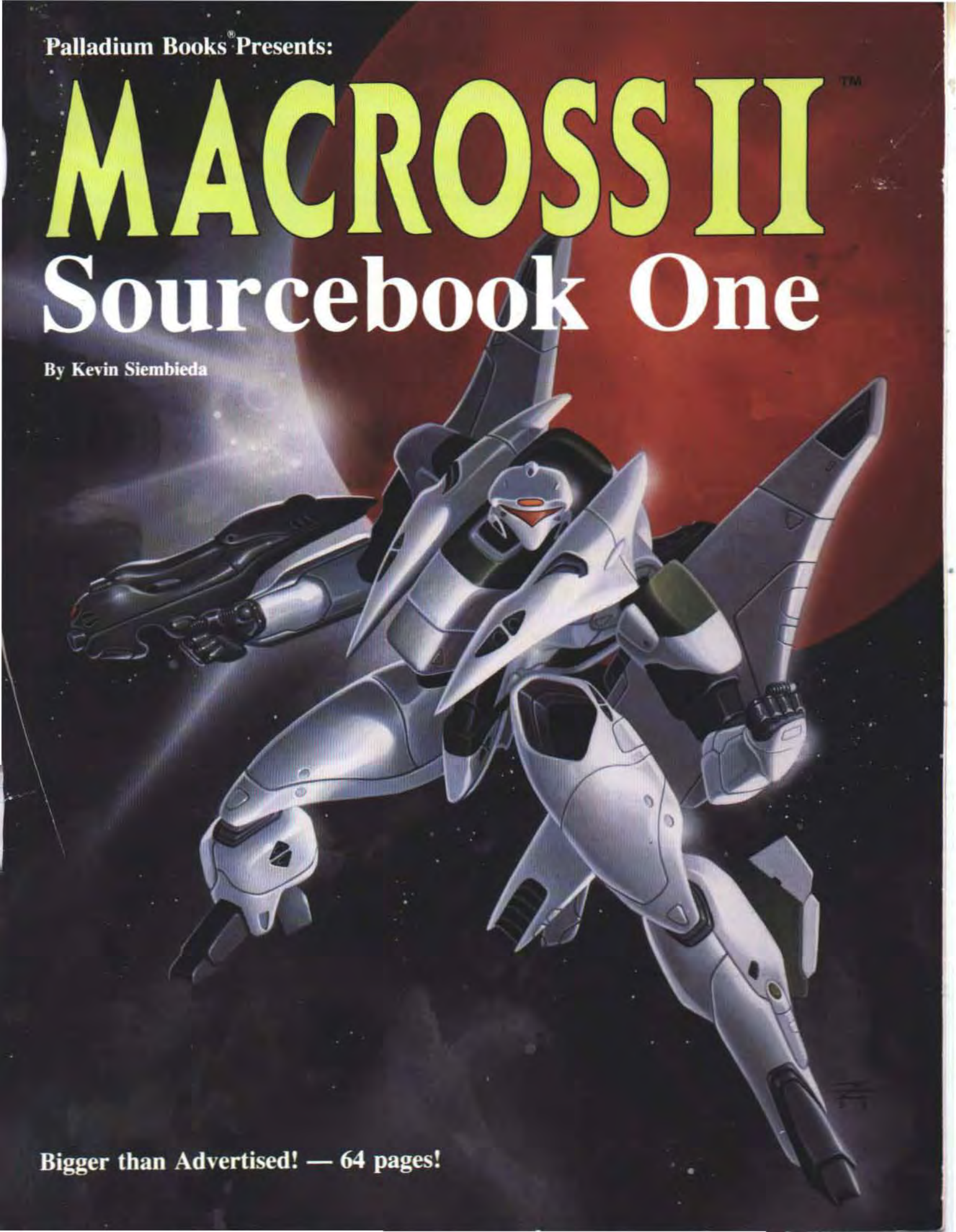
Palladium Books® Presents:

MACROSS II™

Sourcebook One

By Kevin Siembieda



Bigger than Advertised! — 64 pages!

Dedicated to Newton Ewell, a big Japanimation fan and a tremendous talent.

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Macross II™

Sourcebook One: The U.N. Spacy

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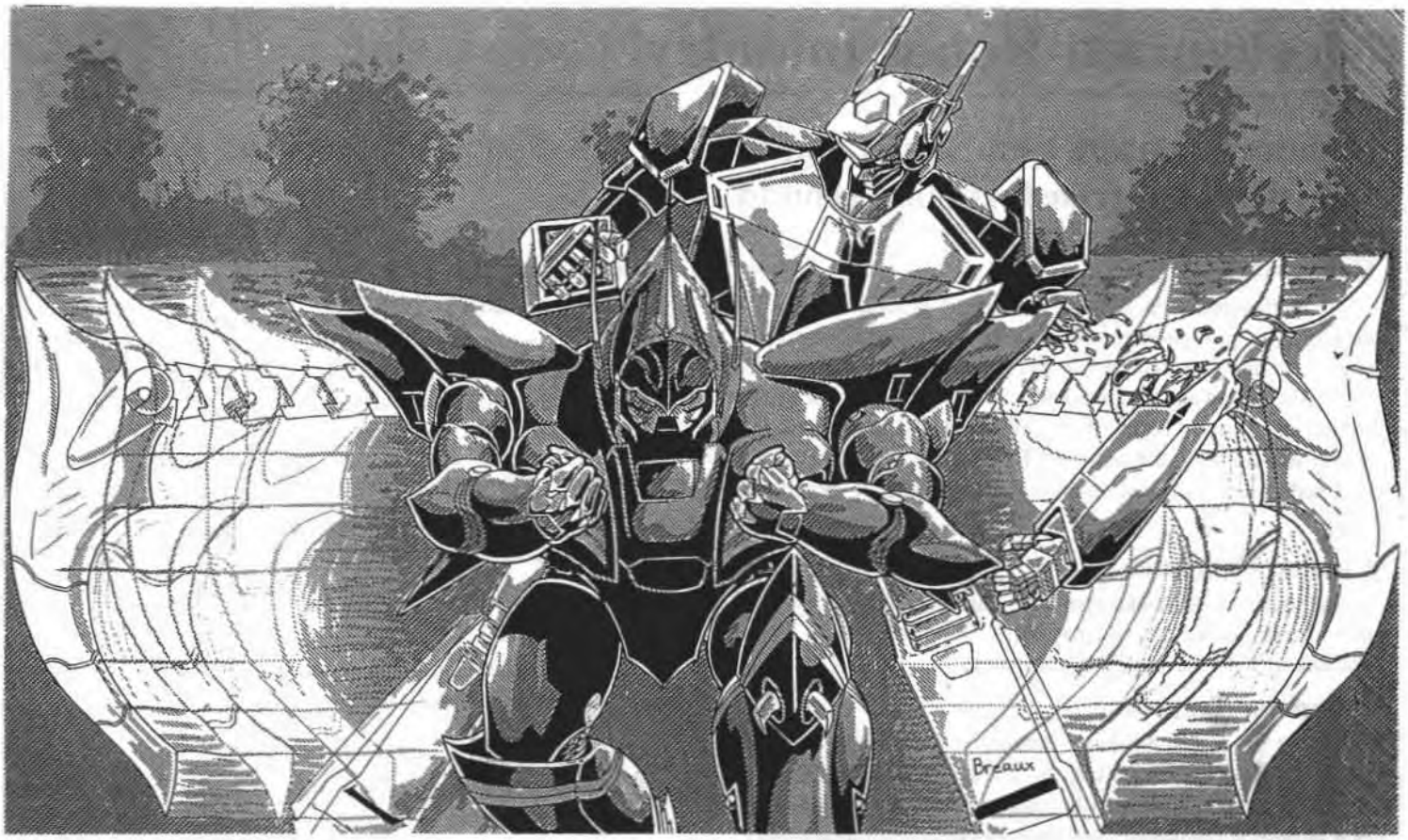


More details about Macross II

The **Macross II RPG** has become an instant fan favorite. The **Macross II Sourcebook** you hold in your hands should also become an instant hit. Even more so than the role-playing game, the sourcebook contains illustrations and information rarely found anywhere else in North America! For that matter, many of the exquisite mecha designs are seen only in the last episode (the third videocassette). In many cases, the viewer only gets brief glimpses of the marvelous designs of the Tomahawk II, Monster II, Phalanx, Defender-Ex and Macross cannon. Others, like the Metal Siren, are so exciting that one can't get enough of it. So it is with great pleasure and satisfaction that Palladium Books presents detailed information and drawings of these unique and powerful machines. Best of all, not only is this book a great reference to the series, but as an extension to the role-playing game! This means players can recreate all the adventure and excitement of the series and go on to build their own heroic saga of conflict and discovery.

Design Note: Game Masters and players who intend to use these robot vehicles and war machines with other role-playing games, settings or characters may want to reduce the mega-damage and/or limit the number of available weapons and/or ammunition. The mecha of **Macross II** are incredibly powerful and may imbalance other RPG settings. Remember, many of these war machines have been designed to fight and destroy mile long spaceships and entire squadrons of invading enemies. Enjoy.

The Mecha of the U.N. Spacy

Ground Troops

The mechanized ground forces of the U.N. Spacy operate giant, non-transformable mecha. These are heavily armored mechanized assault and defense weapons equipped with cannons, beam guns and missiles. They are the front-line defense against alien and mechanized enemies. The mecha of the armored mechanized infantry are anti-fighter, robot and spacecraft weapons with long range capabilities and heavy artillery firepower; a single unit is more powerful than an entire 20th century tank division! Together with the super fast and powerful Valkyrie fighters and conventional air-power, they represent a formidable force against any opponent. Since the Marduk invasion attempt, the number of giant infantry robots has been tripled.

Each robot is piloted by one to four human-sized pilots who may be assisted by one or two gunners and/or a communications or other engineer.

The strength of the ground troops are the machines' devastating firepower. Any one of the U.N. Spacy's mechanized infantry robots can blow a Valkyrie into bits with three to six well placed shots from the right combination of weapons. A defensive line of a dozen or more can obliterate an unprepared enemy. Their weakness is their slow speed and limited range of movement. Smaller, faster enemy power armor and jet fighters can outmaneuver the giant juggernauts, especially when one U.N. Spacy robot defender is up against several faster enemies.

Mechanized Robot Infantry

Standard Sensors and Equipment for All U.N Spacy Mechanized Robot Vehicles (non-transformable ground mecha)

Cargo Area

A small cargo area is located in most ground robots. This area is large enough to comfortably hold one human sized passenger. As many as two people can fit in the cargo bay, but they will be squashed and uncomfortable. Note that there are no seats in the cargo cavity behind the pilot's seat and passengers must sit on the floor of the vehicle. This means that they may be buffeted about and sustain minor injury (mainly bumps and bruises).

Combat Computer

Calculates, stores, and transmits data onto the cockpit computer screen or head-up display (H.U.D.) of the pilot's helmet. Patches in with the targeting computer.

Computer Targeting

Range: 50 miles (96 km). Assists in the identification and tracking of specific enemy targets. The system has 10,000 images stored in memory and can be programmed to include 10,000 new targets. It can identify and track 144 targets simultaneously.

Electro-Magnetic Feet

All the giant infantry robots have an electro-magnetic system built into their feet. This enables them to walk on the decks of spaceships and space stations in the vacuum of space without the need of a space jet pack harness or tetherline.

The magnets not only adhere the mecha to the decks of spaceships, but also locks them in place to prevent any possible kickback from the recoil of cannons and rail guns. The electromagnetic feet do NOT give the robots the ability to walk up walls when in an atmosphere environment, but will anchor them to the metal floor of a battleship or similar metal structure.

External Audio Pickup

Range: 300 feet (91.5 m). A sound amplification listening system that can pick up a whisper 300 feet away.

Fuel Capacity

All mechanized robot vehicles for military use are nuclear powered, with a 12 year life under the most strenuous combat activity.

Heating and Cooling System

The temperature and humidity of the pilot's compartment are automatically regulated by the heating and cooling systems. A small refrigeration unit for preserving food, water and specimens is connected to this system. Refrigerator is approximately 26 inches wide.

Heat and Radiation Shields

Special shielding prevents the penetration of life threatening heat and radiation. A radiation detection and alarm system are linked with the shields and will sound an alarm if there is a rupture in the shields and tells what the levels of radiation are.

Independent Oxygen Supply and Circulatory System

This system automatically engages in environments where oxygen and circulation are required, such as in the vacuum of space or when toxic gases are sensed. It can recirculate breathable air for up to eight weeks before it gets stale.

Laser Targeting System

Range: Two miles (3.2 km). Used for increased accuracy in the striking of enemy targets and is partly responsible for the mecha's strike bonus.

Loudspeaker

A loudspeaker system is built into the craft. It is used to amplify the pilot's voice up to 90 decibels.

Optics: Infrared and Ultraviolet

Range: 2000 feet (610 m). This optical system projects a beam of infrared light that is invisible to the normal eye. The infrared beam enables the pilot to see in the dark and to see other infrared beams. The ultraviolet system enables the pilot to see into the ultraviolet spectrum of light and is mostly used to detect the light beams of ultraviolet detection systems. The infrared light beam can be seen by anybody who also has infrared optics. Therefore, the light beam can be followed back to its source. **Note:** Smoke impairs and blocks the vision/beam, rendering it temporarily useless.

Optics: Nightvision

Range: 2000 feet (610 m). A passive light image intensifier, meaning it emits no light of its own, but relies on ambient light which is electronically amplified to give a visible picture.

Optics: Thermo-Imager

Range: 2000 feet (610 m). A special optical heat sensor allows the infrared radiation of warm objects to be converted into a visible image. It enables the pilot to see in the dark, in shadows, and through smoke. It also adds a +10% bonus to characters with a tracking skill.

Radar

Range is 50 miles (80 km) and can simultaneously track up to 60 different airborne targets. Ground vehicles and low flying aircraft (flying 200 feet/60 or lower cannot be detected by radar). Likewise, vehicles and aircraft flying through forests, at tree top level or through city streets cannot be tracked by radar until they enter a large open area.

Radio/Video Communications

Long range, directional communications system with satellite relay capabilities. Range: 600 miles (960 km) or can be boosted indefinitely via satellite relay.

Reinforced Pilot's Compartment

In an effort to give the pilot maximum protection and a chance for survival, the pilot's compartment is reinforced. This means even if the entire vessel is destroyed, it is possible that the pilot may have survived within his protective compartment (it all depends on how much damage has been inflicted).

Self-Destruct

To prevent the powerful robot combat vehicles from falling into the hands of the enemy, the pilot or gunner can activate a one minute delay explosive that will destroy the internal workings of the mecha. The explosive damage is mostly contained inside the robot and inflicts 4D6 × 10 M.D. inside the robot, but only 1D6 × 10 M.D. to everything within a 20 foot (6 m) radius of the robot. All internal systems are obliterated.

Standard Survival Kit

All military robots come equipped with a portable survival kit. Inside the small reinforced box is a medium-sized flashlight, two hand flares, one rocket flare, a compass, infrared distancing binoculars, small mirror, pocket knife, dehydrated and concentrated food (can be stretched into a five day supply for one person) and basic first-aid items (aspirin, bandages, disinfectant, etc.).

Voice Actuated Locking system

Most mecha have an automatic locking system that is engaged the moment the hatch is closed. A six digit spoken code will open the hatch. A manual key pad is provided in case of system failure.

360 Degree Rotation

All infantry ground robots, except the Monster II, can rotate at the torso 360 degrees. Many of the weapon systems, turrets and arms can also rotate 360 degrees.

Space Propulsion System

A special propulsion system has been devised for robot ground vehicles so that they can maneuver in the vacuum of space. Without the special space jet pack, the giant vehicles would float helplessly and directionless, pushed only by the recoil of some of their weapons. The propulsion system is useful only in zero or near zero gravity like that of the moon. The large, bulky propulsion unit can be bolted to the back of any unit except the Monster II. Top speed is limited to approximately 500 mph (800 km). The main body of the mecha jet pack is 100 M.D.C.

The Monster II has a simple set of hover jets built into it for hovering above the ground or moving through space. In both cases, the maximum speed is only 40 mph (64 km). Only the Phalanx Upgrade has full space maneuvering capabilities and Mach speed. Note that in all cases, the space propulsion system does not provide flight in an atmosphere.

U.N. Spacy Ground Mecha

Tomahawk II
Phalanx Upgrade
Defender-Ex
Monster II
Mecha Transport VTOL
Close Assault Ground & Air Combat Jet
Note: All ground mecha are non-transformable.

The Tomahawk MK II

The Tomahawk II is an armored, mobile anti-troop unit with light anti-aircraft/anti-armor guns, giving it both long range and short range capabilities. Its main function is as an anti-troop weapon for engaging enemy ground troops and low flying aircraft and power armor. Its long range weapons are its two big cannons mounted on its shoulders; they can also be used against armored opponents at close range. The powerful particle beam cannon and rail gun built into each arm are ideal against armored opponents, including tanks, APCs, power armor and others. The quadruple barrelled auto-cannons in the chest and the mini-missiles are primarily anti-personnel weapons. Although the lower arms are guns, the Tomahawk II can hold its own in hand to hand combat, hitting, parrying and kicking.

The Tomahawk II is heavily armored yet is the fastest and most mobile unit in the mechanized infantry of the U.N. Spacy. They are also deployed as riot control units (substituting rubber bullets in the auto-cannons and rail guns, and using strategically placed energy blasts only against vehicles). They are also dispatched to engage rogue Zentran, Meltran or other mega-damage foes.

Vehicle Type: AAV-TII Tomahawk
Class: Armored Artillery Vehicle (non-transformable)
Crew: Two to three: One pilot and a gunner is mandatory, otherwise the vehicle functions at half its full capacity if operated by a lone pilot (reduce the number of attacks by half and mecha combat bonuses by half). Typically the pilot operates the gun arms and overall movement, while the gunner operates the chest guns and big shoulder cannons.

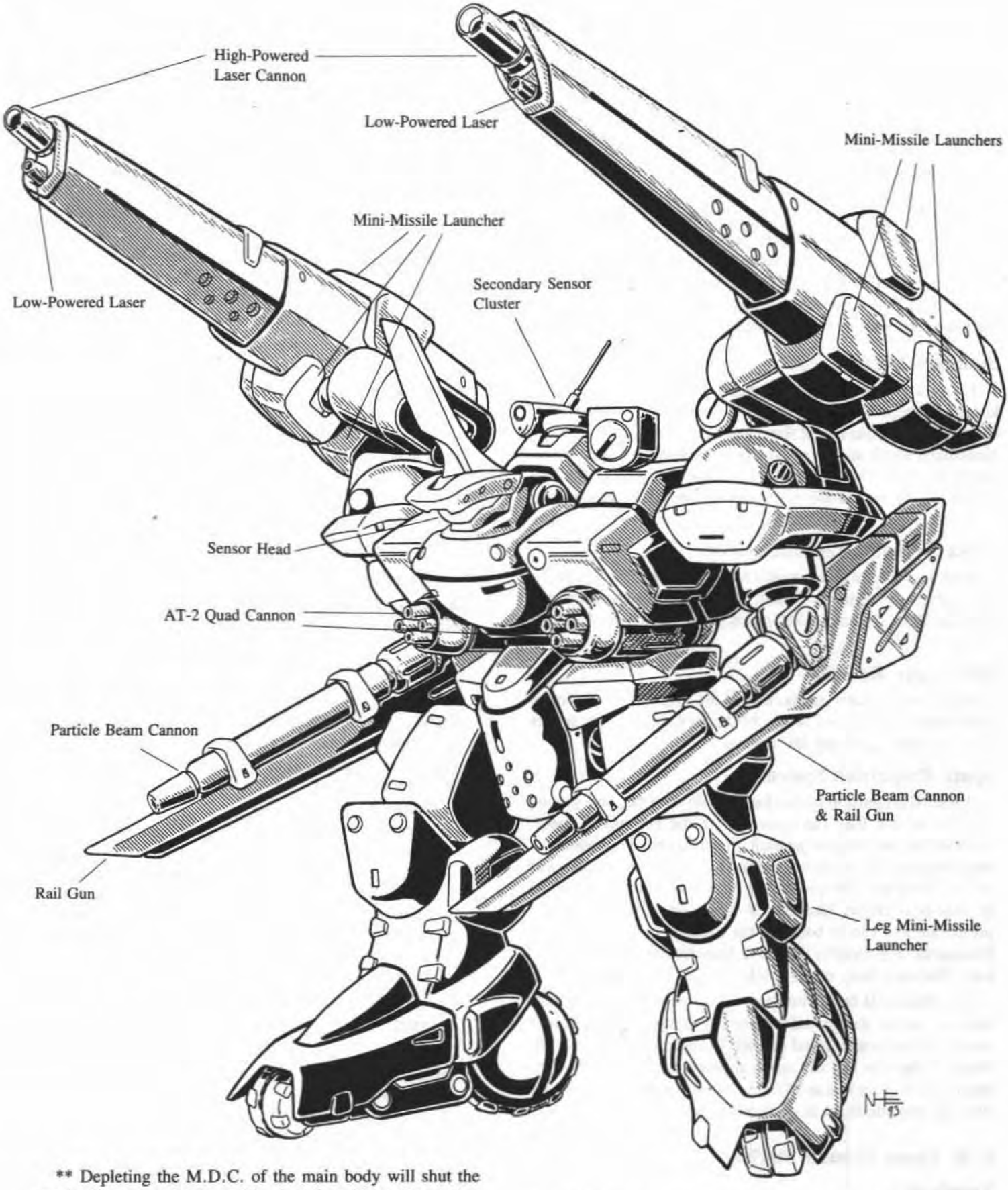
A full crew consists of a pilot, co-pilot or communications engineer, and a gunner. One passenger can be accommodated in an emergency situation for a total of five people inside the giant robot, but conditions are cramped.

M.D.C. by Location:

*Sensor Head — 100
*Secondary Sensor Unit (1, behind the head) — 80
*Chest Quad Gun Turrets (2) — 40 each
*Forearm: P-Beam Cannons (2) — 60 each
Forearm: Rail guns (2) — 100 each
Dual Swivel Cannons (2) — 200 each
*Low Power Laser (2, nozzle in swivel cannon) — 20 each
Legs (2) — 220 each
*Feet (2) — 80 each
Reinforced Pilot Compartment — 120
**Main Body — 350

* All items marked with a single asterisk means they are small and/or difficult to strike. An opponent must make a called shot to strike these areas and even then suffers a penalty of −3 to strike.

Destroying the head will destroy all forms of optical enhancements, however there is a secondary system that automatically engages when this happens. The secondary system is located on the back, behind the head. If both sensor systems are destroyed, the range and targeting capabilities of radar and all other sensors (non-optical) are reduced by half and optical enhancements are lost (zero). The head and rear sensor arrays are difficult targets to strike: an attacker is −3 to strike even when a called shot is made.

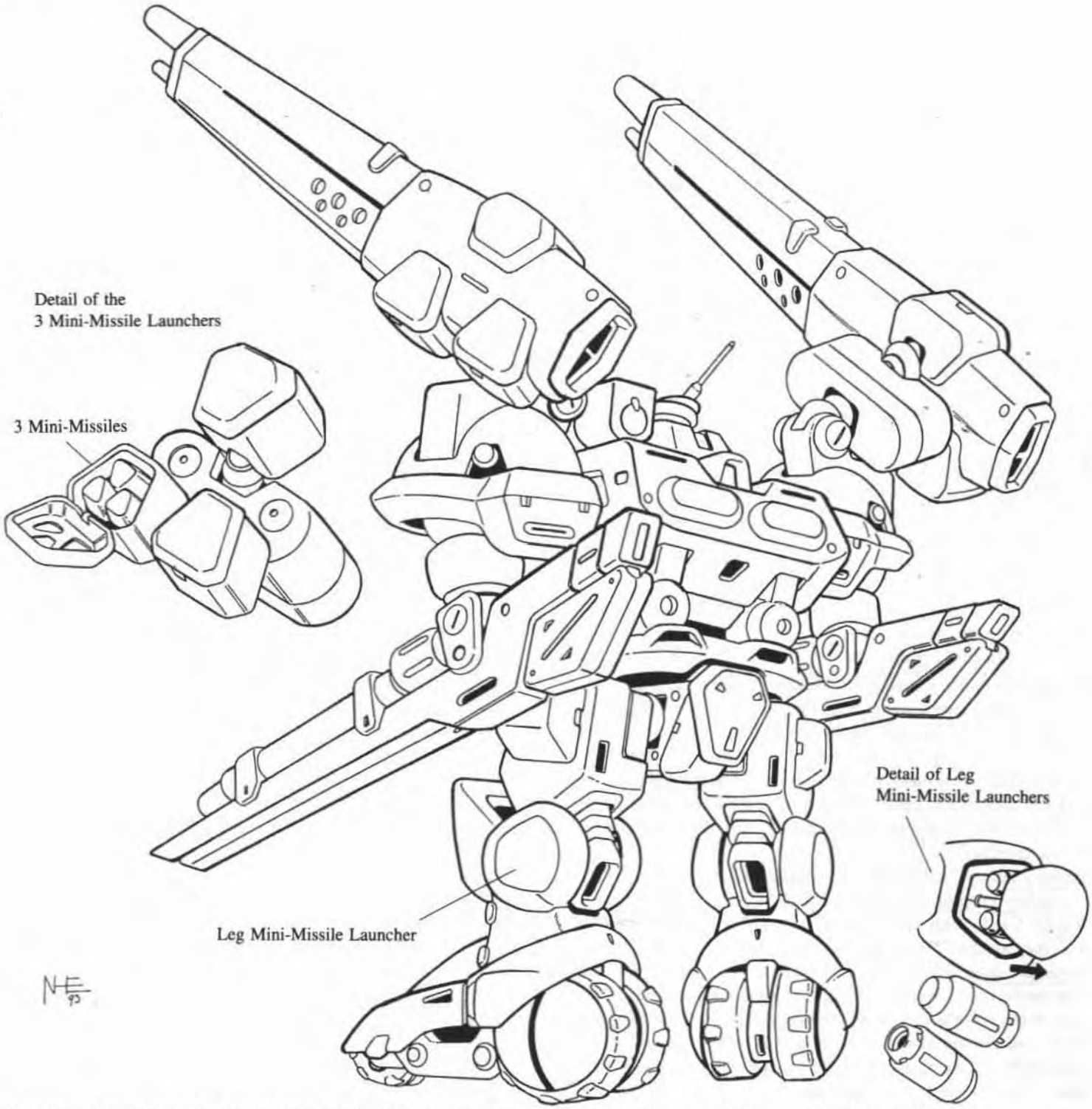


** Depleting the M.D.C. of the main body will shut the mecha down completely, making it useless. **Note:** Destroying a leg will reduce the speed by 70%. Destroying a foot will reduce speed by 10%.

Speed

Note: In a zero gravity environment like outer space, the lengths of leaps are increased by ten times. Running is not possible in zero gravity. To fly in space, a special robot jet pack is necessary.

Running: 65 mph (104 km). Half in space on the deck of spacecraft or space stations (using electro-magnetic grips in the feet to hold on to the metallic surface). The Tomahawk is the fastest of the ground mecha.



Leaping: The robot can kick, stomp and make short leaps. Maximum leaping height is only 10 feet (3 m) or 20 feet (6 m) lengthwise.

Flying: Not possible in an atmosphere. A special jet pack is used to propel or maintain a position whenever it is taken into space.

Note: Many of the space battle cruisers, destroyers and orbital stations have a complement of ground robots.

Statistical Data

Height: 40 feet (12.2 m)

Width: 30 feet (9 m) at the shoulders.

Length: 28 feet (8.5 m).

Weight: 35 tons

Physical Strength: Equal to a P.S. of 50.

Cargo: A small 4 × 4 × 4 foot compartment.

Power System: Nuclear, with a 12 year life.

Weapon Systems

1. **Top Cannons: High-Powered Laser Cannons (2):** These are the big guns of the two, dual cannons mounted on each shoulder. Both of these giant guns can fire simultaneously at two different targets or the same one. The giant lasers are built on mounts that enable them to rotate 360 degrees, enabling them to turn completely around to fire at attackers from behind without the entire robot making a move. The big guns can also be raised and lowered in a 90 degree arc of fire. **Note:** The smaller, low-powered lasers located underneath the high-powered lasers, contained in the same weapon housing are comparatively short range weapons and cannot be fired simultaneously with the more powerful laser. There

are also three mini-missile launchers built into each of the cannons with three missiles in each (total nine per cannon; see number three).

Primary Purpose: Assault

Secondary Purpose: Anti-armor/Anti-fighter

Range: 6000 feet (1829 m; double in space)

Mega-Damage: 1D6 × 10 per single blast or 2X6 × 10 per dual blasts fired from both cannons simultaneously at a single target.

Rate of Fire: Equal to the combined number of hand to hand attacks of the gunner or pilot.

Payload: Effectively unlimited.

2. **Top Cannons: Low-Powered Lasers (2):** The low powered lasers are built into the same, giant cannon housings as the big, high-powered lasers. This means the cannon arm mounted on each shoulder can rotate 360 degrees and be raised or lowered in a 90 degree arc of fire. Unlike the big guns, the two smaller lasers cannot be fired simultaneously at the same target.

Primary Purpose: Assault

Secondary Purpose: Anti-Personnel and Anti-Missile

Range: 3000 feet (915 m; double in space)

Mega-Damage: 4D6 × 10 per single blast or 1D6 × 10 per triple pulse (a triple pulse counts as a burst and is less accurate in striking its target).

Rate of Fire: Equal to the combined number of hand to hand attacks of the gunner or pilot.

Payload: Effectively unlimited.

3. **Top Cannons: Three Mini-Missile Launchers (per arm):** Each of the two weapon housings of the laser cannons also have three mini-missile launchers. The launchers are located at the rear of the cannon housing. Inside each are three missiles. To launch them, a plate flips open and the missiles fly. Each cannon has three launchers with three mini-missiles in each for a total of nine (9) per cannon. Also see leg mini-missile launchers.

Primary Purpose: Close Range Assault/Anti-Personnel

Secondary Purpose: Defense and Anti-Missile

Range: Varies with missile type, typically about one mile (1.6 km; increase by 75% in space).

Mega-Damage: Varies with missile type. Any type of mini-missile can be used. Armor piercing and plasma are the most common types for space combat: Armor piercing inflicts 1D4 × 10 M.D. and plasma 1D6 × 10 M.D. per missile.

Rate of Fire: One at a time or in volleys of three, six or nine. One volley counts as one melee attack regardless of the number of missiles fired.

Payload: A total of nine missiles are located in each cannon for a total of 18 from both cannon housings combined. Note, two of the mini-missiles are usually smoke or flare types.

Note: The total number of ALL mini-missiles found in the Tomahawk (including both cannons and legs) 26.

4. **Lower Leg Mini-Missile Launchers (4):** Each of the two legs have a pair of mini-missile launchers located near the knee joint. Inside each are two mini-missiles. The cover plate flips open and the missiles fly.

Primary Purpose: Close Range Assault/Anti-Personnel

Secondary Purpose: Defense and Anti-Missile

Range: Varies with missile type, typically about one mile (1.6 km; increase by 75% in space).

Mega-Damage: Varies with missile type; typically armor piercing and/or plasma. Armor piercing inflicts 1D4 × 10 M.D. and plasma 1D6 × 10 M.D. per missile.

Rate of Fire: One at a time or in volleys of two or four. One volley counts as one melee attack regardless of the number of missiles fired.

Payload: A total of four mini-missiles are located in each leg for a total of 8 from both legs combined.

5. **AT-II Quad-Cannon Turret (2):** Two short range auto-cannon turrets are mounted in the chest of the Tomahawk. The rapid-fire turrets face forward but can swivel up, down and sideways at about 30 degrees.

Primary Purpose: Assault

Secondary Purpose: Defense

Range: 2000 feet (610 m; double in space).

Mega-Damage: A single burst from the quad turret fires 80 rounds and inflicts 1D4 × 10 M.D.; a single round does 1D4 M.D. Riot control rubber ammo inflicts 1D4 × 10 S.D.C. per burst or 1D4 S.D.C. per single round

Rate of Fire: Equal to the number of combined hand to hand attacks of the gunner (usually 4 to 6 bursts per melee round).

Payload: 10,000 round drum clip providing 125 bursts, each.

6. **Dual System Weapon Arms: Particle Beam Cannon (2) & Rail Gun (2):** Each of the lower arms are an identical combination beam cannon and rail gun. Both are considered short range, anti-personnel weapons, but they are also formidable weapons against armored troops and light mechanized vehicles. The weapon arm operates just like a human arm, offering the same range of movement and angles of fire.

Primary Purpose: Assault

Secondary Purpose: Defense

Range: Rail Gun: 4000 feet (1200 m; double in space)

Particle Beam Cannon: 3000 ft (915 m; double in space)

Mega-Damage: Rail Gun: A single burst fires 80 rounds and inflicts 1D6 × 10 M.D.; a single round does 1D6 M.D.

Particle Beam: A single burst does 2D4 × 10 M.D.

Rate of Fire: Each respective weapon can fire a burst or single blast equal to the number of hand to hand attacks/actions of the pilot (plus robot combat bonuses).

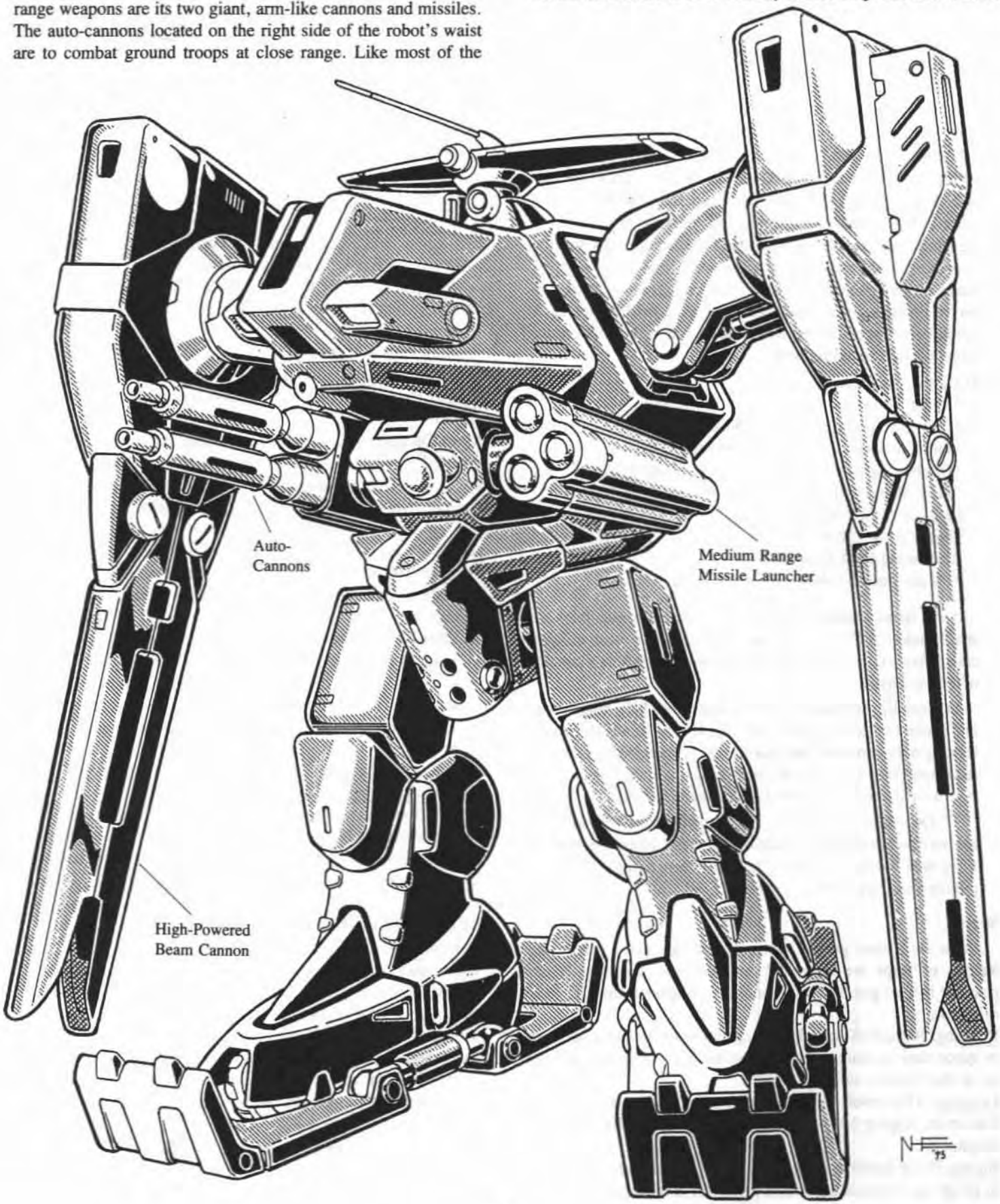
Payload: Rail Gun: 20,000 round magazine providing 250 bursts. It takes three minutes, a mechanical engineer or field scientist and the proper equipment to reload the giant ammunition magazine. A Valkyrie can do it in five minutes (if the pilot has proper instructions).

Particle Beam: 50 blasts within an hour. Recharges at a rate of 25 blasts per 30 minutes; fully recharged within an hour.

7. **Optional Hand to Hand Combat:** Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat. See *Tomahawk Combat Training* in the Robot Combat Section. **Note:** The Tomahawk is the most agile and maneuverable of the ground mecha and uses its weapon arms to strike/punch and parry, and can kick, stomp and roll with impact. It is nowhere near as fast or agile as the Valkyrie fighters or the enemy power armor.

The Defender-Ex MK III

The Defender-Ex is a heavily armored, mobile anti-aircraft and anti-armor (tanks, power armor, etc.) defense robot. It has long range and short range capabilities, but its main purpose is to track and destroy enemy air-troops from a distance. Its long range weapons are its two giant, arm-like cannons and missiles. The auto-cannons located on the right side of the robot's waist are to combat ground troops at close range. Like most of the other robot vehicles, the upper torso of the robot can rotate 360 degrees to instantly face an enemy without having to move its legs/physically turn around. Unlike the Tomahawk II, the Defender-Ex cannot use its weapon arms in hand to hand combat; they are strictly cannons. This defense unit is often deployed as a means of defense around military bases, outposts, cities, moon



base and on military space cruisers and battleships. They are also used as mobile artillery units much like a tank.

The strengths of the Defender-Ex are its superior firepower, range and sensory/targeting/radar capabilities. Its weaknesses are its slow speed, lack of mobility and minimal short range defenses. Typically, a Tomahawk II accompanies the Defender-Ex to safeguard it against close range assaults from ground troops.

Vehicle Type: AAV-D-EX III Defender-Ex
Class: Armored Artillery Vehicle (non-transformable)
Crew: Three: One pilot, a gunner and communications engineer is the standard crew. Otherwise the vehicle functions below its full capacity when operated by a lone pilot (reduce the number of attacks by one and mecha combat bonuses by half and data link is not possible). Typically the pilot controls the robot's movements, waist gun and medium range missile launcher. The gunner operates the big cannon arms and the communications engineer operates and monitors all sensors, radar, targeting data and communications. There is also room for one passenger or assistant such as a field scientist. A second passenger can be squeezed in but makes conditions cramped and uncomfortable.

M.D.C. by Location:

*Radar Tower — 100
*Forward Spotlights (2) — 15 each
Main Cannons (2, arms) — 300 each
*Double-Barrelled Auto-Cannon (1, waist) — 80
*Med. Range Missile Launcher (1, waist) — 100
Legs (2) — 220 each
*Feet (2) — 120 each
Reinforced Pilot Compartment — 140
**Main Body — 400

* All items marked with a single asterisk means they are small and/or difficult to strike. An opponent must make a called shot to strike these areas and even then suffers a penalty of −3 to strike.

Destroying the radar tower will destroy all long range radar and special targeting capabilities (no special bonus to strike), leaving only conventional short range systems operative. The radar/targeting tower is a difficult target to strike: an attacker is −3 to strike even when a called shot is made.

** Depleting the M.D.C. of the main body will shut the mecha down completely, making it useless. **Note:** Destroying a leg will reduce the speed by 70%. Destroying a foot will reduce speed by 20%.

Speed

Note: In a zero gravity environment like outer space, the lengths of leaps are increased by ten times. Running is not possible in zero gravity. To fly in space, a special robot jet pack is necessary.

Running: 50 mph (80 km). Half in space on the deck of spacecraft or space stations (using electro-magnetic grips in the feet to hold on to the metallic surface).

Leaping: The robot can kick, stomp and make short leaps. Maximum leaping height is only 10 feet (3 m) or 20 feet (6 m) lengthwise.

Flying: Not possible in an atmosphere. A special jet pack is used to propel or maintain a position whenever it is taken into space.

Note: Many of the space battle cruisers, destroyers and orbital stations have a complement of ground robots.

Statistical Data

Height: 35 feet (10.7 m)
Width: 28 feet (8.5 m) at the shoulders.
Length: 20 feet (6 m).
Weight: 40 tons
Physical Strength: Equal to a P.S. of 50.
Cargo: A small 4×4×4 foot compartment.
Power System: Nuclear, with a 12 year life.

Weapon Systems

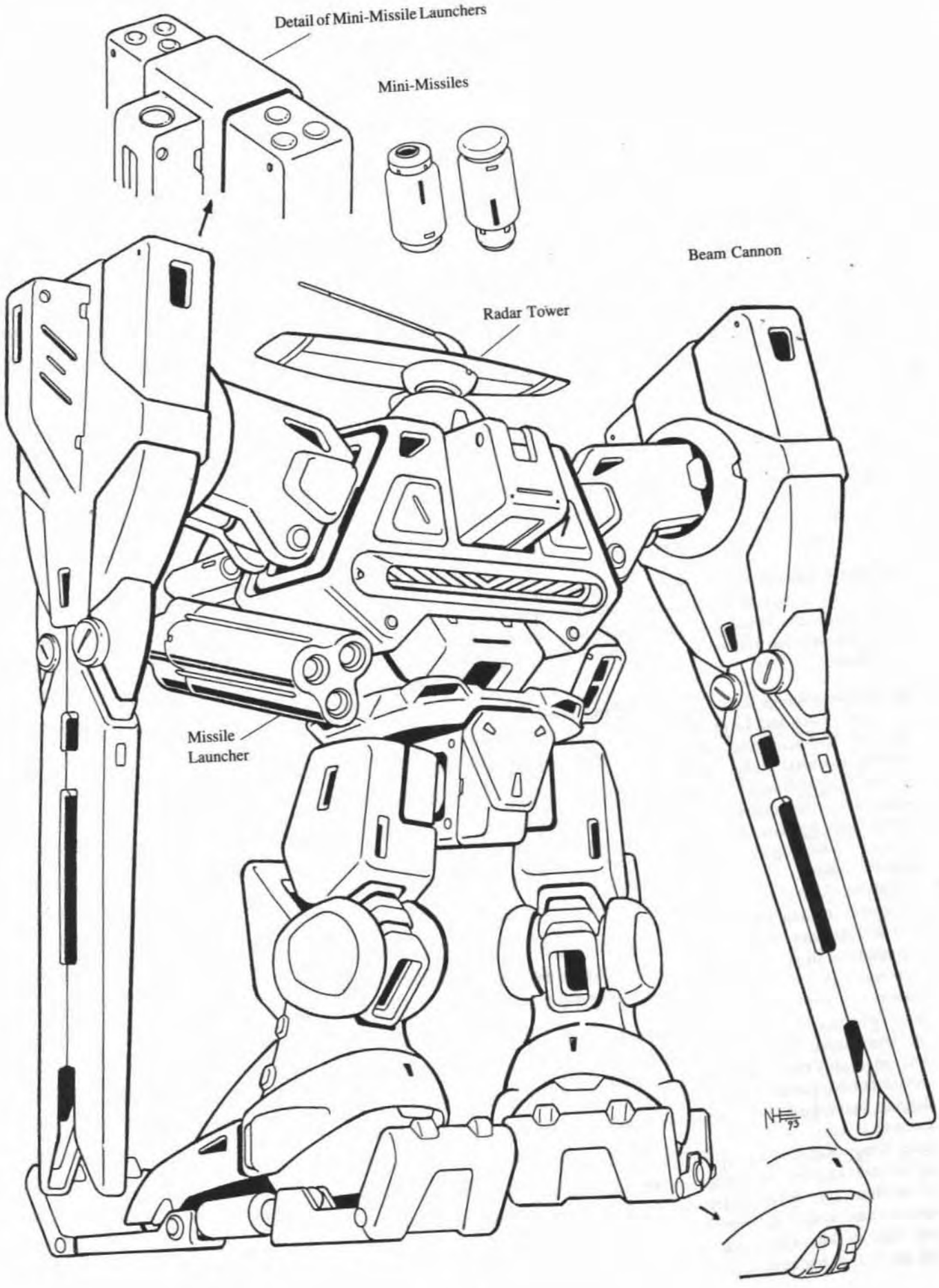
1. **High-Powered Beam Cannons (2):** The two arms of the Defender-Ex are powerful, long range laser cannons. Each is linked to the radar tower and a sophisticated tracking and targeting system for increased accuracy. Both of the giant weapon arms can fire simultaneously at two different targets or the same one. Both can rotate 360 degrees at the shoulder joint and tilt to the left and right at a 30 degree angle. **Note:** The back of the cannons contain mini-missile launchers (see number two).

Primary Purpose: Assault
Secondary Purpose: Anti-armor/Anti-fighter
Range: Five miles (8 km or 26,400 feet/8046.7 m; double in space).
Mega-Damage: The big guns can regulate the amount of damage they inflict: 1D4×10 M.D., 1D6×10 M.D., or 2D6×10 M.D. per single blast, or a maximum of 4D6×10 per dual blasts fired from both cannons simultaneously at a single target!
Rate of Fire: Equal to the combined number of hand to hand attacks of the gunner or pilot (typically 4 to 6).
Payload: 100 single blasts or 50 dual blasts per hour. Recharges at a rate of 25 blasts per 30 minutes; fully recharged within two hours.

2. **Mini-Missile Launchers (3 per arm):** Each of the two laser cannons have three mini-missile launchers located in the rear of them. Two of the launchers fire three mini-missiles each, the other fires only one. The mini-missiles are used primarily for defense against close range attackers and incoming missile volleys.

Primary Purpose: Close Range Assault/Anti-Personnel
Secondary Purpose: Defense and Anti-Missile
Range: Varies with missile type, typically about one mile (1.6 km; increase by 75% in space).
Mega-Damage: Varies with missile type. Any type of mini-missile can be used. Armor piercing and plasma are the most common types for space combat: Armor piercing inflicts 1D4×10 M.D. and plasma 1D6×10 M.D. per missile.
Rate of Fire: One at a time or in volleys of two, three or six. One volley counts as one melee attack regardless of the number of missiles fired.
Payload: A total of 14 missiles are located in each cannon for a total of 28 from both cannon housings combined. Two of the mini-missiles are usually smoke or flare types.
Note: The total number of ALL mini-missiles found in the Defender-Ex (including both cannons) is 28.

3. **Double-Barrelled Auto-Cannon (1):** Located on the left side of the robot's waist is a double-barrelled auto-cannon. It is the robot vehicle's only deterrent against close range enemy attacks. It can swivel 180 degrees.


Detail of Mini-Missile Launchers
Mini-Missiles
Beam Cannon
Radar Tower
Missile
Launcher

Primary Purpose: Assault
Secondary Purpose: Defense
Range: 4000 feet (1200 m; double in space)
Mega-Damage: 4D6 M.D. per single blast or 1D4 × 10 + 8 M.D. per double, simultaneous blast at the same target
Rate of Fire: Equal to the number of hand to hand attacks/actions of the pilot plus robot combat bonuses. A double blast counts as one melee attack.
Payload: 100 explosive rounds per barrel (200 single shots or 100 double shots). It takes three minutes, a mechanical engineer or field scientist and the proper equipment to reload the giant ammunition magazine. A Valkyrie can do it in five minutes (if the pilot has proper instructions).

4. **Medium Range Missile Launcher (1):** Located on the left side of the robot's waist is a medium range missile launcher. Yet another of its far range attack capabilities.

Primary Purpose: Anti-aircraft and Anti-Armor
Secondary Purpose: Defense
Range: Varies with missile type, typically about 40 to 60 miles (64 to 96 km; increase by 75% in space).
Mega-Damage: Varies with missile type. Any type of medium range missile can be used; typically plasma, high explosive or multi-warhead smart bomb (most doing 2D6 × 10 M.D.).
Rate of Fire: One at a time or in volleys of two or three. One volley counts as one melee attack regardless of the number of missiles fired.
Payload: A total of three (3) missiles.

5. **Optional Hand to Hand Combat:** Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat. See *Defender-Ex Combat Training* in the Robot Combat Section. However, the Defender-Ex has limited hand to hand capabilities.

6. **Special Long Range Radar, Targeting and Sensors:**

- Advanced Radar and Targeting System: The radar can identify 1000 different radar images and track and target 200 specific enemies! Range: 700 miles (1120 km; triple in space). Special Bonus: +2 to strike with the big guns (in addition to other combat bonuses).
- Laser Targeting: The two round nozzles on the radar tower are part of a laser optics system linked to the targeting system described above.
- Advanced Combat Computer: Calculates speed, position, movement and trajectory of enemy targets and transmits that data and displays maps and charts onto computer screens and heads-up displays. It is also capable of image enhancement and magnification. The combat computer and targeting system is tied to the advanced radar system.
- Seismic Motion Detection System: Part of the sensory system includes seismic detectors that measure any seismic activity and can identify the vibrations of mechanized ground troops, missile bombardments, explosions, underground excavation/digging, and natural Earthquakes and tremors. Range: Two miles (3.2 km).
- Long Range Radio & Satellite Relay: Radio range is 1000 miles (1600 km; ten times in space) and can be bounced off of satellites and space cruisers for extended range. This sophisticated system also enables the Defender-Ex to link and share its data with as many as 24 other robot vehicles (all are +1 on initiative and +1 to strike).

Note: If the radar tower is destroyed, all of the features and bonuses outlined in number six are lost and the combat robot must rely on standard ground mecha sensors, targeting and communications.

The Phalanx MK IV (Upgrade)

The Phalanx-Upgrade is the latest version of this walking missile launching behemoth. The robot assault vehicle is heavily armored and ponderously slow, but it carries the missile firepower of a battleship! It has both long range and short range capabilities, but its main purpose is to track and destroy enemy aircraft, spacecraft and armored troops from a great distance. Its long range weapons are its two giant, arm-like appendages with their four missile launching canisters. A small laser turret and a half dozen mini-missiles are its only defense from close range ground troops. It can kick and stomp but cannot use its weapon arms in hand to hand combat; they are strictly missile launchers. For this reason, it is usually accompanied by one or two Tomahawk protectors. It is also frequently paired with the Defender-Ex and linked with its superior long range radar and targeting system.

Like most of the other robot vehicles, the upper torso of the robot can rotate 360 degrees to instantly face an enemy without having to move its legs/physically turn around. Unlike the others, the Phalanx Mark IV "Upgrade" has been modified and equipped with two large jet thrusters and four smaller thrusters for greater mobility in space (it does not need the space jet pack the others need to maneuver in space). These thrusters also give it maneuverability underwater like a submarine. The older Phalanx Mark IV is identical except it does not have the thrusters (the thrusters are the "upgrade").

This robot is often deployed as a means of defense on land (around military bases, outposts, cities, etc.), in the sea and in space at moon base and on military space cruisers and battleships. They are also used as mobile artillery units much like a mobile missile launcher.

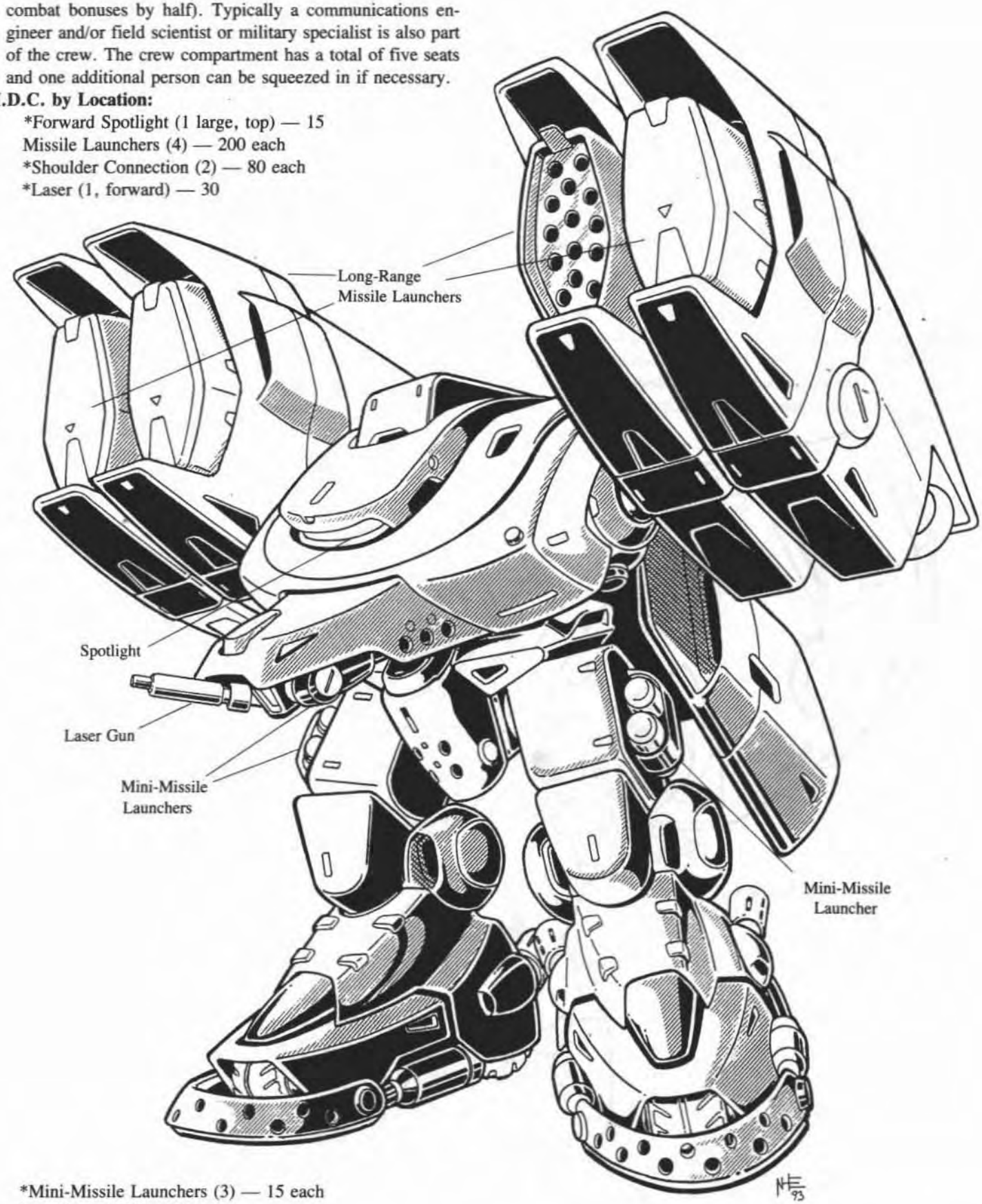
This deadly machine of destruction has one major weakness, other than its lack of close range defenses and slow speed, the shoulder joints that connect the massive missile launchers to the main body of the robot are comparatively puny. Each of these connecting joints only have 80 M.D.C. and when destroyed, the missile pods drop to the ground, useless, like a severed limb. These connecting joints are difficult targets to strike (must be a called shot and −3 to strike). Blowing the missile launchers off the main body will minimize the threat of the Phalanx. An alternative is to destroy each of the missile launchers, but they are much more heavily armored (200 M.D.C.). On the other hand, its long range missiles means that a character is more likely to encounter volleys of deadly missiles long before the Phalanx is ever seen.

Vehicle Type: AAV-PH IV Phalanx Upgrade
Note: There remain approximately 188 Phalanx Mk IV without the "upgrade" for space mobility and combat. These units are identical in every way except for the trusters/space mobility.
Class: Armored Artillery Vehicle (non-transformable)
Crew: Two: One pilot and a gunner is mandatory, otherwise the vehicle functions at below its full capacity if operated by a lone pilot (reduce the number of attacks by one and mecha

combat bonuses by half). Typically a communications engineer and/or field scientist or military specialist is also part of the crew. The crew compartment has a total of five seats and one additional person can be squeezed in if necessary.

M.D.C. by Location:

*Forward Spotlight (1 large, top) — 15
Missile Launchers (4) — 200 each
*Shoulder Connection (2) — 80 each
*Laser (1, forward) — 30



*Mini-Missile Launchers (3) — 15 each
Legs (2) — 200 each
*Feet (2) — 100 each
Main Thrusters (2) — 150 each
*Secondary Thrusters (4) — 80 each
Reinforced Pilot Compartment — 200
**Main Body — 450

* All items marked with a single asterisk means they are small and/or difficult to strike. An opponent must make a called shot to strike these areas and even then suffers a penalty of −3 to strike.

** Depleting the M.D.C. of the main body will shut the mecha down completely, making it useless. **Note:** Destroying a leg will reduce the speed by 70%. Destroying a foot will reduce speed by 20%.

Speed

Note: In a zero gravity environment like outer space, the lengths of leaps are increased by ten times. Running is not possible in zero gravity. Only the old Phalanx Mk IV needs a special robot jet pack to fly in space.

Running: 40 mph (64 km) and half that in space when walking on the deck of a spacecraft using electro-magnetic grips in the feet to hold onto the metallic surface.

Leaping: Not applicable.

Flying: Flight in an atmosphere is not possible, but the Phalanx Upgrade can fly in outer space! The big jet thrusters give it a speed of Mach One (670 mph/1072 km) in space. Note: Moon base and many of the space battle cruisers, destroyers and orbital stations have a complement of Phalanx Upgrades.

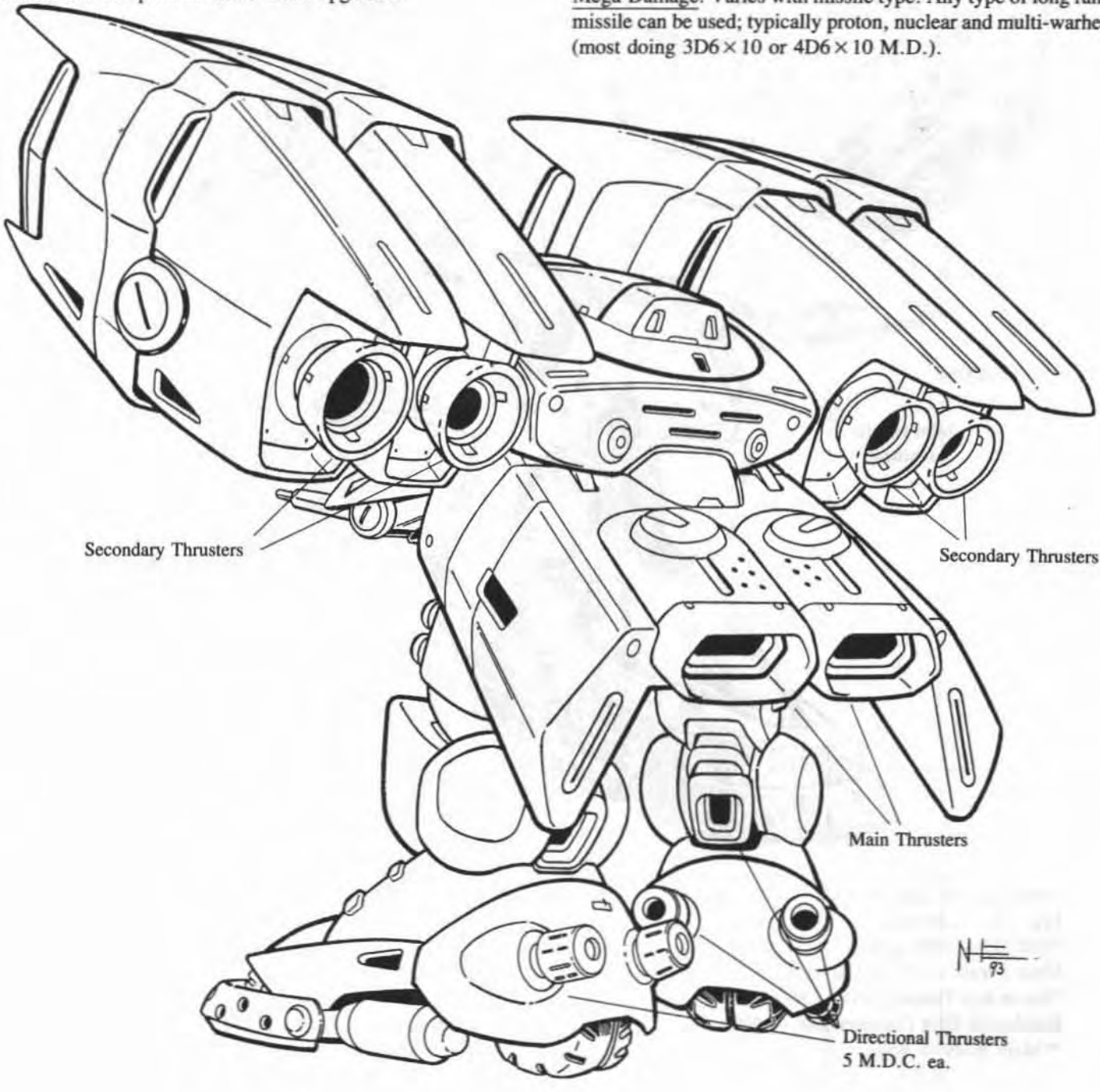
Statistical Data

Height: 42 feet (12.8 m)
Width: 30 feet (9 m)
Length: 27 feet (8.2 m)
Weight: 36 tons without missiles, 58 tons fully loaded.
Physical Strength: Equal to a P.S. of 50.
Cargo: A small 4×4×4 foot compartment.
Power System: Nuclear, with a 12 year life.

Weapon Systems

1. **Long Range Missile Launchers (4):** Both of the arm-like appendages are two long range missile launchers each containing an unbelievable payload of 42 missiles each! That's a total of 168 long range missiles!!

Primary Purpose: Anti-aircraft and Anti-spaceship
Secondary Purpose: Defense
Range: Varies with missile type: 400 to 1000 miles (643 to 1600 km; increase by 75% in space).
Mega-Damage: Varies with missile type. Any type of long range missile can be used; typically proton, nuclear and multi-warhead (most doing 3D6×10 or 4D6×10 M.D.).



Rate of Fire: One at a time or in volleys of two or four, eight or 14! One volley counts as one melee attack regardless of the number of missiles fired.
Payload: A total of 168 long range missiles.

2. **Laser Gun (1):** A single laser gun is mounted in the lower front portion of the robot. It is typically operated by the pilot and is used as a means of close range defense against advancing ground troops. The gun can turn 90 degrees in any direction.

Primary Purpose: Anti-personnel
Secondary Purpose: Defense/Anti-Missile
Range: 2000 feet (610 m; double in space).
Mega-Damage: 4D6 M.D. per blast.
Rate of Fire: Equal to the combined number of hand to hand attacks of the gunner or pilot (typically 4 to 6).
Payload: Effectively unlimited.

3. **Mini-Missile Launchers (3):** One launcher is located next to the laser gun and there is also one on each leg. Each launcher holds two mini-missiles. The mini-missiles are used primarily for defense against close range attackers and incoming missile volleys.

Primary Purpose: Anti-Personnel
Secondary Purpose: Defense and Anti-Missile
Range: Varies with missile type, typically about one mile (1.6 km; increase by 75% in space).
Mega-Damage: Varies with missile type. Any type of mini-missile can be used. Armor piercing and plasma are the most common types for space combat: Armor piercing inflicts 1D4 × 10 M.D. and plasma 1D6 × 10 M.D. per missile.
Rate of Fire: One at a time or in volleys of two, four or six. One volley counts as one melee attack regardless of the number of missiles fired.
Payload: A total of six (6) mini-missiles.

4. **Optional Hand to Hand Combat:** Rather than use a weapon, the pilot can engage in very limited mega-damage hand to hand combat. See *Phalanx Combat Training* in the Robot Combat Section.

The Monster MK II

The Monster Mark II is the largest of the mechanized ground troops. It serves as a walking Howitzer array with heavy cannon power — a sort of artillery version of the Phalanx in regard to raw firepower. It is mainly a defensive weapon, although its massive guns may be part of a front-line assault, as well as defense line.

Its primary purpose is to destroy enemy aircraft, spacecraft and armored troops from a great distance. Its long range weapons are its massive cannons. The large drums on the sides of the robot are ammunition containers. The Monster II has no close range weapons because it is usually deployed with other robots, vehicles and/or troops. It can use the weapon arms to punch and its feet to stomp but it is not very formidable in close combat.

It cannot rotate the upper torso and must move its entire body to change the direction of fire. The monster can tilt its entire body and six cannons up and down by 90 degrees. The weapon arms can rotate 360 degrees to fire forward and backwards and can be extended to the sides in a straight line away from the body, giving it a 180 degree arc of fire from side to side. The legs can walk like human legs or a hover jet system can be engaged moving the Monster at twice its normal speed. This hover capability also gives it limited mobility in outer space.

This robot is often deployed as a means of defense on land (around military bases, outposts, cities, etc.) and in space at moon base and on military space cruisers and battleships. They are also used as mobile artillery units.

Vehicle Type: AAV-M II Monster
Class: Armored Artillery Vehicle (non-transformable)
Crew: Two: One pilot and a gunner is mandatory, otherwise the vehicle functions at below its full capacity if operated by a lone pilot (reduce the number of attacks by one and mecha combat bonuses by half). Typically a communications engineer and/or military specialist is also part of the crew. The crew compartment has a total of six seats and two additional people can be squeezed in if necessary.

M.D.C. by Location:

Main Cannons (6) — 150 each
*Shoulder Spotlights (2) — 15 each
*Upper Arm (2) — 100 each
Weapon Forearms (2) — 300 each
Ammo Drums (2; sides) — 200 each
Legs (2) — 300 each
Feet/Hover Jets (2) — 200 each
Reinforced Pilot Compartment — 200
**Main Body — 750

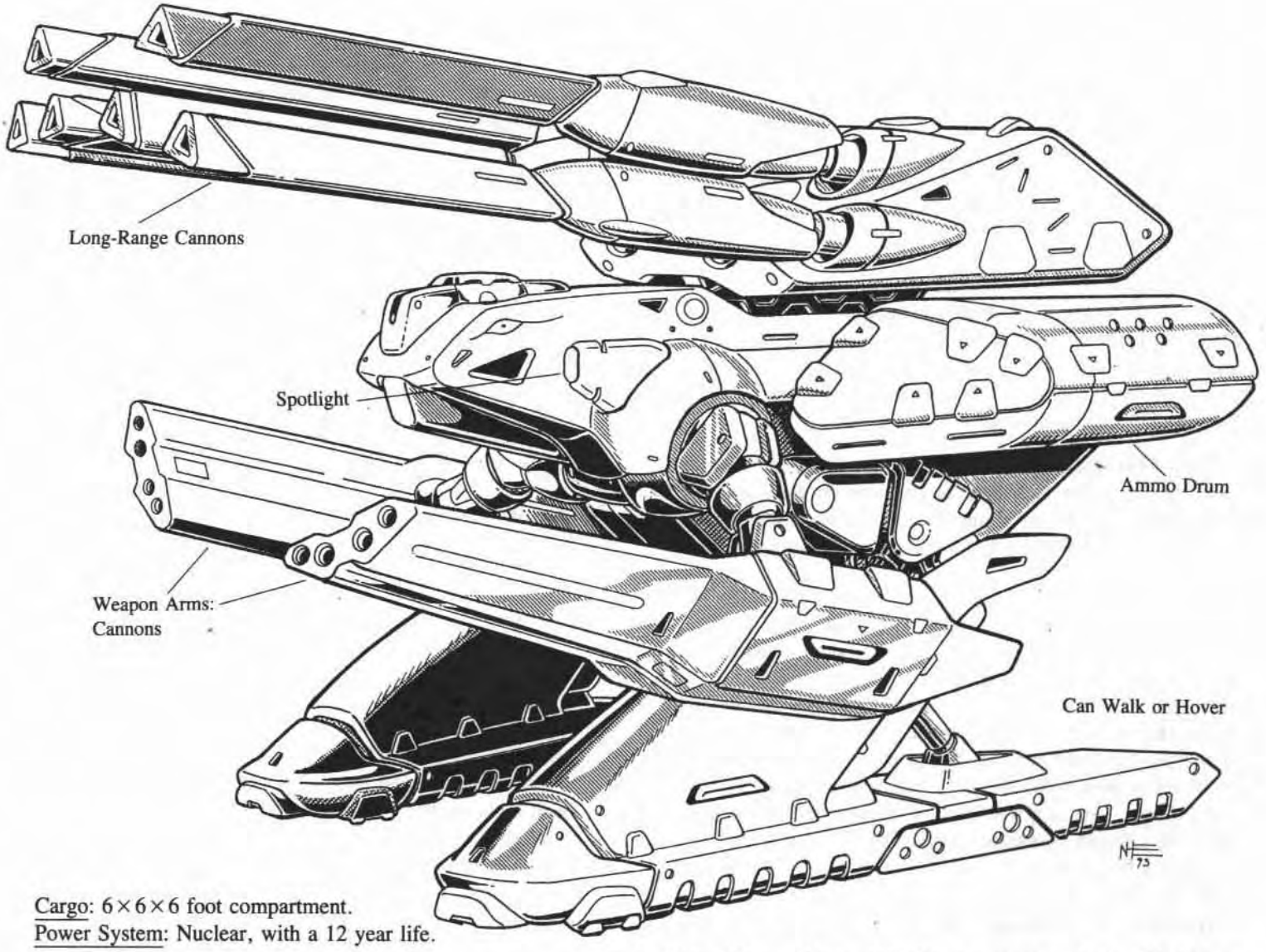
* All items marked with a single asterisk means they are small and/or difficult to strike. An opponent must make a called shot to strike these areas and even then suffers a penalty of −3 to strike. ** Depleting the M.D.C. of the main body will shut the mecha down completely, making it useless.
Note: Destroying a leg will reduce the speed by 80%. Destroying a foot will reduce speed by 30%.

Speed

Note: In a zero gravity environment like outer space, the lengths of leaps are increased by ten times. Running is not possible in zero gravity.
Running: 20 miles per hour (32 km) and half that in space when walking on the deck of a spacecraft using electro-magnetic grips in the feet to hold on to the metallic surface. See hover speed under flying.
Leaping: Not applicable.
Flying: The Monster II cannot fly, but it does have limited hover capabilities for increased ground speed and movement in the vacuum of space. Hover speed: 40 mph (64 km) both on Earth or in space. In an atmosphere, the Monster hovers one to three feet above the surface of the ground. It cannot hover any higher, nor hover above water (it sinks, but can walk on the ocean floor up to two miles deep).

Statistical Data

Height: 65 feet (19.8 m) with cannons down, 105 feet (32 m) with cannons at full elevation.
Width: 50 feet (15.2 m)
Length: 90 feet (27.4 m)
Weight: 180 tons without ammunition, 223 tons fully loaded.
Physical Strength: Equal to a P.S. of 50.



Cargo: 6×6×6 foot compartment.
Power System: Nuclear, with a 12 year life.

Weapon Systems

1. Long Range Cannons (6): The six giant cannons can fire one at a time, paired, or even divided between six different targets (each of the six blasts count as a separate melee attack/action). Or all six cannons can be aimed and fired at one large target (counts as one simultaneous attack). Each cannon can be raised, lowered, and aimed independently or clustered together with an arc of fire of 70 degrees up and down.

Primary Purpose: Assault: Anti-Spaceship and Anti-Armor
Secondary Purpose: Defense
Range: Two miles (3.2 km or 10,560 feet/16,896 m; double in space)
Mega-Damage: 1D6×10 per single blast, 2D6×10 M.D. per pair/double blast and up to 6D6×10 M.D. from six simultaneous cannon blasts at the same target.

Two or more cannons aimed at the same target and fired simultaneously counts as one melee attack, but each separate target counts as an individual melee attack/action even if the cannons fire simultaneously at the different targets. Example: Pairing the cannons enables the gunner to fire at three different targets (2D6×10 M.D. each), but the attack counts as three melee attacks. Dividing the cannons equally, means there are two groups of three cannons each firing at two separate targets (3D6×10 M.D. per each target) and so on.

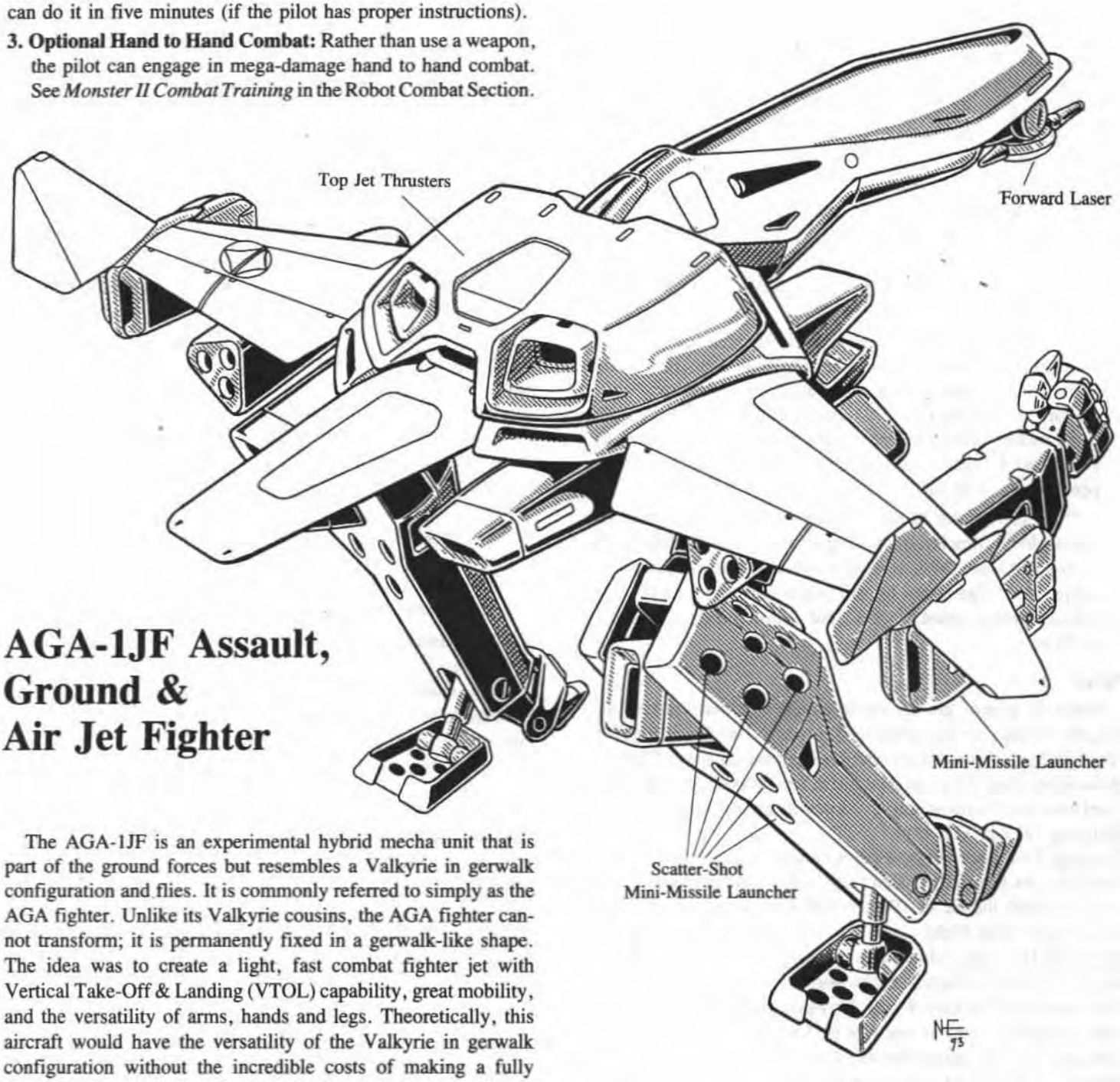
Rate of Fire: All six of the big cannons can be fired twice per melee round (every 15 seconds) and can be combined with other actions/attacks per melee. For this reason the number of cannons trained on any one target is typically two to four, keeping some in reserve.
Payload: Each of the six cannons can fire 100 times (600 total cannon rounds). If one or more of the cannon barrels are destroyed, the remaining cannons can continue to fire. Ammunition can be redirected to operational cannons. It takes 30 minutes, a mechanical engineer or field scientist and the proper equipment to reload the cannons.
Note: The big cannons cannot be used on targets that are 2000 feet (610 m) or closer (see weapon arms).

2. Weapon Arms: Cannons (2): Each of the weapon arms can fire cannon salvos at point blank, short and mid-range targets.
Primary Purpose: Assault: Anti-Spaceship and Anti-Armor
Secondary Purpose: Defense
Range: 8000 feet (2438 m; double in space); can be used at close range.
Mega-Damage: Four settings of damage: 1D4×10 per single blast, 2D4×10 per double blast, 3D4×10 per triple blast or 4D4×10 per full quadruple blast (each arm has four firing slots). Both arms can also fire at the same target, inflicting a maximum of 1D4×100 M.D., but such attacks count as two melee attacks.
Rate of Fire: Equal to the number of combined hand to hand

attacks of the pilot (usually 4 to 6 bursts per melee round). Note that the double, triple or quadruple blast from a single arm counts as ONE melee action and hits one target.

Payload: 200 rounds or 50 quadruple blasts. It takes three minutes, a mechanical engineer or field scientist and the proper equipment to reload the giant ammunition magazine. A Valkyrie can do it in five minutes (if the pilot has proper instructions).

3. **Optional Hand to Hand Combat:** Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat. See *Monster II Combat Training* in the Robot Combat Section.



AGA-1JF Assault, Ground & Air Jet Fighter

The AGA-1JF is an experimental hybrid mecha unit that is part of the ground forces but resembles a Valkyrie in gerwalk configuration and flies. It is commonly referred to simply as the AGA fighter. Unlike its Valkyrie cousins, the AGA fighter cannot transform; it is permanently fixed in a gerwalk-like shape. The idea was to create a light, fast combat fighter jet with Vertical Take-Off & Landing (VTOL) capability, great mobility, and the versatility of arms, hands and legs. Theoretically, this aircraft would have the versatility of the Valkyrie in gerwalk configuration without the incredible costs of making a fully transformable jet fighter. Best of all, the cost of construction is roughly half the expense of building a Valkyrie and even less if it is given a liquid fuel system rather than nuclear power (60% are still nuclear). Furthermore, three AGA fighters can be made in the same amount of time as one Valkyrie.

The AGA-1JF has proven to be a reliable vehicle and is especially useful in reconnaissance, rescue missions and is absolutely ideal for urban combat and riot control. The machine is designed for ground and air combat, although not designed for use in space, but like most U.N. Spacy mecha, the AGA fighter can function reasonably well in a vacuum.

There has been some debate as to whether or not the production of the AGA should be dramatically increased. Most military minds are leaning to expend greater resources on the far more versatile Valkyrie and/or the more powerful ground mecha, especially after the recent Marduk invasion. Regardless of the outcome of this debate, the AGA Fighter will be a part of the U.N. Spacy infantry for years to come.

Vehicle Type: AGA-1JF
Class: Assault, Ground & Air Jet Fighter (non-transformable)

Crew: Two: pilot and gunner/co-pilot. There are two additional seats reserved for a communications engineer and military specialist or other operative. In an emergency situation, one or two human size passengers can be accommodated in the small cargo area behind the seats.

M.D.C. by Location:

*Nose Laser (1) — 15 each
*Nose Sensor (above laser) — 10
*Hands (2) — 30 each
*Arms (2) — 110 each
*Feet (2) — 60 each
Legs (2) — 180 each
Top Jet Thrusters (2) — 110 each
Wings (2) — 110 each
*Mini-Missile Launchers (2; wings) — 75 each
*Long-Range Missile Launchers (2) — 120 each
*2-SS Gun Pod (1) — 100
Reinforced Pilot Compartment — 200
**Main Body — 300

* Destroying the nose sensor will eliminate all forms of optical enhancements and laser targeting. The range and targeting capabilities of radar and all other sensors (non-optical) are reduced by half. All items denoted by an asterisk are small and/or difficult targets to strike. An attacker must make a successful "called" shot in order to hit them and suffers a penalty of −3 to strike.

** Depleting the M.D.C. of the main body will shut the mecha down completely, making it useless. **Note:** Destroying a wing will make flight in an atmosphere impossible; in space, reduce the dodge bonus by two points. Destroying a leg will reduce running speed by 50%, but does not impair hovering or flying.

Speed

Note: In a zero gravity environment like outer space, the lengths of leaps are increased by ten times. The flying speed in space and in an atmosphere are provided for all space fighters. Remember, running is not possible in zero gravity, the character must have some form of propulsion or will simply drift aimlessly.

Running: 50 mph (80 km).

Leaping: Leaps are not possible without assistance from the jet thrusters. Jet thruster assisted leaps will send the robot 60 feet (18.3 m) into the air or 100 feet (30.5 m) lengthwise without actually attaining flight.

Flying & Hovering: Maximum flying speed is Mach One (670 mph/1072 km) in Earth's atmosphere, with a ceiling of 20,000 feet (about four miles/6.4 km). However, the AGA Fighter can also hover/fly as low as one foot (0.3 m) above the ground and dart around with sudden bursts of speed. Even at a foot above ground level, the jet can maintain a speed of Mach One and perform jet thruster assisted leaps and VTOL maneuvers.

Flying in Space: 1172 mph (1875 km) or Mach 1.7 in space. It also has the feet thrusters and a handful of directional thrusters to provide movement and quick changes of direction in zero gravity (in an atmosphere they serve as stabilizers).

Statistical Data

Height: 22 feet (6.2 m)
Width: 26 feet (8 m)
Length 30 feet (9 m)
Weight: 24 tons fully loaded
Physical Strength: Equal to a P.S. of 45.
Cargo: Standard, small compartment behind the pilot's seat.
Power System: Nuclear, with a 12 year life.

Weapon Systems

1. **Forward Laser (1):** Mounted on the nose portion of the robot is a laser turret. The turret can rotate 360 degrees and angle up and down 90 degrees. Directly above the laser turret is the sensor cluster.

Primary Purpose: Assault
Secondary Purpose: Anti-Missile/Defense
Range: 4000 feet (1200 m; double in space)
Mega-Damage: 3D6 per single blast.
Rate of Fire: The laser can be fired twice per melee round and combined with other actions per melee.
Payload: Effectively unlimited.

2. **Long Range Missile Launchers (2):** Attached to both of the shoulders are long range missile launchers. Each contains three missiles each.

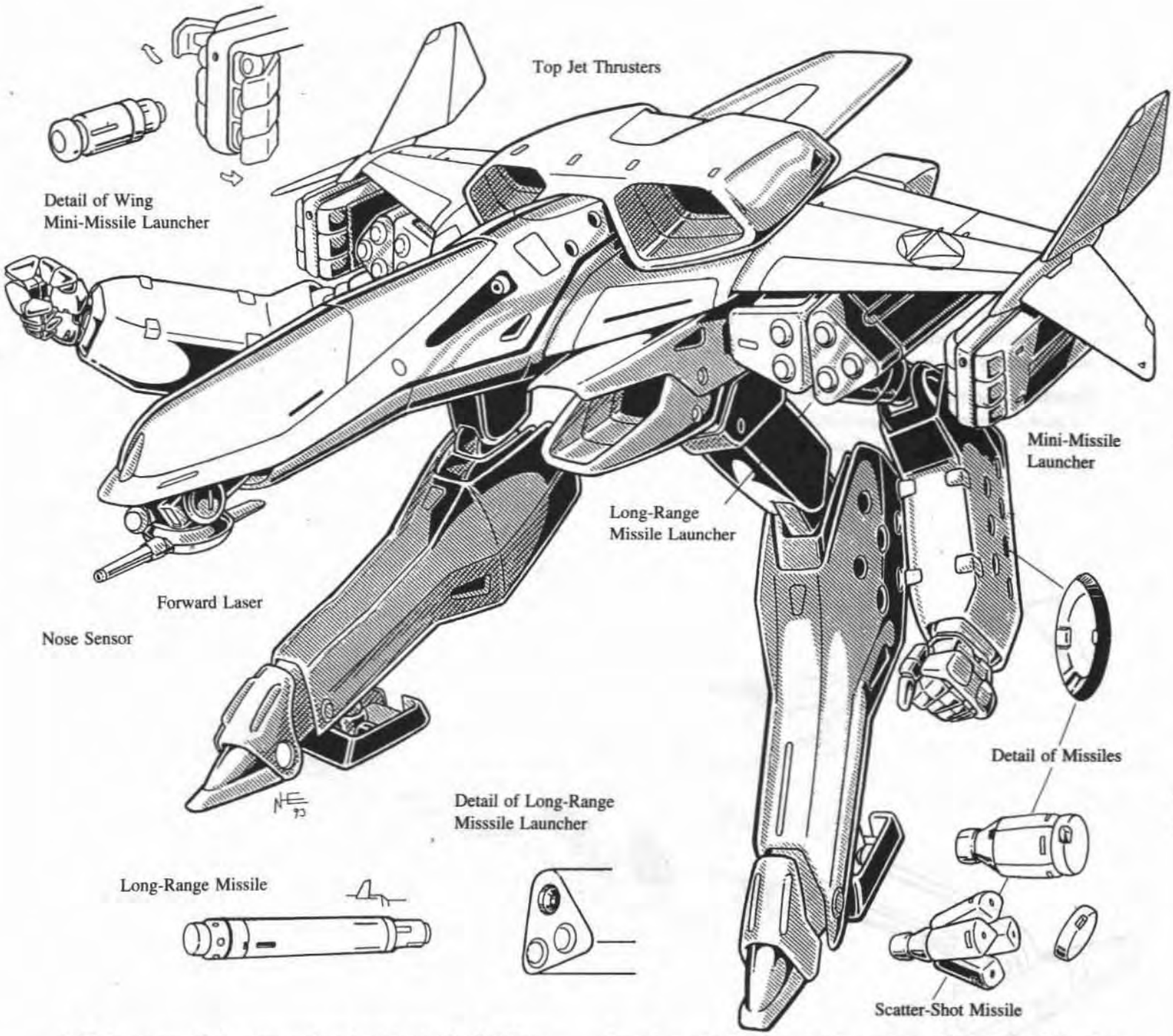
Primary Purpose: Anti-Aircraft and Anti-Spaceship
Secondary Purpose: Defense
Range: Varies with missile type: 400 to 1000 miles (643 to 1600 km; increase by 75% in space).
Mega-Damage: Varies with missile type. Any type of long range missile can be used, but typically proton, nuclear and multi-warhead are the missiles of choice (doing 3D6×10 or 4D6×10 M.D.).
Rate of Fire: One at a time or in volleys of two, four, or six. One volley counts as one melee attack regardless of the number of missiles fired.
Payload: A total of six (6) long range, heavy missiles.

3. **Mini-Missile Launchers (2):** One launcher is located at the tip of each wing. Each launcher holds 12 mini-missiles. The mini-missiles are used primarily for defense against close range attackers and incoming missile volleys.

Primary Purpose: Anti-Personnel
Secondary Purpose: Defense and Anti-Missile
Range: Varies with missile type, typically about one mile (1.6 km; increase by 75% in space).
Mega-Damage: Varies with missile type. Any type of mini-missile can be used. Armor piercing and plasma are the most common types for space combat: Armor piercing inflicts 1D4×10 M.D. and plasma 1D6×10 M.D. per missile.
Rate of Fire: One at a time or in volleys of two, four, six or twelve. One volley counts as one melee attack regardless of the number of missiles fired.
Payload: A total of 24 mini-missiles.

4. **SSM-7&9, Scatter-Shot Mini-Missile Launchers (4 groupings):** The scatter shot mini-missile is a new design currently only available to the AGA fighter. In each leg there are nine holes (6 on the side, 3 in the back). In each arm, seven holes. Each of these "holes" contains one scatter-shot mini-missile.

When a scatter-shot missile is launched, it starts out as one short range mini-missile, but halfway to its target the outer shell casing blows apart, releasing four (4) smaller mini-missiles often referred to as grenades. The four smaller missiles function as a volley of four which makes them more difficult to strike. The four also swerve and bob while in flight, making them even more difficult to strike (defenders are −5 to hit the incoming missiles). The scatter-shot mini-missiles have



half the range of the conventional mini-missiles but have proven to be very effective close range weapons, especially in confined areas and city streets. The effect on the enemy who sees one or two mini-missiles suddenly turn into four or eight smaller missiles/grenades is usually one of surprise followed by an inability to defend oneself against the instant volley.

Primary Purpose: Anti-Personnel

Secondary Purpose: Defense and Anti-Missile

Range: 3000 feet (915 m; increase by 75% in space/about one mile).

Mega-Damage: Explosive shells do 2D6 M.D. per each tiny missile or 1D4 × 10 + 8 per volley of four missiles.

Rate of Fire: One/four at a time or in volleys of two/eight or three/12 at a time. One volley counts as one melee attack regardless of the number of missiles fired.

Payload: A total of 32 of the larger mini-missile housings with four tiny missiles/grenades in each — 32x4 (128 of the tiny grenades that inflict 2D6 each).

5. 2-SS Heavy Gun Pod: This rail gun is standard issue for the VF-SS and the AGA-1JF. Most pilots prefer it over the BC-60 beam cannon because it has greater range and firepower.

Primary Purpose: Assault

Secondary Purpose: Defense

Weight: 1200 pounds (540 kg).

Range: 5000 feet (1524 m; double in space).

Mega-Damage: A single burst fires 80 rounds and inflicts 1D6 × 10; a single round does 1D6 M.D. Half damage when used in an atmosphere.

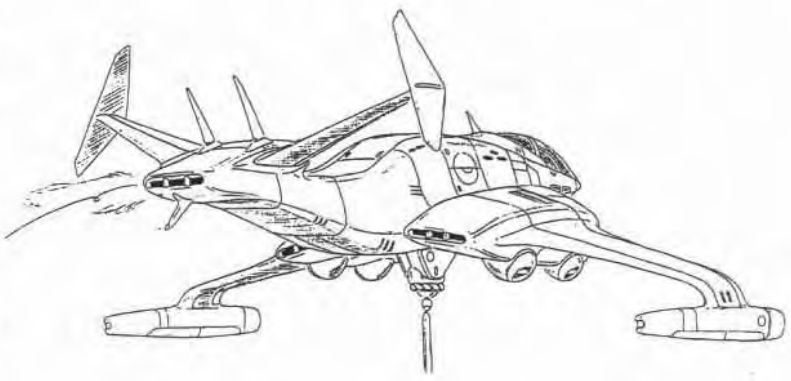
Rate of Fire: Equal to the number of combined hand to hand attacks of the pilot (usually 4 to 6 bursts per melee round).

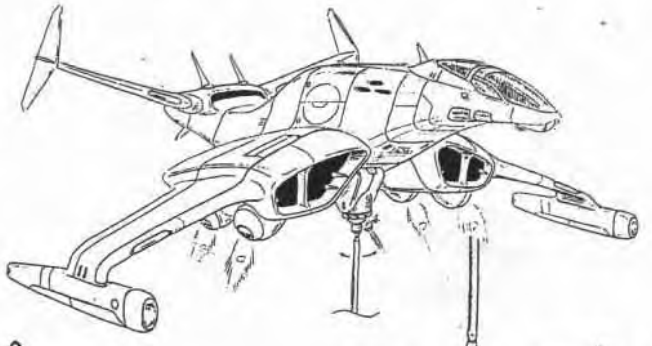
Payload: 10,000 round drum clip providing 125 bursts! It takes 30 seconds, two melee rounds, to reload the weapon with a 10,000 round drum clip, if such an ammo clip is readily available.

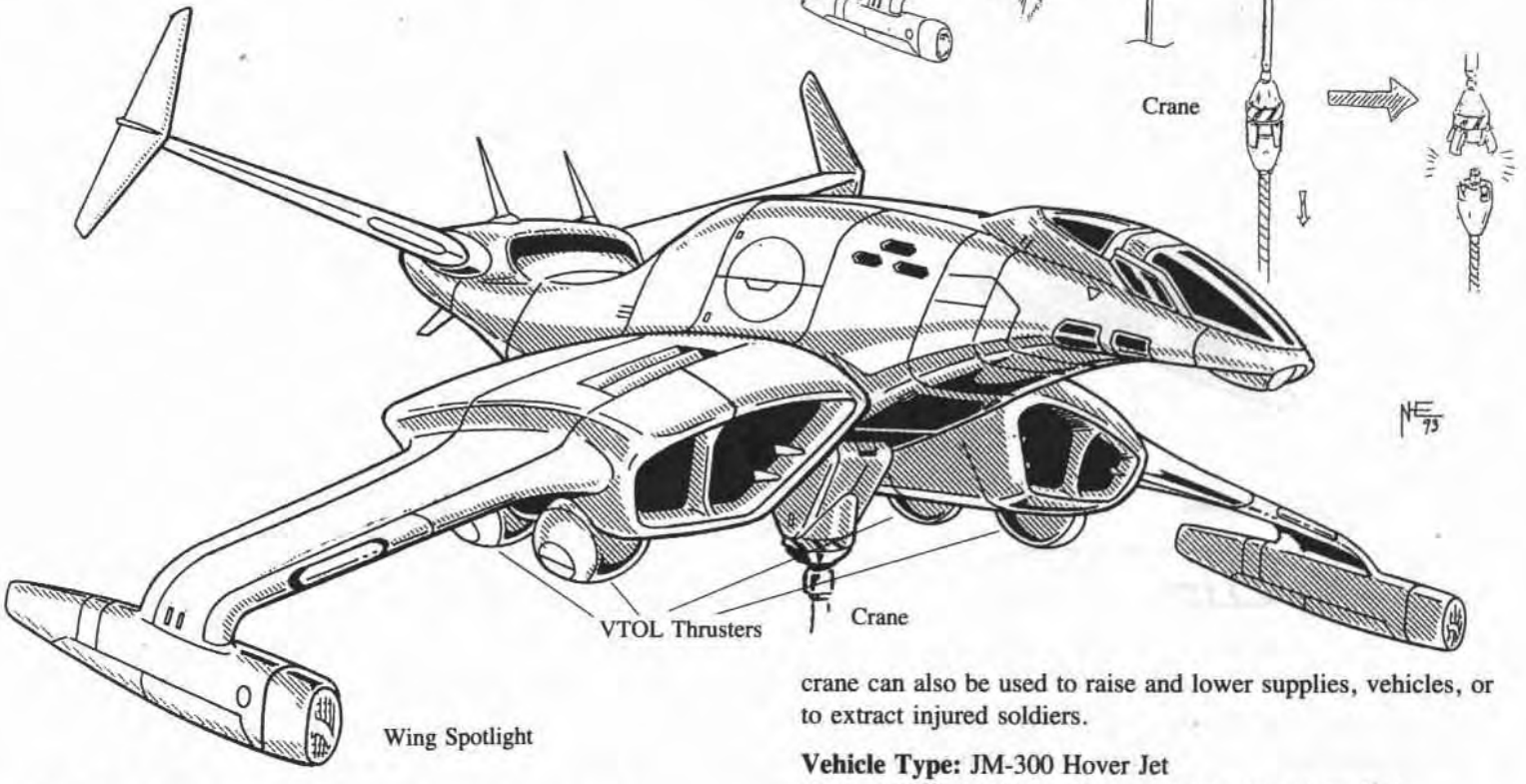
6. **Optional BC-60 Energy Beam Cannon:** This rifle-like cannon is typically used by the atmosphere fighters but can be used in space in place of, or with, the 2-SS heavy gun pod. About 30% of the AGA-1JF pilots use the beam cannon instead of the 2-SS gun pod.

Primary Purpose: Assault
Secondary Purpose: Defense
Weight: 500 pounds (225 kg).
Range: 4000 feet (1200 m; double in space)
Mega-Damage: 1D4 × 10 per single blast.
Rate of Fire: The weapon can fire a single blast per melee action or release a short burst of six rapid-fire blasts (see rules for firing bursts and sprays).
Payload: 60 individual beams or ten bursts. It takes 15 seconds, one melee round, to reload the weapon with a new energy clip, if such an energy clip is readily available.

7. **Optional Hand to Hand Combat:** Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat. See *AGA Fighter Combat Training* in the Robot Combat Section.







M-300 Ground Mecha Recovery & Transport VTOL Jet

The M-300 is a large, sturdy aircraft with Vertical Take-Off and Landing capabilities. It is specifically designed as a transport and recovery vessel of mechanized ground robots and other armored vehicles (tanks, APCs, etc.).

The aircraft's cavernous belly can hold six mecha ground units and four jeeps with foot soldiers or one Monster or six tanks. A large crane is built into the undercarriage for inserting, extracting and carrying mecha. The crane is frequently used to rescue mecha that are too damaged to make it into the cargo bay or which are trapped in an area too small for the jet to land in. The crane can also be used to raise and lower supplies, vehicles, or to extract injured soldiers.

Vehicle Type: JM-300 Hover Jet
Class: VTOL Jet Hover Transport (non-transformable)
Crew: Four: One pilot, one co-pilot, one communications officer/engineer and one mechanical engineer or field scientist. In addition to the crew, there are seats for eight passengers, whether they be an additional repair/maintenance crew or troops. 48 passengers can be squeezed in the cargo bay with the mecha in an emergency situation.
M.D.C. by Location:
*VTOL Thrusters (4) — 50 each
*Rear Thruster Section — 200
*Rear/Tail Wings (2) — 80 each
*Wing Thrusters (2) — 150 each
Wings (2) — 200 each
*Wing Spotlights (2) — 30 each
*Nose Spotlight (1) — 15

*Crane (1) — 80
*Crane Line (1) — 40
Cargo Bay Door (1, rear) — 150
Cockpit/Forward Section — 350
Reinforced Pilot Compartment/Cockpit — 100
**Main Body — 300

* All items marked with a single asterisk means they are small and/or difficult to strike. An opponent must make a called shot to strike these areas and even then suffers a penalty of −3 to strike.

** Depleting the M.D.C. of the main body will shut the mecha down completely, making it useless. **Note:** Destroying a wing will make flight in an atmosphere impossible; in space reduce the dodge bonus by two points.

Statistical Data

Speed Flying: 500 mph (800 km) in Earth's atmosphere (75% faster in space, although the M-300 is not intended for use in space).
Height: 70 feet (21.3 m)
Width: 200 feet (61 m) from wing tip to wing tip. The cargo bay alone is 50 feet (15.2 m) wide to accommodate the giant mecha.
Length: 140 feet (42.7 m)
Weight: 100 tons unloaded.
Power System: Nuclear, with a 12 year life.
Weapon Systems: None, but may be escorted by Valkyries, helicopters or fighter aircraft.

H-41 Combat Helicopter

This is a Huey style assault helicopter designed to assist mecha troops and extract troops from war zones. Of course a helicopter has full VTOL capabilities and excellent mobility (+2 to dodge).

M.D.C. by Location:

*Main Rotor Blades (2) — 25 each
*Tail Rotor Blades (2) — 10 each
*Tail Section — 80
*Forward Laser (1, nose) — 15
*Mini-Missile Launcher (1, side) — 30
*Spotlight (1, undercarriage) — 5
*Crane (1) — 30
*Crane Line (1) — 10
*Landing Gear/Wheels (3) — 5 each
Sliding Bay Doors (2, sides) — 50
**Main Body — 180

* All items marked with a single asterisk means they are small and/or difficult to strike. An opponent must make a called shot to strike these areas and even then suffers a penalty of -3 to strike.

** Depleting the M.D.C. of the main body will shut the mecha down completely, making it useless.

Statistical Data

Speed Flying: 500 mph (800 km). Designed for use only in an atmosphere environment.
Height: 16 feet (4.8 m)
Width: 10 feet (3 m)
Length: 25 feet (7.6 m)
Weight: 5 tons
Power System: Liquid fuel, with a range of 1000 miles (1600 km).

Weapon Systems

1. **Nose Laser (1):** A laser cannon is built into the nose of the helicopter. The laser can move up and down 180 degrees and side to side 90 degrees.

Primary Purpose: Assault
Secondary Purpose: Anti-Personnel and Anti-Missile
Range: 3000 feet (915 m)
Mega-Damage: 6D6 M.D. per single blast.
Rate of Fire: Equal to the number of hand to hand attacks of the pilot.
Payload: 100 blasts

2. **Mini-Missile Launcher:** One mini-missile launcher is attached to one side of the helicopter. The launcher is operated by the pilot or a gunner (+1 to strike if operated by a gunner).

Primary Purpose: Assault/Anti-Armor
Secondary Purpose: Defense
Range: Varies with missile type, typically about one mile (1.6 km).
Mega-Damage: Varies with missile type. Any type of mini-missile can be used. Armor piercing inflicts 1D4×10 M.D. and plasma 1D6×10 M.D. per missile.
Rate of Fire: One at a time or in volleys of two, four, or six. One volley counts as one melee attack regardless of the number of missiles fired.
Payload: 48 mini-missiles

3. **Optional Door Gunner:** If a door gunner is used, one of the sliding bay doors is left open to reveal a gunner seated or tethered in the doorway, armed with a machinegun (S.D.C. damage).

U.N. Spacy: Space Force

VF-1MS Metal Siren Valkyrie

The VF-1MS Metal Siren Valkyrie space fighter is as powerful as the VF-2SS with a Super Armor Pack or "SAP Special" augmentation system! At the same time it is even faster and more maneuverable than the VF-2SS!!

The Metal Siren is a marvel of versatility and destructive power. Two powerful rail guns are stowed on each wing and can be fired in all three configurations. Heavy pulse lasers are mounted over the shoulders in the soldier configuration and just behind the cockpit in gerwalk. A set of light lasers are located

on each hip in soldier and gerwalk configurations and the forward undercarriage in the gerwalk and jet configurations. The "big" gun is the powerful plasma spear which can fire a plasma bolt or be used as a mega-damage stabbing and striking weapon. As if this were not enough, the Metal Siren is bristling with missiles located in the chest, hips, and lower legs of the fighter and additional body armor!

The Marduk invasion of Earth in 2089 only proved that the U.N. Spacy needs to upgrade to this more advanced fighter and add other, versatile, giant robot vehicles to their forces. There were only five Metal Siren prototypes available at the time of the invasion, but since then, the Metal Siren has been pushed into production and will represent 6% of the space fighters after the first year of mass production. After five years, the Metal Siren should represent 30% of the space fighters piloted by humans. It is typically reserved for officers, aces and special assignments. **Note:** These numbers do not include the VF-XX used by Zentran fighter pilots — a separate branch of the military.

Vehicle Type: VF-1MS Metal Siren

Class: Valkyrie II: Space Fighter (transformable)

Crew: One pilot; one or two human-sized passengers can be accommodated in an emergency situation.

M.D.C. by Location:

Head Shield (1, top) — 100
*Head — 100
*Shoulder Pulse Lasers (2) — 100 each
Shoulders & Missile Launchers (2) — 100 each
Forearms (2) — 110 each
*Hands (2) — 50 each
Legs (2) — 150 each
*Hip Auto-cannons (2) — 50 each
*Hip Missile Launchers (2) — 75 each
*Leg Missile Launcher Ports (4 per leg) — 50 each
*Leg Thrusters (3 per leg) — 50 each
Wings (2) — 200 each
Jet Thrusters (2, rear) — 120 each
*MS-50 Beam Cannons (2) — 100 each
*Plasma Spear (1) — 150
Cockpit Shield — 150
Reinforced Pilot Compartment/Cockpit — 110
**Main Body — 520

* All items marked with a single asterisk means they are small and/or difficult to strike. An opponent must make a called shot to strike these areas and even then suffers a penalty of −3 to strike.

Destroying the head will destroy all forms of optical enhancements. The range and targeting capabilities of radar and all other sensors (non-optical) are reduced by half. The head is a difficult target to strike: an attacker is −3 to strike even when a called shot is made and −5 to strike when the protective head shield is in place.

** Depleting the M.D.C. of the main body will shut the mecha down completely, making it useless. **Note:** Destroying a wing will make flight in an atmosphere impossible; in space reduce the dodge bonus by two points.

Speed

Note: In a zero gravity environment like outer space, the lengths of leaps are increased by ten times. The flying speed in space is provided for all space fighters. Running is not possible in zero gravity.

Running (soldier configuration): The heavily armored Valkyrie can maintain a maximum speed of 40 mph (64 km) running — 25 mph (40 km) when running in gerwalk form.

Leaping (soldier configuration): The robot can leap only about 20 feet (6 m) high or lengthwise. A jet thruster assisted leap will propel the unit 200 feet (61 m) high or lengthwise without actually attaining flight. The thrusters, located in the feet, can also be used to reduce the speed from a fall. Leaping in gerwalk configuration is not possible without assistance from the jet thrusters.

Flying in Gerwalk Configuration: Mach 7 (4690 mph/7504 km) in space.

2680 mph (4288 km) or approximately Mach 4 in Earth's atmosphere.

Flying in Jet Configuration: Mach 9.6 (6450 mph/10,320 km) in space. Cruising speed in space is typically around Mach 4.

3685 mph (5896 km), approximately Mach 5.5 is the maximum speed of the VF-1MS in an Earth-like atmosphere with no altitude ceiling — trans-atmospheric spacecraft.

Flying in Soldier Configuration: Mach Three (2010 mph/3216 km) in space.

Mach Two (1340 mph/2144 km) in Earth's atmosphere with a 20,000 foot (6010 m) altitude ceiling.

Statistical Data

Height: 42 feet (12.8 m) in soldier configuration with head shield in place (40 feet/12 m without head shield).
21 feet (6.4 m) in gerwalk configuration.
16 feet (4.9 m) in jet configuration.

Width: 17 feet (5.2 m) at the shoulders in soldier configuration.
35 feet (10.7 m) in gerwalk configuration with wings folded.
40 feet (12.2 m) in gerwalk with wings fully extended.
40 feet (12.2 m) in jet configuration with wings extended to their fullest.

Length: 16 feet (4.9 m) when in soldier configuration.
30 feet (9 m) in gerwalk configuration.
46 feet (14 m) in jet configuration.

Weight: The VF-1MS is 41 tons fully loaded.

Physical Strength: Equal to a P.S. of 50.

Cargo: Standard, small compartment behind the pilot's seat.

Power System: Nuclear, with a 12 year life.

Weapon Systems

1. **Rapid-Fire Pulse Lasers (2):** These powerful lasers are mounted behind the shoulders on either side of the head when in humanoid/soldier configuration, but located behind and above the cockpit when in gerwalk and jet configurations. They can be fired in any configuration, but are fixed in a forward position in the gerwalk and jet modes. Only in the soldier configuration can the pulse lasers rotate 360 degrees and point up or down in a 45 degree arc. Each can be operated individually or in tandem with the other.

Primary Purpose: Assault

Secondary Purpose: Anti-missile/Anti-fighter

Range: 4000 feet (1200 m; double in space)

Mega-Damage: 2D6 per single blast, 6D6 per triple pulse or 1D6×10 per dual blasts fired from both simultaneously at a single target.


Breaux

Rate of Fire: Equal to the combined number of hand to hand attacks of the pilot.

Payload: Effectively unlimited.

2. MS-1 Auto-cannons (2): A short range auto-cannon is mounted on each side of the hips when in soldier configuration and fixed forward on the undercarriage when in gerwalk or jet configurations. The auto-cannons can rotate up and down 90 degrees in soldier configuration and can angle to the right or left up to 45 degrees.

Primary Purpose: Assault

Secondary Purpose: Defense

Range: 2000 feet (610 m; double in space).

Mega-Damage: A single burst fires 80 rounds and inflicts 1D6 × 10; a single round does 1D6 M.D.

Rate of Fire: Equal to the number of combined hand to hand attacks of the pilot (usually 4 to 6 bursts per melee round).

Payload: 10,000 round drum clip providing 125 bursts.

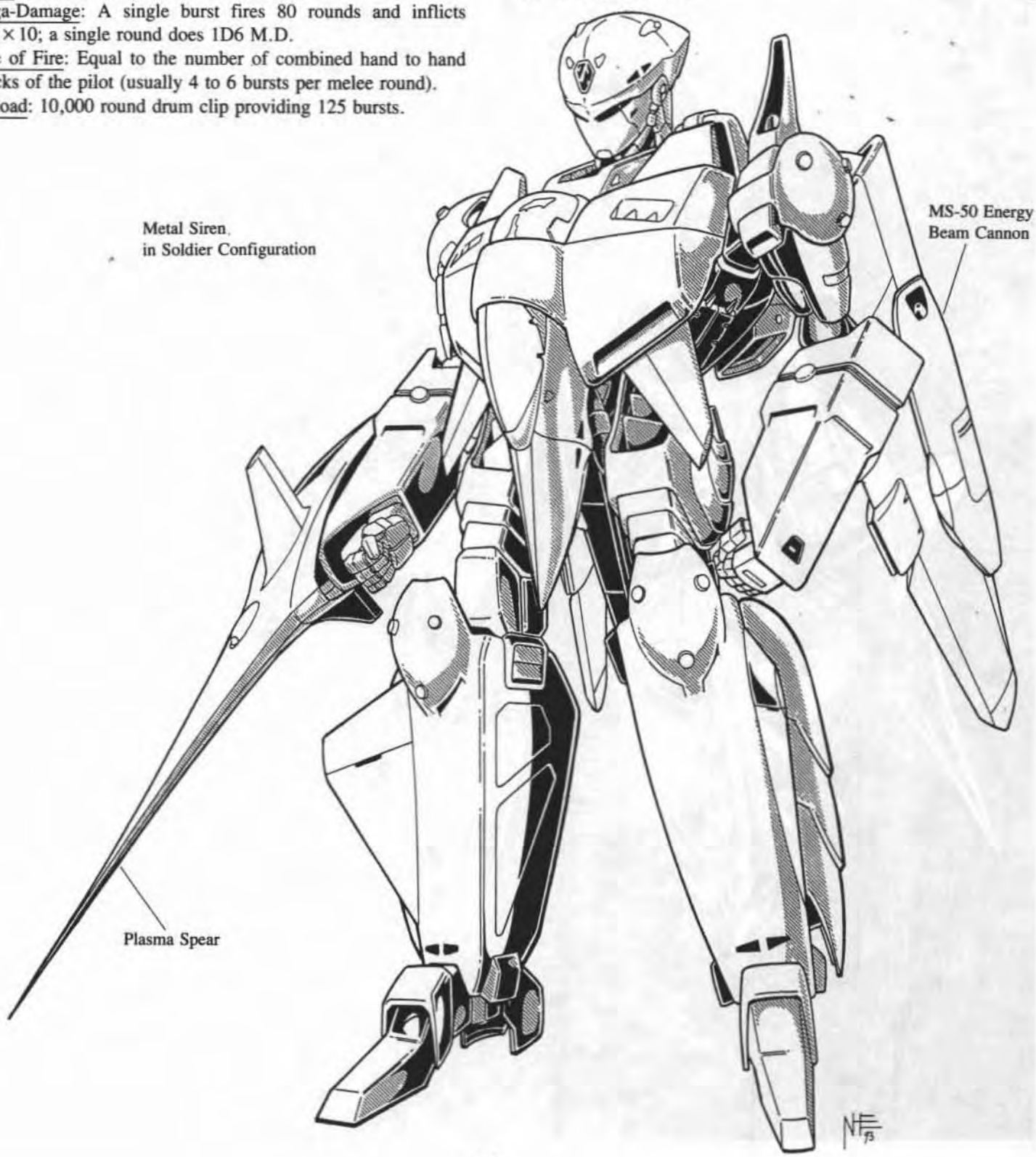
3. Short Range Missile Launchers (12): The entire VF-1MS Valkyrie seems to conceal missiles! All can be accessed and launched while in the soldier configuration but only the 26 leg missiles can be launched when in gerwalk or jet configurations. The most destructive missile types are its usual payload.

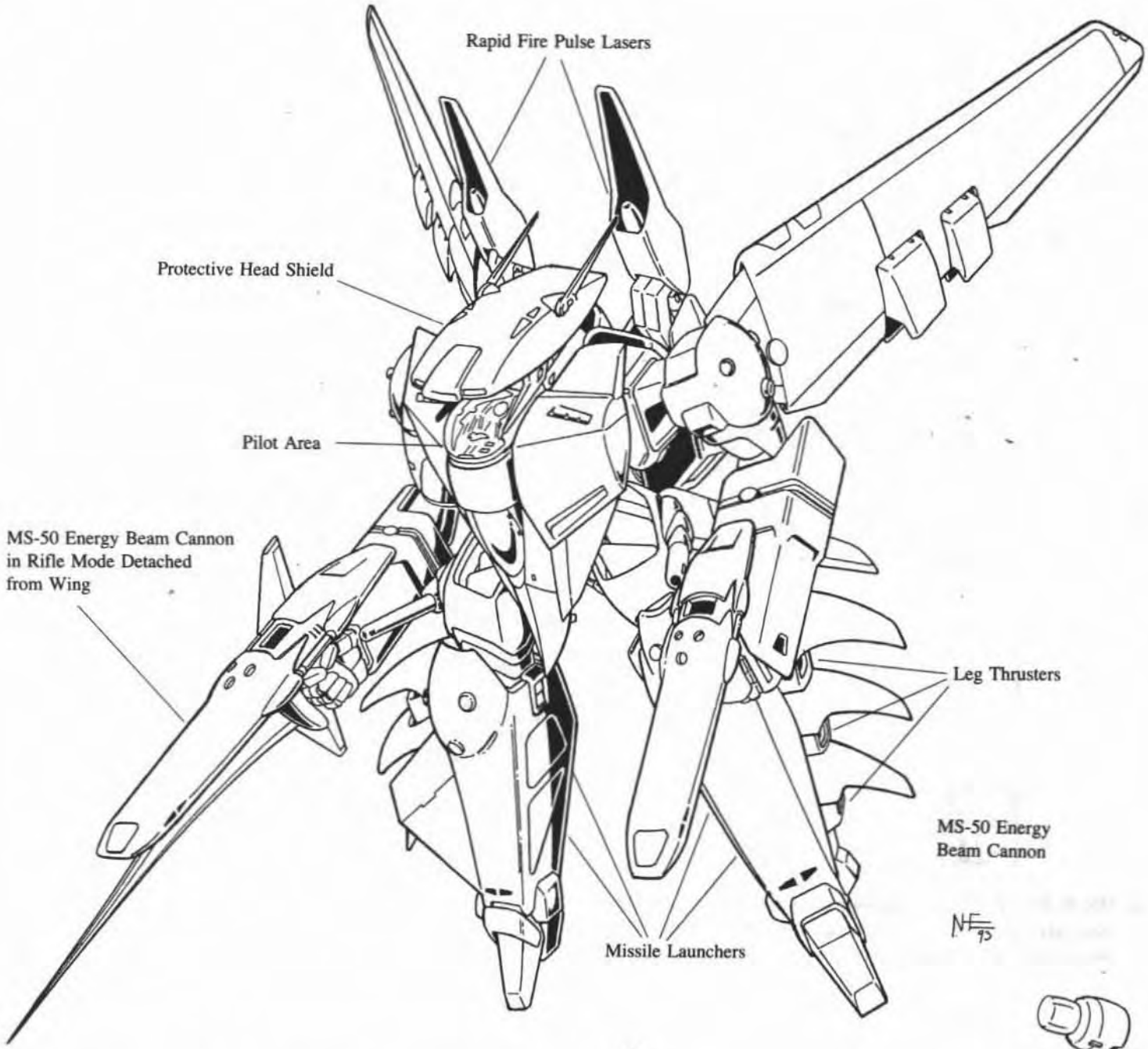
Primary Purpose: Assault; anti-space fighter

Secondary Purpose: Defense

Range: Varies with missile type, but typically three to five miles (4.8 to 8 km; increase by 75% in space).

Mega-Damage: Varies with missile type; any short range missiles can be used. Plasma or armor piercing are typical and inflict 1D6 × 10 per missile.



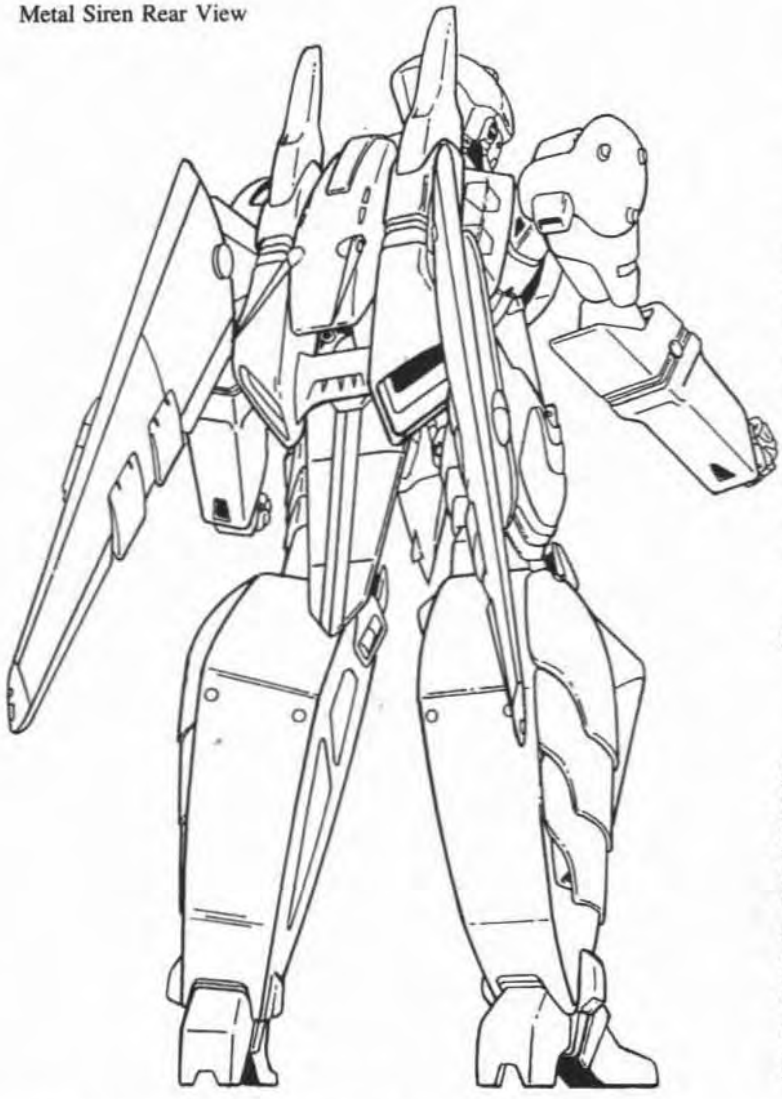


Rate of Fire: One at a time or in volleys of two, three, four, six or nine. One volley counts as one melee attack regardless of the number of missiles fired.

Payload: 64 total!

9 in each shoulder (18 total).
4 in each side of the chest (8 total).
6 in each hip (12 total)
13 in each lower leg (26 total)

Metal Siren Rear View



to the left or right. When in soldier configuration, one or both of the beam cannons can be removed from the wings and used like a handheld weapon. The MS-50 is also designed so that one can be fitted into the plasma spear, enabling the pilot to hold and fire the plasma spear and an MS-50 in one hand and use another MS-50 (or other weapon) in the other. Standard issue.

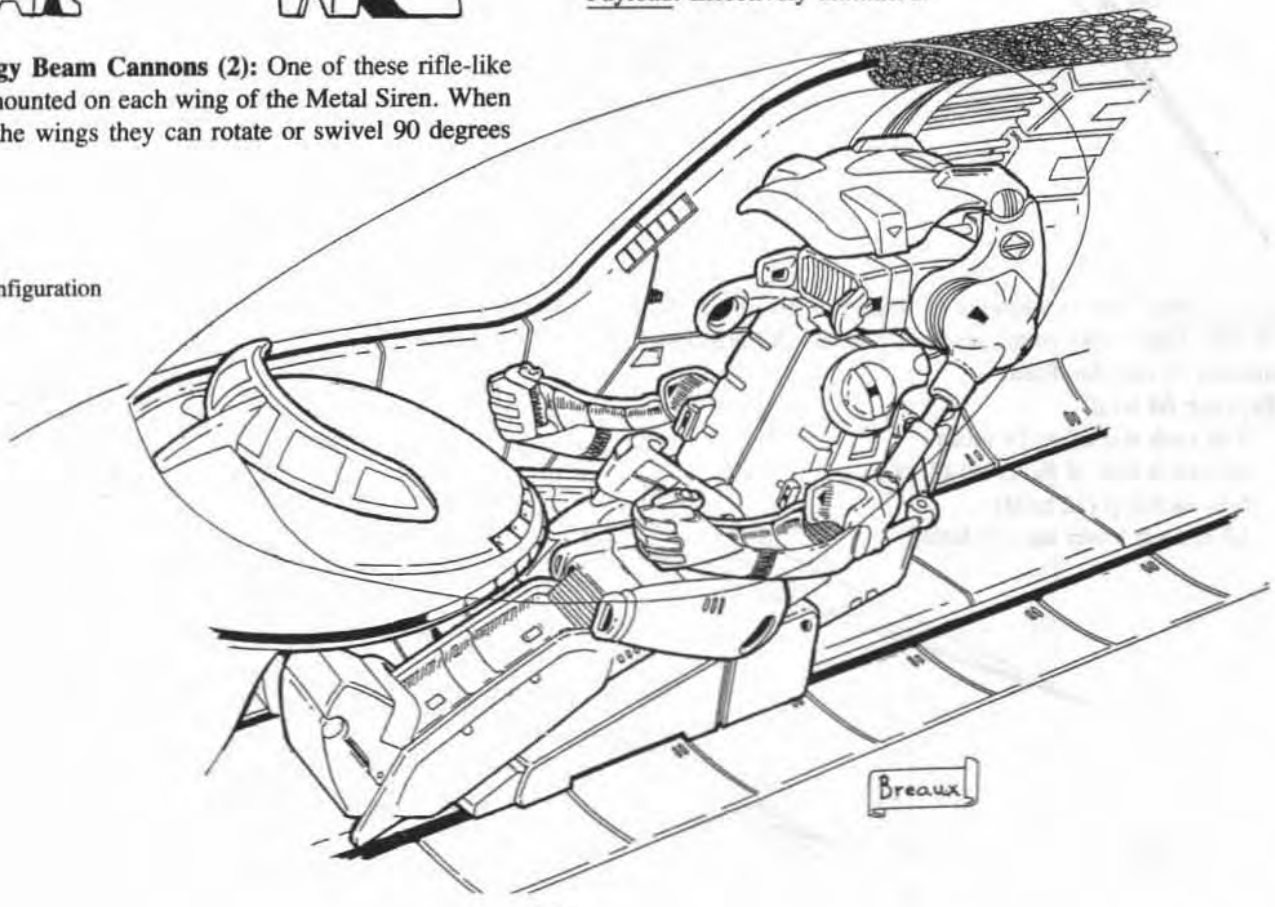
Primary Purpose: Assault
Secondary Purpose: Defense
Weight: 350 pounds (157.5 kg).
Range: 4000 feet (1200 m; double in space)
Mega-Damage: 1D4 × 10 per single blast.
Rate of Fire: The weapon can fire a single blast per melee action or release a short burst of five rapid-fire blasts (see rules for firing bursts and sprays).
Payload: 50 individual beams or ten bursts. It takes 15 seconds, one melee round, to reload the weapon with a new energy clip, if such an energy clip is readily available.

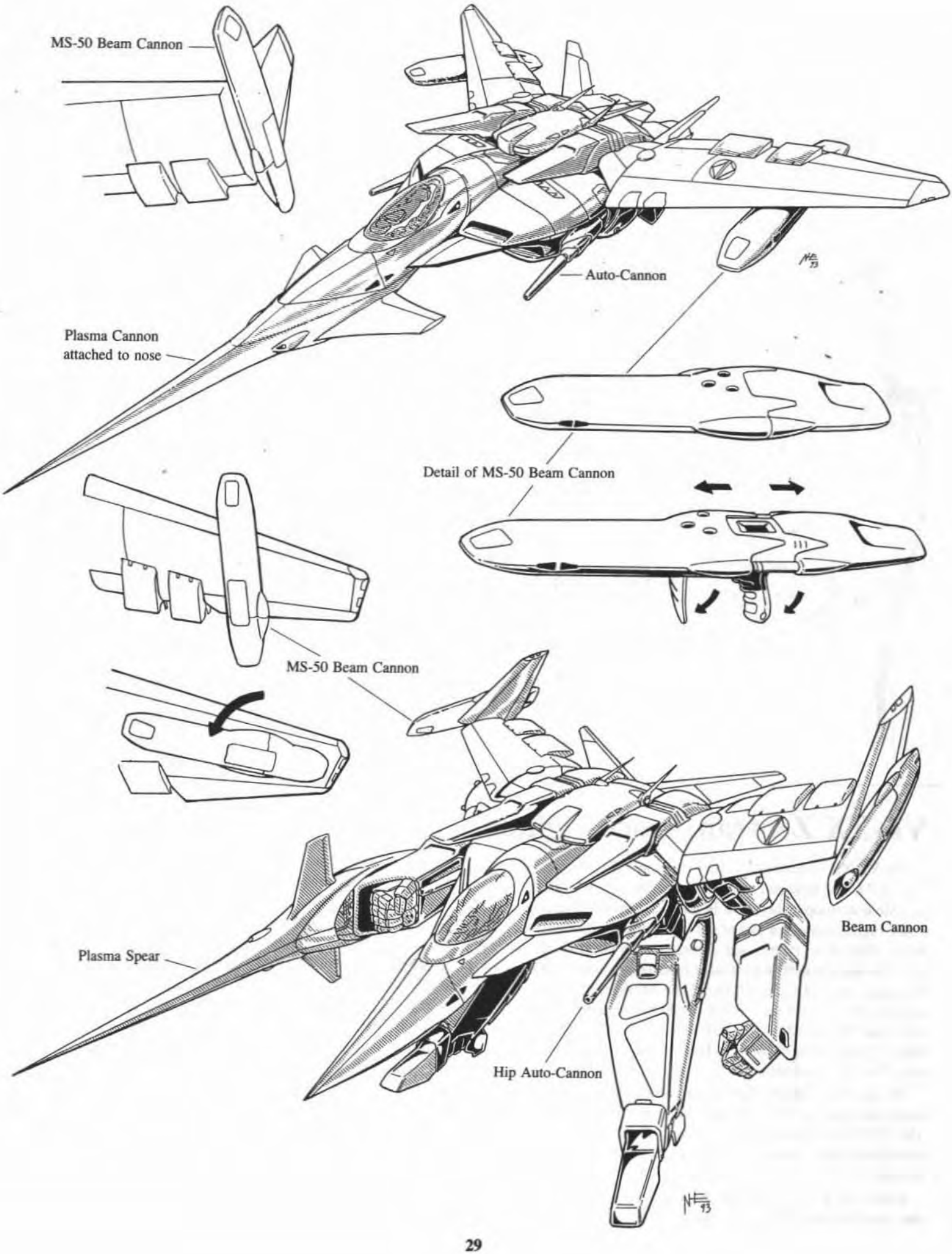
5. **Plasma Spear (1):** This powerful cannon fires a bolt of fiery plasma. It is handheld when in the soldier or gerwalk configurations or mounted on the nose when in the jet configuration. In the latter case, the plasma spear is fixed forward.

Primary Purpose: Assault; anti-space fighter
Secondary Purpose: Defense
Range: 8000 feet (2438 m; double in space)
Mega-Damage: 3D6 × 10 per single blast! 4D6 using the spear as a stabbing weapon or 2D6 M.D. from blunt strikes with the side of the spear.
Rate of Fire: The plasma spear can be fired twice per melee round (every 15 seconds) and can be combined with other actions/attacks per melee.
Payload: Effectively unlimited.

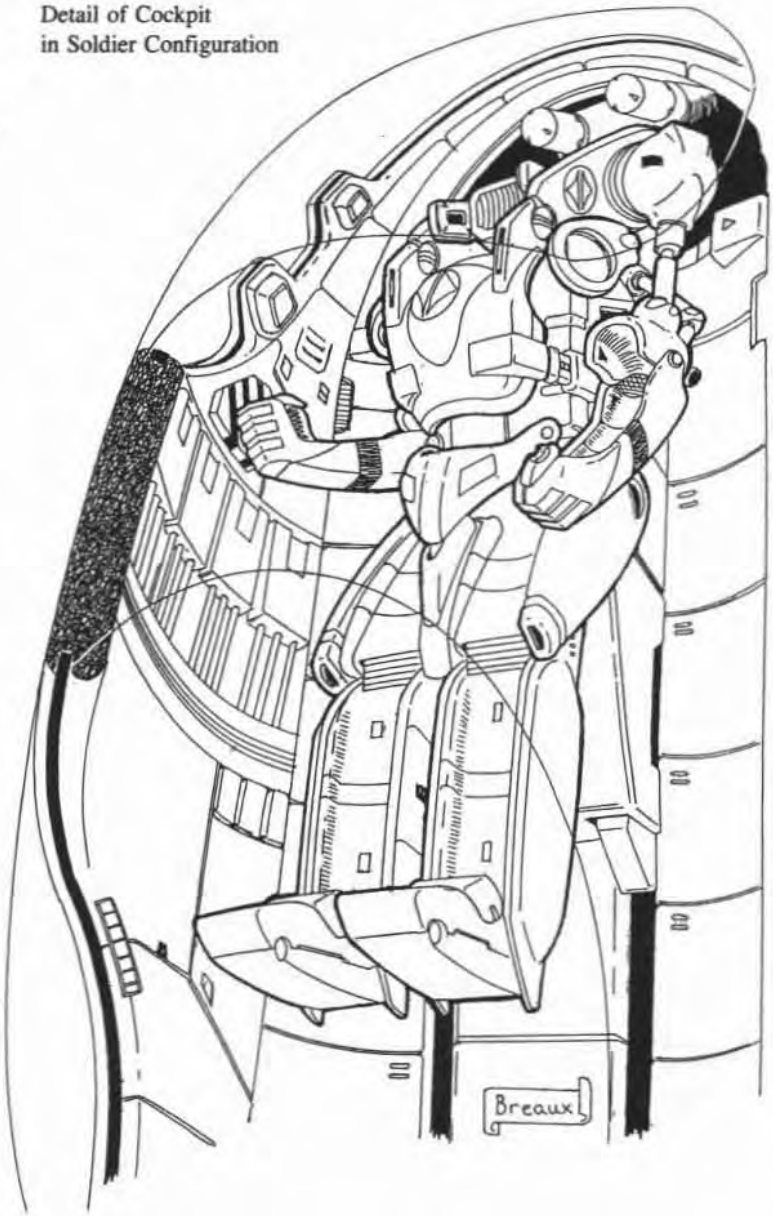
4. **MS-50 Energy Beam Cannons (2):** One of these rifle-like gun pods is mounted on each wing of the Metal Siren. When mounted on the wings they can rotate or swivel 90 degrees

Metal Siren
Cockpit in Jet Configuration

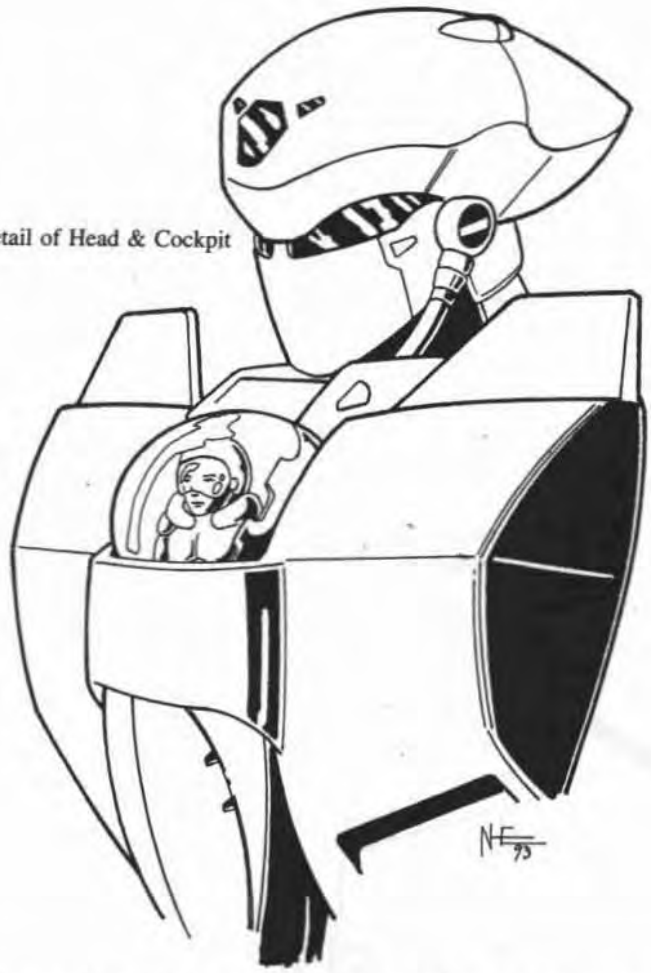



MS-50 Beam Cannon
Auto-Cannon
Plasma Cannon
attached to nose
Detail of MS-50 Beam Cannon
MS-50 Beam Cannon
Beam Cannon
Plasma Spear
Hip Auto-Cannon

Detail of Cockpit
in Soldier Configuration



Detail of Head & Cockpit



6. **Optional Hand to Hand Combat:** Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat. See *Valkyrie Combat Training* in the Robot Combat Section. **Note:** The Metal Siren Valkyrie is extremely agile when in humanoid/soldier configuration and can execute any hand to hand combat move, such as punches, jump kicks, leap attacks, roll with impact, etc., that the pilot would care to attempt.

VF-XX Zentran Space Fighter

The VF-XX is commonly referred to as the "Zentran Space Fighter." It was designed specifically for the micronized Zentran and Meltran troops who serve in the U.N. Spacy. The Zentran Space Fighter is a major part of the U.N. Spacy's Zentran Space-Force. 70% of the micronized Zentran mecha pilots fly the VF-XX. The remaining 30% pilot other types of mechanized vehicles (including ground types). 90% of the Meltran aces and most Zentran officers pilot the VF-XX, while the remaining 10% pilot either the VF-2SS SAP or the new Metal Siren. The new, VF-MS Metal Siren has only recently been introduced and represents only 4% of the current force.

The Zentran Valkyrie fighter is a versatile mecha specifically designed for use in space. Its shape is more like that of a rocket. The VF-XX does not have the wings of an aircraft, but it is aerodynamically sound and functions reasonably well in an atmosphere.

Unlike most of the standard Valkyries, the VF-XX has only two configurations: jet and soldier. In jet configuration it is sleek, has no wings and has three powerful, heavy-duty rocket thrusters for enhanced speed. The pilot's cockpit is covered in retractable shielding and the entire vehicle is heavily armored to withstand great physical punishment. Located in the forward section, just under the nose is a plasma cannon. Behind the nose are two diamond shaped structures attached to the main body and located between the two big thrusters. Each of these serve as heavy-duty directional thrusters when in soldier configuration. The lasers can be fired in both jet and soldier modes of operation.

When in soldier configuration, the plasma cannon located in the nose of the jet/rocket is stowed inside the armored body. In its place is the multi-purpose GU-3 Energy Cannon.

It is heavily armored, fast and maneuverable. In addition to the jet thrusters in the feet, it also has two top mounted jet engines for greater speed and mobility, as well as many tiny directional jets. The VF-XX has served the U.N. Spacy for 20 years with only minor changes in styling. The vessel is heavily armored, extremely tough and reliable under fire. The courageous pilots do not hesitate flying the VF-XX into the thick of combat. Its heavy armor means that it does not need additional

augmentation and attachments like of the Super Armored Pack (SAP). Once trapped inside Earth's gravity, it can not return to "space" under its own power and must hitch a ride in or on a larger spacecraft or use a space booster rocket similar to the one used by the **SNN, Scramble News Network**.

Vehicle Type: VF-XX
Class: Zentran/Meltran Valkyrie Space Fighter (transformable)
Crew: One pilot; one or two human-sized passengers can be accommodated in an emergency situation.

M.D.C. by Location:

Head Mounted Lasers (2) — 30 each
*Head — 100
Hands (2) — 50 each
Arms (2) — 180 each
Legs (2) — 250 each
Feet & Feet Thrusters (2) — 75 each
Heavy-Duty Directional Thrusters (2) — 100
Large, Side Jet Thrusters (2) — 200 each
Center, Rear Jet Thrusters (1) — 110 each
Tiny Directional Thrusters (12) — 2 each
Plasma Cannon (1) —70
GU-3 Beam Cannon (1; handheld) — 100
Reinforced Pilot's Compartment — 150
**Main Body — 450

* Destroying the head will destroy all forms of optical enhancements. The range and targeting capabilities of radar and all other sensors (non-optical) are reduced by half.

** Depleting the M.D.C. of the main body will shut the mecha down completely, making it useless.

Speed

Note: In a zero gravity environment like outer space, the lengths of leaps are increased by ten times. The flying speed in space and in an atmosphere are provided for all space fighters. Remember, running is not possible in zero gravity; the character must have some form of propulsion or will simply drift aimlessly.
Running (soldier configuration): 70 mph (112.6 km).
Leaping (soldier configuration): The powerful robot legs can propel the unit 25 feet (7.6 m) high or 50 feet (15.2 m) lengthwise. A jet thruster assisted leap will propel the unit 80 feet (24.4 m) high and/or 150 feet (46 m) lengthwise without actually attaining flight. The thrusters, located in the feet, can also be used to reduce the speed from a fall.
Flying in Gerwalk Configuration: Not applicable.
Flying in Jet Configuration: 5690 mph (9104 km) or Mach 8.5 in space. Cruising speed in space is typically Mach 4.

1675 mph (2672 km), approximately Mach 2.5, is the maximum speed of the VF-2SS in Earth's atmosphere, with a maximum altitude of 60 miles (96 km).
Flying in Soldier Configuration: Mach 2 (2010 mph/3216 km) in space or 200 mph (321 km) in Earth's atmosphere with a 10,000 foot (3048 m) ceiling.

The VF-XX Zentran Valkyrie can fly when in the humanoid configuration. The side mounted thrusters, seen in the jet configuration, slide to the back and are mounted behind the shoulders of the mechanical giant. It also has thrusters located in the feet and many small directional thrusters to provide movement and quick changes of direction in zero gravity.

Statistical Data

Height: 45 feet (13.7 m) in humanoid configuration.
17 feet (5.2 m) in jet configuration.
Width: 19 feet (5.8 m) at the shoulders in humanoid configuration.
20 feet (6 m) in jet configuration.
Length: 16 feet (4.9 m) when in humanoid configuration.
45 feet (13.7 m) in jet configuration.
Weight: 29 tons
Physical Strength: Equal to a P.S. of 50.
Cargo: Standard, small compartment behind the pilot's seat.
Power System: Nuclear, with a 12 year life.

Weapon Systems

1. **Twin Lasers (2):** Mounted on the heavy-duty directional thrusters behind the cockpit in jet configuration or on the chest, near the shoulders in soldier configuration. The lasers can be fired in either shape. Each can be operated in tandem or individually. Each of the thruster housings can be moved up or down 90 degrees.

Primary Purpose: Assault
Secondary Purpose: Anti-missile/defense
Range: 4000 feet (1200 m; double in space)
Mega-Damage: 3D6 per single blast or 6D6 per dual blasts fired from both simultaneously.
Rate of Fire: The lasers can be fired twice per melee round and combined with other actions per melee.
Payload: Effectively unlimited.

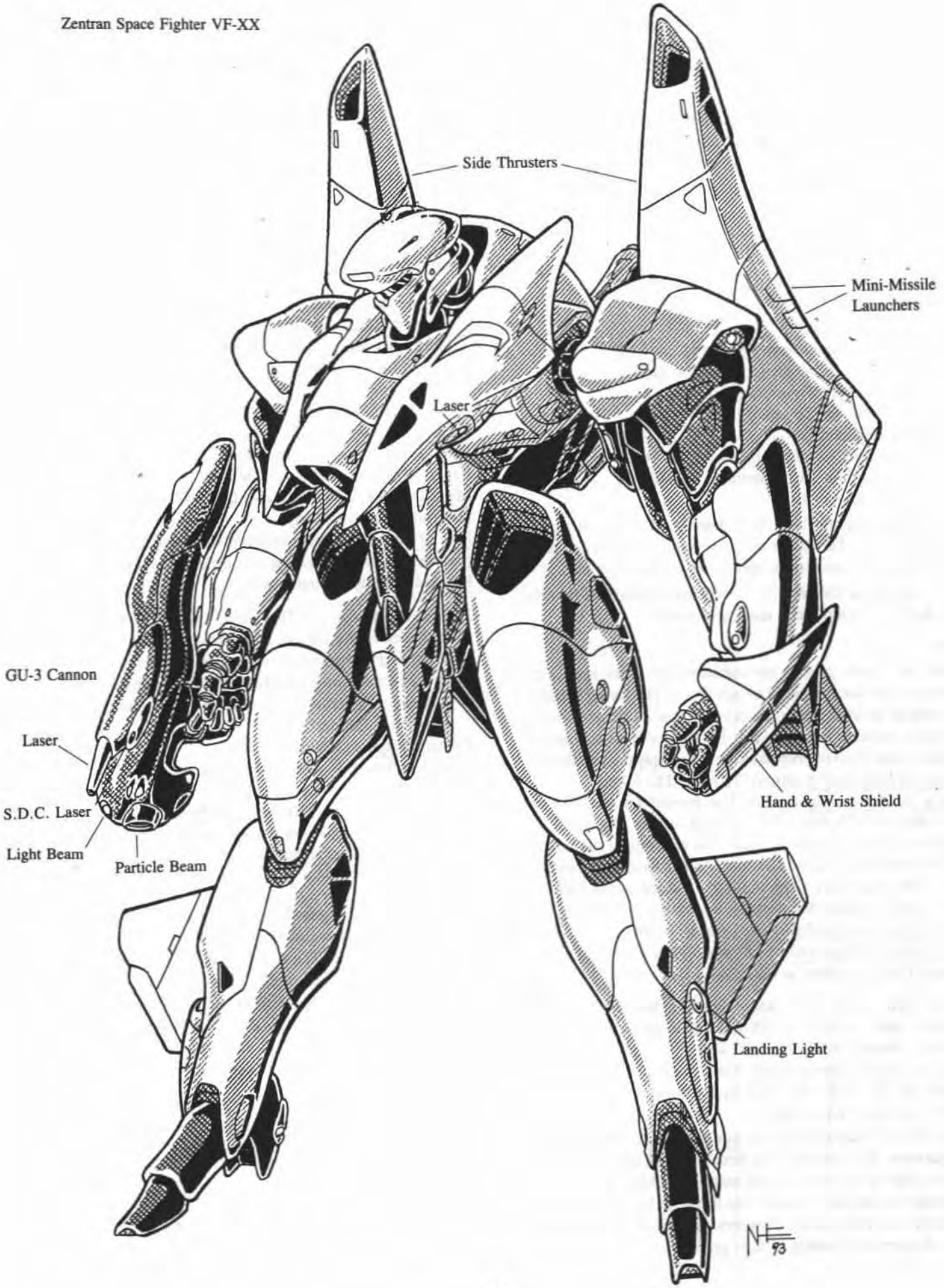
2. **Plasma Cannon (1):** This weapon can be seen and fired only in the jet configuration. It is mounted under the nose of the Valkyrie Fighter and can rotate 360 degrees. It can also pivot up and down in a 30 degree arc. When transformed into the soldier configuration, the cannon is tucked into the main body and cannot be used.

Primary Purpose: Assault
Secondary Purpose: Anti-missile/defense
Range: 6000 feet (1828 m; double in space)
Mega-Damage: 2D4 × 10 per single blast.
Rate of Fire: The plasma cannon can be fired three times per melee round and combined with other attacks per melee.
Payload: Effectively unlimited.

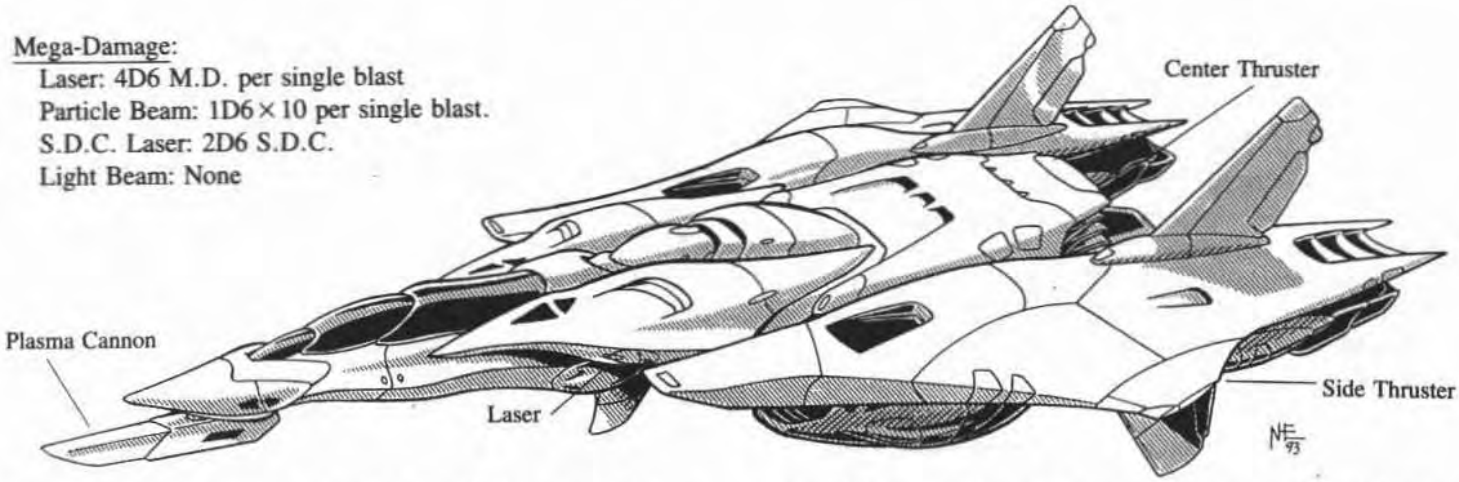
3. **GU-3, Multi-Purpose Energy Cannon:** The GU-3 is a round, stubby looking handheld weapon used exclusively by the Zentran Space Force. The weapon has a long rear portion where the special energy clip is housed. The large, forward nozzle fires a devastating particle beam. The small, tapered barrel fires a laser beam. The small bubble and opening on the side of the laser fires an S.D.C. laser and the circular area above the particle beam is a high-powered light beam (used like a flashlight).

Primary Purpose: Assault
Secondary Purpose: Defense
Weight: 200 pounds (90 kg).
Range:
Laser: 4000 feet (1200 m; double in space)
Particle Beam: 2000 feet (609 m; double in space)
S.D.C. Laser: 2000 feet (609 m; double in space)
Light Beam: 2000 feet (609 m; double in space)

Zentran Space Fighter VF-XX



Mega-Damage:
Laser: 4D6 M.D. per single blast
Particle Beam: 1D6 × 10 per single blast.
S.D.C. Laser: 2D6 S.D.C.
Light Beam: None



Rate of Fire: The weapon can fire a single blast equal to the total number of hand to hand attacks of the pilot. The M.D. laser and particle beam cannot be fired simultaneously, but the light beam can be used in conjunction with any of the weapon systems.
Payload: 300 charges per each special energy clip.
Laser: Each beam fired counts as one charge.
Particle Beam: Each blast fired counts as three (3) charges.
S.D.C. Laser & Light Beam: Effectively unlimited.

The energy used by the S.D.C. laser and light beam are so negligible that they do not noticeably drain the payload of the energy cell. This means they can be fired indefinitely as long as there is still one charge remaining. It takes one minute (4 melee rounds) to reload the weapon with a new energy clip, if such an energy clip is available. The typical VF-XX has a total of only one clip.

4. **Mini-Missile Launchers (8):** There are small panels located in each of the large thrusters and the main thruster that open up to fire mini-missiles. The missiles can be launched in either jet or soldier configuration.

Primary Purpose: Close Range Assault/Anti-Personnel
Secondary Purpose: Defense and Anti-Missile
Range: Varies with missile type, typically about one mile (1.6 km; increase by 75% in space).
Mega-Damage: Varies with missile type; typically armor piercing and/or plasma. Armor piercing inflicts 1D4 × 10 M.D. and plasma 1D6 × 10 M.D. per missile.
Rate of Fire: One at a time or in volleys of 2, 4, 6, or 8. One volley counts as one melee attack regardless of the number of missiles fired.
Payload: 80 total, 10 in each mini-missile launcher.

5. **Optional: 2-SS Heavy Gun Pod:** This rifle-like rail gun is standard issue for the VF-2SS but can be used by the VF-XX in place of, or with, the GU-3 energy cannon. At least twenty percent of the space fighter pilots keep a 2-SS heavy gun pod as a backup weapon (attached to one of the arms or undercarriage of the fighter when not in use).

Primary Purpose: Assault
Secondary Purpose: Defense
Weight: 1200 pounds (540 kg).
Range: 5000 feet (1524 m; double in space).
Mega-Damage: A single burst fires 80 rounds and inflicts 1D6 × 10; a single round does 1D6 M.D. Half damage when used in an atmosphere.
Rate of Fire: Equal to the number of combined hand to hand attacks of the pilot (usually 4 to 6 bursts per melee round).
Payload: 10,000 round drum clip providing 125 bursts! It takes 30 seconds, two melee rounds, to reload the weapon with a 10,000 round drum clip, if such an ammo clip is readily available.

6. **Optional: BC-60 Energy Beam Cannon:** This rifle-like cannon is typically used by the atmospheric Valkyries but can be used by the VF-XX in place of, or with, the GU-3 energy cannon.

Primary Purpose: Assault
Secondary Purpose: Defense
Weight: 500 pounds (225 kg).
Range: 4000 feet (1200 m; double in space)
Mega-Damage: 1D4 × 10 per single blast.
Rate of Fire: The weapon can fire a single blast per melee action or release a short burst of six rapid-fire blasts (see rules for firing bursts and sprays).
Payload: 60 individual beams or ten bursts. It takes 15 seconds, one melee round, to reload the weapon with a new energy clip, if such an energy clip is readily available.

7. **Optional Hand to Hand Combat:** Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat. See *Valkyrie Combat Training* in the Robot Combat Section. **Note:** The Valkyrie fighter in humanoid/soldier configuration is extremely agile and can execute any hand to hand combat move, such as punches, jump kicks, leap attacks, roll with impact, etc., that the pilot would care to attempt.

The Zentran

Old-Style Battle Suit, Mecha & Power Armor

About 30% of the giant soldiers are Zentran Mecha Pilots who still operate the old-style mecha. The most vulnerable types have been abandoned, but the male and female officer's units, power armor (hardsuits) and the occasional reconnaissance pod are still in use. Likewise, foot soldiers wear environmental body armor/hardsuits in space.

Even the typical giant soldier (50% of the force) can wear a giant size hardsuit and use the GU-3 or BC-60 as a rifle. This adds a lot of strength to the space infantry. Otherwise, the major-

ity of the giants serve as the crew of the giant Zentran space cruisers and battleships.

Zentran (Male) Power Armor

This is a more heavily armored EVA hardsuit equipped with dual rocket thrusters for enhanced speed and mobility in space. It somewhat resembles the one used by the Marduk Zentran warriors and the old-style suit. One feature of the power armor is electro-magnetic pads on the feet, enabling the soldier to walk on or hold on to the metal hull of spaceships.

Type: Giant Combat EVA Power Armor — for military purposes.
Class: All-purpose, armored, environmental vacuum suit.
Crew: One giant Zentran.
M.D.C. by Location:

*Helmet/Head — 75
Hands (2) — 30 each
Arms (2) — 40 each
Legs (2) — 70 each
Feet (2) — 50 each
Directional Thrusters (8) — 3 each
Rear Thrusters (2) — 30 each
Oxygen Tank (1) — 50
**Main Body — 140

* Destroying the head is likely to kill the person in the suit! However, the head can only be hit when a called shot is made. Even then the attacker is -3 to strike. The same conditions and penalty applies to shooting the hands, arms, and feet.

** Depleting the M.D.C. of the main body will destroy the suit, life support and any sensors. The person inside should be wearing a soft spacesuit with a helmet of 20 M.D.C and a main body of 25. The remnants of the damaged suit can be released by the wearer to float away and enable him to move.

Speed Note: In a zero gravity environment like outer space, the lengths of leaps are increased by ten times. Running is not possible in zero gravity without some form of propulsion. The directional thrusters provide a maximum speed of 5 mph (8 km).
Running: 50 mph (80 km) in an Earth-like environment or inside ships.
Leaping: Leaps are 50 feet (15.2 m) high and 100 feet (30.5 m) across. Jet thruster assisted leaps will propel the soldier 100 feet (30.5 m) high and/or 200 feet (61 m) lengthwise. The pair of thrusters are located on the back, behind the shoulders.
Flying in Space: Mach one (670 mph/1072 km).
Flying in an Atmosphere: The power armor is not designed for optimum use in an atmosphere, so it can only fly at about 300 mph (480 km), with an altitude ceiling of 20,000 feet (61,000 m).
Height: Average 45 feet (13.7 m).
Weight: 4 tons
Physical Strength: Equal to a P.S. of 50.
Penalties: None.

Weapon Systems

1. Chest Impact Cannon (1): Identical to the one listed in the **Macross II RPG**, page 83.
2. Shoulder Particle Beam Cannon (1): Identical to the one listed in the **Macross II RPG**, page 83.
3. Optional use of the BC-60 or GU-3 as a handheld rifle.

Meltran (Female) Power Armor

Another version of power armor used by the Meltran. This is a bulkier but lighter weight and faster suit similar to the one used by the Marduk Zentran warriors and the old-style suit. It is highly mobile with two powerful thrusters located in the back. Above the shoulders are a pair of large missile launcher pods. The wearer of the suit is also given a GU-3 as a mega-damage rifle.

Type: Giant Combat EVA Power Armor — for military purposes.
Class: All-purpose, armored, environmental vacuum suit.
Crew: One giant Meltran.
M.D.C. by Location:

*Helmet/Head — 75
Hands (2) — 25 each
Arms (2) — 40 each
Legs (2) — 70 each
Feet (2) — 30 each
Missile Pods (2) — 100 each
Directional Thrusters (8) — 3 each
Rear Thrusters (2) — 50 each
**Main Body — 160

* Destroying the head is likely to kill the person in the suit! However, the head can only be hit when a called shot is made. Even then the attacker is -3 to strike. The same condition and penalty applies to shooting the hands, arms, and feet.

** Depleting the M.D.C. of the main body will destroy the suit, life support and any sensors. The person inside should be wearing a soft spacesuit with a helmet of 20 M.D.C and a main body of 25. The remnants of the damaged suit can be released by the wearer to float away and enable her to move.

Speed Note: In a zero gravity environment like outer space, the lengths of leaps are increased by ten times. Running is not possible in zero gravity without some form of propulsion. The directional thrusters provide a maximum speed of 5 mph (8 km).
Running: 110 mph (176 km) in an Earth-like environment or inside ships.
Leaping: Leaps are 50 feet (15.2 m) high and 100 feet (30.5 m) across. Jet thruster assisted leaps will propel the soldier 100 feet (30.5 m) high and/or 200 feet (61 m) lengthwise. The pair of thrusters are located on the back, behind the shoulders.
Flying in Space: Mach 5 (3350 mph/5360 km).
Flying in an Atmosphere: The power armor is not designed for optimum use in an atmosphere, so its speed is reduced to Mach 2 (2010 mph/3216 km), with an altitude ceiling of 50,000 feet (15,240 m).
Height: Average 45 feet (13.7 m).
Weight: 26 tons
Physical Strength: Equal to a P.S. of 50.
Penalties: None.

Weapon Systems

1. Chest Impact Cannon (2): Identical to the one listed in the **Macross II RPG**, page 83.
2. GU-3 (1): Identical to the one listed under the VF-XX in this section.
3. Optional use of the BC-60 as a handheld rifle.

4. Mini-Missile Launchers (2): The large pods on the back contain mini-missiles. The cover flap opens and the missiles fly. Primary Purpose: Close Range Assault/Anti-Personnel
Secondary Purpose: Defense and Anti-Missile
Range: Varies with missile type, typically about one mile (1.6 km; increase by 75% in space).
Mega-Damage: Varies with missile type; typically armor piercing and/or plasma. Armor piercing inflicts 1D4 × 10 M.D. and plasma 1D6 × 10 M.D. per missile.
Rate of Fire: One at a time or in volleys of 2, 4, 8, or 12! One volley counts as one melee attack regardless of the number of missiles fired.
Payload: 84 total, 42 in each mini-missile pod.

Zentran Hardsuit

A giant version of the human EVA hardsuit, suitable for males and females. It is shielded against radiation and the oxygen tank is connected to an air circulator and recycling system that gives the wearer a 12 hour breathable air supply. The two directional jets provides the wearer with slow movement and control over the direction he drifts, but does NOT provide flight. Furthermore, a jet pack cannot be attached to this suit (see power armor).

Type: Giant EVA Hardsuit — for military purposes.
Class: All-purpose, armored, environmental vacuum suit.
Crew: One giant Zentran or Meltran.
M.D.C. by Location:
*Helmet/Head — 40
Hands (2) — 10 each
Arms (2) — 30 each
Legs (2) — 40 each
Feet (2) — 20 each
Directional Thrusters (4) — 3 each
Oxygen Tank (1) — 50
**Main Body — 90

* Destroying the head will kill the person in the suit! However, the head can only be hit when a called shot is made. Even then the attacker is -3 to strike. The same condition and penalty applies to shooting the hands, arms, feet and oxygen tank.

** Depleting the M.D.C. of the main body will destroy the suit and kill the person inside.

Speed Note: In a zero gravity environment like outer space, the lengths of leaps are increased, but running is not possible. The character must have some form of propulsion or will simply drift aimlessly. The directional thrusters provide a maximum speed of 5 mph (8 km).
Leaps: 12 feet (3.6 m) high or across.
Height: Average 45 feet (13.7 m).
Weight: 1000 pounds (450 kg), while the soldier weighs tons!
Penalties: The armor does hamper movement: −1 on initiative, −1 to strike and parry and −10% on prowl.

Zentran Pilot Spacesuit

This suit is identical to the human version (see the **Macross II RPG**, page 69), except that it is giant size and is a bit stronger, due to its size and thickness.

Type: Giant EVA Hardsuit — for military purposes.
Class: All-purpose, armored, environmental vacuum suit.
Crew: One giant Zentran or Meltran.
M.D.C. by Location:
*Helmet/Head — 20
Hands (2) — 5 each
Arms (2) — 10 each
Legs (2) — 20 each
Feet (2) — 20 each
Directional Thrusters (4) — 3 each
Oxygen Tank (1) — 50
**Main Body — 25

Hover Disc

The Zentran have a small, circular hover pad that resembles a flat dish with a railing encircling 80% of it. One to four giants can comfortably stand on the platform. It is designed for quick simple transport inside and outside the great spaceships (the disc is completely open so a spacesuit is needed for travel in a vacuum). ALL Zentran/Meltran giants and most (75%) human size Zentran soldiers know how to operate the simple device.

Vehicle Type: Hover Transportation
Crew: One driver and up to three passengers.
M.D.C.: Main body — 45
Speed: 60 mph (96.5 km) and double in space (120 mph/193 km).
Height: 20 feet (6 m)
Weight: 8 tons
Weapon Systems: None.

U.N. Spacy

Trans-atmospheric Valkyrie Space Booster

The Valkyrie space booster can be used by any of the old and new style Valkyries, including the VF-2SS, VF-2JA and VC-079 Civilian Valkyrie. The space booster is a detachable booster rocket that gives the transformable jet fighters the additional speed and power to break Earth's gravitational pull. The boosters can be retrieved and reused dozens of times.
M.D.C. of the Valkyrie Space Booster:
Main Thrusters of Space Booster (2) — 100 each
**Main Body of Space Booster — 250

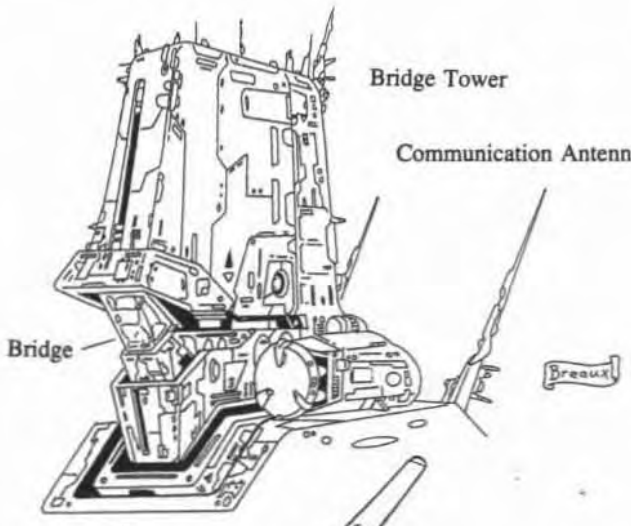
Trans-atmospheric Space Shuttle

This is an upgraded version of the 20th Century style space shuttle. The shuttle, with the aid of booster rockets, can be launched into space and stay there indefinitely, going from space station to spaceship. In orbit, the space shuttle is used for transporting people and/or cargo. Typical crew is three: pilot, co-pilot and communications engineer or scientist.
M.D.C. of the Trans-atmospheric Space Shuttle:
Main Thrusters (4) — 50 each
Wings (2) — 100 each
Reinforced Pilot's Compartment — 50
Main Body — 300

Macross Super Dimensional Fortress

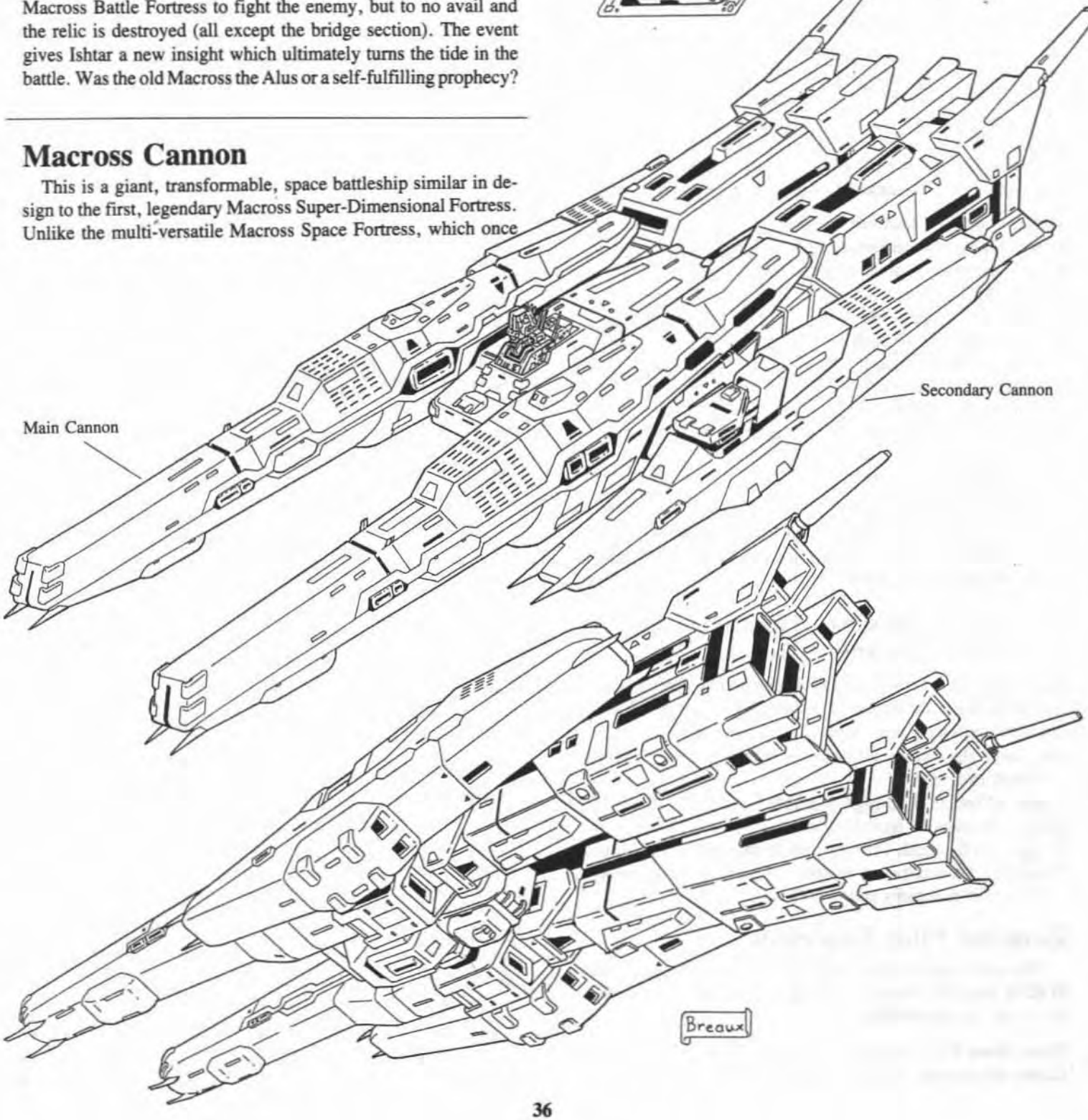
At the beginning of the animated series, the viewer sees the old battle fortress has been taken out of service and been placed in Culture Park with other great or inspirational monuments from Earth's past, like the Eiffel Tower, The Roman Coliseum, and The Tower of Pisa.

Ishtar believed the Macross to be the legendary spaceship "Alus." The legend says that the Alus will be responsible for bringing culture and peace to the Marduk. Ishtar is continually drawn to the Macross. During the climactic battle against the Marduk invasion fleet, Ishtar, Silvie and Hibiki use the old Macross Battle Fortress to fight the enemy, but to no avail and the relic is destroyed (all except the bridge section). The event gives Ishtar a new insight which ultimately turns the tide in the battle. Was the old Macross the Alus or a self-fulfilling prophecy?



Macross Cannon

This is a giant, transformable, space battleship similar in design to the first, legendary Macross Super-Dimensional Fortress. Unlike the multi-versatile Macross Space Fortress, which once



served as a trans-atmospheric space station, battleship and combat vessel, the Macross Cannons are strictly spacecraft and are about half the size of their predecessor. They function primarily as a defensive part of the U.N. Spacy orbiting fleet.

The huge pair of arm-like appendages are the Macross cannon portions of the ship and take up a full third of the overall vessel. The leg-like thrusters represent another third of the vessel. The final third of the ship includes the main body, which serves as the crew quarters, and the two secondary cannons (the smaller, lower arms). The ship holds a crew of 96 but only needs 24 crewmen to operate the vessel at 100% capacity. The larger number of crew members allows for eight hour shifts and allows for sickness, injury and disability among the crew members. The typical Macross Cannon also serves as a base for the following mecha squadrons:

24 VF-2SS
8 VF-2SS SAP
8 VF-2SS SAP Specials
6 VF-1MS Metal Siren
6 Phalanx Upgrades
4 Defender-Ex, with space propulsion system
2 Tomahawk, with space propulsion system

Vehicle Type: MC-III

Class: Macross Space Battleship (transformable)

Crew: 96, plus 36 mechanized combat troops. An additional 48 troops or passengers can be comfortably accommodated in an emergency situation.

M.D.C. by Location:

Observation Bubble (1, bridge) — 700
Communications Antennas (3, bridge) — 200 each
*Bridge Tower (1, top) — 2500
Leg Thrusters (2) — 8000 each
Small Guidance Thrusters (36) — 200 each
Main Cannons (2, large arms) — 4000 each
Secondary Cannons (2, smaller arms) — 2000 each
Long Range Rocket Launcher Bays (8) — 600 each
Medium Range Rocket Launchers (4, Bridge) — 300 each
**Main Body — 20,000

* Destroying the Bridge will destroy all forms of long range communications, optics, radar, and targeting. The range and targeting capabilities are reduced to the equivalent of a Valkyrie. The cannons can still operate but are −3 on initiative, −3 to strike, and the number of attacks per melee are reduced by half.

** Depleting the M.D.C. of the main body destroys the vessel in a fiery explosion that inflicts 2D4 × 1000 M.D. to a 2000 foot (610 m) area!

Statistical Data

Speed: Flying in Space: Mach 12.6 in space. The Macross Cannons were built in space and are not designed to fly in an atmosphere. They are part of the orbital defense network of the U.N. Spacy.

Bonuses: +3 on initiative, +6 to strike, +2 to dodge.

Length: Prone Position: 1600 feet (488 m)
Soldier Combat Position: 800 feet (245 m)

Weight: 8,568,000 tons.

Power System: Combination nuclear, with a 25 year life, and solar (indefinite life).

Note: The Macross Cannons are designed as orbital platforms or battleships placed at strategic locations around the earth (ten total) and one at the moon. They are not intended for space exploration or travel.

Weapon Systems

Note: Total Number of Attacks Per Melee Round: 26 (including missile volleys) plus the main cannon once every fourth melee, and the deployment of Valkyries and other mechanized fighters.

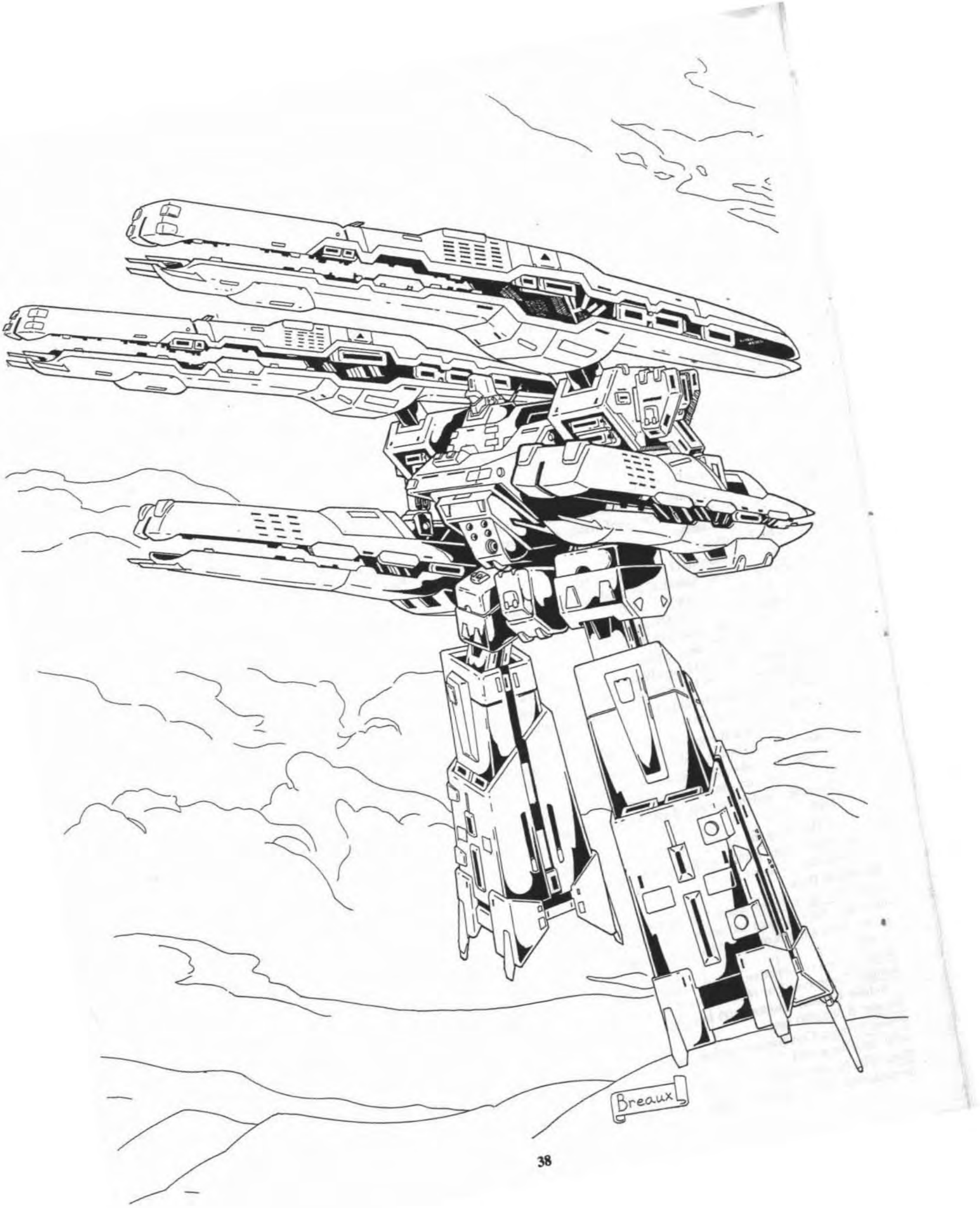
1. **The Main Disintegration Cannons (2):** The two largest cannons are located in the forward section of the vessel when in the prone position or as the top arm-like appendages in the soldier configuration. The cannons can fire in either position. The advantage of the soldier configuration is that the secondary cannons are not fixed forward and can be aimed in a variety of directions/positions like a human arm. This mobility of the secondary cannon arms also provides greater protection for the main guns.

   Although there are two main cannon appendages, both are needed to fire the deadly beam. Energy is generated between the two appendages for 10 seconds before the all-destroying blast is unleashed. The only way to survive the disintegration beam is to get out of its way. The beam is approximately one mile wide (1.6 km) and 20,000 miles (32,000 km) long — destroying everything in its path! The Macross Cannons can fire more rapidly than the one on the old Macross Battle Fortress, but it still requires one minute (4 melee rounds) to recharge and fire again. As one might have surmised, the powerful Macross Cannons are used against large spacecraft and clusters of enemy vessels and fighters; cutting a swath right through an enemy fleet. **Note:** Destroying one of the cannon appendages prevents the firing of the disintegration beam, but the remaining cannon can fire a less destructive beam identical to the secondary cannons (see description number two), five times per melee.

   Primary Purpose: Assault
   Secondary Purpose: Anti-Spacecraft
   Range: 20,000 miles (32,000 km)
   Mega-Damage: Absolutely atomizes EVERYTHING in its path of fire! This includes tiny battle pods and satellites to the largest space vessels. That's an energy beam one mile (1.6 km) wide and 20,000 miles long.
   Rate of Fire: Once every minute or four melee rounds.
   Payload: Effectively unlimited.

2. **Secondary Beam Cannons (2):** Unlike the beam guns, the two smaller arms can fire a powerful anti-spaceship energy beam several times a melee round (15 seconds). These cannons, the missiles and the assault mecha on board are used to fight the enemy and to protect the big cannons while they are recharging.

   Primary Purpose: Assault
   Secondary Purpose: Defense
   Range: 16 miles (25.6 km)
   Mega-Damage: 1D6 × 1000 M.D. or 2D6 × 1000 M.D. if both arms fire simultaneously at the same target.
   Rate of Fire: Effectively 10 attacks per melee. Each secondary cannon-arm can shoot five times per melee round (15 seconds) and can be directed at different target areas.
   Payload: Effectively unlimited.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3. **Long Range Missile Launchers (8):** Long range missile launchers are scattered throughout the outer hull of the ship. Each can unleash volleys of missiles at the enemy.

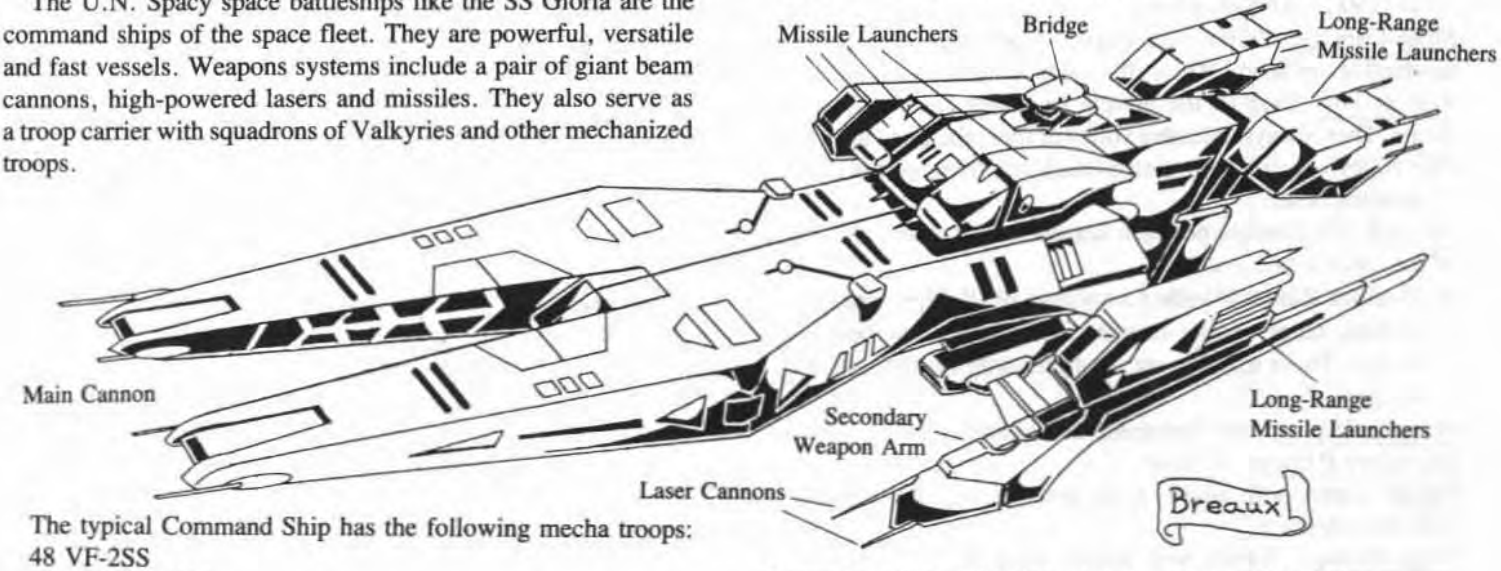
Primary Purpose: Anti-Spaceship and Space Fighter
Secondary Purpose: Defense
Range: Varies with missile type, but typically about 1000+ miles (1600+ km) in space.
Mega-Damage: Varies with missile type. Typically the most destructive are used (3D6×10 to 4D6×10 M.D. per missile).
Rate of Fire: Each of the missile launchers can fire once per melee. They always unleash a volley of four, six, eight or twelve. One volley counts as one melee attack regardless of the number of missiles fired.
Payload: 640 missiles per each launcher! 5120 total; plus those of the mechanized troops!

4. **Medium Range Missile Launchers (4, Bridge area):** Four medium range missile launchers are located just below the Bridge Command Tower. These missiles are used primarily for defense of the bridge.

Primary Purpose: Anti-Spaceship and Space Fighter
Secondary Purpose: Defense
Range: Varies with missile type, but typically about 80 miles (120 km) in space.
Mega-Damage: Varies with missile type. Typically the most destructive are used (2D6×10 M.D. per missile).
Rate of Fire: Each of the four missile launchers can fire twice per melee. They always unleash a volley of four or eight missiles each. One volley counts as one melee attack regardless of the number of missiles fired.
Payload: 320 missiles per each launcher (that's 40 volleys of eight missiles or 80 volleys of four missiles from each launcher)! 1280 total missiles.

Space Command Ship & Carrier

The U.N. Spacy space battleships like the SS Gloria are the command ships of the space fleet. They are powerful, versatile and fast vessels. Weapons systems include a pair of giant beam cannons, high-powered lasers and missiles. They also serve as a troop carrier with squadrons of Valkyries and other mechanized troops.



The typical Command Ship has the following mecha troops:
48 VF-2SS
24 VF-2SS SAP
12 VF-2SS SAP Specials
12 VF-1MS Metal Sirens
24 Phalanx Upgrades
12 Defender-Ex, with space propulsion system
12 Tomahawk, with space propulsion system
2 Monster II

Vehicle Type: CC-10
Class: Space Command Carrier (non-transformable)
Crew: 144, plus 288 combat troops (half mecha pilots). An additional 144 troops or passengers can be comfortably accommodated in an emergency situation.
M.D.C. by Location:
Observation Bubble (1, bridge) — 500
Communications Antennas (2, bridge) — 80 each
*Bridge Tower (1, top) — 1500
Main Thrusters (2) — 5000 each
Secondary Thrusters (6) — 1200 each
Small Guidance Thrusters (24) — 100 each
Main Cannons (2, forward) — 3000 each
Secondary Cannon Arms (2, small) — 1500 each
Long Range Rocket Launcher Bays (4) — 600 each
Medium Range Rocket Launchers (4) — 250 each
**Main Body — 12,000

* Destroying the Bridge will destroy all forms of long range communications, optics, radar, and targeting. The range and targeting capabilities are reduced to the equivalent of a Valkyrie. The cannons can still operate but are −3 on initiative, −3 to strike, and the number of attacks per melee are reduced by half.

** Depleting the M.D.C. of the main body destroys the vessel in a fiery explosion that inflicts 1D4×1000 M.D. to a 1000 foot (305 m) area!

Statistical Data
Speed: Flying in Space: Standard speed is Mach 12.6 in space. They are not designed or capable of flight in an atmosphere. Command ships are capable of deep space travel, although they have never been used for such; they are part of the orbital defense network of the U.N. Spacy.
Travelling Speed (Deep Space): The engines are capable of sustained sub-light travel, reaching speeds approaching .20 light or 37,200 miles per second (60,000 km per second).
Bonuses: +2 on initiative, +4 to strike, +3 to dodge.
Length: 1000 feet (305 m)
Weight: 4,830,000 tons.
Power System: Combination nuclear, with a 25 year life, and solar (indefinite life).
Note: The Command Carriers are designed as orbital platforms or battleships placed at strategic locations around the Earth (thirty

total), the moon (four) and near the moons of Mars (two). They are rarely sent beyond Saturn to follow an enemy or away for space exploration.

Weapon Systems

Note: Total Number of Attacks Per Melee Round: 28 (including missile volleys) plus the deployment of Valkyries and other mechanized fighters.

1. **The Main Cannons (2):** The two largest cannons are located in the forward section of the vessel. Each of the cannons can fire individually or simultaneously at the same target.

Primary Purpose: Assault
Secondary Purpose: Defense
Range: 16 miles (25.6 km)
Mega-Damage: 1D6 × 1000 M.D. or 2D6 × 1000 M.D. if both cannons fire simultaneously at the same target.
Rate of Fire: Each cannon can fire three times per melee round (15 seconds) and can be directed at different targets. Payload: Effectively unlimited.

2. **Secondary Weapon Arms (2):** On each side of the vessel are a pair of weapon arms. The arms can rotate 360 degrees. The actual laser cannons are the two stubby nozzles at the end.

Primary Purpose: Assault
Secondary Purpose: Defense
Range: 8 miles (12.8 km) in space.
Mega-Damage: 1D6 × 100 M.D. or 2D6 × 100 M.D. if both cannons fire simultaneously at the same target.
Rate of Fire: Each cannon can shoot five times per melee round (15 seconds) and can be directed at different targets.
Payload: Effectively unlimited.

3. **Long Range Missile Launchers (4):** Long range missile launchers are located on the sides of the Command Carrier. Each can unleash volleys of missiles at the enemy.

Primary Purpose: Anti-Spaceship and Space Fighter
Secondary Purpose: Defense
Range: Varies with missile type, but typically about 1000+ miles (1600+ km) in space.
Mega-Damage: Varies with missile type. Typically the most destructive are used (3D6 × 10 to 4D6 × 10 M.D. per missile).
Rate of Fire: Each of the missile launchers can fire once per melee. They always unleash a volley of four, six, eight or twelve. One volley counts as one melee attack regardless of the number of missiles fired.
Payload: 320 missiles per each launcher! 1280 total; plus those of the mechanized troops.

4. **Medium Range Missile Launchers (4, Bridge area):** Four medium range missile launchers are located just below the Bridge. These missiles are used primarily for defense of the bridge.

Primary Purpose: Anti-Spaceship and Space Fighter
Secondary Purpose: Defense
Range: Varies with missile type, but typically about 80 miles (120 km) in space.
Mega-Damage: Varies with missile type. Typically the most destructive are used (2D6 × 10 M.D. per missile).
Rate of Fire: Each of the four missile launchers can fire twice per melee. They always unleash a volley of four or eight missiles each. One volley counts as one melee attack regardless of the number of missiles fired.
Payload: 220 missiles per each launcher.

Space Battleship

The battleships of the U.N. Spacy's space fleet are comparatively small but fast and powerful.

The typical space battleship has the following mecha troops:
24 VF-2SS
6 VF-2SS SAP
4 VF-2SS SAP Specials
4 VF-1MS Metal Sirens
6 Phalanx Upgrades
6 Defender-Ex, with space propulsion system
12 Tomahawk II, with space propulsion system

Vehicle Type: SB-12
Class: Space Battleship (non-transformable)
Crew: 72, plus 144 combat troops (half are mecha pilots). An additional 48 troops or passengers can be comfortably accommodated in an emergency situation.

M.D.C. by Location:
Communications Antennas (3, rear) — 120 each
*Bridge Bubble (1, top) — 2000
Main Thrusters (1) — 2000
Secondary Thrusters (3) — 1000 each
Small Guidance Thrusters (24) — 100 each
Main Laser Cannon (1, nose) — 1000
Main P-Beam Cannon (1, forward) — 500
Rear Laser Cannons (2) — 500 each
Long Range Rocket Launcher Bays (4) — 500 each
Medium Range Rocket Launchers (6, bridge) — 200 each
**Main Body — 8900

* Destroying the Bridge will destroy all forms of long range communications, optics, radar, and targeting. The range and targeting capabilities are reduced to the equivalent of a Valkyrie. The cannons can still operate but are −3 on initiative, −3 to strike, and the number of attacks per melee are reduced by half.

** Depleting the M.D.C. of the main body destroys the vessel in a fiery explosion that inflicts 1D4 × 1000 M.D. to a 1000 foot (305 m) area!

Statistical Data
Speed: Flying in Space: Standard speed is Mach 12.6 in space. They are not designed or capable of flight in an atmosphere. Battleships are capable of deep space travel, although they have never been used for such; they are part of the orbital defense network of the U.N. Spacy.
Travelling Speed (Deep Space): The engines are capable of sustained sub-light travel, reaching speeds approaching .20 light or 37,200 miles per second (60,000 km per second).
Bonuses: +3 on initiative, +4 to strike, +4 to dodge.
Length: 800 feet (244 m)
Weight: 3,650,000 tons.
Power System: Combination nuclear, with a 25 year life, and solar (indefinite life).
Note: The Battleship is a companion to the Command Carriers and is placed at strategic locations around the Earth (sixty total), the moon (12) and near the moons of Mars (four). They are rarely sent beyond Saturn to follow an enemy or away for space exploration.

Weapon Systems

Note: Total Number of Attacks Per Melee Round: 71 (including missile volleys and close range laser turrets), 35 long range attacks (excluding the close range laser turrets) plus the deployment of Valkyries and other mechanized fighters.

1. **The Main Laser Cannon (1):** The nose of the battleship is a giant laser with tremendous range and power.

Primary Purpose: Anti-Spacecraft
Secondary Purpose: Defense
Range: 30 miles (48 km) in space.
Mega-Damage: 2D6 × 1000 M.D.
Rate of Fire: The laser cannon can fire three times per melee round (15 seconds).
Payload: Effectively unlimited.

2. **Main Particle Beam Cannon (1):** The particle beam cannon rests on top of the nose of the vessel. The cannon can be raised and lowered 90 degrees. It has devastating power but is comparatively short range.

Primary Purpose: Assault
Secondary Purpose: Defense
Range: 8 miles (12.8 km) in space.
Mega-Damage: 2D4 × 1000 M.D.
Rate of Fire: The particle beam cannon can shoot six times per melee round (15 seconds).
Payload: Effectively unlimited.

3. **Rear Laser Cannons (2):** A pair of high powered laser cannons are located in the tail section of the battleship on either side of the main thrusters. Each can angle and rotate 180 degrees.

Primary Purpose: Assault
Secondary Purpose: Defense
Range: 30 miles (48 km) in space.
Mega-Damage: 1D4 × 1000 M.D. per single blast or 2D4 × 1000 per simultaneous blast from both at the same target (counts as one melee attack).
Rate of Fire: Each laser cannon can shoot five times per melee round (15 seconds).
Payload: Effectively unlimited.

4. **Close-Range Laser Turrets (12):** Comparatively tiny anti-fighter laser turrets are strategically scattered over the ship. These turrets are hidden until needed, then a hatch slides open and the turrets rise up. They are used against small spacecraft and one man fighters. Each can rotate 360 degrees with an 180 degree arc of fire.

Primary Purpose: Anti-Fighter
Secondary Purpose: Defense
Range: 8000 feet (2438 m) in space.
Mega-Damage: 1D6 × 10 M.D. per double barrel blast.
Rate of Fire: Each laser turret can shoot three times per melee round (15 seconds).
Payload: Effectively unlimited.

5. **Long Range Missile Launchers (4):** Long range missile launchers are located on the sides of the Battleship. Each can unleash volleys of missiles at the enemy.

Primary Purpose: Anti-Spaceship and Space Fighter
Secondary Purpose: Defense
Range: Varies with missile type, but typically about 1000+ miles (1600+ km) in space.
Mega-Damage: Varies with missile type. Typically the most destructive are used (3D6 × 10 to 4D6 × 10 M.D. per missile).
Rate of Fire: Each of the missile launchers can fire once per melee. They always unleash a volley of four, six, eight or twelve. One volley counts as one melee attack regardless of the number of missiles fired.
Payload: 320 missiles per each launcher! 1280 total; plus those of the mechanized troops.

6. **Medium Range Missile Launchers (6, Bridge area):** Four medium range missile launchers are located just below the Bridge. These missiles are used primarily for defense of the bridge.

Primary Purpose: Anti-Spaceship and Space Fighter
Secondary Purpose: Defense
Range: Varies with missile type, but typically about 80 miles (120 km) in space.
Mega-Damage: Varies with missile type. Typically the most destructive are used (2D6 × 10 M.D. per missile).
Rate of Fire: Each of the six missile launchers can fire twice per melee. They always unleash a volley of four or eight missiles each. One volley counts as one melee attack regardless of the number of missiles fired.
Payload: 220 missiles per each launcher.

Earth Headquarters

The world headquarters of the U.N. Spacy is also destroyed toward the end of the Macross II mini-series. Temporarily, moon base will serve as the new headquarters.

Moon Base

A military base, military manufacturing plant, science station, and space station have been established on the moon. In fact, privileged U.N. Spacy dignitaries, diplomats, politicians and their families are invited to the annual Freedom Festival, celebrating the victory over the previous invasion 80 years earlier. During the festival, the military conducts an exhibition of Valkyrie space fighters, new mecha and spaceship prototypes; in action, as well as fireworks, concerts and many parties. The festivities on the moon are broadcast to Earth where there are also fireworks, parades, concerts and parties (not unlike the American's 4th of July celebration of independence).

The moon base is primarily a military complex although there are 3000 civilians living, working or visiting at the space station portion. 6000 troops are assigned to moon base. Among them are the following mecha:

48 VF-2SS
24 VF-2SS SAP
24 VF-2SS SAP Specials
12 VF-1MS Metal Sirens
12 VF-XX Zentran/Meltran Valkyrie Aces
24 Phalanx Upgrades
24 Defender-Ex, with space propulsion system
24 Tomahawk II, with space propulsion system
6 Monster II

Moon Base is currently being used as U.N. Spacy Command pending the reestablishment of an Earth command.

U.N. Spacy Zentran Fleet

The U.N. Spacy orbital defense force also uses hundreds of the old Zentran and Meltran warships! See the section detailing the Zentran/Meltran division of the military.

U.N. Spacy Troop Dispersements

Robot Vehicles Dispersement

The percentage number indicates the availability and commonness of each particular type.

*3% Metal Siren All-Purpose Fighters
24% Space Fighters (all types)
18% VF-2JA Atmosphere Jet Fighter
15% Zentran VF-XX Valkyrie Fighter
10% Meltran Power Armor & Others
6% AGA Jet Figher
8% Tomahawk II
8% Defender-Ex
5% Phalanx
3% Monster II

* Will soon reach 5%.

Space Force: Human

Valkyrie Metal Siren (VF-1MS Metal Siren, the latest, most advanced design of the transformable Valkyries).
***Valkyrie Space Fighter** (VF-2SS)
***Valkyrie II-SAP** (VF-2SS with Super Armored Pack)
***Valkyrie II-SAP Special** (VF-2SS SAP Special — Nexx type)

* Mecha denoted by an asterisk are described in **Macross II: The Role-Playing Game**.

Space Force: Zentran

Valkyrie Zentran (VF-XX; for U.N. Spacy Zentran forces)
***Zentran Battle Pods (old style)** (Typically used in emergencies).
***Meltran Power Armor (old style)** (Typically used in emergencies).

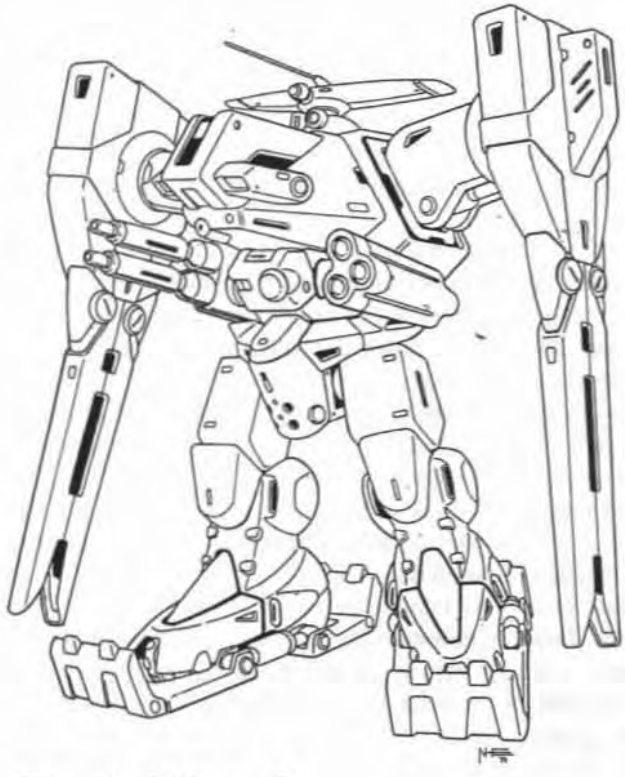
Air Force

***Valkyrie Atmosphere Fighter** (VF-2JA)
***Valkyrie Civilian Jet** (SNN type)
AGA Combat Jet

Ground Force/Infantry

Tomahawk II
Phalanx Upgrade
Defender-Ex
Monster II
AGA Ground and Air Combat Jet
Mecha Transport VTOL
Tanks, APCs, & Air Combat Jets and Helicopters

Note: All ground mecha are non-transformable.



Typical Squads

Standard Reconnaissance Team

2 Tomahawks
1 Defender-Ex
1 or 2 Valkyries or AGA Combat Fighter

Long Range Reconnaissance Team

4 Valkyries or AGA or Jet Fighters
1 Defender-Ex

Mecha Rescue Team

2 to 4 Valkyries (standard types, probably VF-2JA)
2 AGA Combat Fighters or Combat Helicopters
1 VTOL Mecha Transport

Mobile Defense Force (Light)

1 or 2 Defender-Ex
1 or 2 Phalanx
2 Tomahawks
2 Valkyries

Mobile Defense Force (Heavy)

2 Defender-Ex
2 to 4 Phalanx
2 to 4 Tomahawks
1 or 2 Monster II
2 to 4 Valkyries or AGA Fighters

Standard Seek & Destroy Team

1 Defender-Ex
1 Phalanx
2 Tomahawks
2 Valkyries (any standard types)

Heavy Seek & Destroy Team

1 Defender-Ex
2 Phalanx
2 to 4 Tomahawks or AGA Fighters
2 to 4 Valkyries (any standard type)
1 or 2 Metal Siren

Airborne Standard Reconnaissance Squadron

4 Combat Helicopters or VTOL Jet Fighters
2 VF-2JA or VF-XX Valkyries

Airborne VF Reconnaissance Squadron

5 Valkyries (any standard type)
1 Metal Siren Valkyrie

Airborne VF Fighter Squadron

6 to 8 Valkyries (any; typically VF-2JA, VF-2SS or VF-XX)
1 Metal Siren

Airborne Meltran Fighter Squadron

8 Meltran Power Armor (all aces and officers)
4 Battle Pods

Airborne Zentran Fighter Squadron

6 to 8 VF-XX Valkyrie Fighters
2 to 4 Zentran or Meltran Power Armor
1 Officer's Pod

Space VF Fighter Squadron

6 to 10 VF-2SS Valkyries
1 or 2 VF-2SS SAP
1 VF-2SS SAP Special or Metal Siren

Space VF Elite Fighter Squadron

2 VF-2SS Valkyries
2 VF-2SS SAP
2 VF-2SS SAP Special
4 Metal Siren Valkyries

Typical Zentran/Meltran Space Squadrons

Zentran Fighter Squadron
6 VF-XX Valkyries
2 to 4 Giant Meltran Power Armor
1 VF-2SS SAP or Metal Siren
1 Metal Siren

Zentran VF Elite Fighter Squadron
8 VF-XX Valkyries
2 VF-2SS SAP Specials
2 Metal Siren Valkyries

Zentran Mechanized Infantry
2 to 4 VF-XX
2 to 4 Giant Zentran Power Armor
2 to 4 Soldiers in Hardsuits
1 or 2 Defender-Ex
1 or 2 Tomahawk II

Zentran/Meltran Giant Infantry
2 to 4 Zentran Power Armor
2 to 4 Meltran Power Armor
2 to 4 Zentran/Meltran in Hardsuits and armed with GU-3 or BC-60s.

Note: The Zentran squadrons and soldiers often work with the human Space Force and other branches of the military. The Zentran/Meltran are respected warriors.

Statistical Troop Data

U.N. Spacy Infantry Ground Troops

Ground Force/Earth Defense — 2.5 million
Note: Predominantly human; 25% of the so-called human troops are soldiers of mixed human and Zentran/Meltran heritage. Only 5% are full-blooded Zentran or Meltran.
Division of Military Operation Specialties in the Ground Force:
8% U.N. Spacy Valkyrie Pilot or other type of Pilot
30% U.N. Spacy Robot Defense Pilot (ground mecha)
25% U.N. Spacy Soldier/Grunt
13% U.N. Spacy Communications Engineer
13% U.N. Spacy Mechanical Engineer
8% U.N. Spacy Military Specialist
3% U.N. Spacy Field Scientist

U.N. Spacy Air Force

Ground Force/Earth Defense — 1 million
Note: Predominantly human; 33% of the so-called human troops are soldiers of mixed human and Zentran/Meltran heritage and 10% are full-blooded Meltran.
Division of Military Operation Specialties in the Air Force:
15% U.N. Spacy Valkyrie Pilot
20% U.N. Spacy Jet Fighter and other types of Pilots (aircraft)
25% U.N. Spacy Soldier/Grunt
15% U.N. Spacy Mechanical Engineer
14% U.N. Spacy Communications Engineer
5% U.N. Spacy Robot Defense Pilot (ground mecha)
5% U.N. Spacy Military Specialist
1% U.N. Spacy Field Scientist

Human Division of the U.N. Spacy Space Force Troops

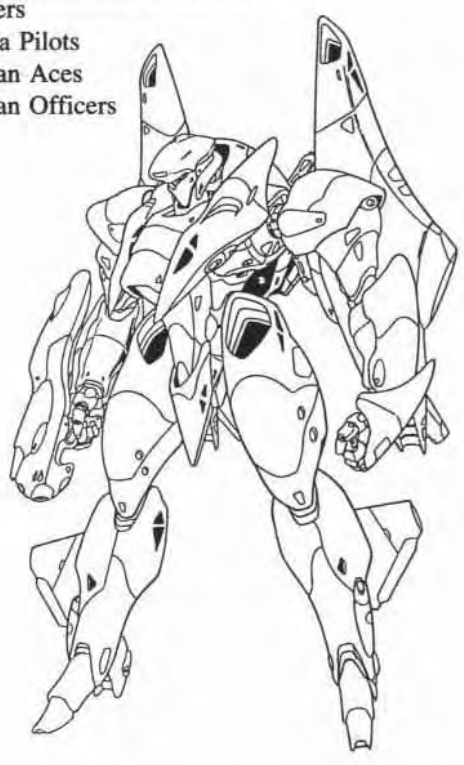
Space Force — 2.3 million
Note: 25% of the so-called human troops are soldiers of mixed human and Zentran/Meltran heritage.
Division of Military Operation Specialties in the Space Force:
25% U.N. Spacy Valkyrie Pilot
10% U.N. Spacy Robot Defense Pilot (ground mecha)
30% U.N. Spacy Soldier/Grunt
12% U.N. Spacy Communications Engineer
14% U.N. Spacy Mechanical Engineer
6% U.N. Spacy Military Specialist
3% U.N. Spacy Field Scientist

Zentran/Meltran Space Force Troops (human size)

Zentran Troops (male) — 2.7 million
Meltran Troops (female) — 800,000
Troops of Human & Zentran/Meltran Descent — 1 million
Ground Force — None
Division of Military Operation Specialties:
*35% U.N. Spacy VF-XX Pilot
10% U.N. Spacy Valkyrie Pilot (other types)
10% U.N. Spacy Robot Defense Pilot (ground mecha)
10% U.N. Spacy Military Specialist
25% U.N. Spacy Soldier/Grunt
10% U.N. Spacy Communications Engineer
*70% of all Zentran Valkyrie fighter pilots fly the VF-XX. Officers and aces, about 30% of the space fighter pilots, operate the VF-2SS SAP, SAP Special or the Metal Siren (the latter is currently limited to 4%). 55% of all VF pilots are Meltran.

Giant Zentran/Meltran Space Force Troops

Zentran Giants — 4.4 million
Meltran Giants — 1 million
Ground Force — None
Division of Military Operation Specialties:
50% Zentran Soldiers
30% Zentran Mecha Pilots
10% Meltran/Zentran Aces
10% Meltran/Zentran Officers



The Zentran of the U.N. Spacy

The armies of the U.N. Spacy can be divided into four major areas, **Infantry Ground Troops** (with its own distinct mecha defense force), **the Air Force** with the VF-2JA Atmosphere Valkyrie, jet fighters and other aircraft, **the Space Force** with its Valkyrie space fighters, fleet of spaceships, satellites, and space stations, and the **Zentran Space Force**.

The Zentran Space Force includes Zentran and Meltran. Forty percent of these soldiers are the 40 foot giants, 40% are human size Zentran/Meltran and 20% are those of mixed heritage (human and Zentran or Meltran parents; human size).

The soldiers are dedicated (some would say fanatical or obsessed) warriors who spend most of their time on the giant spaceships, battle cruisers and space stations orbiting around the planet. These soldiers seldom come to Earth, except for mandatory R&R (rest and relaxation), but even then, they prefer to take their R&R on Moon Base or on one of the human staffed space stations. There are three reasons for this. One is that they don't want to be caught far from base or their fighters. The second is that many, especially the giants, have trouble adjusting to and/or functioning in Earth society. They feel more comfortable living and working as soldiers, under the strict regimen and rules of the military. Third, they feel most at home in space. Many were born on board a spaceship and will die on board one. Although they consider the Earth to be their adopted home, they feel most comfortable away from the people and planet they have sworn to protect. Instead, they enjoy exploring the spaceways in search of adventure and combat.

Most of the human size Zentran serve as pilots for space fighters (70% VF-XX pilots) or operate the lumbering defense mecha most associated with the ground troops. Of the Meltran (females) in the service, 90% are space fighter aces or officers piloting the VF-XX, VF-2SS SAP, or Metal Siren. All are fierce combatants who will fight to the death to protect their adopted homeworld or fellow soldiers.

Those of mixed ancestry, human and Zentran/Meltran, are viewed with little prejudice in the military and can join either the Zentran Space Force or any of the human dominated military divisions. As a general practice, full-blooded Zentran and Meltran are usually placed in the Zentran combat division of the Space Force. However, any 100% Zentran/Meltran can join any branch of the military provided they agree to be shrunken down to human size. Virtually all but a tiny number (less than one percent) of the giant size Zentran/Meltran are found in this branch of the military.

Zentran who have recently defected from recent invasion attempts are always placed among the loyal Zentran troops where they can be more easily monitored and taught Earth laws and customs. Characters of mixed heritage are found throughout all the branches of the U.N. Spacy military and can be any O.C.C. Zentran who have become citizens of Earth are treated with respect and equality by most members of the military and civilians.

Zentran/Meltran O.C.C.s of the U.N. Spacy

Zentran/Meltran Soldier O.C.C. — Human Size Character

All armies have their main troops — the average soldier ready to lay down his life to protect others. The Zentran/Meltran comprise a large part of the U.N. Spacy's Space Defense Force. Micronized Zentran/Meltran are all the size of humans, typically five feet, six inches to six feet, six inches (1.7 to 2 m). All 100% Zentran are the product of alien genetic engineering and tend to be strong and robust soldiers. All 100% Meltran are also the result of genetic engineering and tend to be thin, lithe women with lightning reflexes (which makes them such excellent mecha and aircraft pilots). The Zentran males are particularly aggressive, bold and courageous. Their love of combat and aggressive nature is part of their genetically engineered design.

The soldiers of any heritage, male or female, can join any branch of the military, but most (not all) full-blooded Zentran/Meltran join the **Zentran Space Force**. The typical infantry soldier helps to maintain, operate and defend the mile long spaceships, moon base, and space stations that orbit the Earth.

When necessary, they engage the enemy hand to hand and rescue the survivors from fallen vessels. They may also be used for reconnaissance, espionage, demolitions, riot control, rescue, policing/guarding, mining, and various forms of labor.

The U.N. Spacy will allow teenagers as young as 16 years old to enlist. The Zentran infantry soldier is a general purpose warrior with a distinct emphasis on combat, demolitions and weapons. They are also taught how to use armored spacesuits and jet packs. The average soldier, even officers, are NOT taught how to pilot giant robots or jet aircraft. Being a mecha pilot is a separate O.C.C.; see the VF-XX pilot, Valkyrie pilot and USRDP robot pilot O.C.C.s.

Attribute Requirements: None. An average or higher I.Q. and a high P.S. and P.E. are preferred, but are not a requirement.

Attribute Bonuses:

The average human size Zentran (male): Bonuses: +1D6 P.S., +1D6 P.E., +1D6 Spd and +10 S.D.C.

The average human size Zentran Officer (male): Bonuses: +1D4 I.Q., +1D6 P.S., +1D6 P.E. and +15 S.D.C.

The average human size Meltran (all female): Bonuses: High I.Q. +1D4, +1D4 M.E., +1D6 P.P., +2D4 Speed. Note: The Meltran's creators and masters considered them to be officers. There are also many fewer Meltran than Zentran (males outnumber the females by three to one). The majority of Meltran are Valkyrie or aircraft pilots and officers.

O.C.C. Skills:

Radio Basic (+10%)
Intelligence (+5%)
Demolitions (+15%)
Demolitions Disposal (+15%)
Pilot Jet Pack (+10%)
Climbing
Running
W.P. Knife
W.P. Automatic Rifle
W.P. Heavy Weapons
W.P. Energy Rifle
W.P. of Choice
Hand to Hand: Expert

Hand to hand: expert can be changed to hand to hand: martial arts at the cost of one "other" skill.

O.C.C. Related Skills: Select six other skills. Plus one additional skill at levels two, four, six, nine and twelve. All new skills start at level one proficiency.

Communications: Any (+10%)
Domestic: Any (+5%)
Electrical: None
Espionage: Any (+5%)
Mechanical: None
Medical: First aid or paramedic (+10%)
Military: Any (+10%)
Physical: Any, except acrobatics
Pilot: Any, except pilot robots, Valkyries and robot combat, (+5%)
Pilot Related: Any
Rogue: Any (+5%)
Science: Math only (+10%)
Technical: Any (+10%)
W.P.: Any

Secondary Skills: The character also gets to select four secondary skills at level one and two additional skills at level five from those listed, excluding those marked "None." These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Standard Equipment: Automatic assault rifle, four hand grenades, survival knife, canteen (4 pints), three signal flares, infrared distancing binoculars, pocket flashlight, compass, utility belt, EVA hardsuit (45 M.D.C.), space jet pack, two uniforms, and one dress uniform.

Authorized Clearance Upon Assignment: Use of any conventional land vehicle (jeep, motorcycle, hovercraft, etc.), or given passage on aircraft, spacecraft or mecha. If the character can pilot a shuttle craft he may be assigned one. Likewise, he might be assigned to a USRDP robot as one of the non-piloting crew members depending on the assignment. Other items can include additional weapons and ammunition, special weapons, explosives, optical enhancements, sensory equipment, surveillance equipment, lock picking tools, portable computers, soft padded spacesuit, special items, and access to military facilities.

All commissioned officers have top security clearance (starting at Second Lieutenant). Non-commissioned officers have mid-level security clearance.

Special Equipment: Since the battle with the Marduk, the intelligence branch of the U.N. Spacy has acquired and analyzed the human size, mega-damage Marduk laser pistol and laser rifle. These weapons are currently being manufactured as "experimental/test" prototypes. The Zentran Space Force has been designated as the test group for these weapons. All officers with a rank of lieutenant and higher are being assigned both the mega-damage pistol and rifle. Select troops can be given the Marduk-style laser rifle for special assignments. These weapons are limited to use in space. They are NOT allowed on Earth. For complete stats, see **Macross II The Role-Playing Game**, page 77.

Monthly Wages: $1200 dollars per month for soldiers at levels 1-5, $1800 to $2800 dollars per month for 6th level and higher, while high ranking officers (captain and up) make $3000 to $5000 dollars per month.

VF-XX Valkyrie Pilot O.C.C.

Human size Zentran/Meltran Pilots

The VF-XX is the exclusive war machine of the human size Zentran and Meltran troops who enlist in the Zentran Space Force. The O.C.C. is effectively the same as the Valkyrie fighter pilot O.C.C. with only a few minor differences.

Both men and women are eligible to become space fighter pilots, including full blooded Zentran and Meltran. However, 55% of all the Valkyrie pilots in the Zentran Space Force are the Meltran. Characters of mixed heritage are commonly found throughout all the branches of the U.N. Spacy military.

The average age of a Valkyrie pilot is 17 to 24, with an average experience level of one to three. The Meltran aces will have an average experience level of three to six.

Attribute Requirements: I.Q. 10 and P.P. 12 or higher.

Attribute Bonuses: See the human size Zentran/Meltran Soldier for details.

O.C.C. Skills:

Basic: Math (+15%)
Radio: Basic (+10%)
Read Sensory Instruments (+10%)
Navigation (+15%)
Weapon Systems (+15%)
Pilot Robots & Power Armor (basic)
Pilot Valkyrie VF-XX (+20%); all other Valkyries (+10%)
Robot Combat: VF-XX (+20%), other Valkyries & Zentran mecha (+15%)
W.P. Automatic Pistol
W.P. Automatic Rifle
W.P. Heavy Energy (mecha weapons)
Hand to Hand: Expert

Hand to hand: expert can be changed to martial arts for the cost of one "other" skill selection.

O.C.C. Related Skills: Select eight other skills, but at least three must be selected from the pilot category. Plus one additional skill at level three, two at level six and one at nine and twelve. All new skills start at level one proficiency.

Communications: Any (+10%)
Domestic: Any
Electrical: Basic Electronics only.
Espionage: Wilderness survival, sniper and intelligence only (+5%)
Mechanical: Basic and aircraft mechanics only (+5%)
Medical: First Aid only (+10%)
Military: Any (+15%)
Physical: Any, except acrobatics
Pilot: Any (+5% on ground vehicles or +10% on all aircraft)
Pilot Related: See O.C.C. skills.
Rogue: None
Science: Astronomy, astrophysics and any Math (+10%)
Technical: Any (+10%)
W.P.: Any

Secondary Skills: The character also gets to select six secondary skills from those listed, excluding those marked "None." These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Standard Equipment: VF-XX Valkyrie space fighter in top condition, with standard armaments. Top ranking officers (captain and higher) and aces may substitute VF-2SS with SAP or SAP Special weapon systems. Other Valkyries or SAP may be made available to lower ranking fighter pilots upon assignment. Soft padded spacesuit (hard suit available upon request), automatic pistol (sidearm), automatic assault rifle, survival knife, canteen (4 pints), food rations for two weeks, three signal flares, infrared distancing binoculars, pocket flashlight, compass, radio, first-aid kit, two uniforms, and one dress uniform.

All officers with a rank of Second Lieutenant and higher have top security clearance; lower ranks and those who have a history of trouble have mid-level security clearance.

Authorized Clearance Upon Assignment: Any Valkyrie style fighter, including the VF-2JA and the new Metal Siren, as well as the SAP, and SAP Special (not applicable to the VF-XX). Land vehicles, aircraft, and other vehicles may also be made available depending on the assignment. Other items available upon assignment include additional weapons and ammunition, special or prototype weapons, explosives, optical enhancements, sensory equipment, surveillance equipment, special items, and access to computers and military facilities.

Monthly Wages: $2000 dollars per month for enlisted pilots at levels 1-5, $3000 dollars per month for 6th level and higher, while high ranking officers (captain and up) make $3800 to $5000 dollars per month.

Personal Savings: Starts at 1D6 × 1000 dollars

The U.N. Spacy Giant Zentran Soldier O.C.C.

The 40 to 50 foot (12 m to 15 m) tall giants all serve in the Zentran Space Force, a branch of the U.N. Spacy. All have voluntarily elected to stay giant-size and live in space on board their massive spacecraft. Most are dedicated protectors of Earth. Many are second and third generation descendants of the original invasion force. For them, Earth is their birthplace and their homeworld.

All 100% Zentran/Meltran are the product of alien genetic engineering. It is this artificial construction that allows them to be shrunk to human size or remain/return to giant size. However, the transition from tiny human to 45 foot giant is a strain on the character's body and should not be performed more than five times in a character's lifetime. Each time beyond five, there is a 01-60% chance of a massive coronary or stroke. Most Zentran/Meltran have undergone only one or two such transformations.

The mass of the giants also makes them the equivalent of mega-damage beings, even without armor; however, technically, they are not mega-damage creatures and suffer damage from S.D.C. attacks, although that damage may be insignificant compared to the thousands of hit points they may have. Likewise, even a swat or stomp from the giant inflicts mega-damage. This is one of the reasons they are kept in a separate branch of the military with their own kind. However, the main reason is that

the giants are needed to operate the armada of Zentran spaceships and mecha captured during the first invasion attempt. The Zentran armada (discussed elsewhere) gives the Space Force a much larger number of defensive battleships and manpower. Many of the Zentran feel more comfortable as giants and with living in space. Thus, they have volunteered to remain as part of Earth's permanent defense force.

Most of the giants are foot soldiers. These courageous fighters often wear hardsuits or power armor and fight the enemy one on one. They love combat and have an aggressive and competitive nature. The typical Zentran infantry soldier helps to maintain, operate and defend the giant Zentran spacecraft, perform missions of reconnaissance, espionage, demolitions, riot control, rescue, policing/guarding, mining, etc. Unlike the Marduk and others who have enslaved and used the giant Zentran, Earthlings have given them freedom, education and culture. Still, most Zentran and Meltran tend to stay away from the sciences, electronics and engineering, preferring combat, pilot, physical and technical skills.

Giant Zentran Soldiers

1. **All Zentran (male) attributes** are determined by rolling 3D6 just like human beings, then add the following bonuses. The first three bonuses are permanent and applicable even when the character is shrunk to human size.
   + 1D6 P.S. permanent bonus
   + 1D6 P.E. permanent bonus
   + 1D6 Spd. permanent bonus

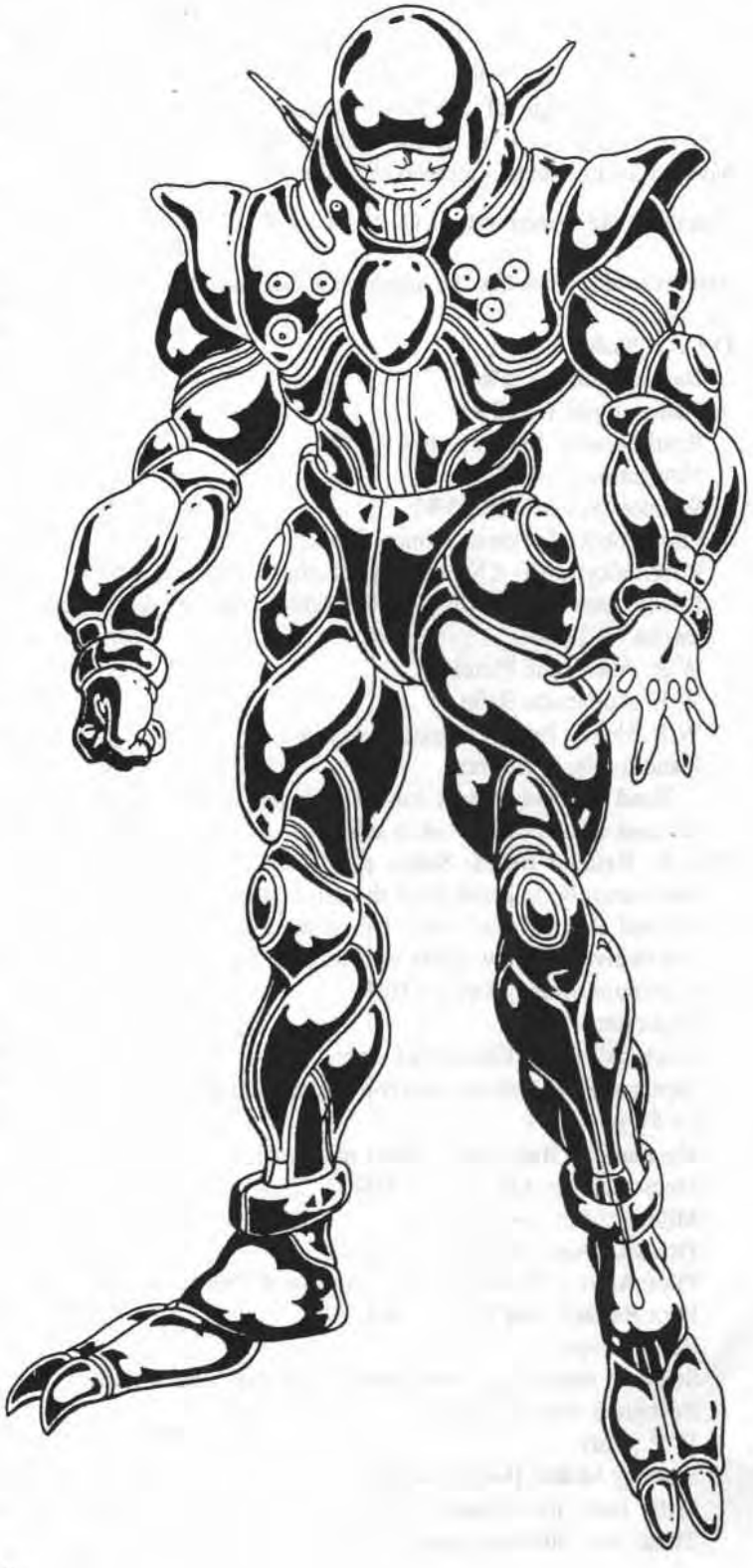
   Bonuses for giant size:
   + 1000 physical S.D.C. or equivalent of 10 M.D.C. points.
   Double speed attribute when giant — large strides.
2. **Hit Points:** 4D6 × 100 or the equivalent to 4D6 M.D.C. points.
3. **Mega-Damage Hand to Hand Combat:** Also, all 40+ foot giants inflict mega-damage from their punches and kicks as follows.
   Full Strength Punch — 1D6 + 3 M.D.
   Power Punch — 2D6 + 3 M.D. (counts as two melee actions)
   Kick — 1D6 + 3 M.D.
   Stomp — 1D4 M.D.
   Body Block/ram — 1D4 M.D.

Giant Meltran Soldiers (most are officers and aces)

1. **All Meltran (Female) attributes** are determined by rolling 3D6 just like human beings, then add the following bonuses. The first three bonuses are permanent and applicable even when the character is shrunk to human size.
   + 1D4 I.Q. permanent bonus
   + 1D4 M.E. permanent bonus
   + 1D6 P.P. permanent bonus
   + 2D4

   Bonuses for giant size:
   + 600 physical S.D.C. or equivalent of 6 M.D.C. points.
   Double speed attribute when giant — large strides.
2. **Hit Points:** 4D6 × 100 or the equivalent to 4D6 M.D.C points.
3. **Mega-Damage Hand to Hand Combat:** Also, all 40+ foot giants inflict mega-damage from their punches and kicks as follows.
   Full Strength Punch — 1D4 + 1 M.D.
   Power Punch — 2D4 + 1 M.D. (counts as two melee actions)
   Kick — 1D6 + 1 M.D.
   Stomp — 1D4 M.D.
   Body Block/ram — 1D4 M.D.

Attribute Requirements: None for grunts. U.N. Spacy Officers must have a minimum I.Q. of 10, P.S. 10. Mecha Pilots need a minimum I.Q. of 9 and a P.P. of 14. A high M.E. for both is ideal, but not required.



O.C.C. Skills:
Basic: Math (+10%)
Radio: Basic (+10%)
Pilot Zentran or Meltran Power Armor
Pilot Hover Disc/Vehicles (+15%)
Climbing
Running
W.P. Automatic Pistol
W.P. Automatic Rifle
W.P. Energy Rifle
W.P. Energy Heavy (GU-3, rail guns, and beam cannons)
Hand to Hand: Expert

Hand to hand: expert can be changed to martial arts for the cost of one "other" skill selection.

O.C.C. Related Skills: Select six additional skills. Plus two additional skills at levels three, nine and thirteen. All new skills start at level one proficiency.
Communications: Any (+5%)
Domestic: None
Electrical: None
Espionage: Intelligence, escape artist, sniper only (+5%)
Mechanical: None
Medical: First Aid only (+5%)
Military: Any (+15%)
Physical: Any (+5% where applicable)
Pilot: Any, except pilot robots and robot combat (+5%)
Pilot Related: Any
Rogue: Any (+5%)
Science: Math only (+10%)
Technical: Any (+5%)
W.P.: Any

Secondary Skills: The character also gets to select five secondary skills at level one and two additional skills at level five from those listed, excluding those marked "None." These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Standard Equipment: GU-3: Multi-Purpose Energy cannon (see the VF-XX for details) and/or BC-60 beam cannon, Zentran hardsuit (spacesuit), compass, backpack, utility belt, one uniform, and one dress uniform.

All officers with a rank of Second Lieutenant and higher have top security clearance; lower ranks and those who have a history of trouble have mid-level security clearance.

Authorized Clearance Upon Assignment: Power Armor, space suit, hover disc, energy weapons, beam cannons, rail guns, additional weapons, equipment, special or prototype weapons, explosives, optical enhancements, sensory equipment, surveillance equipment, special items, and access to computers and military facilities. Other vehicles may also be made available depending on the assignment.

Monthly Wages: $1000 dollars per month for enlisted soldier at levels 1-5, $24000 dollars per month for 6th level and higher, while high ranking officers (captain and up) make $3000 to $5000 dollars per month.

Personal Savings: Starts at 2D4 × 1000 dollars

Giant Zentran/Meltran Mecha Pilot O.C.C.

The Zentran and/or Meltran Mecha Pilot is just a variation of the giant soldier. They have all the same skills and abilities as the soldier except they can also pilot all Zentran/Meltran mecha and space shuttles. The mecha/battle pods can be old-style units or new Zentran types as created by the Marduk. The latter have been captured from the most recent Marduk invasion and added to the existing mecha stock. Whether or not the U.N. Spacy will begin to manufacture these new designs has not yet been determined.

O.C.C.s Available to Zentran/Meltran Troops

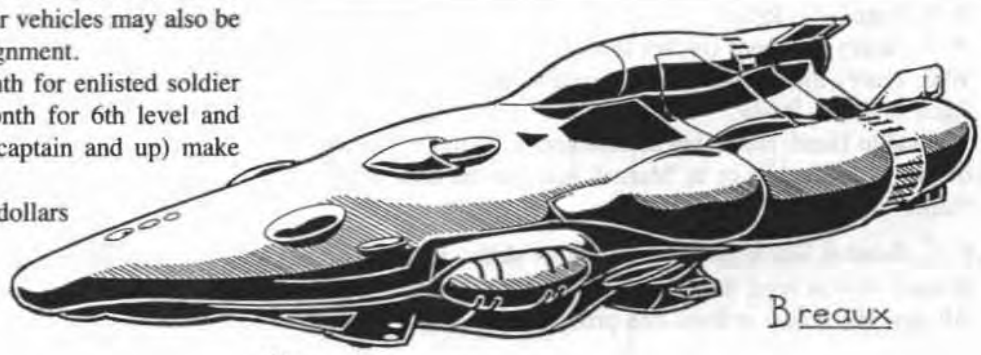
Human size Zentran/Meltran and those of mixed heritage:
U.N. Spacy VF-XX Valkyrie Pilot (most pilot the VF-XX)
U.N. Spacy Valkyrie Fighter Pilot (Any VF series; limited)
U.N. Spacy Robot Defense Pilot (ground mecha; limited)
U.N. Spacy Zentran Soldier/Grunt
U.N. Spacy Military Specialist
U.N. Spacy Communications Engineer

Giant Zentran Soldiers:
Zentran Mecha Pilot
Zentran Officer or Ace
U.N. Spacy Soldier/Grunt
U.N. Spacy Military Specialist
U.N. Spacy Communications Engineer.

Mecha Available to the Zentran Space Force

VF-XX Zentran Valkyrie Space Fighter
Zentran Power Armor
Meltran Power Armor
VF series Valkyries (any; limited availability)
Tomahawk II (limited availability)
Phalanx (limited availability)
Defender-Ex (limited availability)
Monster II (limited availability)
Mecha Transport VTOL (limited availability)

Note: All ground mecha are non-transformable.



The U.N. Spacy Robot Defense Pilot O.C.C.

The U.N. Spacy Robot Defense Pilot or USRDP is another elite infantry soldier trained in the operation of giant combat robots. These mechanical juggernauts are the new mechanized units of the military. They are multi-purpose, all-terrain vehicles that have made the conventional tank a weapon of the past. These robots are effectively walking tanks with an assortment of weapons, including auto-cannons, beam cannons, missiles and others. Like the howitzer cannons of old, most of these giant robots offer long-range strike capabilities for both defensive and offensive purposes. Unlike the cannon or even the mobile tank, these robots are armed with many different weapons, they can travel over a wide variety of terrains (including space and underwater), and most can even climb, leap, kick and punch!

The robots of the USRDP are generally considered "ground" weapons and are primarily used for defense of civilian communities, military bases and strategic locations on the surface of Earth. They are deployed, to a limited degree, on the moon and the massive space-cruisers and space stations that orbit the planet. The robots are also used to explore other planets, asteroids, seemingly abandoned enemy vessels and space wreckage. USRDP robots are occasionally used to mine (or defend miners in) the asteroid belt and on Mars.

The men and women who pilot the USRDP robots are skilled mecha pilots and courageous soldiers. They are experts in the machine's heavy weapons systems and the specialized combat of the big vehicles. These soldiers also appreciate the strategic role they often play in defense and long-range troop support. The typical pilot is alert, resourceful and loyal. The character can be human, male or female, Zentran or Meltran, or of mixed heritage (but less than 12% are full-blooded Zentran/Meltran). The average age of a USRDP is 18 to 28, with an average experience level of two to five.

Attribute Requirements: I.Q. 7 (the absolute minimum), M.E. 9 and P.P. 9 or higher are necessary.

O.C.C. Skills:

Math: Basic (+15%)
Radio: Basic (+10%)
Navigation (+10%)
Read Sensory Instruments (+15%)
Weapon Systems (+10%)
Pilot Automobile (+16%)
Pilot Tanks & APCs (+20%)
Pilot Robots & Power Armor (basic)
Robot Combat (elite): Select two USRDP Ground Robots (+20%)
W.P. Automatic Rifle
W.P. Heavy Weapons (rocket launchers, etc.)
W.P. Heavy Energy Weapons (mecha weapons)
Hand to Hand: Basic

Hand to Hand: Basic can be changed to Expert at the cost of one "other" skill or to Martial Arts for the cost of two "other" skill selections.

O.C.C. Related Skills: Select seven other skills. Plus one additional skill at level three, level six, level nine and twelve. All new skills start at level one proficiency.

Communications: Any (+12%)
Domestic: Any
Electrical: Basic Electronics only.
Espionage: Wilderness survival, sniper and intelligence only (+5%)
Mechanical: Any (+10%)
Medical: First Aid only (+10%)
Military: Any (+20%)
Physical: Any, except acrobatics and wrestling.
Pilot: Any (+10% on ground vehicles or +5% on aircraft)
Pilot Related: See O.C.C. skills.
Rogue: Any
Science: Math and Chemistry only (+10%)
Technical: Any
W.P.: Any

Secondary Skills: The character also gets to select four secondary skills from those listed, excluding those marked "None." These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Standard Equipment: A specific ground mecha (must have combat skill in that type of robot). The robot assigned is in excellent condition with full standard armaments. The pilot and his crew are expected to keep the vehicle in perfect condition and combat ready at all times. A temporary unit will be supplied when the pilot's regular unit is undergoing repairs.

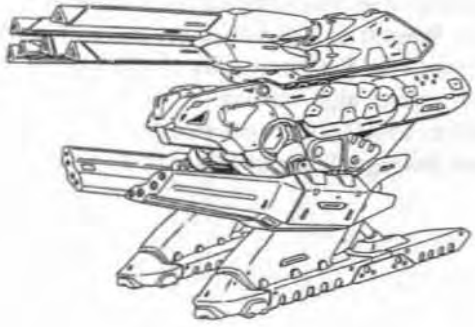
Soft padded spacesuit (for assignments in space or underwater only), automatic assault rifle or shotgun, two hand grenades, survival knife, canteen (4 pints), food rations for four weeks, three signal flares, infrared distancing binoculars, pocket flashlight, compass, radio, first-aid kit, two uniforms/jump suit, and one dress uniform.

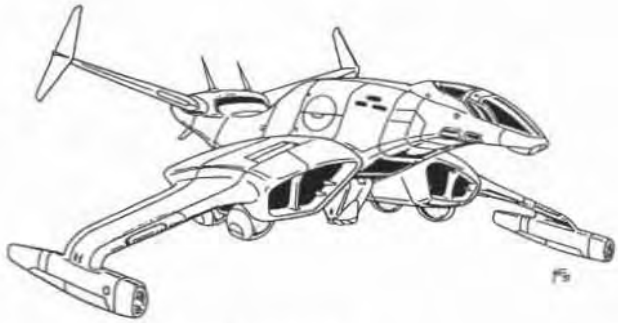
All officers with a rank of Second Lieutenant and higher have top security clearance; lower ranks and those who have a history of trouble have mid-level security clearance.

Authorized Clearance Upon Assignment: Any ground mecha (usually ones in which the pilot has a combat skill), tank or APC. Valkyries are NOT assigned to USRDPs! Conventional land vehicles (jeep, truck, etc.) and passage on aircraft and spaceships may also be made available depending on the assignment. Other items available upon assignment include additional weapons and ammunition, explosives, special or prototype weapons, optical enhancements, sensory equipment, surveillance equipment, special items, and access to computers, repair/maintenance and military facilities.

Monthly Wages: $1400 dollars per month for enlisted pilots at levels 1-5, $2500 dollars per month for 6th level and higher, while high ranking officers (captain and up) make $3100 to $4500 dollars per month.

Personal Savings: Starts at 1D6 × 1000 dollars





The U.N. Spacy Aircraft Fighter Pilot O.C.C.

The aircraft pilot is a specialist in piloting a variety of different, mostly conventional, military aircraft, including jets helicopters, mecha transports and others. Training does not include the Valkyries or other mecha. The Valkyrie pilot is a separate and distinct Occupational Character Class (O.C.C.), although many skills are similar. The main difference is that the aircraft pilot has a more well rounded, general knowledge at piloting a variety of atmospheric vehicles, the Valkyrie pilot is primarily a combat fighter pilot.

The character can be human, male or female, Zentran or Meltran, or of mixed heritage. It is interesting to note that a third of the pilots in the Air Force are Zentran or Meltran (most are Meltran). Characters of mixed heritage are found throughout all the branches of the U.N. Spacy military and can be any O.C.C.

Attribute Requirements: I.Q. 8 and P.P. 9 are the minimums, higher in one or both is preferred.

O.C.C. Skills:

Math: Basic (+15%)
Radio: Basic (+10%)
Navigation (+10%)
Read Sensory Instruments (+15%)
Weapon Systems (+5%)
Pilot Airplane (+12%)
Pilot Civilian Valkyrie (12%)
Pilot Helicopter (+15%, includes all VTOLs)
Pilot Jet Fighter (+20%)
Pilot Jet Pack (+20%)
W.P. Automatic Rifle
Hand to Hand: Basic

Hand to hand: basic can be changed to expert at the cost of one "other" skill or to martial arts for the cost of two "other" skill selections.

O.C.C. Related Skills: Select seven other skills. Plus two additional skills at level three, one at level six, level nine and twelve. All new skills start at level one proficiency.

Communications: Any (+10%)
Domestic: Any
Electrical: Basic Electronics only.
Espionage: Wilderness survival and intelligence only (+5%)
Mechanical: Any (+5%)
Medical: First Aid only (+10%)
Military: Any (+15%)
Physical: Any, except gymnastics and wrestling.
Pilot: Any (+5% on ground vehicles or +10% on aircraft)
Pilot Related: See O.C.C. skills.
Rogue: Any
Science: Math, astronomy, and astrophysics only (+10%)
Technical: Any (+5%)
W.P.: Any

Secondary Skills: The character also gets to select five secondary skills from those listed, excluding those marked "None." These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Standard Equipment: A specific jet fighter (may include the AGA-1JF) or combat helicopter. The aircraft assigned is in excellent condition with full standard armaments. The pilot is expected to keep the vehicle in perfect condition and combat ready at all times. A temporary aircraft will be supplied when the pilot's regular vehicle is undergoing repairs.

Soft padded spacesuit/flight suit (a hardsuit may also be available, especially for dangerous combat sorties), automatic assault rifle, two hand grenades, survival knife, canteen (4 pints), food rations for one week, four signal flares, infrared distancing binoculars, pocket flashlight, compass, radio, first-aid kit, two uniforms, two flight suits and one dress uniform.

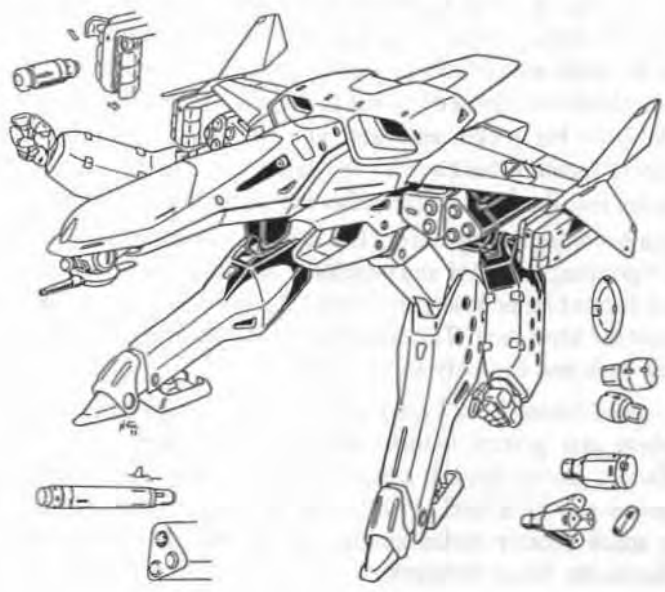
All officers with a rank of Second Lieutenant and higher have top security clearance; lower ranks and those who have a history of trouble have mid-level security clearance.

Authorized Clearance Upon Assignment: Any aircraft may be made available upon special assignment (usually ones in which the pilot has training). Valkyries and ground robots are NOT assigned to aircraft pilots! Conventional land vehicles (jeep, truck, etc.) and passage on aircraft and spaceships may also be made available depending on the assignment.

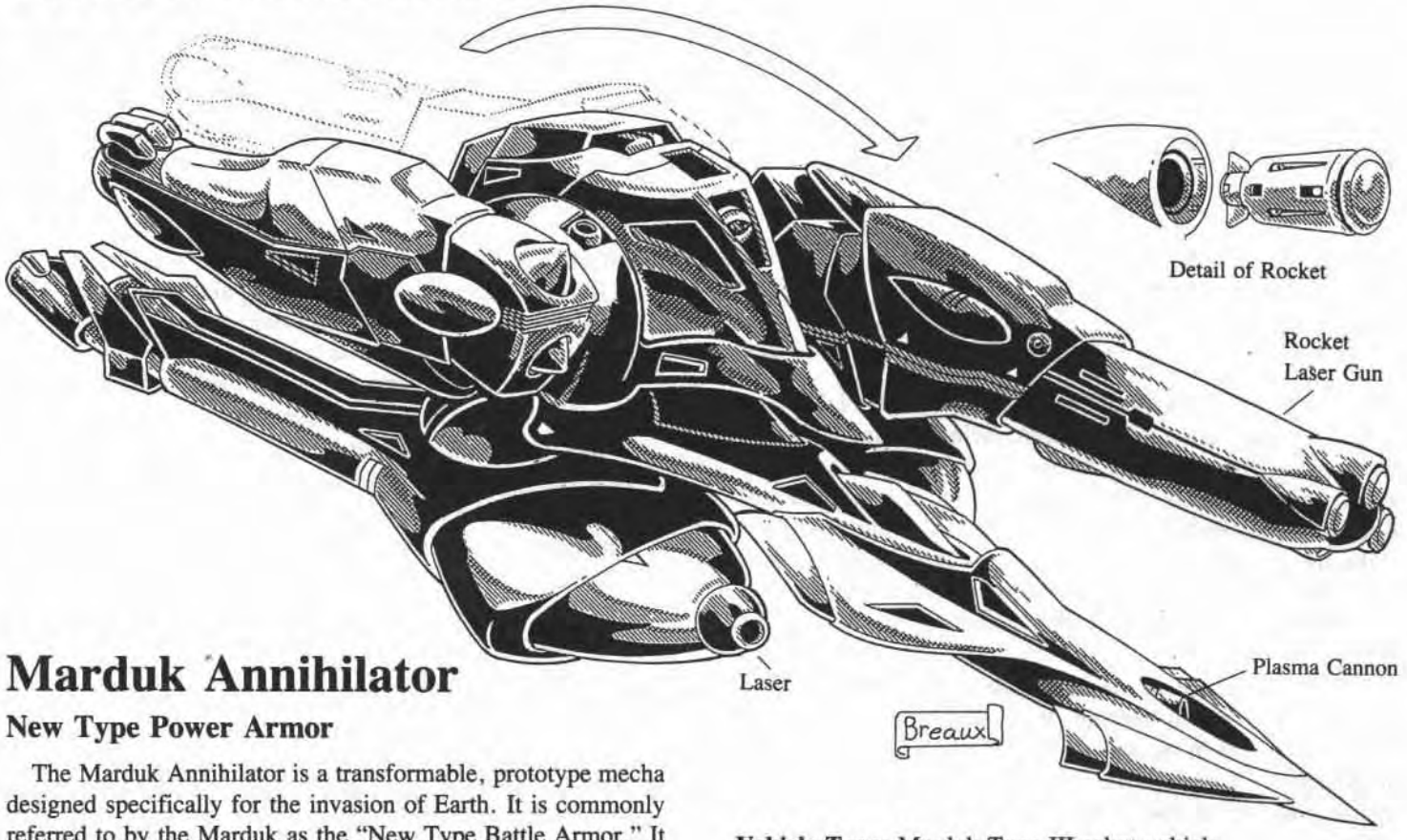
Other items available upon assignment include additional weapons and ammunition, explosives, special or prototype weapons and aircraft, optical enhancements, sensory equipment, surveillance equipment, special items, and access to maintenance/repair shops, computers and military facilities.

Monthly Wages: $1400 dollars per month for enlisted pilots at levels 1-5, $2500 dollars per month for 6th level and higher, while high ranking officers (captain and up) make $3100 to $4500 dollars per month.

Personal Savings: Starts at 1D6 × 1000 dollars



More Marduk Data



Marduk Annihilator

New Type Power Armor

The Marduk Annihilator is a transformable, prototype mecha designed specifically for the invasion of Earth. It is commonly referred to by the Marduk as the "New Type Battle Armor." It is piloted by human size Marduk officers. Because it is a prototype, the New Type armor only accounts for 5% of the Marduk mecha force.

The Marduk Annihilator is designed for use in space. Its rocket-like shape does not have the wings of an aircraft, but it can fly reasonably well in an atmosphere.

Like the U.N. Spacy's VF-XX, the Marduk Annihilator has only two configurations: rocket and soldier. The rocket configuration provides maximum speed, especially in space. The humanoid shape of the soldier configuration gives it all-terrain and combat capabilities. Located in the forward nose section is a plasma cannon. Behind it and to the side are two forward facing laser nozzles. Each nozzle faces forward, but can swivel in a 45 degree angle in all directions. On top to the main part of the body are two identical lasers pointing in an upward direction. Mini-missiles are housed in the thruster connection joints. Only the big rocket and laser gun can rotate 360 degrees to shoot, forward, backwards, up and down. The two legs serve as the rear thrusters. In soldier mode, the big rocket and laser gun becomes the right arm. The left arm has a human-like hand for grasping, carrying and punching. The four small laser mounts are located in the knees and chest. The mini-missiles are located near the knee joint. The laser cannon in the nose is mounted on the back and can only shoot straight up.

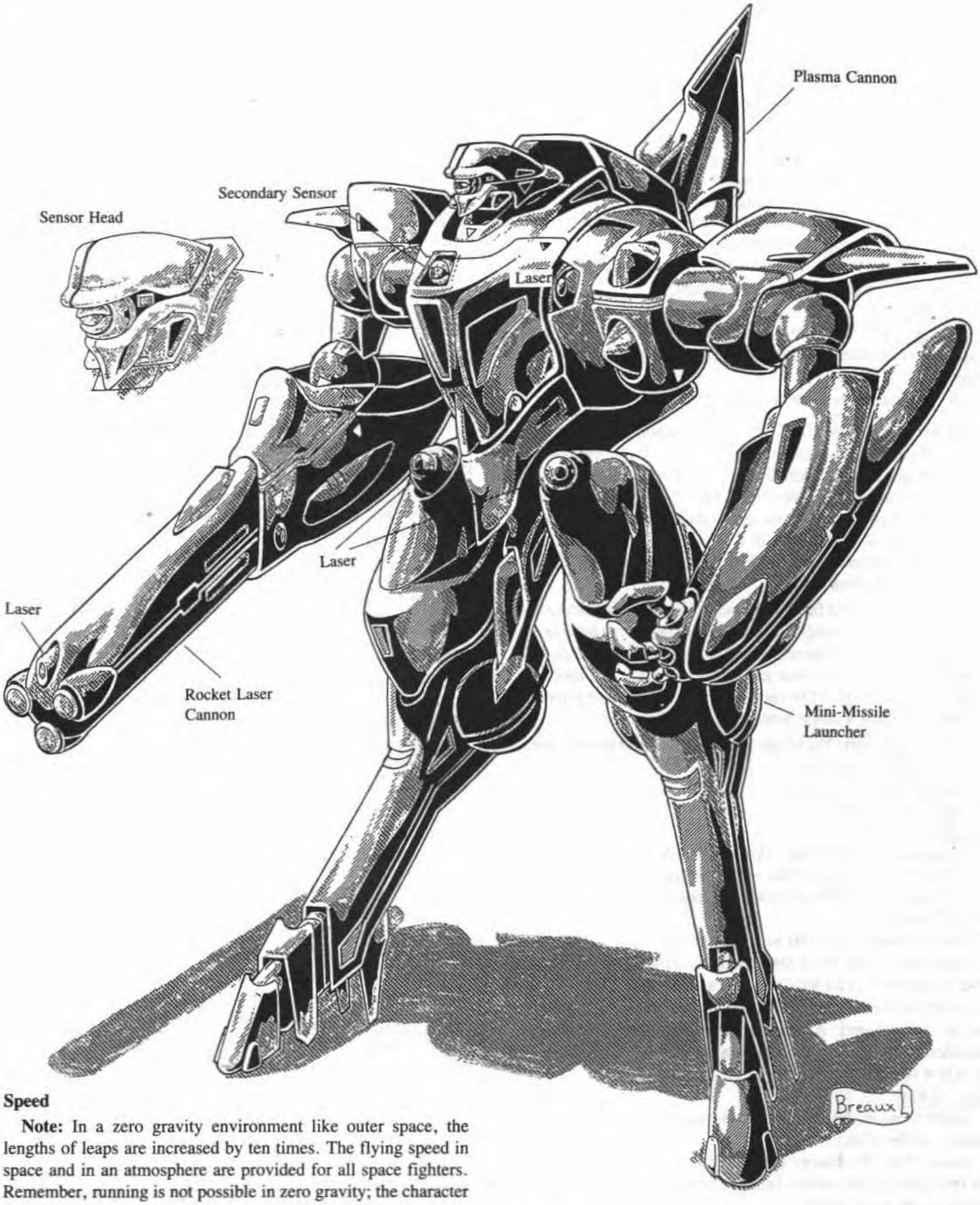
The Marduk New Type power armor can enter Earth's atmosphere and gravity without difficulty. However, once within Earth's gravity field, it can not return to "space" under its own power and must hitch a ride in or on a larger spacecraft or use a space booster rocket similar to the one used by the **SNN, Scramble News Network**.

Vehicle Type: Marduk Type III robot vehicle
Class: Infantry (transformable)
Crew: One Marduk pilot.
M.D.C. by Location:

*Sensor Head (1) — 50
*Secondary Sensor (1, chest) — 10
*Hand (1, left) — 40
Left Arm (1) — 160
Lower Right Arm: Rocket Laser Gun (1) — 200
*Upper Right Arm (1) — 80
Legs (2) — 200 each
*Upper Leg Thrusters (2) — 75 each
*Feet/Directional Thruster (2) — 40 each
Tiny Directional Thrusters (10) — 2 each
Forward Nose Section/Plasma Cannon (1) — 100
*Small Laser Nozzles (4) — 10 each
Mini-Missile Launchers (2, legs) — 50 each
Reinforced Pilot Compartment — 50
**Main Body — 325

* All items marked by a single asterisk indicates difficult targets to strike. The attacker must make a called shot to strike them and suffers a penalty of −3 to strike. Destroying the head will do nothing to impair the vehicle's sensory systems unless the secondary sensor eye in the chest is also destroyed. If both sensors are eliminated, all forms of optical enhancements and targeting are lost (−2 to two strike). The radar and any other sensor capabilities (non-optical) are reduced by half.

** Depleting the M.D.C. of the main body will shut the mecha down completely, making it useless. Destroying the leg thrusters prevents flight.



Speed

Note: In a zero gravity environment like outer space, the lengths of leaps are increased by ten times. The flying speed in space and in an atmosphere are provided for all space fighters. Remember, running is not possible in zero gravity; the character must have some form of propulsion or will simply drift aimlessly.

Running (soldier configuration): 40 mph (64 km).

Leaping (soldier configuration): The powerful robot legs can propel the unit 25 feet (7.6 m) high or 50 feet (15.2 m) lengthwise. A jet thruster assisted leap will propel the unit 80 feet (24.4 m) high and/or 150 feet (46 m) lengthwise without actually attaining flight. The thrusters, located in the feet, can also be used to reduce the speed from a fall.

Flying in Gerwalk Configuration: Not applicable.

Flying in Rocket Configuration: 5690 mph (9104 km) or Mach 8.5 in space. Cruising speed in space is typically Mach 4.

1675 mph (2672 km), approximately Mach 2.5, is the maximum speed in Earth's atmosphere, with a maximum altitude of 40 miles (64 km).

Flying in Soldier Configuration: Mach Two (1340 mph/2144 km) in space or 200 mph (321 km) in Earth's atmosphere, with a 10,000 foot (3048 m) ceiling.

Statistical Data

Height: 47 feet (14.3 m) in humanoid configuration.
17 feet (5.2 m) in rocket configuration.

Width: 22 feet (6.7 m) at the shoulders humanoid configuration.
20 feet (6 m) in rocket configuration.

Length: 15 feet (4.6 m) when in humanoid configuration.
45 feet (13.7 m) in rocket configuration.

Weight: 50 tons

Physical Strength: Equal to a P.S. of 50.

Cargo: A compartment large enough to hold one human size passenger.

Power System: Nuclear, with a 20 year life.

1. **Rocket and Laser Gun:** This giant cannon fires a unique type of energy mini-missile. The missile itself can fly approximately one mile (1.6 km) in an atmosphere environment. At any point in its flight the missile fires four (4) laser beams! The beams can focus on one target (inflicting maximum damage) or fire a scatter-shot in four different directions (one beam hits any one target, but may hit several different targets; similar to shooting wild).

   Each missile can fire a full laser volley (four simultaneous beams) twice in a single melee! Once both volleys have been fired, the missile is harmless and drops away. All are guided missiles that track by heat and travel at a maximum speed of Mach 4 (2680 mph/4288 km)! As many as three laser missiles can be fired in a single volley.

   The big gun also has a high-powered laser built into its nose.

Primary Purpose: Assault

Secondary Purpose: Defense

Weight: 200 pounds (90 kg).

Range:

Laser Cannon: 6000 feet (1828 m; double in space)

Energy Missile Flight: One mile (1.6 km)

Four Lasers of the Missile: 2000 feet (609 m; double in space)

Mega-Damage:

Laser Cannon: 1D4 × 10 M.D. per single blast

Laser blast from the Energy Missile: 2D6 from one of the four laser blasts fired wildly in a scatter-shot or 1D4 × 10 per concentrated laser volley (all four beams are fired simultaneously at the same target). A concentrated volley from two energy missiles is 2D4 × 10 M.D. and from three missiles, the damage is 3D4 × 10.

Rate of Fire:

Laser Cannon: Equal to the total number of hand to hand attacks of the pilot.

Lasers from the Energy Missile: Two individual laser blasts or two concentrated volleys (all four beams are fired at the same target at the same time).

Payload:

Laser Cannon: Effectively unlimited

Energy Missiles: 12 total missiles. As many as three energy missiles can be fired at a single target. Each missile can fire four simultaneous laser beams twice in a single melee before its energy is spent.

Note: Each missile has an M.D.C. of five points.

2. **Twin Leg Lasers (2):** One laser nozzle is mounted at the top of each leg (hip area). Each nozzle faces forward, but can swivel in a 45 degree angle in all directions. Each can be operated in tandem, shooting at the same target, or individually, shooting at two different targets.

Primary Purpose: Assault

Secondary Purpose: Anti-Missile/Defense

Range: 2000 feet (609 m; double in space)

Mega-Damage: 3D6 per single blast or 6D6 per dual blasts fired from both simultaneously.

Rate of Fire: Equal to the total number of the pilot's hand to hand actions/attacks per melee round.

Payload: Effectively unlimited.

3. **Twin Chest Lasers (2):** Identical to the leg lasers, only they are located in the robot's chest. Each nozzle faces forward, but can swivel in a 45 degree angle in all directions. Each can be operated in tandem, shooting at the same target, or individually, shooting at two different targets.

Primary Purpose: Assault

Secondary Purpose: Anti-Missile/Defense

Range: 2000 feet (609 m; double in space)

Mega-Damage: 3D6 per single blast or 6D6 per dual blasts fired from both simultaneously.

Rate of Fire: Equal to the total number of the pilot's hand to hand actions/attacks per melee round.

Payload: Effectively unlimited.

4. **Plasma Cannon (1):** This weapon can be seen and fired only in the rocket configuration. It is mounted in the nose of the Marduk Annihilator in a fixed forward position.

Primary Purpose: Assault

Secondary Purpose: Anti-Missile/Defense

Range: 6000 feet (1828 m; double in space)

Mega-Damage: 2D4 × 10 per single blast.

Rate of Fire: The plasma cannon can be fired two times per melee round and combined with other attacks per melee.

Payload: Effectively unlimited.

5. **Mini-Missile Launchers (2):** There are two mini-missile launchers built into the legs/thrusters.

Primary Purpose: Close Range Assault/Anti-Personnel

Secondary Purpose: Defense and Anti-Missile

Range: Varies with missile type, typically about one mile (1.6 km; increase by 75% in space).

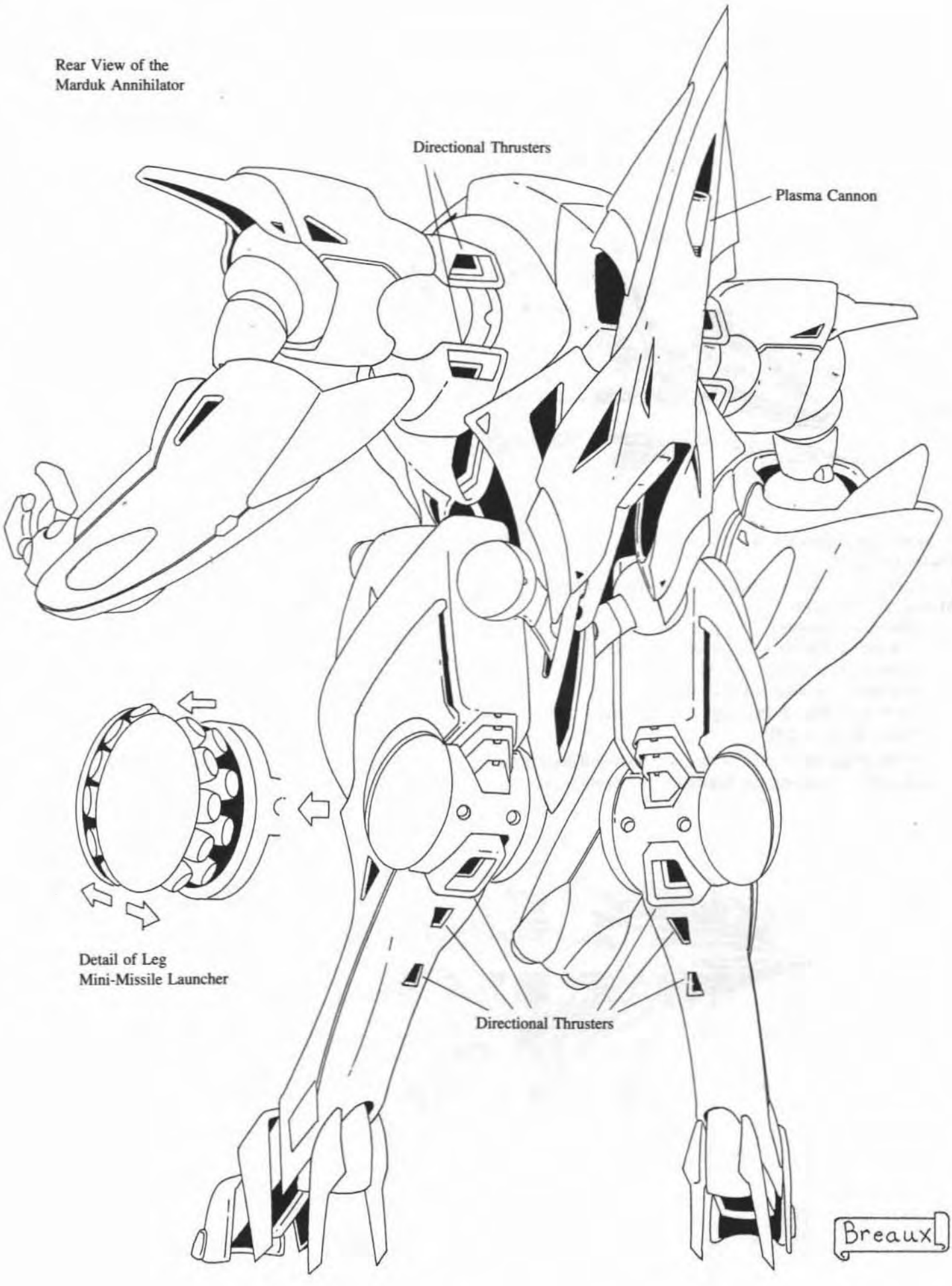
Mega-Damage: Varies with missile type; typically armor piercing and/or plasma. Armor piercing inflicts 1D4 × 10 M.D. and plasma 1D6 × 10 M.D. per missile.

Rate of Fire: One at a time or in volleys of 2, 4, 6, or 8. One volley counts as one melee attack regardless of the number of missiles fired.

Payload: 36 total, 18 in each leg/thruster.

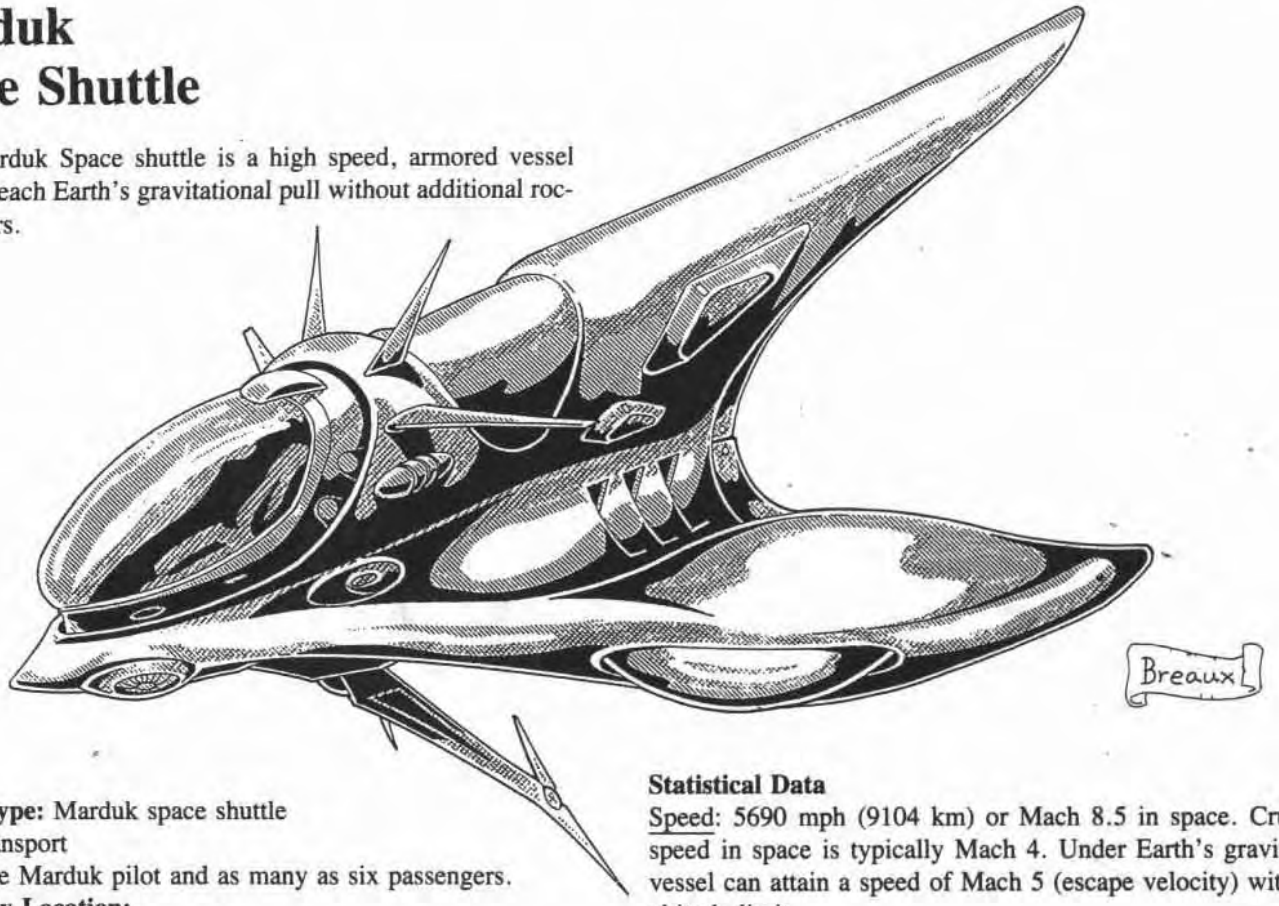
6. **Optional Hand to Hand Combat:** Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat. Equal to *Marduk Type One Power Armor Combat Training* in the Robot Combat Section of the **Macross II RPG**.

Rear View of the
Marduk Annihilator



Marduk Space Shuttle

The Marduk Space shuttle is a high speed, armored vessel that can breach Earth's gravitational pull without additional rocket boosters.

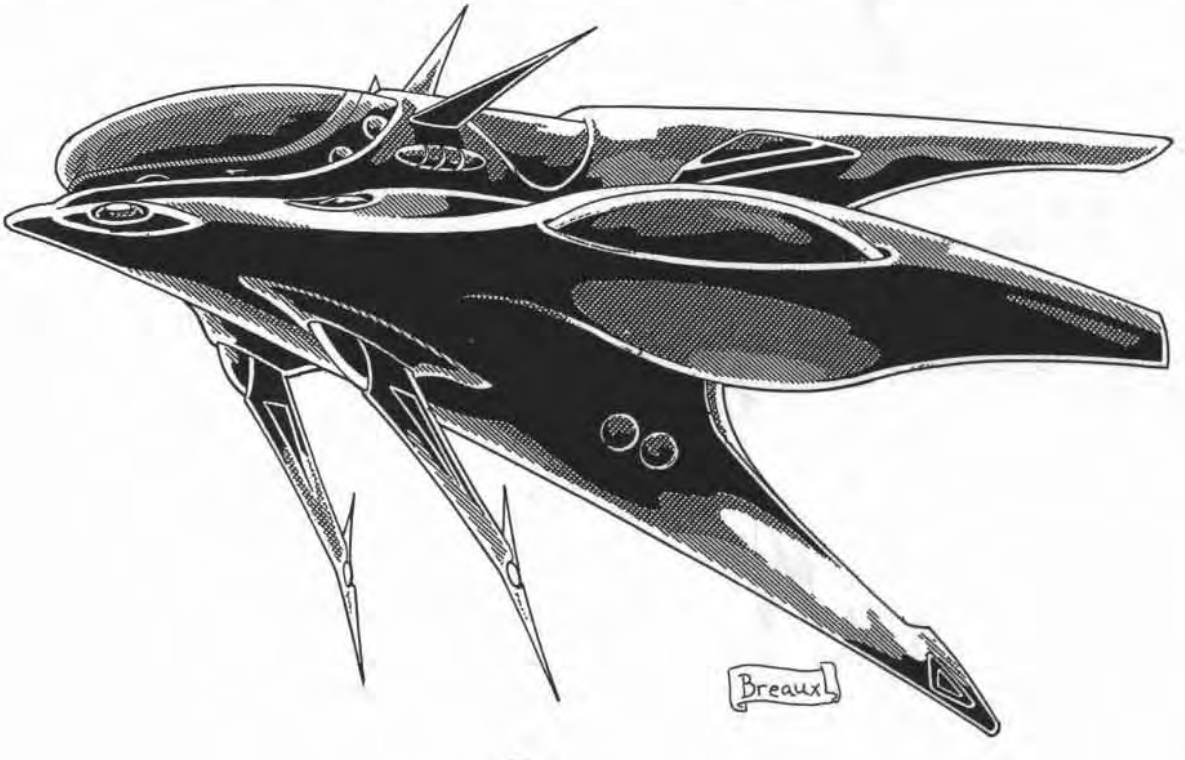


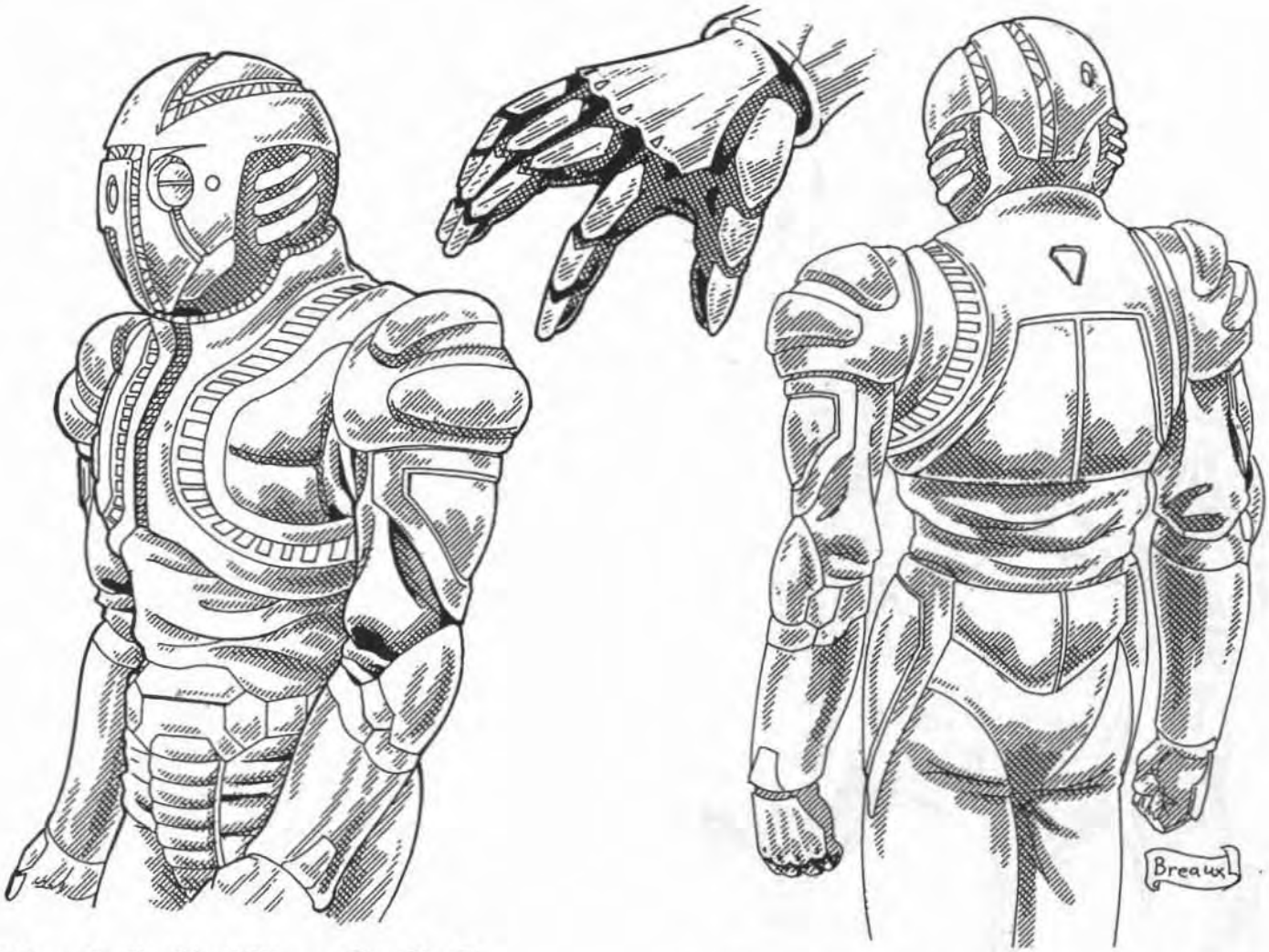
Vehicle Type: Marduk space shuttle
Class: Transport
Crew: One Marduk pilot and as many as six passengers.
M.D.C. by Location:

Main Jet Thrusters (3; 1 top, 2 side) — 80 each
Directional Thrusters (10, small) — 4 each
Communication Fin (1) — 15
Forward Nose Section (1) — 100
Reinforced Pilot & Passenger Compartment — 50
*Main Body — 220

* Depleting the M.D.C. of the main body will destroy the spacecraft. Destroying the thrusters will immobilize it.

Statistical Data
Speed: 5690 mph (9104 km) or Mach 8.5 in space. Cruising speed in space is typically Mach 4. Under Earth's gravity the vessel can attain a speed of Mach 5 (escape velocity) with NO altitude limit.
Height: 15 feet (4.6 m)
Width: 25 feet (7.6 m) at the shoulders in humanoid configuration.
Length: 45 feet (13.7 m)
Weight: 20 tons
Cargo: None
Power System: Nuclear, with a 20 year life.
Weapon System: None





Marduk Soldier O.C.C.

Low ranking Marduk officers, corporal to lieutenant, serve as the elite troops, communications engineers, squad leaders, and mecha pilots. They pilot Marduk power armor and can command or direct squadrons and platoons of Zentran or Meltran warriors. However, they are completely subservient to the high command and characters such as Commander Feff and Lord Volf.

The Marduk males exclusively compose the command force of the Marduk army. They are the military leaders, tacticians, and strategists of the Zentran and Meltran troops and the Marduk race. Like the high command, the Marduk soldiers are fiercely dedicated low ranking officers who obey the high officers without question or hesitation. In fact, most of these low ranking officers are more fearful of their high command than the enemy.

The soldiers are almost always clad in a combat EVA suit. It provides limited mega-damage protection, sensory augmentation and instant communication with the Marduk invasion force. The bands around the shoulders glow with a golden light to acknowledge receipt of transmissions and commands. It can also be used to transmit a silent code (not unlike Morse code) via a sequence of flashing lights.

Built into the helmet is a special optical enhancement and targeting system:

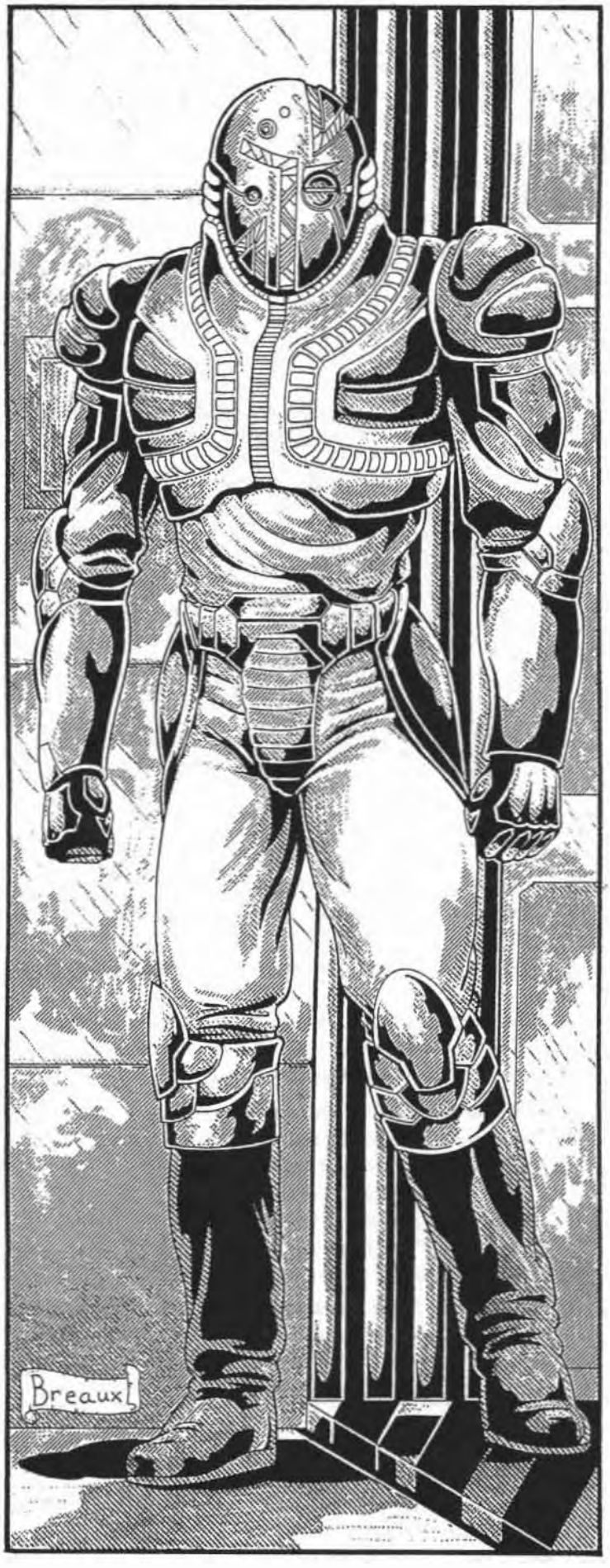
1. Targeting Sight: 1600 foot (487 m) range.
2. Infrared Optics System: 1600 foot range.
3. Passive Light Amplification: 1600 foot range.
4. Thermo-Imager: 1600 foot range.
5. Telescopic Monocular Lens: One mile (1.6 km) range.
6. Combat Bonus: +1 to strike and dodge.
7. Weight: 16 pounds (7.3 kg)
8. Heads Up Display (can receive and display radar, maps, etc.).
9. Short range directional radio receiver and transmitter.
10. The helmet has an M.D.C. of 20, while the main body of the entire combat hardsuit has 60 M.D.C.

1. **All Marduk soldiers' (males; low ranking officers) attributes** are determined by rolling 3D6 just like human beings, then add the following bonuses.
   - +1 I.Q. permanent bonus
   - +1 M.E. permanent bonus
   - +1D4 P.P. permanent bonus
   - +1D4 Spd. permanent bonus
2. **Hit Points:** Same as humans. S.D.C. bonus is 30. Most wear mega-damage, soldier, combat EVA whenever on active duty.

Attribute Requirements: None.

O.C.C. Skills:

Cryptography (+15%)
Radio: Basic (+20%)
Radio: Scrambler (+20%)
Surveillance Systems (+10%)
Read Sensory Equipment (+20%)
Navigation (space) (+20%)
Computer Operation (+10%)



Pilot Marduk Power Armor (all types)
Pilot Spaceships (all, +20%)
Basic & Advanced Math (+10%)
Climbing
Running
W.P. Energy Rifle
W.P. Energy Heavy (rail guns & beam cannons)
Hand to Hand: Expert

O.C.C. Related Skills: Select four additional skills. Plus one additional skill at levels three, nine and thirteen. All new skills start at level one proficiency.
Communications: Any (+15%)
Domestic: None
Electrical: Basic only (+5%)
Espionage: Any (+5%)
Mechanical: Basic only (+5%)
Medical: First Aid only (+5%)
Military: Any (+10%)
Physical: Any
Pilot: Any (+10%)
Pilot Related: Any (+10%)
Rogue: None
Science: Astronomy, astrophysics and math only (+10%)
Technical: Any (+10%)
W.P.: Any

Secondary Skills: The character also gets to select four secondary skills at level one and two additional skills at level five from those listed, excluding those marked "None." These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Standard Equipment: Soldier combat EVA (60 M.D.C.)., Marduk Type I officer power armor, energy rifle, compass, two uniforms, two dress uniforms and personal items.

Authorized Clearance Upon Assignment: The space shuttle, "New Type" power armor, other vehicles, additional weapons, spacesuits, special or prototype weapons, explosives, optical enhancements, sensory equipment, surveillance equipment, special equipment, access to all military facilities and data, and can command as many as 24 troops.

Monthly Wages: Not applicable.

Interrogator O.C.C.

The Marduk Interrogators are a branch of the female Emulators. They are a combination communications engineer, espionage agent specializing in interrogation, historian and priestess. It is the duty of this character to observe, question and gather information from captives. They also function as a sort of military police. When a Zentran or Marduk soldier, or Emulator is questioned by an Interrogator they know they are in serious trouble.

If one knows nothing or little of consequence, it is always best to answer an Interrogator truthfully. The Marduk Interrogator is implanted with cybernetic detection devices that makes the character a walking lie detector machine! A sophisticated thermo-imaging and spectro-graphic system enables the Interrogator to see temperature and chemical changes in the body of the interrogation subject. Such changes usually indicate stress,

fear, and lies. The computer analyzer implanted in the Interrogator's skull also measures and records changes in the interrogation subject's voice. (**Note:** Detection range is limited to 12 feet/3.6 m). Level body temperature and stress levels tend to indicate the subject is telling the truth. Sudden changes in body chemistry, temperature, voice, and stress levels usually indicates a lie. The implants also give the character total memory recall and they can record and download files onto one inch computer discs.

This Marduk is an expert in reading the information from its cybernetic sensors, as well as pressuring and tricking people into telling them what they want to learn; 90% skill proficiency. They sometimes use truth serums, other drugs and torture to extract information. The Marduk Interrogator is respected and feared. They answer only to Commanders, Lords and Lord Emperor Ingues.

1. **All Marduk Interrogators' (females) attributes** are determined by rolling 3D6 just like human beings, then add the following bonuses.
   + 1D4 I.Q. permanent bonus
   + 2D4 M.E. permanent bonus
   + 1D4 M.A. permanent bonus
2. **Hit Points:** Same as humans. S.D.C. bonus is 15.
3. **Additional Abilities, Bonuses & Penalties:**
   - Total recall.
   - Detect dangerous levels of radiation.
   - Detect changes in ambient temperature in the immediate area, in interrogation subjects and in equipment by using implant sensors.
   - Interface directly with computers.
   - +4 to save vs fear/horror factor and mind control.
   - +1 on initiative.
   - −2 on spd.
   - −2 on P.B.

Attribute Requirements: None, although a high I.Q. and M.E. is desired.

O.C.C. Skills:

Biology (+15%)
Chemistry (+15%)
Chemistry: Analytical (+20%)
Radio: Basic (+10%)
Basic and Advanced Math (+20%)
Computer Operation (+20%)
Computer Programming (+20%)
Computer Hacking (+20%)
Read Sensory Equipment (+20%)
Interrogation (+20%)
Intelligence (+20%)
Surveillance Systems (+15%)
W.P. Knife
W.P. Energy Pistol
Hand to Hand: Basic

Hand to hand: basic can be increased to expert for the cost of one "other" skill.

O.C.C. Related Skills: Select four additional skills. Plus two additional skills at level three and one at levels six, nine and twelve. All new skills start at level one proficiency.

Communications: Any (+15%)
Domestic: None
Electrical: None
Espionage: Any (+10%)
Mechanical: None
Medical: Paramedic (+10%)
Military: None
Physical: Any
Pilot: Any (+5%)
Pilot Related: Any (+10%)
Rogue: Any
Science: Any (+10%)

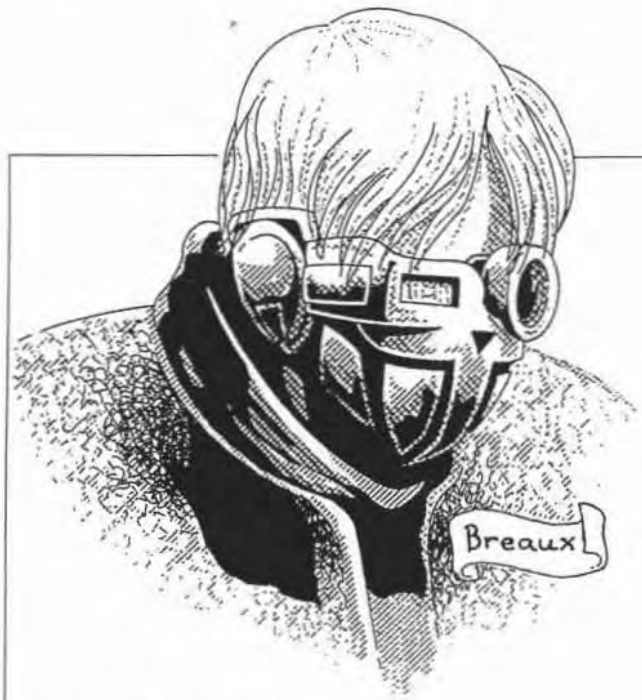
Technical: Any (+10%)
W.P.: Any

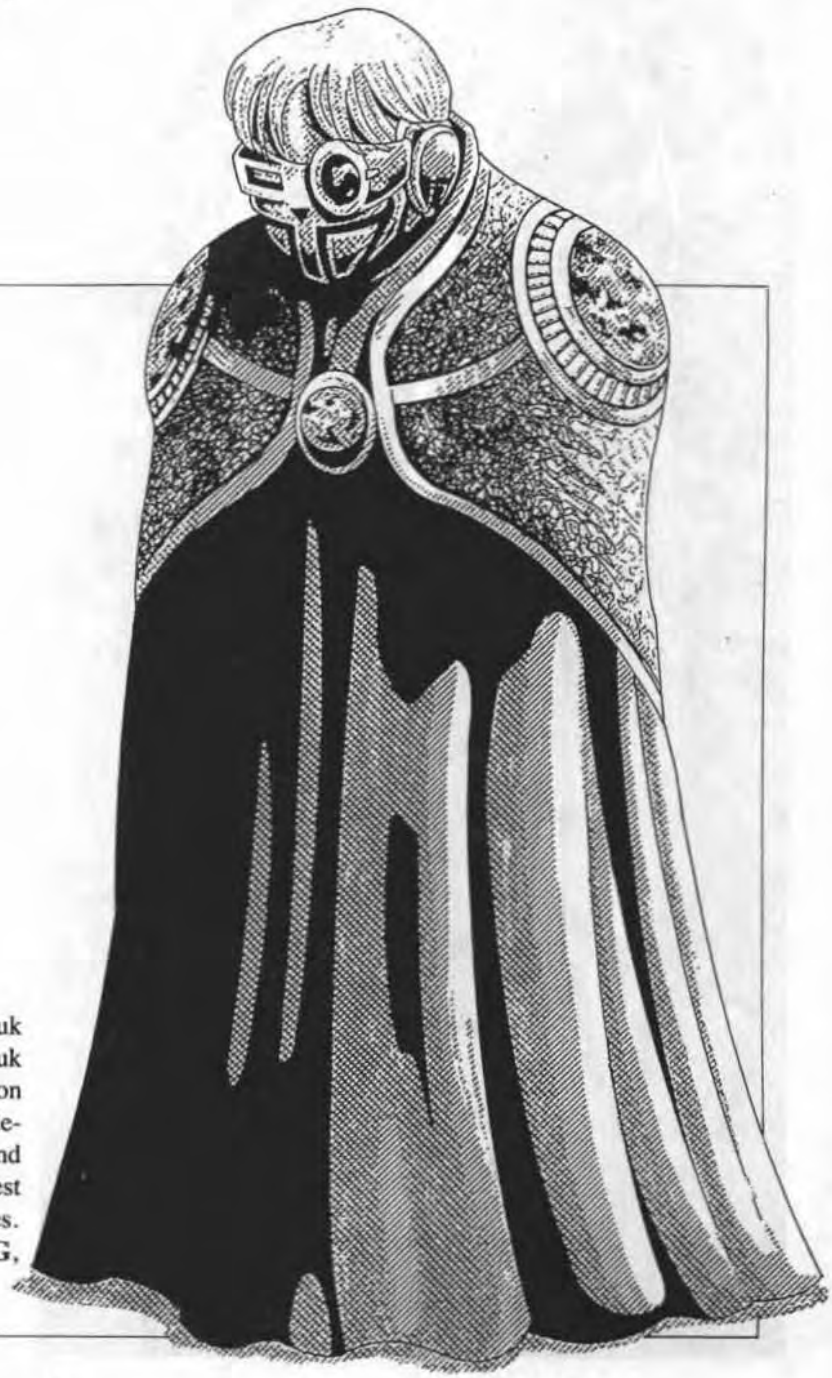
Secondary Skills: The character also gets to select three secondary skills at level one and two additional skills at level eight from those listed, excluding those marked "None." These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Standard Equipment: Robes of Office (the office uniform), knife, scalpel and torture devices, portable computer, portable chemical analyzer, laser pistol, and personal items. She also has direct access to laboratories, computers and data files.

Authorized Clearance Upon Assignment: Basic Marduk power armor, space shuttle, vehicles, laser pistol, spacesuit (any type, including combat), special or prototype equipment, optical enhancements, sensory and camera equipment, surveillance equipment, and access to all military facilities, spacecraft and data. An Interrogator can directly command 24 troops and inspire fear in all she encounters.

Monthly Wages: Not applicable.





Marduk Science Officer O.C.C.

This creature is part humanoid (a conquered race or Marduk male) and part cyborg. They serve as the assistants to the Marduk officers and act as advisors, scientists and/or communication engineers. They are human size males who are capable of independent thought and action. Most are fair tacticians and strategists. They are quite aggressive and bent on the conquest and the absolute subjugation or destruction of their enemies. They are cunning and sly adversaries. See the **Macross II RPG**, page 102, for complete stats.

Robot & Power Armor Combat

Hand to Hand Bonuses from Basic Ground Robot Combat Training

- Pilot all non-transformable *ground* defense robots. This training does not include transformable robots or Zentran, Meltran or Marduk models.
- Add one hand to hand attack per melee round at levels one, six and twelve (plus those of the pilot).
- + 1 to strike at second level; applicable to all weapons.
- + 1 to parry at second level.
- + 1 to roll with punch, fall or impact (explosion), reducing damage by half.
- Critical strike same as pilot's hand to hand.
- Body block/tackle/ram — 1D6 M.D. plus a 50% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks.
- No body flip
- No kick
- No dodge

Damage: Standard per each specific robot.

Note: Training in a specific type of robot will get the character the full range of "expert" bonuses and abilities possible from that particular robot. Basic training is just a rudimentary knowledge of piloting and operation with little actual piloting time.

Hand to Hand Bonuses from Tomahawk II Combat Training

- Add one additional attack per melee round at levels one, four, eight and twelve (plus those of the pilot). This training does not include transformable robots or Zentran, Meltran or Marduk models.
- Add one additional attack per melee when a gunner accompanies the pilot.
- +1 on initiative.
- +1 to strike at second and eighth levels; applicable to all weapons.
- +2 to parry at second level; the weapon arms and big guns can be used to parry and strike.
- +2 to dodge.
- +1 to roll with punch, fall or impact (explosion), reducing damage by half.
- Critical strike same as pilot's hand to hand.
- Body block/tackle/ram — 1D6 M.D. plus a 60% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks.
- No body flip
- No leap kick

Damage:
Restrained Punch/Strike — 1D4 M.D.
Full Strength Punch — 2D6 M.D.
Power Punch — 3D6+4 M.D.
Kick — 2D4 M.D.
Body Block/Tackle — lD6 M.D.
Stomp — 1D4 M.D.; effective only against small objects 12 feet (3.6 m) tall or smaller.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. They do not apply to the pilot's physical abilities outside the mecha.

Hand to Hand Bonuses from Defender-Ex Combat Training

- Add one additional attack per melee round at levels one, four, eight and twelve (plus those of the pilot). This training does not include transformable robots or Zentran, Meltran or Marduk models.
- +3 on initiative.
- +1 to strike at levels one and eight (plus special targeting bonuses); applicable to all weapons.
- +1 to parry at second level; weapon arms can be used to parry and strike.
- +1 to dodge at levels one, five and eight.
- +3 to roll with punch, fall or impact (explosion), reducing damage by half.
- Critical strike same as pilot's hand to hand.
- Body block/tackle/ram — 1D6 M.D. plus a 70% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks.
- No body flip
- No leap kick

Damage:
Restrained Punch/Strike — 1D4 M.D.
Full Strength Punch — 2D4 M.D.
Power Punch — Not applicable
Kick — 1D6 M.D.
Body Block/Tackle — lD6 M.D.
Stomp — 1D4 M.D.; effective only against small objects 12 feet (3.6 m) tall or smaller.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. They do not apply to the pilot's physical abilities outside the mecha.

Hand to Hand Bonuses from Phalanx Upgrade Combat Training

- Add one additional attack per melee round at levels one, six, and twelve (plus those of the pilot). This training does not include transformable robots or Zentran, Meltran or Marduk models.
- +2 on initiative.
- +1 to strike at levels one and seven; applicable to all weapons.
- +1 to dodge at level two as a ground unit, but +3 to dodge in space.
- +1 to roll with punch, fall or impact (explosion), reducing damage by half.
- Critical strike same as pilot's hand to hand.
- Body block/tackle/ram — 2D4 M.D. plus a 70% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks.
- No parry
- No punch attack
- No body flip
- No leap kick

Damage:

Kick — 2D6 M.D.

Body Block/Tackle — 2D4 M.D.

Stomp — 2D4 M.D.; effective only against small objects 12 feet (3.6 m) tall or smaller.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. They do not apply to the pilot's physical abilities outside the mecha.

Hand to Hand Bonuses from Monster II Combat Training

- Add one additional attack per melee round at levels one, six, and twelve (plus those of the pilot). This training does not include transformable robots or Zentran, Meltran or Marduk models.
- +1 on initiative.
- +1 to strike at level two and +1 at level ten; applicable to all weapon systems, as well as hand to hand combat.
- +1 to parry at second level; weapon arms can be used to parry and strike.
- +1 to dodge at level two.
- +1 to roll with punch, fall or impact (explosion), reducing damage by half.
- Critical strike same as pilot's hand to hand.
- Body block/tackle/ram — 2D6 M.D. plus an 80% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks.
- No body flip
- No kick attack
- No leap kick

Damage:

Restrained Punch/Strike — 1D4 M.D.

Full Strength Punch — 2D4 M.D.

Power Punch — 4D4 (counts as to attacks)

Body Block/Tackle — 2D6 M.D.

Stomp — 3D6 M.D.; effective only against small objects 16 feet (4.8 m) tall or smaller.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. They do not apply to the pilot's physical abilities outside the mecha.

Hand to Hand Bonuses From Metal Siren Valkyrie Fighter Combat Training

- Add one additional attack per melee round at levels one, three, six and eleven (plus those of the pilot).
- +3 on initiative
- +2 to strike
- +2 to parry
- +3 to dodge in soldier mode, +4 in gerwalk, +6 in jet mode.
- +4 to roll with punch, fall, or impact (explosion), reducing damage by half.
- +3 to leap dodge. An automatic dodge that works just like the automatic parry, with no loss of attacks per melee. This unit is so mobile that the pilot can leap, hop, and skip out of the way without loss of a melee action/attack.
- Critical strike same as pilot's hand to hand.
- Body block/tackle/ram — 1D6 M.D. plus a 60% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee).

Damage:

Restrained Punch — 1D4 M.D.

Full Strength Punch in Gerwalk Mode — 1D6 M.D.

Full Strength Punch in Soldier Mode — 2D6 M.D.

Power Punch (soldier only) — 3D6+3 M.D. (counts as two melee attacks/actions)

Tear or Pry with Hands — 1D6 M.D. (soldier) or 1D4 (gerwalk)

Stab Attack with Plasma Spear — 4D6 M.D.

Blunt Attack with Plasma Spear — 2D6 M.D.

Kick — 1D6 M.D.

Leap Kick — 2D6 M.D.

Body Flip/Throw — 1D4 M.D.

Body Block/Tackle — 1D6 M.D.

Stomp — 1D6 M.D.; effective only against small objects, 12 feet (3.6 m) tall or smaller.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. They do not apply to the pilot's physical abilities outside the mecha.

Hand to Hand Bonuses From AGA Fighter Combat Training

- Add one additional attack per melee round at levels one, three, eight and twelve (plus those of the pilot).
- +2 on initiative
- +1 to strike
- +2 to parry
- +3 to dodge
- +2 to roll with punch, fall, or impact (explosion), reducing damage by half.
- +1 to leap dodge. An automatic dodge that works just like the automatic parry, with no loss of attacks per melee. This unit is so mobile that the pilot can leap, hop, and skip out of the way without loss of a melee action/attack.
- Critical strike same as pilot's hand to hand.
- Body block/tackle/ram — 1D4 M.D. plus a 50% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee).

Damage:

Restrained Punch — 1D4 M.D.
Full strength Punch — 1D6 M.D.
Power Punch — Not possible
Tear or Pry with Hands — 1D4 M.D.
Kick — 1D6 M.D.
Leap Kick — 2D6 M.D.
Body Flip/Throw — lD4 M.D.
Body Block/Tackle — 1D4 M.D.
Stomp — 1D4 M.D.; effective only against small objects 12 feet (3.6 m) tall or smaller.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. They do not apply to the pilot's physical abilities outside the mecha.

Hand to Hand Bonuses From U.N. Spacy Zentran Power Armor Combat Training

- The Zentran power armor is exclusively reserved for giant size Zentran and Meltran.
- Add one additional attack per melee round at levels one, five, ten and fifteen (plus those of the pilot).
- +1 on initiative
- +1 to strike
- +2 to parry
- +3 to dodge
- +4 to roll with punch, fall, or impact (explosion), reducing damage by half.
- Critical strike same as pilot's hand to hand.
- Body block/tackle/ram — 1D6 M.D. plus a 70% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee).

Damage:

Restrained Punch — 1D4 M.D.
Full Strength Punch — 2D4 M.D.
Power Punch — 3D4+2 M.D. (counts as two attacks)
Kick — 2D4 M.D.
Leap Kick — 3D4 M.D.
Body Flip/Throw — lD4 M.D.
Body Block/Tackle — lD6 M.D.
Stomp — 1D4 M.D.; effective only against small objects 12 feet (3.6 m) tall or smaller.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. They do not apply to the pilot's physical abilities outside the mecha.

Hand to Hand Bonuses From U.N. Spacy Zentran Valkyrie Fighter Combat Training

- The Zentran VF-XX Valkyrie is exclusively reserved for human size Zentran and Meltran.
- Add one additional attack per melee round at levels one, three, seven and twelve (plus those of the pilot).
- +2 on initiative
- +2 to strike
- +2 to parry
- +3 to dodge in soldier mode, +4 in gerwalk, +6 in jet mode.
- +3 to roll with punch, fall, or impact (explosion), reducing damage by half.
- +2 to leap dodge. An automatic dodge that works just like the automatic parry, with no loss of attacks per melee. This unit is so mobile that the pilot can leap, hop, and skip out of the way without loss of a melee action/attack.
- Critical strike same as pilot's hand to hand.
- Body block/tackle/ram — 1D6 M.D. plus a 60% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee).

Damage:

Restrained Punch — 1D4 M.D.
Full strength Punch in Gerwalk Mode — 1D6 M.D.
Full Strength Punch in Soldier Mode — 2D6 M.D.
Power Punch (soldier only) — 3D6 M.D. (counts as two attack)
Tear or Pry with Hands — 1D6 M.D. (soldier) or 1D4 (gerwalk)
Kick — 1D6 M.D.
Leap Kick — 2D6 M.D.
Body Flip/Throw — lD4 M.D.
Body Block/Tackle — 1D6 M.D.
Stomp — 1D6 M.D.; effective only against small objects, 12 feet (3.6 m) tall or smaller.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. They do not apply to the pilot's physical abilities outside the mecha.

Experience Levels for Macross II O.C.C.s

Robot Defense Pilot
(i.e. Ground Mecha Pilot)

1 0,000-2,020
2 2,021-4,040
3 4,041-8,080
4 8,081-16,160
5 16,161-24,320
6 24,321-34,640
7 34,641-49,800
8 49,801-70,000
9 70,001-95,040
10 96,041-130,080
11 130,081-180,160
12 180,161-230,320
13 230,321-280,640
14 280,641-340,800
15 340,801-401,040

Zentran/Meltran Soldier
(Human Size Characters)

1 0,000-1,975
2 1,976-3,950
3 3,951-7,900
4 7,901-15,800
5 15,801-23,900
6 23,901-33,100
7 33,901-48,200
8 48,201-68,300
9 68,301-93,400
10 93,401-128,500
11 128,501-177,600
12 177,601-227,700
13 227,701-278,800
14 278,801-328,900
15 328,901-388,100

Marduk Soldier

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

Marduk Interrogator

1 0,000-2,140
2 2,141-4,280
3 4,281-8,560
4 8,561-17,520
5 17,521-25,520
6 25,521-35,520
7 35,521-50,520
8 50,521-71,000
9 71,001-96,100
10 96,101-131,200
11 131,201-181,300
12 181,301-231,400
13 231,401-281,500
14 281,501-341,600
15 341,601-401,700

Aircraft Fighter Pilot
(Human Size Characters)

1 0,000-1,925
2 1,926-3,850
3 3,851-7,450
4 7,451-14,900
5 14,901-21,000
6 21,001-31,000
7 31,001-41,600
8 41,601-53,000
9 53,001-73,000
10 73,001-103,500
11 103,501-139,000
12 139,001-189,000
13 189,001-239,000
14 239,001-289,000
15 289,001-339,000

Giant Zentran Soldier
(U.N. Spacy Character)

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

VF-XX Zentran/Meltran Pilot
(Human Size Character)

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

Giant & Human Size Zentran/Meltran Mecha Pilot (U.N. Spacy)

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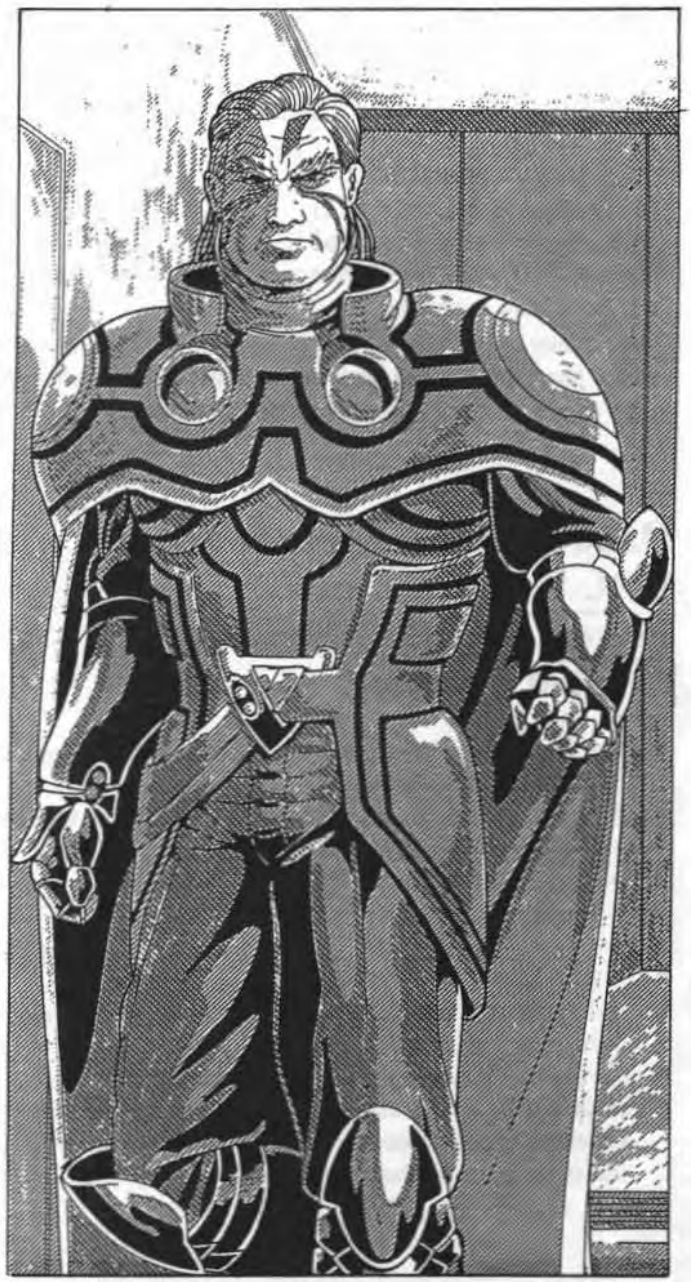
12 175,601-225,600
13 225,601-275,600
14 275,601-325,600
15 325,601-375,600



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