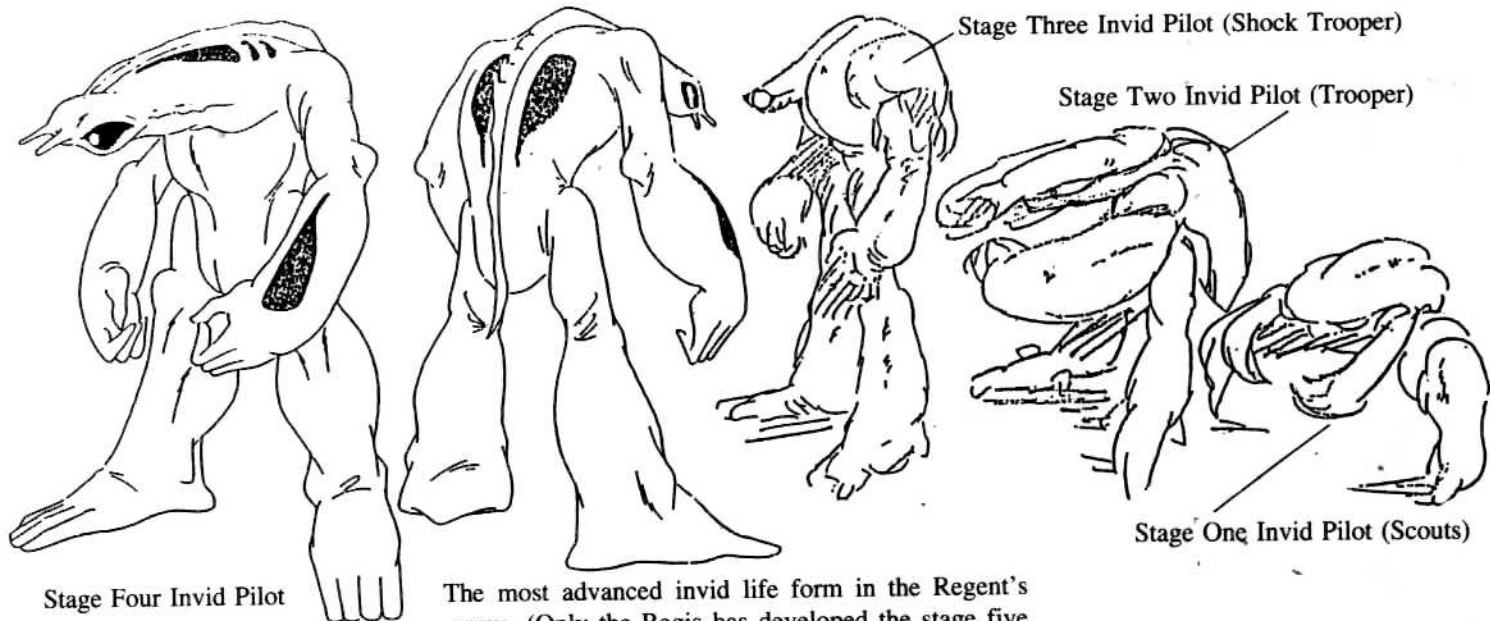
Width: 13ft (4m)

Length: 12ft (3.6m)

Weight: 23 tons

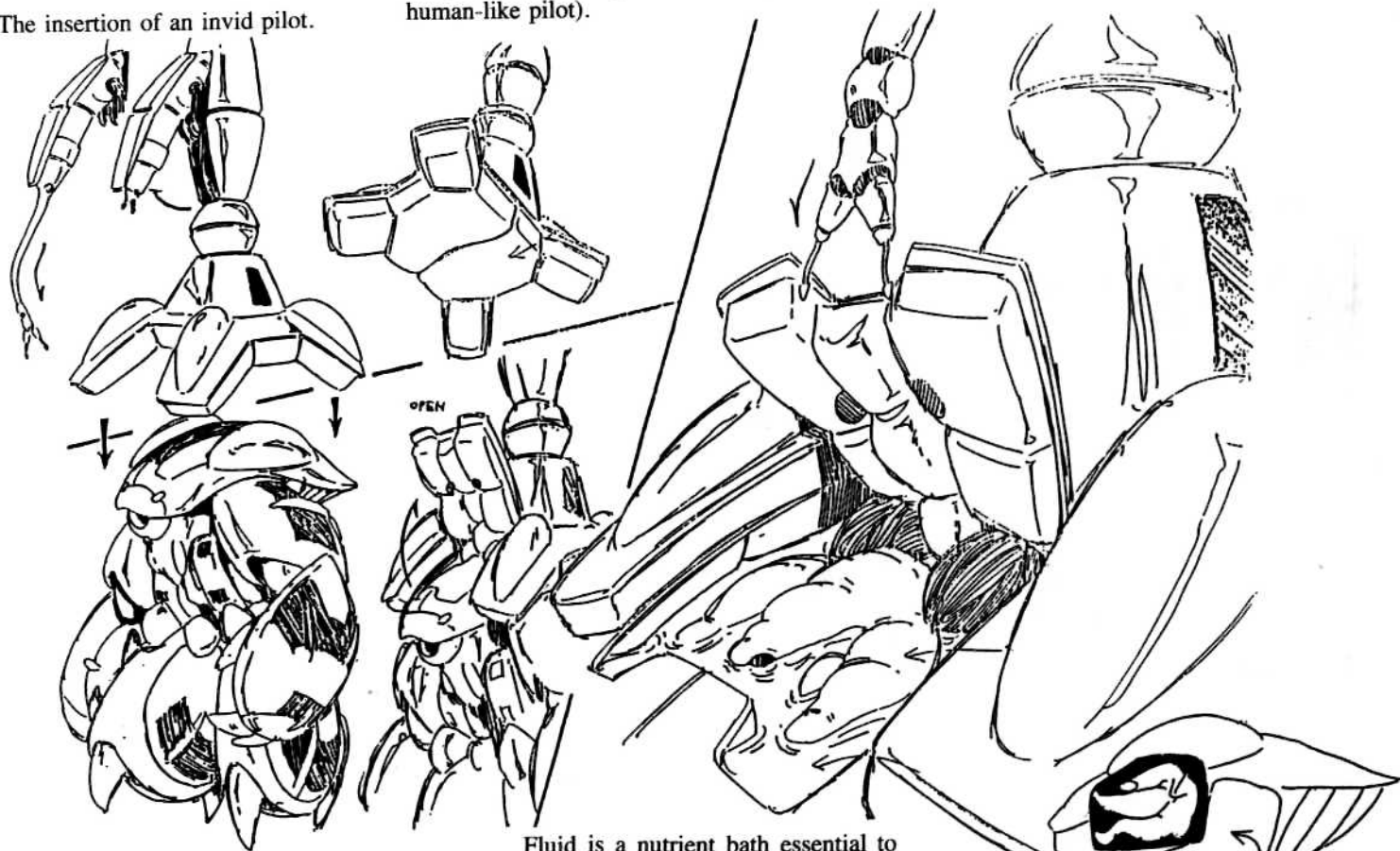
Cargo: Can carry up to 6 tons.

Weapons: Plasma Cannon
Missiles



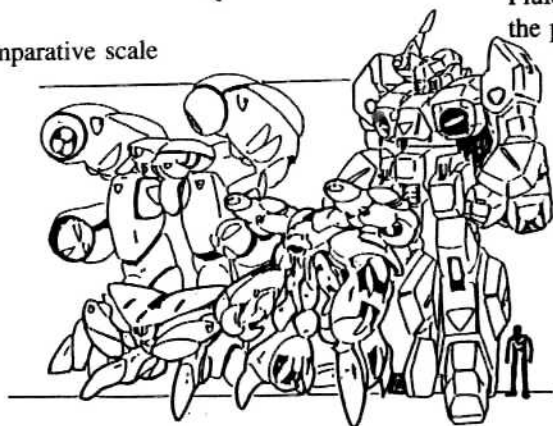
The most advanced invid life form in the Regent's army. (Only the Regis has developed the stage five human-like pilot).

The insertion of an invid pilot.

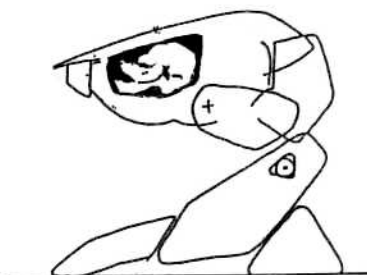


Fluid is a nutrient bath essential to the pilot's survival.

Comparative scale



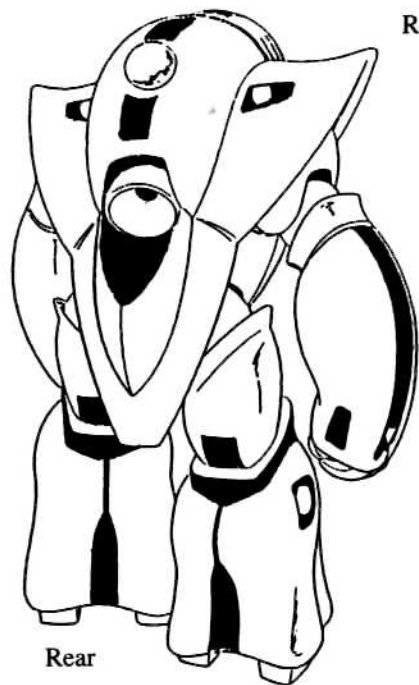
Location of invid pilot in the scout.



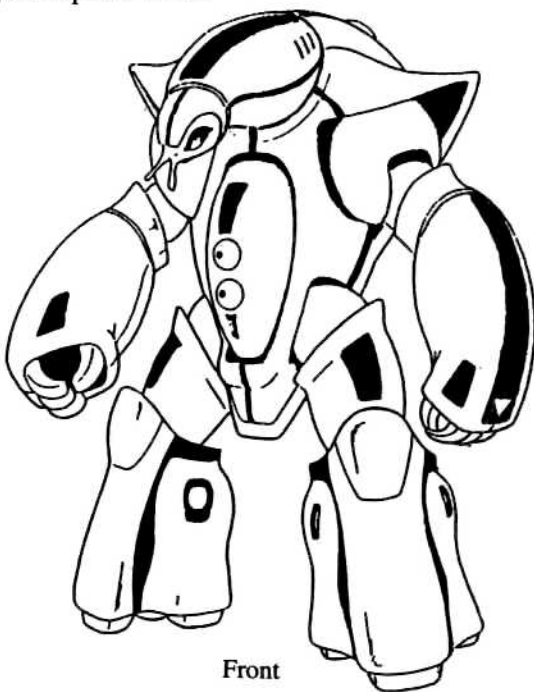
Location of invid pilot in the trooper.



Regent in power armor



Rear



Front

The Regent

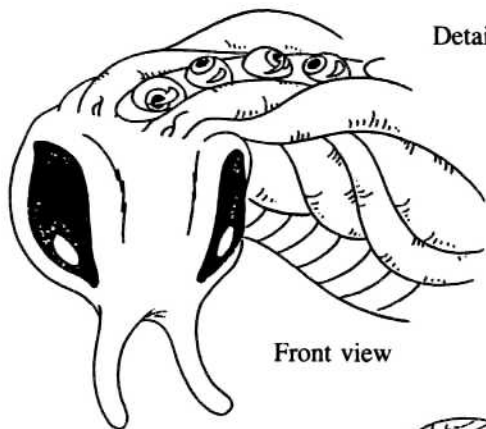
The Regent is the maniacal leader of the invad forces that the Robotech Expeditionary Force is currently engaged in war against. His forces currently dominate dozens of worlds and seek the destruction and/or enslavement of the Robotech Masters and all human life.

The Regent is both physically and psionically powerful. Any encounters with the Regent should be carried out with extreme caution.

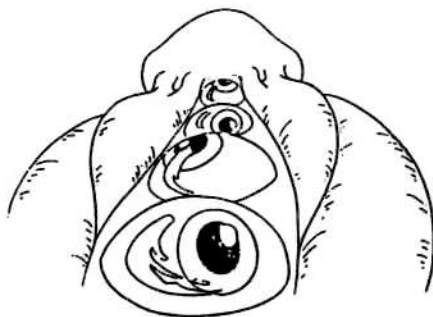
If the Regent is sighted, his location and activity should be reported immediately.

Do not take action against him unless such action is approved by the REF High Command.

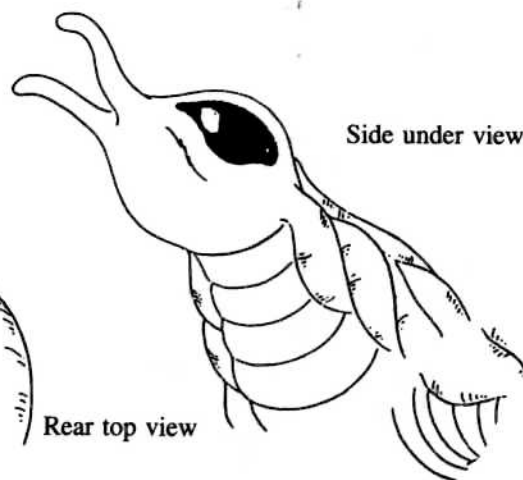
Detail of Regent's head



Front view

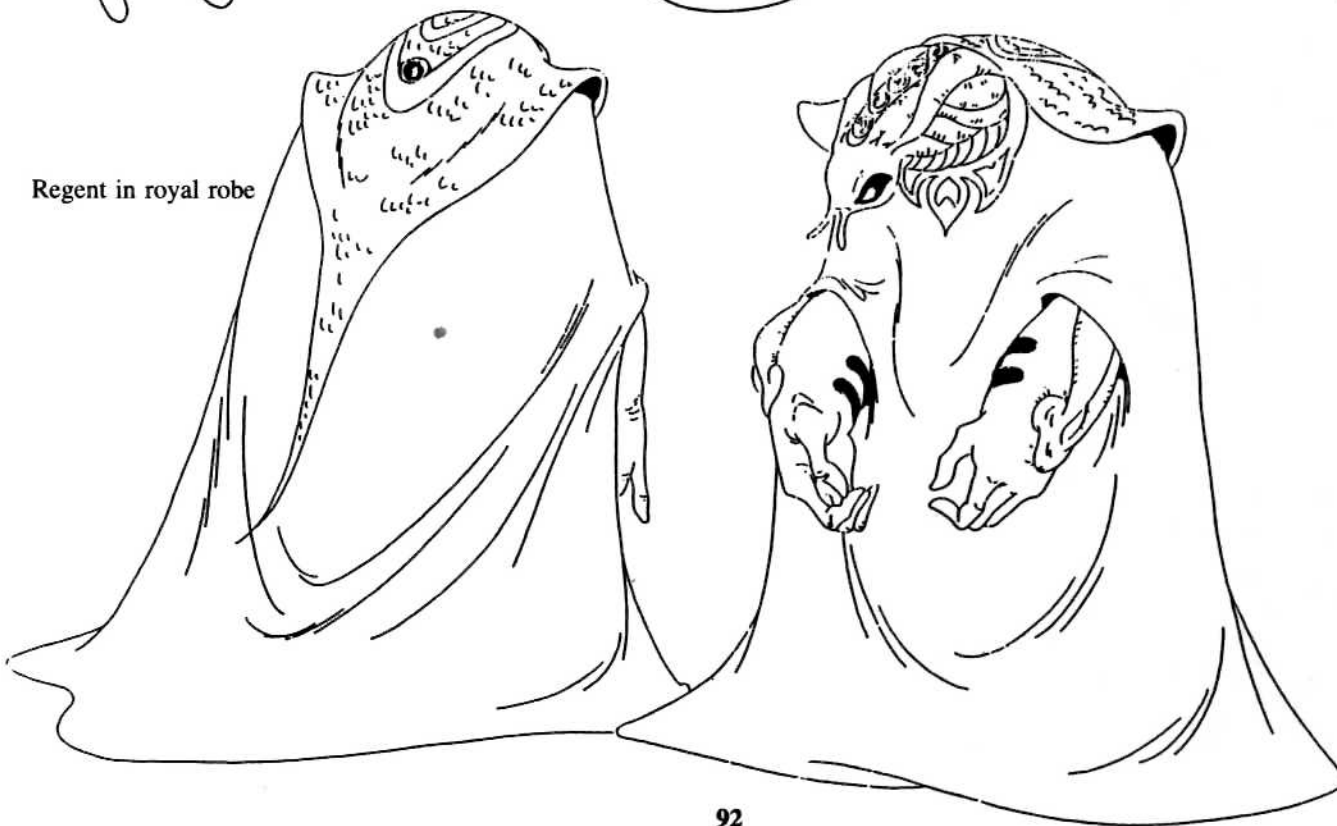


Rear top view



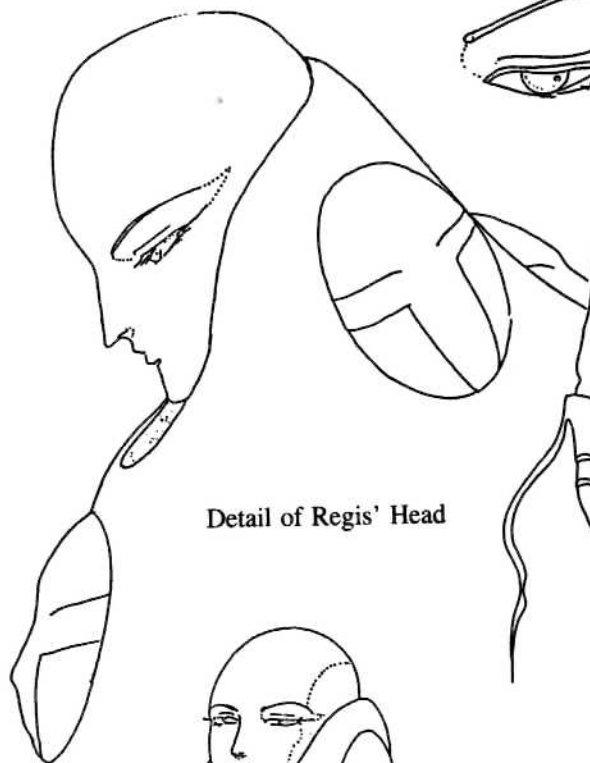
Side under view

Regent in royal robe





Detail of eye



Detail of Regis' Head



Full figure depiction of the Regis

The Regis

The once unified invad have become divided; one faction lead by the power crazed Regent and the ones lead by the enigmatic Regis.

The Regis is believed to be a slightly more powerful counterpart to the Regent. The focus of her military operations is not bent on intergalactic conquest, like the Regent's, but on finding a suitable new homeworld and conquering it.

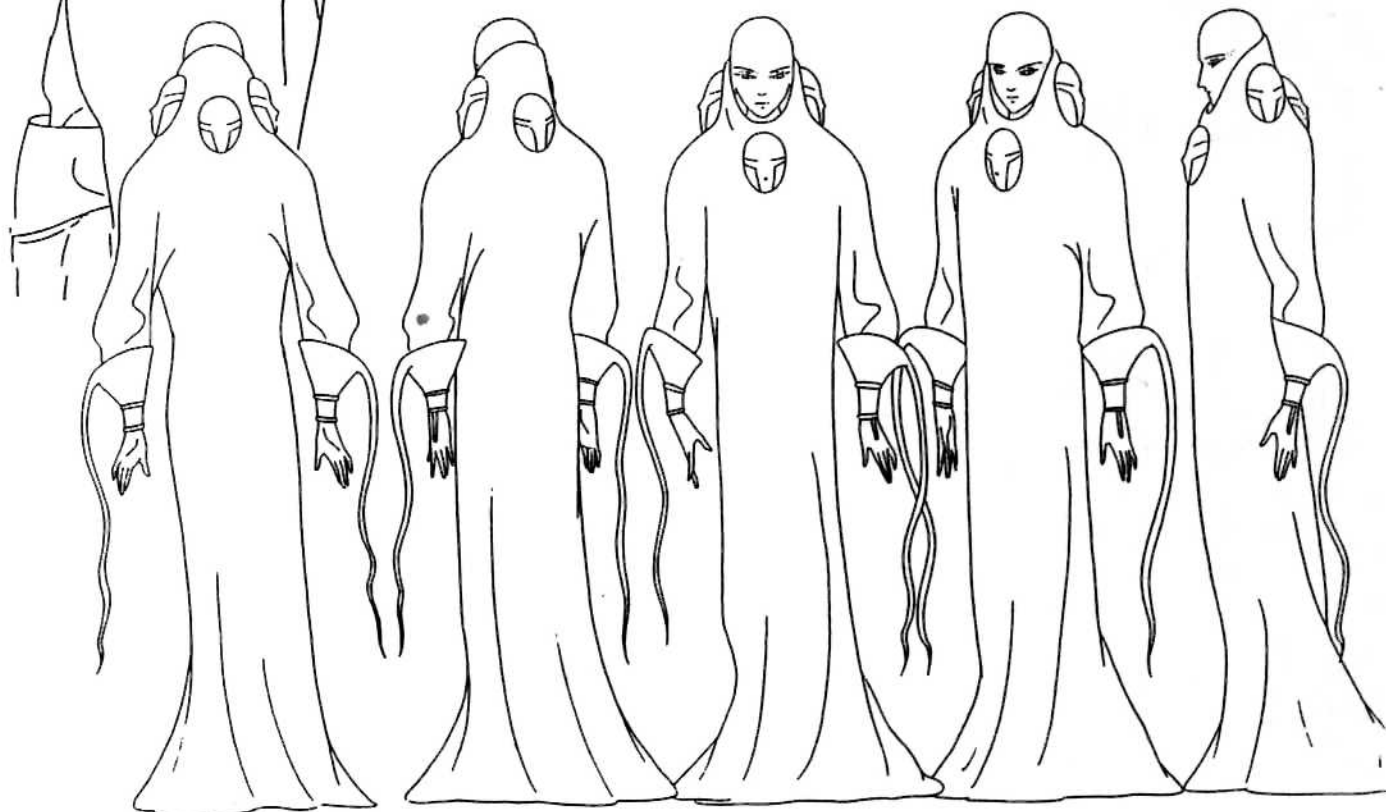
Her outlook toward life is metaphysical, almost mystic, with an obsession to evolve into beings of high consciousness. However, the Regis regards human beings with disdain, and see them as evil extensions of the Robotech Masters to be crushed whenever encountered.

Reports confirm the Regis' current operations are in our own Milky Way Galaxy and Earth. However, her influence can be felt in numerous galaxies.

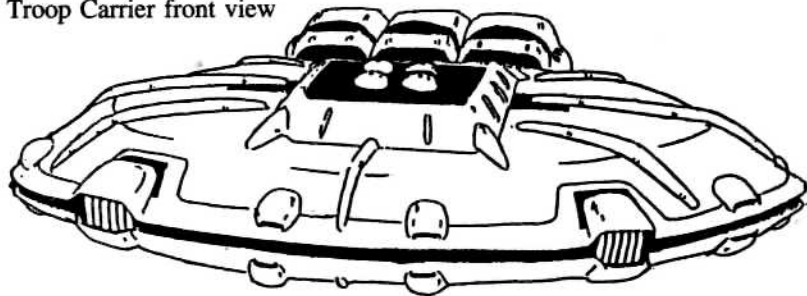
The Regis represents a hostile force at least equal to that of the Regent, perhaps greater. Approach with extreme caution. If encountered, contact your commanding officer immediately. **DO NOT** attack or initiate contact without directions from the REF High Command.

Height: 6 to 10ft (1.8m to 3m); can change size.

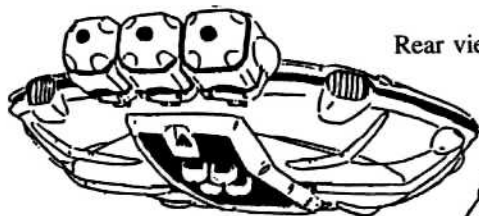
Note: Possesses great psionic powers; extremely dangerous.



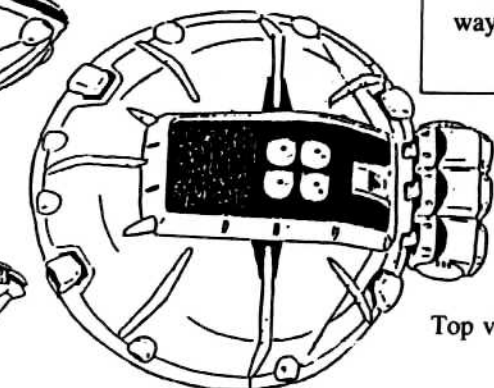
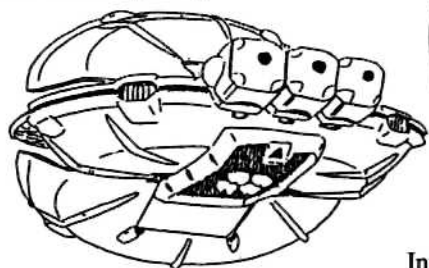
Troop Carrier front view



Rear view



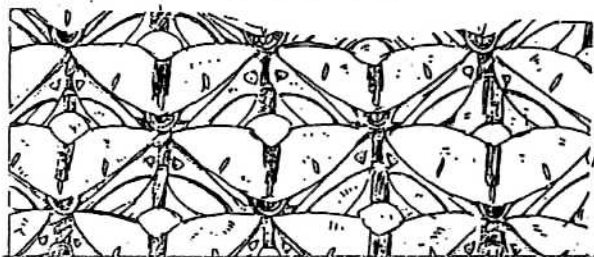
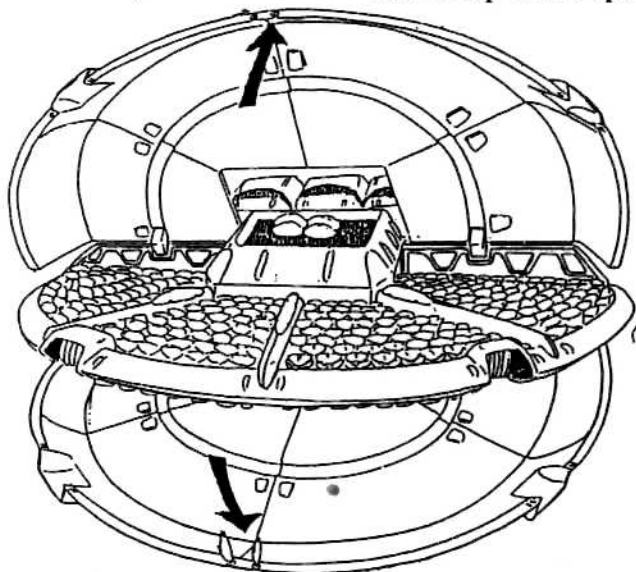
Rear view opening



Rear Thrusters

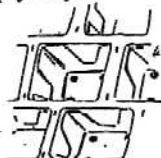
Top view

Invid Troop Carrier opened to release invid troops.



Empty bays

Detail of invid holding bays



Side view of bays

The Invid Brain

The Invid Brain is a huge mass of pulsating protoplasm that resembles a brain. These creatures represent the invid's high command and are extremely dangerous.

It is the Invid Brain that controls legions of inorganics, maintain and control hives, supervise occupation forces and maintain/direct military operations.

Brain are usually found deep within Invid Hive Fortresses, hidden in ruins, and aboard Assault Carriers and troop carriers.

Invid Brains possesses psionic powers and are always protected by a squad of Invid warriors.

INVID TROOP CARRIER

The invid troop carrier is a large, clam shaped, flying saucer-like vehicle designed for flight in space, atmosphere and even underwater. Its three huge rear thrusters give it enough power and speed to easily breach Earth's atmosphere. An antigravity system controlled by the four domes seen on its top, provides maximum maneuverability and power. The bizarre transport vehicle opens like a clam to release its 200 plus troops.

Invid Troop Carrier (also known as the Clam Ship)
Vehicle Type: Troop transport.

Crew: Four stage four invid pilots in full enforcer armor. Only one pilot is needed, the other three are back-up.

Speed: Flight: Stationary hover to Mach 10.

Has full trans-atmospheric capabilities.

Flight: Cruising speed is about Mach 1.

Height: 110ft (33.5m)

Width: 500ft (152.4m)

Length: 600ft (183m)

Weight: 140 tons

Cargo: 250 scouts or armored scouts, or . . .

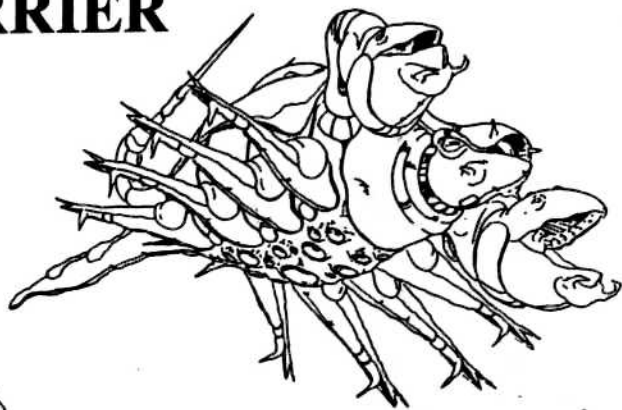
200 troopers or shock troopers, or . . .

140 Pincers or Royal Command Battloids

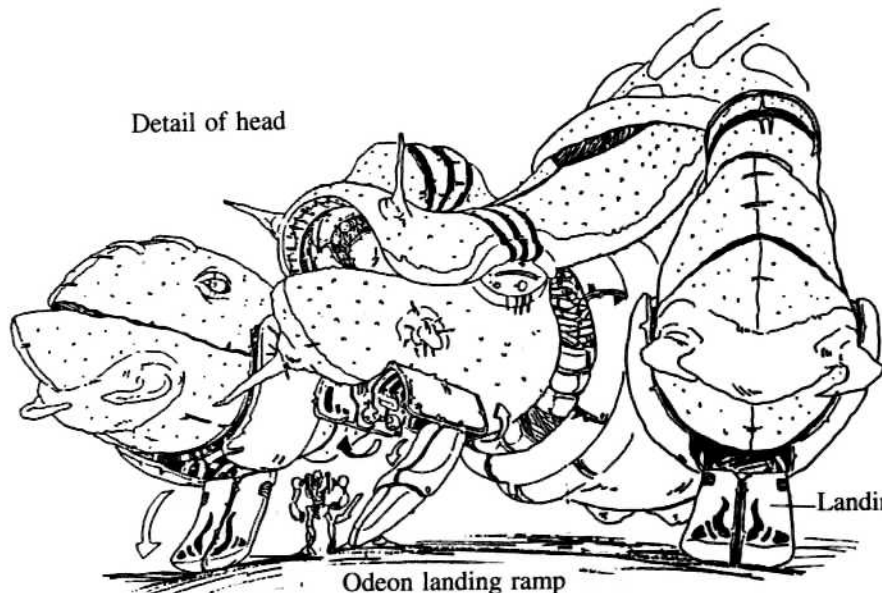
Weapon Systems: None

SCORPION ASSAULT CARRIER

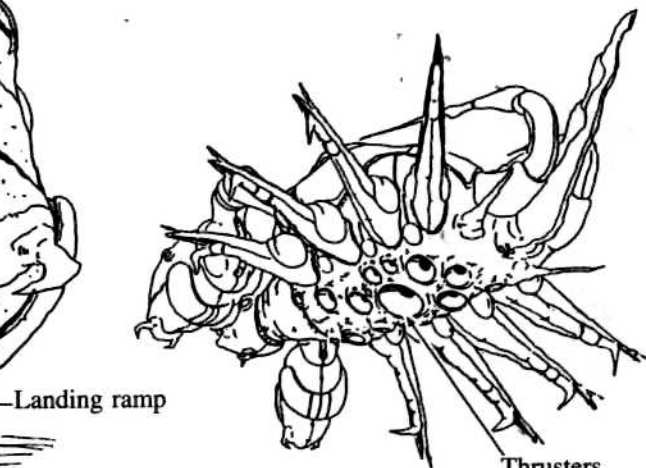
There are only a handful of "Scorpion" vessels in the invid's fleet, perhaps as few as 200. The Regent commands one (about 20% larger than the others), while the others are commanded by invid brains and a legion of invid troops, much like a hive in space.



Detail of head



Odeon landing ramp



Thrusters

Invid All Terrain Assault Carrier (Also known as the "Scorpion")

Vehicle Type: Assault and transport

Crew: Piloted by six stage four invid pilots in full enforcer armor. Two operate the weapon heads, one the laser tails. 1D6 red enforcers to help supervise and direct troops and *one invid brain*.

Typical Troops:

- 1D4 × 10 Red Enforcers (each has a speeder)
- 2D4 × 10 Enforcers
- 3D4 × 10 Armored Scouts
- 3D4 × 10 Shock Troopers
- 1D6 × 10 Odeons
- 1D6 × 10 Scrims
- 4D6 Cranns
- 4D6 Cougars

Speed: Ground: 200mph maximum (320kmph)

Sublight: .16 the speed of light.

Conventional Speed: Mach 10; about Mach 5 in an atmosphere.

Height: 145ft (44.2m)

Width: Body only — 180ft (54.9m), overall — 240ft (73.1m).

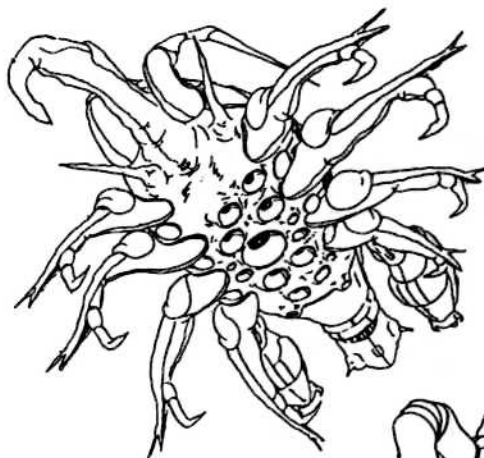
Length: 492ft (150m)

Weight: 100,000 tons

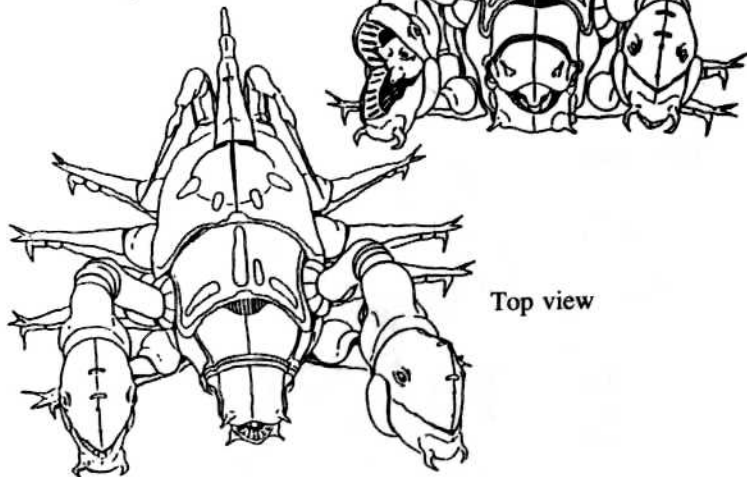
Note: Protoculture powered.

WEAPON SYSTEMS

Total Combined Attacks Per Melee: Eight; any combination of weapons can be used.



front view

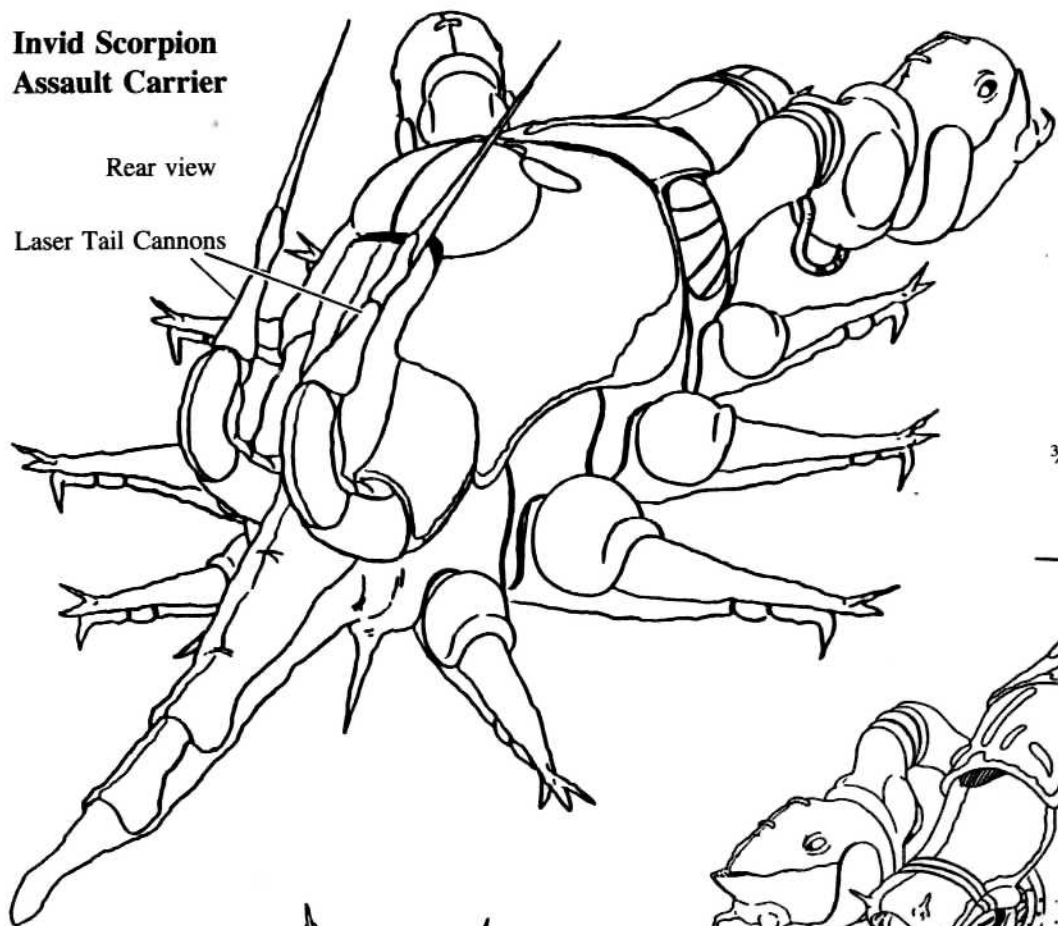


Top view

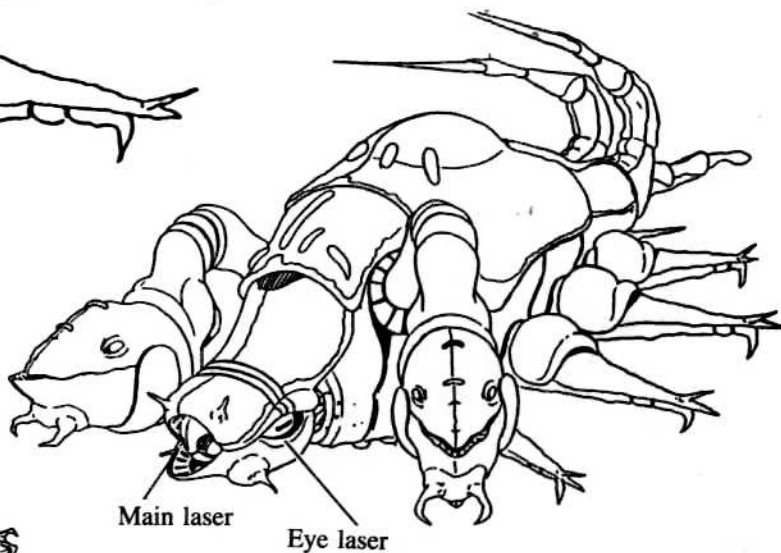
Invid Scorpion Assault Carrier

Rear view

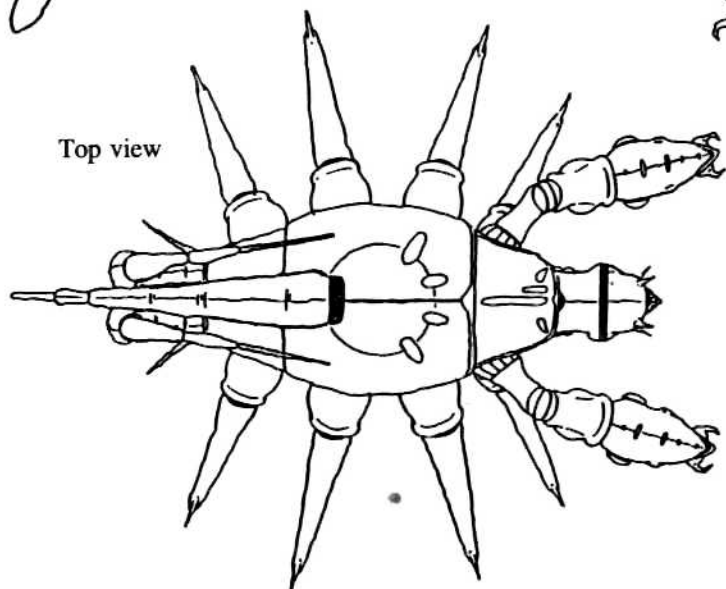
Laser Tail Cannons



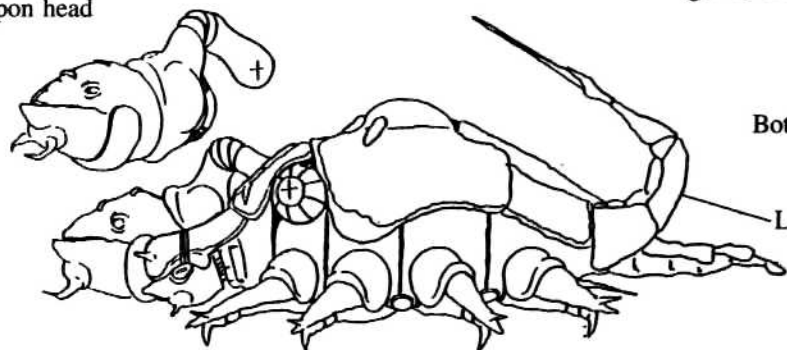
¾ front view



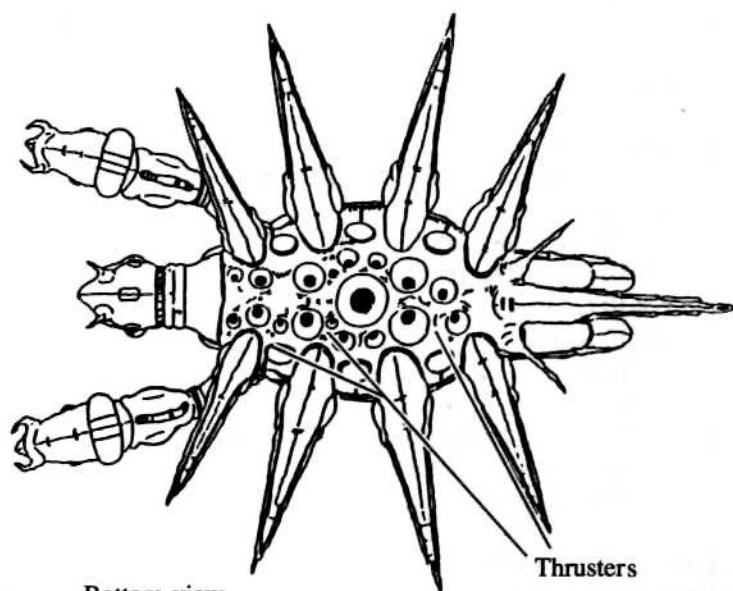
Top view



Weapon head



Bottom view



Laser Tail Cannons

ROBOTECH MASTERS

General Information

The race of beings generally known as the Robotech Masters are a race of humans from a distant galaxy. There is no evidence to support the theory that the Masters are directly related to Earth humans.

The Robotech Masters' origin can be traced to the planet Tyrol. Their home world is the moon Fantoma, which orbits Tyrol.

The Masters' society is divided into a caste-like hierarchy.

The Robotech Masters are the leaders of the Tyrolian people, the rulers of the Robotech Masters' intergalactic empire (now collapsed and in complete disarray under Invid siege), and the masters of the secrets of robotechnology. They are renowned for their cunning, cruelty, and disregard toward all other life forms, fellow humans included. The Robotech Masters are the most potentially dangerous of all their people, although they themselves are not warriors.

The Clone Masters are second in the hierarchy. They represent the military high command, strategists, and tacticians. It is the Clone Masters who command and direct the Bioroid army. All Clone Masters can pilot bioroid mecha and operate weapons with great skill (usually equal to a 6th to 10th level Military Specialist).

Third is the Mistress of the Cosmic Harp. This individual has great tactical significance in that she operates a harp like instrument that controls and soothes the bioroid pilots and clones. The Mistress of the Cosmic Harp is found in all Masters' Motherships. She has no combat abilities and is completely helpless in combat (other than summoning bioroids to her defense).

Fourth are the Science Masters, guardians of the secrets of protoculture and robotechnology. They are skilled technicians, mechanics, architects, designers, and masters of technology. They are not warriors, but are skilled with energy weapons and tools.

Lastly are the Tyrolian citizens. They are not warriors and have a minimal knowledge of science and technology. Few are skilled in the use of weapons or combat. Tyrolian citizens are witless pawns of the Robotech Masters.

Actions on Contact

Develop the situation. The squad leader should act quickly to determine the enemy's strength, composition and disposition. The Masters' location and activity should then be transmitted to REF operations for immediate evaluation. The presence of the Robotech Masters or their bioroids are of great tactical importance. Do not engage the enemy until orders for an appropriate response have been received.

Choose a course of action. Based on observation the squad leader can consider several actions.

Maintain discreet observation. If the Masters have not been alerted to the squad's presence, the squad members may assume positions of surveillance. Radio silence and minimal movement is suggested. If the squad is discovered by the enemy, evasive action is recommended. Try not to engage the enemy, except for personal defense, until specific directions have been received from High Command.

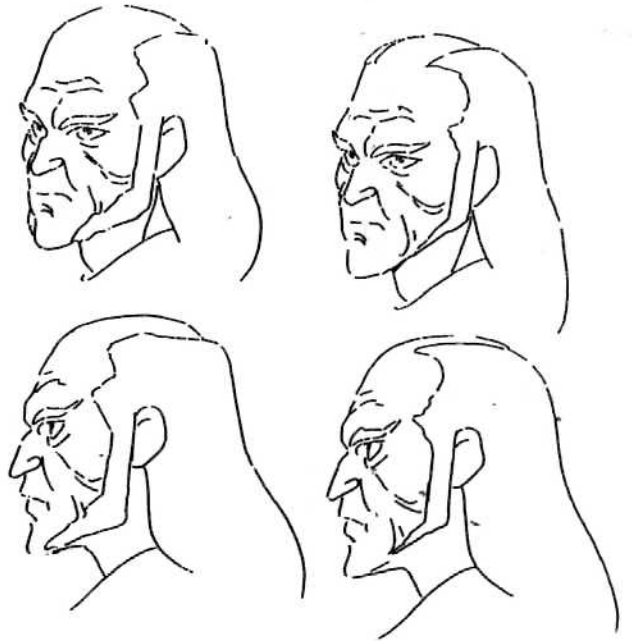
By-Pass is prohibited. If Robotech Masters, their vessels, mecha or troops are sighted, the squad must note their position, strength, and activity and radio REF operations with this data immediately. The squad will then engage in discreet observation until they receive further orders.

Engaging the enemy. The enemy is to be engaged in combat only under the following conditions: 1) Direct orders from the REF High Command or Base Commander. 2) Self defense. 3) Rescue of civilians, REF troops, or REF allies (and then combat should be directed only to the rescue and evacuation/tactical retreat of said personnel. Await further orders from command).

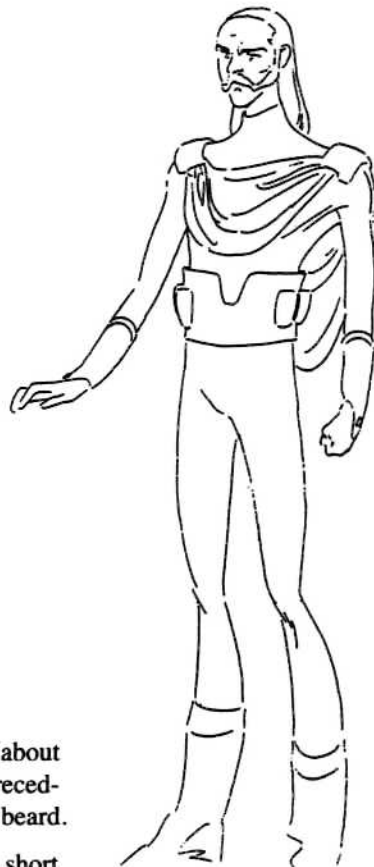
Robotech Masters, Clone Masters, Science Masters and Harp Mistresses are to be captured. DO NOT terminate.

REMEMBER TO ALWAYS CONTACT YOUR COMMANDING OFFICER AND/OR HIGH COMMAND FOR INSTRUCTIONS WHENEVER ROBOTECH MASTERS OR TYROLIANS ARE ENCOUNTERED.

Robotech Masters



Robotech Master facial features include receding hairline, white hair, long sideburns or beard. Appear to be about 60 Earth years old.



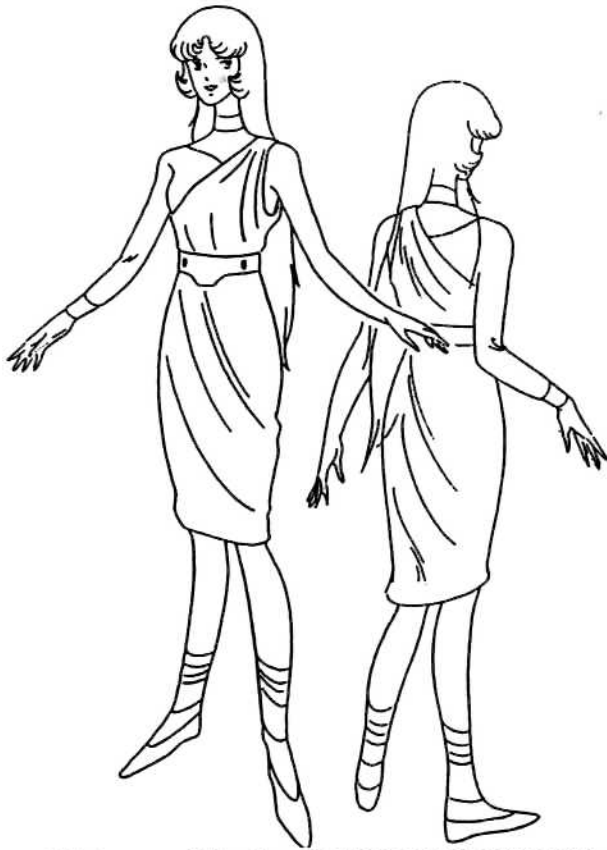
Traditional garments are robes

Clone Masters appear to be much younger (about 40 Earth years old), dark hair, less pronounced receding hairline, and usually have a mustache and/or beard.

Traditional garments are jumpsuit with silky, short cape.

Science Masters are typically young looking (30ish), but can also be quite elderly. Rarely have facial hair. Hair length is usually waist length.

Traditional clothing is a toga-type garment over pants and shirt.

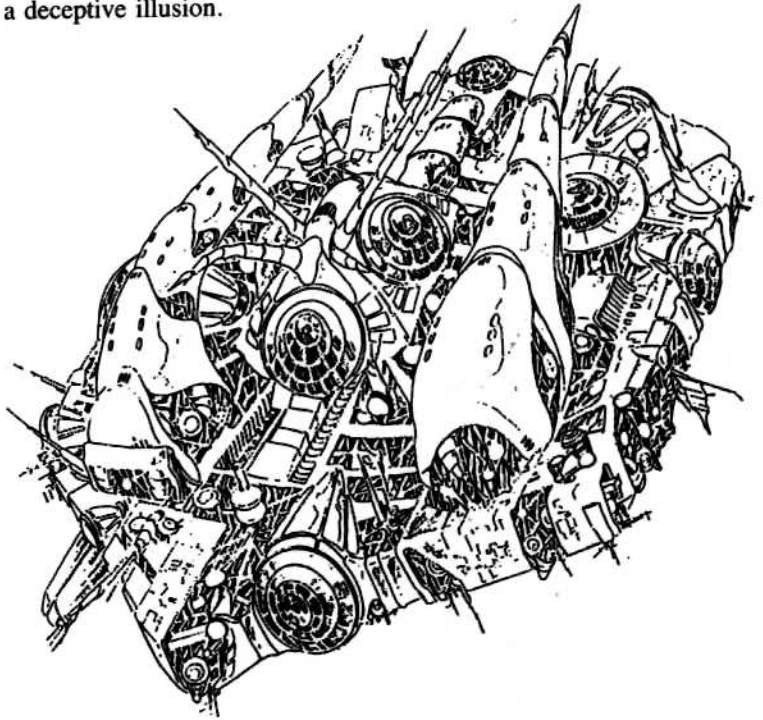


Mistresses of the Cosmic Harp are always young looking identical triplets.

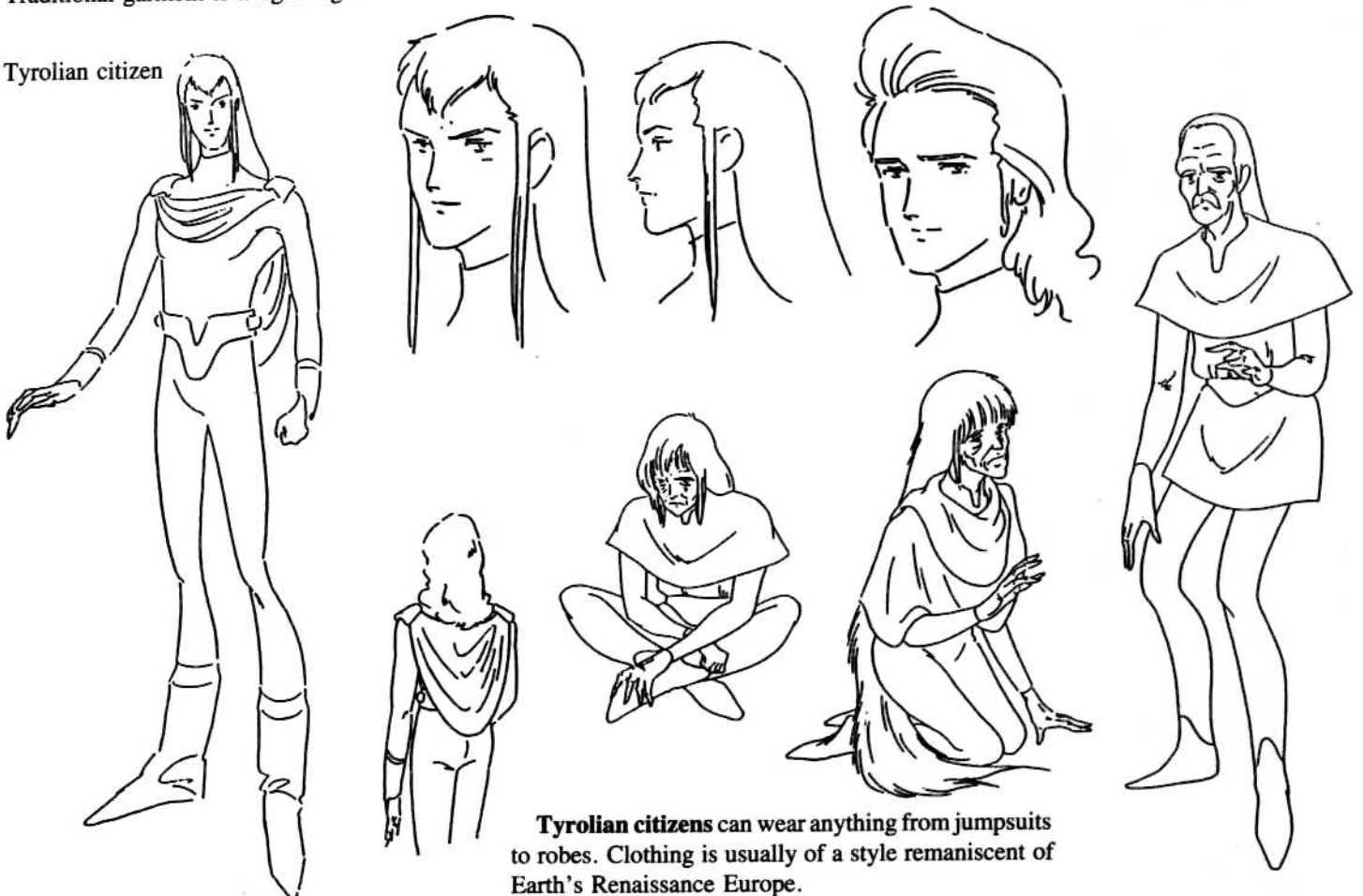
Traditional garment is a light toga.

Robotech Masters Mothership

The vessels appear to be in poor condition, but this is a deceptive illusion.



Tyrolian citizen



Tyrolian citizens can wear anything from jumpsuits to robes. Clothing is usually of a style reminiscent of Earth's Renaissance Europe.

Robotech Assault Carrier

Vehicle Type: Assault Carrier

Crew: Three

Passenger/Cargo: Up to 72 bioroids with hover crafts.

Speed: Hover stationary, or transatmospheric speeds of up to 3350mph or Mach 5. Typical cruising speed is Mach 2. Capable of complete stops in mid-air, and vertical landing and take-off.

Range: Unlimited

Length: 400ft (121.9m)

Width: 140ft (36.5m)

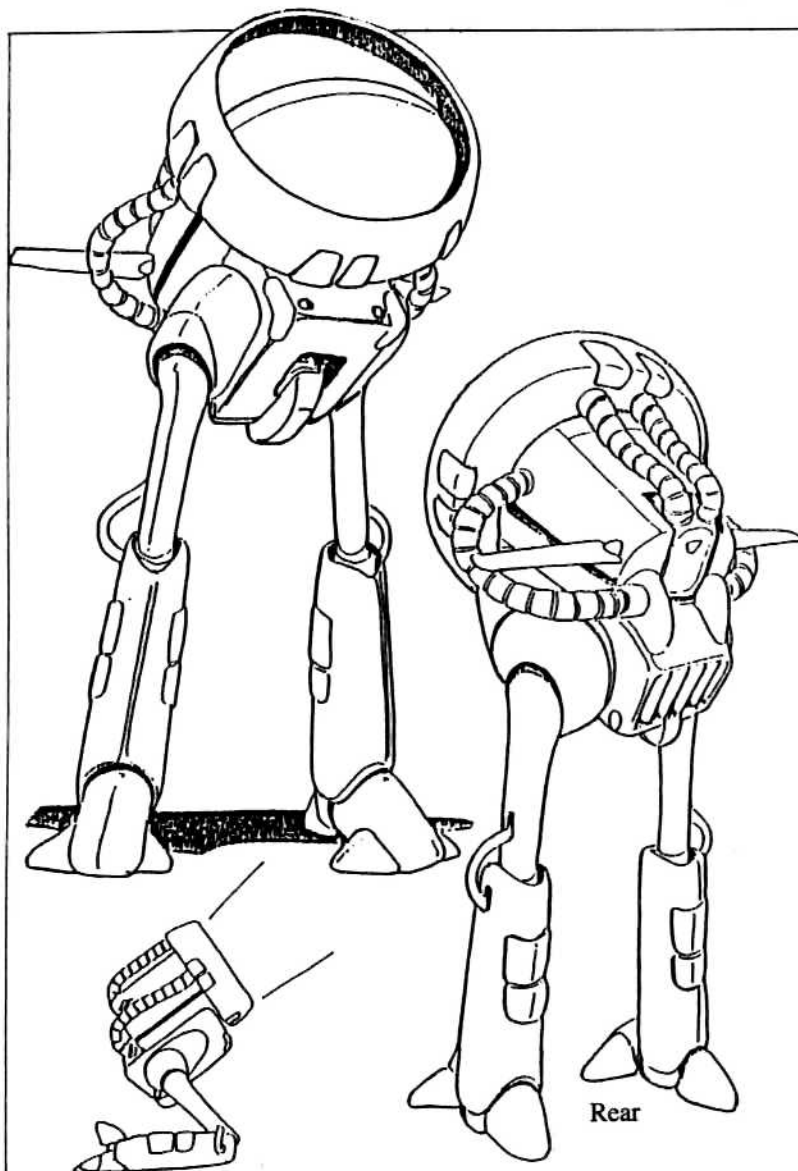
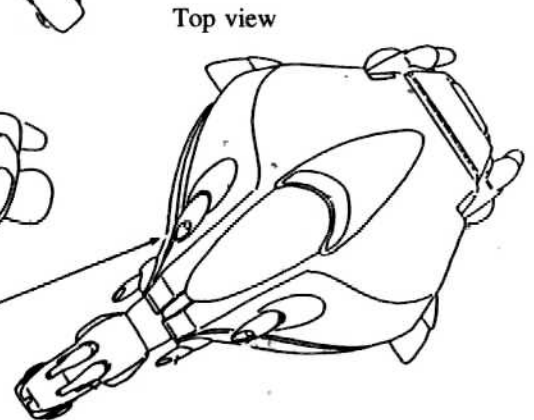
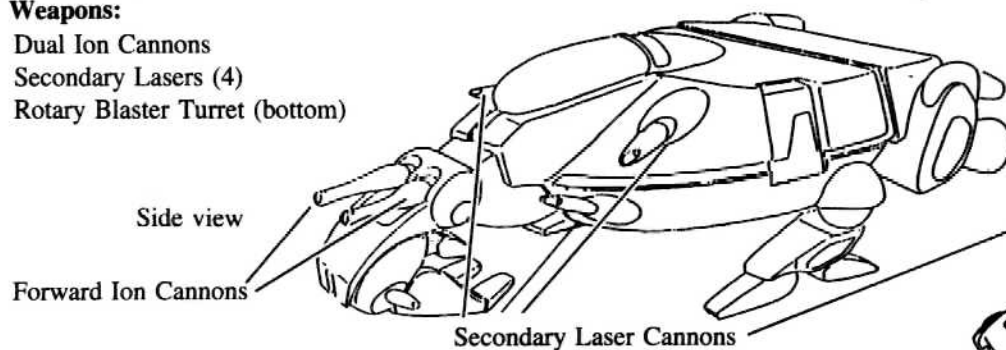
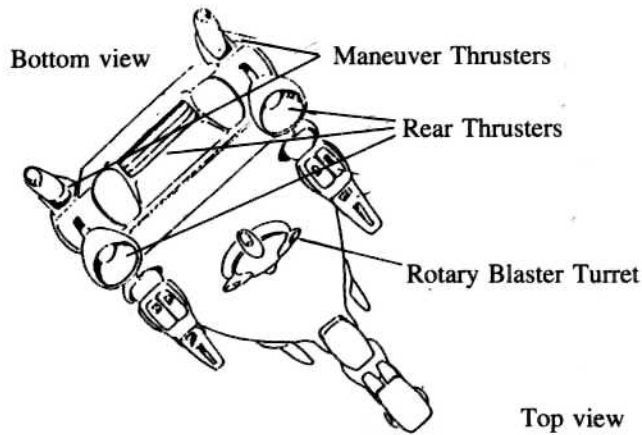
Weight: 180 tons; 670 tons — fully loaded

Weapons:

Dual Ion Cannons

Secondary Lasers (4)

Rotary Blaster Turret (bottom)



Searchlight Drones

The Robotech Masters have created a robot to assist in repair and perimeter defense. The robot has no weapons and is not programmed for combat. Instead, its battery of sensors (radar, sonar, motion detection, sound amplification, etc.) are used to recognize, identify, and track enemy targets.

When an enemy is detected the drone bathes the target in a powerful beam of light (conventional and infrared capabilities) and transmits an alert to bioroid combat forces identifying the enemy, its location, movement, level of hostility, numbers, etc. The drone is also used to assist in repair and maintenance and are found on board Robotech Factories and Motherships.

Searchlight Drone (REF nickname: "Eye Ball")

Crew: None; robot

M.D.C. by Location:

Searchlight — 50 Legs (2) — 100 each
Sensor Fins (2) — 10 each *Main Body — 100

*Depleting the M.D.C. of the main body destroys the drone.

Speed: Running: 200mph (320kmph)

Leaping: 60ft (18.3m) lengthwise or high.

Climbing: Poor, equal to a skill of 30%.

Height: 22ft (7m)

Width: 8ft (2.8m)

Length: 11ft (3.5m)

Weapon Systems: Hand to Hand only.

Attacks Per Melee: Two

Bonuses: +2 to dodge (automatic like a parry).

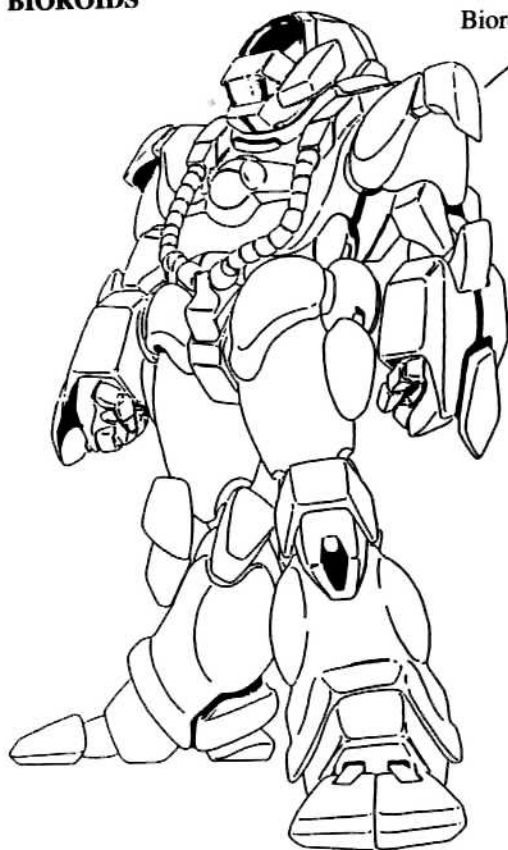
Mega-Damage: Kick — 2D6 M.D.

Body Block/Ram — 1D6 M.D.

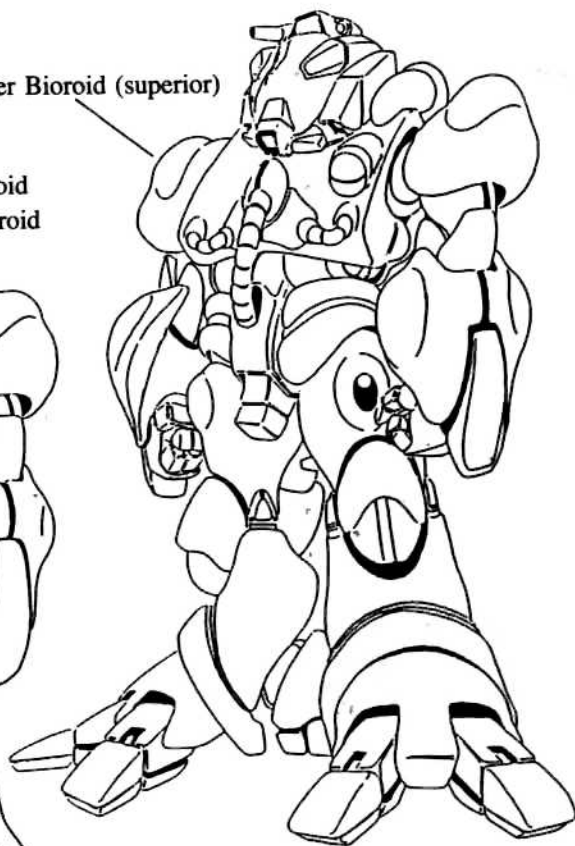
Stomp — 1D6 M.D.

BIOROIDS

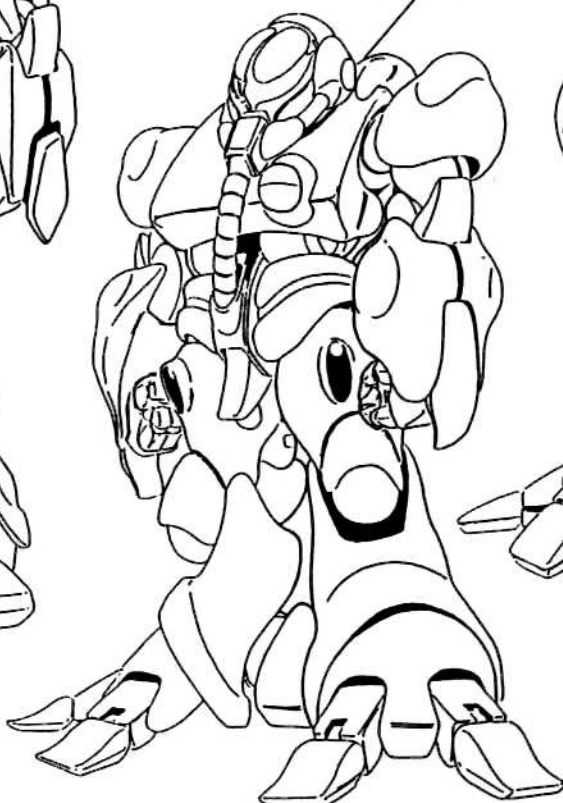
Bioroid Worker



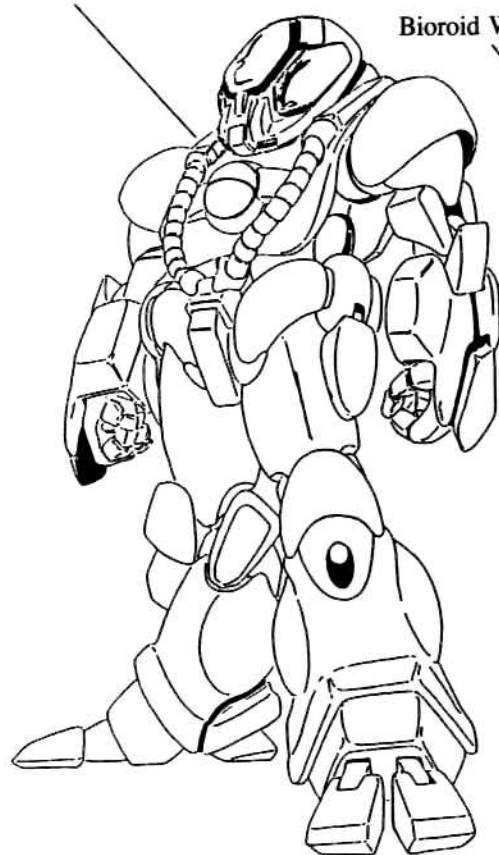
Red Leader Bioroid (superior)



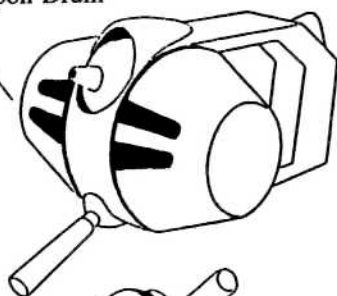
Standard Combat Bioroid
Blue Bioroid



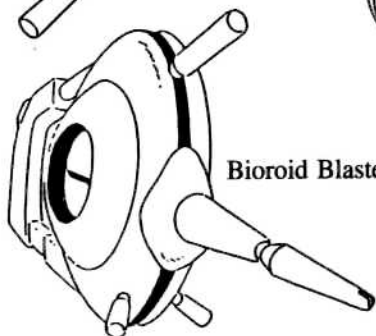
Invid Fighter Bioroid (Triumvirate)



Bioroid Weapon Drum



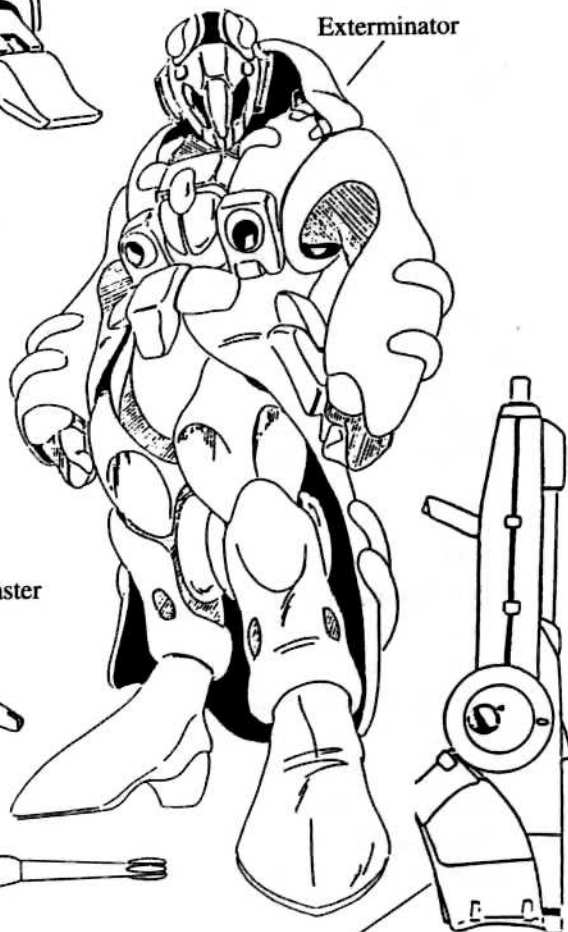
Bioroid Blaster



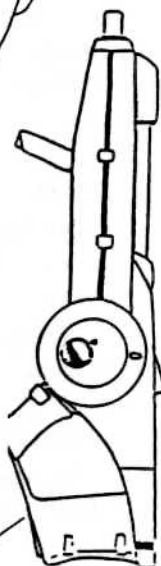
Robotech Masters' Laser Wand



Exterminator



Heavy Laser Assault Rifle



Range: 800ft (244m)
Mega-Damage: 2D6 M.D. per blast
Rate of Fire: Up to six
Payload: 30 blasts

THE ZENTRAEDI

General Information

The Zentraedi are the giant (50ft tall) foot soldiers in the Robotech Masters' army. They are an artificial life form created by the Masters.

The education of the clones is programmed into them, like a computer, during the period of their accelerated growth. When they are awakened a year from their inception, they are full-grown, possess most of their skills, are programmed with a false history and psychologically obsessed with combat and war.

Men and women are segregated. There is no society. No arts, nor culture of any kind. No interaction except tests of strength and combat skills. Thus, the concepts of love, family, sex, morals, ethics, philosophy, and individual expression are completely alien and frightening to them.

Think of the Zentraedi as organic robots programmed for war, because that is effectively what they are. They are extremely aggressive, competitive, and hostile toward other life forms.

Most of the Robotech Masters' Zentraedi troops were destroyed in the First Robotech War. Survivors were integrated into Earth's society, joined the RDF, or became renegade refugees. It is believed that less than 20% of the Zentraedi forces are still active in the universe. However, that could mean as many as 200,000 warships and nearly 20 million soldiers. Fortunately, this force is fragmented and scattered throughout the universe. Equipment failure and low reserves of irreplaceable protoculture will slowly eliminate the Zentraedi threat.

Actions on Contact

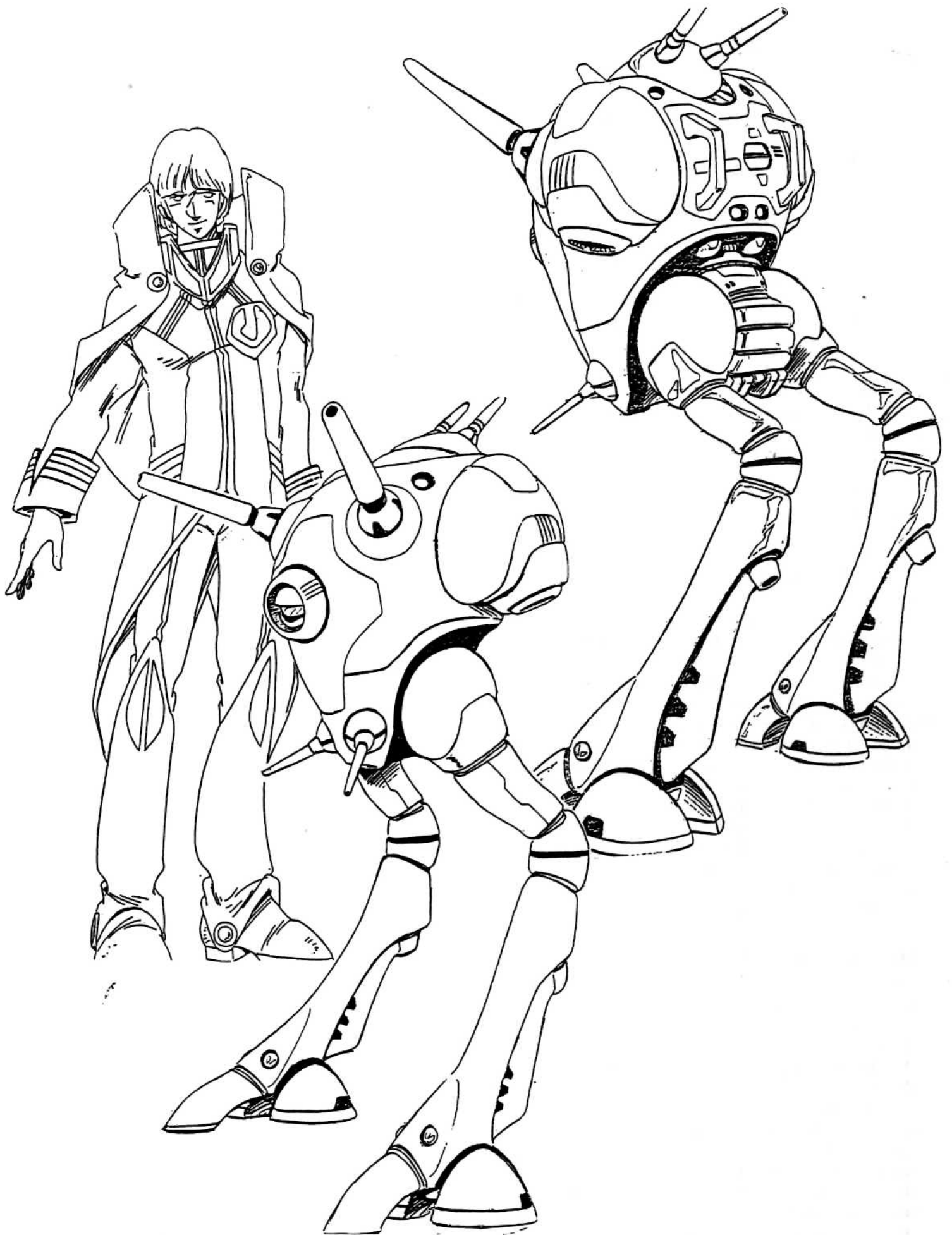
Develop the situation. The squad leader should act quickly to determine the enemy's strength, composition and disposition. An encounter with the Zentraedi may indicate the presence of the Robotech Masters or any enemy front.

Choose a course of action. Based on observation the squad leader can consider several actions.

Maintain discreet observation. Assume a position for surveillance. Observe radio silence and minimal movement is suggested. Take accurate note of their location, numbers, and activity. If the squad is discovered by the enemy, evasive action is recommended.

By-pass is prohibited. Activity by Zentraedi is not common and must be reported and observed.

Engaging the enemy. The enemy is to be engaged only under the following conditions: 1) Direct orders from a commanding officer. 2) Self-defense. 3) Rescue of civilians, REF troops, or REF allies.



ADVENTURES

A RENDEZVOUS WITH DANGER

Part One: The Factory

Note: Depending on the skills and abilities of the player characters, this adventure can range from moderate to difficult. It has been designed to accommodate 4 to 8 Robotech characters and their mecha. The Game Master may have to beef up the antagonists for a larger group of players.

PLAYER BACKGROUND

The REF has eliminated invad resistance in this quadrant of space. For the last two months the area has been peaceful. The huge, Jupiter size, planet below is a mass of swirling ice particles and toxic gases. Two of its three moons are battered hunks of rock scarred by crashing meteors. The third, and largest moon (about four times bigger than Earth's own moon), has a thin atmosphere similar to our Earth's, as well as vegetation and lower life forms such as insects, amphibians, and lizards.

The REF has designated the moon as "Jupiter 2" and has selected it as the site for an REF base. The atmosphere is clean and can easily support human life, although additional oxygen support is required for strenuous work. The indigenous life forms are harmless to man, and the weather is temperate.

Construction on the mid-size military base is well under way, with all the blueprints drawn, the space port completed, and construction 30% done (estimated completion date is three months). There is even talk about establishing a full size colony for the growing number of alien refugees. However, for the present time, troops other than the construction crews, are stationed aboard the SS Hayes, Ikazuchi Command Carrier, or one of the three Garfish troop carriers orbiting the planet.

Two hours ago the REF suddenly scrambled its forces — combat condition Red! After a nerve-racking wait on the ready deck, combat status was changed to condition yellow. Shortly afterward, the player characters were called for a special assignment.

THE MISSION BRIEFING

The characters and perhaps a handful of non-player characters meet in one of the many small conference lounges on board the SS Hayes. A high ranking officer paces the length of the table anxious to begin. (GMs may use an already established officer character to deliver the briefing. Alter the dialogue to fit your character.)

"Gentlemen (and ladies if any), the son of a bitch that sent our butts flying a couple hours earlier is this baby right here." A display screen flickers to life showing a Robotech Factory near the second moon. "What you're looking at is a live video. This Robotech Factory space folded almost on top of us. Our first thought was that we were under attack. But we now realize that she's a drone on her appointed rounds. If you've all

memorized your REF Field Guides, you'll recall that these factories are unmanned, fully automated repair stations, each with a series of preprogrammed, secret rendezvous locations throughout the universe. Apparently, this is one of those locations."

The officer pauses. His eyes twinkle with excitement. "As you should already know, the factory can outfit a Zentraedi or Masters army in a matter of weeks. If we can capture it, we can retool it to build and repair our mecha and spacecraft. This is a valuable tool, gentlemen. A tool that could give us the big edge over the damn invad! A tool that could give us victory!!" (GM NOTE: A bit overstated, but basically true; the capture of the factory would help the REF/Sentinels dramatically.)

"High command wants this baby and you're going to get it for 'em!" A wide grin spreads across the officer's glowing face. "I've selected your team 'cause I know you can pull it off. You do it and there'll be commendations and probably a promotion. (GM NOTE: The latter statement is his sentiment and not the High Command's, but he is sincere.)"

"I don't want any heroics. Nothin' fancy. Just get in, do the job, and get out. Combat must be strictly limited. No wild stuff, boys. The REF needs the factory in working condition, not for scrap metal. The more damage there is, the less happy the brass will be with me. The more disgruntled they are with me, the bigger the sling I slap your sorry butts in! Do I make myself CLEAR?!" (GM NOTE: A resounding 'yes sir' is the only acceptable response. Jokes will raise a long and tiresome lecture about the importance of this mission and proper attitude.)

"Now, the operation is pretty simple. The factory's main computer will not consider a small group of unidentified mecha (remember, the factory will not know about humans) a serious danger. This will get you right to the front door. Unfortunately, the door will be locked and the welcoming party inside will be hostile and deadly! The Robotech Factory is unmanned, but it does have an army of robot defenders and automated weapon systems that will pop right out of the walls. Its sensors are programmed to recognize only Zentraedi and Robotech Masters and their mecha. Before you even ask, no, humans will not be able to pretend that they are Robotech Masters. Likewise, any Zentraedi seen with alien intruders (humans, etc.) will be seen as traitors and targeted for immediate extermination.

"If you use your heads, don't panic, and keep moving, you should be able to beat the factory's defenses. The one complication is that you must contain combat to avoid damaging the factory. No blowing out entire walls. Target the enemy and destroy or impair it, not the area around it. I can't stress this point enough. Too much damage will make the factory useless to us. But even more important, is that too much damage will change your status from a minor threat to a major threat in the eyes of the computer. When the computer decides you're a major threat, it will increase its defenses and may space fold to god knows where. I ain't kidding you. It could pop itself light years away. So play this one close to the chest."

"This operation has three main objectives

ONE: ENTRY. That's the easy part. Blowing any one of the entry hatches will get you inside. The factory will begin to repair

itself immediately. This means you may encounter a repair robot and combat may occur. Avoid this initial contact with the enemy if you can. Your big advantage is that the controlling computer intelligence does not know what you and your mecha can do. So hold back. Don't show it your full capabilities. Like any computer, it will run through a basic defense formula responding to available data. You might think of this situation as playing chess with a computer, only you are the chess pieces. Its first move will be to identify and contain the threat. Its next move will be the elimination of that threat. What happens next depends on how you play the game."

"TWO DISENGAGE THE SPACE FOLD SYSTEM. This is critical. You accomplish this and you're halfway home. Now, by disengage, I mean disengage, not destroy it. We need its fold system intact and operable. Without fold capabilities the factory is just a sitting duck waiting for an invad attack.

"The field scientist in your team will be thoroughly instructed on this matter. (GM NOTE: A field scientist NPC must be assigned to the players' group if none of the players are of that O.C.C.). It will take him only a few minutes (2D4) to disconnect a critical unit rendering the fold system inoperable.

"The problems you'll face are twofold. First, if the computer suspects that the fold system is a target, it will send out a huge force of defenders to stop you. You'll be outnumbered by at least two to one and more likely, three or four to one. Don't play around. Knock these babies out, one, two, three. Use whatever force it takes, but try to contain the damage to the enemy and not the space fold. Second, the very instant the field scientist touches the fold system, the computer will know what he plans to do and it will initiate the fold sequence. At that point he's got TEN minutes to disengage the fold system or you will all be taking an extended leave to the edge of the universe. If it folds, the odds of your getting back to the REF are slim and none. If you hot shots are smart, you'll defend him from attack as if your lives depend on it, 'cause they do.

"Let us assume that you have disengaged the fold system. The field scientist will know what he has to do (he is to take a small crucial component with him), you're next move is to get the hell out of there. Do not waste time and ammunition fighting robots. Get out and move toward your last objective.

"THREE: DISENGAGE THE MAIN COMPUTER. You will have approximately 90 minutes to neutralize the main computer. Why 90 minutes? Because it will take about an hour to an hour and a half for the factory's repair robots to determine the problem with the fold system and repair it. When you hear a siren like this," the officer presses a button on the console in front of him that emits a piercing whine for about 15 seconds, "you'll know that you have TEN minute before it's vacation time. That siren indicates that the fold system is engaged.

"When you disengage the main computer, you're home free. Everything, except emergency lights and life support, is shut down. The robots, automatic defenses, everything goes down. Afterward, I'll personally buy you all a drink. Of course, getting to the computer will be the roughest part of this operation. By this point you'll be identified as a major threat and defenses will be at 100%. Don't waste time in futile combat if you can avoid it. If you can cave-in a small part of a tunnel ceiling to block off an attack, then do it. Just limit damage to unimportant areas, please.

"Just like the fold system, we need the actual computer undamaged. Without the computer the factory is useless. This baby runs the whole operation. No functioning computer, NO robotech factory. **DO I MAKE MYSELF PERFECTLY CLEAR?**

"The good news is that your field scientist can disengage the computer in less than five minutes (1D4).

"Now, if you have questions, I'll be glad to try to answer them. Please limit your questions as you will depart on your assignment in one hour. Your mecha have been prepped and are waiting for you."



GENERAL PLAYER INFORMATION

Game Masters, this is a pretty straight forward mission. There is nothing to hide and the player characters can expect as much information and assistance from the REF as possible. The following data will be provided when asked or as further data.

1.) Method of insertion: The characters will be dropped off via shuttle within five miles of the Robotech Factory. They will then fly to the factory under their own power as a small group. Destroids will be provided with a special space jet pack.

2.) Support: NONE! The intervention of spacecraft or additional troops is likely to cause the factory to fold to a new location. Radio communication within the factory between team mates will be possible, but the factory's defenses will prevent any communication beyond its walls. The team will NOT be able to contact the SS Hayes or any outside forces. They are on their own!

3.) A map of a typical Robotech Factory will be given to each team member as both a computer disk for viewing inside their mecha and as a hard copy. The locations of the key objectives and general locations and scale should be fairly accurate. However, each Robotech Factory is a little different due to

repairs and modifications made over the centuries (GMs, do what you wish with locations and changes). The exact locations of weapons and robots are unknown.

4.) Inside the Robotech Factory: The factory is huge, designed to repair, maintain, and build Zentraedi spaceships, mecha, and the Robotech Masters' motherships and bioroids. Consequently, most of the factory is not designed to support human life. Except for the occasional area reserved for humanoid occupancy, the factory has no breathable air, is often airless or toxic, temperatures are sub-zero, and there is often no artificial gravity (many of the construction facilities are designed for zero gravity). Spacesuits have been issued to all participants in this operation.

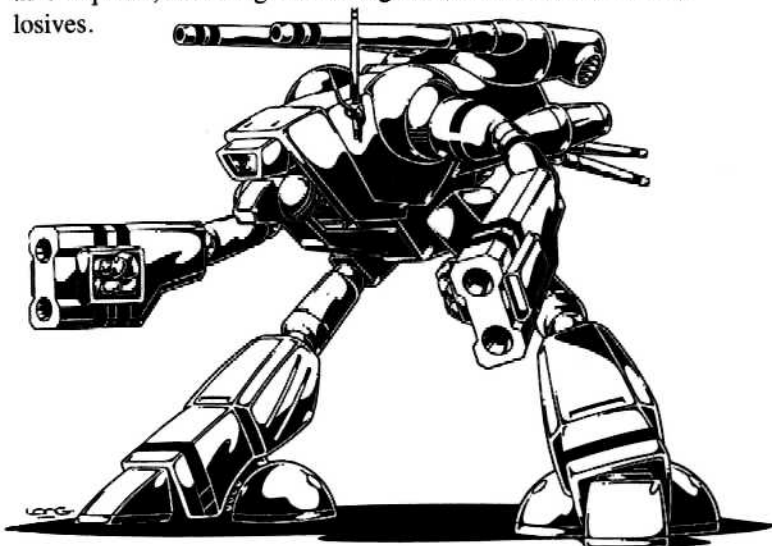
5.) Access tunnels and pipelines: Characters may find it far easier to travel through the network of access tunnels and pipelines than through the mammoth facilities inside the factory itself. There are hundreds of tunnels that are easily big enough for mecha to maneuver in.

6.) Internal sensors include motion, infrared, heat, and sound. Mecha will be easily detected, even the tiny cyclones. However, humans traveling on foot, without mecha, are invisible to all factory sensors (unless they are causing an obvious disturbance, like gunfire/combat, explosions, other loud noises, or tampering with internal electrical systems or causing mechanical failures). The cyclone is small enough to avoid detection, but its systems radiate enough heat and energy that they are detected by a number of different sensors even when in battloid mode.

7.) THE LAST RESORT! If the mission is a failure salvage what you can. This means that if the factory is about to space fold and the REF team can NOT prevent it without destroying or severely damaging the space fold system, then they have no resort but to destroy it. The destruction of the fold system must be done only if there is absolutely no other alternative! The factory is both too valuable for its store of materials and too dangerous to allow it to fall into the enemy's hands.

8.) WARNING: The invad may have detected the presence of the factory when it folded into this sector of space. Thus, it is possible that invad may be encountered. The appearance of the invad will almost certainly cause the factory to space fold to a safe location light years away. Yet another reason to complete this mission as quickly as possible.

9.) SPECIAL EQUIPMENT: The characters on this mission should have access to all weapons and equipment that are reasonable requests, including shadow fighters, destabilizers, and explosives.



A RENDEZVOUS WITH DANGER

DANGER PART TWO: The Enemy Within

PLAYER INFORMATION

Several days have passed (4D4 days) since the characters hellish excursion inside the Robotech Factory. The characters have a new assignment back on board the factory. Needless to say, they are not thrilled by these turn of events.

MISSION BRIEFING

The officer in charge will open the briefing with praise or criticism regarding their previous mission, depending on how successful it was. The excitement present in his previous briefing is definitely missing this time. That's never a good sign. He sits down at the table, sighs, and begins.

"We should have known things were going too well. The Robotech Factory plops right into our laps, we capture it, which is only the second time that's ever been done, and there are no invad within a thousand parsecs. A piece 'o cake. Damn!" The officer gets up and begins to pace.

"Any of you boys know the myth about Pandora and her box. Well, that's what we got on our hands right now. Apparently, the friggin' factory had several specimens of mutant protoculture seeds and a couple dozen prisoners in cold storage (stasis sleep). When the computer was shut down there were several system failures. This was anticipated, but normally these failures are little things of no consequence. Not this time." The officer pauses to light a cigar and continues.

"It seems several of the stasis chambers were deactivated, freeing some of the prisoners. Now, these suckers aren't just any clowns. They were rogue Robotech Masters and their loyal Zentraedi high command (all officers). The tech boys are still collating data, so we don't know everything, but we do know this. There are 12 renegade Robotech Masters and 7 Zentraedi hiding somewhere on the factory. The criminals are accused of trying to overthrow the Robotech Masters' intergalactic empire by seeding colony worlds with destructive mutant protoculture seeds. Two of these worlds, infested with the Type Four mutants, had to be obliterated to prevent contamination to other worlds.

"Apparently, the renegade leaders along with several of the mutant seeds were captured, and their troops numbering into the hundreds of thousands were destroyed. From what we can ascertain, the prisoners and mutant seeds were placed in stasis, awaiting further investigation and termination. Hell, somewhere along the line they were forgotten. Or maybe this factory got itself lost. We don't know. All we do know is that this shit happened about 300 years ago. And it could start all over again!"

He stands silent for a long moment, with a look of dread. "This one is a lousy mission, but it's gotta be done. Search and Destroy. Find these sons of a . . . and fry 'em. Plain and simple. Do not be fooled by any crap they might hand you. These are desperate criminals who knowingly destroyed at least two entire planets. You can bet they'll not hesitate killing you. If you can

capture them alive, fine, but do NOT take chances! It's not just your lives at stake, but perhaps the lives of everyone on board the factory and maybe this entire operation!!

"You aren't just stalking a couple dozen unarmed bandits. These are Robotech Masters and Zentraedi officers. They've been on the loose for several days and most definitely have weapons and mecha by this point. Yes, yes, all Robotech Masters Factories carry a small complement of mecha and weapons for its humanoid masters should they be needed. We have no way of knowing what kinds of mecha or weapons are missing from the storage bays so stay on your toes!

"To further complicate matters, we also know that the renegades have taken four seeds from each of the four types of mutant flowers. We suspect that the seeds pose no danger to human life while contained on the factory, but could do irreparable damage if they are taken to an inhabited world. We can not allow this to happen!

"As far as we can tell, the renegades are still located in the central body of the factory. Deck levels 1-7 have been sealed and should be inaccessible. Likewise, the access ways to the other factory appendages are sealed and sentries are posted. This means that our friends can only be on level eight or in the giant factory complex below level eight.

"Combat has occurred near the space fold system (#22). The enemy consisted of two Officer Pods and one Red Bioroid. There were no fatalities, but the enemy did escape."

The officer grunts, mutters to himself and activates the view screen above the table. "As you can see, this is the floor plan for level eight. The areas highlighted in red are most likely to be primary targets. Those in orange are possible secondary targets. Let's briefly run through them:

"Room #22, the space fold system. The Masters may know how to override the space fold mechanism at the source. We have removed several key components which should make this impossible. Further work in this chamber has been suspended until this situation is under control. Four REF Excalibers stand guard.

"Room #23, the stasis chamber. The remaining 20 mutant seeds have been removed to the quarantine lab on the SS Hayes. However, the other 20 or so prisoners are still there, fast asleep in stasis. It's a safe bet that their buddies will come to break 'em out, sooner or later. The chamber is locked up tight, with two RDF Gladiators standing guard outside and a REF Gladiator inside.

"Room #13, command bridge. Normally, the Masters could seize control of the factory from this overriding command center, however, our boys are confident that they have dismantled enough to make this impossible! Of course, the enemy does not know this so they may try a take over. Four cyclone riders in VR-041-Sabers have established hiding places on the bridge, itching for one of these slime to try something.

The officer taps the screen with his ceremonial sword. "These here are the secondary targets which may interest our guests," he points to the orange areas on the floor plan. "They are mainly avenues of escape or sabotage."

"Area #3A, the airlock you boys used to gain access to the factory. She's sealed tight and guarded by two REF Raidar Xs and an Excaliber inside lock number one.

"Area #4, the mecha hangars. The drones are no problem, because they'll remain inoperable as long as the main computer is down. Inside the one near the protoculture matrix is a M.A.C. III and six VR-052 cyclone riders armed to the teeth. The hangar near the water tank has two RDF Spartans and a REF Excaliber waiting inside.

"Area #19 and 20 are the main computer complex. This area is considered a secondary target because of the activity around it. There must be over 50 technicians working the computer over, even as we speak. Plus another 100 grunts to assist them and a dozen cyclone riders to wipe their noses. In addition to that, there's two REF Excalibers and two Z-2 Officer Pods standing guard.

"Area #17 is the reflex furnaces which could be made to explode, creating a nice little diversion. But not likely.

"The lower factory level has had all its air locks sealed tight as a drum so they aren't leaving that way. To insure that, there are TEN veritech squads flying patrol around the factory 24 hours a day. The bottom line is that we're sure that we have them contained between level eight and the factory. As you know, that leaves only a couple thousand miles of tunnels and conduit where they could be holed up. Intelligence reports that they have probably broken into 3 to 6 separate groups and will keep moving. That's good. As long as they are in small groups they'll be far easier to put down. If they are forced to keep moving, then they won't have time to pull any dirty tricks.

"Your team is one of six assigned to find the enemy and neutralize him. Please, no shooting at shadows. Identify your target before you fire. We don't want to be blowing ourselves away down there. Just like last time, we need the Robotech Factory in one piece. Try to contain your fire and avoid damaging the main computer and fold system at all costs!

"You will report to Col. Willard, military specialist and espionage whiz kid in charge of this little party. He'll be calling the shots when you get inside. Been told he's a good man; knows his stuff. Good Luck and God bless."

GENERAL PLAYER INFORMATION

The officer will be open to questions and answers, but he really doesn't know any more than what he's told them. At this point the REF does NOT know what any of the mutant protoculture seeds are, nor what kind of threat they may be for the characters or anybody else. Nor is it known what other mecha may be in the hands of the enemy. However, the briefing officer insists that, "You'll be apprised of all pertinent data as we learn it." (See pg 115 for seeds description).

1.) Method of insertion: The characters will be escorted by a squadron of veritechs to airlock #3A. They will be the last people to enter or exit the factory until the crisis has passed.

2.) Support is available from the limited number of troops assigned to level eight of the factory. The most mobile will be the other five teams. Mecha assigned to guard a particular area will not leave that area except under extreme emergency.

3.) The other five search teams are: The Raspberry Babies, a cocky group of new REF recruits who think that they are cosmic heroes. They tend to be arrogant, take chances, and underestimate the enemy. They don't realize that they are no longer dealing with the predictable invad, but the treacherous Robotech Masters. Their team consists of two Alpha Fighters,

a REF Gladiator, and three VR-041-Saber cyclones. All are at second level of experience. The commander is a Lt. Conrad Bodonovich.

The Survivors, a team of RDF veterans. They are cool, calm, and experienced veterans. Their team consists of a VF-1S Super Veritech, a VF-1J Veritech, a RDF Gladiator, a RDF Excaliber, and a RDF Raidar X. All are at sixth level of experience. The commander is Victor Labec.

The Four Horsemen, an alien Sentinels team hungry for revenge against the Robotech Masters. They are experienced, but reckless, with a lust for vengeance. Their team consists of a Praxian warrior clad in CVR-3 armor riding a RATS-1 Pegasus and armed with cobalt grenades and Gallant H-90 (she is the team leader, Valla). A mated pair of Garudans turned cyclone riders (VR-052), and a Spherian adventurer named Brek (he is armed with a Spherian laser rod and rides a Perytonian assault hover cycle). Each is at fourth level experience.

The Sky Jammers is a team of six Alpha pilots. They have some combat experience, but have much to learn. Each flies an Alpha Fighter and all have reached second level experience. They are spit and polish officers who play by the book and never disobey an order.

The fifth team calls themselves the Hell Raisers. They are a motley group consisting of a Perytonian wizard piloting a Perytonian assault hover cycle (the leader, Zan; sixth level), a Carbonarite bearman military specialist (fourth level), a REF Excaliber destroid pilot (second level), and two Zentraedi warriors piloting Z-1 Battle Pods (third level).

4.) Special Equipment: Anything that's reasonable.

5.) Do NOT enter any other floors/levels of the factory without permission from Col. Willard.

THE ADVENTURE UNFOLDS

Everything is quiet for the first couple hours of searching (GMs, just jump the characters ahead 1D4 hours). Then a transmission from the Raspberry Babies breaks radio silence, "We just bagged us a pair of bad guys in the basement (factory level), sweethearts!" The transmission is interrupted by laughter, hooting, and hollering. The Sky Jammers demand that they cease broadcasting and observe radio silence. "Aw, yer just jealous because the new kids on the block made the first kill. Anyway, you guys have two less of these 'tough' Robotech Masters to worry about. Over and out, Buddies."

GAME MASTER INFO

The search continues. Game Masters, use the Tunnel Tables for length, change, and environment of the tunnels. (pg 123-126)

Encounters and Clues

The following events can be selected in any order by the GM and placed at the locale of his choosing.

- Scraps of clothing and waste are found in one of the tunnels. A character with tracking skill may be able to determine how recent the camp is; roll under track skill. The camp is less than a half-hour old and appears to have accommodated at least one Zentraedi and two Masters. The metal scrapes and gouging indicates mecha or three. The direction they went is forward, but after a short distance the trail is lost.

- Two Zentraedi Officer Pods and a Red Bioroid. These must be the villains who attacked the guards at the space fold

area. They will lash out immediately and stand to fight any foe they outnumber. If the odds are against them they will attempt to flee.

- One Zentraedi Female in Power Armor, fully loaded with all 80 missiles and undamaged. She accepts the challenge of the odds against her and attacks; she will fight to the death (see the Robotech RPG, page 92, for an explanation of its combat capabilities).

- A hole has been blasted through one of the tunnels to access another tunnel that leads straight up toward the SEVENTH FLOOR. If the characters investigate, they will find that there is a second hole blasted into the wall of the tunnel and a third hole blown into the wall accessing level seven. This last hole has been sealed off with a huge sheet of metal (M.D.C. 50). A check with Col. Willard will inform the characters that an attempt to breach level seven was foiled. Three Masters in bioroids were killed. One Master was chased on foot and killed by a Corp. Lavinski who suffered injury and has been flown to the SS Hayes for treatment.

- The Survivors report a brief skirmish with three Zentraedi on level eight near the stasis chamber. Unfortunately, they managed to escape, but suffered heavy damage. This force included one Female Power Armor and two Male Power Armor.

- Blood is found smeared 30 feet (9.1 m) high along one wall. The trail stops and starts several times, as a Zentraedi might leave when staggering against the wall. Some black carbon scorches the wall where rocket jets ignited for take-off. The blood trail ends, but the quarry can not be far. (GMs, you might throw in a tunnel that branches right and left and/or up and down to complicate things. The characters may have to split up to track this wounded Zentraedi or risk losing him.)

- A lone Zentraedi in battered Male Power Armor straddles the center of the tunnel. He will respond to any requests or actions with a blast from his shoulder mounted particle beam cannon. This warrior is mortally wounded from his encounter with the REF Survivor team. Any damage exceeding 30 M.D.C. will finish him. He will fight till the death.

AFTER THE ABOVE ENCOUNTERS THE FOLLOWING OCCURS . . .

First, Col. Willard radios with some distressing news. "Gentlemen, secure your present positions and wait for a vital update." There is a pause for a few minutes before the transmission resumes. "We have more data regarding the mutant protoculture seeds. Three of the four mutations offer no danger to anybody while in seed form. However, one of the mutations is some new form of sentient plant life. Even in seed form it possess intelligence and psychic powers. If you find any seeds, don't approach them in mecha. Repeat, do not go near them in mecha! Radio me your position and I will dispatch a special team to collect the seed. This seed can absorb protoculture energy from up to 50 feet (15.2m) and use this energy to assume any organic shape. That means it could kill you and assume your form. Don't let this data unnerve you. With caution this . . . umm . . . seed will never have the opportunity to metamorphose from its seed form. Good hunting; Willard out." See page 115 for seed descriptions.

Second, about an hour passes without incident, then a chase is reported. "This is Raspberry Babies! We're in pursuit of a Robotech

Master Assault Carrier on the factory level." The voice seems tense and frightened. "It chewed up the Sky Jammer team pretty bad. I don't know if there are survivors! Shit, we can't handle something like this on our own!"

There is a momentary pause; "Affirmative Babies, this is the Survivors. Give us your position."

"We're in the factory, traveling directly under the protoculture matrixes on level eight. Oh man, you don't think they're headed for the matrixes with some . . . mutie seeds?!"

Stay calm, Survivors on the way." A few moments later, The Four Horsemen report that they are also enroute and have visual contact with the enemy. Col. Willard instructs the remaining two teams to hold their position.

A few minutes pass before the screaming starts. The messages are garbled. Its impossible to tell who is saying what. "They're all over . . . they're all over us . . . the factory's alive!" "Willard! What the . . . is going on? . . . May Day . . . May Day!" "Look out! Six bots coming in . . . it can't be . . . you got two on yer tail . . . cover me . . . cover me . . . going down . . . 12 . . . maybe 15 . . . where's Baby's leader? I repeat . . . aaarrrrgh . . . evasive . . . evasive . . . Willard, we need . . . head for the vent . . . too many . . . It can't be, the factory's shut down! . . . Colonel" What follows is more of the same and the sounds of combat. A call to Col. Willard is returned with the sound of static.

What's going on?

The REF technicians were tragically mistaken when they believed that they had dismantled the Command Center (Room #13). The Masters were able to infiltrate the area and make repairs. The Robotech Assault Carrier was a ruse to distract the REF and to lure the search teams into the open. A ploy that worked all too well. To control the Auxiliary Command Center means the renegade Robotech Masters control the entire factory complex, including its army of robots. Once in control, the Masters sent scores of robot defenders to eliminate the REF forces. The REF was hopelessly outnumbered. Those few who survived the onslaught have gone into hiding in the network of tunnels, but it is only a matter of days before they will be hunted down and slain.

The Player Characters

The player characters are actually in a pretty good position, all things considered. The Robotech Masters do not know that they exist. Nor do they know their strengths or location. The Masters' forces are too limited for them to risk leaving the Command Center (Room #13) until they are fairly confident that the enemy has been crushed. That will require at least 24 hours. The group also knows that the Hell Raiser team is alive and well, although radio contact may give away their position. But the one thing most in favor of the player characters is that they know the layout of the tunnels and know what to expect from the factory's automated defenses. This edge eliminates the initiative bonus that the defense turrets normally enjoy.

The characters should have a good idea of what's going on and what they must do. If they hope to save the REF survivors and the factory, they must enter the Command Center and destroy it or those controlling it (if they don't realize this, the other team, or a message from Col. Willard, can clarify the situation). They have a cushion of about 20 hours to accomplish this task.

After 24 hours the Masters will free their colleagues and begin repairs on the fold system. Repairs will be completed 4D6 hours later. At that point they will space fold to a distant galaxy to concoct new schemes of terror and conquest.

The factory is fully functional under the direction of the Robotech Masters. This means that they can attack the REF Fleet at any moment. However, it is wiser to stay quiet and bide their time. The longer the REF suspects nothing is wrong the better.

Communications from within the factory was cut off the moment the Masters took control of the Command Center. The SS Hayes should realize something is wrong within 1D4 hours when they can not communicate with their troops on the factory. The Masters would prefer to avoid a battle with the four REF warships, but will if their hand is forced.

GMs, use the Tunnel tables and the Tunnel Encounter table for travel inside tunnels. Outside, in the regular corridors and rooms, the robot drones are searching for human intruders; roll on the Random Encounters Inside The Factory table twice as often.

The Command Center (Room #13)

Outside the Command Center is an army of robot defenders. Approximately 100 Heavy Work Drones, 50 Light Engineer Drones, 200 Light Assault Drones, and 125 Heavy Assault Drones stand guard around the entire facility. They will attack anything that moves.

Inside the Command Center are the insidious villains of this tragedy. Five Robotech Masters control the Command Center while the remaining three Zentraedi stand guard; one is a Female in Power Armor with half her missile payload exhausted, another is in Male Power Armor with particle beam cannon, and the other pilots an Officer's Pod. In addition to the three warriors, there are three suits of Red Bioroid armor which can be operated by any of the Masters, six Heavy Assault Drones, and six Light Assault Drones.

After the final battle the characters will be able to find the splattered remains of 14 of the 16 missing protoculture seeds. Which two are missing is unknown. Laboratory analysis of the other remains will confirm that the two missing seeds are Type Four mutations. Were they destroyed in the battle? Lost elsewhere in the factory complex? Whether our story ends here or not, I leave to the individual Game Master. However, I will leave you with some ideas for continuing.

First off, one Robotech Master is still unaccounted for. A few days later he surrenders, claiming to be a lower echelon dupe named Zin. A simple medical report will reveal that he is not the plant creature. The factory's computer records do mention a Robotech Science Master called Zin and that he was part of the conspiracy, but nothing more. Zin claims that he knows nothing about the missing seeds and swears that he is a changed man who longs to work for humanity. He only asks for the opportunity to make amends for the horrors he helped inflict. An interesting side note is that Zin was found near the one protoculture matrix that was damaged and leaking vast amounts of protoculture energy. Coincidence? No seed was found in that area.

Zin is really Kym, the foul leader of the renegade Robotech Masters and creator of the mutant Flowers of Life. He is evil incarnate and craves only power. He is incredibly treacherous

and will continue the ruse as "born again" Zin for, as long as it helps him. From all appearances, he will seem truly repentant, helpful, and kind, but all the while plotting his evil machinations. Such are the many faces of evil. This character can be a great villain in future adventures.

So, who is the protoculture monster? There are two candidates for this loathsome position. Remember poor Corporal Lavinski? He was the first casualty of the crisis on Level Seven. He was transported to the SS Hayes hours before the news about the Type Four protoculture mutant. If you opt for him as the monster, have him slip away during a commotion, or better yet, have the three paramedics and a nurse found dead, their blood drained and the security guard from the factory and Lavinski's body are both missing. The surprise comes later when Lavinski's blood drained corpse is found. Yes, the monster is the security guard, Sgt. Townsend.

The other choice is any number of nameless characters who survived the massacre on the Robotech Factory. It could be a technician or even a member from one of the other search teams. Personally, in play test, I went with both. And began a mystery adventure that had the feel of a combination of a future vampire story and the movie *Alien*, with victims disappearing left and right. The twist to the *Alien* concept is that this creature is smart, although ultimately its primal need for blood and protoculture energy was its downfall. I even had good ol' Zin secretly helping it. He was clever enough to never get implicated.

Of course, the factory and the REF base/colony can lead to further adventures.

ROBOTECH FACTORY

General Information

The Robotech Factory is an unmanned, fully automated space station. Its sole purpose is to rendezvous at secret, predetermined locations throughout the universe for the repair and construction of Zentraedi and/or Robotech Master mecha and vehicles.

The Robotech Factory will automatically recognize Zentraedi and Robotech Master *spacecraft* and admit them. Only recognized spacecraft (not mecha) will be allowed to dock. Individuals, mecha, and small shuttles are admitted only if the pilot possesses the appropriate, secret, access code.

The alien space platform can completely rebuild, restock, and refuel (protoculture) as many as FIVE Zentraedi battle cruisers simultaneously within five weeks. Such a vessel is of great tactical importance.

Actions on Contact

Develop the situation. The squad leader should act quickly to determine the enemy's strength, composition, and disposition. Does the factory appear to be in use? Is there activity around the factory? If so, try to identify the active parties. The most likely enemies will be the Zentraedi, Robotech Masters, Invid (attacking the factory) or other alien life forms. Identify actions, i.e., passive patrol, docking, dormant, engaged in combat, etc. Estimate number of the enemy. **Note** that the Robotech Factory itself is not an offensive weapon and will not attack/defend without cause. Thus, it is a threat in and of itself.

Choose a course of action. Based on observation, the squad leader can consider several actions:

Maintain discreet observation. If the factory appears dormant, the squad should continue surveillance from a distance and/or under cover. One or two squad members should be dispatched with haste to inform their commander of any development. If this will jeopardize the safety or position of the squadron, a scrambled radio message can be sent instead.

A dormant Robotech Factory is NEVER to be attacked or investigated without authorization from a commanding officer.

Bypass. If the factory is almost certainly unoccupied the squadron may elect to mark its position and return to operations to file a complete report with the commanding officer.

Suppress and Salvage. If the factory is under attack or obviously laid to ruin, the squad leader can dispatch his troops to engage the enemy in order to protect the factory, but only after a scrambled message has been transmitted to and received by command operations clearly identifying the factory, its location, and its attacker. If radio transmission is not possible, then one of the squad members must return to base with this data while the others engage the enemy. **Note:** The factory's defenses will identify *you* as an enemy. Humans and most aliens are regarded as enemies regardless of their actions. Be careful to avoid the factory's defenses, as well as the immediate enemy.

The value of a Robotech Factory. The capture and/or salvage of a Robotech Factory is of great significance to the REF. Crucial supplies in the way of protoculture, materials, and equipment can be salvaged even from a combat ravaged factory, while a fully functional factory can be converted to supply and maintain the entire REF and its allies. The paramount value of such a



ZIN, THE ROBOTECH SCIENCE MASTER

True Name: Kym, the infamous criminal who tried to usurp the power of the Robotech Masters Empire.

Alignment: Diabolic

Hit Points: 62 S.D.C.: 16

Attributes: I.Q. 25, M.E. 21, M.A. 24, P.S. 9, P.P. 8, P.E. 12, P.B. 7, Spd. 4

Age: Appears to be about 50, but is over 300 years old.

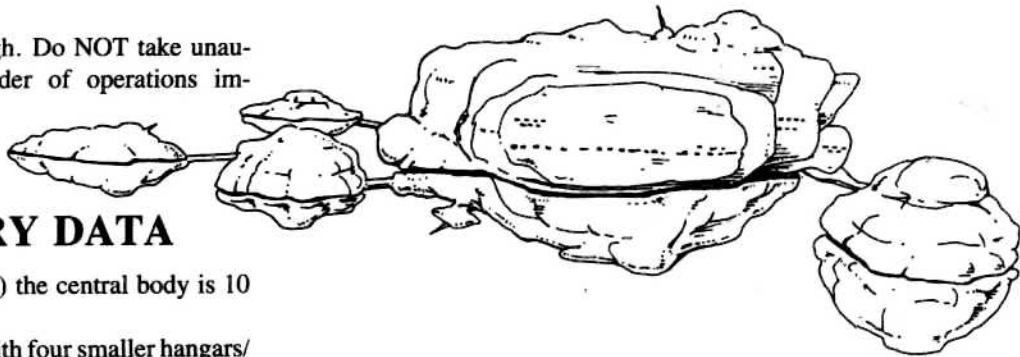
Height: 6 feet (1.8m) **Weight:** 155lbs

Disposition: Seems to be considerate and caring, but in reality is a self-serving villain who sees all life as either his play things or pawns to be used in his acquisition of power.

Rank: Robotech Leader

Skills: Excellent strategist, tactician, organizer, and manipulator. Knows all science, technical, pilot related skills at a 98% skill proficiency. He can also pilot bioroids and Robotech Master spacecraft at 80% skill proficiency and knows Hand to Hand: Basic, W.P. Energy Pistol, W.P. Energy Rifle, and W.P. Knife, all at 6th level proficiency.

discovery can not be emphasized enough. Do NOT take unauthorized action. Contact the commander of operations immediately.



STRATEGIC FACTORY DATA

Size: 20 to 25 miles long (32 to 40km) the central body is 10 to 15 miles long (16 to 24km)

Description: One large central body with four smaller hangars/compartments (factory pods) protruding from the sides. All appear to be composed of stone.

Operations: Repair, construction, and maintenance of Zentraedi and Robotech Master vehicles, spacecraft, mecha, and equipment. *Fully automated facility; no living crew.*

Random Encounters with Occupying Force

01-60 None; only robots and robot defenses.

61-75 Zentraedi

76-80 Robotech Masters

81-95 Invid (these would be destroying the factory and will attack any who oppose them).

96-00 Other aliens or pirates.

The size of an occupying force could range from as few as $2D6 \times 100$ to $4D6 \times 1000$.

M.D.C. by Location:

Outer Hull per 20ft area (6.1m) — 100

Inner Hull per 20ft area (6.1m) — 50

Large Outer Hatches — 1000

Small Outer Hatches — 400

Inner Hatches — 200

Main Computer — 10,000

Inner Factory Complex — 500,000

Outer Laser Turrets (120) — 150 each

The 4 Factory Pods — 600,000

Main Factory (Center) — 2,500,000

Anchor Stalks/Access Tunnels (4) — 25,000 each

STANDARD FACILITIES

- Speed of Light Travel:** The maximum speed of the factory is 0.01 times the speed of light (sub-light speed), which comes to about 1860 miles per second. However, the cruising speed is only about 500 miles per second.
- Auxiliary Engines and Drive System:** These systems are intended to be used only in extreme emergencies, and are capable only of reaching Mach 2.
- Space Fold System:** Used for interstellar space travel by warping or "folding" the local time-space. The farther away the destination is, the longer it will take to get there. No matter exactly how long the fold maneuver takes, however, time seems to stand still to the occupants of the folding ship.

Most factory fold systems work well, and are in excellent condition. However, there is still a slight chance of some error in navigation, or that a technical fault will get past the drive circuitry guards. This will cause the factory to misjump and end up at a destination not intended. **GM NOTE:** There is an 8% chance of a faulty fold/jump *every time* the fold system is engaged. If such an event occurs, roll on the following table to determine the extent of the course correction or malfunction.

- 01-14 Off course by 2D4 hours via maximum sub-light speed.
- 15-29 Off course by 1D4 days via maximum sub-light speed.
- 30-43 Off course by 2D6 days via maximum sub-light speed.
- 44-59 Off course by 1D4 weeks via maximum sub-light speed.
- 60-72 Off course by 3D4 weeks via maximum sub-light speed, plus the fold system is damaged and can not be used without increased risk (40% chance of faulty space fold. Roll on this table again if a fold is made).
- 73-89 Fold system has vanished into thin air. Impossible to fold again; off course by 2D4 weeks via maximum sub-light speed.
- 90-00 Correct location, but fold system explodes, destroying the entire deck level it was on and damaging the main engines. Only auxiliary engines and drives work (oops).

- 4. The Command Center/Main Bridge:** The bridge was constructed just for manual control by the Robotech Masters, and should be in fully operable condition. The entire area controls both internal and external communications lines, monitors sensor systems, and brings weapon systems on line and off line. A gigantic strategic and tactical planning and conference table, which can display computer generated graphics, plotting arms, superimposed holograms, a real-time or condensed visual image of the target or of multiple targets, and any or all accompanying data that is requested by the attending officers. Over 15,000 targets ranging over a 500,000 mile area can be identified, tracked, and visually or graphically displayed with a 94% accuracy margin. Hundreds of arrays of computer interface banks, data posts, internal and external monitors, large screens and holographic display fields are scattered all around the area, on the arena-like floor, on the walls, dangling from the ceiling, and suspended in mid-air.

The *Command Bubble* present here is five times the normal size for such a structure (M.D.C. 250). It allows the commanding officers to give orders to virtually any part of the immense station, and to communicate with docked starships as well. It can accommodate approximately fifteen Zentraedi and is placed about 800 feet up on the rear wall of the bridge area, near the ceiling.

- 5. Radio Interference Network.** Centrally located in the factory's *Command Center*, the factory can project an area of extremely powerful radio blocking signals that can leave an enemy totally isolated. The initial range of the jamming system is 150 miles, but this range can be increased almost infinitely by linking and cross-linking Zentraedi battle cruisers into the network, with each ship adding 50 miles to the fac-

tory's range. There are no limitations on the possible duration of these jamming signals.

6. **Radar Jamming:** *Coordinated through the Command Center*, the factory can jam the radar and weapon tracking systems of an enemy ship. The range of this effect is a 25 mile diameter sphere up to 500 miles away.
7. **Long Range Video and Communications System:** *Coordinated through the Command Center*, the factory can send clean and accurate audio and visual transmissions up to 100,000 miles away, and can also receive and detect external transmissions. The range of this system can be increased still more by bouncing the signals from the factory to one or more Zentraedi ships, increasing the range by 10,000 miles per relay.
8. **Internal Sensors:** *Coordinated through the Command Center*, sensors continually monitor the factory's internal temperature, radiation, motion, and the chemical composition of the ship's internal atmosphere. The system will be able to pinpoint most (bioroid-sized or larger) physical anomalies or a disturbance caused by such. Note that Micronians without mecha or vehicles are too small to be easily or quickly detected by this system.
9. **Stasis Chambers:** Several thousands of Zentraedi warriors and Robotech Master bioroids can be stored in a state of near death, to be awakened if and when the factory is seriously threatened. These bioroids and Zentraedi can also be brought back to life at the discretion of the factory computer. The time required for this action is about 20 minutes, after which time the warriors are fully awake and alert. **G.M. Note:** During that 20 minute period, the Zentraedi will be groggy and unable to function at normal efficiency; - 10 on initiative, - 6 to strike, parry, and dodge, and - 15% on all skills. The bioroids will be fully functional after only 10 minutes (same penalties apply for that 10 minute period).
10. **Medical Facilities:** Since it was desired that the Zentraedi and Masters have use of the factory at any time of their choosing complete medical facilities were installed. Everything from emergency medical rooms, where broken bones can be tended and blood loss replaced, to full scale hospitals where artificial limbs can be constructed and implanted, along with extensive medical laboratories for Zentraedi, Tyrolian clones, and the Masters themselves are carried on board the factory.
11. **Laboratory:** The factory does have a huge research lab for use by the *Science Masters*, *Clone Masters*, and *Robotech Masters*. About 80% of the facility is completely automated, with batteries of pre-programmed tests, analyzers, and medical robots. The facilities that are included are chemical, biological, spectrographic radiation and sound analysis, the storage of specimens (living and non-living), and all possible forms of data recording, storage and retrieval.
12. **Nutrient and Water Dispensaries:** These strategically located facilities are designed to accommodate a variety of races, and can provide vitamins, liquid and solid protein, and water for the asking.
13. **Water Supply:** There are also several large reservoirs of drinking water on board the factory for use by the factory's crew and troops in addition to the supplies in the dispensaries.
14. **Mecha Bays:** About one thousand large and small bays for

the storage of fully functioning, combat ready, Zentraedi and bioroid mecha are scattered throughout the factory. The total storage capacity of all of these bays is estimated at 650,000 mecha.

15. **Weapon Bays:** Weapon bays are comparatively small areas within the factory where large numbers of hand-held assault weapons are stored, ready for use by Zentraedi and bioroids. They do not carry any mecha. A typical weapon bay will carry the following: 3D6 × 1000 assault rifles, 3D4 × 10 laser pistols, 4D8 × 10 missiles for battle pods, 3D6 × 10 suits of Zentraedi body armor (NOT power armor), 1D4 hover platforms, 2D8 × 10 weapon drums, 3D6 laser drums, and 3D4 × 10 terminator laser assault rifles. A locked hatch has 50 M.D.C.
16. **Air locks:** Thousands of air locks can be found on most levels of the factory, especially near the areas where battle pods and bioroids are stored. Unlike most Zentraedi starships however, the air locks on board the factory are divided into two sizes: **standard** (small) air locks, which can hold about 64 pods simultaneously, and **large** air locks capable of holding up to 300 battle pods without crowding. The small air locks require 4 melees (one minute) to completely reycle from hard vacuum to standard atmospheric pressure, while the large locks require 20 melees (5 minutes) for the same procedure.
17. **Triple Reinforced Hulls** and access tunnels of all sizes line the full lengths of the various deck levels on the factory. M.D.C. 50 per 20ft area.
18. **Repair/Reconstruction Pods:** There are five of these four mile wide pods connected to the factory's main body. Each is capable of accepting any Zentraedi spaceship for docking, from the Flagship on down. Each pod is completely self-contained.
19. **Hypercomp:** Short for hypertronics bio-emulating artificially intelligent computer. This device is the controlling agent for the entire factory. It, in the absence of living controllers, is responsible for the well-being of itself and the vessel as a whole. It is capable of making its own decisions and of acting under its own judgement and initiative. This device hears all, sees all, and does all; Hypercomp literally controls the factory.
20. **Construction Facilities:** The main body of the factory has numerous levels, most of which are devoted solely to the construction of starships, shuttles, mecha and weapons. Only this part of the factory is large enough to accommodate one of the Robotech Masters' mother ships.
21. **Hyperspace Interstellar Communication System:** This system is designed to span the interstellar distances of space in mere seconds, enabling faraway ships to communicate with factory personnel or the Hypercomp. There is no practical limit to its range, but the time lag increases by one second for every twenty-five light years of distance between communicating parties. Multiple conversations on the same or different channels may also be undertaken simultaneously.

SOME SPECIFIC LOCATIONS

All the targets in this mission are located in the huge central body of the factory complex. The other smaller factory appendages are giant factories for the construction and repair of spaceships.

The central factory body functions as two separate facilities. Part of its function is as the command/control center. It is here that all the controlling and critical aspects of the Robotech Factory, such as the fold system, the main computer, protoculture supplies, living areas for humanoids, etcetera, are found. These facilities comprise the top eight levels of the central factory. Each deck varies in height, but is never smaller than 200 feet (61m) from floor to ceiling.

Its second function is that of a super-factory. Below the eight floors of the command center is the largest of the Robotech Factories. A technological marvel that spans its entire ten mile (16km) length and breadth. The upper levels actually separate from the lower section, like a monstrous maw, to allow the ten mile (16km) long Masters Mothership or three and a half mile long (5.6km) Zentraedi flagship to be swallowed up in its cavernous factory chamber. The factory itself is much like the other, smaller, factories; a high-tech cavern alive with light, where automated machines emerge from the walls, floor, ceiling and every crevice. Doctor Lang once described it as being inside an inverted mechanized jellyfish with thousands of tentacles at work building yet another mechanized behemoth inside its own monstrous belly.

The Locations Specific to the REF Team's Mission

The REF team is fortunate in that they can bypass most of the upper levels and avoid the super-factory entirely. Their entry point will put them on lower level eight, directly above the super-factory. (GM Note: The ceiling of the super-factory complex is located some 1000 feet/300 meters below the floor of level eight. That 1000 feet is composed of multiple, reinforced flooring, vents, conduit, piping, sensors, internal defenses, and automated construction machines.)

All of our heroes' activities should transpire exclusively on level eight. Travel can take place through the tunnel network of ventilation shafts or through the corridors traveled by the robot drones, or both. What follows is the floor plan for level eight. Game Masters, remember that the REF has a "typical" floor plan for a generic Robotech Factory. This information is based on their own captured factory where the SDF-3 and most of the REF fleet of spacecraft were constructed. The basic layout of other Robotech Factories may be somewhat different, so feel free to move entire rooms/areas to other locations on that floor.

NOTE: THE FLOOR PLANS FOR AN ENTIRE ROBOTECH FACTORY CAN BE FOUND IN THE ROBOTECH ADVENTURE BOOK: THE RETURN OF THE ROBOTECH MASTERS (scheduled for a late April 1989 release)!

ROBOTECH FACTORY DECK LEVEL EIGHT (Command Central)

NOTE: Ceiling height is 500 feet or 152.4 meters.

1. **Reinforced primary hull** with weapon turrets and access corridors.
2. **Reinforced secondary hull** with internal weapon turret, drone patrols, and access corridors.
3. **Air lock** approximately 1320 feet (402m) wide and 660 feet (201m) long.
- 3A. **The Air lock** away from the hangars where the REF team is instructed to enter the factory.

4. **Hangar Bays** for mecha or defense and repair drones. Typically, one will find 1D4×10 Heavy Work Drones, 2D6 Precision Engineer Drones, 1D4×10 Assault Drones, and 1D6×10 Heavy Assault Drones patiently awaiting orders in each of the two hangars.
5. **Protoculture Matrix:** This is where the bulk of the protoculture is stored. Each storage bay is approximately 1.7 miles (2.7km) in diameter and extends from the floor to the ceiling 500 feet (152.4m) up. Each has a M.D.C. of 50,000.
6. **Water Reservoir:** Looks identical to the protoculture storage bays and is even the same size. Has a M.D.C. of 20,000.
7. **Nutrient Fluid Vat:** A storage of the liquid nutrients consumed by the Zentraedi. Has a M.D.C. of 10,000.
8. **Protoculture Power Station:** Regulates and monitors the distribution of energy to the numerous areas of the factory complex. If this chamber is destroyed (40,000 M.D.C.) the factory temporarily shuts down, with emergency power provided to the main computer, space fold, gravity control, weapon systems, and life support (the latter only if Zentraedi or Masters are aboard).
9. **Navigation Complex:** This is the system that plots and guides the factory on its journeys through space and hyperspace (space fold). If half of it is destroyed, the likelihood of a bad space fold increases by 33%. The specific rendezvous locations are also on memory here (and in the main computer). The mile long complex has a M.D.C. of 40,000.
10. **Communications Network:** Includes hyperspace communications and radar; 20,000 M.D.C.
11. **Artificial Gravity and Life Support:** Has a M.D.C. of 20,000.
12. **Storage Chamber:** Has a M.D.C. of 10,000.
13. **The Masters' Auxiliary Command Center:** The Robotech Masters can seize control of the factory through this overriding command center. Unfortunately, the humans can not access the command center because the command center's computer will not recognize them as valid Robotech Masters, nor do they know the proper sequence of command codes. The command center is automatically shut down (no power) if its computer is tampered with or when intruders have been identified. Its appearance is identical to the command bubble/bridge of a Zentraedi battle cruiser. It has a M.D.C. of 20,000.
14. **Sensor Network and Drone Monitoring:** This extensive complex monitors, evaluates, and stores data from the factory's thousands of sensors. As part of its function, it identifies intruders, collates data, pinpoints trouble/system errors and breaches, locates internal and external damage, and helps dispatch drones. There are always 1D4×10 Heavy Work Drones, 3D6 Precision Engineer Drones, and 4D6 Light Assault Drones present at all times. The sensor network has a M.D.C. of 60,000.
15. **Internal Defense Network:** All the internal defense mechanisms, including the weapon turrets, assault drones, and containment walls, are monitored and maintained by this facility. It works in conjunction with the main computer and sensor network in dispatching drones, identifying the enemy, isolating and liquidating the enemy, and developing strategies. There are always 1D6×10 Light Assault Drones and 1D6×10 Heavy Assault Drones at this facility. It has a M.D.C. of 50,000.

- 18. External Sensors and Defense:** This automated complex controls the outside weapon systems and monitors approaching spacecraft. It also helps distinguish Zentraedi and Robotech Masters vehicles and mecha from invad and aliens. In addition to it controlling exterior defenses, it also commands a small force of robots. 2D4×10 Light and Heavy Assault Drones and a dozen repair drones are at its immediate disposal. 2D6 drones will be present at this local at any given time. It has an overall M.D.C. of 40,000.
- 19. Defense Perimeter of the MAIN COMPUTER:** The main computer is surrounded by a reinforced, airtight, hull (200

M.D.C. per 20 foot/6.1 meter area). The outside of the hull is implanted with scores of Heavy Laser Turrets (one every 100 feet/30m) and patrolled by 20 Heavy Assault Drones, 3D6 Light Assault Drones, and 1D4 Heavy Work Drones.

Inside the protective wall is the giant computer that runs the Robotech Factory. However, there is also another battery of defenses. A Light Laser Turret is mounted every 200 feet (61m) in the wall, with a Heavy Laser Turret every 300 feet (91.5m) in the ceiling. Four Heavy Work Drones, 10 Light Assault Drones, and 12 Heavy Assault Drones comprise the inner defense troops.

20. The MAIN COMPUTER: This is the artificial brain that runs the factory. It is as delicate as it is dangerous, with a mere 10,000 M.D.C. points. Inflicting 4000 to 6000 M.D.C. will seriously impair the effectiveness of the entire factory, reducing its productivity by 40% and causing an error penalty of -15% on all systems. Destroying the computer will completely shut the factory down, with no hope for reactivation.

21. Auxiliary Protoculture Power Station.

22. The SPACE FOLD SYSTEM: The warp engines that transport the entire 20 mile long Robotech Factory are located here. 'Nuff said.

23. Stasis Chamber for the storage of delicate specimens. Inside are 19 Robotech Masters or Tyrolians, 11 Zentraedi, and 20 watermelon size seeds from the Flower of life. All are safely in suspended animation. Unfortunately, the seeds are four different strains of dangerous mutations.

The first mutant seed is a sort of strangle weed that grows at a phenomenal speed, but chokes off all other vegetation. It is extremely hardy and almost impossible to kill (it's a cosmic weed). Its seeds do NOT create protoculture, but can be turned into a potent hallucinogenic drug that's 500 times more addictive than heroin.

The second specimen looks very similar to the true protoculture plant, is a deadly mutant that absorbs solar energy and emits radiation that is lethal to humans and most mammals. Its seeds can NOT create protoculture energy, but when placed under the same conditions to draw on protoculture energy, the seed explodes, inflicting $4D6 \times 10,000$ M.D.C. to a 3D4 mile/km area. The explosive nature of the seed is very unpredictable and its ignition seems to vary by 20% from seed to seed. GM's note that the seed does not blow up if shot or dropped, but only under the very special conditions in which protoculture energy is induced.

The third specimen is a semi-intelligent, man-eating plant that preys on mammals. Its seeds will NOT produce protoculture energy. The plants can grow quite large and possess a dozen vine-like tentacles that can grow to be as long as 40 feet (12.2m). Each tentacle has 1D4 M.D.C. (or $1D4 \times 100$ S.D.C.; it's not strictly considered a mega-damage structure). Destroying the main body just above its roots will usually destroy it (1-86% likelihood); main body M.D.C. is 3D4 (or $3D4 \times 100$ S.D.C.). However, it is completely impervious to all types of energy, including fire, and radiation. Only conventional cutting and blunt weapons and brute force can kill it.

Attacks per Melee: Eight

Damage (S.D.C.): Hit/lash of a whipping vine — 6D6,
Crush/squeeze — 3D6

Hit Points: $3D4 \times 100$

Physical Strength of Tentacle: Equal to a P.S. 20

Intelligence: Equal to an I.Q. 5.

Bonuses: +3 to strike and parry.

NOTE: Has limited psionic abilities that enables it to sense prey within 2000 feet (609m).

Once its victim is dead, crushed, beaten or strangled to death, the mutant sucks its prey's blood through long spike-like quills located on its body trunk.

The fourth specimen is the most bizarre and potentially dangerous. It is a predator similar to type number three in appearance and function, but is far more intelligent and more psionically powerful. This mutant species of the inviol flower of life derives its nourishment from the blood of its prey and protoculture energy. All of its statistics and physical abilities are the same as type number three. The differences are its high intelligence, I.Q. 14, and its level of psionic powers.

Psionic Powers:

Telepathic Communication: range 2000 feet (609 m).

Mind Block: Prevents psychic probes from others.

Bio-Regeneration: Restores $2D4 \times 100$ hit points/S.D.C. once every hour.

Telekinesis: The ability to move objects with the mind. Can use this power to levitate or float along the ground, or to manipulate/move/hurl objects. It can manipulate up to 500lbs (226kg) and control as many as four items simultaneously.

Sense Protoculture: Range is 1000 miles (1600 km).

Protoculture Metamorphosis: The creature can change its shape, much like the Regis, when it has consumed the equivalent of 48 protoculture cells, but it will remain a blood and protoculture energy vampire that must feed every 24 hours. To change itself again, it must gorge itself on another 48 cells equivalent of protoculture energy. But needs only one energy cell equivalent every 48 hours to retain its new form. If deprived of protoculture energy for 72 hours, it will revert back to its plant form. **NOTE:** The RDF destroids and VF series veritechs all have protoculture generators with the equivalent energy of at least 400 protoculture cells. Spaceships are powered by 100 times as much energy.

While in this protoculture powered state, the creature is much more powerful; *triple its hit points and double its physical strength*. Physical speed is 50mph (80km), it can leap up to 100 feet (30m) high and across, and its bonuses are: +4 to strike, +6 to parry and dodge, and is still impervious to energy and radiation. Furthermore, it can survive without air in plant or any form, and sub-zero temperatures simply put it in a state of suspended animation. Drugs only have an 18% chance of affecting its alien metabolism and the duration and chemical effects are reduced to 10% of their normal results. Its seeds do NOT produce protoculture energy.

GAME MASTER NOTE: It will require 4D4 days before the REF will be able to sift through 30% of the factory's computer data. At that time they will realize that a system failure occurred when the main computer was turned off. This failure released a handful of Robotech Masters criminals from stasis sleep. Criminals who have taken four specimens from each category of mutant protoculture seeds, including type four. See the adventure: The Enemy Within.

24. Storage Chamber

25. **Tractor Beam Control:** Used to retrieve damaged vessels and debris.

26. **Open area.**

THE ROBOTECH FACTORY'S ROBOT LEGION

HEAVY ASSAULT ROBOT

The Robotech Factory's most powerful mobile defense unit is the heavy assault robot. The robot has a Zentraedi battle pod's styling, which is most evident in the design of its legs and weapons. It is somewhat smaller than the Zentraedi Pods at 42ft tall, but is lighter and faster.

The robot's programming is simple and direct: identify intruders and terminate unauthorized life forms and devices without hesitation. Any being or mechanism that can not be recognized as Zentraedi or Robotech Master is seen as an invader and immediately attacked. The robot can not be reasoned with or confused. It simply locks onto the nearest target (or targets) and attacks. It is a killing machine; a better mousetrap designed to destroy or repel invaders.

Zentraedi and Robotech Master look-alikes, and even the genuine article, are not entirely safe from the assault robots. Any hostile action against the robot or the factory is interpreted as a threat that must be eliminated. Again, the robot responds immediately and with deadly intent. It accepts no explanation nor pleas of surrender.

All robot units are linked to the massive central (main) computer. Unlike the robot drones, the computer can evaluate data, formulate plans, make decisions, and act on hypotheses. Consequently, while the defense robot may be fooled by clever disguises, the main computer is likely to see through them and issue the command for extermination.

ALL robots obey the main computer without question and will destroy any foe it is commanded to kill whether that target looks like a Robotech Master, Zentraedi, mecha or is obviously alien. The only way to prevent the main computer from seeing and hearing everything its robots experience is to destroy the robots' communications cluster. The communications cluster is the radar-like instrument mounted on top of the robot. If this is destroyed, the robot is cut off from the main computer, meaning that it can no longer transmit data nor receive new information/commands. Of course, whenever contact is lost with one unit, 1D4 others are dispatched to investigate.

HEAVY ASSAULT ROBOT

(Also known as "The Destroyer")

Vehicle Type: Robot, non-living

Crew: None, simple robot intelligence equivalent to a human I.Q. attribute of 5.

M.D.C. by Location:

Patric Beam Cannon (1) — 75

Forward Laser Cannons (2) — 40 each

Side Auto-Cannons (2) — 25 each

Communications Cluster (1, top) — 50

Rear Thrusters (2) — 25 each

Legs & Feet — 100 each

*Sensor Eye (1) — 40

**Main Body — 200

*The sensor eye is the most vulnerable part of the robot. If the sensor eye is destroyed the robot is effectively blinded, forced to rely on audio sensors alone (this makes the robot -5 to strike, parry, and dodge). However, the tiny target can only be hit by a "called" shot and the character is -3 to strike.

**Depleting the M.D.C. of the main body will completely destroy the robot.

Speed: Running: 220mph (352kmph)

Leap: 100ft (30.5m) high or lengthwise

Flight: 350mph (560kmph)

Space: Mach One, about 670mph

Height: 42ft (12.8m)

Width: 19ft (5.8m)

Length: 20ft (6m)

Weight: 30.2 tons

Engine: Protoculture

Cargo: None

Total number of attacks per melee: Four; may use any combination of weapons/attacks.

WEAPON SYSTEMS

1. **The Particle Beam Cannon** mounted on the top of the robot can fire in a forward or up and down position, with a maximum 90 degree arc of fire. It can not swivel from side to side. However, the heavy assault robot can pivot its body 45 degrees from side to side.

Primary Purpose: Defense; anti-mecha

Range: 10,000ft (3048m), nearly two miles, maximum.

Mega-Damage: 5D10 + 25 M.D. per blast.

Rate of Fire: A maximum of two per melee.

Payload: Effectively unlimited.

2. **Forward Laser Cannons** are found mounted in the lower body above the leg joints. Angle of fire is limited to 45 degrees in any direction.

Primary Purpose: Defense; anti-mecha

Range: 4000ft (1200m)

Mega-Damage: 4D6 M.D. per single Blast, 1D4 x 10 per dual blast (both cannons fire simultaneously at the same target; counts as one attack).

Rate of Fire: Up to four blasts per melee.

Payload: Effectively unlimited.

3. **Side mounted Auto-Cannons** provide attacks for all directions: the rear, sides, front, up and down. The Auto Cannons turrets have 360 degree rotation, while the actual cannon nozzles can rotate 180 degrees in all directions.

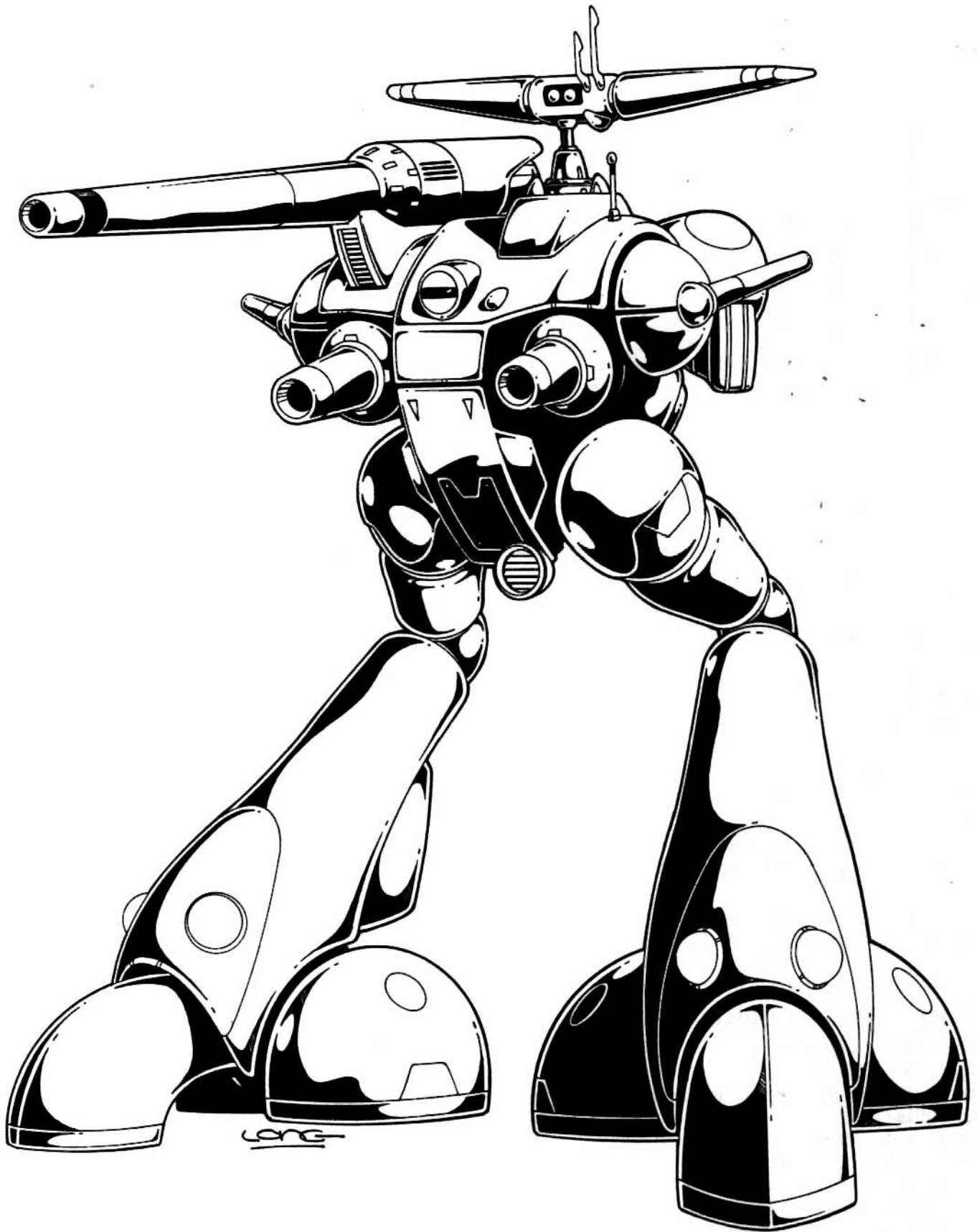
Primary Purpose: Defense; antipersonnel

Range: 2000ft (609m)

Mega-Damage: 2D6 M.D. per short burst.

Rate of Fire: Up to four blasts per melee.

Payload: 20 short bursts.



4. Hand to Hand Combat

Kick — 1D6 M.D.

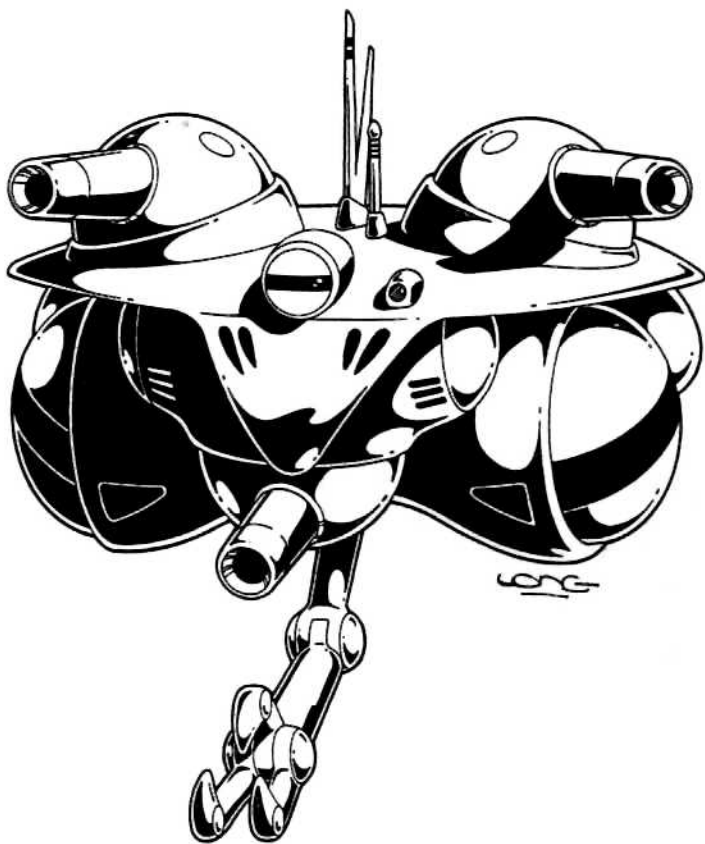
Leap Kick — 3D6 M.D. (counts as two attacks)

Body Block/Ram — 2D6 M.D. (counts as two attacks)

Stomp — 1D4 M.D.; effective only against objects 12ft (3.6m) tall or smaller.

Hand to Hand Bonuses: +1 to strike, +2 to dodge, and +1 to roll with punch, fall or impact.

Weapon Bonuses: +3 to strike, but only as long as the sensor eye is operational. Note: Prowl is not possible. Defense robots always fight to the death.



LIGHT ASSAULT ROBOT

The companion to the "destroyer" robot is a much smaller, light assault air unit. Propulsion and flight is made possible by a sophisticated antigravity system and small, hidden jets (used for greater speed). Not only does the antigravity system provide flight, but its noiseless operation also makes the robot a silent assassin that prowls unobtrusively through the corridors of the factory.

Sensors, programming, and operation are identical to its larger brother robot. Intruders are destroyed or chased away; no questions asked.

The communications cluster that links these robots to the central computer takes the form of a handful of antennas protruding from the top of the device. As usual, destroying the cluster will prevent communication to the main computer.

LIGHT ASSAULT ROBOT

(Also known as "Buzz-Bot")

Vehicle Type: Robot; non-living

Crew: None; simple robot intelligence equivalent to a human I.Q. attribute of 5.

M.D.C. by Location:

Laser Cannons (3) — 40 each

Antigravity Pods (4) — 40 each

Retractable Arm (1) — 25

*Communications Cluster (top) — 20

*Sensor Eye — 25

**Main Body — 100

*The communications cluster and sensor eye are both strategic targets that will impair the effectiveness of the assault robot. Depleting the M.D.C. of the communications cluster will sever communications with the main computer. That

means it will obey whatever its last order was. Destroying the sensor eye will effectively blind the buzz-bot, forcing it to rely on audio sensors alone (-5 to strike, parry, and dodge). HOWEVER, both of these targets are small and very difficult to hit. The attacking character can attempt to blast the cluster or sensor eye only by a "called" shot and suffers a penalty of -6 to strike.

**Depleting the M.D.C. of the main body will completely destroy the robot.

Speed: Flight: Hover stationary or up to Mach 2 (1340mph/2144kmph), with no service ceiling.

Space: Up to about Mach 3.5

Height: 6ft (1.8m)

Width: 12ft (3.6m)

Length: 12ft (3.6m)

Weight: 6 tons

Engine: Antigravity/protoculture powered

Cargo: None

Total number of attacks per melee: Six (6)

WEAPON SYSTEMS

- 1. Triple Laser Turret System** with independent targeting capabilities. This means that the three (3) lasers can lock onto the same, one target or fire at three different targets. Each laser turret can rotate 360 degrees, while the cannon barrel can be adjusted to 180 degrees.

Primary Purpose: Defense

Range: 4000ft (1200m)

Mega-Damage: 2D6 M.D. per single blast, 4D6 per double blast (2 lasers fire simultaneously at the same target) or 1D4 x 10 per triple blast (all 3 lasers fire simultaneously at the same target). Double and triple blasts are considered to be a laser *volley* and count as one attack.

Rate of Fire: Up to six (6) attacks/blasts per melee.

Payload: Effectively unlimited.

- 2. Hand to Hand Combat**

Punch — 1D6 M.D.

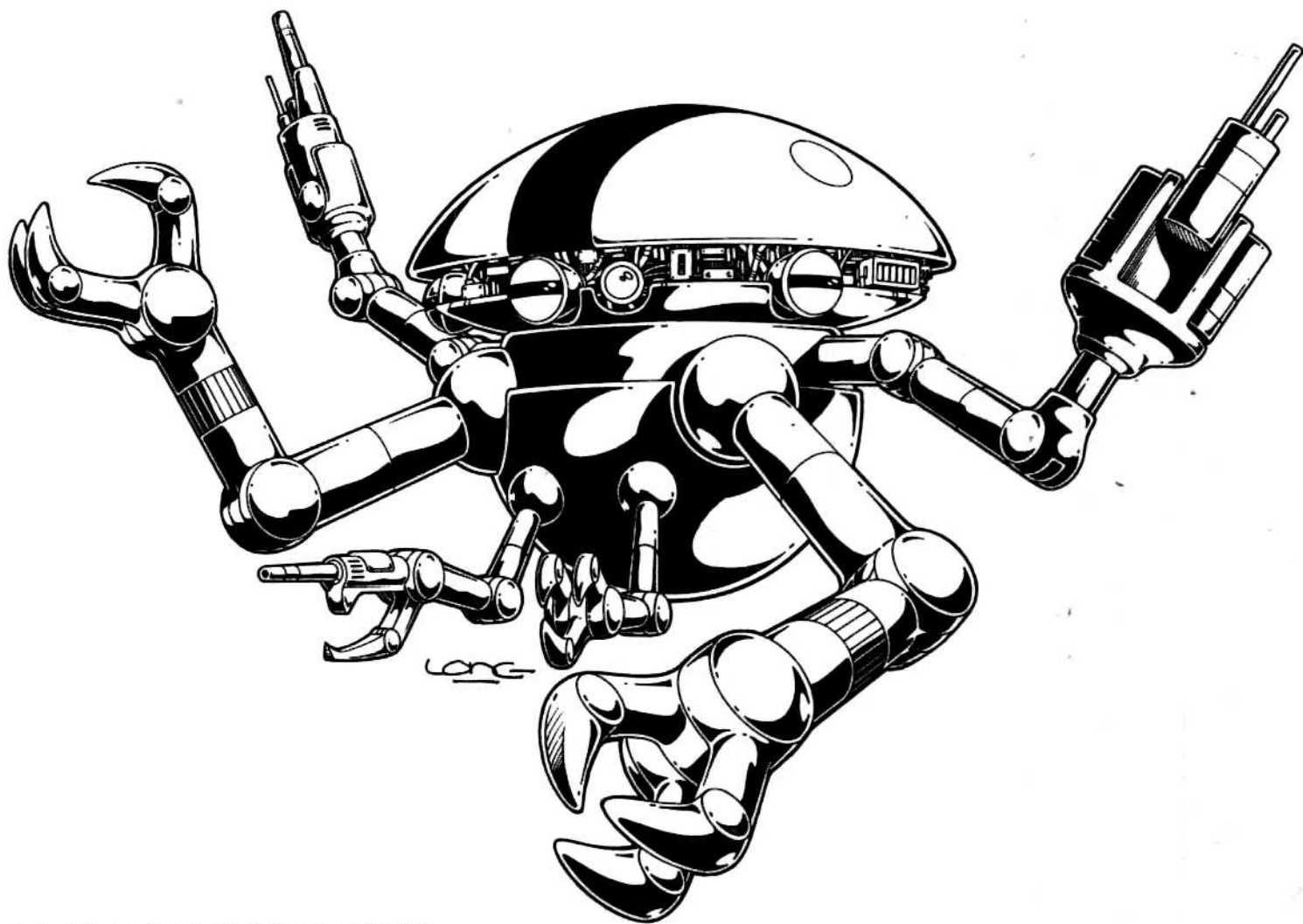
Crush/Pry — 1D4 M.D.

Body Block/Ram — 1D6 M.D.

Hand to Hand Bonuses: +3 to strike, +2 to parry, +3 to dodge, +1 to roll with punch, fall, or impact.

Weapon Bonuses: +4 to strike, but only as long as the sensor eye is operational.

NOTE: *Prowl skill* is equal to an 80% proficiency. The Light Assault Robot is so maneuverable that it can stop very quickly, execute 90 degree turns, and go from 0 to Mach 1 in 10 seconds, and reach Mach 2 in 20 seconds, even inside the factory.



HEAVY WORK DRONE

Being a fully automated factory, it is not surprising that the Robotech Factory possesses an army of worker drone robots. The drones are part of the factory's repair and maintenance capabilities. The heavy work drone is a gigantic, robot mechanical engineer, mainly dispatched for heavy labor such as hauling cargo, spaceship repair, replacing or dissecting mecha limbs, replacing engines, welding and similar chores.

The drones are not an immediate threat to human interlopers as they are not programmed for combat. If attacked, the robot will try to flee while transmitting a S.O.S. to the main computer. The main computer will advise the robot as to the course of action to take. If left unmolested, the robot will ignore intruders, continuing its mechanical labors.

Although not intended for combat, the heavy worker drone can become a devastating opponent. Its massive claws can snatch and crush a veritech fighter as if it were a toy, while its multi-tool arms can be used as lethal weapons. All that is needed is a direct command from the main computer.

Fortunately, these gargantuan machines are no match for the speed and maneuverability of most REF mecha. But they should NOT be underestimated.

HEAVY DRONE WORKER ROBOT

(Also nicknamed "Mr. Arms")

Vehicle Type: Robot; non-living

Crew: None

M.D.C. by Location:

Drum Utility Arm (1, large) — 150

Laser/Welding Arm (1, large) — 100

Mini-Laser Claw (1, small) — 75

Mini-Claw (1, small) — 75

Claw Arms (2, large) — 200 each

*Sensor Eyes (6) — 40 each

*Head Bowl — 300

**Main Body — 600

*All six sensor eyes must be destroyed to blind the robot. Or the destruction of its head like bowl will knockout all sensors, including transmissions to and from the main computer.

**Depleting the main body M.D.C. completely destroys the robot.

Speed: **Flight:** Hover stationary or up to 350mph (560kmph); antigravity system.

Space: Mach one

Height: 180ft (54.9m)

Width: 220ft (67m)

Length: 220ft (67m)

Weight: 112 tons

Engine: Antigravity/protoculture powered

Cargo: Can carry up to 1500 tons.

Total number of attacks per melee: Four (4)

WEAPON SYSTEMS

1. **Drum Utility Arm:** A large arm with four (4) retractable cylinders that contain four different tools.

A. Electro Prod: A rod that emits electricity on contact or by firing electrical bolts. Range: 60ft (18.3m). Mega-Damage: 3 settings, doing 1D4 M.D., 1D6 M.D. or 2D6 M.D.

B. Welding Finger: Another long, narrow rod that is used for welding by touch. Range: Touch only! Mega-Damage: 3 settings, inflicting 1D6 M.D., 2D6 M.D., or 4D6 M.D.

C. Chemical Freezer: A chemical spray is emitted that will instantly freeze an area as large as 20ft (6.1m). Range: 40ft (12.2m). Mega-Damage: Varies; the spray has little affect on *mecha*, although if sprayed into a joint there will be stiffness and impaired movement for 3D4 melees (*Arms:* are -3 to strike, parry, and on initiative, while frozen. *Leg* joints will reduce running speed and leap ranges by 30%). Spraying *CVR-3* body armor will stiffen all joints impairing movement greatly; penalties include -3 to strike, parry, dodge, and on initiative, and speed is reduced by half. *CVR-3* body armor also suffers 1D4 M.D. (S. Cross armor is the same). Spraying an unprotected person will instantly kill him/her. Minimal protection is provided by a flight/space suit with a full helmet, but the person must roll under his/her P.E. attribute to avoid falling unconscious from shock (lasts 3D4 minutes) and will still suffer 6D6 S.D.C. and hit points damage.

D. Microwave & X-Ray Wand: This appendage emits microwaves and x-rays that will not usually affect *mecha* and vehicles, but can directly affect the pilot. Range: 100ft (30.5m). S.D.C. Damage: Affects human and animal life. *Protected in mecha*, all characters will suffer 1D4 S.D.C. damage for every 10 minutes of exposure. After 30 minutes, victims may feel headache and nauseous (60% chance). *Protected in cyclone* (*CVR-3* body armor plus cyclone armor) or in an armored vehicle, the character will suffer 1D4 S.D.C. from each five minutes of exposure. Unprotected individuals will suffer 1D4 S.D.C. for every minute of exposure. Note: Only one of the utility wands/tools can be used per melee round. One melee is required to switch tools. Payload: Effectively unlimited.

2. **The Laser Welding Arm** is a tool designed for precision welding. The arm has two lasers: one powerful laser and a smaller, less powerful laser.

Primary Purpose: Repairs

Range: 4000ft (1200m) heavy laser.

2000ft (609m) light laser

Mega-Damage: 1D4 × 10 M.D. heavy laser
3D6 M.D. light laser

Rate of Fire: As many as four blasts.

Payload: Effectively unlimited.

Note: M.D.C. of the heavy laser nozzle is 20, the light laser is 10 M.D.C. Can only be shot directly by a called shot. The M.D.C. for the whole arm is 100.

3. **The Mini-Laser Claw** is a small tool appendage located on the lower body. It is both a light laser and a claw used for grasping and holding.

Primary Purpose: Repairs

Range: 1000ft (305m)

Mega-Damage: 2D6 M.D. per laser blast; 1D6 M.D. punch or crush.

Rate of Fire: Four maximum Payload: Effectively unlimited

4. **The Mini-Claw** is located next to the mini-laser claw. It is used for grasping, holding and carrying. Its designation as a "mini" claw is deceptive. The claw hand can open to 8 feet (2.4m) wide and has a reach of 30ft (9.1m).

Primary Purpose: Labor

Range: 30ft (9.1m) reach

Mega-Damage: Punch — 2D6 M.D.

Claw Punch/Gouge — 3D6 M.D.

Crush — 2D6 M.D. per attack action.

Note: Its hold is almost unbreakable. Victims must have a minimum P.S. of 24 and roll an 18, 19, or 20 on a 20 sided die to break free. The alternative is to blow off the arm; 75 M.D.C.

5. **The two (2) Claw Arms** are the largest and most powerful of the utility arms. The clawed hand can open to a width of 45ft (13.7m) and is powerful enough to hold a veritech fighter in its iron grip. The only way to break its hold is to roll a "natural" 20 on a 20 sided die or to blow off the arm.

Primary Purpose: Labor/cargo

Range: 250ft (76.2m) reach

Mega-Damage: Punch — 4D6 M.D.

Claw/Punch/Gouge — 1D4 × 10 M.D.

Tear/Pry — 4D6 M.D.

*Crush — 4D6 + 6 M.D. per attack action.

*Quick roll damage for an entire melee of "crush" (all four attacks): 3D4 × 10.

Hand to Hand Combat Bonuses: +2 to strike, +6 to parry, +1 to dodge, +1 on initiative.

Weapons'/Tools' Bonuses: +2 to strike.

Note: The robot has programmed into it the following Earth equivalent skills at 92% proficiency: *Mecha Mechanics* (all *Zentraedi* & *Masters* *mecha* and spacecraft), *Mechanical Engineer*, *Locksmith*, *Armorer*, *Weapon Systems*, *Read Sensory Instruments*, *Navigation* (all), and *Basic Electronics*.

PRECISION ENGINEER DRONE

The other repair robot on board the Robotech Factory is a comparatively tiny, precision work drone. This robot is an electrical engineer with the knowledge, sensors, and tools to repair, maintain, construct and analyze electrical and protoclature systems. It also handles welding and other operations that require a delicate touch.

Basically, its reactions to intruders is identical to the heavy work robot. Although not designed for combat, it can become a deadly foe. Its battery of special optics and sensors provide it with the ability to track an opponent by analyzing radiation, heat, motion and sound emanations, as well as signs of passage like scrapes on the floor and wall.

PRECISION ENGINEER DRONE

(Nicknamed "Techie")

Vehicle Type: Robot, non-living

Crew: None

M.D.C. by Location:

Sensor & Analysis Drums (9) — 20 each

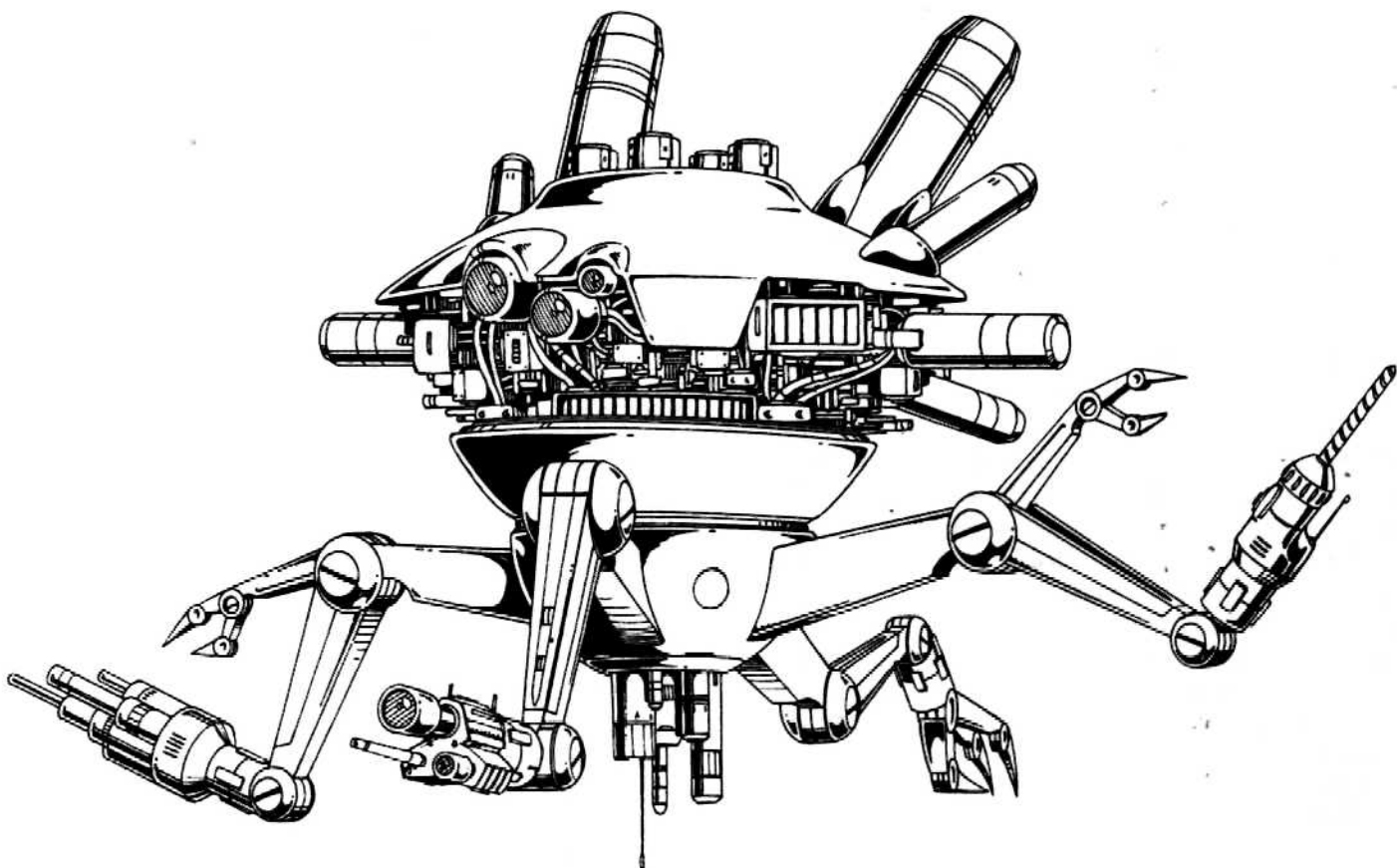
Retractable Utility Arms (4) — 25

Large Utility Arms (4) — 75

*Communications Cluster (bottom) — 50

*Sensor Eyes (3) — 30 each

**Main Body — 200



*Destroying all THREE sensor eyes will limit the robot's reaction abilities, but does not blind it (Penalties: -20% on all skills, no combat bonuses.) As long as the "optics arm" is intact, the drone can see. Destroying the optics arm & sensors will further impair the robot, but its other vast sensors (9 sensor analysis drums) will compensate. Penalties are limited to -2 to strike, parry, dodge, and on initiative.)

Destroying the communications cluster will prevent communications with the main computer. Note: To hit either the cluster or a sensor eye, the character must make a "called" shot and is -3 to strike.

**Depleting the M.D.C. of the main body will completely destroy the robot.

Speed: Flight: Hover stationary or up to 350mph (560kmph); antigravity system.

Space: Mach One

Height: 25ft (7.6m)

Width: 27ft (8.2m)

Length: 27ft (8.2m)

Weight: 11 tons

Engine: Antigravity/protoculture powered

Cargo: Can carry as much as 3 tons.

Total Number of attacks per melee: Six

WEAPON SYSTEMS: Utility Arms

1. Optics Arm: This sensory appendage has two camera-like optical systems used for seeing right into the trouble area. The optics include: electro-microscopic, telescopic, infrared, ultraviolet, ultrasound, thermo-imaging, passive night sight and conventional optics. It is primarily used for analysis and intricate work.

The optics arm also has a small laser used for welding and repairs.

Primary Purpose: Repairs

Range of Optics: 2000ft (609m)

Range of Laser: 2000ft (609m)

Mega-Damage: Laser: 1D4 or 1D6 M.D. (2 settings).

Rate of Fire: Six blasts per melee maximum.

Payload: Effectively unlimited

Special Bonuses: The optics arm adds +20% to track skill, +1 to strike with all lasers, +1 to parry and dodge, +1 on initiative. The destruction of the optics arm (75 M.D.C.) will eradicate these bonuses. See combat abilities for normal skills.

2. Precision Drill Arm: A utility limb with a high-powered drill and small soldering wire.

Primary Purpose: Repair

Range: 35ft (10.6m) reach

Mega-Damage: Drill — 1D4 M.D. or 1D6 M.D.

Soldering Wire — 1D4×10 S.D.C. (not M.D.C.)

Rate of Fire/Attacks: Up to six attacks per melee.

Payload: Effectively unlimited.

3. Energy Pod Arm: A utility limb with a light laser, heavy laser, plasma torch and electrical rod.

Primary Purpose: Repair

Range: Light Laser — 1200ft

Heavy Laser — 4000ft

Plasma Torch — 100ft

Electro-Rod — 30ft

Mega-Damage: Light Laser — 1D4 M.D.

Heavy Laser — 2D6, 4D6 or 1D4×10 M.D.

Plasma Torch — 2D6, 6D6 or 1D6×10 M.D.

Electro-Rod — 1D4, 1D6 or 2D6 M.D.

Rate of Fire: A total of six attacks using any combination of weapons.

Payload: Effectively unlimited.

4. **Claw Arm (1)** used for grasping, holding, carrying and similar uses.

Primary Purpose: Repair

Range: 35ft (10.6m) reach

Mega-Damage: 1D6 punch

1D4 crush/tear/pry

5. Each arm contains a "retractable mini-arm" and hand to assist in repairs.

Primary Purpose: Repair

Range: 28ft (8.5m)

Mega-Damage: 1D4 punch

1 M.D. crush/tear/pry

6. **Combat Abilities:**

Attacks Per Melee: Six (6) total by hand to hand, or with weapons or any combination of attack modes.

Bonuses: +4 to strike using weapons/tools, +4 to strike by hand to hand, +4 to parry, +4 to dodge, +2 on initiative (this is in addition to optics arm's bonuses).

Special Skills: Each is equal to the following Earth skills at 95% proficiency unless otherwise stated: Tracking — 60% (+20% from optics arm), prowl — 70%, communications (all), electrical (all), mechanical (all), pilot mecha (Zentraedi, Robotech Masters; all other mecha at 60%), pilot spacecraft, pilot related (all), technical (all) and W.P. energy rifle (equal to 4th level).

Note: The precision engineer drone has the most sophisticated and numerous sensory systems of all the factory robots, making it difficult to impair, blind or hide from.

SENSORS OF NOTE

All the robots have the following sensory capabilities: Color vision, limited telescopic optics (equal to a pair of binoculars), magnification, thermo-imaging, infrared, ultraviolet, protocluture sensors, heat/temperature sensors, radiation sensors, motion detectors (range: 400ft/122m), computer analysis, computer enhancement, targeting and simple sound system/hearing. Optic range is about 4000ft (1200m).

The Precision Engineering Drone also has passive night sight (light amplification), x-ray, sound amplification, radar (1200ft/365.7m), far greater magnification/microscopic optics and numerous backup systems housed in its nine sensor drums.

INTERIOR DEFENSE SYSTEMS

The weapons that follow are all part of the Robotech Factory's internal defense system. Each mechanism has its own sensors to identify and target an enemy. An enemy is determined as any alien device or organism that is NOT a Robotech Master or a Zentraedi. The main computer can also send a message to any and all of its weapon systems, identifying specific targets or an all out extermination of all intruders.

LIGHT LASER TURRET

This is a double-barreled weapon turret that springs from a secret compartment in the wall or ceiling. It's about the size of a washing machine, but can not be detected until it pops out from its hiding place. The turret can rotate 360 degrees and can fire in an arc of 180 degrees.

Primary Purpose: Defense

Range: 1200 feet (366m)

Mega-Damage: 4D6 M.D.

Rate of Fire: Six(6) blasts per melee.

Bonuses: +2 to strike and always has the initiative/first strike.

Payload: Effectively unlimited.

HEAVY LASER TURRET

The heavy laser turret is a larger, more powerful version of the light laser. It is twice as big, rotates 360 degrees, and can fire in an arc of 180 degrees. Like its predecessor, the device is concealed until it attacks.

Primary Purpose: Defense

Range: 2000 feet (609m)

Mega-Damage: 1D6 × 10 M.D.

Rate of Fire: Six(6) blasts per melee.

Bonuses: +3 to strike and always has the initiative/first strike.

Payload: Effectively unlimited.

MEGA-LASER & MISSILE TURRET

Fortunately, this deadly weapon is the least common of the factory's internal defenses. Like the others, the turret is hidden inside a secret compartment until it strikes. However, its size, approximately 50 feet (15.2m) a round, prohibits a first strike bonus. It can rotate 360 degrees and has a 180 degree arc of fire, but never uses its missiles against a target unless that target is more than 300 feet away.

Primary Purpose: Defense

Range of Laser: 4000 feet (1200m)

Mega-Damage: 2D6 × 10 M.D.

Rate of Fire: Six(6) blasts per melee

Bonuses: +3 to strike, +3 on initiative.

Payload: Effectively unlimited.

Range of Missiles: 1800 miles (2893km); these are the same missiles used by the Zentraedi battle cruisers.

Mega-Damage: 4D6 × 10 M.D.; Plasma/heat. The blast radius is 50 feet (15.2m).

Rate of Fire: Four(4) missiles can be fired per melee, individually or in volleys of 2 or 4.

Bonuses: +3 to strike.

Payload: 24 missiles.

CONTAINMENT SYSTEMS

There are many places in the tunnels, vents, conduits, and even the hall ways, where the main computer can partition or seal off the area. It can not only block the intruder's progression down the tunnel, but trap the characters by sealing off the tunnel in front and behind them.

The containment wall is usually less tough than the surrounding walls of the tunnel or interior walls; M.D.C. is 50 per 40 foot (12.2m) area. However, if a containment wall suddenly slides into place you know that your presence has been noticed and that defence robots will be on their way.

RANDOM ENCOUNTERS

ENCOUNTERS IN MAN SIZE TUNNELS

Man-sized tunnels are the smallest of the various access tunnels, conduits, and vents on the Robotech Factory. The advantage of using these tunnels is that only the Light Assault Drone can fit inside them. The disadvantage is that the only human mecha that will fit is the cyclone. Note that many human vehicles, such as the hover cycle and jeep, can maneuver easily inside these tunnels. Typical tunnel size is 14 feet (4.2m) wide and 14 feet high (ceiling height).

Actual encounters are limited to the Light Assault Drone (LAD) and environmental problems. The LAD does not commonly patrol man-sized tunnels unless intruders are known to be traveling inside them. The factory's sensor network does not cover these small tunnels well at all, thus characters in cyclones, vehicles, or on foot can travel the tunnels without fear of detection.

The chance of a random encounter with a LAD is 1-50%; roll every hour. Of course, if the characters are known to be in the tunnels, there is an 88% likelihood of encountering one LAD every 20 minutes. Note that one Light Assault Drone fills the entire 14 foot (4.2m) width of a man-sized tunnel.

ENCOUNTERS IN MECHA SIZE TUNNELS

The large vent shafts and conduits will measure between 40 to 60 feet (12.2 to 18.2m) wide and 60 to 100 feet (18.3 to 30.5m) high. This means all of the factory's drones except the Heavy Work Drone, may be encountered, as well as hidden weapon turrets.

ENCOUNTERS IN ROOMS, CORRIDORS, AND FACTORY FACILITIES

Any of the robots and internal defense mechanisms can be encountered in the rooms and corridors of the Robotech Factory.

A typical corridor will measure 300 feet (91.5m) wide and 400 feet (121.9m) tall; some are twice as large.

Rooms, as humans think of them are not common to most of the factory. Rooms, in the conventional sense, are found only in the living areas designed for the Zentraedi and Robotech Masters (see "The Return of the Robotech Masters" adventure supplement for complete floor plans). All other chambers will be huge storage areas. The smallest storage chamber will be the size of a football stadium, while the largest may be a mile or two long (1.6 to 3.2km) and a half mile (.8km) to the ceiling. They may contain water, raw ores, processed metal, mecha scraps, or finished electronics.

80% of the factory is just that, factory. Huge automated facilities that stretch four and five miles long (6.4 to 8km) and a mile or two high, like gargantuan caverns composed of metal and machines. Strange mechanical appendages dangle from the

dome ceilings and protrude from the floor and walls like stalagmites and stalactites. The giant construction robots scurry about like cave spiders, each with its appointed task. Meanwhile, the defense drones lurk in the shadows, ever vigilant, to strike down intruders who might threaten the factory.

These cavernous rooms are the factories that build and repair the Zentraedi miles long warships. Somewhere above them, in smaller, self-contained caverns, are the mecha factories that build and repair the Zentraedi's war machines and the Masters' Bioroids.

TUNNEL TABLES

Roll on the following tables when traveling through any tunnels, ventilation shafts, or conduits, human size or larger.

LENGTH OF THE TUNNEL

Roll every time the end of the tunnel is reached and/or a new length of tunnel is explored. Length of tunnel given is the full length before the tunnel changes.

01-07	500 feet (152.4m)
08-14	1000 feet (304.8m)
15-22	2000 feet (609.6m)
23-30	4000 feet (1219.2m)
31-38	5280 feet/one mile (1609.3m/1.6km)
39-46	2 Miles (3.2km)
47-54	3 Miles (4.8km)
55-63	4 Miles (6.4km)
64-70	6500 feet (1981.2m)
71-77	1 ½ miles (2.4km)
78-84	3 Miles (4.8km)
85-90	6 Miles (9.6km)
91-95	8 Miles (12.8km)
96-00	10 Miles (16km)

CHANGE OF TUNNEL

Roll whenever the end of a tunnel length is reached.

01-10 Dead End. The only way out is to go back or use explosive to blow your way out. Roll for the following:

- 01-30 Opens into the main factory complex.
- 31-65 Opens into a large mecha size corridor.
- 66-00 Opens into a new human size tunnel.

11-20 Tunnel ends with an opening in the floor and ceiling to go up and or down. Roll for length if you go up or down.

21-30 Tunnel turns left. Roll for length of new tunnel and environment.

31-40 Tunnels turns right. Roll for length and environment of the new tunnel.

41-50 Tunnel branches to the right and left. Roll for the length and environment of whichever tunnel you go down.

51-60 Tunnel stops, but branches to the left, right, up, and down. Roll for the length and environment of the tunnel(s) taken.

61-70 Tunnel continues straight ahead for another 3D4 × 100 feet. There is no need to roll for length or environment.

- 71-80** Tunnel apparently dead ends, but turns up for 100 feet (30 m) then turns straight again in the same direction. Roll for length and environment of the new tunnel.
- 81-90** Tunnel stops, connects to a parallel tunnel directly under it. Roll for length and environment.
- 91-00** Tunnel turns down. Roll for the length and environment of the new tunnel.

TUNNEL ENVIRONMENT

Roll whenever a tunnel is entered for the first time or when the tunnel changes direction.

- 01-10** Airless, sub-zero temperature, and zero gravity.
- 11-15** Toxic fumes make air unbreathable. Inflicts 4D6 points of damage every melee that it is breathed.
- 16-24** Blast Furnace hot and unbreathable. Any characters without CVR-3 body armor or mecha can not survive. Inflicts 1D4 × 10 points of damage to humanoids. Vehicles with rubber tires will begin to melt within 1D6 minutes and are completely ruined within eight minutes. Roll: 1-50 has gravity, 51-00 has no gravity.
- 25-32** Humid and foggy, but has a barely breathable air, and gravity. Visibility is reduced by 40%. Temperature is about 90 degrees Fahrenheit. Roll: 1-60 has gravity, 61-00 has no gravity.
- 33-41** Nice! Breathable air, comfortable temperature, and gravity.
- 42-49** Antarctic cold; at least 80 degrees below freezing. Roll: 1-50 has breathable air, 51-89 has no air, 90-00 toxic fumes/unbreathable. Characters without mecha, spacesuits, or CVR-3 body armor will begin to get frostbite after 2 minutes of exposure (inflicts 2D6 damage per minute of exposure).
- 50-58** Airless, sub-zero temperature; roll: 1-40 has gravity, 41-00 has no gravity.
- 59-67** Toxic fumes fill the tunnel; will inflict 6D6 points of damage to those not protected. Has gravity.
- 68-77** Electromagnetic field runs the length of the tunnel. Temporarily knocks out radio/video communications, radar, computers, heads-up display, and causes interference with the operations of the mecha. Mecha Penalties include: -3 to strike, parry and dodge, -1 attack per melee, -4 on initiative, and reduce ground speed by 20% and flying speed by 60%. There is a 1-64% likelihood that all computer data including the factory floor plans will be erased. Characters with computer operation and/or programming skills can bring the computer back on line within 2D4 × 10 minutes, but the floor plans and any new data are permanently lost. There is also a 1-40% chance that the targeting computer is wiped out. If this happens an error message will appear on the screen as follows: "Program Error 31. Access Denied! RETURN TO BASE IMMEDIATELY FOR TARGETING COMPUTER REINSTALLATION!!!" This means that your mecha has no targeting capabilities; -3 to strike, -1 to parry and dodge for the rest of the adventure on the factory. Sorry!
- 78-87** Acid mist fills the tunnel. Inflicts 2D6 Mega-Damage for every minute of exposure. Roll: 1-50 has gravity, 51-00 has no gravity.
- 88-92** Heavy radiation; lethal if not in mecha or CVR-3 body armor. No effect on mecha. 1-50 has gravity, 51-00 has no gravity.

93-00 Microwave tunnel: The microwaves bounce off mecha, causing sparking and light flashes outside the mecha. It will also cause electrical interference, specifically, garbling communications. There is also a 1-40% chance of an electrical fire filling the cockpit with smoke; -4 to strike, parry, and dodge until the fire is put out. Roll every 10 minutes inside the tunnel. Characters not in mecha will suffer 2D6 points of internal damage after 15 minutes of exposure; and another 1D6 points of damage for every additional five minutes of exposure directly to hit points (roll every five minutes). Most of this hit point damage can be healed, but 1D4 hit points of damage are permanently lost.

Note: Unless otherwise indicated, damage is S.D.C. and hit point damage.

RANDOM TUNNEL AND CORRIDOR ENCOUNTER TABLE

This table is applicable to all mecha-sized tunnels and corridors. All weapons and robots fight until destroyed or incapacitated. Roll every 20 minutes or as needed (GM's discretion).

- 01-06** A Mega-Laser and Missile Turret pops out of the ceiling. Everybody roll for initiative. The turret will open fire immediately, using lasers first and missiles next.
- 07-12** One lone Light Assault Drone. It will attack on sight. 1D4 + 1 Heavy Laser Turrets erupt from the walls, shooting at everything.
- 13-20** One Heavy Assault Drone and two Light Assault Drones are on the prowl. They open fire the moment an intruder is sighted.
- 21-27** 1D6 Light Laser Turrets spring from the ceiling, blasting away.
- 28-35** A Precision Engineer Drone is busy working on some damaged area of the tunnel. It will react as follows; roll:
01-20 Completely ignores intruders unless attacked.
21-40 Turns to attack the closest target! Will fight until all intruders are eliminated or it is destroyed. Does not call for aid.
41-60 Will ignore intruders as long as they remain 200 feet (61m) away or farther. It will attack anyone who ventures nearer with its heavy laser. However, if the intruders retreat to at least 200 feet (61m) away, it will ignore them and go back to work.
- 61-80** Attacks and pursues any intruder(s) while it radios for help. 1D4 Light Assault Drones will arrive at its coordinates within 2D4 melees. 1D4 Heavy Assault Drones will arrive within 3D4 melees. This will also alert the main computer to the presence and general location of the intruders. Robot patrols are doubled. Roll for encounters twice as often.
- 81-00** Obviously observes the intruders, but does not attack unless it is attacked. However, it does radio the location and direction of intruders. 2 Heavy Assault Drones and 2 Light Assault Drones will arrive within 2D4 minutes to exterminate the intruders.
- 36-41** 1D6 Heavy Assault Drones on patrol. They attack intruders on sight and fight until destroyed. They will not communicate with the main computer unless their foe seems to be the victor. However, if characters can liquidate them within 10

melees, the drones will not have a chance to contact the main computer.

42-47 1D4 Light Assault Drones and 1D4 Heavy Assault Drones on patrol. They attack intruders on sight and fight until destroyed. They will not communicate with the main computer unless their foe seems to be the victor. However, if the characters can liquidate them within 10 melees, they will not have a chance to contact the main computer.

48-54 There is a loud clank 200 feet (61m) behind you as a containment wall locks into place (50 M.D.C.). Suddenly, a second containment wall drops down 20 feet (6.1 m) in front of the lead character, effectively boxing everybody in. The only way out is to cut or blow through one of the walls. 1D4 Heavy Assault Drones and one Light Assault Drone will arrive to investigate within 2D4 minutes.

55-61 2D6 Light Laser Turrets erupt from the walls, firing at all interlopers. 1D4 Light Assault Drones will come to investigate within 3D4 melees.

62-67 1D4 Heavy Laser Turrets pop out of the floor 200 feet (61m) behind you and open fire.

68-74 Suddenly, a containment wall slides down from the ceiling in front of you. Moments later, 1D4 Light Laser Turrets spring out of the ceiling 400 feet (121.9m) behind you and open fire.

75-80 Two Heavy Laser Turrets slide out of both walls (total of 4 turrets) and begin firing. Six melees later (90 seconds), 1D4 Light Laser Turrets descend out of the ceiling 100 feet (30m) behind the four turrets and open fire.

81-85 A containment wall slides in between the characters, dividing the group in half.

86-92 One Heavy Laser Turret rises out of the floor and begins to fire. A Precision Engineer Drone comes to investigate 1D4 melees later. It will attack the intruders on sight. If it can be destroyed within 6 melees it will not get a chance to call for reinforcements. Roll to determine the type of reinforcements:

01-33 Another Precision Engineer Drone

34-66 1D4 Heavy Assault Drones

67-00 1D6 Light Assault Drones

93-96 A containment wall drops down directly in front of the intruders. Two seconds later, another containment wall slams into place 200 feet (61m) behind them. 1D4 Light Laser Turrets spring from the wall shooting. At that same instant, one Heavy Laser Turret drops out of the ceiling and also open fires.

97-00 2D4 Heavy Assault Drones on patrol.

RANDOM ENCOUNTERS INSIDE THE FACTORY

Roll every 10 minutes (or as needed) inside a *factory facility, room, or chamber.*

01-07 1D4 Heavy Laser Turrets pop out of the floor 200 feet (61m) behind you and open fire.

08-14 1D6 Heavy Assault Drones on patrol. They attack intruders on sight and fight until destroyed. They will not communicate with the main computer unless their foe seems to be the victor. If characters can liquidate them within 10 melees, the drones will not have a chance to contact the main computer.

15-21 One Heavy Work Drone. It will react as follows; roll:

01-20 Completely ignores intruders unless attacked.

21-40 Turns to attack the closest target! Will fight until all intruders are eliminated or it is destroyed. Does not call for aid.

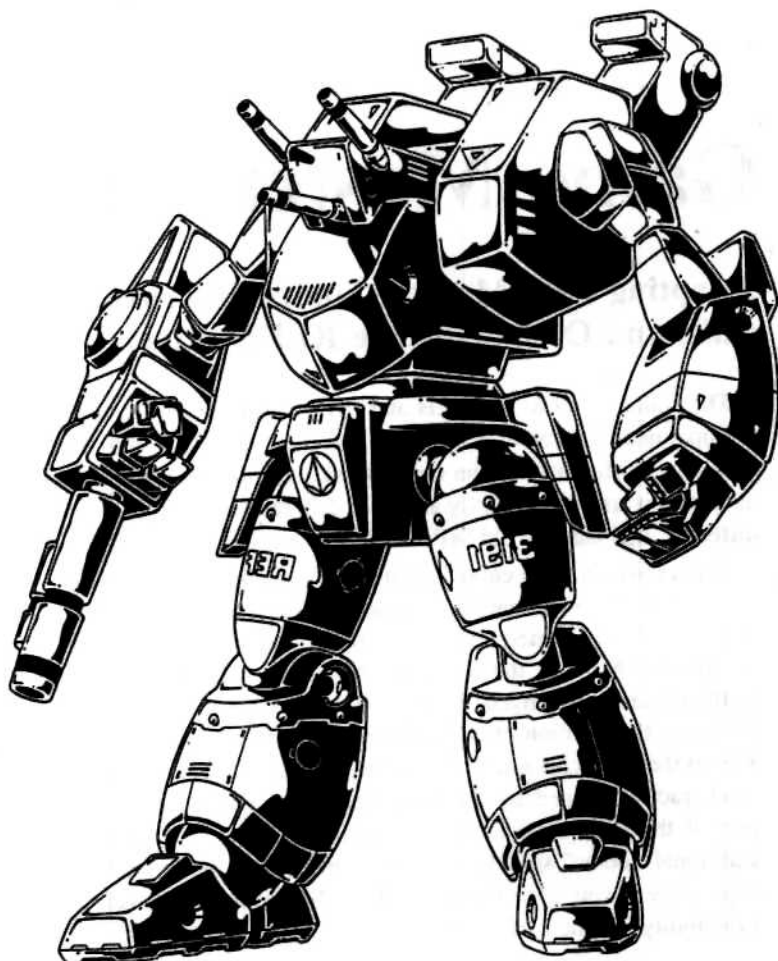
41-60 Will ignore intruders as long as they remain 500 feet (152.4 m) away or farther. It will attack anyone who ventures nearer with its laser welding arm. However, if the intruders retreat to at least 500 feet (152.4 m) away, it will ignore them and go back to work.

61-80 Attacks and pursues any intruder(s), while it radios for help. 1D6 Light Assault Drones will arrive at its co-ordinates within 2D4 melees. 1D4 Heavy Assault Drones will arrive within 4D4 melees. This will also alert the main computer to the presence and general location of the intruders. Robot patrols are double. Roll for encounters twice as often.

81-00 Obviously observes the intruders, but does not attack unless it is attacked. However, it does radio the location and direction of intruders. 1D4 Heavy Assault Drones and 2 Light Assault Drones will arrive within 1D4 minutes to exterminate the intruders.

22-27 2D4 Light Assault Drones on patrol. All fight till destroyed. If the characters can liquidate them within 12 melees, no reinforcements will be summoned. Otherwise, reinforcements will include 1D4 Light Assault Drones, 1D4 Heavy Assault Drones, and one Heavy Work Drone.

28-34 1D6 Precision Engineer Drones and two Heavy Work Drones are busy working. They will attack only if any one of them are attacked. They will not report intruders unless attacked.



35-40 1D4 Mega-Laser & Missile turrets pop out of their place of concealment and open fire with lasers and missiles. The commotion will bring 2D6 Light Assault Drones and 3D6 Heavy Assault Drones to investigate within 1D4 minutes.

41-47 2D6 Heavy Work Drones and 1D4 Precision Engineer Drones are busy working. They will ignore the intruders unless they come within 600 feet (182.8m) of them. At that point, one of the Precision Drones and one of the Heavy Work Drones will turn to attack. The others continue to work as if oblivious to the combat. There is a 1-50% chance that the sounds of combat will bring 1D4 Heavy Assault Drones to investigate.

48-53 One lone Heavy Assault Drone! If it can be destroyed within 6 melees, the group will remain unnoticed. Otherwise, 2D4 more Heavy Assault Drones will arrive within 1D4 minutes.

54-60 One Heavy Laser turret rises out of the floor and begins to fire. A Precision Engineer Drone comes to investigate 1D4 melees later. It will attack the intruders on sight. If it can be destroyed within 6 melees it will not get a chance to call for reinforcements. Roll to determine the type of reinforcements:

01-25 Another Precision Engineer Drone

26-50 1D6 Heavy Assault Drones

51-75 1D6 Light Assault Drones

76-00 A Heavy Work Drone

61-66 1D6 Precision Engineer Drones and two Heavy Work Drones are busy working. They will notice any intruders within 3000 feet (914.4m) and charge to attack. If the intruders flee, they will give up the chase in 1D6 minutes, but will notify the main computer of the incident. A patrol of six Light Assault Drones and 1D6 Heavy Assault Drones will be

dispatched to seek out and destroy the intruders. Or, combat with the worker drones will alert the 1D6 Light Assault Drones in the area that there is trouble; they will join in the fight within 2 melees. An additional 1D6 Light and Heavy Assault Drones and 1D6 Heavy Work Drones will arrive 2D4 minutes later to lend a hand.

67-73 1D6 Mega-Laser & Missile Turrets descend from the ceiling 2000 feet (609m) ahead of you. Another 2D6 Heavy Laser Turrets spring from the ceiling area around the Mega-Turrets and begin to fire.

74-79 Two Precision Engineer Drones rise out of an opening in the floor (a storage bay where they dock when not active) and attack. If they are destroyed quickly, within 12 melees, they will not get an opportunity to call for aid. Otherwise, another 1D4 Precision Drones will drop out of the ceiling above the combat area and be joined by 1D4 Heavy Work Drones and 1D6 Heavy Assault Drones within a couple minutes.

80-86 1D4 Light Laser Turrets rise out of the floor, shooting. 1D4 Light Assault Drones will come to investigate within 3D4 minutes.

87-89 A nosy drone follows the group (or individual). It will not attack unless it is attacked or it sees the intruders attack another drone. Roll: 1-50 Precision Engineer Drone, 51-00 Heavy Work Drone.

90-95 One Mega-Laser & Missile Turret emerges from the wall and opens fire. There is a 1-40% chance that 1D4 Heavy Assault Drones will come to investigate.

96-00 A hub of activity: 4D4 Heavy Work Drones, 1D6 Precision Engineer Drones, 2D4 Light Assault Drones, and 1D6 Heavy Assault Drones are busy at work. They will notice any intruder within 3000 feet (914m) and converge to attack!

Game Master Section

Adapting RDF/Macross/Southern Cross skills and O.C.C.s to the REF/Sentinels

The skills found in Sentinels and Invid Invasion for the new Occupational Character Classes(O.C.C.) of the REF can be somewhat different than the old RDF skills. The questions that have arisen are: what exactly are these differences, why are they different, and can the old skills still be used without penalty.

The answer in most cases is that there is no significant difference. The Communication, Domestic, Espionage, Medical, Physical, Pilot Related, Science, and Technical skills are all unchanged! Most of the Weapon Proficiencies and most Pilot skills are also unchanged. In these two latter cases, the differences are the addition of NEW skills that were not available to the RDF characters. These new skills are NOT available to characters trained by the RDF unless the character is now part of the REF expedition and they can be acquired only as additional "other" skill knowledge gained from attaining new experience levels (use the REF Other Skills list and level of availability for the equivalent O.C.C.).

However, RDF training in mecha and mecha repairs is antiquated and limited to RDF mecha. The RDF mecha are much older, prototype versions of the new, smaller, faster, and more powerful REF/Sentinels mecha. In some cases the mecha is completely different from anything the RDF soldier is familiar with. A good example of this is the cyclone. The RDF never dreamt that such a tiny mecha unit was possible. Furthermore, the operation and handling of a cyclone is unlike any mecha the RDF destroid pilot has ever operated. Likewise, the operation and response of the Alpha, Beta, and the new destroids are very different than that of the old 40 foot RDF giants, even though the basic principles behind the mecha are the same or similar.

The Robotech world is one of turmoil and vast changes in environment, values, and technology. It was the introduction of alien technology and an alien power source that enabled the humans to create mecha, build energy weapons and conquer space travel. The Macross era mecha and spacecraft were among

the very first products of this new technology. They are impressive and powerful, but they are still the result of a new science in its infancy. The scientists of those early days barely understood the most rudimentary possibilities of robotechnology and protoculture. The mecha of the REF/Sentinels were designed a decade or two later. A lot can, and did, happen over those 15 to 20 years. The development of mecha and spacecraft were two areas of the greatest progress.

SPECIFIC SKILL

DIFFERENCES AND MODIFIERS

The RDF Mechanical Engineer vs

The REF Bio-Maintenance Engineer

In his day, the RDF mechanical engineer was an expert in mecha repair. However, the REF Bio-Maintenance Engineer is a mecha mechanics specialist whose knowledge in the area of mecha mechanics surpasses all others.

It's like a modern day car mechanic who has only worked on American made cars prior to 1975. He can tear apart an engine and put it together perfectly without a second thought. Then, one day, he's asked to work on a 1989 Toyota. A car is a car; no problem, right? Wrong!

Although the car mechanic is likely to be able to figure out what's wrong and how to fix it, he'll have to spend hours pouring over Toyota manuals, endure hours of trial and error, and will find that many of his tools will not work on the foreign vehicle necessitating that he get new tools. Some of these new tools will be awkward to use, because the mechanic is not familiar with them. To make matters worse, this car has things that cars never had 15 years earlier. Not just because it's a foreign made car, but because technology and design has changed under the hood. Things like pollution control devices, computers, new safety features, engine size and requirements, heck, even the location of engine components and their accessibility are vastly different.

The RDF mechanic is in the same situation as our car mechanic in the previous example. The RDF mechanical engineer is still among the elite few who understands mecha mechanics, but his area of knowledge is limited to the old RDF mecha. He can repair an old VF-1J with his eyes closed, but the new mecha are different and present certain obstacles.

Remember, this is war. There is no time for formal retraining. The RDF mechanical engineer is just that. His O.C.C. is his area of specialty (MOS). Considering that 90% of the old RDF mecha were taken with the Robotech Expeditionary Force, it's a good thing that the mechanical engineers are along.

Penalties and Modifiers

RDF Mechanical Engineer and RDF Electrical Engineer

The RDF engineers can attempt to work on any mecha, old or new. However, the character's specialization in RDF mecha limits his effectiveness when working on the new REF mecha.

The following penalties apply whenever the character tries to build, repair, or modify REF mecha. All penalties are accumulative.

- 30% on all REF mecha, except the VF-1V Vindicator.
- 15% when working on the new miniaturization aspect of the new mecha.

- 25% when working on the new, tiny, protoculture cells (but + 10% working on actual protoculture engines).
- 10% when working on REF electrical systems (- 40% if the character does not have the electrical engineer skill).
 - 10% when working on new REF weapon systems.
 - 10% when working on the EU-13 and EU-12 Destabilizer.
- 10% when working on the cyclones.
- 10% when working on REF space ships.
- 20% when working on the MTA-Titan.

Time Restrictions: Takes 1D4 times longer than usual whenever working on REF mecha.

NOTE: Use the repair data found under the REF Bio-maintenance Engineer for the general repair penalties of any mecha. Like the REF bio-maintenance engineer, the RDF engineers are forbidden to pilot REF mecha (no training is provided). However, the RDF characters are still authorized to pilot any RDF destroids that they may have been trained to use. Furthermore, their experience at piloting destroids enables them to pilot REF destroids, but only at the very base piloting proficiency (50%) and only at the basic level of destroid hand to hand combat training (even if the mecha is the new version of the RDF pilot's old RDF mecha).

Penalties for the REF Bio-Maintenance Engineer

- 20% when working on all RDF Destroids.
- 5% when working on VF-Series veritech fighters, including the VF-1V Vindicator.
- 5% when working on RDF weapon systems.
- 20% when working on old style protoculture engines/generators that do not require protoculture cells (this includes the engines of spacecraft).

NOTE: This character is still not allowed to pilot mecha.

The RDF Veritech Fighter

There are few differences between the RDF and REF veritech pilot O.C.C.s. The main difference is in the area of training. The REF veritech pilot is trained in all modern veritechs including the Alpha and Beta fighters. The RDF veritech pilot is only trained to pilot the VF series veritech. However, the RDF pilot CAN fly the new REF mecha with a slight penalty.

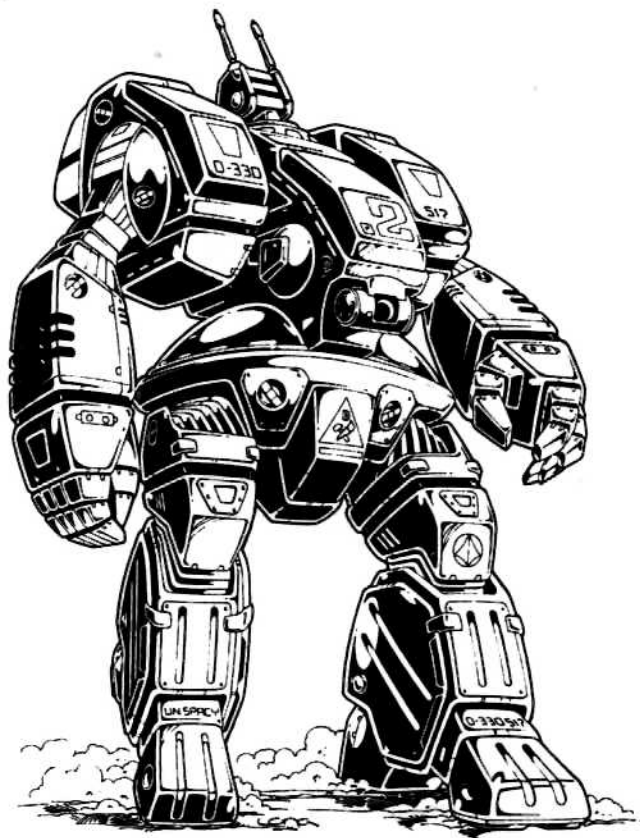
The modifiers for the RDF veritech pilot are as follows:

- 5% on veritech pilot skill when operating the Alpha Fighter.
 - 10% on veritech pilot skill when operating the Beta Fighter.
- No penalty at operating the Vindicator.

Combat skills while operating REF or Southern Cross veritechs are at the BASIC training level. The RDF character may select training in mecha combat as an "other" skill at a higher level.

The RDF veritech pilot does not automatically receive cyclone training, although it can be selected as an "other" skill choice at a higher level of experience. The same REF limitations apply. Additional "other" skills can be selected from the available skill categories listed under the RDF Veritech Pilot O.C.C. (Robotech, Book One) or if a member of the REF (Invid Invasion, Book Five or Sentinels) the available skill categories under either the RDF and/or REF Veritech Pilot. The number of skills and at what level of experience they can be selected are identical to the REF O.C.C.; one additional skill at level

three, two at level six, and one at level eleven. See Sentinels, page 15.



The RDF Destroid Pilot

There is little difference between the RDF and REF Destroid Pilot O.C.C.s except the focus of training. The REF pilots are trained in the operation of the new REF mecha and usually not the larger RDF models. Pilots trained in the RDF were specifically trained on the original giant destroids. However, both the RDF and REF Destroid Pilot O.C.C.s can operate ANY destroid, old and new, at the Destroid Basic Combat Training level. Training in a specific type of RDF/REF destroid can be selected as an "other" skill choice at a higher level of experience. The RDF Destroid Pilot can select additional "other" skills the same as his REF counterpart; two at level three, two at level six, and one at level eleven. See Sentinels, page 17.

General skill and O.C.C. Notes

When integrating a RDF or Southern Cross character into a REF/Sentinels setting (Invid occupied Earth or Sentinels space opera), always remember that the RDF characters were trained to operate the first types of mecha. If the character was a soldier in the RDF then he or she has been trained by the RDF and has only RDF skills, O.C.C.s, mecha, and equipment initially available to him. This is the character's orientation. However, should that RDF trained character join the REF expedition or the REF freedom fighters of Earth, years later, then that character can receive minimal new training and can therefore select additional "other" skills from the REF O.C.C. category. For example: An RDF destroid pilot who joins the REF can select new "other" skills from the skill categories available from the REF Destroid Pilot O.C.C. and/or the RDF Destroid O.C.C., but only when he attains the appropriate level of experience. Thus, at third, sixth, or eleventh level the RDF Destroid Pilot is allowed to

select skills from the REF Destroid categories if the player so desires.

Please realize that RDF and Southern Cross characters are just as capable, heroic, and tough (and usually more experienced/higher level) as any REF character. All are members of the elite Robotech Earth Defenders. The only differences are that the RDF, REF, and Southern Cross all use different mecha (not necessarily better, just different) and have a slightly different combat orientation/training. The advantage of being able to play your favorite RDF characters in a Sentinels setting is the variety of possibilities presented by the range of different mecha, skills, and equipment. Personally, I love the VF series veritech and the Macross destroids. They're fabulous designs, fun to play, and hold up in combat against the Invid and Robotech Masters as well as any REF mecha. If you're dying to play REF mecha, put your other Robotech characters aside and roll up a REF character rather than try to blend the two into one character.

Some Common Sense Rules Regarding Physical S.D.C.

I've heard some pretty silly and outrageous incidents regarding players abusing the concept behind S.D.C. for characters. Fortunately, these incidents seem to occur mostly in Palladium Books' super hero RPGs where the outrageous is more common, however, I still want to set a few things straight.

First of all, RPG characters are larger than life heroes whether they be set in a fantasy world of magic and dragons or Robotech. This means our player characters and many non-player antagonists are not the average guy. They are heroes and therefore stronger, more capable than a typical Joe. The inclusion of S.D.C. defines one of the ways that the player characters are different than you or I. In the case of Robotech, they are all soldiers or warriors of some kind struggling against an alien foe. Their training has made them physically stronger and skilled in the ways of combat. The example of the professional boxer vs an average Joe is a very accurate and realistic one (see Sentinels, page 9, under the S.D.C. section). However, I've had fans tell me stories about other players whose characters charge gunmen without fear, because the bullets will affect their S.D.C. points first and they know that they can defeat the gunmen before their character gets shot more than three or four times (perhaps not even getting hit point damage). One character even jumped on a live grenade, took the full blast, got up, dusted himself off and said, "Heck, its only 40 S.D.C., I'm fine." Now, while the idea is that a character can endure more than a normal person, this is ridiculous!! Yes, this is also an example of poor game mastering, but I've heard these horror stories so often that I feel that I must address this problem.

Come on guys, think about the situation and use some common sense. Let's tackle this gunmen scenario. The character may suffer only S.D.C. damage, and that's good because he is not seriously wounded. However, what that means is that the wound is not immediately life threatening, but the character *is* hurt! He may be able to shrug off the pain and impact of a bullet wound and keep on fighting, because that's what heroes do, but do not ignore the fact that the character is hurt. The immediate problems for the wounded character are pain, further blood loss, and treating the wound. Unless each wound is correctly bandaged (roll on the appropriate medical skill), the character will continue

to lose blood, causing further physical damage. The wound is also very painful and may impair further movement and/or the performance of skills. Think about how little you can do when you cut your hand or even cut or injure a finger. Something as simple as writing your name or opening a jar may be impossible or, at best, difficult and painful.

The following rules are some simple and realistic ways to play physical damage.

Blood Loss

A character loses blood from every wound that has penetrated the body. This includes cuts, stabbings, and gunshots. The injured character will suffer one point of damage for every wound, every minute (4 melees). Three gunshots means three points of damage every minute (60 seconds/4 melees). The damage is first subtracted from the S.D.C. When all the S.D.C. points are all gone, the damage is subtracted from the character's hit points. Only first-aid techniques that bind the wounds will prevent blood loss. A successful roll under one's first-aid, paramedic, or medical doctor skill means the wound is properly bandaged and there is no further blood loss/damage. There is a -20% skill penalty if the character is trying to perform a medical skill on himself. Yes, the character can function without medical treatment while losing blood and taking more damage every minute, but he will pass out when he reaches less than five hit points. This would be the classic Roy Fokker, nobody knows I'm hurt, keep on moving, and then collapses or dies situation. This happens all the time in heroic fiction.

When a character is severely hurt, down to only 15% of his hit points, he will suffer from internal bleeding. Only a medical doctor and surgery can save him. First-aid and paramedic skills can only be used to make the injured character more comfortable; they will not save him. Without the appropriate medical aid the person will continue to lose blood and take one point of damage every minute (4 melees). When the injured character's hit points fall below zero he has lapsed into a coma. See coma recovery rules in the Robotech RPG, pages 5 & 6, or Sentinels, pages 7 & 8.

Game Masters may find it useful to use the Optional Damage Rules (Table #1) as temporary side effects even from S.D.C. damage. Or use the table as a guide for side effects to damage to specific body parts (the random roll may not be appropriate). This damage table is found on page 6 of the Robotech RPG and on page 8 of Sentinels.

Damage at Point Blank Range

There is a big difference between Getting shot from 300 yards away (about 300m) or at a range of 10 feet (3m). For one thing, the assailant will be less accurate and for another, the bullet will have less impact at the greater distance.

We will define close range as approximately ten feet (3m) or closer. At ten feet away the assailant has a better chance to hit his target (especially a human size target), the bullet or energy bolt will have greater impact (inflicting more damage), and the attack is more likely to hit a vital organ.

The following rules take into consideration the damage and effects of point-blank attacks.

1.) *If the target is immobile*, such as an unconscious person or somebody who is tied up, the attacker will automatically

strike his target at point-blank range (10ft/3m or closer). No roll to strike is necessary unless the target/victim can dodge or unless the attacker is *shooting wild*. However, without the strike roll, a critical strike (double damage) is impossible. On the other hand, damage is automatically much greater.

2.) *Damage at point-blank range is full S.D.C. damage and half hit point damage.* **For example:** Your character is shot at point-blank range and suffers 12 points of damage. The full 12 points are subtracted from the S.D.C. and another 6 points (half of 12) are subtracted from the character's hit points as well. When all S.D.C. points are gone, the full damage is subtracted from the hit points. Yes, this does mean that a character may survive a point-blank attack, but that's because it is possible even in real life.

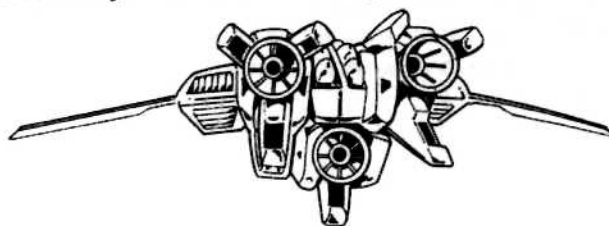
3.) *Additional affects from point blank attack!* The force of this brutal attack will always momentarily impair its victim, even if it is only S.D.C. damage. Roll on the following table whenever a character is shot at close range. Game Masters who want a more realistic game can have players roll on the following table whenever a character is shot from any distance. Of course, these rules do not apply to mecha.

Additional Effects Table from Gunshots (projectile and energy)

- 01-20 Momentarily stunned:** Victim loses one attack that melee (or one the following melee if he has no attacks left that melee).
- 21-40 Stunned and knocked down:** Victim is knocked to the ground by the blast; loses two melee attacks, loses initiative, and is -1 to strike for the rest of that one melee round.
- 41-60 Stunned and knocked down:** Victim is in terrible pain and is knocked to the ground by the blast, loses all melee attacks/actions for one full melee and is -2 to parry and dodge for that melee.
- 61-80 Momentarily knocked unconscious:** The shock to the nervous system temporarily renders the victim unconscious for 1D4 melees (15 to 60 seconds). While unconscious the character can not move, think, or plan, nor is he aware of events happening around him. The unconscious individual is completely helpless and open to attack.
- 81-96 Knocked unconscious:** The victim is knocked out for 1D6 minutes. While unconscious the character can not move, think, or plan, nor is he aware of events happening around him. The unconscious character is completely helpless and open to attack.
- 97-00 Momentarily stunned:** Victim loses one attack that melee (or one attack the following melee if he has no attacks left).

NOTE: Roll for each gun shot.

4.) *Damage from a point blank shot to the head or heart is the same as #2;* full damage is subtracted from the S.D.C. and half directly from hit points. However, the side effects are much more deadly. Roll on the following table.



Head and Heart Table

01-35 Lucked out! Missed all vital organs; however, the blast knocks its victim unconscious for 3D4 minutes and covers the character in his own blood. You look bad and feel worse; throbbing headache, terrible pain, shortness of breath, difficulty in concentrating and woozy. Penalties: Reduce speed by half, -30% on all skills, -10% on initiative, -3 to strike, -3 to parry and dodge, and the character is still losing blood (see rules for blood loss). The penalties apply for 24 hours.

36-70 Knocked unconscious! The victim's condition is bad but could be worse. In addition to the physical damage, the character is unconscious for 2D6 hours and requires immediate treatment to stop the bleeding and may need hospital treatment. When consciousness is regained, these penalties apply: Reduce speed by half, -40% on all skills, -10% on initiative, -4 to strike, -4 to parry and dodge. The penalties apply for 72 hours, then reduce them by half for another 72 hours.

71-00 Coma! The shock to the nervous system is too much and/or serious internal damage. The character lapses into a coma (this automatically reduces the character's hit points to zero regardless of the damage die roll). From all outward appearances the character will seem to be dead. Only a careful examination will reveal life signs. Under these special circumstances the character can survive in a coma state three times as many hours as normal. See Surviving Coma and Death, page 5, in the Robotech RPG or pages 7 and 8 in Sentinels. The victim is +6% to save vs coma. Penalties are the same as #36-70 Knocked Unconscious, but the duration is twice as long.

NOTE: Depending on the situation, the victim of a point blank attack may be automatically killed too. But this is left up to the Game Master's discretion. The general rules presented here are to be applied to not necessarily lethal situations.

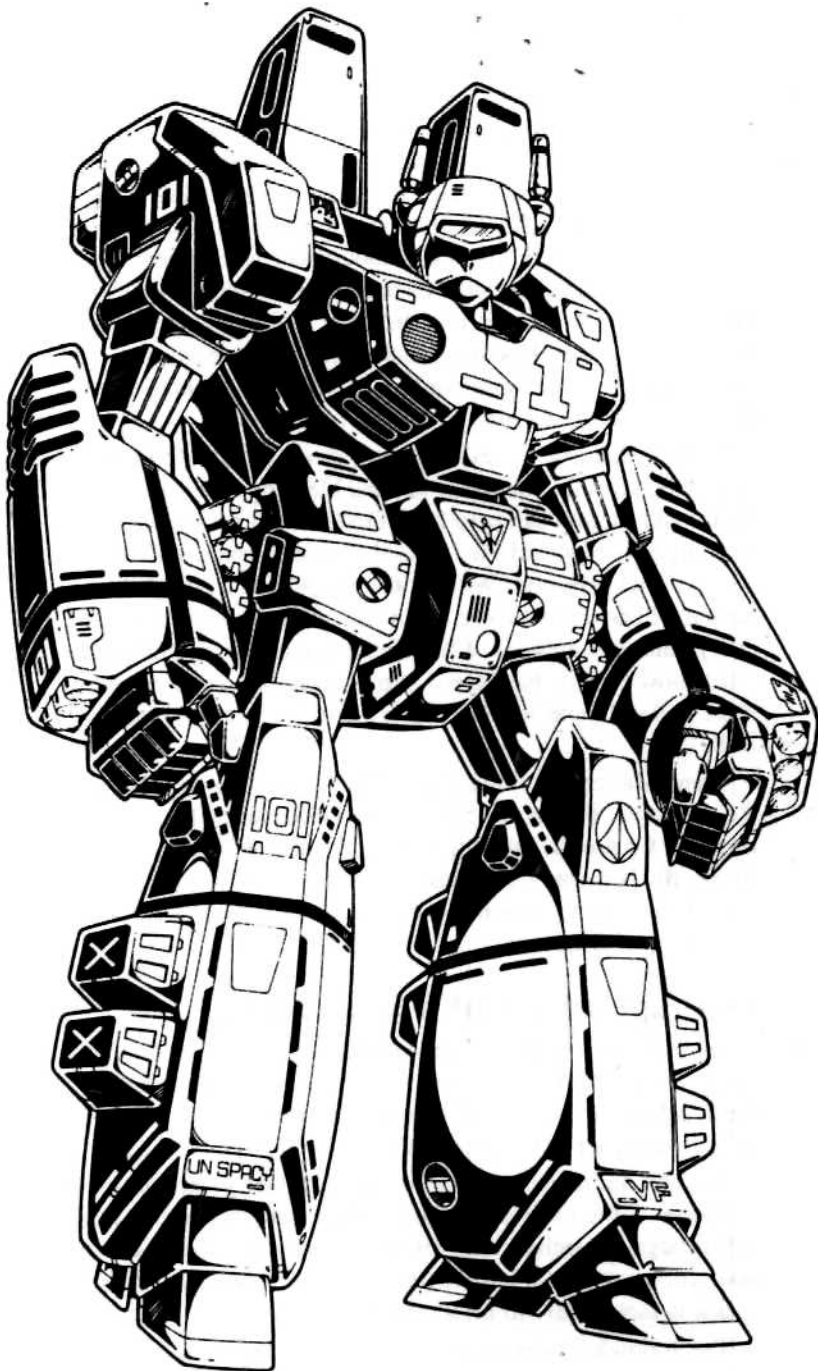
EXPLOSIVES

Again, I must say 'use some common sense.' A character can not survive a point-blank confrontation with a grenade or dynamite, no matter how much S.D.C. or hit points he might have. If your character leaps on top of a grenade to save others, that's great, but he's dead. And I mean DEAD! There is no chance of survival, because he was laying right on the grenade. At the risk of being gory, his guts were blown to smithereens.

At the GM's discretion, the character might survive, but a limb or two will be blown off, like a hand, or hand and arm, or leg(s), etcetera. That's the only realistic way to play explosives vs the human body.

A basic rule of thumb when using explosives is that they inflict double damage directly to hit points when at point-blank range (10ft/3m). Point-blank range could be doubled or even greater depending on the power of the explosive.

If the character is not caught in the point-blank range of an explosion then the normal damage is subtracted first from S.D.C. and then hit points. In this case, the character could walk away with just a few scratches; no serious damage.





JAPANAMATION SIDE NOTES

ROBOTECH II: THE SENTINELS™ T.V. SERIES

As most of you Robotech junkies know, the original Robotech animated series was actually the result of skillful rewriting and editing of three completely unrelated Japanese science fiction cartoons. Because this was the case, I've heard many rumors about Sentinels and its animation; all of which are wrong. So, once and for all, here is the scoop on Sentinels.

Unlike its predecessor(s), Sentinels was a brand new story written by Carl Macek specifically for the American T.V. market. The idea was to give fans the continuing story of Rick, Lisa, and the SDF-3 . . . Robotech Two. For the sake of continuity, Tatsunoko Studios, the people responsible for the Macross part of Robotech, was hired to do the animation for Sentinels (a great deal of American T.V. animation is done by the Japanese so this is nothing new). Harmony Gold knew the level of quality would be high and also knew that Tatsunoko Studios could handle the action and dynamic look for the mecha. Three episodes of the ill-fated T.V. series were completed by Tatsunoko before the project collapsed. Those three episodes are currently available

on VHS video tape from Palladium Books and/or from comic book and hobby shops throughout North America. ALL the animation is by Tatsunoko! Yes, the animation style is a little different, but it is still Tatsunoko Studios. NO additional animation by any other company was added later. As Carl Macek said to me, why would Harmony Gold have to bring in somebody else? Tatsunoko was responsible for all the animation from A to Z. How the rumor started that parts of Sentinels were done by a lower quality American animation studio is a mystery. One Japanimation fan even insisted that you could see the different quality/style in the video. Sorry pal, any differences you think you see are in your imagination.

The following Japanimation side notes are really from the last portion of the Robotech series, Mospeada/Invid Invasion/The New Generation. The translations are from copies of original model sheets.

THE CYCLONE

1.) M.O.S.P.E.A.D.A. stands for Military Operation Soldier Protection Emergency Aviation Dive (Drive?) Armor (Auto?). If you recall we see Scott Bernard take a cyclone out of his crash landed Alpha. So was the cyclone really intended as an emergency all-terrain vehicle for downed pilots?

2.) "VR-052 Ride-Armor Mospeada": Length: 205 cm, dry weight: 132kg, maximum speed: 220 kilometers per hour (about 140mph), 98hp/1600rpm, maximum range: about 380km (about 240 miles), power unit: liquified hydrogen turbine engine.

3.) Has "multiple sensors."

4.) "Blowsperior" is the name of "Yellow's" (Yellow Dancer) "VR-041 Ride Armor." It has a "high frequency saber," which makes it different from the "VR-052."

5.) "Fuke" (Rook Bartley) rides a "VR-038" because it "is easy to use, even for a woman." It is lighter and clearly does not have missiles.

6.) "VR-052 Armaments: anti-armor missile x4" (GR-97 Forearm Missile Launchers), "hand grenade x6" (?), "beam cannon x 1" (the EP-40 Pulse Beam Gun), "grenade launcher x 1" (GR-103 mini-missile launcher), and "12.7mm gatling gun x1" (EP-37 60mm Beam Cannon).

THE ALPHA FIGHTER & BETA

1.) The Alpha and Beta seem to be considered to be one unit called "Legios." The Alpha alone is called "Armored Soldier Legios". The Beta appears to be called a "Tread".

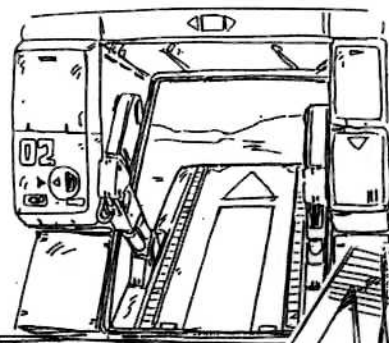
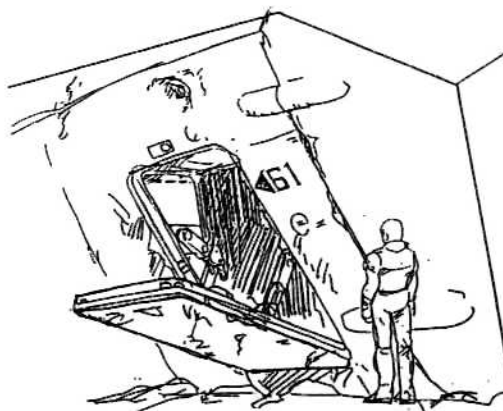
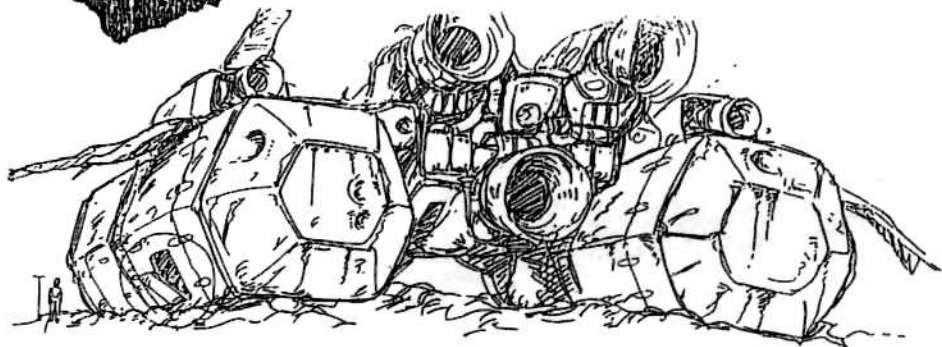
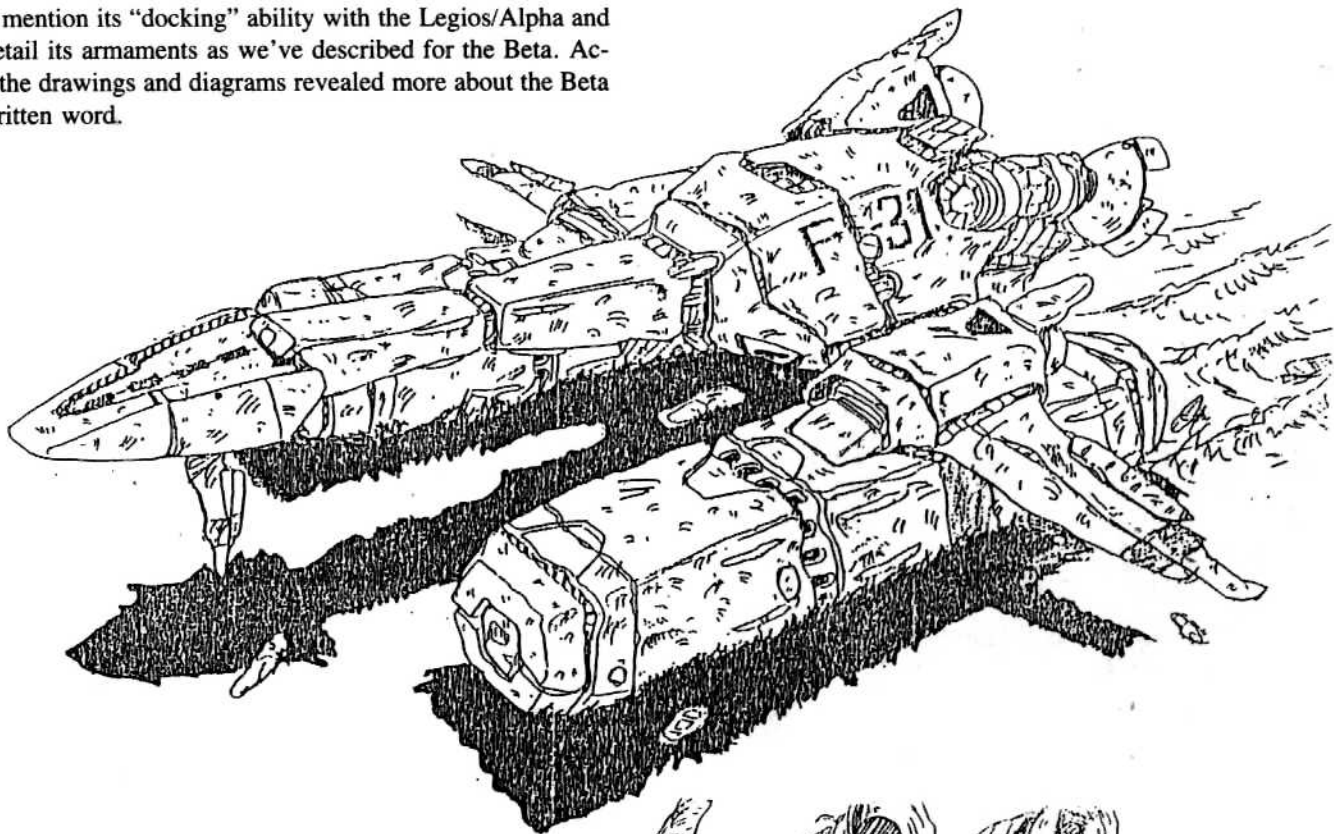
2.) "Legios" in various modes of transformation are: "Armored Soldier" (Battloid), "Armored Diver" (Guardian), and "Armored Fighter" (Jet Mode). A continual reference to the word "Dive" suggests that these mecha were dive ships for space to planetary/transatmospheric attacks.

3.) The armaments for the "Legios Armored Soldier" (Alpha) are 60 missiles and an "80mm gatling beam gun" (GU-XX).

4.) Basic data for the "Armored Soldier Legios: 10.25m in length, 8.75m in height, 4.30m in width, and 16.70 tons in weight. Main engine: JG-97M, maximum power: 4800kg x 4, maximum speed: Mach 2.3.; one pilot and capable of carrying one ride armor."

5.) There is little mentioned about the Beta/Tread. However,

it does mention its "docking" ability with the Legios/Alpha and does detail its armaments as we've described for the Beta. Actually, the drawings and diagrams revealed more about the Beta than written word.

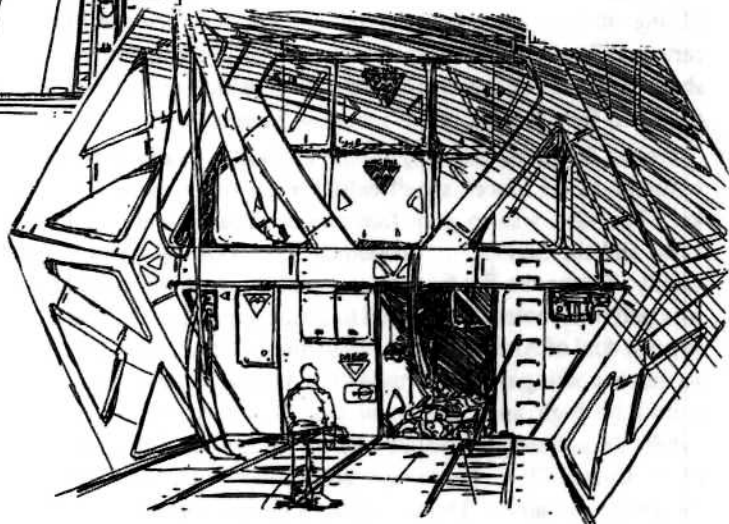


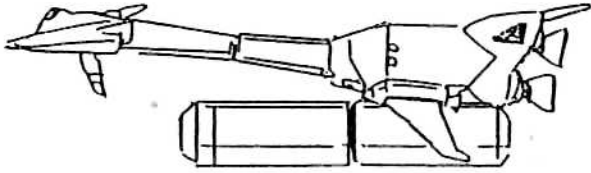
REF SPACECRAFT

1.) "Ikazuchi": Mars to Earth troop carrier from the Second Earth Recapture Force. Carries 140 Legios (Alphas & Betas) and can tow several tens of Horizont carriers by beam. Beam cannons concentrate from the top of the ship. The bridge is located on the top of the ship. Hangars are scattered throughout the ship.

2.) "Garfish": High speed, long distance, armored transport ship. Three cargo containers hold a total of nine Legios (Alphas & Betas). Armaments include missiles and beam cannons.

3.) "Horizont": Dive Transport shuttle for the delivery of soldiers and munitions. Carries detachable, hexagonal storage





containers. Inside of the Horizont is a three section ready deck with combat troops; 12 soldiers in each, plus cockpit with a crew of 4 to 6, and Legios take-off deck. Underneath the Horizont is where the Legios and Tread is stored.

THE MOSPEADA STORY

The solar system is invaded by aliens. The human race is attacked by the aliens, the invid ("inbits"), but only the Earth is occupied, defeated by overwhelming power and numbers. The aliens always wear battle armor and never reveal their true nature. As time goes on, the battle armor/aliens seem to improve. "New types/models begin to appear, one after the other." Mars is where the human's reserve military bases are located. The reserve army sends several "recapture" missions to Earth. Additional factories and human colonies/bases exist on the moons of Jupiter.

THE INVID ("The Conquerors of Earth")

1.) "Shell-Dor" is the clam shaped invid transport. It has a symmetrical design with four "nozzles" in the center for adjusting orbit. Total length about 150 meters (about 500 feet). Also called a "mothership" and states that there are about 10,000 around the Earth.

2.) Invid Scouts are called "Iigaa." They are the smallest of the invid mecha, but more agile than the trooper. "Some models of Iigaa have beam guns." Translations seem to suggest that the various types of invid are each a new "generation" which is better than the previous.

3.) The Invid Trooper is called a "Gurab." A bigger more powerful generation of invid. The next "generation" of invid is Gurab with "laser cannons" (the Shock Trooper).

4.) The Pincer Command Unit is called "Gamo" and is considered to be an "ultra heavyweight battle armor" Above each arm is a "heat cannon which is able to melt Mospeada size objects down." The "heat cannons both move together like human eyes." There are "two nozzles for flying on the back and a pair of sub-jets."

5.) The Royal Command Battloid is called "Gosu" and the pilots are "Solugi(?), the most evolved among the Invid."

6.) The Enforcer is called a "Protector Invid" and is referred to as the "last evolution body" of the invid. "This is able to command the other battle armors." "Inside both arms are lasers and the head has a camera eye." The assault rifle is translated as a "bazooka gun" (later as a "laser") and the energy shield is called a "buckler." The laser gun can not be used when the buckler is on.

WHERE IS REFLEX POINT?

There has been a lot of speculation as to where our heroes travelled and exactly where Reflex Point is located. Well, our research indicates the following. Scott Bernard crash lands in a wasteland/desert in Brazil. His journey leads him up through Brazil into Venezuela. The tropical island episode almost certainly takes place in Cuba or Jamaica or one of the neighboring islands (but the fact that a military base with a patrol boat is found suggests Cuba). Our heroes then seem to be out west (southwest), Texas perhaps, and zigzag from Florida to Denver, Colorado (Denver is clearly identified) to New York (also clearly identified) and finally, Reflex Point. The T.V. show seems to imply that Reflex Point is near New York, but a distorted aerial map/view seems to place Reflex Point near the Great Lakes. Narrowing that down further, it would seem that the Point lies between Thunder Bay and Winnipeg in Canada, or perhaps Minnesota or Wisconsin. HOWEVER, if the site of Reflex Point is at or near the burial site of the SDF-1, then it would have to be Calgary, near the Montana border.

Spd.: _____

134



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