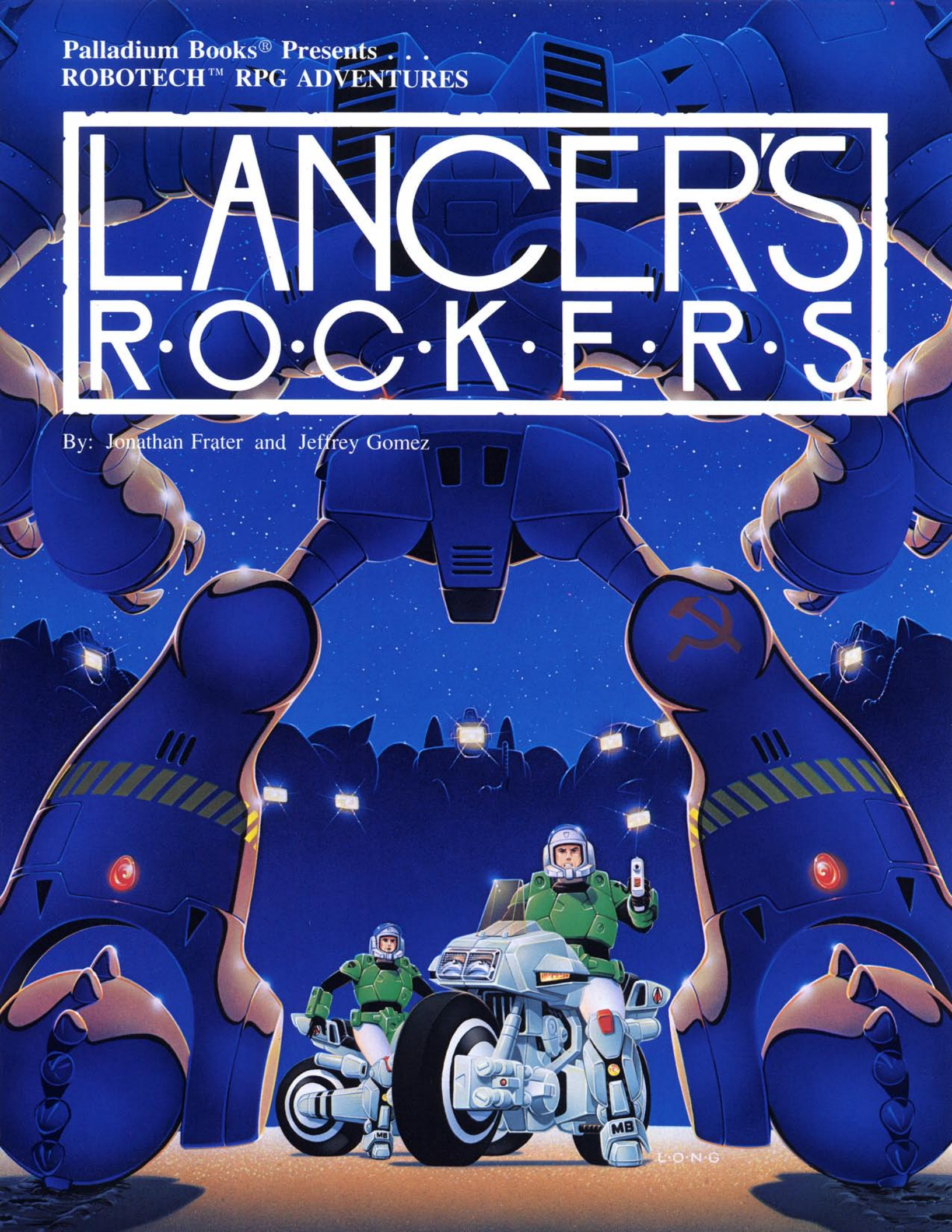


Palladium Books® Presents  
ROBOTECH™ RPG ADVENTURES

# LANCER'S R·O·C·K·E·R·S

By: Jonathan Frater and Jeffrey Gomez



L·O·N·G

# About this book

## Originally published in 1989

This book was first printed in the late 1980s. Before the Internet as we know it, and even before the term “anime” came to be known in the United States.

Accurate information about the original anime was difficult to find, and the people managing the *Robotech*® intellectual property in those days preferred to keep *their Robotech*® at arm’s length from the original three anime series – *Macross*, *Southern Cross* and *Genesis Climber Mospeada* – that inspired the unique and beloved creation that is **Robotech**®.

As a result, the details and stats behind some of the mecha, characters, vehicles, weapons and settings reflect a different era and mindset than the **Robotech**® we know today. The information and stats reflect that time period, the information available, and the wishes of the *Robotech*® series’ creator and the managers of the I.P. at that time. Palladium Books followed their wishes.

Please enjoy these **Robotech**® RPG books for what they are. Enjoy the nostalgia, and use or adapt the rules, stats, maps and data to the modern **Robotech**® books as you deem desirable. Though different, much of the material of these 1980s and 1990s books is easily modified and adapted to current **Robotech**® RPG titles and **Robotech**® RPG Tactics™.

**An important note about the new *Robotech*® RPG titles:** When we *relaunched* the **Robotech**® RPG series in the new millennium, we approached the games as if they were brand new to us. Stats and information are all updated and brought in line with the modern history, back story, and mecha, as well as featuring new artwork. That means new stats, deeper history, and new information and equipment. Some titles like **Robotech**®: **The Masters Saga**™ **Sourcebook** contain a wealth of new and exciting mecha, power armor, robots and weapons never before seen in the RPG series. Stats and information from the original books were NOT reprinted, and only a small amount of the past artwork has reappeared in the new *Robotech*® titles.

It is our pleasure to make the original *Robotech*® titles available, once more, with the permission of Harmony Gold, USA, Inc. Enjoy.

– Kevin Siembieda, Publisher & Game Designer, 2017

PALLADIUM BOOKS® PRESENTS . . .  
THE ROBOTECH® RPG ADVENTURES

# LANCERS' R·O·C·K·E·R·S



For use with Robotech® RPG Book Five:  
Invid Invasion or Robotech II: The Sentinels™

**Dedication:** To our Moms  
Lea Frater  
and  
Estell Gomez  
With All Our Love

### **WARNING**

This book contains new and original works of art that are **protected by Federal Copyright Law**. NO artwork may be printed or published in any form, for any reason, without *written permission* from the Publisher of Palladium Books®. The use of this artwork, in any product not produced by Palladium Books® is a Federal crime! *Offenders will be pursued in Federal Court.*

**PDF Edition – June 2017**

**First Printing – December 1989**

Characters copyright © 1985 Harmony Gold USA, Inc./Tatsunoko Production Co., Ltd. All Rights Reserved. “ROBOTECH” is a Trademark Owned and Licensed by Harmony Gold U.S.A., Inc.

All rights reserved under the Universal Copyright Convention. No part of this book may be reproduced in part or whole, in any form or by any means, without permission from the publisher, except for brief quotes for use in reviews. All incidents, situations, institutions, governments and people are fictional and any similarity, without satiric intent, of characters or persons living or dead is strictly coincidental.

ROBOTECH and ROBOTECH II: THE SENTINELS: © 1985/1987 Harmony Gold U.S.A., Inc./Tatsunoko Production Co., Ltd. All Rights Reserved. ROBOTECH is a registered trademark owned and licensed by Harmony Gold U.S.A., Inc.

Palladium Books® is a registered trademark of Kevin Siembieda  
Copyright © 1983, 1984, 1985, 1986, 1987, 1988, 1989 Kevin Siembieda

**Lancer’s Rockers** is published by Palladium Books, 39074 Webb Ct, Westland, MI 48185, and printed in the United States.

# LANCER'S ROCKERS

Written By: Jeffrey Gomez and  
Jonathan Frater

**Additional Text  
and Suggestions:** Alex Marciniszyn  
Kevin Long  
Kevin Siembieda

**Story Editor:** Kevin Siembieda

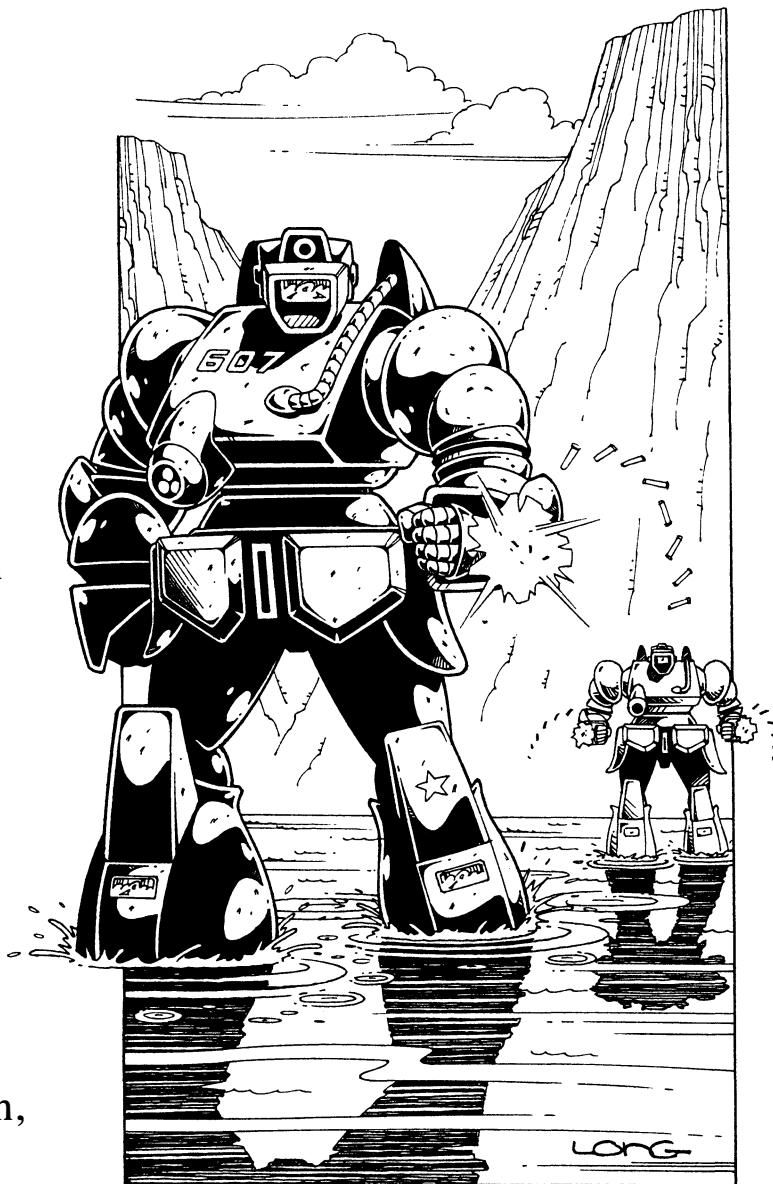
**Editor:** Alex Marciniszyn

**Cover Painting:** Kevin Long

**Interior Art:** Kevin Long

**Typography:** Maryann Siembieda

**Special Thanks To:** Al, Erick, Kevin,  
Maryann, Thom, Kev, and Serge



## TABLE OF CONTENTS

	Page
Earth in the Year 2045 .....	4
New Detroit .....	4
D-Rockers .....	5
Selecting A Character .....	6
New Occupational Character Classes .....	7
The Detroit Gauntlet (Adventure) .....	9
Gauntlet Encounter Table .....	15
Shakedown Tour (Adventure) .....	17
Nebraska Detour (Adventure) .....	18
Twilights Last Gleaming (Adventure) .....	19
The Nameless Ones (Adventure) .....	22
Battle of the Bands (Adventure) .....	26
California Countdown (Adventure) .....	27
The Battle's Climax .....	30
New Mecha .....	32
Krugatch Annihilator .....	38
Sickle & Hammer .....	38
Mobile Sonic Cannon .....	40
Non-Player Characters .....	41

# EARTH IN THE YEAR 2045

It is June, 2045, approximately ten years after the Invid first invaded the planet. Only a few well-hidden resistance movements remain in operation, scattered across the Western Hemisphere. Some are well organized, consisting of old bases and older Robotech soldiers to lead them. Unfortunately most are not. Instead, they are composed of well meaning civilian men and women who must teach themselves how to fight a mechanized enemy.

Of all the freedom fighter forces, perhaps the most powerful are the *Detroit Rockers*, but even they are not as spirited or powerful as the **New Generation** team that was formed after the Battle of Reflex Point. This new team, lead by the famous Rook Bartley and Lancer, was called *Rook's Knights*. But, the Knights vanished four years ago, after an ambush at an Invid Hive on the plains of South Dakota. Without heroes to lead and inspire them, and with the sheer enormity of a seemingly never-ending war, the morale of the freedom fighters has fallen to near extinction.

The player characters are among the few remaining veterans who struggle to free humankind. Most of the other freedom fighting forces have disbanded or have become disorganized through the continuing attrition of the war and loss of morale. What's left are young, inexperienced rebels who fall easy prey to the Invid, or veterans who have lost (or are losing) their will to fight. Only a major victory against the Invid and the re-emergence of a strong underground movement can revitalize the despairing human resistance fighters around the world.

The *reported* death of Lancer and the other famous heroes of Rook's Knights has dealt the resistance movement a mortal blow. It will take the appearance of a new group of heroes to restore a glimmer of hope to humanity. The only thing that could surpass this would be the reappearance of one or more of the *legendary* heroes such as Lancer, Rook, Rand, Scott Bernard, Rick Hunter, or Max Sterling. But what are the odds of that happening?

What happened to Rook's Knights, the greatest Earth-bound freedom fighters of them all? How were they tricked? Did Lunk, Sera, Annie, Rook or Rand survive the Battle of South Dakota? It is said that Lancer died that day. Some rumors attest that the others were destroyed. Some tales claim that they were captured and mutated in a Genesis Pit. Others say that they died as slaves in work camps, while perhaps worst of all, still other rumors report that Lancer himself cringes in hiding, having forever forsaken the mantle of hero and protector of the people. Could any of this be true?

## THE RUINS OF DETROIT

Old Detroit was destroyed in the First Robotech War. However, the tradition of industrial manufacturing continued in the city of *New Detroit*, rebuilt by the RDF during its days of restoration. New Detroit became the major production center of protoculture cells and mecha construction, as well as, the major city of the mid-west. It continued to produce mecha and hardware for the Armies of the Southern Cross, and escaped the Second Robotech War with comparatively minimal damage, but then was ravaged and destroyed again by the Invid in the Third Robotech War.

Today's New Detroit is a shambles, its industrial complexes and skyscrapers mashed into ruins by the Invid. A few of the newer, better constructed buildings still survive. Although battered and mangled, they include the New Penobscot Tower, the Fox Theatre, and the glittering Renaissance Center shopping/office mall. Huge mounds of rubble, once majestic 21st Century constructs, block a tangle of roads, streets, and 20th Century railways.

Less than five thousand people reside here, not including a few hundred nomads and travelers who stay for a while to find, trade, or steal what they can, and then move on to their next destination. Through some quirk of fate, about 70% of the survivors who are permanent residents of the city are under the age of 30. Perhaps it is the resilience of youth that prevents them from giving up and fuels the dreams of one of North America's last remaining freedom fighter undergrounds.

Bandits are also a fact of life; they are not as common in the city proper as they are in the outlying areas, but they harass and attack any who look unable to defend themselves. They rarely kill their unfortunate victims, but that does not make them any less dangerous.

Despite Detroit's tragic history, the city has managed to maintain a strange level of technology. Those who live in the city are used to making do with what they have, scavenging a few relics of the past like flashlights, batteries, finely preserved army knives, or sometimes even a functional vehicle from the past 40 years. Storage tanks of gasoline and other petroleum products are plentiful if one knows where to look for them.

A handful of turn of the century factories and tiny workshops have been restored and can create and repair a number of things, from common household items to metal products. The river still offers a great means of transportation (as well as a place to hide contraband from the Invid), and the dozens of sailing and motor boats, rafts and barges that dot her shores attest to this.

In addition to this, New Detroit has three other major elements in its favor.

**One**, its dilapidated condition keeps the Invid from serious investigations and the nearest hive is about 1000 miles (1600 km) away. Refugees, although rarely turned away, do not flock to the city because most believe it to be a dead town. This is important, because if too many refugees begin to gather, it will garner the attention of the Invid and jeopardize the resistance movement.

**Two**, there are a handful of old RDF and Southern Cross underground factories which still have areas that remain operational. Since all the protoculture is gone and the activity is unseen below the earth's surface, the Invid don't care. This has enabled the freedom fighters to establish a secret underground base, complete with electricity, heat, fusion generators, three weapon recharging facilities, and a small, partially functioning RDF mecha factory that's used for the repair of mecha (creating mecha is impossible).

**Three**, a pair of Horizont troop shuttles crash landed about ten miles beyond the city's limits. Although most of those aboard were killed, much of the equipment and cargo carried in the shuttle's armored bunkers survived more or less intact. This introduced a whole variety of high-tech weapons and equipment to the denizens of the Detroit Underground.

So today, it is not unusual to see a mixture of high and low technology in and around Detroit's ruins. There is an abundance of energy weapons, including the REF Gallant H-90s and Wolverine Assault Rifles, along with conventional rifles and pistols. E-clips are scarce, but can be recharged by the underground; conventional bullets and explosives are manufactured in some of the little shops and in basements. As usual, missiles and protoculture cells are the scarcest and most coveted commodities. Only the New Detroit freedom fighters and the most powerful gang leaders have any kind of surplus.

## The Underground Railroad

Not all of those who live in New Detroit do so on the wasted surface. Below the city, in the remarkably well-preserved 21st Century sewer lines, subway tunnels and train stations, dwell the people who got tired of running for their lives all the time. This is where the heart of the city is preserved. It is here where the core of the New Detroit underground lives, some 850 people or so, and they, with their underground network, are just as mobile as the cycle driving maniacs above. This is the home of the resistance organization known as the *Detroit Rockers*.

The subways are fewer than they used to be since many of the tunnels have long since fallen into disrepair and disuse. Some have just collapsed from old age, but the remaining ones follow a series of paths throughout the city on a north-south axis, with much smaller, less numerous, and more dangerous routes branching off to the east and west. Although the trains themselves no longer work, their tunnels serve admirably as communication routes, supply points, and ways of moving large numbers of people around without arousing the attention of the Invid.

A little less than a year ago, however, a massive Invid bombardment of the city damaged many of the still serviceable tunnels, and made the rest even more unstable. Only the two major southbound tunnels of the *Ben Dixon Railway Line* are safe enough to transport large groups of people into and out of the city. None of the local tunnels are fit to be crossed by civilians without major risk to life and limb, and are currently reserved for the troop movements of the Detroit Rocker Underground.

## Rocker Hall

“Rocker Hall” is actually a cluster of buildings, tunnels, subway routes, and basements that allow the Underground as much freedom to move supplies and people around as possible. It is like a medieval city-fort enclosure that serves as a place where the surface populace can seek refuge from attack, and functions as an unofficial headquarters for the Underground. The a notorious musical group known as the “Rockers” also resides at Rocker Hall.

## The Wall

The central above ground landmark of Rocker Hall is known as the St. Angelo Warehouse (called “*The Wall*” by the Underground’s famed D-Rockers and most of Detroit’s permanent residents). Located on 2nd street in downtown Detroit, it is a nine-story structure reinforced and buttressed against any natural or man-made disasters. It has survived sub-zero temperatures, blizzards, and tornadoes, as well as fires, explosions, Invid bombardment, and a host of other disasters.

The Wall has become an ideal storage locale, and secret access lifts have been installed into its basement from the Dixon Concourse, one of the largest subway stations in the city, 80 feet below its floor. The station itself became one of the city’s main venues for Rocker concerts, and the warehouse is more than an adequate muffler for the power chords and cheering crowds.

All street level subway entrances to the Dixon Concourse have either been flattened or permanently sealed. The station can be reached via a complex system of subway tunnels and sewer lines.

## The Birth of The “Rockers”

Among those who arrived on Earth with the third REF Fleet were Professor Benjamin Walters and Lieutenant Michael Townsend. Both participated in the triumphant Battle of Reflex Point. A year later, however, after the second coming of the Invid, the pair found themselves lost and despairing amidst the ruins of Walters’ hometown of New Detroit, Michigan. It was the arrival of Professor Walters’ young friend, Lancer, and Rook’s Knights that pulled the two REF heroes out of their melancholy.

Walters, Townsend, and the others discovered that a significant population of orphans and adolescents were being preyed upon by powerful gangs of techno-bandits and slavers in the city. These children had nothing: no food, no nurturing, no shelter, and no faith. Through the music of Yellow Dancer/Lancer and the strength and skill of Lancer and Rook’s Knights, they were able to unite the people and route the gangs from New Detroit. In the months that followed, renewed hope was instilled in the people, some semblance of law and order was restored, and the city began rebuilding.

Professor Walters would prove to be an exceptional leader, always exuding a fatherly warmth and quiet strength, coupled with compassion

and wisdom. Lieutenant Townsend would become the military brains of the outfit; an exceptional strategist and organizer, whose courage and tenacity is as great as any of the more famous heroes of the REF. Together, with Lancer and Rook’s Knights, they established the *Detroit Rockers Underground* and the rebirth of a city.

When the rumors came that Professor Walters’ beloved friend, Lancer, had been betrayed and killed somewhere in the west, it sent a shiver of despair throughout the city. Heartbroken but determined, Walters and Townsend only increased their efforts. There could be no time for self-pity and remorse. Instead, Townsend, Commander of the Underground, whipped his freedom fighters into a crackerjack fighting force unequalled in this part of the country. Professor Walters began to take the kids from the streets into the underground and personally teach them Lancer’s ways, his music, and his credo of freedom and life. Their goals included the following:

- To establish an underground community which would support, teach, and fight for a free humanity.
- To seek out those who might give to, and benefit from, the friendship and loyalty of this community.
- To support the RDF and REF, and to hinder the Invid and Invid sympathizers in every way possible.
- To develop the mind, body, and spirit to the point where, upon Admiral Hunter’s return to Earth, the Underground can most effectively assist him in ridding the planet of the Invid and rebuild human civilization.
- To carry on the spirit of youth, rebellion, and triumph as exemplified in Lancer’s rock and roll music.

To help keep alive the memory of Lancer, Rook’s Knights, and the spirit to keep fighting, Professor Walters organized the rock band known as the Rockers. Over the last three or four years, the Rockers have kept the spirit of Lancer and freedom alive, and captured a fair amount of recognition for their inspirational music as well.

One by one, as the music wafted to the surface, the fans of this strange rock and roll band decided that if their heroes could live and thrive in this world, then so could they. Within a year, concerts were being held every few weeks, and supplies were being properly collected, stored, and distributed evenly. The Rockers’ music has become all that keeps this miracle from collapsing; without them, some say, these people would quickly fall back under the same savagery that once reigned.

It is safe to say that the Rockers are quickly gaining the fame and popularity of Lynn Minmei and Yellow Dancer before them. However, the endless battle against the enslaving Invid continues to take its toll, and even the freedom fighters of New Detroit are beginning to despair. The music of the Rockers may become a grim reminder of a war lost to hopelessness.

Professor Walters has developed a variety of new sonic devices that may prove to be the ultimate weaponry against the Invid. However, if mankind has given up the fight, what good are weapons? The Rockers have taken it upon themselves to breathe new life into the dreams of their fellow man. Using their mentor’s creations, the *instrumecha*, they will deal the Invid such a blow that all humankind will sit up, take notice, and know that all is not lost!

## The D-Rockers

No rock group worth its salt is without its share of fans, those who love and respect their musical heroes without asking anything else in return. This group of fans, naming themselves “the D-Rockers,” has taken it upon themselves to make sure that the ideals of their Rocker heroes are upheld — at least until the next concert is due to hit. Rocker “colors” adorn more than 600 D-Rocker jackets in the city of New Detroit, where they are most numerous. They have developed a system of hand, voice and tapping signals used to identify friend from foe, and signify comings and goings. Friends are welcomed or helped accord-

ing to the circumstances, while foes are avoided and observed. Violence is not the Rockers' way.

The relationship that the *D-Rockers* have with the Rockers, and with each other, is unique in these times. Many idealize the band and, like post-modern paladins, seek to carry out the messages in their songs to the letter. Some D-Rockers have been known to cast people they call "quitters" (those who have grown so depressed with their situation that they become unfocused and "useless") right out of the Underground. Others have been known to drop dead from exhaustion, having "rocked 'round the clock" for days on end saving lives during emergencies in the tunnels. Still others seek to guard the Rockers with their lives, never letting them out of their sight, clobbering overzealous fans who get too close. They are not official members of the Underground, but might be thought of as a youth auxiliary force in civil defense.

Most D-Rockers believe that the best way to help the Rockers is to help rebuild the cities. Many will scrounge around junkyard and the remains of bookstores and libraries searching for books on how to build or repair the utilities of the past. Sometimes they even find something. Each D-Rocker helps in the way that he or she knows best. Some are fine impromptu medics, others are fair mechanics and carpenters. These mechanically inclined kids are usually drafted by Benjamin Walters to help with an occasional project or two, and while none of them are skilled enough to construct anything complicated on their own, they are competent assistants and rarely make mistakes when asked to help out.

## SELECTING A CHARACTER

### INTRODUCING NEW CHARACTERS

This adventure deals with post-Invid Invasion Earth, approximately ten years after the Third Robotech War. This means that most *new* player characters are young (not likely to be REF soldiers), freedom fighters and other resistance fighter types as outlined in **Robotech Book Five: INVID INVASION**. Most characters are likely to be one of the following O.C.C.s: the Nomad Scout, the Mercenary/Freedom Fighter, the Non-Military Personnel, or, perhaps, one of the two new O.C.C.s provided in this book: the *REF Intelligence Agent*, or the *E.B.S.I.S. Military Personnel*. However, they can be any of the O.C.C.s and/or aliens found in **Robotech II: The SENTINELS** and the **INVID INVASION**.

The most exciting possibility may be to play *the Rockers* themselves. To portray the *young* Rockers will require the players to roll up entirely new characters as discussed in *The "Rockers,"* section "A".

### USING EXISTING CHARACTERS

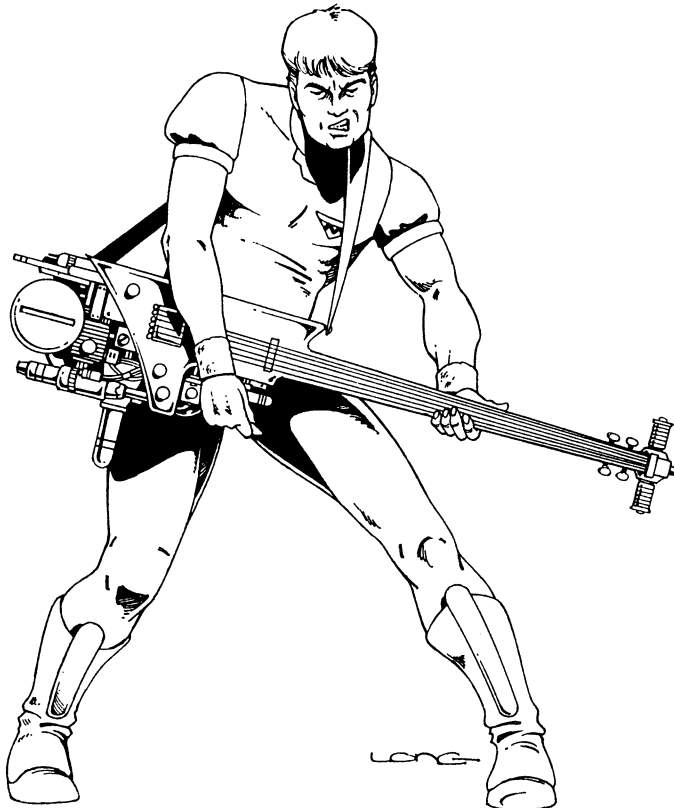
If the players wish to play already existing RDF, Southern Cross, REF, or Freedom Fighter characters from a previous campaign, they should see the section entitled *The "Rockers,"* section "B" and "C". Using existing characters is fine. Game Masters should go with whatever scenario option that will be the most fun and exciting for everybody.

## THE "ROCKERS"

The adventures which follow center upon a group of characters who call themselves the *Rockers*. The players can portray the *Rockers* in several different ways. Which portrayal is best will depend on the disposition of the players, the GM, and whether or not this adventure becomes part of an existing campaign or an isolated tale in the continuing Robotech saga.

The players can play characters who comprise the rock and roll band known as the "Rockers" or they can play heroes who work with and defend the NPC Rockers. What follows are a few different histories to select from.

**Note:** In each case, the player characters will be given, and trained in the use of, instrumecha by Professor Walters. *See the section on instrumecha for information about these new protocluture devices.*



### A. Hometown Rockers:

These are characters newly created for this adventure and at least one musical instrument skill at a professional level must be selected. Game Masters may allow the characters to *start* at second or third level (GM's option).

These player characters are all "professional musicians" having done their Rocker gig for three or four years now. They met *Professor Walters* when they were brought into the Detroit Underground and were encouraged to hone their musical skills in the tradition of Lynn Minmei and Yellow Dancer (Lancer). Professor Walters rigged old electric guitars and synthesizers with salvaged REF mecha and protocluture to create *intrumecha* to help them in their morale-raising activities. The Professor has also been gently, but firmly, guiding them along the road to becoming more and more in touch with the tried and true morals and obligations of the RDF/REF and Southern Cross.

They are effectively a subgroup within the New Detroit Underground and often act independently of the D-Rockers REF freedom fighters.

#### Conditions:

1. These are all civilian teenagers or young adults, who have joined the New Detroit freedom fighting movement. O.C.C.s are limited to the *Nomad Scout*, *Freedom Fighter/Mercenary*, and *Non-Military Personnel* as found on pages 12-14 of **Robotech RPG Book Five: INVID INVASION**.

As part of the organized resistance movement, they have access to a variety of RDF, Southern Cross, and REF mecha and equipment. However, their lack of true military training and persistence in acting without orders has made them a sort of rebellious, hot-shot, splinter group within the Underground. The commanders of the Underground



wish the group to simply act as an intelligence gathering team. The cover of a traveling rock and roll band gives the team easy access to communities everywhere, arousing little or no suspicion. However, the young patriots prefer to strike out at the Invid whenever the opportunity allows it, which is far more often than Command appreciates. Rumor has it that some underground leaders would disband the group except that they are too well known and popular. Thus, the “Rockers” continue to be both a blessing and a thorn in the side of the Underground.

2. All Rockers *must* have at least one *play instrument* skill of average ability, if not at professional level (counts as two skill selections to be a pro). Players should try to have a diversity of musical skill as a group so that they can utilize all the instrumecha available to them.

3. **Starting Equipment:** A variety of Professor Walters’ instrumecha, CVR-3 and/or Southern Cross body armor, one energy or mini-missile weapon (rifle or pistol) and 1D4 energy clips or missiles for it, 1D4 Cobalt Limpet Mines, and conventional weapons and vehicles. Mecha will be provided only to those who know how to operate them and will probably be cyclones, if any.

## B. Return of the RDF/Southern Cross:

Player Characters are veterans of the First and/or Second Robotech Wars, and of the Invid Invasion. The old and possibly forgotten soldiers were drawn further away from the rigors and responsibilities of army life and became travellers, lending their skills to townspeople and survivors every now and then. This continued for years, until they met Professor Walters, a fellow ex-Southern Cross military scientist. Walters has turned them into a covert team of specialists who travel the land as a rock and roll group gathering intelligence and then sabotaging the Invid whenever possible. Their greatest weapons: subterfuge and the awesome creations of Professor Walters, the instrumecha.

These can be existing characters from a previous campaign or, newly created for this string of adventures. *See pages 6 and 7 of the Invid Invasion book for playing the old Macross and Southern Cross O.C.C.s.*

### Conditions:

1. Players who use characters from previous campaigns will have to *trade in* two or four previous “other” skills to get one or two *professional level* musical instrument skills. If the characters are newly created, then players *must* select at least one professional level musical instrument skill (counts as two “other” skill selections).

Since these are seasoned veterans in their mid-30’s to late 40’s, they will all be fourth level or higher. New characters: 1D4 + 3 levels of experience.

2. **Starting Equipment:** No REF or Sentinels mecha is likely to be used. However, they may have REF weapons, CVR-3 body armor, and military vehicles salvaged from crashed REF space cruisers or provided by the New Detroit Underground.

Any of the old RDF and Southern Cross mecha and equipment may be available as authorized by the Game Master. GMs should never exceed the equipment listed under the corresponding O.C.C.s found in the *Robotech RPG* or *Southern Cross*.

## C. Fresh from the Sentinels (or Using Existing Characters):

The group’s members are all veterans of the REF and/or the Sentinels campaign against the Invid (these may also be previously portrayed characters in the Invid Invasion setting of occupied Earth). The Invid are back, and this time humankind may not have the resources to repel them. This group of fighters has done what they can against the enemy, but years of battle has taken its toll and it seems that even their best efforts are nothing more than a nuisance to the aliens.

Then, the group heard of the New Detroit freedom fighters and rumors of a scientific genius on par with Doctor Lang, a man named Walters. He has discovered that the Invid are susceptible to various

sound patterns and may have created a new type of sonic weapon to defeat them.

**Conditions:** The following background and limitations are suggested.

1. The characters have limited resources and equipment left to them. Ammunition will be down to the last energy clip, missiles for mecha and vehicles will be down to at least half, food and other supplies are nearly exhausted, and their mecha and vehicles will bear the evidence of battle with numerous dents, gashes, and filth (GMs may wish to reduce mecha M.D.C. by  $\frac{1}{3}$  or  $\frac{1}{2}$ ).

The New Detroit Underground will offer a comparatively safe place to rest, eat, and bathe in exchange for help around New Detroit. Sadly, the freedom fighters of New Detroit have limited resources and supplies themselves. Every week they lose another few fighters who have given up hope. However, they will supply anybody who joins the Detroit Rockers Underground with newly energized E-clips, mini-missiles, and CVR-3 body armor.

Characters who undertake a major mission (like the quest to find Lancer which follows) can get their mecha restored to full M.D.C. and repaired. They will also be supplied with standard Gallant H-90s with extra energy clips and rifle extension, Wolverine Assault Rifles (GMs may add other REF or Southern Cross weapons), EP-40 Pulse Beam Guns and EP-37 60mm Beam Cannons for cyclones (GMs may consider other weapons), and other *reasonable* supplies for such a mission. *Available mecha provided by the Underground* is limited to 1D6 VR-052 Battler Cyclones equipped with GR-97 missile launchers or EP-40s and mini-missiles, 1D4 VR-038 LT Cyclones with an EP-40 or RL-6 Rocket Cannon, and one or two VR-041 Saber Cyclones with the CADS-1 weapon system. An old RDF Gladiator (– 50 M.D.C.), and an REF Excaliber with damaged legs (maximum speed is reduced to 90mph/144 km and is – 70 M.D.C.). No alphas, betas, or anything else is available.

2. To become a *musical* member of the “Rocker” band, the characters must have developed some musical talent, whether it is playing an instrument, or singing, or dance. However, anybody with a desire to fight the Invid and help their fellow man can become one of the Detroit Underground’s notorious D-Rocker freedom fighters. **Note:** GMs may opt to allow a player to *trade in* an existing “other” skill for a musical one. We recommend that no more than four pre-existing skills be traded for musical ones. Of course, musical skills can be selected as an additional skill whenever new skills become available through experience levels.

3. If the characters are not all or mostly members of the *musical* band, then they will join the Rockers as *Roadies*, the men and women who help set up the stage and equipment, and who protect the actual musicians. *Non-player* characters of the Rockers should be created if most of the player characters are not musically oriented.

# NEW OCCUPATIONAL CHARACTER CLASSES

Including the *REF Agent* or *E.B.S.I.S. Personnel* player characters in the campaign can lead to interesting complications. Playing the *E.B.S.I.S. Personnel* O.C.C. as an *enemy agent* or villainous character among the group can add a new dimension to the adventure. Will the enemy agent betray the group, will he come to care for them and join the team (betraying the *E.B.S.I.S.*), or is the character complete scum? The possibilities can be fun and interesting, but playing such a character is inadvisable to *novice* GMs and players.

There are a few new skills that are introduced in this book so that the characters can more easily fit into their roles and cope with the new devices and mecha that are introduced.

## The REF Intelligence Agent O.C.C.

The REF Intelligence Agent is primarily a surveillance and recordation field operative devoted to seeking out and recording information for the REF. As such, he will usually try to avoid combat and instead hang back, recording and observing the events as they unfold for analysis later. They are the ultimate reporters, dedicated to collecting huge amounts of data on any subject required of them by their commanders.

As an intelligence agent, the character is supposed to be as self-sufficient as possible, skilled in hand-to-hand combat, and trained to rely only on themselves. Consequently, REF intelligence operatives are usually loners and tend to work with small commando-like groups. REF agents can usually be found in the employ of military and large corporate organizations. They are usually of Unprincipled or Anarchist alignment, although they can be of any alignment.

**Physical S.D.C.:** Base 30

**Attribute Requirements:** I.Q. 12, P.E. 10 or higher; a high P.P. of 10 or more is preferred, but is not mandatory.

**O.C.C. Skills:** Pilot Motorcycle (+15%), \*Cyclone Repair (+8%; Special), Pilot Mecha: Cyclone Only (+10%), Mecha Combat: Cyclone (Basic) Only, Intelligence (+10%), Surveillance Systems (+10%), Photography (+10%; professional quality), T.V./Video (+5%; professional quality), W.P. Energy Pistol, \*\*Hand to Hand: Basic

\*This skill is similar to the Mecha Repair skill given to the Bio-Maintenance Engineer, but is absolutely restricted to the Cyclone mecha. No other mecha can be repaired with this skill, although the character will have a rudimentary understanding (not skill) in the principles of mecha technology and proticulture as used in machines. The Agent O.C.C. was the last of the military classes created by the REF and is the only other O.C.C. that offers any knowledge regarding the repair of any mecha.

\*\*May be upgraded to Hand to Hand: Expert at the cost of one "other" skill, or to Hand to Hand: Martial Arts at the cost of two "other skills."

**Other Skills:** Select 14 other skills, adding two at third level, three at sixth level, two at eighth level, and one at tenth level.

Communications: Any (+10%)

Domestic: Any

Electrical: None other than Basic Electronics

Espionage: Any (+10%)

Mechanical: Basic Mechanics (+5%), Automotive, Aircraft, and Computer Repair only.

Medical: First Aid only (+6%)

Physical: Any (+5% where applicable)

Pilot: Any conventional or military vehicles; mecha are restricted to cyclone *only*. Cyclone mecha combat and piloting skills are limited to the BASIC level. (+5% on all ground vehicles, +2% on air vehicles).

Pilot Related: Any (+5%)

Science: Math and Chemistry (both) only

Technical: Any (+10%)

Rogue: Any (+5%)

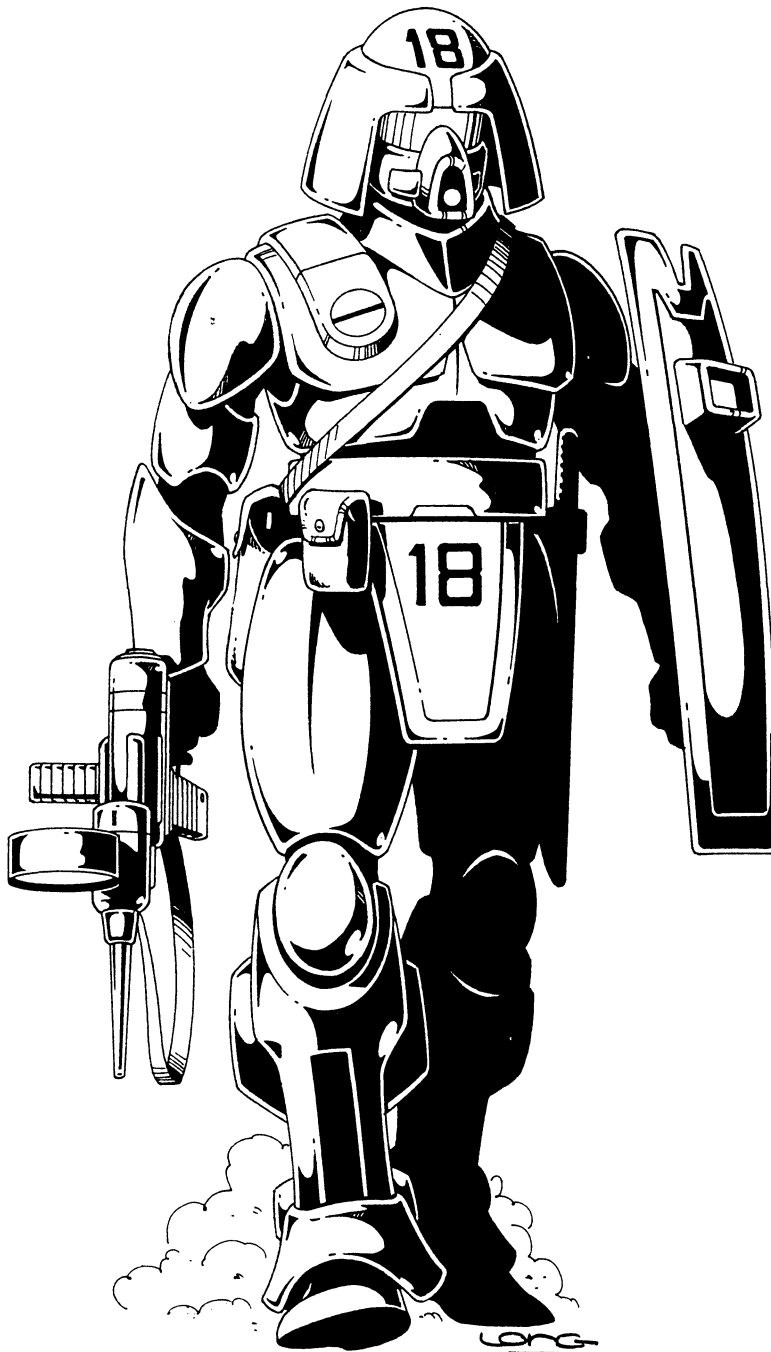
W.P.: Any, including Cyclone Weapon Systems

Wilderness: Any

**Standard Equipment:** Player's choice of VR-052, VR-041, or VR-038-LT Cyclone with full armaments, CVR-3 body armor, backpack, extra set of clothes, 1 web-style utility belt with ammo pouches, at least one still camera and film, mini-video recorder, one full size video recorder, portable video monitor, 200 hours of video disks (each disk can record 10 hours and can be reused), and a Cyclone mini-tool kit. Also has a choice of one conventional pistol or revolver (Browning Hi-Power and the .357 Magnum are the most common)

with 2D4 clips, one energy weapon (usually a Sal-2 or an older Southern Cross energy pistol) with 1D4 E-clips. Plus choose one piece of equipment from the following RDF equipment found in the **Robotech RPG: Sensory Equipment, Optics, and Surveillance System; Special Equipment optional** (See *Robotech RPG*, pages 79-81).

The REF Agent, when part of the Expeditionary Fleet, also has access to full recording, editing, sound, and film studio facilities. Unfortunately, the devastated Earth of the Invid Invasion has few such facilities, which means the Agent must use simpler portable tools and his own skill when in the field.



## E.B.S.I.S. Military Personnel O.C.C.

Even though the Eastern Bloc Soviet Independent State (E.B.S.I.S.) is so much dust on the Asiatic continent right now, the E.B.S.I.S. still thrives in South America and small splinter groups roam the western portion of the old United States of America.

The player who chooses this soldier O.C.C. is automatically considered to be a member of one of these E.B.S.I.S. splinter organizations.

In the case of **Lancer's Rockers**, E.B.S.I.S. Military Personnel are likely to be members of the *Krugatch Organization* detailed throughout the text. How a player character portraying one of these soldiers winds up in the New Detroit Underground is up to the GM. Most likely he is a spy sent to gather intelligence on the rumored strength of this last of the big resistance forces in North America.

The remnants of the old Soviet Army are extremely rugged, able to survive in the most hostile environments for great lengths of time. Most speak several languages fluently, and all are experts at guerilla warfare. Only the elite now have any true skill and knowledge in the operation of the giant E.B.S.I.S. battloids. The new trend in E.B.S.I.S. mecha is toward more vehicular style machines.

**Physical S.D.C.:** Base 40

**Attribute Requirements:** An I.Q. of 9 or higher, and a high P.S. and P.P. are all preferred, but none are absolutely required.

**O.C.C. Skills:** Pilot Motorcycle (+10%), Pilot Mecha: E.B.S.I.S. Mecha Only!, Mecha Combat: E.B.S.I.S. Mecha only, Radio: Basic (+10%), Weapon Systems (+10%), W.P. Energy Rifle, W.P. Energy Pistol, Hand to Hand: Expert\*, \*Hand to Hand: Expert may be upgraded to Hand to Hand: Martial Arts at the cost of one "other" skill.

**Other Skills:** Select 16 other skills. Plus two at third level, two sixth level, and two at tenth level.

**Communications:** Any (+5%)

Domestic: Any

Electrical: Basic Electronics only

Espionage: Sniper, Tracking, and Wilderness Survival only

Mechanical: Basic, Automotive, Aircraft, and Computer Repair only (+5%)

Medical: First Aid only

Physical: Any (+10% when applicable)

Pilot: Any conventional and military vehicles (+5%). Mecha is limited to E.B.S.I.S. Battloids and an occasional RDF Destroid. Mecha combat in RDF destroids is usually at the *basic* level.

Pilot Related: Any (+2%)

Science: Math only

Technical: Any (+10%)

Rogue: Any (+10%)

W.P.: Any except Cyclone Weapon System

Wilderness: Any (+5%)

**Standard Equipment:** E.B.S.I.S. field plate body armor or old Southern Cross body armor, extra set of clothes, backpack, military battle harness and web-style utility belt with ammo pouches. Two survival knives, AK-47 Assault Rifle with 2D4 clips, and choice of energy weapon (standard Soviet issue or Fal-2, Sal-9, or Southern Cross model) with 2D4 energy clips. Also, 2D6 fragmentation grenades, and a pair of conventional binoculars (can be traded in for a RDF visual enhancement device if requested).

GM may allow the players to pick their own Vehicle or Battloid.

## NEW SKILLS

### Domestic Skill

**Play Musical Instrument (New):** A character with this skill has the ability to play a particular musical instrument and to read music. Each specific type of instrument counts as an additional skill selection. This means that a character who can play a guitar must select the musical instrument skill a second time to play a violin and a third time to play the drums. However, skill in a guitar includes all types: acoustic guitar, electric guitar, etc. Some specific categories of musical instruments include: guitar, banjo, violin/fiddle, piano and organ, electronic keyboards and synthesizers, drums and cymbals, flute, harmonica, horns, saxophone, and trombone. **Base Skill:** 30% + 5% per level of experience. The playing will be competent and pleasant to listen to, but *two skill selections* in the *same* instru-

ment must be taken for the playing to be of professional quality. Add a one time bonus of 15% if this is done.

### Mechanical

**Cyclone Repair (New):** This gives the character the ability to test, diagnose, and repair all models of Cyclone, provided that he or she has the time, proper tools, and patience to carry out the task. This skill is formidable, but is *not* the equivalent of a Bio-Maintenance Engineer! **Base Skill:** 30% + 5% per level of experience. **Note:** This skill is limited to the REF Agent O.C.C.; however, it can also be added to the available skills of the *Nomad Scout* and *Cyclone Rider*, but the base skill is only 15% and no bonuses are applicable. Furthermore, extremely serious damage may be impossible to repair and a Bio-Maintenance Engineer must be sought.

---

# THE DETROIT GAUNTLET (Adventure One)

## Game Master's Notes: Life in New Detroit

A daily routine for Rocker player characters, or any members of the underground, will be exhausting. As the protectors of the city and the champions of freedom, there is no end to their responsibilities. A typical day might include getting up at dawn to leave their chambers in the darkened tunnels of the network; taking a morning tour of the city's devastated, two mile long Cass Corridor in search of the sick and the wounded; checking the riverfront and outlying areas based on various D-Rockers reports, engaging small uprisings, raiders, bandits, or Invid; investigating and repairing communications disruptions; practice sessions, both with their instrumecha, and with Professor Walters' latest experiments and devices; afternoon classes, teaching young rebels skills ranging from marksmanship to musical appreciation; a small gig in one of the more isolated tunnel areas for the handicapped; and finally, a night watch tour on top of "the Wall."

Over the past year, Professor Walters and Commander Townsend have told the Rockers to be patient with their ambition to destroy the Invid rulers. His goal is to heal the people of the Underground and continue to forge them into an organized fighting force which can rendezvous with Admiral Hunter's returning armada of Sentinels at a moment's notice. Protecting the Underground with spirit and subterfuge is the number one priority. However, he also acknowledges that the spirit of the people continues to wane and that their usual diversions in staging concerts and small festivals seems to do little good these days.

**The first adventure** is a springboard toward getting the Rockers out of the city, and on the road to finding the legendary rock and roll freedom fighter, *Yellow Dancer/Lancer*. It is advisable that GMs study this entire book before starting the adventure. It is also recommended that you run the Rocker player characters through a few mini-scenarios set in the New Detroit ruins before taking to the road. This will familiarize them with their surroundings, their *instrumecha*, and exemplify day-to-day life in the New Detroit Underground. GMs should feel free to customize these adventures to their needs, either toning down or beefing up the opposition to suit the characters. It is important to note that this adventure is pivotal to the history of the New Detroit Underground. If things go badly, it is quite possible that there will be *no more* Underground! If things go well, New Detroit and the Rockers could come to symbolize a new hope for a free world. Consequently, you may wish to return to the city environment after exhausting all of the other adventures presented in this game book.

Any number of additional adventures can be created for the rebels of the New Detroit Underground. Scuffles with bandits, dealing with natural disasters, and attempting to foil Invid plots to crush the resistance, are all everyday factors in their struggle for survival.

## THE COMING OF KRUGATCH

### Player Background

Two or three player characters are selected to go on a morning's watch-tour (called W.T.) out on the city streets of the upper east side. Some of the *squatters* and nomads who live in that area have reported seeing a big, black battloid similar to the old Southern Cross Civil Defense Battloids, but *different*. Commander Townsend wants the characters to investigate ("it is not one of ours").

The rest of the group will be sent to the northeastern quadrant where there have been reports of unusual amounts of Invid activity. All should outfit themselves for potential combat and reconnaissance; only the second team, sent to the northeast, will be allowed to pilot mecha other than cyclones.

Commander Townsend insists that the characters on W.T. wear cyclones and use an E.B.S.I.S. Command Car (listed in the **Mecha** section) *appropriated* from a pair of Invid/E.B.S.I.S. conspirators discovered trying to infiltrate the Underground by a group of D-Rockers. He wants them to use the E.B.S.I.S. vehicle for two reasons. One, it may lure out other spies in the city. Secondly, the vehicle is more expendable than their RDF/REF vehicles.

Townsend is concerned. Many E.B.S.I.S. splinter groups are known to be collaborators with the Invid. The E.B.S.I.S. soldiers are used to infiltrate towns and villages in search of resistance fighters. When freedom fighters are uncovered, the E.B.S.I.S. warriors notify their Invid masters and an extermination procedure is engaged. If the group of freedom fighters is small or not well armed, the Invid's E.B.S.I.S. pawns will attack with human troops and Soviet style mecha. If the resistance force is powerful, they are accompanied by their Invid masters.

As payment for their betrayal, the organization receives food, supplies, Invid protection, mecha and vehicle repairs, ammunition, and a certain amount of freedom of activity, but most important, the traitors attain power. They do not see themselves as slaves or trained attack dogs working for an inhuman master, but as the human *elite* who have carved themselves a place of power among the new rulers of the world, the Invid.

Until recently, these organizations were found exclusively in South America, where the E.B.S.I.S. government had established its American commonwealth after the Second Robotech War. These forces were all that survived the Invid's invasion; the Motherland was obliterated. The E.B.S.I.S. survivors soon learned that they were no match for the aliens and, after several costly battles, gave up the fight. Quickly, dissension in their ranks gave rise to the formation of several splinter groups. Some became freedom fighters, but most others became sympathizers and collaborators.

Over the last few years, the range of these splinter groups has increased to include the Mexican Quadrant, and has sometimes extended as far north as California, Arizona, New Mexico, and Texas of the old United States. They have *never* been known to operate as far north, or east, as New Detroit. Commander Townsend fears this may mean that the Invid have finally caught wind about the Underground.

The most notorious of these Invid conspirators is the *Krugatch*, the largest, best organized, and most aggressive of the E.B.S.I.S. splinter groups. Some reports suggest that they have become the Invid's elite troops in the elimination of dissidents humans. Who better to ferret out a human rebel than another human? Remember, the Invid have great

difficulty understanding human actions and technology; things that are obvious to a fellow human are mysteries to the aliens. The efforts of the traitorous *Krugatch* have served to reduce these oversights immensely. Townsend has reason to believe that the *Krugatch* has discovered the New Detroit Underground.

## Game Master's Notes on the First Conflict

The adventure and ensuing conflict will be divided into two areas of battle involving both groups of characters.

### Group One

The characters in the Command Car are on the upper east side, read them the following, pausing occasionally to get player reactions, and answer any questions:

"A sweltering sun has begun to rise over New Detroit this June morning. Four days ago, the Invid began increasing their regular patrols over the upper east side of the city. This, combined with the capture of suspected *Krugatch* spies, has led Commander Townsend and Professor Walters to be prepared for the worst. They are further concerned that this mysterious battloid may be an E.B.S.I.S. war machine. With luck, it will only be bandits."

The W.T. team has been ordered to maintain radio silence, so they are on their own. If it is the *Krugatch*, the commander wants them to think that New Detroit has little more than roving gangs of mecha scavengers and mercenaries. Thus, the mecha and full troops of the Underground will be kept hidden.

### Group One's Encounter

The characters will have the option to proceed in their vehicle or on foot. To properly investigate the mounds of debris and crumbling buildings, they will eventually have to park and look around on foot. After a moment or two, read them the following:

You're now in a particularly wrecked area of the city. Hollow buildings rise no more than a story or two before stopping, like jagged tombstones all around you. The street you're on is double-laned, and the air is hot and hazy with smoke....Just ahead, you can hear the tinny whine of rusted wheels on pavement, followed by the clicking of boot heels. Someone or something is coming from just around the corner ahead of you!

A moment later, a man appears. He's dressed in REF boots, a burlap shawl, and a wool cap. He's frantically pushing a rusty, old shopping cart laden with metallic junk, covered with some old, filthy blankets. Also from around the corner is the familiar crunch of a mecha plodding through debris. The man is running for his life and has not noticed you (he's much more consumed with what's behind him). One of the wheels on the cart is wobbling, and the whole thing collapses, with him falling on top of it all.

A clanking sound comes from around that same corner, announcing the arrival of a vaguely humanoid, 36 foot tall battloid prepared to bear down upon the exhausted shopping cart man.

Though the players may not know it, this is an E.B.S.I.S. *Recon Destroyer* battloid (**Southern Cross**, p. 74).

A voice projected from within the mecha speaks with a thick Russian accent. "Do not worry comrade; if Professor Walters is here, we will find him and he will soon join you in hell. We will enjoy crushing the life from you after all the trouble you have caused."

h) At this time it will be obvious that none of this is an act. It is all very real, and the man is about to be crushed by the battloid that moves closer to deliver its death blow. If the man is to be saved, the characters must act...*now!*

The battloid pilot will not notice our heroes until they attack. He will then retaliate with its full resources and will not stop fighting until he is destroyed or the shopping cart man is slain.

In the midst of the melee, characters will notice that the ground is trembling. Before the Destroyer Battloid can be completely dispatched, the cart man cries out and points down the street. Something huge is closing in at 500 yards/meters. A black tank-like vehicle takes up both lanes, and doesn't look like it's about to stop. From loudspeakers posted on the fore of the behemoth, the following command is barked: "Attention! Stand away! Retreat! The man is ours! To resist is death!"

## GM Combat Notes

This is a *Krugatch Urban Assault Vehicle*, detailed in the **Mecha** section. Its goal is to retrieve the man and his cart at all costs. A blast from its plasma cannon smashes a two-story ruin in to rubble. There can be no reasoning with its crew. GMs, let the player characters get an idea of what this tank can do before it is destroyed or they escape. *Do not* introduce it until the E.B.S.I.S. battloid is destroyed or on its last leg (dramatic timing).

This powerhouse vehicle can clearly out-gun our two or three heroes. Remember, they cannot call for reinforcements, so their only choice is to stand and fight to the finish, or grab the man and make a run for it. Read them the following:

Before any other action can be taken, a searing, highpitched tone screams down the musical scale, filling the area with sound. A brilliant, concentrated beam of light sweeps up the street, splitting the pavement beneath it wide open, to slam into the assault vehicle. A devastating blow is delivered to its bulkhead. Although the tank continues to fire away at you, it is obviously badly damaged and smoke pours from its mangled body. Then, a second blast strikes. Gears squeal loudly and the thing grinds to a halt.

Characters who might have been looking in the direction of the fallen man and shopping cart would have seen him reach under the blankets to fumble with his junk. Instantly, a blast erupted from the half-spilt pile, shattering the front of the cart and striking the tank. Four more blasts follow in rapid succession, each slamming into the tank with the force of a missile.

**GM Note:** The man has used the "Half Barrel Keyboard" of the *Super Gallant Laser Lance XO-1* (see **Mecha** section), inflicting 1D6x10 Mega-Damage per blast, to help his would-be rescuers. Before the next melee can begin, he blacks out. The Krugatch tank is momentarily incapacitated (2D6 melees), giving the characters the opportunity to escape. Haste is necessary for them to gather up their new charge and equipment, and get back to Rocker Hall. Game Masters may opt for some of the regular foot soldiers to leave the vehicle and attempt pursuit. The GM can also have 1D4 more Recon Destroyer Battloids, currently searching in the area, be attracted by the conflict.

**Note:** The Super Gallant Lance is a unique and here-to-for unknown device. GMs may describe its appearance, but characters should NOT know how to use it. Tampering with any part of the Lance yields a 5% cumulative chance that some part of it goes off — to quite possibly devastating effect.

## Group Two, Game Master Data

The characters are on a normal and quiet patrol of the northeast side. There is no sign of Invid or any other trouble.

Suddenly, the group's radar set picks up a series of unidentified targets hovering close to ground. (**GM Note:**The blips will not be identified by the Computer Targeting System, since it does not recognize the shape of the objects due to ground clutter. Neither will they be picked up on the long range radar, as it's enough trouble for the short range system to detect these things in a city environment.)

The targets are not staying put, either. They're moving slowly but surely, weaving in and out among the buildings in a regular pattern

throughout the area, dead ahead. Ask the players, "How do you proceed?"

Then the rumble and smoke of an explosion is sighted six blocks away. Regardless of the type of vehicle/mecha the characters are using, they can be on the spot within minutes. When they arrive, they find a conflict between some D-Rockers and civilians and 1D4+1 Invid Troopers and one Shock Trooper. Dozens of civilians lay dead. The Underground communication center informs the player group that this may be an attempt to force the Underground to reveal itself. If that is true, then any action on their part could result in a full bombardment of the city and thousands would die. The team's instructions:

"You are advised to evacuate the injured and distressed to the nearest shelter. Avoid the use of large mecha, especially Alpha and Beta fighters. Avoid contact with the enemy. If the enemy is engaged, you are on your own. We can not assist you. Repeat, we cannot assist you. Radio silence will commence, effective immediately. Good luck."

Despite Command's fears, the Invid are not looking for evidence of the Underground's existence, but searching for a runaway slave (which the other group has found). They were scanning the area when some overzealous D-Rockers attacked. The rest of the battle is motivated by anger and frustration. The Invid will leave after another 2D4 minutes of carnage; of course, another couple dozen people could be killed in that time. If the heroes engage the Invid, the aliens will fight to the death. Note: It is possible to re-unite the two teams if desired.

**Returning to the Detroit Rocker Underground** headquarters will provide the united group with the following information:

1.) The Krugatch are definitely in the city. However, they do not seem to be trying to sniff out the resistance movement.

2.) The surviving Krugatch have disappeared. The D-Rockers and special agents are conducting reconnaissance.

3.) The cause of all the Invid's and Krugatch's attention seems to be the man found by the W.T. team. The shopping cart man is no street derelict or common thief. His suit is modern and well-tailored beneath the burlap poncho. A bloodied knife is tucked in his right boot, and a blood smeared security I.D. card, which bears a name different from the one in his wallet (it is otherwise unmarked), is tucked in the other. His papers will tell the characters his name, Dr. Jeremy Alastair, and little more. His booty consists of the four separate components which make up an, as of yet, unidentifiable bazooka-like energy weapon.

## BLINDED BY SCIENCE

### The Briefing

Commander Townsend has summoned the player group and Professor Benjamin Walters for a briefing in one of the conference rooms deep below the surface. The room is brightly lit, has a table, eight chairs, and a desk. In the back of the room are two REF guards and a nurse standing near a sofa. On the sofa lays somebody covered with a blanket.

Townsend addresses everyone with a nod and a "please be seated." He paces back and forth without a word until the Professor arrives. When all are seated, he begins the briefing.

"As you may have guessed, this little meeting has to do with events which transpired earlier today. It seems that our mysterious guest has a history with the REF. Professor, if you would be so kind as to confirm this man's identity and give us some background."

Professor Walters is startled by the request, but stands up and walks over to the person on the sofa. Walters recognizes the unconscious man immediately. His eyes open wide and blink, and his furry, white brows rise with surprise:

"It's been more than ten years since I've seen this man!" he gasps. "His name is Jeremy Alastair, he has a Doctorate of Robotechnology and worked with the Robotech Expeditionary Force. A genius at a



Walters freezes, his eyes locked on the components taken from the shopping cart which are set on the floor near the sofa. He approaches them with caution, eyes wide, lips quivering, and touches them as if they were religious relics. “Dear Gott en Himmel. What happened on the streets this morning? Tell me everything... Could it be, boys? Could it be that he’s done it? Has Jem finally finished his X-01? Has he realized its potential for destruction too late? What would dear Lancer say?....”

## Data on the Krugatch

Commander Townsend tenderly leads his friend back to his seat, sits on the desk, and continues to elaborate on the situation.

“The East German organization that Professor Walters referred to is called *Krugatch*. Nikoli Mandragov is the son of the greatest scientific mind in the E.B.S.I.S. and is the Commander-in-Chief of Krugatch. The reasons for Mandragov’s coming to New Detroit were twofold.

“One. In a brief conversation with Doctor Alastair, earlier, he confessed that he had spoken highly and often of Professor Walters, the only other expert in weapon sonology on the planet. He had told Mandragov the possible location for his valued apprentice more than once.” The Commander pauses, pacing back and forth, with a concerned look etched into his face.

“Two. We believe Mandragov sees Alastair as nearly burnt out. Useless. But if Benjamin Walters could be found and convinced to continue the development of these sonic devices — especially the X-01 Super Gallant Laser Lance, well... I think you get the picture.

“But Jeremy Alastair had more fight left in him than Mandragov could have expected. Realizing that his days were numbered, Alastair escaped, taking the Lance with him. He came here to warn the Professor, so I guess he isn’t all bad.

“Unfortunately, he’s lead the Invid to us, putting the Underground in jeopardy, and more importantly, the lives of the community. You see, Mandragov has put his best man on the job. An Anton Kosmas, and believes that Alastair here, will lead him directly to Professor Walters.” Townsend pauses a moment, surveying the faces of the group, shakes his head and continues.

“Yeah, well you can wipe those smug expressions off your faces, ‘cause these guys know their jobs and might just pull it off. The Lance, whether on or off, constantly emits a unique, ultra-low frequency pulse which can be traced from up to 1000 yards. It will only be a matter of time before the Invid’s goon squad traces it.”

Questions and comment from people can now be solicited. Townsend’s fear is that all of this may lead to Invid or, at least, Krugatch intervention. He and Professor Walters concur that the people should be calmly warned that trouble may be brewing and to evacuate the bulk of the populace to the city’s outskirts until things cool down. Likewise, it will be wise if the underground maintains a low profile. The focus of concern are the lives of the refugees. Professor Walters suggests that a concert may be appropriate to distract the people from this new threat and to get them off the streets without causing a panic. The Commander agrees. The briefing is over.

“No more questions, Rockers,” announces the Professor. “You must retire to your quarters, and get ready for the concert. Your instrumecha will be prepped and waiting for you. You must play the best you’ve ever played. Commander Townsend and I will speak to the people of the Underground at the show. You’ll be debriefed afterward. Go!”

young age, he must only be 32...35... now. He was the first to theorize the affects of sound as a weapon against the Invid. Believe it or not, I was *his* apprentice. He becomes a friend for a time. I called him Jem.” Tears well in the old man’s eyes as he loosens the unconscious man’s clothing and checks his life signs.

“We both returned from deep space for the Battle of Reflex Point. He was heartbroken that he had *not* finished what he called the ultimate weapon. A project called ‘X-01.’...It would have utilized the sonology theories we had been developing for the REF. It was all very secret. Even I knew very little about the device, other than it was said to have the power to destroy everything in its path, like a synchro-cannon, but was small enough to be used as a hand-held weapon by mecha, perhaps even by men. After defeating the Invid at Reflex Point, Lancer, Scott, and I felt there was no reason to develop such a terrible device. But Jem was a man who had become obsessed. He felt responsible for the countless soldiers who had died in that battle, believing if he had finished his research sooner, they would have beaten the Invid with far fewer casualties. Jem was ever the passionate artist.

“He begged me to stay with him. That we might build this...’thing of beauty,’ he called it. Ha! I was hungry and forlorn. I wanted peace. I was sick of war. When a man named *Mandragov* approached us with unlimited funding for the project’s completion, Jeremy went with him.

“Mandragov was once a colonel with the South American Quadrant of the Eastern Bloc Soviet Independent State — the E.B.S.I.S.! Feh! I wanted no part of this and came back here, to New Detroit. Jem stayed with this Mandragov. Later, I heard he had joined some kind of East German science agency. I forget the name.

“Hmmp! Anyway, this man is in shock as I’m sure you are aware. I’d say he was trying to get this little toy away from...”

# BATTLE IN THE DARK (Adventure)

## Player Background

Back at Rocker Hall, the “Rockers” and their roadies are preparing the huge subway concourse beneath “The Wall” for a major rock concert to be held this evening. All who are able to walk, run, wheel, crawl, or limp have managed to make their way to the makeshift concert hall on the Dixon Concourse. Runners have been working all day spreading the word to the furthest access tunnels below, and out on the nastiest back streets above. By twilight, over a thousand people have gathered in the station, with hundreds more still coming in. Word on the street is that tonight’s concert will be something special.

Guards, lookout posts, alarms, sound insulation, and emergency evacuation areas and exits, have all been prepped and double-tested, but the crowds seem almost overwhelming. The Roadies’ sound check has been overseen by Commander Mike Townsend himself. The hall is as soundproof to the world above as possible.

A dozen young women, the Rockers’ entourage, are fussing over the band, checking outfits, fluffing hair, fixing make-up, and blowing kisses for good luck. The *instrumecha* will be hooked up in the alcove behind the stage. Show time in five minutes.

**Game Master’s Note:** You may wish to ask if the characters wish to make any special arrangements. For example, a cyclone and weapons ready behind the stage in case there’s trouble. Also, if you haven’t done so already, it’s time to explain to the players exactly what *instrumecha*, and let them make their selections. The Rockers (the musical band) have been using *instrumecha* for over a year now, so they have a good idea on how to use them. Give the players a chance to read up on these unique items which are both musical instruments and weapons; they may need to use them as both before the night is over.

## The Concert

Characters should be offered a final opportunity to go through their pre-show rituals. These might include prayers, meditation, safety precautions, exercises, etc. After this, the Rockers will be escorted to the alcove, where Commander Townsend awaits to fit them with their *instrumecha* (booster packs are not recommended for ordinary performances, but will be kept in the alcove, just offstage). He smiles, and gives them a thumbs up signal just as Ben Walters steps out on stage to announce their arrival:

“Hey, you guuuuuuuys!! Do you remember Minmei?!”

“Yeah!” shouts the record-breaking crowd of 2500 plus.

“Do you remember...Yellow Dancer?!”

“YEAH!”

“Are you gonna remember...THE ROCKERS?!”

“YYYYEEEEAAH!!”

Lights flash, sirens wail, laser beams (non-damage causing) shoot across the audience, playing through the vastness of the half-filled concourse, dancing against the far walls and ceiling, finally curving to arc over the stage. Dr. Jeremy Alastair stands in the front row, awake now, but still a little dazed. A large case is set on the ground between his legs. Commander Townsend climbs the rigging to take position high above the band shell. The Professor calls out the name and instrument of each member of the band as they emerge from the shadows to stand under the white-hot spots and start their song.

The crowd goes wild.

## G.M. Notes on Staging a Concert

Each member should have developed his own style and presentation, and players should be encouraged by the GM to ham it up. Rolls against Play Instrument skills should be made for each song of the Rockers’ set. If each member of the band rolls successfully, *under* his skill, at the start of a song, then it is perfectly executed, and the GM should role-play the audience’s thrilled reaction. (GMs should really whoop it up toward the end of a perfect set!) Add to the applause (and maybe a few experience points) if individual Rockers attempt spectacular physical stunts and musical maneuvers while keeping the beat! Also, characters should be encouraged to interact on stage; yelling at each other, calling out strategies, interacting with the audience, whipping them into a frenzy. Fun is the key word here.

What follows is a quick-reference chart to the history of rock and roll music in the Robotech universe. Characters are free to plunder it for ideas on musical approach:

**1950’s** Rock and Roll, the music that started it all. Emerging from a combination of Big Band and Rhythm & Blues, its like is represented by front men Chuck Berry, Bill Hailey, Buddy Holly and Elvis Presley.

**1960’s** The British Invasion, Motown, and Psychedelia, where rock and roll stretched its boundaries, both artistic and geographical. This was the time of the Beatles, Rolling Stones, the Supremes, Jefferson Airplane, and the Grateful Dead.

**1970’s** Heavy Metal, Disco, and Punk punctuated this decade of musical extremes. Led Zeppelin, the Who, and Judas Priest rocked out, while the Bee Gees, Chic, and the Commodores tended to be studio bound. Angry punk groups like the Ramones, Sex Pistols and Generation X retaliated toward the end of the decade.

**1980’s** New Wave, Rock, and Dance Music established a new commercialism in music as it moved from the airwaves and clubs into living rooms via cable. Eurythmics and Duran Duran were born of video. Michael Jackson, Madonna, Bruce Springsteen, U2 and, Bon Jovi all made music one of the most lucrative forms of entertainment.

**1990’s** Commercialism fell into Decadence as the clouds of war grew darker. Post-punk and Gothic music counterbalanced the New Age and “Bubblegum Rock” which started the decade. Shadowy, cynical bands like Moev, Zymox and the Sisters of Mercy rose on the international scene, rocking through the Global Civil War.

**2000’s** The happy “zeroes” featured Rainbow Rock and Space Tone music in celebration of the war’s end, and to give hope for the future. Global unity with a military feel yielded groups with names like Copernicus, Macross, and Grand Cannon competing with Transtar Vision, and ROY G. BIV.

**2010’s** Music becomes the Earth’s salvation as the lone rock singer Lynn Minmei’s songs are used to divide and conquer the invading Zentraedi armada. A devastated planet turns to inspirational music, causing the emergence of Gospel Rock groups like New Stryper, the Celestials and the Lovely Angels.

**2020’s** Reconstruction and the development of Zentraedi music sparked this decade. Military and working class themes were dominant in groups such as Pineapple Army, while booming chants and violent stomps were featured from groups like the Sleeping Giants, and Thunderskull.

**2030’s** Soviet Rock rises out of the E.B.S.I.S.’ world influence of this decade. Slavic and Nordic strains, woven through mechanical power chords, could be found in bands like Krieg Kopf, and Glasnost. This, of course, was cut short with the arrival of the Invid. The rock star/rebel *Yellow Dancer* appeared mid-decade, patterning his musical approach after that of Lynn Minmei and more traditional rock and roll.

**2040’s** Some say that rock and roll died when Lancer vanished, if not when the Invid returned. Ben Walters and Mike Townsend, friends of Lancer, are determined to use the New Detroit Underground and the Rockers to keep that spirit alive.

## The Party's Over

**GM Note:** One or two songs shy of the end of the concert, describe the following from the Rockers' point of view:

The crowd in front of you must be a hundred yards deep. As usual, you can only see out about as far as the first ten rows. One of you notice that Professor Walters left Dr. Alastair's side about five minutes ago. He's probably making his way to the alcove to get ready to speak. Alastair's been watching you with a sort of awestruck dumbness in his face — he's still somewhat dazed. Commander Townsend is above you on the light rigging.

The people seem to be having a pretty good time, you're doing them good. In fact, some jerk way in the back has even set off a roman candle or something. Sparks and flashes are flying around all over the place in the southeastern corner of the concourse....

## GM Combat Notes: The Conflict at Dixon Concourse

### What is actually happening here is this:

1.) The Krugatch has breached Rucker Hall to regain Dr. Alastair and his Lance, having tracked the locale through a sewer main which runs parallel to the Concourse. The team has cut the pipe and smashed through the southeastern wall of the station. It was really by chance that team lead, First Lieutenant Anton Kosmas pinpointed the pulse of the sonic Lance.

2.) The E.B.S.I.S. team consists of Kosmas, six Krugatch soldiers in field plate armor, two Soldier Battloids, and a secret weapon of his own, the cyborg Diantz (see Mecha for stats).

3.) The enemy commander, Kosmas, wants silence. He will order the battloids to shoot down the rigging above the stage. From the stage, this will look like a series of red-glowing "tracer" bullets darting up from beyond the crowds. For the Rockers, this will be the first sign of real trouble. The lights go dim, and feedback squeals from the amps uncontrollably, then stops.

Electrical cables have been shot in two, and are dancing around the stage like wild snakes. The audience gasps as the girders start to bend. Mike Townsend is hanging by one arm, 30 feet off the ground. The rig won't be able to hold his weight for long.

If Commander Townsend is not rescued soon, the startlingly familiar sound of Krugatch Lieutenant Kosmas' voice will cause him to gasp and lose his grip. If no Rucker breaks his fall, he will take 4D6 S.D.C. damage and receive a nasty twist to his ankle (reduce speed by half) when he hits the ground.

4.) Lt. Kosmas, will call out his demands on a megaphone:

"Dr. Alastair, this is Lt. Kosmas. I know you're here. You've had your fun, it's time to leave. We've a plane to catch to the City of Angels. Come now, and Diantz will let these children live to see the encore."

5.) A hush falls over the audience, broken only by whispers and some women and children starting to cry.

6.) At the same time, Professor Walters will have sent runners out onto the stage to deliver power packs to the Rockers. The instrumecha can now be activated at full power.

7.) The *primary goal of the Rockers* should be to get the crowds off of the concourse, down into the relative safety of the surrounding subway tunnels. If the players don't realize this, then Professor Walters or one of the Roadies will suggest this to them.

To start blasting at Krugatch personnel will endanger hundreds of fans. For each shot fired between forces, there is a 1-70% chance of striking and killing a bystander. Numerous shots and volleys will send the death toll soaring and start a panic of tragic proportions. For this

reason and as to not show exactly how strong the resistance is, the Underground will not take action. However, there are two dozen cyclone riders and a couple REF destroids in the subway below, quietly helping the people to evacuate the area.

8.) If there are player characters who are not on the stage at this time, they may be given the opportunity to act first, but with the same consequence of endangering bystanders. The Krugatch Lieutenant will direct his men to fire controlled bursts at attackers only. He will not begin an indiscriminate slaughter, although he may threaten to do so. They will use *lethal* force to defend themselves.

9.) If spoken with carefully, Kosmas will allow a general evacuation to begin. He will caution the Rockers that if they sense that Doctor Alastair's moving, they will have no choice but to "take action." (Actually, the cyborg's sensors will pick up the movement of the Lance, which is hidden in the case that Alastair is currently clutching.) Kosmas is telling the truth, and will say no more.

10.) *Doctor Alastair* is cringing down in the front row — in plain sight of the Rockers, but hidden from the invaders' point of view. The case which holds the X-01 Lance weighs over 100 pounds and he cannot move it easily by himself.

11.) As the crowd thins, the Krugatch soldiers will begin to move toward the stage. At this time the stage rigging is about to collapse completely. The stage must be vacated! Whether this distraction should be used as a cue for the Rockers to make their move is up to the player characters.

**GM Note:** Ask the players what they intend to do, and let them begin their actions. Only a few hundred people remain and they will be evacuated in a matter of minutes. Even a full scale battle now would have few, if any, civilian casualties. What is required next is strategy and role-play. Remind the players that none of their opponents have any knowledge about instrumecha. The Krugatch force sees the Rockers as foolish, unarmed civilians.

2D4 D-Rockers near the stage are ready to do battle (the others are all assisting with an orderly evacuation), but are waiting for the command. Each is armed with a Wolverine assault rifle, but wear no protective armor; one blast from a Krugatch M.D.C. blaster and they are history.

12.) If a fight breaks out, remember the following:

- The Roadies manning the spotlights, sound system, and (potentially dazzling) lasers, situated toward the back of the Concourse, may be used (either on command from one of the characters, or by the GM) to distract the invaders.
- Lt. Kosmas has no intention of placing himself in danger, and will retreat if the fight seems to be going sour. His soldiers will retreat only on his or Diantz's orders.
- Without question, Diantz will fight to near death before retreating, relishing all the mayhem and destruction he can cause.
- If four of the six marble support columns lining the Dixon Concourse are destroyed, the whole crumbling ceiling will collapse within 1D6 minutes.
- At this point, if Dr. Alastair and/or the Lance is taken by the Krugatch, Lt. Kosmas will immediately whisk it away to "the City of Angels" (Los Angeles). Only a handful of the Krugatch and Invid troops will remain for 2D6 days, looking for the elusive Professor Walters. After that time they will leave New Detroit.

This is all part of Lt. Kosmas and Mandragov's scheme to acquire the Lance and similar weapons. They believe this will give them the edge against the Invid should the day come when their masters decide the Krugatch has outlived its usefulness. It will also give the Krugatch unparalleled power. The Invid actually don't know anything about the sonic lance, the Professor, or the Detroit freedom fighters.



- If Alastair is killed, the characters should be encouraged to take the Lance and run. The Krugatch will certainly follow.
- The heroes can stay and fight or retreat behind the civilians, acting as a rear guard. If a fight ensues and the Krugatch force is defeated, the characters will know that they should go down to the lower level to help with the evacuation and to protect Professor Walters.

## The Great Escape (GM Data)

A tightly funneled river of humanity parts for the characters as they enter the mouth of the huge Dixon Line tunnel below the concert hall. It runs south for miles, fading into blackness at the far end. Bare white bulbs, hanging 30 feet overhead, flicker and sway as the sounds of explosions on the surface draw near. An Alpha and REF Excaliber close ranks behind them, ready to battle any pursuers who may be following the Rockers. The Professor and a limping Commander Townsend can be seen on a raised platform up ahead. The professor looks old, and sad. He sees the group and waves them over.

“Mike (Townsend) and I have prepared for the day when the Invid finally breach our city. Two miles down there,” he points down the maw of the black tunnel, “a freight train waits for us. It can take all of us away from here, but we must hurry... You, my friends. I must ask of you a terrible thing...”

Walters lifts his glasses, rubs his eyes, and gazes down into the darkness of the tunnel. “The people need you more than ever. Lead us...or, please, move to the back of the line.”

If the Rockers refuse Walters, it will be a blow to the crowd’s morale. A panic will ensue that will necessitate the use of the *LV-500 Vocalizer instrumecha* to induce calm. If the Rockers take the lead, however, a cheer will rise, their names will be chanted, and the crowd will move forward. For every quarter mile, there is a 10% cumulative chance of a cave-in, causing 4D6 hit points of damage to any unarmored personnel.

Speed will be an important factor in getting ready. Through the thick walls of the warehouse, sounds of combat are escalating. Colonel Mandragov has given word for the Krugatch to move on the entire city. The sounds of battle on the surface reverberates in the tunnels below. Townsend begins to bark orders to nearby squads of freedom fighters:

“Prepare to evacuate the entire Underground. They’re onto us and I want us out of here in 20 minutes! Runners! Go out into the tunnels and gather the people. I don’t want to leave anybody behind. We’ve already escorted hundreds from the surface. I want three thousand people at the entrance to the Dixon Freight Line tunnel by the time the Rockers or I have returned. Do it!

“Rockers! Take some men and go to the St. Angelo Warehouse. Ransack it! We’ll need food and water for the people. Assume we are under full scale attack. Take whatever you need. Ammo, body armor, weapons, protoculture cells, cyclones, whatever. Assume we won’t get another chance. Make it good. A couple of hover trucks will be there. Load ’em up and bring ’em back. Our boys on the surface will do what they can to buy us time. You got 20 minutes. (If Dr. Alastair is still with the group, Townsend grumbles: “I’ll take care of Jeremy Alastair and his damned suitcase.) Meet us in the entrance to the tunnel proper.”

### The St. Angelo Warehouse

The warehouse is free and clear of the enemy. The two hover trucks are loaded and the group is ready to move. **Game Masters** should have the players describe the general items selected. The supply depot contains mostly food, conventional equipment and clothing/uniforms, medical supplies, six crates of protoculture energy cells for mecha, four crates of energy-clips for M.D.C. weapons, a crate of cobalt limpet mines, a crate of Wolverine assault rifles (another 100 REF/RDF energy weapons of various types are lose on shelves), 2 crates of mini-missiles, and 12 cyclones (4 of each type) are parked along one wall; no other

mecha are present. Some items are in crates, as noted, most are loose on shelves or in small, open boxes.

On the way out, the group will encounter an E.B.S.I.S. *Juggernaut Battloid* and 1D6 + 1 foot soldiers with body armor and energy rifles. They will demand that the trucks stop and the people surrender so that they may inspect the trucks. They are looking for Dr. Alastair, but will keep the greatly valued supplies and take the characters prisoner. Presumably, our heroes will retaliate. If the fight lasts more than six melees, there is a 1-61% chance that one of the trucks and 80% of its contents will be accidentally destroyed.

### Back at the Train

Returning to the train, the last of the people are being loaded on board. An intense, searing noise — SSSHRRAAKK!! — will cause every refugee to hit the dirt and the tunnel to tremble. This painful sound is followed by a thundering boom. Moments later, the sound of some sort of helicopter can be heard through the gratings in the ceiling, and the now familiar voice of Lt. Kosmas can be heard over a megaphone:

“Your experiment is a success, Dr. Alastair,” he crows, smugly. “We’ve blown several of your friends’ Veritechs out of the sky and deafened their soldiers. Come out of those tunnels and we will not use *your* Sonic Cannon here again. Stay, and the city of New Detroit will be rid of its ‘vermin’ problem forever. You’ll not be warned a third time.”

Luckily, the Krugatch can not seem to pinpoint Dr. Alastair’s Lance at this time.

When everyone is on board the train, except the Rockers (player group), Alastair, and Walters, Commander Townsend makes his move:

“That name. Kosmas. I thought I recognized that voice on the stage, but... I thought ‘no’. Now I know it’s true. I’ve always thought that *Kosmas* was the name of an Invid!...In the battlefield in South Dakota, a monster called *Kosmas* betrayed Rook’s Knights! All these years we thought Kosmas was an Invid name... but he’s human filth! He lured them into the trap using civilians as hostages just as he does now! Kosmas is guilty of killing hundreds and perhaps Lancer, himself. Today he pays!”

“...Listen to me, Rockers. You’ve got to go with the train. Protect it. Protect Ben and the Lance. There’s no one else I can trust. I’m going to lead the Underground and create a diversion near the Penobscot Building. The time for caution is over...It’s the only way. We’ll follow later, if we can. God Bless.”

Townsend will hug each Rocker. They know there is no other way. As he limps toward his waiting troop of freedom fighters, Professor Walters whispers: “Play them a tune, Rockers. “Make it perfect... play them a tune...to remember us by...”

### The Gauntlet

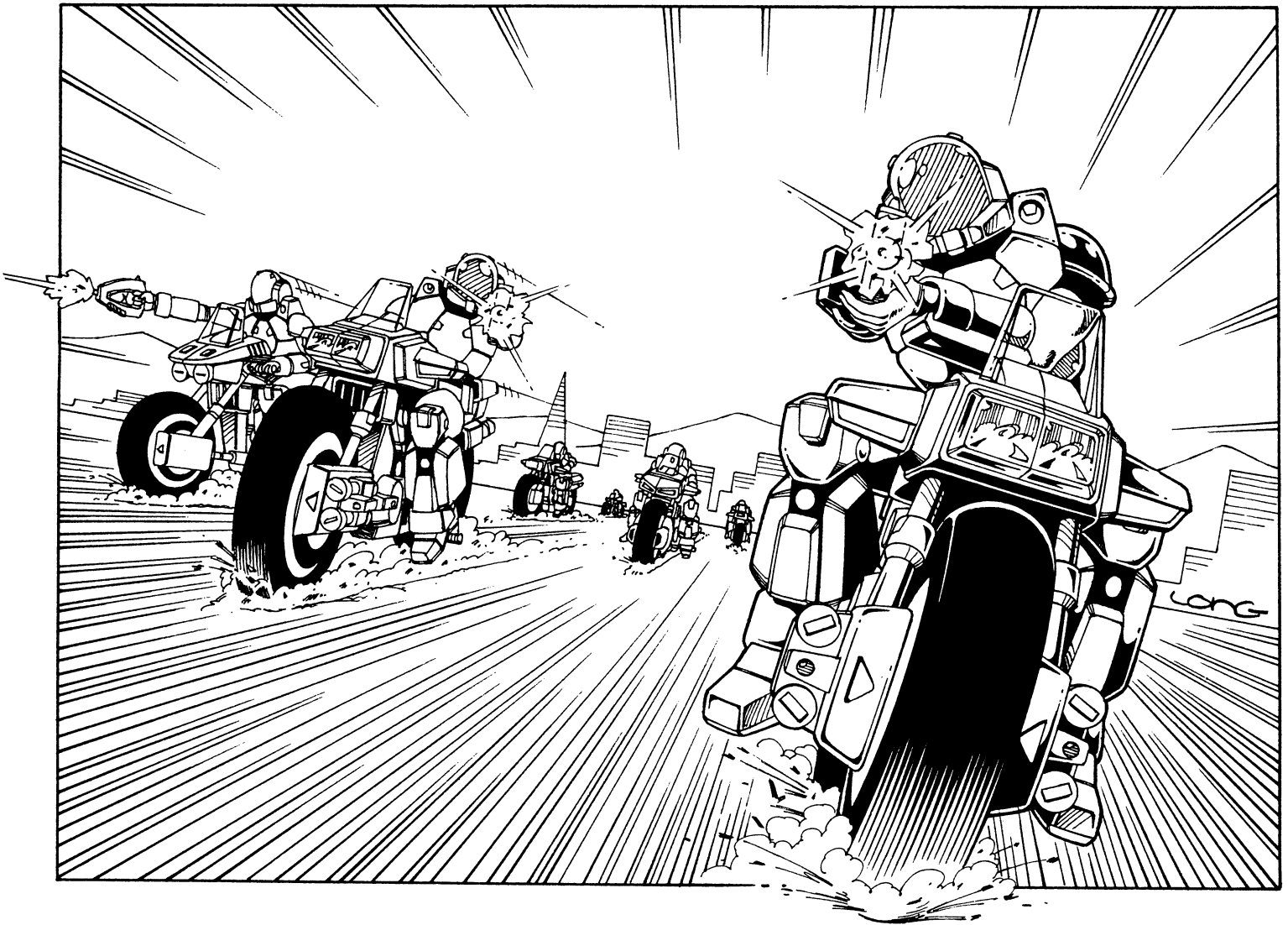
What follows is an encounter table dictating the gauntlet the fighters must run to get the train to freedom.

#### The Gauntlet Encounter Table

Roll percentile dice for three separate encounters.

**1-25 Light Reconnaissance Patrol:** 2D4 E.B.S.I.S. soldiers in body armor and armed with conventional weaponry (AK-47 Assault Rifles) and light energy guns. This will be just a spotter group, not a real combat force; they will retreat without trying to kill anyone, but radio the train’s location to better equipped forces. If our heroes attack, knocking out the teams radio within 1D6 melees, the assault force will not arrive. If the group does nothing, then the train will be attacked by 2D4 + 2 sldiers in body armor, armed with energy rifles, and riding Southern Cross hover cycles.

**26-50 Medium Reconnaissance Patrol:** 3D4 soldiers with assault rifles as above. All have body armor. The commander will also



have an AAT-30 with a full load of Armor Piercing mini-missiles. Only the AAT-30 can pursue the train. **Note:** They will not blow up the train for fear of killing the Doctor and destroying the Lance.

**51-60 Medium Combat Patrol:** 2D6 soldiers with arms and armor as described previously. They have conventional motorcycles. An additional 4D6 soldiers with conventional rifles (a few may have energy pistols) and light RDF body armor (2 M.D.C.) are jumping on board the train. Their goal: to get to the train's engine and stop the train. Our heroes should have little difficulty throwing them off the train, but there is a lot of them. GMs should develop this potential situation; i.e., the taking of hostages, a race to get to the engineer by jumping from boxcar to boxcar, etc.

**61-70 The train is slowing down.** 1D4 Soldier Battloids block the tracks 600 feet (182 m) ahead. The battloids will have to be forced off the tracks. Both the Krugatch and our heroes should avoid shooting at and around the train. This means close combat and perhaps even mecha hand to hand.

**71-75 1D4 Invid Troopers and 1D4 Invid Armored Scouts are giving pursuit from behind. They will try to grab the train's cars and carefully fly them off to the side of the tracks, immobilizing the train. They must be stopped!**

**76-87 E.B.S.I.S. Combat Patrol:** 1D4 Command Cars and 2D6 + 1 Blitzkrieg Battle Bikes are giving chase. They *will* risk blowing up the last two boxcars to stop the train (each boxcar has 40 M.D.C.; the locomotive has 10 M.D.C.). Meanwhile, four of them will try to ride next to the train and jump on. They will try to kill the engineer and stop the train. All are wearing full M.D.C body armor and have energy weapons.

**88-00 Invid Patrol:** 3 Armored Scouts and four Shock Troopers, led by one Pincer command unit, are bearing down on the train fast.

**At the end of the gauntlet** the train emerges on the surface in the far west end of Dearborn, Michigan. Characters can see the shattered skyline of Detroit, bright with fire.

# SHAKEDOWN TOUR (Adventure)

The events in this adventure begin mere hours after the conclusion of "The Detroit Gauntlet."

## Player Background

The train has been moving slowly (about 50 miles an hour), and finally stops at the ruins of Toledo. Reconnaissance of the city yields a virtual zero. Save for the occasional bandit or scavenger, nothing lives here. Basic (non-Robotech) supplies and foodstuffs may be scrounged. A Watch Tour will be set up using D-Rocker volunteers and a handful of REF soldiers from the Underground. Professor Walters will remain awake to inspect Dr. Alastair's X-01 Lance more thoroughly. All will be quiet for four hours and the player characters can use this time to rest.

Later on, the heroes will be alerted by one of the D-Rockers:

"Rockers! Wake up you guys! I got some info. It's trouble. Some dude with a laser-comm relay pack picked up a coded message from one of our guys back in Detroit. Don't worry, there was no time for enemy triangulation. He said a bunch of those Krugatch baddies are headed this way. Ground assault. Couldn't identify the mecha, but their ETA is about half an hour... 45 minutes tops."

At this point, Walters emerges from one of the freight train cars with the fully assembled Super Gallant Laser Lance X-01. It looks like it weighs a hundred pounds, yet he is holding it with relative ease!

"...No, I am not a super man! The Lance is equipped with a miniature anti-grav unit. Very clever, don't you think? I've already been told about our pursuers."

"Hmmm. The Krugatch will not stop until they have Dr. Alastair and his weapon. Hmph! They would probably settle for me, now that they've seen your instrumecha....If you go and fight them in our defense, and you beat them again, they will only bring more tanks, more soldiers. We will all be killed....This Lance, I'm afraid, is the culprit in more than one way. It emits a low frequency wave, traceable from a far greater distance than we had guessed. I cannot shut it down without tampering with the most delicate aspects of the mecha, which may be dangerous."

"I think we'd be safe if the Lance and Jem were not here. I have a plan. You must take the Lance. Move, as quickly as you can, toward the enemy. Make certain they see you and especially Dr. Alastair. They will pick up the Lance's signal and follow you. Shake them, fight them if you must, but lead them away from these children.... Then you must turn west and seek out *Lancer*."

This last comment will bedazzle the group, for everybody believes *Lancer* to be dead. "No, *Lancer* is not dead! Doctor Alastair has heard the Krugatch leaders speak of him. But he has not shown himself in years. Why? I do not know. Find him. I know in my heart that he is still alive out there. The Battle of South Dakota took place near the Missouri River, not far from the city of Burke, on the U.S. 281 highway..." Walters will motion for a D-Rocker to bring over an old highway map, "You will head to Chicago, cross over Illinois to Iowa. Cross the river at the Sioux City ruins, and run northwest through the state of Nebraska. Burke City is somewhere near the South Dakota border. Clues to *Lancer*'s whereabouts may be found there...I don't know, it's worth a try."

"One more thing...You must keep Dr. Alastair and the X-01 Lance with you. It may prove to be a crucial asset in our struggle. I can show you how to operate it to some degree, but you'll have to experiment with it to master it. Beware of Dr. Alastair,...he is confused...ill. I'm afraid he suffers from delusions, hears music in his head constantly, and often talks nonsense. I'm sorry to ask of you this impossible task,

my dear friends. But if *Lancer* could be found...well, we all know what that would mean to the resistance, especially if we've lost New Detroit."

The characters will have about ten minutes to get their equipment together. A few score D-Rockers scurry about, helping them get food rations, field equipment, water, extra ammo, and prep their mecha. Mecha are restricted to whatever they may have brought with them on the train, including the instrumecha, and the X-01 Lance. Extra cyclones and CVR-3 armor may be available for those who need them. Doctor Alastair can ride with one of the characters, or be provided with a jeep or motorcycle or sidecar. It is not wise to let him drive, himself. One of the player characters will have to take responsibility for the Lance.

## GM NOTES: Buzzing by the Krugatch

It will be completely up to the players whether or not their characters fight or run from the Krugatch force following the train. Just as the Professor suggested, the enemy instantly turns to follow them. From this point on, regardless of their actions, they will be the hunted.

There is very little cover out here, just hot, dry dirt. Lake Erie is two miles (3.2 km) east, and the Chicago ruins lie about 260 miles (416 km) west. The characters' advantage over the Krugatch is superior speed, greater skill, and better mecha and instrumecha. Thus, they should be able to outdistance them with relative ease. Staying to fight is a personal decision.

**The enemy forces consist of the following:** One Krugatch Urban Assault Vehicle (U.A.V.), two E.B.S.I.S. Juggernaut Battloids, three E.B.S.I.S Recon Destroyer Battloids, two Command Cars, 10 Krugatch Blitzkrieg Battle Bikes, and 1 Blitzkrieg Command Bike (the bikes are listed in the **Mecha** section). The U.A.V. is carrying a squad of 8 elite E.B.S.I.S. commandoes trained by Kosmas himself. All are equipped with scavenged CVR-3 body armor, 1D4 Cobalt Grenades, and Krugatch energy assault rifles, each with 3 fully charged E-clips. Kosmas is *not* with them (but a nasty GM could have the cyborg Diantz leading the force).

**If the characters attack the Krugatch:** The Krugatch will attempt to disable the characters' vehicles (making for messy crashes) rather than kill them outright (they want that instrumecha). However, if the battle goes against them, the Soviets will fight till the end, only trying to avoid damaging the Doctor and the Lance.

**If the characters make a break for it,** only those riding the battle bikes and command cars will be able to give chase, for a brief time.

## IOWA NIGHTSONG (Encounters)

### Game Master's Notes

After the Ohio ruckus, the Krugatch will halt their pursuit of the Rockers until aircraft or the *Invid* can be brought in. They will forget about New Detroit and Toledo, continuing to search for the group with Dr. Alastair. Our heroes can reach the crater that was once Chicago within two to four hours, depending on the maximum speed possible. Or they can stop and make camp. For the time being, all is safe. The characters can tend their wounds, mecha can be worked on, food can be eaten, and this may be a good time to rest/sleep before continuing into the unknown (It should be sometime around three or four in the morning.)

**Chicago** is a giant crater. Around it is an endless vista of twisted wreckage and dust. Only nomads and desperate scavengers live here. The entire population of the area might reach 400. Roll on the random encounter table if you wish.

**Iowa** is both chilling and marvelous to see. The land has healed itself over the years; corn and wheat fields growing wild, teeming with black crows and jackrabbits. An occasional human farm community or village may be sighted (typical population: 1D6 × 10). One in ten will be *Invid* sympathizers.

# THE NEBRASKA DETOUR (Adventure)

## Character Background

The journey has gone surprisingly smoothly. However at around noon the following day, the radio crackles to life tapping out a *distress call*. Up until now, radio signals have been either dead or garbled. This message is being broadcast on the normally empty REF frequencies and in a Detroit Rockers secret code taught by Commander Townsend. A fellow Rocker in trouble?

Long range triangulation reveals the source of the signal to be about 275 miles away, west by southwest. Characters may conclude that this means the source is probably a powerful transmitter, denoting mecha or a rebel base. A quick referral to a map indicates that the source is located in the old *Bridgeport* area of southwestern Nebraska. A detour will take the group hundreds of miles southwest of their destination. A trap? A clue? Characters of a good alignment will not be able to resist going to help, regardless of the consequences.

At top speeds, a cyclone can reach the area in just under two hours (rough terrain will slow travel a bit). Nebraska is a barren wasteland. The afternoon sun seems to make the whole world a shimmering haze.

Three miles outside of *Bridgeport*, the characters catch sight of a small, wooden shack set on a hill amidst a clump of trees. The REF distress signal was cut off about half an hour ago, and you can see smoke rising from behind the thicket. If the Rockers slow down, they will see an old man sitting outside of the shack, cooking on a makeshift grill. He does not become alarmed as they approach. He says, "Welcome, soldiers. I'm afraid your friends are gone."

He gets up and hobbles around behind the shack, motioning for them to follow. Pointing to some small craters in the distance, and then to a larger, smoking one nearby, he says, "That was their home. They lived under the earth. The two that died, I took out back to the shade. I'd like to bury them, but my hands won't let me (they are crippled by arthritis). The other three men escaped on bikes like yours. Y'know, I've been living 'round here for almost five years, and never knew about them sneakin' about under my property 'til last week!... You know, the funny part is that it weren't the Invid that did this, but men in strange, black armor. Didn't seem ta speak no English either."

The man's eyes burn with spirit. He pulls out an old-fashioned .44 Magnum and starts waving it around! "I wanted to use this! But there were too many of 'em. The three soldier moles headed south, but I can't guess where. Bad guys went after them... Oh,...by the way, name's Martin."

Martin will try to answer any further questions, but doesn't know much more. "Oh, yeah, there was two big ol' trucks loaded with at least 16 men, all in black armor. I also seen a large, strange machine that walked like a spider, but it was too far away fer me ta make out to good. It was followin' them others I reckon."

The attack, judging by the area, was made by surprise, and the uniforms of the dead rebels bear only the standard REF insignia.

An investigation of the underground hide-out will yield only that it was a tiny Freedom Fighter outpost, set up as temporary habitation for traveling rebels. It is stocked with edible food, bedding, and a long range laser-comm system. Surprisingly, notes on one of the desks acknowledge the receipt of a communication about the New Detroit conflict a few nights ago.

Precisely 15 minutes after the characters' arrival at the shack, a second distress signal comes in over both the laser-comm and Cyclone REF radio frequencies. The code translates into the following:

**Des Moines, Iowa**, is another city blasted into slag. There are no buildings standing and no people, just four to 30 foot tall mounds of steel and concrete. Dr. Alastair begs the group to make camp for the night. Moments later, he passes out (remains unconscious for 1D4 × 10 minutes). This is a quiet and apparently safe place to camp, with hundreds of places to hide, the best for miles.

The evening should pass relatively peaceably, allowing the characters to collate their observations about the estranged Doctor.

The character(s) assigned to take care of Dr. Jeremy Alastair will notice that the young scientist has not spoken more than a sentence or two all day. His eyes are always glazed, and he is usually unaware of the goings on around him. When not travelling, he stays as close to the X-01 Lance as possible, but *will not* show the characters how to use it. If the characters want to experiment with the Lance, Dr. Alastair will do what he can, verbally and physically, to stop them; fortunately, he is not very strong.

Alastair is incessantly humming. Sitting there in the darkness, his head cocked as if listening to something intently, he constantly hums to himself. Any Rocker who takes a good ear to it can discern that the tune is one measure long, and consists of seven notes which are repeated over and over again. If asked about it, Alastair will simply reply: "The cannon... Kosmas...I can't get it out of my head..."

**GM Notes:** Characters who are clever thinkers may try to reproduce Alastair's tune on one of the instrumecha. Note that if the power pack of the instrumecha has been turned on (the only way, currently, to project music over a wide area), and the tune played under the character's skill percentile, it *will relieve* Alastair of the constant music he hears. This will help make him a bit more lucid and he will teach the characters about using *musical resonance* with the Lance; a little trick used by the Robotech Masters a la the Cosmic Harp.

**Game Masters**, you may wish to add a random encounter here during the night or first thing in the morning; your option.

## Random Encounter Table

Roll when suggested in text or as needed.

- 01-20** Krugatch Goon Squad looking for the Doc and the X01 Lance. Their force includes 3D4 Battle Bikes, 1D4 Command Cars, and 1D4 Blitzkrieg Command Bikes.
- 21-30** Krugatch Juggernaut and 1D4 Soldier Battloids.
- 31-35** 1D6 Invid Armored Scouts and a Shock Trooper.
- 36-40** One Krugatch Hammer & Sickie Battloid and 2D4 Battle Bikes; bikers are fully armored and have energy rifles.
- 41-50** Invid Patrol. They know nothing about Alastair or the Lance; 1D4 Armored Invid Scouts, 1D4 Invid Troopers, One Pincer. They will attack if they sense protocluture or trouble.
- 51-60** Krugatch patrol looking for you know who. They include 2D6 Battle Bikes, 1D4 Command Bikes, and one Reconnaissance Battloid.
- 61-65** Krugatch Annihilator on a rebel seek and destroy mission!
- 66-70** Hammer & Sickie Battloid and two Command Cars.
- 71-75** Invid trouble; 1D4 Troopers, 1D4 + 1 Shock Troopers, and Invid Royal Command Battloid out for blood!
- 76-80** 1D4 Juggernaut Battloids, one Reconnaissance Battloid, and 1D4 + 1 Battle Bikers.
- 81-85** 1D6 Battle Bikers, One Command Biker, and a Krugatch UAV (tank) in search of the Doc and his rescuers.
- 86-90** Two Hammer & Sickies with revenge on their minds.
- 91-95** Hammer & Sickie with 1D4 Invid Armored Scouts.
- 96-00** Hammer & Sickie with an Annihilator!

“Purple, one, two, zero. Critical condition. Operative S-E-R-A under attack. Location: grid seven, twenty-one, fifty-three.” The message repeats.

Could the letters S-E-R-A be interpreted to mean that the renowned freedom fighter and member of Rook’s Knights, Sera (see her updated entry in the NPC section), is alive and in the area! Her signal can be pinpointed to a rural area some 40 miles (64 km) south of Bridgeport. The group can be there in minutes. Martin will wave goodbye in their dust.

## GM Combat Notes

Once again, determine who has Dr. Alastair and the Lance. Describe the following to the Rockers as they approach the site:

A heavy plume of purple-black smoke rises over the next hill. Over the hill, you see the huge, crushed hull of a *Horizont Shuttle* marked from Moon Base Copernicus. The camouflage tarp that had once kept it hidden flaps in the wind. A female figure near a hover cycle is pinned under its bow. She’s caught in a cross-fire. At her side is the body of a man. Her situation looks bad unless she gets help immediately. Two Krugatch armored trucks are parked 1500 feet (457 m) west. One is intact, providing cover for six men in body armor who are shooting at Sera. The other truck has been blown to smithereens, the bodies of twelve E.B.S.I.S. soldiers littering the ground around its wreckage.

To the east, however, something a lot worse is firing a salvo of conventional bullets. It’s a mecha unlike any the heroes have seen before. It stands on four jointed legs, one of its arms is in the shape of a vibro-blade sickle, the other in the shape of a hammer. It’s the “spider mecha” Martin was talking about!

1.) The mecha is called the E.B.S.I.S. *Sickle and Hammer* and is currently just in position to keep Sera pinned down and to distract her from circling around her. It will take no further action until the group interferes. At that point it will abandon Sera and direct all of its attacks toward the new threat. See the mecha section for stats.

2.) Unknown to Sera, four other soldiers have already moved to the far side of the shuttle and will sneak around to blast her at point-blank range. All wear full E.B.S.I.S. field plate armor.

3.) The soldiers know nothing about New Detroit and were simply instructed to find and *eradicate* rebels in the area. They know nothing useful about Lancer or the area other than, “We are just one of a dozen patrols. You can not avoid them all, rebel scum.”

4.) Once the smoke of battle clears, the Rockers will find that Sera is very angry! She kicks some debris aside, and pulls the transceiver from her hover cycle to try and learn what became of her original back-up. The characters will hear that the Alpha and Legios fighters that Sera was relying upon met up with an Invid patrol 300 miles south of the area. Then, tossing the com-link down, she busies herself by tending to her fallen comrade.

Somebody will have to touch Sera before she pays them any mind at all. She will look up at them, eyes shining, hair short, as beautiful as anyone has ever heard. She asks the heroes to identify themselves and will confirm that she is *the* Sera who knew Lancer.

5.) Perhaps to some of the characters’ surprise, she will show no emotion when they tell her of their quest to find Lancer. Instead, she will explain that she and a small team of rebels were on a reconnaissance mission to find a *Horizont* shuttle hidden here two years earlier. Along the way they ran into trouble; “Thanks. All of you... I guess you’ve earned a look inside.” With that, she stands up and walks over to the cargo hatch. She will ignore all inquiries about Lancer and the others.

The *Horizont* contains 20 protoculture cells, 10 Gallant H-90s, 50 energy clips, 240 mini-missiles, 24 cobalt grenades (1 box), some clean uniforms in sealed plastic bags, a couple of medical kits, six week’s rations for eight, and a filth covered Saber Cyclone. Everything else appears to have been destroyed on impact. Sera will allow the characters

to take their fill of supplies, but will take the ship’s computers and other salvageable systems for herself.

If the characters press the issue of Lancer and the Battle of South Dakota, Sera will finally relent. Her exotic face will become cold, her eyes distant. Her words belie the fact that she has become a hero in her own right. This daughter of the Invid has become truly human, at last:

“He got tired. He just got tired...and quit. End of story. Don’t go to South Dakota. He’s not there. Nothing’s there. The human, Kosmas, tricked us. He used other humans as hostages, and alerted the Invid. We were tricked and trapped. Kosmas detonated an explosive device to destroy us. Rook Bartley and Rand got us out just in time. Hundreds died. It might have well killed Lancer. It destroyed his spirit. He went away...He used more energy than any man should expect from himself. We all scattered...I don’t know where the others are. Haven’t seen them in...” She pauses as if in a daydream, and repeats, “Don’t go to South Dakota...he’s not there. There may be a place that can help you. It’s called Viper-3 Silo Base, in Cheyenne, Wyoming. A group there calls themselves the Yellow Dancers. That is as much as I have heard....My backup team will be arriving soon and I’ll be leaving for Silverado Canyon...And Rockers? If you find him, don’t tell him where I am, unless it’s important for him to know.”

This last sentence will be Sera’s final one on the subject. She has told the truth, and if the characters go to South Dakota anyway, they will find desolation, sand burned into glass, and a giant Invid Hive in what was once the city of Burke.

# TWILIGHT’S LAST GLEAMING (Adventure)

**Notes to the GM:** If the characters did not take the Nebraska Detour, an alternate way of getting them to the Viper-3 Silo Base must be developed. Ideas for doing this might include: having them pick up acknowledgement transmissions between Viper-3, and Sera under attack at the *Horizont* crash site, or by the Rockers picking up Yellow Dancer code signals during Viper-3 Watch Tours. Another possibility is a rumor picked up along the way. Furthermore, Dr. Alastair knows that the town of Stonewall is Lancer’s home town, but he fears Lancer and will not *intentionally* lead the group to it.

## Lonely Soldier Boys

### Player Background

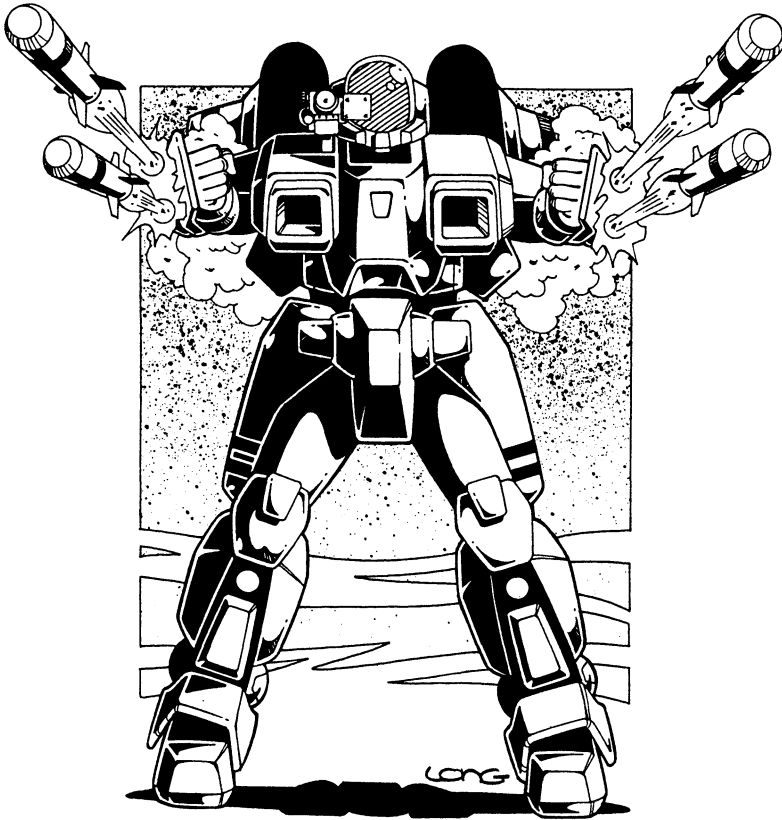
Though Cheyenne, Wyoming is less than 200 miles (320 km) away from the Nebraska *Horizont* shuttle, it has taken nearly two days to find it (GMs may wish to throw in a random encounter). The countryside is rocky and barren, with large patches of grassland. The old military complexes have been pounded with plasma weaponry, leaving 10 mile wide craters to mark where they once stood. Few landmarks are left. Using the sun, stars, and mapping equipment during dozens of stops has finally gotten our heroes to the vicinity of Cheyenne.

By twilight, Dr. Alastair’s caretaker will notice that he is trembling, and that his skin is sallow and feverish. He has heat stroke. Finally, near what was once Colorado’s state line, they happen upon a seemingly abandoned settlement of buildings. The biggest facade measures 20 feet (6 m) high by 60 feet (18 m) wide. It is a large, broken up, hangar-like structure adjoining a cinderblock building. The inside is dark, but enhanced optics will reveal a huge steel wall set ten yards/meters within and heat sensors will show heat radiating from below the ground.

The Rockers will experience a familiar sensation: the air seems crisp, with an ozone texture. A delicate buzzing sound wafts just at the edge of normal hearing levels. After a time, it will dawn upon the group: it

feels like it did back in “the Wall” whenever Professor Walters had his Robotech experiments running! This must be Viper-3!

Suddenly, a violent whooshing of compressed air is heard. The metal wall inside the hangar opens to reveal several figures (5) in gleaming battloid mode Cyclone Armor, standing armed and ready. They stand there, silently, like dangerous statues. GMs, ask what the characters are doing.



## Game Master Data

The moment one of the characters makes a move, a voice thunders over public address systems set up across the unassuming complex. It is Jack Halloran’s gravelly baritone.

“Identify yourselves!...We don’t welcome visitors. This isn’t a museum, or a hospital. What do you want?...Identify your weapons....One of those devices is emitting a low sonic pulse. Identify it..I want one of you to bring it into the hangar and set it before YDRF-3, the soldier in the center of the line. Then, I want you all to move back, 30 meters (100 feet) away from the building...Do it now!”

The Rockers have gone through a lot of trouble holding on to the X-01 Lance, and, most likely, will not want to give it up to rude strangers. If the characters defy Halloran’s orders, the tension will increase, punctuated when YDRF-2 raises a threatening fist and says:

“So! These wusses refuse a direct order from base command, eh? I say we just take their little bazooka away from them, the old-fashioned way!”

The five Yellow Dancer Rebel Fighters move forward. They know that the group is composed of freedom fighters, but it’s been a long time since they’ve had a good scrap, and are itching to test the Rockers’ mettle. They will tease and cajole the characters, shove and laugh at them. They will do what ever is necessary to *provoke* a fight, but they have no intention of killing the characters. If, however, the characters attempt to use lethal force, Halloran will put a quick stop to it with an, “Enough! Enough of this tomfoolery! Just a little test lads. Can’t ever be too sure about strangers, you know. Welcome to the Viper’s nest.”

**If the characters lose the melee**, this means they have been bested in non-lethal hand to hand combat. The Rockers will be placed under arrest and brought into the base. Commander Halloran’s approach to them will be much more disdainful, and he will make a much greater effort to keep the Lance.

**If the characters beat the Yellow Dancers (or fight to a standstill)**, Halloran will cheerfully invite the Rockers to enter Viper-3. He will indicate that Alastair needs special medical attention, that he will gladly supply. The five YDRF’s will have to suffer through an all-night Watch Tour for their failed bravado. **Note:** Each of the five soldiers are fourth level cyclone riders and wear full power mecha; three VR-052, one VR-041, and a VR-038-LT.

Note that Halloran had been monitoring the characters as soon as they came within range of the area’s surveillance systems. Dressed strangely and bearing unusual mecha, Halloran should choose to wait them out and listen for an introduction. As an admirer of old-style heroics and behavior, he will treat them accordingly. In other words, the more the group exhibits cunning, resourcefulness, and valor, the better they will be treated and respected.

## Lancer’s Story Player Background

The Rockers will be beckoned into one of the large mecha elevators located to the rear of the hangar. Two guards will meet the group at bottom of the lift. The ride takes at least a minute or so, indicating that they are far below the surface of the desert. The group will be escorted (mecha and all) to the Officer/V.I.P. Quarters, where Commander Jack Halloran (see NPC section for stats) awaits them. They are asked to relax, and medical technicians arrive to treat Dr. Alastair’s heat stroke. Certainly the Rockers will have questions: Why did you put us through that? What are the Yellow Dancers? Where the heck is Lancer?

Gazing at a beautiful oil painting of the SDF-3 under construction, Jack Halloran tells Lancer’s story:

“Lancer. Ha! You know, I don’t even know whether that was his first name or last. Lancer was an REF Military Specialist, a member of the original REF fleet that left for Tyrol, September, 2022. He participated in one of the Sentinels’ final assaults, and helped to destroy the Invid Regent. General Rick Hunter, sent him with a small fleet of warships, back to Earth to reconnoiter and destroy the Invid Regis. They had no idea just how powerful the Invid occupational force was. The fleet was destroyed, but there were at least two survivors, the famed leader of the Wolf Pack elite, *Jonathan Wolfe*...and *Lancer*.”

“I knew ’em both. Two completely different individuals. Wolfe was ever the military leader and strategist, laying low and gathering allies around him, and he eventually attracted a large number of troops to his side. Don’t know what ever became of him.”

“Lancer was different, he had this air about him. It was almost magical. He used his charisma to hide in the limelight. He adopted the persona of a woman, believe it or not, used that uncanny voice of his, and became the famous singer Yellow Dancer. The biggest pop star since Lynn Minmei; Queen of the Rockers at the end of time. Ha!”

“His plan worked superbly. He was able to use his alter ego to create a *nationwide* system of freedom fighters and agents who did everything they could to punch holes into the Invid’s plans. Helped lead them to victory at Reflex Point.

“When the Invid returned, Lancer and the heroes of Reflex Point had long since gone their separate ways. But Lancer and Sera left their home in Montana and tracked down down their former companions to start again. And find ’em they did. All ’cept for Scott Bernard who had gone into space to find the SDF-3.

“They managed to assemble a hodgepodge of REF regulars, old and forgotten RDF and Southern Cross veritech pilots, battloid pilots, even a few E.B.S.I.S. battloid pilots. They were over a thousand in all,

united under Rook Bartley's command. Heh, some are born leaders; others just grow into it. *Rook's Knights*, the terror of the North American Sector — oh, the stories I could tell you!

"But then, there was that Krugatch psycho, Kosmas. His assault team joined the Knights while they were making ready to gangbust a big hive in South Dakota. Bartley welcomed such a large and experienced force. Nobody knew about the Krugatch's alliance with the Invid. Well, Anton Kosmas may be human, but I can swear Invid blood rushes through his veins. He planted a bomb at a civilian shelter on a proticulture farm outside of Burke. As Rook brought her troops into position near the hive, Kosmas told Bartley that the Invid planned to exterminate hundreds of innocents at a proticulture farm for helping the Knights in an earlier raid. If they acted quickly, they could prevent it. He suggested that they call off the hive operation and go save the people. She gave the command to attack the Invid hive anyway — shocked Kosmas right out of his shoes!

"Well Lancer, he was magic. He and a squad went to save the people on the farm. As I'm sure you already know, it was a trap. The moment the REF arrived, a bomb, I hear it was nuclear, was detonated. It was horrible. A hundred unsuspecting farm slaves killed in a flash. Soldiers burning. Invid diving. Krugatch moving in. The way I heard it, Lancer chased down Kosmas...they fought like wild animals...and Kosmas was killed. Of course, I also heard that Kosmas was killed in the blast.

"The attack on the hive went sour. The Invid were prepared for an attack, thanks to Kosmas. Maybe if Lancer and his squad were there it would have made a difference. I don't know. Hundreds died that day, and Rook was forced to retreat to the hills.

"Lancer saved himself with some crackerjack flying. We came with him to this place after the battle because he chose to save lives rather than sacrifice them to war. And yet, all my men know about is fighting. Lancer didn't stay here long enough to teach us otherwise, and me, I'm an old war dog. So I guess we're just waiting for something to give us direction. We've even got Lancer's old Beta here in storage."

Obviously, Halloran does not know that Lt. Anton Kosmas survived his confrontation with Lancer. He would be angered and horrified to learn the truth, but he will say little more about this, or Lancer, until the morning. He is aware of Sera's affiliation with Silverado Canyon, but can only cite the whereabouts of the others as "probably somewhere in the South American Quadrant."

## The Specter of Kosmas

The next morning, as news of their unusual arrival spreads, the Rockers will find themselves surrounded by curious Yellow Dancer rebel fighters. Commander Jack Halloran himself will want to hear the Rockers' story from beginning to end, and his questions should emphasize the tale's military aspects. They want to know everything, and listen to the characters' exploits with rapt attention. Questions are asked about the instrumecha, the group's affiliation with Lancer, and about whether the Rockers intend to join the Yellow Dancer resistance force.

Mechanics offer to make repairs on damaged mecha (a much higher skill than the mechanics possess is required to be able to repair instrumecha), and valuable proticulture cells will be shared. Dr. Alastair can be found in better condition, though Viper-3 medics do not know what to make of the strange tune he keeps hearing. (**GM Note:** In a variation of the "Iowa Nightsong" scenario from **Adventure 2**, you can have one of the medics try to hum the tune, and even request that a Rocker play it on his instrument. The result, if done right, will be Alastair's relief and the discovery of the power of **resonance**.)

## Game Master's Data

After careful consideration, Jack Halloran he will ask that the leader of the Rockers take the X-01 Lance and come with him to his personal quarters. (**Note:** If there is no leader, then it will be up to the characters to choose a representative, or it will be the guy who has been carrying

the Lance throughout the adventure. Halloran will only deal with *one* person here.) When the two are in private, Halloran speaks the character's name, and make his stand:

"...you have done your Underground proud. You've delivered an incredible device into the hands of allies, and you have saved the life of a brilliant scientific mind. Your mission has been accomplished...Look at me. You've got to understand the meaning of what this thing is! You've delivered a rallying point, a secret weapon...I want you to stay here. Become one of us. I'll deliver the X-01 to Silverado Canyon and make plans for analyzing and implementing it against the Invid and the Krugatch! I'll send men out to find your Professor Walters — I'll even send men out to Stonewall to find Lancer (**Note:** this is the first confirmation that Lancer lived and may be in this area), though I doubt he would come...You've done your job, Rocker. Let me do mine."

Finished, Halloran will put his hands on the X-01, and wait until the character lets go. **If the character relinquishes the Lance**, then he will have a lot of explaining to do to his comrades. Any dispute must be settled before further action is taken, and the GM must choose a new direction for the plot.

It is doubtful, however, that any self-respecting Rocker would choose the easy way out. **If the character holds onto the Lance**, then Halloran, momentarily losing his self-control, will attempt to wrest it from the Rocker's hands. A scuffle may break out, but good role-play on the character's part can bring the commander back to his senses. In the end the Rockers' wishes will be respected.

### Read the following to the players:

At 1107 hours that morning, a silent alarm places Viper-3 on general alert. Rooms and halls go red, and warning lights flash at corridor intersections. Halloran rushes to his command post in the silo's Communications Room, and you are instructed to meet him there. Once there, you are all be confronted by a teenaged, acne-scarred, pasty-faced Communications Officer who's got the following to say:

"Commander. I got about 50 bogies coming this way from 250 miles east. All but one are Invid Armored Scouts. I can't make out the last one, but he's using a general hailing frequency. He says he's a Lt. Kosmas. On a search and destroy for some people called the Dee-troit Rockers. What do we do?"

"I don't see any Dee-troit Rockers here, soldier," Halloran replies. "All I see are Lancer's Rockers."

**GM Notes:** Halloran will act quickly. He uses the silo's public address system to alert the Yellow Dancers to their mecha, and instructs the characters to prepare to leave. Secretly relishing the chance to get back at Lt. Kosmas, he intends to engage the Invid as cover for the Rockers' departure. If the Rockers have turned over the Lance, he will consider trying it out against the attack force. He will insist that Alastair be taken with the band, as it's too dangerous in the silo.

Stonewall, Halloran will reveal, is a tiny Arizona town where Lancer lived as a child. It's near the site of an abandoned Hopi reservation about 75 miles south of what was once Flagstaff. The commander has heard rumors that Lancer went home.

If the characters choose to risk their necks by helping to defend Viper-3, they will find themselves in a pitched battle at the side of the full force of the Yellow Dancers against 50 Invid Armored Scouts. There will be no sign of Kosmas at this point, having retreated in his MiG-29(E) Interceptor.

**GM Option:** Lt. Kosmas has an ugly obsession with old-style atomic bombs. He has come across two live warheads in his career, and has detonated one during his battle with Lancer in South Dakota. The second warhead is mounted on a long range missile in his MiG-29 (see **RDF Manual**, p. 31, for MiGs). Kosmas *may* be insane enough to attempt to use it against the surface of the Viper-3 Silo Base, despite the fact

that he will not be able to determine whether the underground facility was destroyed (it should not be), or the Rockers killed (they should be out of range). If the characters withdraw from the battle, or leave Viper-3 for Stonewall immediately, then the following may be described (alter this only slightly if they stay through to the end):

“The two forces have been colliding for nearly 15 minutes. The afternoon sky has been livid with streaks of red and blue, billowing clouds of smoke, and thunderous explosions. But then, a brilliant light suddenly outshines them all. Less than three miles to the north, the clouds have shriveled away. A fireball, like the sun rising from the desert floor, blooms into a mushroom cloud. The wooden hangar, and even the cinderblock building, buckle under the power of the storm. The last thing you hear on your long range comlinks are the words of a madman who could be a thousand miles away by now: ‘Damn!’ says Anton Kosmas. ‘Little Boy’s fallen just a little bit short! Ha-ha-ha-ha-ha!’”

**Note:** Although casualties are high, most of the Yellow Dancers have survived, thanks to the wonders of *robototechnology*. Had the bomb landed on target they would not be so fortunate. Halloran radios a brief confirmation: “Rockers, don’t worry about us. We’ll manage. Just find Lancer and come back so we can kick some...”

## THE NAMELESS ONES (Adventure)

### Player Background

There hasn’t been a sign of Invid or E.B.S.I.S. activity since the melee at Viper-3, and that’s enough to put anyone on edge. It’s too quiet. Something’s going down.

Zippering through Denver’s ruins, on to Pueblo, has been a breeze. The wide open spaces of New Mexico are no different. The only sign of trouble is an occasional village that looks recently pillaged by Invid. The Horseshoe Reservation is coming up. Halloran said that Stonewall is about 50 miles (160 km) south of it.

As you get closer, you can see a few huts and buildings. A score of men and women stand watching, some on horseback. They are a tall people. Their dark eyes gleam and their bare skin is the color of the rich red terrain that is Arizona. These are the last remaining Native Americans.

The Indians will stand solemnly, dressed in leathers and tattered buckskins. Only their chief, who will never volunteer a name, will respond:

“We are the nameless who live here in peace. Don’t bring war to our doorstep. Move through, after we have fed you, and quenched your thirst. If you are not hungry or thirsty, take our goods and bring them to those in need. We have more than enough. First a people from across the sea came and took our land away. Now a people from across the stars come to take our world away. Always there is war, but also there is always Hope...”

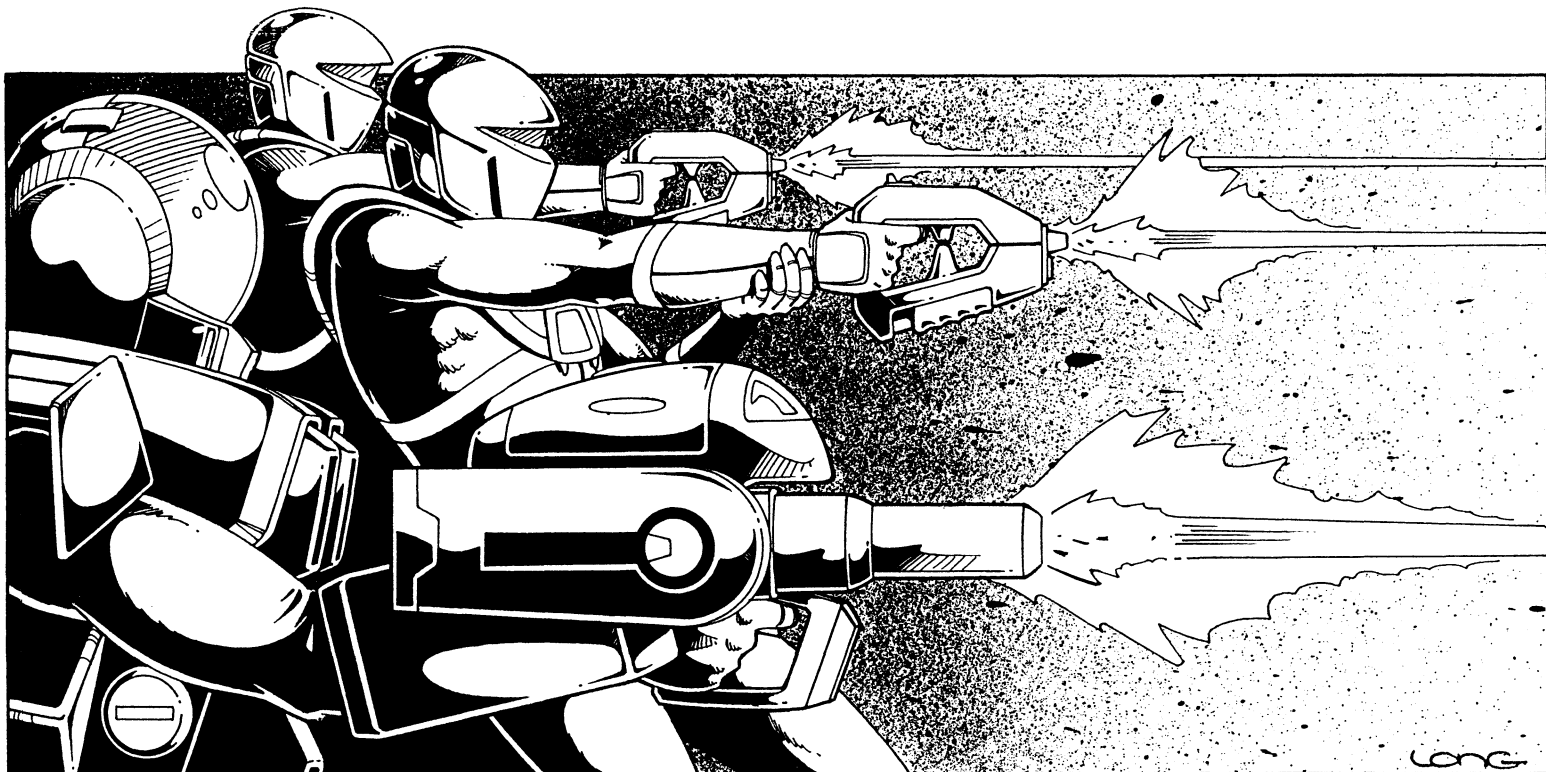
If asked about Stonewall or Lancer, the chief will say: “You seek the Sorry Town. The town that has stopped. We don’t go there. Take them our food and our drink. We can do it ourselves no longer. They don’t hear the music any more.”

The chieftain will tell the Rockers that Stonewall is exactly 42 miles south of the reservation. His people will pack as much corn, bread, cakes, dried meats, and milk as the group can carry and tell them to give it to the people of the town.

### Background on Stonewall

Stonewall is a town of less than 100 people, most of whom have given up on themselves and the world. They scratch out a pathetic living from the land and rely on the kindness of the Indians to survive. They insist upon doing things “the old-fashioned way,” and have resigned themselves to this quiet fate. Most of the community’s original population evacuated shortly after the Invid returned, believing that “Sorry Town” was as dead as the land around it. As dead as those who chose to stay behind. Upon visiting this desperate village, it becomes easy to see how it earned its pathetic nickname.

**The Adults:** Of the town’s 100 natives, 70 are over the age of 65. These people have banded together, and chosen to completely ignore what has happened to the world. They “live normal lives,” and will





*under no circumstance* acknowledge the existence of the Invid, the E.B.S.I.S., the REF, or the *Pegasus biker gang* that is currently occupying the town. They speak in a pleasant, Western-accented tone of voice, wash clothes, farm, and “take care of the children,” but will refuse to touch mecha, defend themselves, or accept that they are in danger. Nor do they seem happy; they are slow, spiritless zombies who simply go through the motions of living.

Lancer is known to these people as “that rambunctious boy who went away,” but is not considered a subject worthy of conversation. Any inquiries about him will be politely rebuffed. Further questions on the subject will be coldly and firmly ignored. Provoking these people will only bring outbursts of tears, anger, and histrionics.

**The Children:** The 30 “children” of Stonewall are its most blatantly bizarre aspect. The youngest of these people is 18, and the oldest is around 35! Most are in their late twenties. Any where else, even in this world, they would be considered adults, but in “Sorry Town,” they have stopped maturing by command of the adults. The younger “children”<sup>3</sup> are dressed in suspended shorts and oversized bows; they speak with slurred voices and act like mischievous 10 year-olds. The older “children” tend to be shy and withdrawn; they are simple and self-conscious (e.g. running their fingers through their hair, trying too hard to act “cool”, using the wrong words to say what they mean), and know nothing about the world outside of town. However, they are curious about new people and yearn for heroes.

They will admit that Lancer had stayed in town for some length of time, but recently left. They do not know where (and will probably make up some wild lie instead of saying so).

### GM Background on the Pegasus Gang

As a general rule in the world of 2045, the one thing that keeps people alive is the ability to adapt and a promise to oneself that *any* action is worth taking if it keeps you and your friends around to talk about it afterwards. Consequently, the one social group that has thrived in these horrible times is the motorcycle gang. A group of people who will pledge their allegiance to one strong leader who has the brains, firepower, and will to keep himself and others alive and on the move.

A cycle group is highly mobile, lending itself well to hit and run strikes against both Invid and human strongholds. They can scout out huge areas of land, searching for vital supplies, or seeking out those who are willing to trade their goods. If need be, the group can split up and head for the hills, coming back together at a specified point further down the road.

Not all of these nomads are evil marauders. Fortunately, the Pegasus Gang is one such group of friendly nomads. Pegasus is made up primarily of scavengers who rove from one town to another, never staying in any one place long enough to be picked up by Invid or other unfriendlies. Everyone owns their own vehicle, and when there is a shortage (as there is currently), they double or triple up and ride as teams in vans, sidecars, dune buggies, or whatever they can get their hands on. They have about 100 gang members, 20 souped-up hogs, 12 dirt bikes, 8 three-wheelers, 10 hover cycles, two Southern Cross hover trucks, a civilian all-terrain hauler, and an AAT-30 in perfect condition and loaded with missiles. See **Invid Invasion**, pages 62-63, for motorcycles and souping them up.

The leader, Jake Esposito, is a 6th level nomad scout who pilots a battered, old VR-052 Battler cyclone (has 120 M.D.C. main body and is also fully loaded). His second in command, a scrawny dude called J.J., is a 5th level freedom fighter decked out in a highly polished suit of Southern Cross Global Military Police body armor (50 M.D.C. and laser resistant) and rides a hover cycle. A beautiful, but cold, woman named Connie, is the gang’s mechanic. The AAT-30 is her baby.

The Pegasus Gang is a rough and tumble group of survivors. While they harbor no love for the Invid, they believe it futile to fight them any longer. Thus, they ride the plains of the Southwest, living off the

land and helping people when they can, especially when it can benefit them as well. The alignments of most gang members are unprincipled and anarchist, although a variety of others, good and evil, are present.

Jake and the others will not look kindly toward our group of heroes, as they harbor a great dislike of the military and the REF in particular. They somehow see the RDF/REF as being responsible for the state of the world. Jake will quite literally spit on our heroes and treat them in a hostile, and disrespectful manner. Neither he nor his people will help the group in any way. If the group persists in annoying Jake, or any of the Pegasus Gang, a fight is likely to break out.

While they are rowdy, and tend to bully and roughhouse, the members of Pegasus will not attack fellow humans without provocation. A misunderstanding can lead to a good scrap, but their combat will rarely be lethal. They believe the population of “sorry town” to be completely nuts.

### GM Notes: The Lady in the Night

The characters will spend the night in or near town to follow up rumors about Lancer. Just before dawn, the characters will be roused by a figure hidden beneath the dark folds of a hooded REF issue winter cloak. The GM may wish to describe the following fateful moments aloud:

“The stars have begun to fade, and the figure that has roused you turns to walk away. Stepping with the confidence of a trained warrior, the cool summer breeze causes its cloak to flutter, revealing, briefly, its tall and slender physique.

“The figure is heading toward a creek which runs near the edge of town. The figure does not respond to any calls or comments, but only motions to be followed. All that can be heard is the distant song of a bird as the color of dawn fills the eastern horizon. The figure pauses by the creek, its back toward the character(s), and pulls down the hood, revealing long, dark, hair. Lancer?!”

After a few moments of pumping adrenaline, the group will realize that it is not Lancer, but the stern and pretty face of the Pegasus bikers’ mechanic, Connie. Her look is that of someone who does not like having to do what she’s doing, and her voice has a desperate edge to it:

“Look, I’m sorry for messing up your beauty sleep. Lord knows you need it. I’ve got some information for you about your Lancer, but first you’ve got to do me a favor.

“My name’s Madison, I was an REF Intelligence Agent, American Southwest Sector. Pegasus doesn’t know, not even Jake, Lord love ‘em. So I understand where you stand better than you might think.

“Anyway, the gang ran into some Krugatch thing called an Annihilator, two days ago. This thing was over thirty feet tall, four-armed, and ran on spiked bearings. It bore elements of Invid and E.B.S.I.S. stylings, and was no fun to play with. Some of Jake’s men were killed. It ruined a lot of our vehicles too. More than I can repair in time for Pegasus to go back out after it. Yeah, Jake’s planning an attack on it. The overgrown babies here in Stonewall have seen mecha that matches the Annihilator’s description rolling through town once every few weeks. One’s due to roll in tomorrow. I love Jake, but he gets stupid with this vengeance kick of his. There’s no way I can stop him from going out there tomorrow, but if you guys back us up, maybe we can avoid just as many funerals tomorrow night.

“I know it’s a lot to ask. Jake and the boys will hate your interfering, but you’ll saving the lives of good men and women. Really. If you do this for me...for them...I’ll tell you how to find Lancer. This isn’t hogwash either. I honestly can help you find him, but you’ve got to help me first. You’re best bet is to strike before the Pegasus Gang can. Please...I’ll meet you later, after the fight. I promise, I....” Connie strides away.



## GM Combat Notes

If the Rockers have decided to help Pegasus against the Krugatch Annihilator, players should rest and plan strategy. If they waltz into the gang's camp before the battle, offering their aid, Jake will refuse their help and may even incapacitate them and chain them up (if this happens, Connie will arrive to free them before the battle begins).

If the group is smart, they will avoid the gang and head out to intercept the mecha as it approaches the town. A little snooping among the town "children" will uncover that the machine always comes from the rising sun (East). A detail not known to Jake. To everyone's surprise, an increasingly lucid Dr. Alastair will show them how to use the X-01 Lance. "Gather 'round, gentlemen. It looks like I'm going to have to show you how this thing works...."

Shortly after dawn, our heroes' radar will pinpoint the location of the mecha behemoth known as the Krugatch Annihilator, but almost instantly, there is a problem. Rocker sensors show more than one mecha. In fact, there are *three* Krugatch Annihilators! If the Pegasus move in without their help, they'll be cut to pieces. The battle is on!

### Game Masters, consider the following points.

- 1.) The heroes have the element of surprise. This is a standard run for the enemy, they do not expect trouble!
- 2.) While the mecha are fairly deadly and frightening, the group, if extremely powerful, should be able to eliminate all three and survive to tell the tale (although it will deplete their weapon supplies).
- 3.) If the battle is going badly for the Rockers, have the Pegasus Gang arrive as the cavalry, with missiles flying! Connie, Jake, and J.J. will lead the charge.
- 4.) If the Rockers show incredible skill or heroics, it will melt the cold heart of Jake and he will share some of his ammunition and missiles to replenish the group's supply. **Note:** The player characters will be aware that the gang does not have much that they can safely spare and should *not* take everything that is offered them.
- 5.) Connie will catch Hell if Jake learns that she instigated the heroes' involvement and it will destroy any warm feelings that may have begun to grow.
- 6.) Regardless of the battle's outcome, Connie will be true to her word and direct the group to a woman in town, named Carla.

## The Way to Love

### Player Background

The Rockers find themselves standing at the screen door of a little pink house on the far side of town. According to Connie, this woman is a bit of a maverick, secretly teaching the so-called children and encouraging rebellion. Lancer was known to visit her often.

A sweet, feminine voice wafts through the screen door from within the paint-chipped house. The woman inside is teaching a few of the male 'children' the multiplication tables, and they're repeating numbers after her. Before you knock, you can see that the home is quaintly decorated, and that while three young men sit before an older looking woman, a girl 'child' sits at a vanity on the other side of the room. She's moving a big red bow from her hair to her neck, and experimenting with lipstick and eye shadow. The older woman is a brown-haired, green-eyed lady, still beautiful after years of quiet sorrow.

The woman will dismiss the children and welcome the heroes. She introduces herself as *Carla Maxwell*. (Note that Carla Maxwell's origin is fully recounted in the **Robotech: New Generation** T.V. episode entitled "The Secret Route".) Her eyes gloss with tears at the mention of Lancer's name. She excuses herself, and spends the next few moments composing herself.

She explains that this house *is* Lancer's childhood home and shows them around. It is laden with well-kept antiquities: a tiffany lamp over

an old-style chrome dinette set, a perfectly preserved china cabinet stocked with 20th Century dishes, a large brass bed in the master bedroom.

The furnishings of Lancer's room are sparse and masculine. There is precious little to indicate that this is the quarters of a legendary rock star and Robotech Defender. The only two exceptions are a plastic scale model of the SDF-1 perched upon a stand over Macross Island on Lancer's desk and a photo album. The album is plastered with tattered photos of rock and roll stars and dozens of Lynn Minmei. Tucked inside the album is what must have been young Lancer's prize possession, a framed snapshot of a handsome teenaged boy with long, violet hair, arm-in-arm with a smiling, mature and accomplished Minmei, standing before the SDF-3. Carla Maxwell enters the room and speaks in a soft tone:

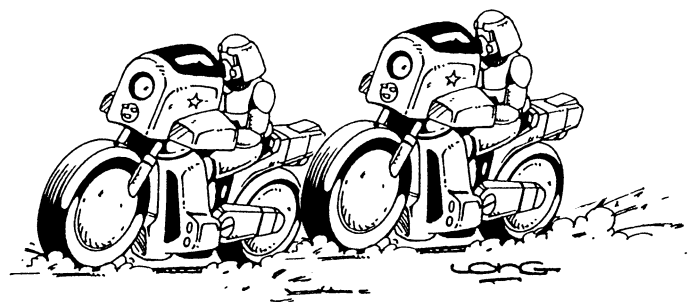
"I was in love with him. I guess I always have been. He would ride into and out of my life for years...Once he was trapped with me in my hometown in Texas. I dressed him up like a woman, so the Invid would ignore him, even if he was found. Years later, I met him as Yellow Dancer when his group came to Deguello, in Venezuela. I had fled there when North America fell, and I met the man who would become my husband. I married Donald, but my heart was always with Lancer. He was tender and fierce, and proud and sweet. How can I explain?"

"When the Invid returned my husband was killed and Deguello burned, but Lancer never even hesitated. He went back to war. I was tired of hiding, tired of being frail. I wanted to find him, to be with him — and I would have! But the journey took so much out of me. Then I found he was with someone else...Sometime after a horrible battle, he came here, where I was waiting. For a while, I felt he was finally mine. I was so happy...But I was wrong. Lancer belonged to no one. Something had changed him. Something he would never talk about. All he would say was that the fighting was over for him. The months he spent in Stonewall only served to prove that the fires of passion that had burned so bright in him were dwindling to nothing. Lancer doesn't sing anymore. He's...lost to us all."

Carla weeps quietly. If treated tenderly, she will regain her composure and will give one of the characters a holo-pendant. The pendant is programmed with a message for Lancer.

"Such strong and proud young men (and women). If only he could see you. If only you could show him what you've done. Take this to him. It's a message I made for a different group, but didn't have the courage to send it. Tijuana," she murmurs. "Lancer is in Tijuana, Mexico."

**GM Note:** The pendant is a recording of Carla as she is today, with the following message: "Lancer, my love, these boys are not members of your REF, but their hearts and heads are in the right places. You must trust them, moreso than you ever trusted me. They need your help. They represent those of us who are left with hope on this insane world. You must not abandon them. Or us."



# BATTLE OF THE BANDS (Adventure)

## Player Background

### GM, read the following to the players:

You've been traveling off-road, west by southwest, for a couple of days now, and the going's been grueling. It's high noon. It would have been easy to miss Tijuana if you weren't looking for it. The buildings and hovels, the general stores and watering holes, all bear the same flat, reddish brown color of the cracked desert flats surrounding them. Dark-skinned people in dusty ponchos, ragged skirts, and gleaming bandeleros, walk freely across the square. In Tijuana, devastation fits right into the scheme of things.

As soon as any of the Rockers slow down, a group of wily, bearded men will move onto the road to check them out. They are especially interested in the characters' instrumecha, and will touch them, if allowed. First in Spanish, then in a lazy American drawl, they ask what the Rockers want in Tijuana. After getting as much of the story as possible, Pedro, a large man with an even larger mustache, will say the following:

"Gentlemen, it is my feeling that these Rockeros seek the one who was once like them, *el Hombre Roto*. Dear Rockeros, the man you seek is indeed here in Tijuana! But he wishes to be left alone. Stay and *fiesta* with us, don't bother him....Hmmm. I see in your faces that you do not accept my words with ease. Okay! It's no problem! I'll see what I can do. We friendly people would not want you tearing our town apart with your big machines....But you will have to do us a little favor, first, okay?"

Pedro snaps his fingers and some of his buddies run on down the street. "You see, we have a small e'stadium, and we put a show there every week called *La Simfonia de la Noche*. Now, these fine men," he indicates the four young men headed toward the group, "are the show's, how you call, house band — shake hands, muchachos — Juan, Carlos, Miguel, and Lenny. They are called *Tiburón*, Shark! You play the rock and roll, so do they. Tijuana wanna wager who is better! If you lose, you find your man by yourselves. If you win, I have someone take you to him instantaneously. Understand? Oh, it would take you weeks to find him by yourselves."

Pedro smiles a mouth full of gold at the characters, and everyone waits breathlessly for the Rockers' answer. ("Oh, I don't believe this," mutters Alastair.)

## GM Notes

If the answer is no, then it will take 2D4 × 10 hours of searching before Lancer is found. The townsfolk will not help in any way.

If the Rockers do agree to a battle of the bands, the townsfolk will howl with joy, and within hours, a small stadium on the south side of town is filled with screaming Mexicans.

The stadium's playing field has been fitted with two P.A. systems. There are no stages, as the Rockers and Tiburon are expected to use all the space necessary to play against each other. Props like wooden crates, pedestals, and jungle gyms make for interesting terrain upon which to perform.

Tiburon consists of four members, giving the Rockers an edge if they have more. Juan is a dynamic lead guitarist, with a Play Instrument Skill of 85%. Carlos is no slouch on bass with a 75%. Miguel rolls his drums at 80%, and Lenny, an adopted gringo refugee, plays an electric accordion with a skill of 70%.

The rules are simple. After long minutes of introductory fanfare, a classic rock song is chosen by each band in turn. The band that performs the song best overall, wins the round. There will be 10 rounds in all,

with the GM rolling for each member of Tiburon against each member of the Rockers. The fickle crowd's reaction will be a definite plus! If one of the bands loses by only one or two songs, an encore battle can be called for, and should follow quickly.

Whether the Rockers win or lose the battle of the bands, they are sure to develop a strong following fans at the stadium. Food and drink will be plentiful at the post-concert celebration (no supplies for mecha repair, or protoculture). True to their word, however, no one will help the Rockers find Lancer if they were the losers.

## Lancer Found: Player Background

Sooner or later, either escorted or not, the characters will narrow their search to La Hacienda Rosa, a crumbling, three-story transient hotel. Inside, there is nobody to direct the characters. Lancer is said to be in the last room on the second floor. At the room, there will be no answer to calling or knocking, but the door is not locked. Opening it and looking in, they will see the following; read to the players:

The room is very dark. You can smell the clay of the building, you can see the dust hanging in the air on shafts of twilight coming through holes in the shades. The light crosses over a desk, behind which sits a man in a chair with his back facing you. There is a presence about him, something in the way he holds himself. The shadows seem alive with a nervous electricity. Is this Lancer, at last?!

The chair turns, and the light cuts across his face and body, accenting the muscles in his arms, the broadness of his chest, the tightness of his jaw, and the hollow, glittering depth of a single blue-green eye. It is Lancer.

## GM Notes on Handling Lancer

Lancer's reaction may not be what the characters expect. He is not glad to be found and is brimming with anger, frustration, and despair. "Why must this war hound me wherever I go? Haven't I earned some peace?" The characters will have to handle the situation delicately, for Lancer is likely to explode with invectives and hostility at any point. In the mean time, Lancer should be portrayed as dark and brooding, a man of very few words a majestic king exiled to the night. He will stay to the shadows, and avoid eye contact unless he is peering at the Rockers through locks of his greying hair.

**Lancer will hear the characters out.** Obviously, he does not intend to leap into action the moment a few war-torn rebels show up at his door. He will listen silently to their every word, and he will even demand to hear from those who do not wish to speak.

Lancer will respond to the following elements in the following ways:

**The fall of Detroit and the Rockers' adventures.** He will listen with interest, wincing at tales of death and destruction.

**Mention of Sera or Carla.** He will quickly raise a palm and whisper, "Please. Tell me no more of her. Go on."

**The fact that Lt. Anton Kosmas is alive** and has contributed to the destruction of the Detroit Underground and Viper-3. Lancer will glare, and fling his chair across the room in anger. But this news alone won't move him into action. That Kosmas has gone unpunished only proves the futility of his old cause: "You've done well enough to find me. You'll do well enough in defeating the Krugatch without me, if that is your plan."

**If the characters present Lancer** the snapshot of him with Lynn Minmei or Carla's pendant, they will be met with silence. Lancer will touch these things as if he has been given back a tiny, wonderful piece of his childhood. "Thank you," is all he says.

**If the characters show him the X-01 Lance, Alastair, or the instrumecha,** tension will rise to an all-time high. Lancer is furious (though he will not raise his voice!) with the idea that a musical instrument can be "corrupted into some kind of death machine." He grabs Alastair (who will wait outside if given the choice), or one of the

Rockers, and demands to know who would create such things, and why. Characters will have to talk fast, and come up with a good defense for Professor Walters and Dr. Alastair. Lancer will argue, questioning the characters' integrity as rock and rollers and as men of peace. Honesty, conviction, and strong emotions are the only things that will keep the Rockers from being thrown out of Lancer's room.

**If the characters play Lancer a song.** If the instrumecha are used, and the Rockers play a reasonably good ballad for their fallen star — even after the conflicts listed above — then Lancer will be compelled to listen, and reconsider: "Anything that makes sounds that beautifully cannot be completely evil." **Note:** If skill rolls are poorly made, the GM may opt to break the song into three stanzas and have the players roll for two out of three!

**In summation,** the characters will lose Lancer as an ally if they use spite, anger, or humiliation against their idol. Lancer can only be won over if he is shown raw talent, determination, honesty, hope, and a strong, undaunted will to be free. This will take some expert role-playing on the part of the players, and GMs should reward players who make rousing pleas. If he has been won over, Lancer will even quietly ask to play the keyboard on the X-01 Lance with them, harmonizing beautifully with the Rockers.

**GM Notes:** Also, if the group makes a pitiful plea to Lancer, or they lose their cool and get into a shouting match, or stomp out after chastising him, Lancer will not be impressed and will refuse to join them! The GM may opt to use outside influences to help change Lancer's heart, such as the effect the pendant has on him. Or, perhaps a character(s) comes back and tries to convince him again, and this finally touches him. Or Lancer simply broods over their words, his past, and his present, and snaps out of his melancholy and joins them. If it takes one of these later, outside influences, let the characters leave, believing that they have failed, only to have Lancer show up in his VR-041 cyclone at a dramatic moment.

# CALIFORNIA COUNTDOWN (Adventure)

## Player Background

Lancer has joined the group and morale is high, even though Lancer seems a little somber. If it hasn't been yet discussed, Lancer will broach the question of "what's next?" Unless one of the characters suggests hitting the Krugatch, Lancer will again, introduce the subject. "We need to spark the hearts and minds of the people, like you did to mine. I say we start by tearing down the Krugatch war machine. It will hurt the Invid and send a clear message to Invid collaborators, everywhere, that the people won't tolerate betrayal."

Lancer will continue, indicating he's heard rumors that the Krugatch operate in the ruins of Los Angeles. Astute characters may remember Lt. Kosmas' comment about the "City of Angels," made back in New Detroit; this will confirm the rumors. As plans and strategy are discussed, Dr. Alastair sits very quiet and still, while turning visibly pale and then a little green. He speaks with intensity for the first time, trying to dissuade the group from taking this line of action. Lancer just stares at the Doctor with his cold, unblinking eyes. Alastair is sweating profusely and seems to be teetering on the edge of hysterics. Finally, he shrieks:

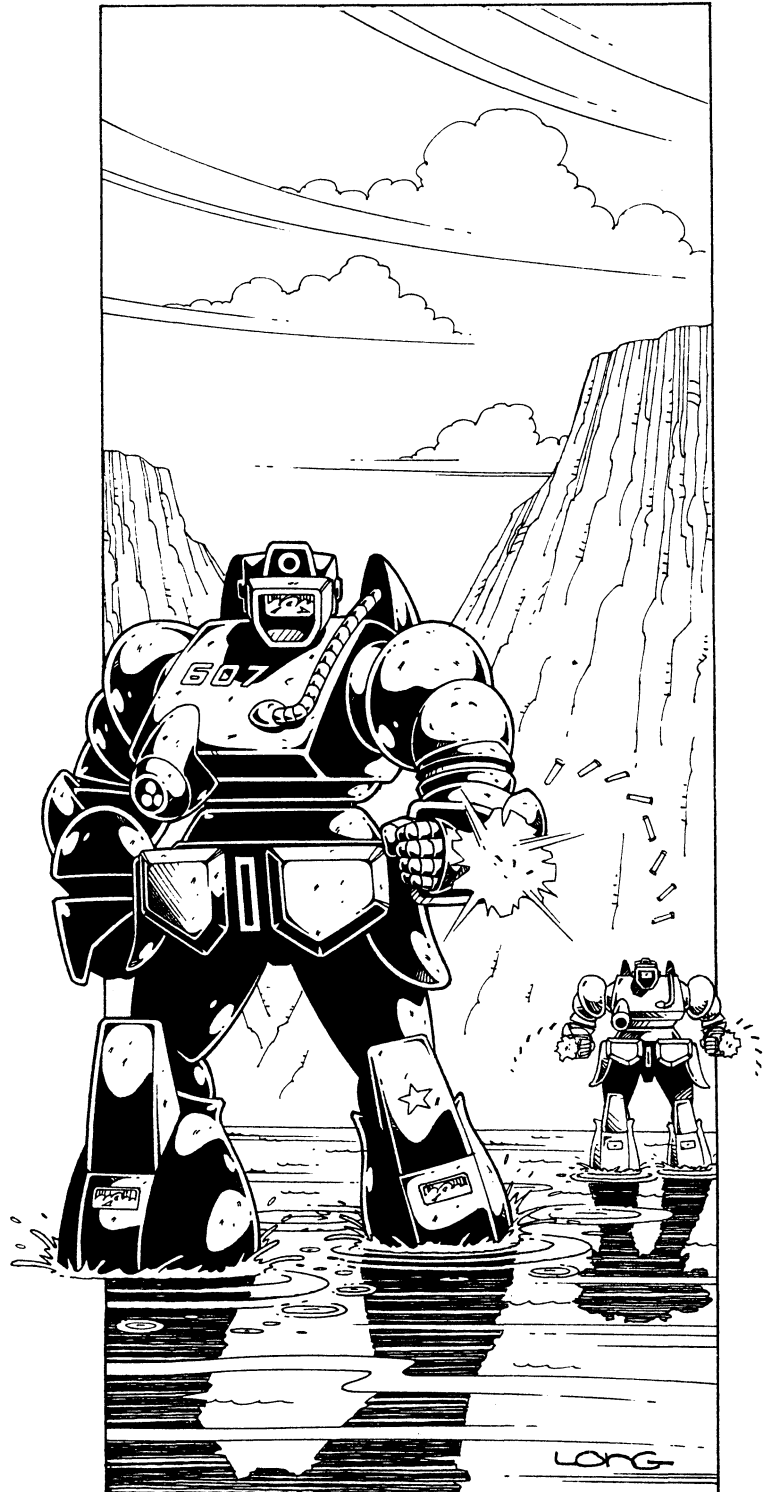
"You don't understand! They're far more powerful than you know! They'll crush us! The...the...Krugatch Annihilators...and... the *sonic cannon!* You saw what it did in New Detroit! And...and...by now it

will be attached to its giant body! A giant Invid robot that's meant to destroy the L.A. resistance fighters!! And we'll just get caught in the middle...(Alastair hesitates, realizing what he has just blurted out)... of...it...all..."

Lancer rises, seething with anger. "I think the esteemed Dr. Alastair has just made this operation critical. Now Doctor," growls Lancer in a musical tone, "I suggest you tell us everything you know."

## Background on Los Angeles: The Forces of the Krugatch

Doctor Alastair has become a surprising wealth of information, now that he has been properly motivated.



Los Angeles, summer of 2045, is a city divided. Colonel Nikoli Mandragov's slick negotiations with the southwestern Invid Brain have resulted in the establishment of an impressive Krugatch base on the north side of New Los Angeles. Central to the base's sinister cause are the facilities which house the final corruption of Dr. Alastair's dreams: the *I-K Mobile Sonic Cannon*.

If he can be believed, the Invid have helped construct a giant humanoid robot body 20 stories tall. Inside the mouth is a sonic cannon very similar to the X-01 Lance, only bigger and more devastating. The head was carried by a helicopter and used to blast New Detroit. That test, having been successful, should lead to the completion of the full body version. The Krugatch plan to test the weapon on the growing number of Los Angeles resistance fighters by blasting the ruins and country side into rubble.

Apparently there is some young woman who has sparked the freedom fighters unlike any before her. This makes the Krugatch look poorly in the eyes of the Invid. If the giant sonic war machine is successful, the Invid will build dozens more. Los Angeles is the test.

Doctor Alastair is positive that the machine is weeks away from completion, but insists that the Krugatch is far too powerful to tackle since the advent of the new mecha. He will tell them what he can about the mecha (see mecha section for details) and the Krugatch troops, although he really doesn't have great knowledge in either area. From this point on, it is a forced march to the west coast at top speed. Game Masters may add random encounters or just jump ahead to old California.

## The California Freedom League

### GM, read the following to the players:

The sky is a brooding, yellow-tinged brown as you enter the charred ruins of Old Los Angeles. It's hard to tell whether you're hearing the sounds of jet planes taking off, or the echoes of some distant thunderstorm. You all *know* that you're being watched, but Lancer keeps motioning for you to continue on, as if he's following some sixth sense. Sure enough, about 300 yards ahead of you, a group of four VR-052 Battlers pull onto the street, parting only to let through a short female, followed by a hulking man. Their uniforms are filthy, and their body armor is in disrepair. As you pull up, they stare at you with the eyes of warriors.

There is a brief silence and the characters may be reminded of the confrontation at the hangar of Viper-3. Lancer will dismount his vehicle and step up to the short woman. She gives him a hard, cocky look, but soon it melts into nervous glee. She salutes saying: "Private Annie LaBelle and Corporal Lunk reporting for duty, sir. We've been waiting for you a long time."

"Mint!" says Lancer, and the three former *New Generation* teammates lock in a forgiving embrace.

Annie explains that when Rook's Knights were broken by the betrayal of Anton Kosmas, she and "Lunk" sought peace on the California coastline. The Flowers of Life do not grow well in these wastelands, so the aliens leave the settlers alone here, for the most part. It would not take long before Annie realized that this simply wasn't enough. She found herself wanting to take an active role in the continuing war for freedom. Travelling constantly, she, and a reluctant Lunk, started rallying people to support refugees and freedom fighters. She managed to form a loose coalition of relatively stable and well organized towns. Within a few months, people began to associate this organization with Annie and began to view it as a true freedom fighting league. The organization became known as the "California Freedom League" or the CFL.

The Freedom League is a fairly widespread organization, but is composed mainly of small towns, many of which have no more than 100 residents. It also includes several nomad gangs who ride the coastline. They are all really just ordinary people who have been convinced by Annie's words that they can make a serious difference in the ongoing

conflict. The CFL is by no means a military organization, nor do League towns supply arms or high-tech weapons. (They have none to give or sell), but they do supply food, medical aid, information, a place to hide, and personnel to help in emergencies. There is a 31% chance that any given town encountered in California is an active member of the League.

For the past two weeks, the forces of the California Freedom League have been gathering in "Old Los Angeles" (the south and east sides of town) under Annie and Lunk's supervision. Their military forces consist of about 40 REF Cyclones of various types, three REF Gladiators, two RDF Excalibers, two Alphas, a Beta, an AJACS (see S. Cross), a couple REF Agents to monitor the battle, and about 50 troops with energy weapons and CVR-3 armor. The remaining League troops consists of about 300 civilians armed with conventional weapons and vehicles (only 10% have mega-damage weapons or armor). Annie admits that although their numbers are few, a show of force will send a message to the Krugatch to leave them alone and get out of town. Annie was always a spirited dreamer.

Annie will measure information from the group against what she already knows and will be shocked and concerned to hear about the sonic cannon and the plot to blow her resistance forces into dust. At first she seems shaken and sad, but this is not the whining Annie of old. She looks up at Lancer and the boys and says with firm resolve, "I can see you have something already in mind, Lancer. Let's do it!"

A general discussion, which includes the characters as much as possible, outlines the following.

1.) The CFL will focus on creating distractions and engaging ground troops, especially non-mecha forces. They are to use hit and run tactics, led by Annie and Lunk.

2.) Half of the CFL's mecha forces will remain hidden to act as support unit when the non-mecha troops get into trouble. The other half will seek and destroy Krugatch mecha forces.

3.) The player group and Lancer will focus their attack on the Krugatch Headquarters. Lancer claims the right to confront Lt. Kosmas, "He's mine. Is that clear?"

4.) Lancer explains that if the sonic cannon is deployed, the Rockers might be able to use the music of the protoculture powered instrumecha to *create resonant* sounds to *counter-match* and neutralize the enemy's attack. Alastair and/or Lancer have figured out that three set patterns of sounds have been keyed into the Krugatch cannon. They are the same patterns that are programmed into the Super Gallant Laser Lance X-01!

The theory is this, both Lancer and Alastair know it: "If you display a sound, especially a musical one, on a scanner, you will see that it looks like a wave of energy which rises and falls in peaks and valleys. The reason you hear music is because these waves move through the air, and into your ears. If you create a second sound, one which *fills* in the valleys and skims over the peaks of the first sound, the two sounds will cancel each other out!

"Listening to the sound, timing it and creating a 'mirror image' of the sound is crucial. The better you play your instrumecha, the more the harmful tones can be blotted out. The result should be noise that's far less severe. In fact, there are sometimes areas in large music halls and theaters where there are 'dim' or silent spots. This happens when speakers are staggered and actually cancel each other out by mixing waves. Theoretically, we can use these same principles to *cancel* out the sonic cannon. The only real problem is that in order to counter the cannon's blast, you must be in the target zone of the blast. If the theory is wrong, or you play badly (GMs, **really** badly), you're dead."

**Note:** Our heroes are mobile enough to be able to position themselves in the path of all or most blasts, but only if they have separated into three or four groups. This will enable them to effectively surround the thing and reduce the area that any one person or group will have to

cover in order to intercept the blast. Unless one of the player characters is using the X-01 Lance, Lancer will request the use of the sonic lance or on of the other instrumecha (because the X-01 matches the Krugatch cannon, its operator gets a bonus of +10% to match the cannon's emanations).

5.) The sonic cannon is housed in an old factory where it has been being attached to its giant body. Since the weapon is believed to be *incomplete*, the factory is a secondary target. The primary goal is to destroy the Krugatch headquarters and rout their troops from the city, forcing them to abandon the factory. Immediately thereafter, the factory and cannon will be blown up.

Lunk will show, on a map, the location of the HQ as the Dekka Record Industries building, the last skyscraper left standing in central L.A. It is nearly 40 stories tall and faces the factory, four miles north, where the monster is being built.

## GM NOTES: Elements of Battle

This will be a battle royal. As game master, you should indicate important aspects of the over-all battle to the player characters so that they can get a feel for what's happening around them. Briefly describe the valiant efforts of the CFL troops as they create distractions with explosions and engage the enemy in the name of freedom.

Have these non-player characters (NPCs) fight the battle in general, but direct the player characters to the *specific* critical elements of the battle. It should be one of the player characters who confronts and destroys the returning psychotic cyborg Diantz. It is the player characters who will penetrate the heart of the Krugatch HQ, although they may have NPCs assisting them. It should be the player characters who encounter Lt. Kosmas before Lancer (Do they fight him or leave him for Lancer? What if he gets away? Does Lancer show up just as Kosmas is about to defeat one of our heroes?). All or most of the major elements should involve our heroes to some degree. Exactly how, when, and to what degree, depends on how you wish to orchestrate the battle. It's your show, Director. Make it exciting.

**The following elements are likely to come into play:  
The Krugatch forces by base location:**

1.) **Main Krugatch Headquarters:** This structure, the Dekka Building, is about 750 feet tall, and houses all of the area's non-military and highranking Krugatch personnel. It is also the center for all communication and tactical military information that comes from and goes out to the soldiers.

Characters will notice that the building is not that stable, and will not be able to withstand many Mega-Damage blows (600 M.D.C. before it will collapse).

2.) **Mecha Troops Guarding the HQ Outside:** Not all Troopers use blitz-bikes, some are mecha-trained. There is a total of four VR-052 Battler cyclones, two VR-038-LT cyclones, two VR-041 Saber cyclones (nomad scout O.C.C.s who have joined the Krugatch), six E.B.S.I.S. Soldier Battloids, four Juggernaut Battloids and two Krugatch Annihilators.

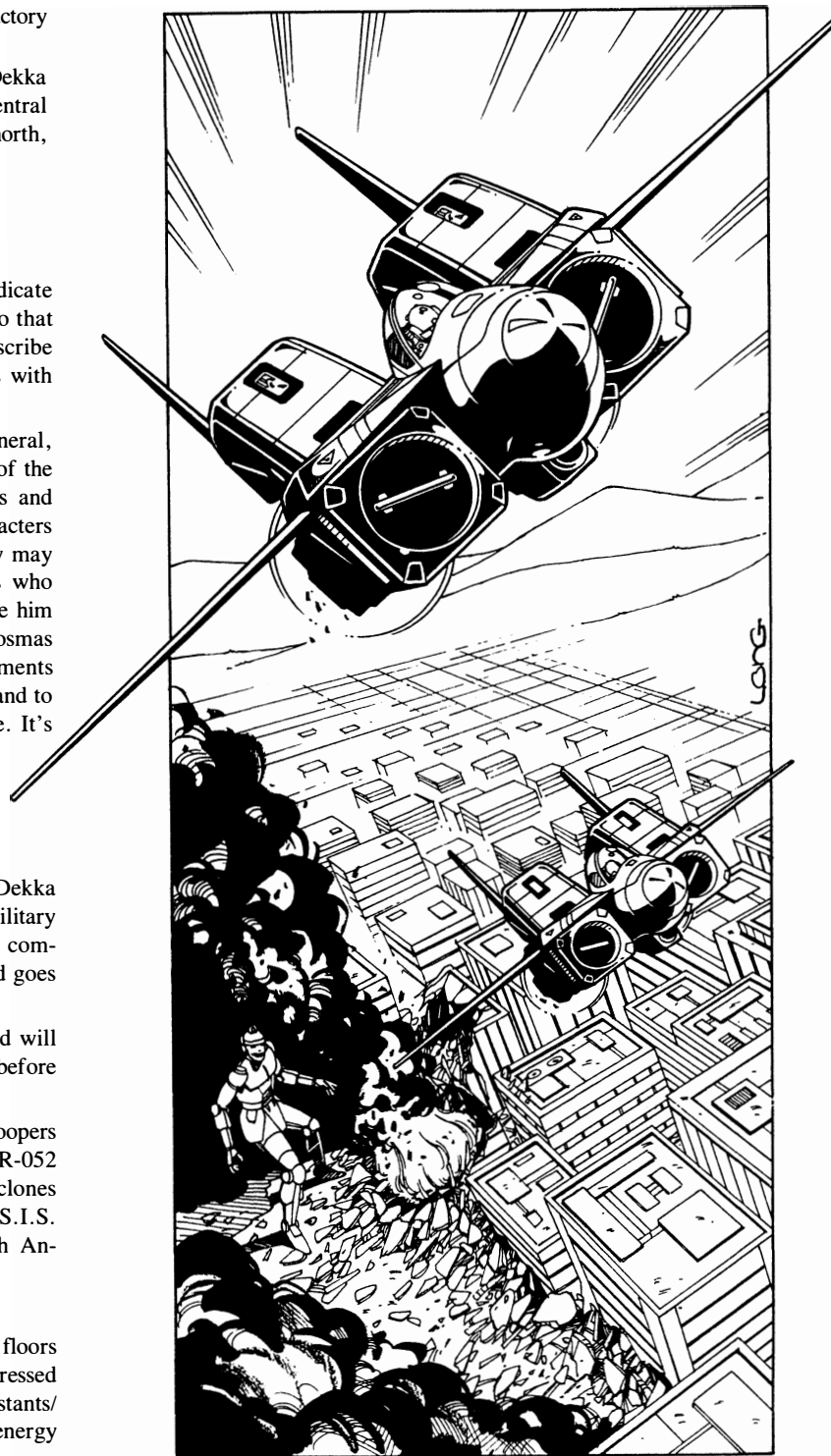
3.) **Central locations inside the building:**

**Krugatch Personnel Headquarters:** This section takes up floors 8-10. These soldiers are mostly technicians and engineers; all are dressed or armed for combat (about 60 engineers, 20 scientists, and 70 assistants/workers). There are only a dozen soldiers armed with Krugatch energy rifles and garbed in body armor.

**Mandragov's Apartment:** Floor 17 houses his luxurious living quarters and his personal combat information center. Unfortunately, Mandragov is not in the city at this time. However, this section is very alive with enemy troops. 2D4 + 2 Krugatch soldiers patrol the hallways; they are armored and carry energy assault rifles.

At the *combat information center*, a suite of eight adjoining rooms, are 20 communication engineers and assistants, another eight soldiers in armor and with energy weapons, 1D6 + 1 Invid Enforcers (military advisors), and the cyborg *Diantz!*

**The Communications Network:** The top floor and roof is the Krugatch communication and broadcast system. If this is destroyed, the enemy's communications will be seriously impaired and it will create confusion among the ground troops and at the factory.



In addition to 30 communication engineers and assistants, there are 12 soldiers in armor and with energy weapons, and one stage four Invid (no armor). There is a 1-50 % chance that Lt. Kosmas is here. He is in full combat regalia (VR-041 Saber Cyclone), but will make a hasty retreat to his mecha on the roof rather than fight.

**On the Roof** is an E.B.S.I.S. modified Commanchero Assault Helicopter (fully loaded, crewed, and ready for take off), two manned Juggernaut Battloids and Lt. Kosmas' personal Juggernaut. Lt. Kosmas will *try* to retreat via helicopter or mecha, to fight later (see **The Battle's Climax**, #4).

4.) **A Summary of Krugatch Troops:** A total of 600 E.B.S.I.S. foot soldiers (60% of whom are deployed on the streets, the others not prepared for combat and running scared), an additional 200 non-combat personnel, 32 Soldier Battloids, 16 Juggernaut Battloids, 6 Destroyer Battloids, 10 Hammer & Sickle mecha, 6 Krugatch Annihilators, 3 Krugatch Urban Assault Vehicles, and one Invid Royal Command Battloid. **Note:** This is in addition to the troops at Headquarters.

5.) There are very few Invid in the city as part of the deal with the Krugatch. Pride and foolishness will prevent Kosmas from calling for Invid assistance. If the few Invid listed previously are destroyed early in combat, they will not have the opportunity to request support either.

6.) The destruction of the Krugatch HQ (or even the roof being blown off) will destroy the enemy's morale, sending 1D6 × 10% running to the hills.

## Random Street Encounter Tables

Roll every 20 minutes or as needed.

01-15 **Light Police Force:** Four pairs of troopers each in an E.B.S.I.S. Command Car.

16-20 **Light Trooper Force:** 8 armored troopers mounted on Blitz-Bikes, with 1 command bike leading the pack.

21-25 **Small Invid Force:** 4 Scouts, and 2 Troopers.

26-35 **A Krugatch Annihilator** and 1D6 foot soldiers.

36-40 **A Hammer & Sickle** mecha out for blood!

41-50 **One Krugatch U.A.V.** holding 20 soldiers in E.B.S.I.S. Field Armor, plus 1 Destroyer Battloid.

51-60 **A Krugatch Annihilator** and two Soldier Battloids.

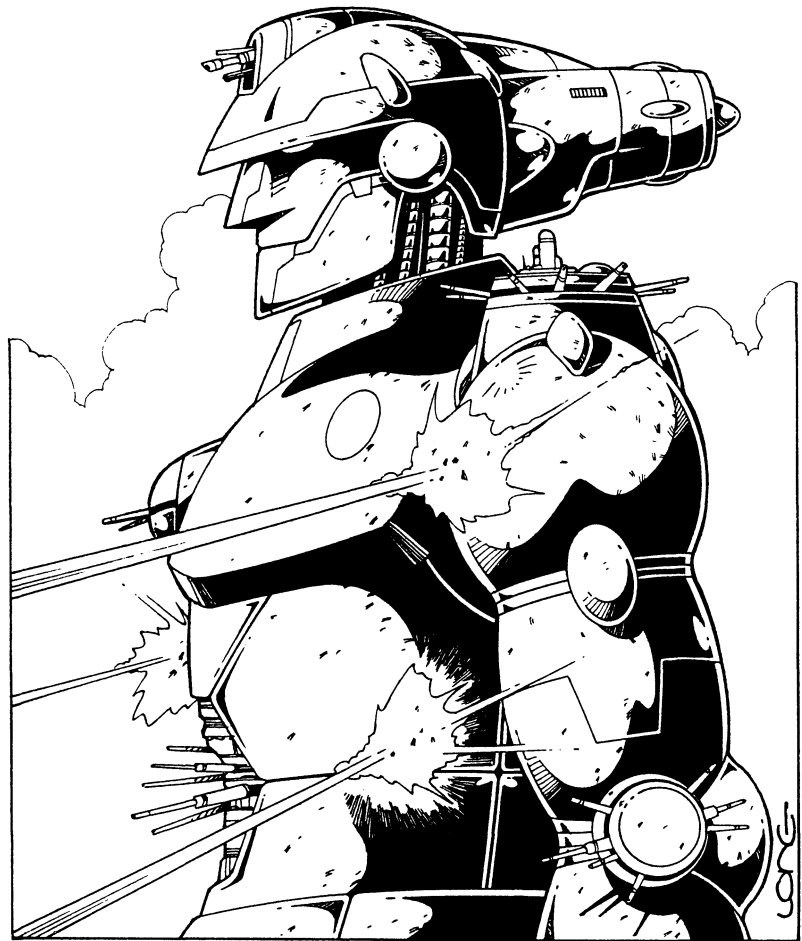
61-70 **10 Troopers** on Blitz-Bikes, 2 Command Bikes.

71-75 **2 E.B.S.I.S. Soldier Battloids**, 1 Juggernaut Battloid.

76-80 **Light Air Support:** 1 Commanchero attack chopper and 2 Invid Armored Scouts.

81-90 **1D4 Hammer & Sickle** mecha and 1D6 Soldier Battloids!

91-00 **1D6 Hammer & Sickle** and 1D4 + 1 Krugatch Annihilators!!



**In running the climatic battle**, the GM may wish to keep the following in mind:

1.) The player characters and Lancer will have their hands full in trying to negate the Sonic Titan's attacks (the theory about the instrumecha is accurate and a success). But this means they can not direct many, if any, attacks at the behemoth themselves — and the CFL is retreating (it will take 2D6 × 10 minutes for the CFL to regroup and send a small group of mecha to help!)

2.) The first power chord played by Lancer and the Rockers will be strong enough to blow out every pane of glass left in the Dekka Building. Success can be measured by the characters' making their skill roles under Play Instrument. The better the roll, the less harmful the Titan's sonic screams. All successful skill rolls will negate the effects of the evil blast.

3.) The Titan also will attempt to use its lasers and physical attacks against those who oppose it. The Rockers will definitely have their hands full!

4.) With the city ruins aflame, sonic waves hurling back and forth through the air, and laser beams being traded between the Sonic Titan and the freedom fighters, *Lt. Kosmas* (unless he did not escape earlier) arrives on the scene to attack from behind! He will be piloting a Juggernaut Battloid and is still wearing his VR-041 Cyclone. If Diantz is still alive, he will accompany Kosmas. **GM Option:** At this point, Anton Kosmas may fight to the bitter end.

5.) It is likely that our heroes can not finish this battle alone. Let the battle continue even as the characters suffer great damage: their mecha shredded, perhaps instrumecha destroyed, Lancer blown into unconsciousness, characters physically wounded and forced to

---

## THE BATTLE'S CLIMAX

---

### Game Master Notes

Just as the characters seem to have vanquished the forces at Krugatch Headquarters, the ultimate sonic weapon can be seen rising from the factory. The damned creation is complete! Even from several miles away, its sonic roar can be heard as it blast a neighboring building into rubble. Slowly, it turns and begins to trudge toward the heart of the battle.

This is it. Characters should position themselves for intercepting and negating its devastating blasts.

The gigantic bioroid's firepower will be more than enough to drive Annie's forces back, and the battle will quickly escalate into a frenzy. The sky will light up, and it becomes clear that the Sonar Titan is slowly making its way toward the Dekka Building!

Meanwhile, Lunk and Annie will do their best to withdraw their remaining forces and civilians from Los Angeles. The freedom fighters will try to regroup and plan an immediate counterattack with mecha.



retreat, a few may even die or come close to death. This is all part of their courageous struggle to be free and to give a new generation a glimmer of hope against impossible odds. Such is the way of heroes.

Despite this grim situation, all is not lost. (Indeed, it is crucial that most live to carry on the fight. A loss will not help revitalize the freedom movement and would be a tragic end.)

Out of the clouds, a hail of missiles bombard the Sonic Titan, followed by the familiar roar of veritech fighters. Leading this charge are the *Yellow Dancers* of Viper-3. Moments later, their formidable ground forces appear. (The game master may elect to include the *Pegasus Gang* among them, as well as Sera. These two are your options.)

This last battle should be tense and pitched. After all, if the Krugatch lose this one, the Invid are likely to pull out as backers, making them as vulnerable to the offensive aliens as anyone else! Be sure to describe things to the characters, like the coppery taste of blood, the stinging of sweat in their eyes as they play their instrumecha for their lives, the straining of their muscles, and the trembling of the buildings under the onslaught of the explosions and sound waves. Lancer is a masterful performer, and the Rockers should be made to feel that a legend is on their side.

**The characters winning of this conflict** will crush the Krugatch's morale, sending them retreating from the city. Colonel Nikoli Mandragov, leader of Krugatch, will try to rebuild his shattered organization, but it will remain at half its present glory for years to come. However, he is likely to send hit squads after our heroes as revenge! The CFL and Detroit Rockers will be regarded as his hated enemies from this day forward.

## The Next Album

Whether Lancer's Rockers have won or lost, there are several logical next moves for the team to choose from, should the GM wish to continue this campaign. How did Professor Walters and the others fare back in Toledo? Did Mike Townsend survive? Will the Rockers search to find Rook Bartley and Rand, currently in the Venezuela Quadrant. On a darker note, what will the Invid or the Krugatch do next? Are there other E.B.S.I.S. splinter groups waiting to strike? The posing of these and many other questions should bring together an all-new plan of action for the Rockers. And whatever happened to Dr. Alastair? He's disappeared.

Eventually, there will be a celebration and a concert to beat all concerts. There, Lancer will say the following words. Later, he would work them into a song.

"There is no shame in losing, my friends, only in giving up. When I saw that a human being was capable of betrayal and devastation on a par with the Invid themselves..I wanted to do nothing but give up. To run away and hide. But the Rockers of the Detroit Underground have shown me that I had to stop running and hiding in shadows. With their words and courage, they taught me that, while inhumanity has been here on Earth long before the coming of the Invid, so has hope, spirit, and the desire to be free. I left you. I'm sorry. As long as I breathe I will never leave you again! Long live rock! Long live the Rockers!"



# NEW MECHA

## INSTRUMECHA

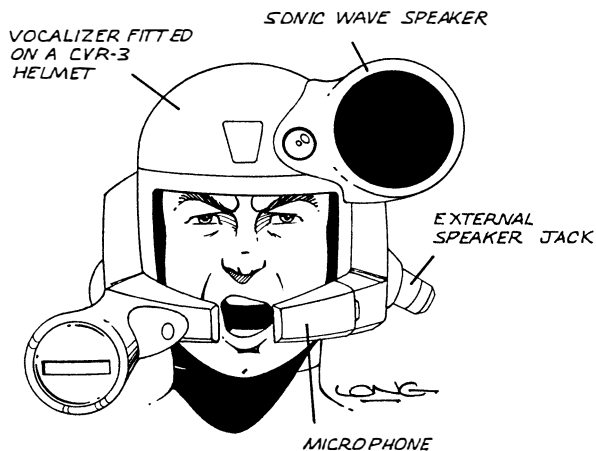
Instrumecha the creation of Professor Benjamin Walters, based on the sonology theories of Doctor Jeremy Alastair. The concept is to create and manipulate sound just as we manipulate light in lasers. The sounds can then be used on several different levels, from emotionally soothing or strengthening, to directed bolts of force. Of course, none of this is possible without protoculture and robotechnology.

The instrumecha are simply unusual musical instruments, until a protoculture energy pack is attached, worn either on the side belt or as a backpack. Each Booster Pack is a miniature protoculture engine like those used in the cyclones. Each pack uses a single protoculture cell that will last for about one month of active use (for reasons unknown, these devices use up protoculture energy at an alarming rate).

**Note:** Untrained personnel who try play or adjust the instruments must have a skill/knowledge in that type of musical instrument, but suffer a skill penalty of -30% to correctly operate it. A failed roll means an uncontrolled misfire. *All instrumecha have a M.D.C. of 20.*

## LV-500 Bensatronic Vocalizer

Walters' realization that music and sound waves could be used as an effective weapon against aliens was drawn from observations of the use of music as a weapon in the first two Robotech Wars. Lynn Minmei's songs had a profound affect on the Zentraedi, while the Robotech Masters used the *Cosmic Harp* to soothe and control the bioroids and Tyrolian people. The LV-500 Bensatronic Vocalizer has a variety of functions as a combination short range sensor device meant to provide basic intelligence)gathering capabilities to its user, plus communications gear, and sonic weapon. It appears to be a somewhat modified cyclone helmet. A funky-out vest that can hold an assortment of E-clips, protoculture cells, and other small items is a standard accessory. The vest is well padded and is not bulky, but it does add about 15 lbs. of weight and two M.D.C. to the wearer.



## SENSOR SYSTEMS

- 1. Visor Optics:** The glasses are miniaturized infrared goggles which enable the wearer to see the infrared spectrum of light. This means he can see other infrared light beams and detect heat emanations

such as a warm body behind a clump of bushes, or be able to look at a vehicle and see the heat of its engine if had been running recently. They cannot see footprints or people hiding behind a wall. The glasses are also polarized and tinted.

**Range:** line of vision, about 1000 ft (305 m).

- 2. Headset Radiation Sensor:** A beeper sounds automatically to warn of dangerous radiation levels.
- 3. Headset Radar Sensor:** This sensor basically alerts the wearer when he or she is in the presence of radar scanning beams.
- 4. Remote Sensor:** Miniaturized Radar Scanner: A tiny radar set is built into the remote "wireless" and works just like a normal RDF radar set. 75% accurate.  
**Range:** 4 miles.
- 5. Short Range Communicator:** A standard communication device; includes scrambling ability.  
**Range:** 8 miles.

## WEAPON SYSTEMS

**Mega-Scrambler (Sonic Scream):** This weapon is related but not identical to the equipment used in the Ultra-Moog synthesizer. The Mega-Scrambler has three power settings, ranging from causing nausea and discomfort in opponents to mega-damage shock waves. All effects are in a beam that radiates in a 800 ft (244 M) long, cone-shape that is 50 ft wide at its terminus.

**Range:** 800 ft (244 m)

**Mega-Damage:** Minimal strength Sonic Beam does 2D6 S.D.C. damage plus the victim will be -4 to strike, dodge, and parry for the next 1D4 melee rounds (dizziness and nausea).

Medium strength Stun Blast does 6D6 S.D.C. and automatically stuns opponents for 1D6 melees; reduce melee attacks to one and -10 strike, parry, or dodge, speed is reduced to 2.

Maximum strength Shock Blast does 1D6 M.D. and automatically stuns opponents for 1D6 melees; reduce melee attacks to one and -10 strike, parry, or dodge, speed is reduced to 2.

**Rate of Fire:** Equal to the combined number of hand-to-hand attacks of the operator per melee. Each beam, regardless of strength or type, counts as ONE attack.

**Payload:** Effectively unlimited minimal strength blast and 40 medium strength blasts. Maximum blasts count as two medium. Uses up the protoculture energy cell.

**Bonuses:** +2 to strike regardless of type of beam used.

## LV-900 Stratocaster Guitar

The guitar sums up the flamboyancy and showmanship of any rock group. The range of notes which can be produced by a selection of vibrating strings is the most basic form of music in existence, dating back to the harp and lyre of antiquity. The guitar now uses electricity, but the notes and chords have stayed the same.

The LV-900 Stratocaster, or the "Strat 900," is powered by an internal E-clip (a standard Gallant H-90 type) as well as the protoculture cell. The energy clip gives it its firepower.

**Weapon Type:** Experimental musical sonic blaster

**Range:** 1200 ft (366m)

**Damage:** Adjustable; 6D6 S.D.C. or 3D6 M.D. (mega-damage) per blast.

**Rate of Fire:** Aimed or wild. No automatic bursts are possible. Up to 5 blasts per melee are possible.

**Payload:** Effectively unlimited at S.D.C. setting, or 30 M.D. shots per E-clip.

**Notes:** A telescopic, light amplifying night-sight is standard with the instrumecha. The weapon fires (the neck doubles as a barrel) one blast each time a chord is pulled. Weight: 20lbs (9 kg).



## LV-1200 Stratocaster Bass Guitar

This is a heavy weapon version of the Strat 900. The only real differences between this model and the Strat 900 is a deeper bass sound, greater range and firepower, but fewer shots.

Weapon Type: Experimental musical sonic blaster

Range: 1600 ft (488 m)

Damage: 4D6 S.D.C. damage or 4D6 M.D. per blast.

Rate of Fire: Aimed or wild. No automatic bursts are possible. Up to 4 blasts per melee can be fired.

Payload: Effectively unlimited S.D.C. blasts or 20 M.D. blasts.

Notes: A telescopic, light amplifying night-sight is standard with the instrumecha. The weapon fires (the neck doubles as a barrel) one blast each time a chord is pulled. Weight: 28 lbs (12.7 kg).

## ULTRA-MOOG 910 VHM Synthesizer

The Ultra-Moog 910 appears as an ordinary portable keyboard; three feet long, half that width and about eight inches deep. When activated, a hidden panel in the front of the machine pops up, revealing a complete set of holographic display controls. Likewise, an overlay slides out of the machine's cover and instantly gives the operator a complete set of computer function keys to work with.

Booster Pack adds 20 lbs (9 kg) to weight.

### WEAPON SYSTEMS & SPECIAL FEATURES

**1. Computer Function System:** Can perform standard computer save and retrieval functions, and can tap into large network though phone lines and physical taps. Drain on Booster Pack is minimal (1000 hours total operating time).

**2. Holographic Display System:** This system is capable of projecting simple, single figure holograms at opponents and can fire narrow laser beams.

Laser Beams: 3D6 S.D.C. or 1D6 M. D. (mega-damage)

Range: 2000 ft (609 m)

Rate of Fire: Aimed or wild; equal to the combined hand-to-hand attacks of the operator.

Payload: 100 M.D. shots; S.D.C. shots are effectively unlimited.

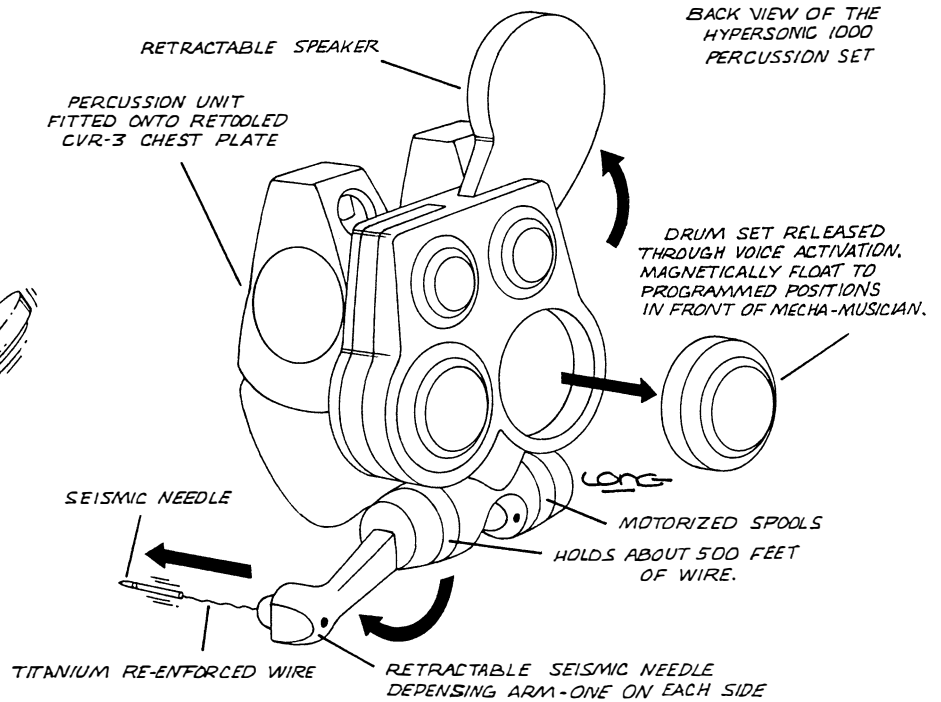
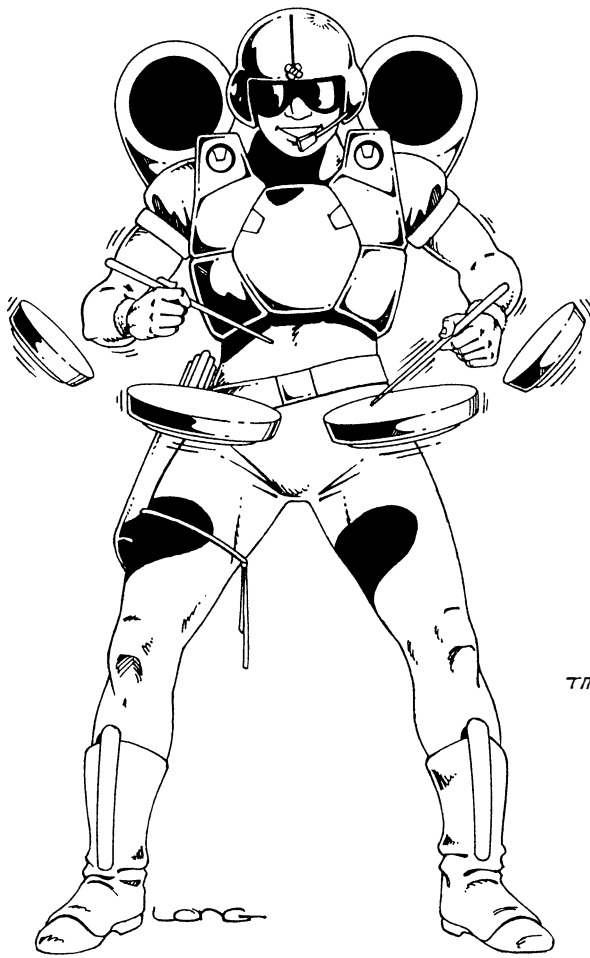
**3. Sparkler:** This is a holographic display designed to distract the enemy (makes great concert special effects too). It creates a pattern of swirling light that can be projected as a tight sphere of blinding light (3 ft/ 9 m) or a less bright sphere four times as big, or as a shimmering wall. The wall or spheres are made up of brilliant swirling lights, blinding strobe lights, and high intensity flashes and sparks. Victims will be temporarily blinded for 2D4 melee rounds every time they look into the lights without optical protection, such as a tinted visor. The wall also obscures normal vision and inflicts a penalty of -2 to strike and dodge when shooting at a target on the other side of the hologram.

Range: 600 ft (183 m).

**4. Light Sphere:** The instrumecha can cast beam of bright light like a searchlight. The width of the beam can cover an area about 50 ft in diameter.

Range: 600 ft (183 m).





## HYPERSONIC 1000 Percussion Set (Drums)

No rock group can be considered complete without a set of drums, the anchor that keeps the whole group rocking along. The Hypersonic 1000 is designed to be an electronic set of speakers, laser-comm tuned to a set of pressure sensitive materials which react when hit with a pair of drumsticks. It is a completely self-contained unit built into CVR-3 body armor with built-in protoculture booster pack and the drum plates.

The speakers flip open, and the drum plates eject from the backpack upon voice activation, and magnetically float to pre-programmed positions in front of the mecha musician.

Weight of System: 35 lbs (12.5 kg)

Dimensions: That of CVR-3 chest plate body armor.

### WEAPON SYSTEMS

**1. Stun Blast:** A short range, area affect, anti-personnel weapon that serves to incapacitate the enemy rather than kill him. A victim of this weapon remains conscious but loses control of his body. The victim remains

Range: 200 ft (61 m) distance.

Area Affected: 40 ft area (12 m)

Mega-Damage: NONE; victims must roll to save vs toxin/poison (basically a P.E. roll). A failed roll means the victims are dazed for 2D4 melees. During this period, they are -6 to strike, parry, and dodge, and have only two attacks per melee. The stun blast is ineffective against mecha and aircraft. People inside body armor, like the CVR-3 body armor and inside vehicles are +5 to save.

Rate of Fire: Equal to the operator's combined hand-to-hand attacks.

Each blast counts as an attack; bursts are not possible with this weapon.

Payload: Effectively unlimited

**2. Shock Waves:** Far superior to the stun blast, these shock waves are capable of disabling or mecha and vehicles.

Range: 200 ft (61 m)

Mega-Damage: 1D4 × 10 M.D. per blast, plus a 60% chance of knocking the opponent down (causes the victim to lose initiative and one attack that melee).

Rate of Fire: Equal to the operator's combined hand-to-hand attacks per melee. Each shock wave counts as one attack.

Payload: 60 blasts total (but uses up one entire protoculture cell)

Bonus: +3 to strike

**3. Seismic Needles:** A pair of needles set within the backpack, which can be voice-activated to fire a pair of titanium prongs into the ground or a particular structure to cause sonic vibrations that will shake it apart.

Range: 300 ft (91.5 m) of titanium reinforced wire.

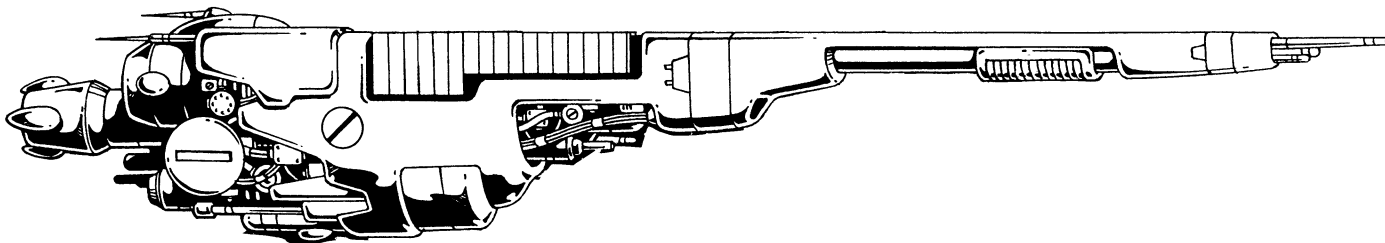
Mega-Damage: 4D6 × 10 M.D. per attack; capable of creating an earthquake-like effect roughly equal to 3.7 on the Richter Scale.

Rate of Fire: Once the needles are in place (launching them is one attack), the operator can send a seismic charge as often as his hand to hand attacks per melee allow. **Note:** The disadvantage of this attack is the close range and vulnerability of the operator, and the fact that he must retrieve his prongs and reset the mecha before he can turn his attention on a new target; this will require 1D4 + 1 melees to do.

Payload: About 15 blasts; each seismic attack is equal to *four* (4) shock waves as described in #2 and uses up the protoculture cell.

## X-01 Super Gallant Sonic Lance

The X-01 Lance is the creation of scientific genius Doctor Jeremy Alastair, the world's foremost expert in the science of sonology and robotechnology. The X-01 Lance is the culmination of over a decade's research and development, beginning aboard the SDF-3. The result is a devastating, modular, multi-purpose weapon that, in some ways, surpasses Professor Walters' experiments in the same field of endeavor.



The modular design creates three separate pieces, each powered by a protoculture cell, that function as three different weapons. Combined, they create the devastating sonic lance, making it the most powerful hand-held weapon ever devised by man.

The first piece, the main body housing contains the anti-gravity devices which compensate for the weight and awkwardness in size. Alone, this piece can fire a light energy blast about equal to the Gallant H-90 in pistol mode.

The second piece is the half barrel *keyboard*. It is also designed with an integral gauntlet sleeve, an enlarged portion of the lance's grip that protects the hands of the operator (provides 10 M.D.C.) and the keyboard. The keyboard enables the operator to change and adjust frequency, tone, and resonance of sound. It has no combat capabilities on its own, but does function as a musical keyboard.

The final piece of the weapon is the shock barrel. Individually, it can fire a sonic blast that inflicts damage equal to the Gallant H-90 in rifle mode.

The connection of the "Shock Barrel" to its sister components, creates a supremely powerful instrument of destruction. The gauntlet sleeve is now protected by a regenerating force field that encompasses the Lance's operator (provides an additional 50 M.D.C. of protection and regenerates damage at the rate of 10 M.D.C. per melee).

The complete Lance has two primary uses as a weapon; a sonic mega-damage blast with the power to punch through armor, like a missile, and the ability to negate other sonic attacks by matching its resonance and tone.

Although originally designed to be used as a hand-held weapon, it is also possible for the X-01 Lance to be mounted on a cyclone for use by a cyclone rider or other Robotech warrior. When mounted, the weapon **MUST** be secured on the right or left handlebars, and cannot be placed on the hub of the tire mountings, as many cyclone weapons are.

## WEAPON SYSTEMS

**1. Piece one, Super Gallant Pistol:** This is the most basic part of the X-01 Lance. Separate, it has the same firepower of a Gallant H-90 in pistol mode.

Weight: 8.8 Lbs (4 kg) for the rifle; 16 lbs (7.3 kg) for the Booster Pack.

Primary Purpose: Defense

Range: 500 ft (152 m)

Mega-Damage: 1D6 M.D. per single shot. Bursts are NOT possible.

Rate of Fire: As many as six.

Payload: Effectively unlimited

**2. Super Gallant "Half Barrel Keyboard" Lance:** No weapon capabilities as a separate unit, but is a musical keyboard of the highest quality.

Weight: 25 lbs (23.4 kg)

**3. Super Gallant Rifle "Shock Barrel":** As a separate unit, it can fire a blast equal to the Gallant H-90 in rifle mode.

Primary Purpose: Defense

Range: 1400 ft (427 m)

Mega-Damage: 4D6 M.D. per single shot. Bursts are NOT possible.

Rate of Fire: As many as six per melee.

Payload: Effectively unlimited

**4. The complete X-01 Super Gallant Sonic Lance** must have all three components properly attached to become this formidable weapon. All the previous capabilities are replaced with the following (this means numbers 1 & 3 are no longer possible in this configuration).

### SONIC BLAST:

**Primary Purpose:** Assault

**Range:** 4000 ft (1200 m)

**Mega-Damage:** 3D6 × 10 M.D. per blast (single shots only).

Rate of Fire: Up to six attacks per melee. Bursts are NOT possible.

Payload: 50 shots, but uses up all three protoculture cells.

**Note:** The keyboard attachment on the shock barrel makes the Lance capable of playing musical notes and chords. An experienced keyboard player can actually use the Lance to control the frequency and resonance of the sonic cannon to *negate* other forms of sonic attack, as well as Sonar.

## Hand to Hand Bonuses from Instrumecha Combat training

The following bonuses apply to all characters who have been specifically trained in the use of instrumecha.

One additional hand-to-hand attack per melee.

+1 to strike when using instrumecha.

+5% bonus on all musical skills (one time bonus).

Critical strike same as operator's hand-to-hand.

Additional attack at level six.

Additional attack at level twelve.

Remember, these bonuses apply only when the instrumecha are used with the Booster Packs.

## E.B.S.I.S. COMMAND CAR

The E.B.S.I.S. command car is a conventional hover vehicle, about the size of a large luxury automobile. Originally intended as a command vehicle for company and battalion sized units during the Global Civil War, it has since undergone many refinements and improvements in design and armament, and has become the standard mode of battlefield transportation for many high-ranking Soviet officers (Captain and better).

**Crew:** One driver, one gunner, and up to three passengers.

**M.D.C. By Location:**

Armored Machinegun Firing Port (1) — 20

Top-mounted Turret — 35

Hover Jets (4) — 20 each

Ramjets (2 in rear) — 30 each

\*Main Body — 80

Reinforced Pilot's & Passenger Compartment — 80

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

**Speed:** Maximum speed without ramjets is 120 mph (192 km).  
Maximum speed with ramjets is 210 mph (336 km). Hovers 2 to 4 feet above the ground.

**Height:** 5 ft (1.5 m)

**Width:** 6 ft (1.8 m)

**Length:** 10 ft (3 m)

**Weight:** 3200 lbs (1451.2 kg) fully loaded.

**Cargo:** No cargo space is defined, but 200 lbsh)or so might be crammed into the passenger's seat.

### WEAPON SYSTEMS

1. **One Pair of 12.7mm Machineguns** are concealed by an armored port in the front of the vehicle. The guns can only fire straight ahead. These are the only weapons which are controlled exclusively by the driver.

Primary Purpose: Assault

Range: 3000 ft (914 m)

Mega-Damage: 3D6 M.D. per short bursts. A full melee of continuous fire does 1D6x10 M.D.

Rate of Fire: Equal to the number of combined hand to hand attacks of the pilot or gunner. A short burst is considered one attack.

Payload: 600 rounds per gun. A short bursts uses 10 rounds, a full melee burst uses 50 rounds.

**Note:** Reloading takes 2D4 minutes.

2. **A Rapid-Firing Auto-Cannon** is installed in a top-mounted, pop-turret located in the rear section of the vehicle. The turret can rotate a full 180 degrees along the vehicle's rear arc, and has a 90 degree angle of elevation. It is controlled by the gunner.

Primary Purpose: Assault

Range: 3000 ft (914 m)

Mega-Damage: 4D6 M.D. per single blast or 2D4x10 per volley of four.

Rate of Fire: Four single shots or two volleys.

Payload: 40

### STANDARD EQUIPMENT

- 1) **Sort-Range Radar** can identify and track up to 25 different targets simultaneously. Range: 5 miles.
- 2) **Radio Communications System:** Wide band and directional options, with multiple frequencies available. Can be used with cabin speaker or helmet earphones (speaker default). Range: 12 miles (19.2 km)

## KRUGATCH URBAN ASSAULT VEHICLE

First designed and used during the Global Civil War, the Krugatch U.A.V. was a combination troop carrier and tank, with conventional armor and cannons of its day. Today its basic design and purpose is unchanged, but it now incorporates mega-damage armor and energy weapons.

The main turret, remote controlled from within the vehicle, can be made to rise and lower into a concealed housing, making it adjustable for low ceilings and also makes the giant vehicle appear to be unarmed. Likewise, a pair of small anti-aircraft missile pods pop out of the rear. Armored plates lower from the outer walls of the vehicle to cover the vulnerable tires during combat.

It should be noted that this vehicle is not known to have been produced since the Invid invasion, and so spare parts and working examples of the U.A.V. are becoming extremely rare.

**Vehicle Type:** Military Command APC

**Crew:** Four; 1 pilot, 1 commander, 2 gunners, and 1 communications engineer. Can carry 24 passengers comfortably or cram up to 40.

### M.D.C. by Location:

Searchlights (2; front) — 30 each

Armor Shields, Side (2) — 300 each

Rear Armored Hatch/Ramp — 75

Main Turret — 350

Missile Launchers (2) — 50 each

Commander's Compartment — 150

Armored Passenger's Compartment — 100

Armored Driver's Compartment — 100

\*Main Body — 500

\*Depleting the M.D.C. of the vehicle's main body will destroy the vehicle completely. The crew and passengers can survive in their armored compartments, but the only thing that they can do is climb out of these and exit the vehicle.

**Speed:** Maximum speed over all types of land terrain is 95 mph (153 km). Normal cruise speed is around 45 mph (72 km).

**Range:** 1000 miles (1600 km.)

**Height:** 15 ft (4.5 m) turret retracted, 20 ft (6.1 m) turret out

**Width:** 28 ft (8.5 m)

**Length:** 55 ft (16.7 m)

**Weight:** 63 tons

### WEAPON SYSTEMS

1. **The Main Turret is a heavy plasma cannon.** It has a 90 degree arc of fire and can move 45 degrees from side to side.

Primary Purpose: Assault/Defense

Range: 4000 ft (1200 m)

Mega-Damage: 1D6 x 10 M.D.

Rate of Fire: Six shots per melee, maximum.

Payload: Effectively unlimited.

2. **A Pair of Short Range Missile Launchers** are concealed in the rear portion of the APC.

Primary Purpose: Anti-Mecha/Anti-aircraft

Missile Type: Any standard short range missile can be used.

Range: Varies with missiles used; usually 3 to 5 miles.

Mega-Damage: Varies with warhead type; usually 1D6 x 10 M.D.

Rate of Fire: One missile at a time or in volleys of 2, 4, or all 6. Note that each volley counts as one attack.

Payload: 24 missiles per each launcher, for a total of 48 missiles.

3. **Troops and sometimes small vehicles**, like the battle bikes carried in its belly, are also part of its overall combat power and should not be underestimated. Carries 24 soldiers and 12 bikes standard.

### SPECIAL EQUIPMENT

- 1.) **High Intensity Spotlights** are mounted on the front (2) and one on each side, for a total of four. They are capable of both visible light and infrared beams. Range: 500 ft (150 m).
- 2.) **Long Range Laser Communications System.** Range: 1200 miles (1920 km) or indefinitely by relay or satellite boosting.
- 3.) **Advanced Radar and Sensory Unit** mounted on the main turret. Radar can identify and track up to 75 targets simultaneously.

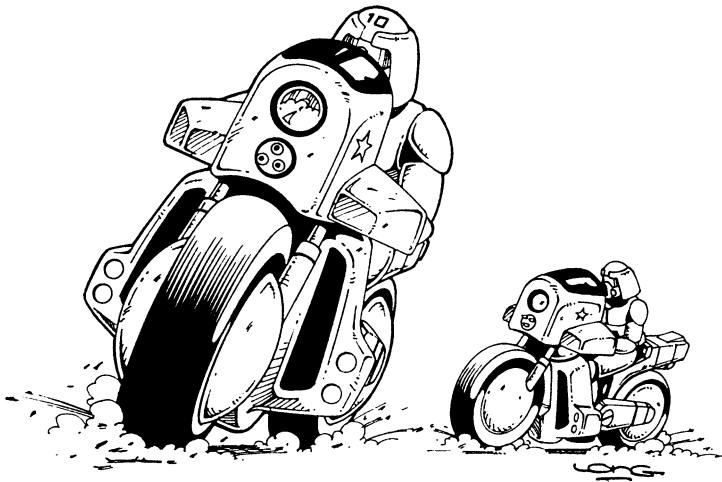
#### Other Sensors and Systems:

**Heat:** Can detect and pinpoint heat emanations; excellent for tracking and night fighting. Range: 600 ft (200 m)

**Motion:** Detects and registers movement within 600 ft (200 m).

**Radiation:** Detects and registers levels of radiation, pinpointing areas of specific concentration. Range: 1600 ft (488 m).

**Seismic:** Detects and measures seismic disturbances, including heavy movement by two or more mecha, or trucks, or troop vehicle convoys. Range is limited to 1000 ft (334 m) and must be stationary.



## BLITZKRIEG BATTLE BIKE

These high-tech motorcycles were a mainstay of the old E.B.S.I.S. mechanized infantry. They are extremely fast and reliable and are designed with remarkably versatile tires and tiny, but effective, rocket engines that provide greater speed and limited hover capabilities. They are excellent all-terrain vehicles.

**Vehicle Type:** Jet-Powered ATV Motorcycle

**Crew:** One, although an armored sidecar (40 M.D.C.) can be attached.

**M.D.C. by Location:**

- Wheels (2) — 2 each
- Light Laser — 5
- Headlights — 2
- Rocker Boosters (rear) — 10
- Lift Boosters (bottom) — 5
- \*Front Shield — 30
- \*\*Main Body — 50

\*The Armor Shield of the Battle-Bike is a hemisphere, meant to protect as much of the rider as possible. Therefore, any frontal attacks aimed at the rider himself must penetrate the shield first. If the front shield armor is destroyed (M.D.C. depleted), it will leave the rider wide open to attack.

\*\*If the main body's M.D.C. is depleted, then the entire vehicle is destroyed.

**Speed:** Maximum speed over most terrain types is 180 mph (288 km).

Normal cruise speed: 80 mph (128 km). With Rocket Boosters engaged, maximum speed can reach 250 mph (400 km), but can only be sustained for about 10 minutes at a time and adds a penalty of -20% pilot skill to maintain control of the bike.

**Range:** 600 miles (960 km) per tank of gas (10 gallons); reduce range by 50 miles each time the booster jet is used for.

**Height:** 4.6 ft (1.09 m)

**Width:** 2 ft (0.5 m)

**Length:** 7 ft (1.67 m)

**Weight:** 400 lbs (272 kg)

### WEAPON SYSTEMS

1. A **Light Laser** is built into the front of the vehicle and fired by the pilot. It is fixed in a forward firing position.
  - Range:** 2000 ft (609.6 m)
  - Mega-Damage:** 1D6 M.D. for a single shot, 3D6 for a short bursts; long bursts are not possible. Bursts count as one attack.
  - Rate of Fire:** Equals the number of hand to hand attacks of the pilot per melee.
  - Payload:** 60 single shots or 20 bursts.
2. A **Mini-Missile Launcher** is built into the front.
  - Primary Purpose:** Anti-mecha/Anti-aircraft

**Missile Type:** Any standard mini-missile can be used, but Armor Piercing and High Explosive are the most commonly used.

**Range:** Varies with missile type; usually one mile (1.6 km).

**Mega-Damage:** Varies with missile used.

**Rate of Fire:** One at a time or volleys of two, or all four. Each volley, regardless of size, counts as one attack.

**Payload:** Total of four.

## BLITZKRIEG COMMAND BIKE

The command bike is a larger, more heavily armored version of the Blitzkrieg Battle Bike with a few extras added on for additional power and defense. The Armor Shields have been replaced by completely enclosed compartments for pilot and a gunner sidecar.

**Vehicle Type:** Jet-Powered ATV Motorcycle

**Crew:** One pilot and sidecar gunner.

**M.D.C. by Location:**

- Wheels (2) — 2 each
- Light Laser — 10
- Headlights — 2
- Rocker Boosters (rear) — 20
- Lift Boosters (bottom) — 15
- Armored Sidecar — 100
- \*Shielded Pilot Compartment — 100
- \*\*Main Body — 120

\*When the front shield armor is destroyed (M.D.C. depleted), it will leave the rider wide open to attack.

\*\*If the main body's M.D.C. is depleted, then the entire vehicle is destroyed.

**Speed:** Maximum speed over most terrain types is 180 mph (288 km).

Normal cruise speed: 80 mph (128 km). With Rocket Boosters engaged, maximum speed can reach 250 mph (400 km), but can only be sustained for about 10 minutes at a time and adds a penalty of -20% pilot skill to maintain control of the bike.

**Range:** 500 miles (800 km) on a single tank of gas.

**Length:** 10 ft (3 m)

**Width:** 2.4 ft (0.7 m)

**Height:** 5.5 ft (1.6 m)

**Weight:** 1000 lbs (450 kg)

### WEAPON SYSTEMS

The bike itself has the same light laser and four mini-missiles as the Battle Bike. What follows are the additional weapons in the gunner sidecar.

1. A **Heavy Laser gun** is built into the front of the sidecar and is fired by the gunner. It is fixed in a forward firing position.
  - Range:** 2000 ft (609.6 m)
  - Mega-Damage:** 3D6 M.D. for a single shot, 6D6 for a short burst; long bursts are not possible. Bursts count as one attack.
  - Rate of Fire:** Equals the number of hand to hand attacks of the pilot per melee.
  - Payload:** 60 single shots or 20 bursts.
2. A **Mini-Missile Launcher** is also built into the sidecar.
  - Primary Purpose:** Anti-mecha/Anti-aircraft
  - Missile Type:** Any standard mini-missile can be used, but Armor Piercing and High Explosive are the most commonly used.
  - Range:** Varies with missile type; usually one mile (1.6 km).
  - Mega-Damage:** Varies with missile used.
  - Rate of Fire:** One at a time or volleys of two or four. Each volley, regardless of size, counts as one attack.
  - Payload:** Total of 16.

### SPECIAL EQUIPMENT:

**Radio:** Wide band and directional; Range: 50 miles (80 km).

**Radar:** Range: 4 miles.

**Navigation Computer:** Fully automatic, programmable, autopilot.

**High-Power Directional Spotlight:** 100 ft beam.

## E.B.S.I.S. FIELD PLATE BODY ARMOR

This is the equivalent to CVR-3 Robotech Expeditionary Force body armor, 50 M.D.C. A Southern Cross style Searchlight Shield, with 60 M.D.C., has a light beam range of 200 ft (61 m).

## KRUGATCH NM-30 PULSE RIFLE

The NM-30 is the standard issue of the Krugatch. It comes equipped with a sliding shoulder stock and telescopic passive light amplifying optic system. **Weight:** 8lbs (3.6kg), **Effective Range:** 1200 ft (366m), **Damage:** 2D6 M.D., **Cost:** 6000 credits, **Feed:** 30 Blast E-Clip.

## KRUGATCH ANNIHILATOR

The Annihilator is the first true collaborative mecha between the Invid and the E.B.S.I.S. splinter group, Krugatch. Built by the Invid, this deadly mecha is actually an elaborate suit of power armor for a Stage Four Invid Pilot.

Annihilators are specifically made to act independently of any hive brain, and are able to make their own decisions and plan their own tactics under direct orders from Krugatch. Built for the express purpose of finding and killing teams or small squads of enemies no matter where they might be found, the Annihilator has recently started field testing in the deserts of Nevada and western Arizona.

The most deadly weapon at the Annihilator's disposal is the "Strak Beam," named for the audible sound that it makes when it fires, like a gigantic whip being cracked across one's head.

**Vehicle Type:** Invid Power Armor

**Crew:** One; stage four Invid pilot.

**M.D.C. by Location**

Hands (4) — 30 each  
Forearms (Gatling guns) — 60 each  
Upper Arms (4) — 80 each  
Legs (2) — 150 each  
Flight Pack (rear) — 150  
\*Head and Sensor Eye — 120  
\*\*Main Body — 300

Note: No reinforced pilot's compartment.

\*The sensor eye is the most vulnerable spot on the mecha's body. Destruction of the sensor eye will kill the pilot and/or destroy the mecha. However, it is a small target protected by surrounding shielding, so to hit it, the PC must make a called shot and is -3 to strike.

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

**Speed:** Flight, from stationary hover to 2211 mph/3538 km (about Mach 3.3), with a 40 mile ceiling. Cruising speed for reconnaissance is 60 to 150 mph (96 to 240 km). Ground, running: 30 mph (48 km). Ground, jumping: 60 ft (20 m) without boosters, or up to 600 ft (200 m) with boosters engaged.

**Height:** 35 ft (10.6 m)

**Width:** 20 ft (6.1 m)

**Weight:** 18 tons

## WEAPON SYSTEMS

1. **Concealed Lasers** are built into the mecha's hands. They are identical to those used by the Enforcer.

Primary Purpose: Defense

Range: 500 ft (152 m)

Mega-Damage: A single blast does 2D6 M.D. or burst does 3D6 M.D.

Rate of Fire: Equal to Hand-to-Hand melee attacks (six per melee). A burst is considered one attack, but is not as accurate as a single aimed shot.

Payload: Unlimited

Bonus to Strike with Concealed Lasers: +2 to strike at all times against any target, protoculture powered or not. Add the bonuses for the Protoculture Targeting System when up against protoculture powered enemies.

2. **"Strak Beam"** is a weapon installed in the breastplate of the power armor, and rotate to attack in a targets 90 degree arc directly in front of the Annihilator (45 degrees to either side).

Primary Purpose: Assault

Range: 4000 ft (1200 m)

Mega-Damage: 1D6x10 M.D. per single shot. Bursts are not possible.

Rate of Fire: Six per melee.

Payload: Unlimited

Bonus to Strike with Concealed Lasers: +2 to strike at all times against any target, protoculture powered or not. Add the bonuses for the Protoculture Targeting System when up against protoculture powered enemies.

3. **Forearm Gatling Guns** are mounted on each of the large arms.

Primary Purpose: Assault/Defense

Range: 4000 ft (1200 m)

Mega-Damage: 4D6 for short bursts or 2D4 x 10 for one full melee of continuous fire.

Payload: 300 short bursts; full melee bursts count as three short bursts.

4. **Short Range Missiles Launch** from ports in shoulder balls, rear arms, and knee balls, totalling six points.

Primary Purpose: Anti-mecha/Anti-aircraft

Missile Types: Short range, guided. (See **Invid Invasion**, pg. 30).

All warheads are available in any combination.

Range: Varies according to missile type; usually about 2 miles.

Mega-Damage: Varies with missile type.

Rate of Fire: One at a time or in volleys of 2 or 4. A volley counts as one attack.

Payload: 36 total, 6 in each missile port.

6. **Optional** use of the Enforcer's Energy Rifle and Enforcer's Energy Shield (shield may be mounted on the arms of the Annihilator). See **Invid Invasion** for details on this device.

7. **Hand to Hand Combat**

Attacks Per Melee: Six (6)

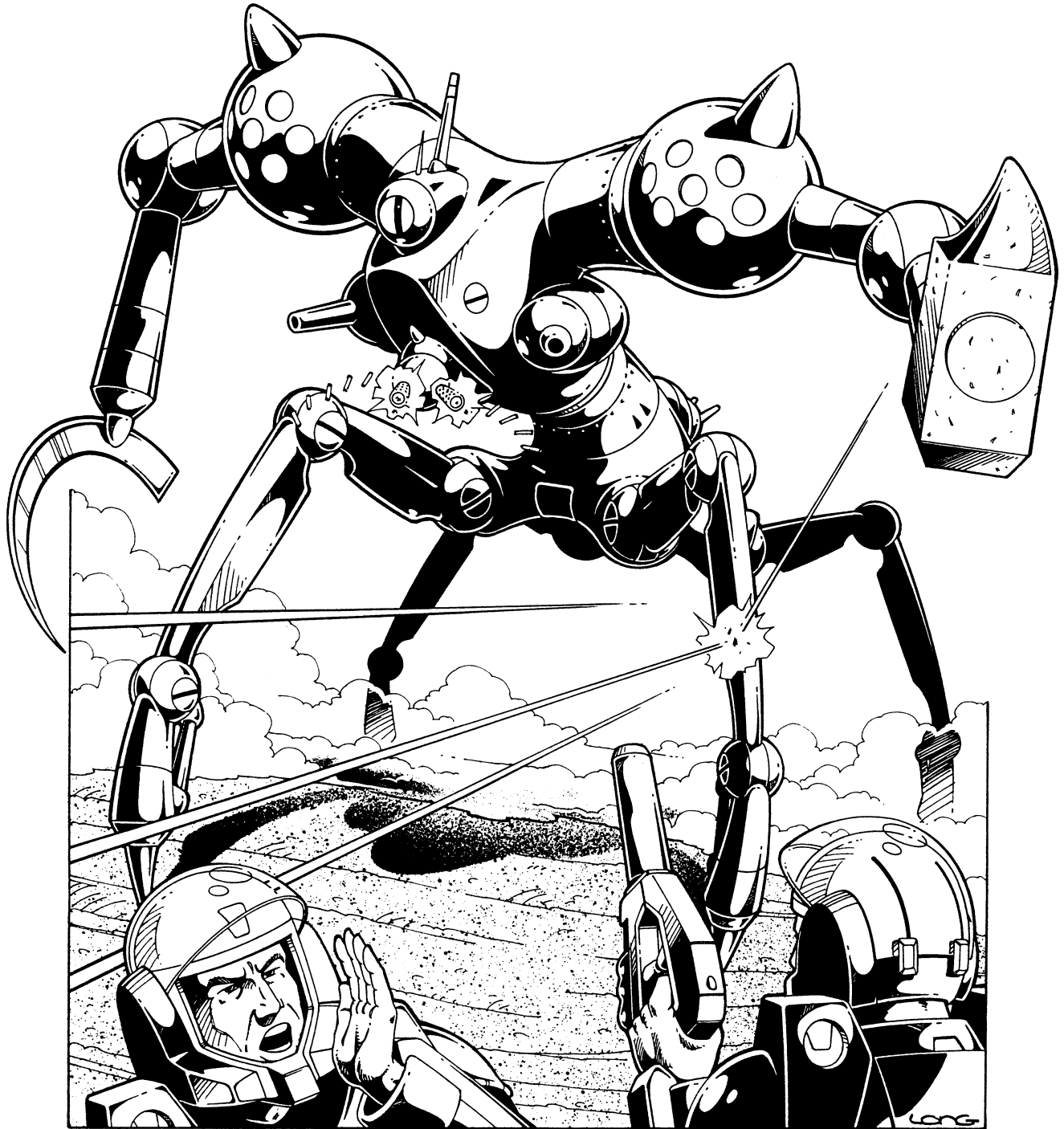
Hand-to-Hand Bonuses: +3 to strike, +6 to parry, +2 to dodge on the ground, +4 to dodge in flight, +6 to dodge at maximum speed (Mach 3.3), and +5 to roll with punch, fall, or impact.

Types of Attacks: Punch: 1D4 M.D., Power Punch: 2D4 M.D. (counts as two attacks), Kick: 1D4 M.D., Body Flip: 1D4 M.D., Body Block/Ram: 2D4 M.D., Hand Crush/Squeeze or Tear/Pry: 1D4 M.D.

## KRUGATCH SH-AT VEHICLE a.k.a. Sickle & Hammer

This rare, spider-shaped, hunter/scout battloid is menacing and powerful. An All Terrain Vehicle, the SH-AT V has been heavily armed and built by the Krugatch (assisted by the Invid) to be an anti-personnel weapon in most any type of environment.





**Vehicle Type:** Non-Transformable Combat Battloid

**Crew:** One

**M.D.C. by Location:**

Sensor Eye (13) — 10  
 Chest Plasma Weapon Nozzles (2) — 30 each  
 Sickle hand (1) — 40  
 Hammer hand (1) — 40  
 Upper Arms (2) — 70  
 Legs (4) — 70 each  
 Machineguns (2) — 5 each  
 Rear Machineguns (2) — 10 each  
 Missiles shoulders (2) — 60 each  
 Pilot's compartment — 75  
 \*Main body — 200

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

**Speed:** Running: 50 mph, half that under water

**Height:** 25 ft (7.6 m) in normal walking stance; 40 ft (12 m) with legs straight.

**Width:** 30 ft (9.1 m) at shoulders

**Length:** 18 ft (5.5 m)

**Weight:** 15 tons

#### WEAPON SYSTEMS

1. **Two Plasma Ejectors (nozzles)** are located on either side of its chest. Angle of fire: 180 degrees up and down, left and right.

**Primary Purpose:** Assault/Defense

**Range:** 2000 ft (609 m)

**Mega-Damage:** 6D6 M.D. per single blast.

Rate of Fire: Limited to a total of four per melee round to prevent overheating.

Payload: Conditionally unlimited; 40 blasts maximum per hour. Regenerates at a rate of 10 per hour.

2. **Twin Machineguns** are also located in the front of the body.

Primary Purpose: Assault/Defense

Range: 2000 ft (609 m)

Mega-Damage: 2D4 for short bursts or 1D4 × 10 for one full melee of continuous fire.

Payload: 300 short bursts; full melee bursts count as three short bursts.

3. **Shoulder Missile Launchers** are protected by armored launch pods.

Primary Purpose: Anti-mecha/Anti-aircraft

Missile Types: Short range, guided. (See **Invid Invasion**, pg. 30).

All warheads are available in any combination.

Range: Varies according to missile type; usually about 2h)miles.

Mega-Damage: Varies with missile type.

Rate of Fire: One at a time or in volleys of 2 or 4. A volley counts as one attack.

Payload: 16 total, 8 in each shoulder.

4. **Twin Machineguns** are also located in the rear of the body.

Primary Purpose: Defense

Range: 2000 ft (609 m)

Mega-Damage: 2D4 for short bursts or 1D4X10 for one full melee of continuous fire.

Payload: 300 short bursts; full melee bursts count as three short bursts.

5. **The Sickie Hand** is a curved, single-edged blade with a high-frequency energy field similar to that used in the CADS-1 system.

Primary purpose: Assault/Defense

Range: 20 foot (6.1 m) reach.

Mega-Damage: Slash 6D6 M.D.

6. **The Hammer Hand** strikes with the flat or contoured spike side.

Primary purpose: Assault/Defense

Range: 20 foot (6.1 m) reach.

Mega-Damage: Flat side 2D6 M.D., or Spiked 3D6 M.D.

## THE KRUGATCH SONIC CANNON I-K Mobile Sonic Cannon

The Sonic Titan is the culmination of Invid alchemical science and the sonology theories of Dr. Alastair. Intense negotiations between Colonel Nikoli Mandragov and the central California Invid Brain called for the hive's Genesis Pit to generate a semi-intelligent creature large enough to support an immense suit of power armor. The resulting titan would become a the mobile fortress for a sonic cannon, capable of exterminating entire city populations. If this prototype is successful, the Invid Brain will consider creating more.

The Invid life-form inside the armor is a giant brontosaurus-like slug programmed to operate the machine and obey orders. If the Titan's shell is destroyed, the Invid organism can exit the armor and continue the battle. It feels no pain when it is hurt, and its skin is like super strong rubber (conventional weapons do not affect it). The Titan's main weapon is the sonic cannon implanted in its headpiece; it can emit a warbling blast of high- and low-frequency sound waves capable of killing or permanently deafening all those within range.

**Vehicle Type:** Invid Power Armor

**Crew:** Great Invid Slug.

**M.D.C. by Location:**

\*Head — 2000

Secondary Lasers (many) — 20 each

High-Powered Lasers (2) — 50 each

Rear Head Cannon — 500

Legs and feet (2) — 2000 each

\*\*Main Body — 4,000

Great Invid Slug — 800

\*Destruction of Titan's head will destroy its sonic weapon, but may not stop the monster completely. The body will continue to function for 1D4 hours after the head is destroyed.

\*\*Destruction of the main body will kill the creature immediately (that is where its brain/slug is located).

**Height:** 200 ft (61 m) at the shoulders.

**Width:** 95 ft (28.9 m) at shoulders.

**Size of the Great Invid Slug:** 180 ft (54.8 m); the slug is a clumsy quadruped. Slug speed: Spd 10

**Speed:** 40 mph (64 km) at maximum speed.

**Weight:** 1480 tons

### WEAPON SYSTEMS

**Total Number of Attacks per Melee:** 22

1. **The Sonic Cannon** is the Titan's primary weapon, capable of being fired through the open mouth of the head. The head can rotate in 45 degrees from side the side and up and down.

Primary Purpose: Assault

Range: 6000 ft (1828 m; over a mile)

MegaDamage: A low strength sonic blast does 6D6 S.D.C. and automatically dazes opponents for 1D6 melees; reduce melee attacks to one and - 6 strike, parry, or dodge, speed is reduced to 2.

A medium strength sonic blast does 1D6 M.D. and automatically stuns opponents for 1D6 melees; reduce melee attacks to one and - 10 strike, parry, or dodge, speed is reduced to 2.

A full strength sonic blast inflicts 3D6 × 10 M.D. and automatically stuns opponents for 4D6 melees; reduce melee attacks to one and - 10 strike, parry, or dodge, speed is reduced to 2.

**Note:** Remember, each beam/blast is 50 ft (15.2 m) wide and affects everything in its path.

Rate of Fire: Twice per melee.

Payload: Effectively Unlimited.

**NOTE:** Only one level of power may be used by the cannon in a given melee. Targets that manage to dodge the beam take no damage, but will have a horrible headache that'll last 2D4 hours.

2. **High-Powered Laser Cannons** are mounted in the Titan's shoulders. Each can rotate within a 180 degree forward arc. Each laser can fire and move independently of the others.

Primary Purpose: Assault

Range: 4000 ft (1200 m)

Mega-Damage: 4D6 M.D. per blast.

Rate of Fire: Six blasts/attacks per each cannon, for a total of twelve attacks per melee.

Payload: Effectively Unlimited

3. **28 Secondary Light Laser Cannons** are mounted at numerous locations all over the body, especially at joints.

Primary Purpose: Assault/Defense

Range: 4000 ft (1200 m)

Mega-Damage: 1D6 M.D. per blast.

Rate of Fire: One blast each cannon, for a total of 28. GMs, have these turrets fire four at a time at the same target (volley), reducing the number of attacks per melee from 28 to 7.

Payload: Effectively Unlimited

4. **Hand to Hand Combat:** The most flawed aspect of the experimental Titan is its overall slowness. It is relatively easy to avoid being stepped on, or being swatted at by the Titan.

Titan Penalties: - 5 to strike and parry, - 10 to dodge.

Punch does 4D6 M.D. Stomp does 2D4 × 10 M.D.

# NON-PLAYER CHARACTERS

## DIANTZ, The Cyborg

### Krugatch Cyborg (Equal to an Invid Bionic Experiment)

**Hit Points:** 27 S.D.C. 60 M.D.C. 100

**Alignment:** Diabolic

**Attributes:** I.Q. 10, M.E. 11, M.A. 17, P.S. 30 (with bionics), P.P. 25 (with bionics), P.E. 18, P.B. 8, Spd. 30.

**Bonuses:** +15 to S.D.C. damage, +5 to strike, parry, and dodge.

**Weight:** 265 lbs **Height:** 6 ft 8 inches

**Level of Experience:** 4th level

**Rank:** Sergeant in Krugatch organization.

**Attacks per Melee:** Four; see cybernetic weapons.

**Skills:** Hand to Hand: Expert, Detect Concealment — 80%, Tracking — 85%, Wilderness Survival — 60%, Land Navigation — 65%, Prowl — 80%, Read Sensory Instruments — 60%, Identify Plants/Fruits — 45%, Track Animals — 70%, Climbing — 81%, Swimming — 81%, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Blunt, W.P. Heavy, W.P. Sub-machinegun. (Diantz is currently armed with all of these weapons.)

**Personal Profile:** Diantz is the result of a Krugatch experiment to duplicate the bionic implants that the Invid have sometimes grafted onto human subjects. At this time, Lt. Kosmas, Diantz's immediate superior, is still evaluating the success of the project.

The right portion of his head is covered by a metal skullplate somewhat reminiscent of those worn by the Zentraedi Commander, Breetai. His front limbs still appear to be his original ones, but if one gets close enough, it is clear that they are synthetic. His senses have also been radically increased, and his arms and legs are now completely mechanical, giving him incredible strength and dexterity and extreme speed.

The bad side effects of these implants is the affect on the man's personality. No longer the loving and patient human that he started out as, Diantz is now a psychotic killer.

### Cybernetic Weapons

#### Hand Blaster

**Range:** 1200 ft (365 m)

**Mega-Damage:** 1D6 M.D.

**Rate of Fire:** Equal to hand to hand.

**Payload:** 20; can reload using a rifle energy clip.

#### Retractable Claws:

S.D.C. Damage: 3D6; can not hurt mega-damage structures.

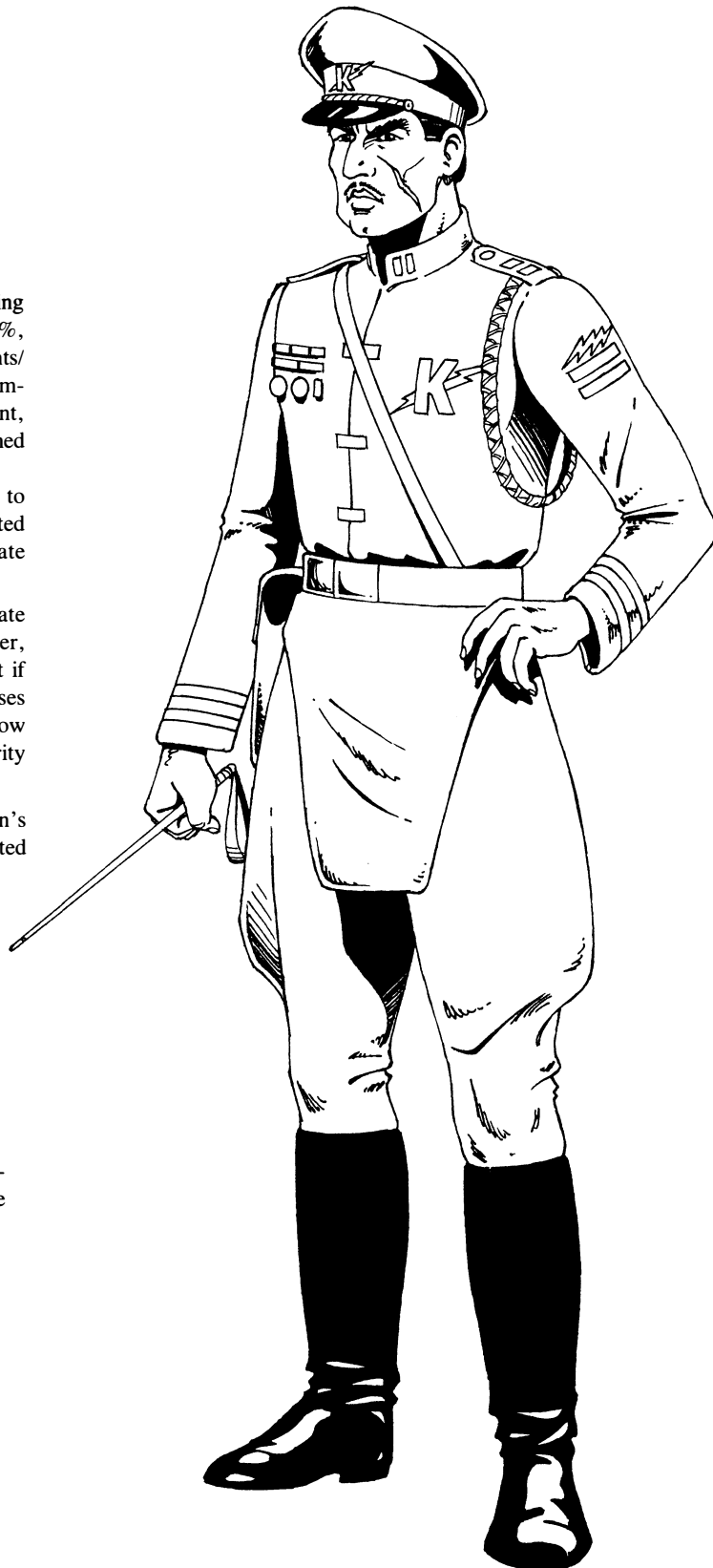
#### Heightened Senses:

**Vision:** Full nightvision, including light amplification, infrared scanner (shoots a beam of IR light out; it is easily detectable by passive IR scanners), and telescopic zoom lens. Range: 2000 ft.

**Age:** 38

**Weight:** 197 lbs **Height:** 6 ft 3 inches

**Disposition:** Anton believes the end justifies the means, and getting results at all costs. He has a strange personal code of honor, which sometimes limits his options. He is a cold, calculating war veteran who enjoys war and craves for power. He rarely underestimates an enemy and treats all opponents without mercy (such is war, or so Anton believes).



## LT. ANTON KOSMAS (Krugatch)

**E.B.S.I.S. Intelligence Agent & Second in Command of the Krugatch**

**Hit Points:** 43 S.D.C.: 25

**Alignment:** Aberrant

**Attributes:** I.Q. 14, M.E. 15, M.A. 13, P.S. 15, P.P. 20, P.E. 14 P.B. 12, Spd. 19

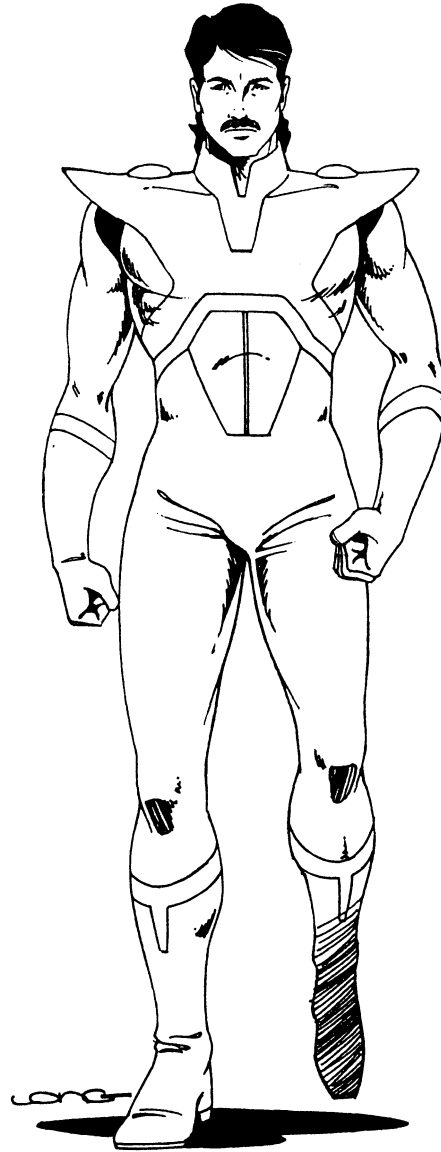
**Level of Experience:** 7th level E.B.S.I.S. Military Operative.

**Rank:** Lieutenant Commander of the Krugatch

**Skills of Note:** Pilot Cyclone (VR041), Mecha Combat: Cyclone & E.B.S.I.S. Battloids, Pilot E.B.S.I.S. Battloids, Pilot Motorcycle — 98%, Radio: Basic — 95%, Weapon Systems — 98%, W.P. Knife, W.P. Heavy, W.P. Energy Rifle, W.P. Energy Pistol, W.P. Submachinegun, Hand to Hand: Martial Arts, Tracking (4th level) — 55%, First Aid (4th level) — 74%, Computer Repair (2nd level) — 50%, Weapon Systems (2nd level) — 80%.

**Personal Profile:** Born in East Europe and raised through three interstellar wars, Anton Kosmos has known nothing but violence all his life. He lost his family to the Zentraedi, and joined the E.B.S.I.S. army based in East Germany as soon as he was of age. Anton's ambitions brought him to the attention of Commander Nikoli Mandragov, and after the fall of E.B.S.I.S., Mandragov used his influence to convince Kosmos to continue his military career as a Field Commander for the new Krugatch splinter organization.

Kosmas prefers to outthink his enemies, but will not hesitate in outgunning them. He utilizes the Krugatch's mecha to its fullest whenever he can, and his soldiers obey their orders without question. To fight alongside machinery more effectively, Anton has trained himself how to use the various REF mecha (Alpha, VR-041 Saber Cyclone), and is fully trained in the use of the E.B.S.I.S. Battloids and jet aircraft. His despicable obsession with nuclear devices has become notorious, and he detonated one in the midst of the Battle of North Dakota, July, 2042. During that same battle, he received a scar when the canopy of his battloid was smashed in combat with the rebel freedom fighter, Lancer.



## MICHAEL TOWNSEND

**Commander of the New Detroit Underground**

**Hit Points:** 35 S.D.C.: 30

**Alignment:** Scrupulous

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

**Age:** 36

**Weight:** 136 lbs **Height:** 5 ft 6 inches

**Disposition:** Tough, trustworthy, good strategist, friendly, and caring.

A natural leader who knows how to use his resources.

**Level of Experience:** 5th level.

**Rank:** Lieutenant in the REF

**Skills:** Pilot cyclone, Cyclone combat, \*Disguise — 70%, \*Sing — 80%, \*Impersonation — 75%, Pilot Automobile — 98%, Cook — 95%, Computer Operation — 90%, Basic Mathematics — 98%, Streetwise — 55%, Pilot Small Truck — 80%, Computer Programming — 60%, Dance — 70%, Radio: Basic — 80%,h)T.V./Video — 70%, Basic Electronics — 65%, Pilot Motorcycle — 80%, Hand to Hand: Basic, Automotive Mechanics — 75%, Computer Repair — 65%, Locksmith — 55%, Basic Mechanics — 50%, First Aid — 80%, Gymnastics.

\*Areas of professional training with bonuses added in.

## JEREMY ALASTAIR

**Non-Military Personnel:** Scientist & expert in Sonology and Robotechnology

**Hit Points:** 45 S.D.C.: 13

**Alignment:** Anarchist

**Attributes:** I.Q. 24, M.E. 16, M.A. 9, P.S. 10, P.P. 11, P.E. 13, P.B. 14, Spd. 11

**Age:** 32 yrs old.

**Weight:** 150 lbs **Height:** 6 ft

**Disposition:** Right now, lost, alone, and frightened of almost everything. Normally, a calm, sure individual who frequently places his trust in ideas that have little foundation in fact. A heavy-duty risk-taker with science. Self-serving in the extreme, cold, compassionless.

**Level of Experience:** 6th level.

**Rank:** None.

**Skills of Note:** Chemistry: Analytical — 95%, Mathematics: Advanced — 98%, Biology — 95%, Mathematics: Basic — 98%, Computer Operation — 85%, Pilot Automobile — 98%, Cook — 98%, Basic Electronics — 70%, Electrical Engineer — 75%, Radio: Basic — 80%, Radio: Scramblers — 70%, Basic Mechanics — 60%, Mechanical Engineer — 75%, Locksmith — 60%, Computer Repair — 70%, Automotive Mechanics — 80%, Aircraft Mechanics — 75%, Radio: Satellite — 55%, Optics — 80%, Computer Programming — 70%, Read Sensory Instruments — 70%, Hand to Hand: Basic, Navigation — 90%, Computer Operation — 90%.

**Personal Profile:** Jeremy Alastair is a bright, resourceful REF robotechnologist whose discoveries on the homeworld of the Robotech Masters sparked an obsession with sonology and its affects on man and aliens. Refusing to heed the wisdom of elder scientist Benjamin Walters, he joined a splinter group of the old E.B.S.I.S. organization called Krugatch in order to complete experiments in creating an effective weapon against the Invid. Unfortunately, just as his work was completed, he learned that his employers had different plans for the device.

**Personal Profile:** Before joining the REF and embarking on the Tyrol expedition, Mike was an entertainer; an actor, singer, and dancer, and he was quite good at it. His natural talent for such things as computer electronics and field deployment of troops and weaponry in simulated training, saw that he rose quickly through the ranks of the REF. It was with the REF that he befriended Lancer and Professor Walters.

Later, Lt. Townsend's leader abilities would help him establish and lead the New Detroit Underground. He has proven to be a great and compassionate leader who has helped thousands rebuild their lives in the ruins of Invid occupied Earth.

## PROFESSOR BENJAMIN WALTERS



REF Bio-Maintenance Engineer and Robotechnology Scientist

**Hit Points:** 48 S.D.C.: 20

**Alignment:** Scrupulous

**Attributes:** I.Q. 14, M.E. 11, M.A. 21, P.S. 12, P.P. 11, P.E. 13, P.B. 13, Spd. 11

**Age:** 47

**Weight:** 185 lbs. **Height:** 5 feet 10 inches

**Disposition:** Cool-headed, but warmhearted; reliable and trustworthy.

Always patient, calm, fatherly and compassionate.

**Level of Experience:** 8th level

**Rank:** REF Scientist, Second in Command of the Underground.

**Skills of Note:** Mecha Repair (special) — 95%, Recognize Mecha Quality (special) — 90% firsthand/60% from a distance, Mechanical Engineer — 98%, Veritech Mechanics — 90%, Mecha Mechanics — 95%, Mecha Electronics — 90%, Weapon Systems — 98%, Computer Operation — 98%, W.P. Energy Pistol, W.P. Energy Rifle, Hand to Hand: Basic, Paramedic — 98%, Electrical Engineer — 90%, Pilot Jet (Hover-Plane) — 92%, Pilot Helicopter — 92%, Pilot Hover Vehicle — 86%, Navigation — 98%, and the science of robotechnology.

**Personal Profile:** Born of German-Jewish parents at the turn of the century, Walters was a hookyplaying genius caught up in the magic of First Contact with the arrival of the Macross. He spent his adolescence defending his family from Zentraedi attack, listening to the songs of Lynn Minmei, and doing several tours with the RDF service. His work with the brash, if endearing young scientist Dr. Jeremy Alastair, yielded plans and prototypes which would eventually become the Rockers' instrumecha. When the Invid returned, Walters would have lost all faith, were it not for the friendship of Mike Townsend, and the memory of Lancer's music.

## A TYPICAL D-ROCKER

Can be a Non-Military Personnel, Scout, or Freedom Fighter O.C.C.

**Hit Points:** 16 S.D.C.: 15 or 25

**Alignments:** Usually Scrupulous, Unprincipled or Anarchist

**Average Attributes:** I.Q. 10, M.E. 10, M.A. 12, P.S. 12, P.P. 13, P.E. 12, P.B. 10, Spd. 12

**Typical Age:** 15 to 19

**Average Weight:** 130 lbs **Height:** 5 ft 8 inches

**Typical Disposition:** Good team players, yet selfreliant, tough, and resourceful, like their mentor, Lt. Townsend. But tend to be cocky, overconfident, and lack formal discipline. Most are incredibly loyal to the Underground, the Rockers, and human life.

**Level of Experience:** Usually 1st or 2nd level.

**Rank:** None; but considered an elite gang.

**Skills of Note:** Pilot Motorcycle, Pilot Automobile, Radio: Basic, First Aid, W.P. Energy Rifle, Hand to Hand: Basic, and most have one or two musical talents.

**Personal Profile:** A group of young resistance fighters who are too young or undisciplined to join the Underground, but are an unofficial sister outfit. They have no or little formal military training and are more like Robin Hood and his Merry Men than a militia. However, they are dedicated to freedom and helping their fellow man.

## A TYPICAL KRUGATCH SOLDIER

Always a member of E.B.S.I.S. Military Personnel O.C.C.

**Hit Points:** 18 S.D.C.: 17 (or by armor rating)

**Alignment:** Usually Unscrupulous, Miscreant or Diabolical

**Average Attributes:** I.Q. 12, M.E. 9, M.A. 11, P.S. 13, P.P. 13, P.E. 14, P.B. 8, Spd. 13

**Typical Age:** 22 to 32

**Average Weight:** 170 lbs **Height:** 5 ft 10 inches

**Typical Disposition:** Grim followers, disciplined and loyal.

**Level of Experience:** Usually 2nd or 3rd level.

**Rank:** The average soldier is a Private.

**Skills of Note:** Pilot Motorcycle, Pilot Automobile, Radio: Basic, First Aid, W.P. Energy Rifle, Hand to Hand: Basic, a select few have mecha piloting skills.

**Personal Profile:** A gathering of East European and South American E.B.S.I.S. splinter mercenaries, Krugatch soldiers do not often take the initiative when not led, and will avoid fighting to the death if possible. They are all terrified of Lt. Kosmas.

# JACK "KOGY" HALLORAN

Commander of the Yellow Dancers, Viper-3 Silo Base

**Hit Points:** 53S.D.C.: 38

**Alignment:** Scrupulous

**Attributes:** I.Q. 18, M.E. 13, M.A. 10, P.S. 17, P.P. 15, P.E. 14, P.B. 13, Spd. 16

**Age:** 46

**Weight:** 210 lbs **Height:** 6 ft 2 inches

**Disposition:** Strong, grumpy leader type. Refuses to change decisions once made, but makes them based on facts only. While he is trustworthy, he believes there are times where the ends justify the means.

**Experience:** 7th level RDF Veritech Pilot.

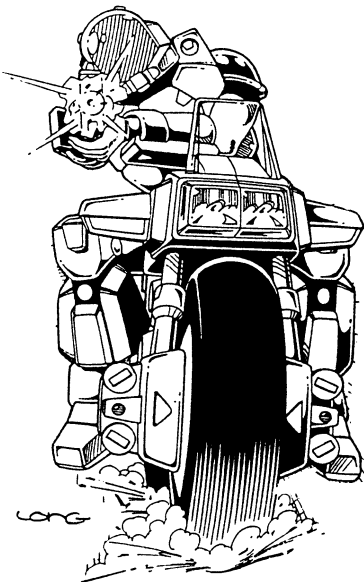
**Rank:** Major in RDF (and later in REF).

**Skills:** Pilot Jet — 98%, Pilot Veritech Fighter (old style VF1-J only) — 98%, Mecha Combat: Veritech Fighter (VF1-J), Weapon systems — 98%, Read Sensory Instruments — 94%, Navigation — 98%, Hand-to-Hand: Expert.

**Other Skills:** Pilot Helicopter — 98%, Pilot Airplane — 98%, Radio: Basic — 89%, First Aid — 96%, Basic Electronics — 79%, Veritech Mechanics — 74%, Pilot Motorcycle — 94%, Computer Operation — 98%, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Submachine-gun, Prowl — 79%, Space Navigation — 98%, Pilot Automobile — 98%, Basic Mathematics — 98%, Mecha Combat: Basic (VR-052 Battler cyclone only).

**Personal Profile:** A hardened and somewhat disillusioned warrior who served aboard the SDF-1, -2, and -3 Major "Yukon Jack" Halloran was one of the least known veritech aces to come out of the First Robotech War. He never resented this lack of notoriety in front of his comrades, reasoning that it made him "less of a target for stray enemies." But some part of Halloran yearned for the recognition and power of a Roy Fokker or a Max Sterling.

Stranded far from home, even on his home world, Halloran does what he can to keep his charges alive, and has devoted his life to this task. He does not believe in playing the hero; he saw too many of his friends die fighting the Zentraedi and the Invid for him to think about war as anything but ugly, and something to be avoided at all costs. Hit and run tactics are his forte these days, and he has managed to smuggle scores of refugees out of the North American Sector due to his excellent tactical and organizational skills. However, Halloran can be an opportunist when it comes to developments which can reactivate his forces on a large scale. The right secret at the right time may be more than enough to stir his machiavellian instincts. His childhood nickname, "Kogy," came back into use when a mischievous Yellow Dancer learned it when he first came to Viper-3.



# ANNIE LABELLE

Non-Military Personnel, Leader of the California Freedom League

**Hit Points:** 32 S.D.C.: 25

**Alignment:** Unprincipled

**Attributes:** I.Q. 10, M.E. 11, M.A. 10, P.S. 8, P.P. 12, P.E., 10, P.B. 12, Spd. 9

**Age:** 26

**Weight:** 98 lbs **Height:** 4ft 9 inches

**Disposition:** Less of a talker and more of a doer and thinker than she used to be, but she is still essentially the same old Annie. A hyperactive, hard worker who is romantic to a fault. She is spunky, tough and resilient.

**Level of Experience:** 5th level.

**Rank:** None; Ad Hoc leader of the California Freedom League.

**Skills:** Pilot Automobile — 98%, Pilot Small Truck — 89%, Computer Operation — 95%, Computer Programming — 60%, Pilot Motorcycle — 76%, Math: Basic — 76%, Cook — 95%, Sing — 75%, Swimming — 76%, Climbing — 76%/56%, Photography — 75%, W.P. Automatic Pistol, Horsemanship (2nd level) — 48%, Carpentry — 40%, Hand-to-Hand: Basic (1st level), Radio: Basic (2nd level) — 60%, W.P. Energy Pistol, Basic Electronics (2nd level) — 50%, Basic Mechanics (1st level) — 34%.

**Personal Profile:** LaBelle has blossomed into a confident leader and excellent speaker. Together with William "Lunk" Benovitch, she has created the CFL resistance movement.

# WILLIAM "LUNK" BENOVTICH

REF Bio-Maintenance Engineer

**Hit Points:** 49 S.D.C.: 32

**Alignment:** Unprincipled

**Attributes:** I.Q. 10, M.E. 9, M.A. 10, P.S. 23, P.P. 13, P.E. 19, P.B. 8, Spd. 10

**Age:** 34

**Weight:** 240lbs **Height:** 6ft 8inches

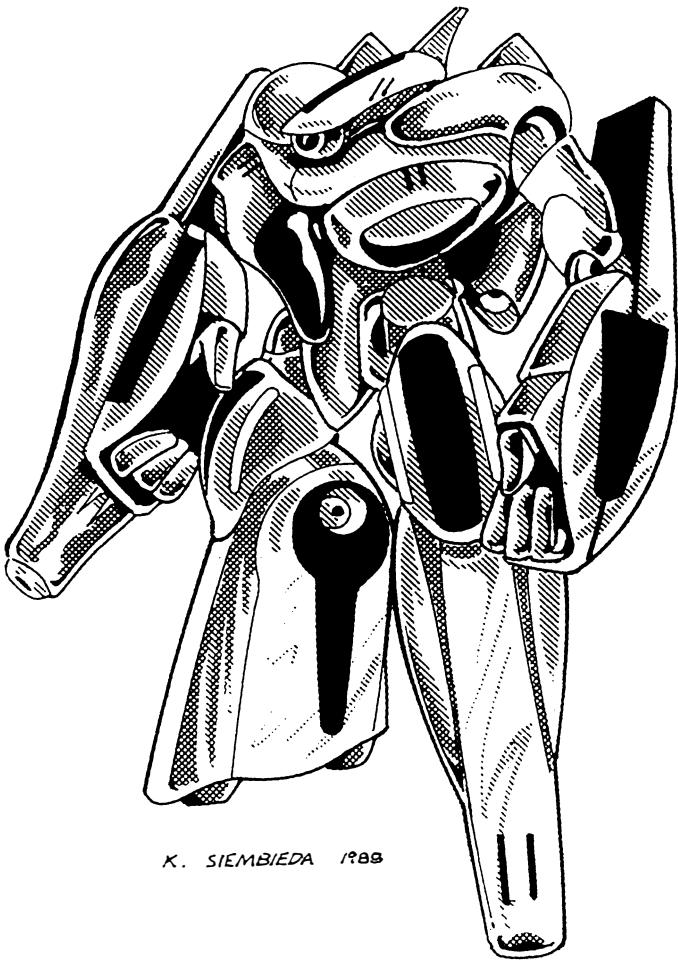
**Disposition:** Gentle, caring, and easy-going. A loyal and excellent soldier, who would rather be somewhere else than in the middle of a war.

**Level of Experience:** 8th level.

**Rank:** Corporal

**Skills:** Mecha Repair Skill (special) — 80%, Recognize Mecha Quality — 75% close inspection/45% from a distance, Mechanical Engineer — 90%, Electrical Engineer — 75%, Veritech Mechanics — 75%, Mecha Mechanics — 85%, Mecha Electronics — 75%, Armorer — 75%, Weapon Systems — 95%, Computer Operations — 95%, Radio: Basic — 65%, Optic Systems — 75%, Computer Repair — 80%, Hand-to-hand: Basic, Body Building, Wrestling, Swimming — 78%, W.P. Energy Rifle, W.P. Energy Pistol, W.P. Submachine-gun, W.P. Automatic Pistol, W.P. Heavy, W.P. Blunt (4th level), Demolitions — 85%, Pilor Automobile — 98%, Demolitions Disposal — 85%, Pilot Truck: Small — 94%, Pilot Truck: Large — 72%, Read Sensory Instruments — 65%.

**Personal Profile:** Still the same old Lunk, just a little more confident.



K. SIEMBIEDA 1988

## SERA

No last name; Stage Five Invid.

**Invid Warrior (Equal to a Freedom Fighter.)**

**Hit Points:** 38 **S.D.C.:** 55

**Alignment:** Unprincipled

**Attributes:** I.Q. 12, M.E. 12, M.A. 11, P.S. 15, P.P. 15, P.E. 10, P.B. 11, Spd. 13.

**Age:** Approximately 10 years old as a humanoid, Stage Five Invid.

**Weight:** 125lbs **Height:** 5ft 10 inches.

**Disposition:** Capable, observant, analytical, and compassionate, she's still adapting to her role as figurehead of a new rebel base.

**Level of Experience:** 6th level.

**Rank:** Second in command of the Yellow Dancers' freedom fighter group, and a top ranking Invid Princess.

**Skills:** Pilot Royal Command Battloid — 98%, Mecha Combat: RCB, Prowl — 80%, Gymnastics, Swim — 92%, Hand-to-Hand: Expert, W.P. Energy pistol, Radio: Basic — 80%, Pilot Automobile — 98%, Pilot Motorcycle — 80%, Pilot Mecha Cyclone — 80%, Mecha Combat BASIC; Cyclone (VR-041-Saber), W.P. Gallant H-90, Demolitions — 85%, Radio: Basic — 75%, Radio: Scramblers — 65%, Basic Electronics — 60%, Weapon Systems — 90%, Body Building, W.P. Knife, W.P. Heavy, W.P. Rifle, Sniper.

**Personal Profile:** Since her initial meeting with humans in general and Lancer in particular, Sera has more or less rejected her alien origins and has come to think of herself as more human than Invid. Although she and Lancer care greatly about each other, they went their different ways when Lancer immersed himself in melancholy. She has continued to fight and is quite a legendary figure among the freedom fighters of the west.

## LANCER

**REF Military Specialist**

**Hit Points:** 47**S.D.C.:** 25

**Alignment:** Scrupulous

**Attributes:** I.Q. 15, M.E. 14, M.A. 17, P.S. 14, P.P. 21, P.E. 15, P.B. 19, Spd. 15.

**Age:** 34

**Weight:** 145lbs **Height:** 6ft

**Disposition:** Cool, aloof, clever, mysterious, and brave to a fault.

**Level of Experience:** 9th level

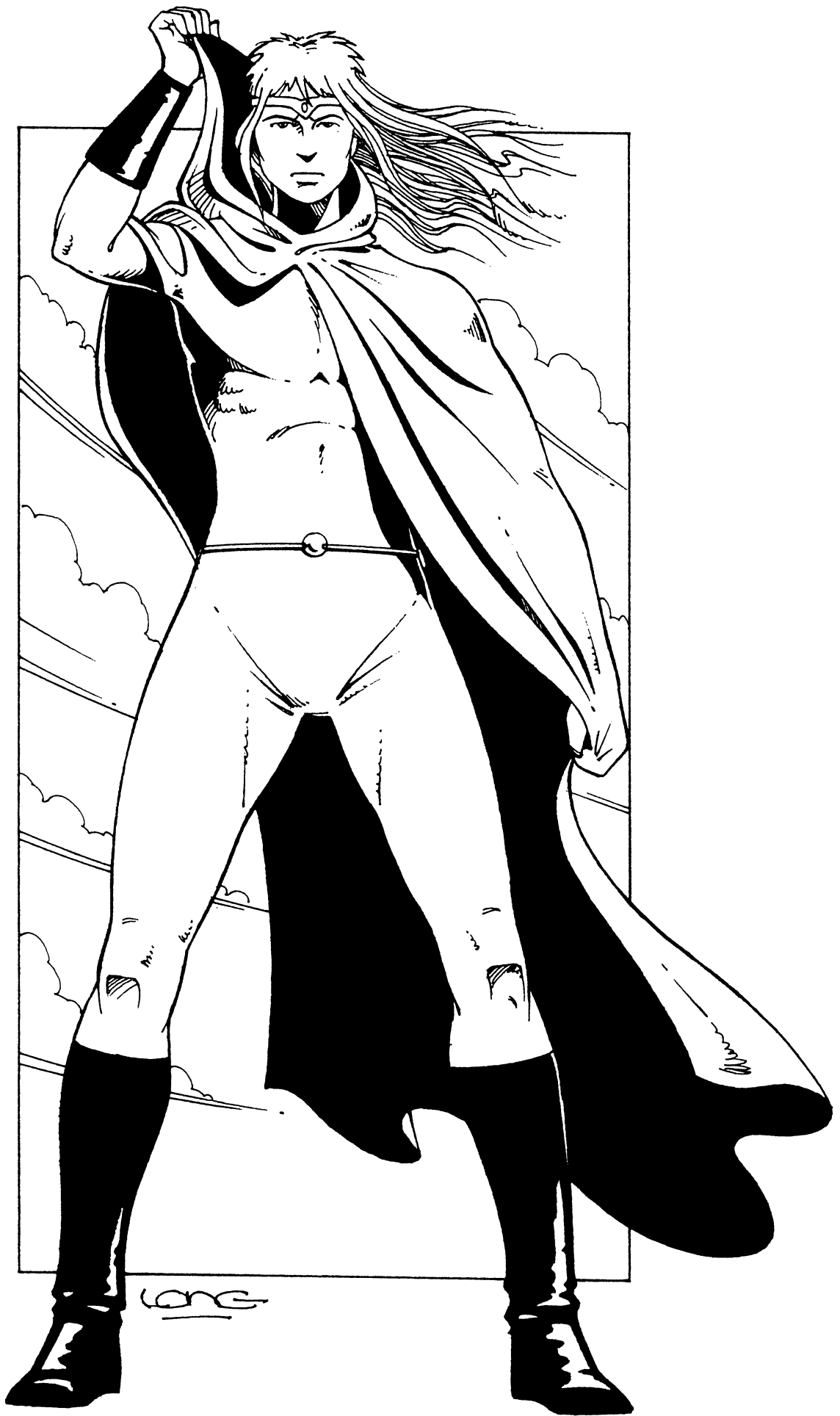
**Rank:** Former Lieutenant in the REF.

**Skills:** Pilot Motorcycle — 97%, Pilot Motorboat — 98%, Pilot Jet — 98%, Pilot Veritech (Alpha) — 95%, Mecha Combat: Alpha, Mecha Combat: Cyclone (VR-041 Saber), Intelligence — 98%, Interrogation — 95%, Land Navigation — 98%, Disguise — 79%, Detect Concealment — 95%, Radio: Basic — 98%, Radio: Scramblers — 90%, Dance (pro quality) — 98%, Sing (pro quality) — 98%, Cook (not pro quality) — 98%, Basic Mechanics — 67%, Hand-to-Hand: Martial Arts, Prowl — 90%, Swimming — 98%, Demolitions Disposal (6th level) — 98%, W.P. Gallant H-90, W.P. Energy Pistol (6th level), Detect Ambush (3rd Level) — 65%

**Personal Profile:** Lancer has been lost in despair from the horrors of war, but through the deeds of the Detroit Rockers, he will have regained his spirit and lust to be free of the Invid tyranny.







# The Rifter® Subscription

*The Rifter®* is your doorway to unlimited imagination and numerous Palladium role-playing worlds. It offers new heroes, powers, weapons, magic and adventure for your games. It presents new villains, monsters and dangers to battle, and new ideas to consider.

It helps you unlock your imagination by showing you what gamers, just like *you*, have created. That's right, many of the articles and source material are written by ordinary gamers and fans like *you*. Other articles are by freelance writers and staff.

**The Rifter® is made for you, our fans.** Each issue presents unofficial (and sometimes official) source material, adventures, characters, monsters, villains, powers, weapons, equipment, ideas and fiction for **Rifts®, Chaos Earth®, Splicers®, Beyond the Supernatural™, Heroes Unlimited™, Ninjas & Superspies™, Palladium Fantasy RPG®, Nightbane®,** and/or any variety of other Palladium games and world settings. It's also a place where we test new ideas, and showcase new games, like *Dead Reign®* and the upcoming *Mechanoids® Space*.

It is also a way to get the latest news, coming attractions, and sneak previews of upcoming Palladium products, events and secret projects.

## Sourcebook

As a **sourcebook**, each issue of **The Rifter®** presents optional and/or official source material for a variety of Palladium's role-playing settings – **Rifts®, Phase World®, Palladium Fantasy RPG®, Heroes Unlimited™, Nightbane®, Beyond the Supernatural™,** and other titles such as **After the Bomb®, Ninjas & Superspies™, Rifts® Chaos Earth®, Splicers®,** and others. Every issue includes material for 3-6 different Palladium RPG lines.

## Magazine

As a **magazine**, each issue includes the latest news and goings on at Palladium Books, information on new product, our schedule of releases, convention appearances, special offers, and even sneak previews and extra “official” material for new Palladium games or sourcebooks.

## Talent Show

**The Rifter** is unlike anything on the market because it is a way for *you*, the fan, the unpublished writer and hopeful young artist to get published and break into the industry.

No other game company does that, so take advantage of the opportunity to see *your* work and *your* name in print! You'll get a small payment (about \$10 per printed page of text), four free copies of the issue your work appears in, and bragging rights to all your friends. Best of all, you get to share your ideas with thousands of other Palladium gamers.

Think it can't happen to you? Think again. Many of Palladium's artists and writers got started in **The Rifter®**, including *Apollo Okamura, Brian Manning, Mike Mumah, Carl Gleba, Todd Yoho, Brandon Aten, Taylor White, Jason Richards,* and many others.

Palladium is always looking for written material for **Rifts®, Chaos Earth®, Beyond the Supernatural™, Nightbane®, Palladium Fantasy RPG®, Heroes Unlimited™, Ninjas & Superspies™, After the Bomb®,** and all our game lines. We'd also like to see cartoons and comic strips.

Send your “article/source material” (5-30 pages) or art samples (photocopies, never original art), to *The Rifter® Submissions Dept, 39074 Webb Court, Westland, MI 48185*.

## Subscribe Today

### Lock in the current price and discount

The price of **The Rifter®** is \$13.95 retail (a steal for 96 pages of RPG source material and adventures), but a subscription saves you even more money, and you have the convenience of delivery right to your door. All prices are in U.S. dollars.

- **\$39.80 – that's only \$9.95 each,** a savings of \$16, and Palladium picks up the shipping cost. **Note:** This rate is *limited* to subscribers in the USA only.
- **\$61.80 – Canada.** Our apologies, but Palladium Books can no longer cover the increased cost of postage to other countries. We hope you understand.
- **\$75.80 – Overseas:** Overseas subscriptions *are* charged an additional fee for overseas shipping costs. Sorry. We are only passing along the additional postage costs, but it is hefty. Our apologies.
- **Free Shipping anywhere in the USA.**
- **Great Savings.**
- **A Megaverse® of adventure and fun.**
- **How to order.** *Send mail orders* with a check or money order payable to *Palladium Books* (for *\$39.80 in the USA*) to:

**Palladium Books®**

**39074 Webb Court**

**Westland, MI 48185**

Credit Card Orders: Can be made on our web site (*www.palladiumbooks.com*) or by telephone 734-271-2903 (this is an order line *only*).

Check or Money Orders: Send them to the address above with a note indicating which issue number you want your subscription to start.

**Please indicate what issue number you'd like your subscription to start** (i.e., last issue, current issue, next issue, or when your current subscription ends).

This offer is good till December 31, 2017.

© Copyright 2012 Palladium Books Inc.

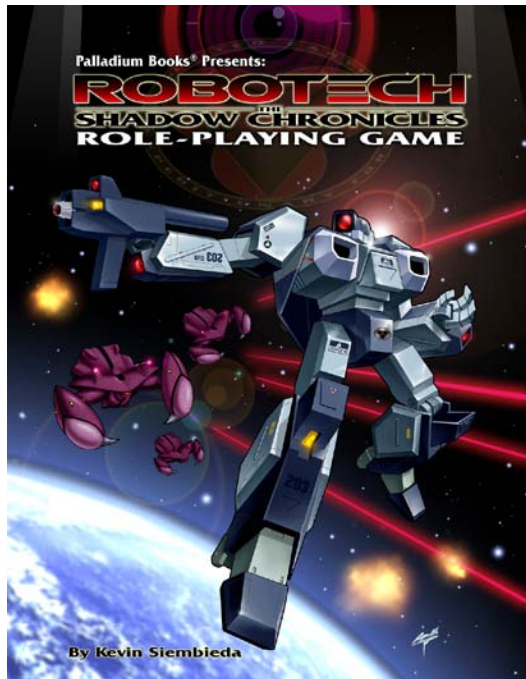
**www.palladiumbooks.com**

# Robotech® RPG

## Based on the animated TV series that has thrilled generations

The Robotech® RPG and sourcebooks in this series are ALL completely new and rewritten. They are NOT reprints of the Robotech® titles from the 1980s and 1990s. Each contains new rules, stats, descriptions, characters, and a wealth of new information!

Based on the fan-favorite television show, the Robotech® RPG enables players to experience adventures in any or all eras and generations of the Robotech® saga. Fast character creation and anime action.



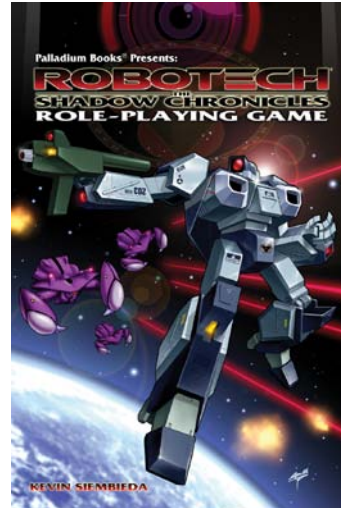
## Robotech®: The Shadow Chronicles® Hardcover RPG

The core rule book, it contains everything you need to play except imagination, dice and friends. Newcomers to the Robotech® saga will be able to quickly understand and play the game without ever having seen the television series.

The Shadow Chronicles® RPG presents the forces of the United Earth Expeditionary Force (UEEF) and its combat mecha, including Veritech Fighters, Alphas, Betas, Cyclones, and more. The enemy is the Invid and the traitorous Haydonites. Based on the popular Robotech® television series. Illustrated throughout.

- Core rule book, Invid and Shadow Chronicles space setting.
- Haydonites, the Wraith, Infiltrator and spaceships.
- 8 Invid mecha, plus the Invid Carrier.
- 16 UEEF mecha, including the Bioroid Interceptor, Condor, Alphas, Betas, Super Cyclone, Silverback, and more.
- UEEF weapons, Synchro Cannon, vehicles, spaceships and gear.
- Space combat rules, missiles and more.

- O.C.C.s include the Battloid Ace, Veritech Fighter Pilot, Military Specialist, and others. Five core UEEF character classes and 25 MOS skill packages for a wide range of diversity.
- Character creation takes 15 minutes or less with Quick Roll tables.
- A complete Role-Playing Game. 8½ x 11 hardcover, “core rules.” Compatible with other Palladium Books Mega-Damage settings like Rifts®.
- \$30.95 – 224 pages. Cat. No. 550HC.



## Robotech®: The Shadow Chronicles® RPG – Pocket-Sized Manga Edition

The same Robotech® RPG core rules as above (minus space combat rules and Haydonite spacecraft) in a smaller, “Manga Edition” size; 336 pages, 5 x 7½ inch portable book.

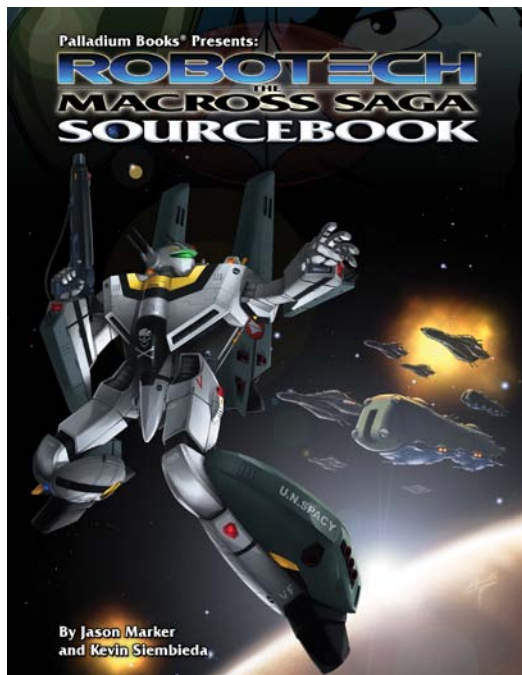
- Fast playing RPG rules. Mega-Damage setting.
- Complete stand-alone RPG.
- Manga size – 5 x 7½ inches – for easy portability.
- \$16.95 – 336 pages. Cat. No. 550.

## Robotech®: The Macross® Saga Sourcebook

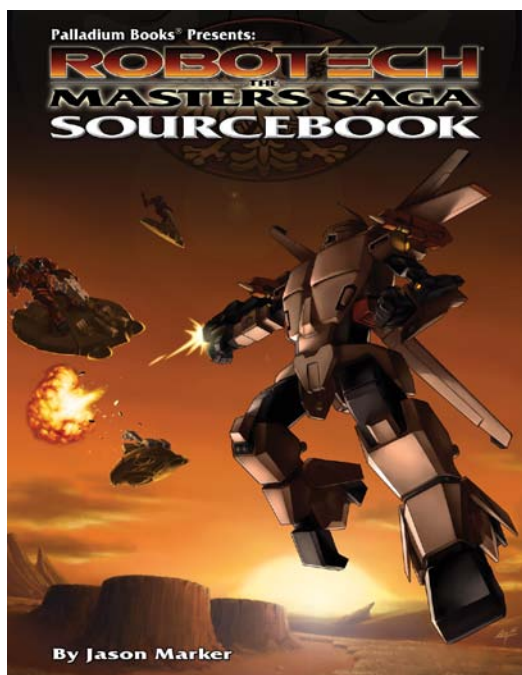
All your favorite iconic mecha and world setting. The Macross® Saga Sourcebook is a treasure trove of the mecha, Valkyries, Destroids, ground vehicles, aircraft, spacecraft, weapons, Zentraedi aliens, Zentraedi mecha, heroes, villains, action and story that made Robotech® famous.

The story of Macross is one of courage and survival against impossible odds, when an alien invader threatens the survival of all life on Earth. However, Earth’s defenders are far more ready for the Zentraedi alien invaders than they know. Epic adventure. Giant transformable robots. Sacrifice and heroics.

- The famous Valkyrie Veritech Fighters.
- Destroids – giant combat robots that are walking tanks.
- 14 aircraft and aerospace vehicles.
- 13 ground vehicles, plus weapons and equipment.
- 7 Zentraedi mecha, plus Fighter Pod, Recovery Pod, Soldiers, Shuttle and select spacecraft.



- The Zentraedi: Giant clone warriors and their culture.
- Quick Roll Tables for Macross characters.
- Ordinary People O.C.C., new skills and more.
- Notable anime characters statted out as NPCs.
- \$16.95 – 128 pages. Cat. No. 551. 8½ x 11 inch size.



## Robotech®: The Masters Saga™ Sourcebook

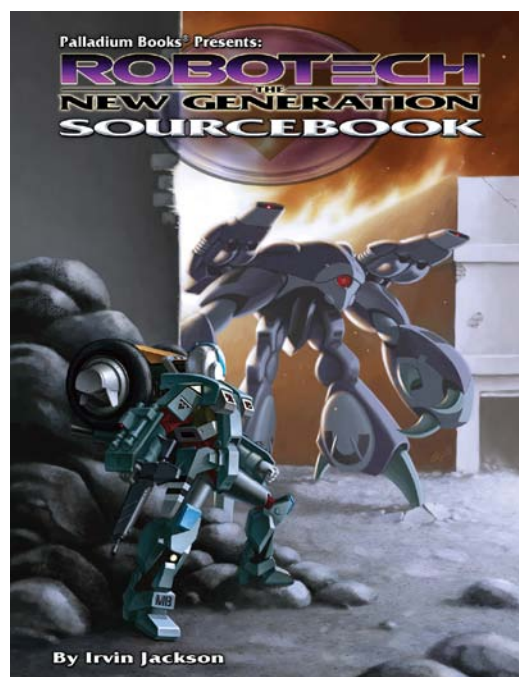
Never before revealed mecha, power armor, robots, gear and information, all statted out and described. **The Masters Saga™** captures the *Second Robotech War* with never before seen comprehensive details about the mecha, armor, weapons and gear of the 15 divisions of the Army of the Southern Cross (ASC), who battle the new alien threat of the *Robotech Masters*.

The Masters are the visionaries behind Robotechnology and Protoculture. Creators of the giant Zentraedi warriors and the

masters of a crumbling galactic empire won through war and conquest.

Adventures can start in the jungles of South America, where the fledgling ASC and the UEDF battled Zentraedi Malcontents, UEG separatists, rebels and terrorists before the UEEF blasted into outer space; or play during the years of Global Reconstruction. Or start your game the day the Robotech Masters appear and the Second Robotech War begins. Or even play the days between the Masters' defeat and the arrival of the Invid, as well as the years of Invid occupation as your ASC heroes try to rescue survivors and establish resistance groups to battle the Invid until the UEEF fleets return!

- The Army of the Southern Cross™ – all 15 branches.
- Veritech Hover Tanks, AJAX, Logan and more.
- 4 ASC Battloids plus the Golem robot.
- 6 suits of ASC Powered Armor – never before seen.
- Many vehicles, body armor, jump packs and weapons.
- 7 different Bioroids, Bioroid Hover Sled & weapons.
- Robotech Masters, Tirolians, and their spaceships.
- Tirolian villains and player characters.
- History, background and world information.
- Quick Roll, 15 minute character creation tables.
- Infinite possibilities for adventure.
- \$20.95 – 160 pages. Cat. No. 552. 8½ x 11 inch size.



## Robotech®: The New Generation™ Sourcebook

The Third Robotech War erupts on Earth. The planet has fallen to the Invid invasion force. You play resistance fighters, a new generation of bold heroes who dare to oppose the frightening alien overlords known as the Invid. Defend the human race against the Invid invaders and rescue the innocent from the alien tyrants.

Best of all, play characters, mecha and weapons from ALL four eras of Robotech® – from Macross and the Masters Saga to New Generation and the Shadow Chronicles®. Or build a Frankenmecha. Epic adventure.

- New and variant mecha, vehicles and weapons.
- Resistance Fighter O.C.C.s & Organization creation rules.
- ALL eras of Robotech mecha are available to players, from the giant Valkyries and Destroids, to Hover Tanks and AJAX, to the small, sleek Alpha Fighters and Cyclones of the UEEF.
- *Frankenmecha* – improvised mecha – amalgamations of different eras of mecha cobbled together into something new and deadly.
- 7 new Occupational Character Classes (O.C.C.s).
- Notable weapons, combat vehicles, and resistance fighters.
- The Regis, Simulagents, Invid Brain, Prince and Princess.
- Global overview under Invid domination and Invid mutations.
- Invid Hives, Protoculture Farms and adventure.
- \$16.95 – 96 pages. Cat. No. 554. 8½ x 11 inch size.



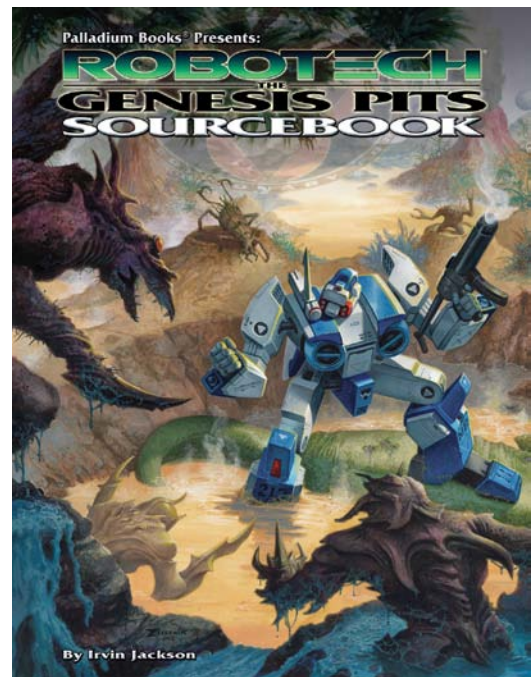
## Robotech®: Expeditionary Force Marines™

**Expeditionary Force Marines™** is a riveting **Robotech®** sourcebook that carries you to alien worlds. Your characters can pilot the early Cyclones and next generation of Destroids, meet aliens, liberate alien worlds and combat the merciless Invid Regent, his Inorganic shock troopers and Invid swarms. Epic, planet-hopping adventure awaits.

**The Robotech®: Expeditionary Force Marines Sourcebook** is set in space with the UEEF (United Earth Expeditionary Force) led by Admiral Rick Hunter, Lisa Hayes, Breetai and Exedore. This valiant force of mecha-clad heroes travel across the galaxy liberating planets from the bondage of the Invid Regent, the Robotech Masters and other tyrants and monsters. New alien people are introduced and become part of the Expeditionary Force Marines. In between their ongoing war with the Regent and his Invid and Inorganics, they explore planets, battle space pirates and face treachery on many fronts.

- 5 new Marine O.C.C.s, 22 M.O.S. skill packages, and some new skills.

- 8 new Destroids, two of them Zentraedi, plus a Battloid or two.
- 6 new Cyclones, including Space Cyclones, the Spider Hover Cyclone, the Walker and more.
- CVR-1 and CVR-2 body armor and notable Expeditionary Force (and alien) weapons, gear and vehicles.
- 6 alien races and brief overviews of their planets.
- 34 Perytonian Energy Wizard Magic spells.
- The Regent's war machine: Invid Scientist R.C.C., Invid Assault Trooper (new), Invid Fury (new), Invid Ogre (new), Invid Ranger (new), Garn Inorganic (new), the Regent statted out, and more.
- Quick Roll Creation Tables for UEEF Marines as player characters.
- Time-line for the Expeditionary Force and related events on Earth.
- The *Robotech® The Shadow Chronicles® RPG* "rule book" is needed to play (Cat. No. 550 or 550HC).
- Written by Irvin Jackson and Kevin Siembieda.
- \$20.95 – 160 pages. Cat. No. 553. 8½ x 11 inch size.



## Robotech®: Genesis Pits Sourcebook

An in-depth look at the horror and wonder of the Invid Genesis Pits, their purpose, function and the creatures they create. Rules and tables for creating monsters, stats for different types of dinosaurs, insects and animals, new Frankenmecha, and more.

- **Secrets of the Invid.** Notable Genesis Pits of Earth.
- **Genesis Pit mutations, monsters and mutants.**
- **Different types of Genesis Pits from across the galaxy.**
- **Genesis Pit Monster creation tables and rules.**
- **Mutant Invid and other monsters described and statted.**
- **The Inorganics and other war machines of the Invid Regent.**
- **Ways to destroy a Genesis Pit. New weapons and gear.**
- **Simulagents, Bioroid and Zentraedi mutants, and more.**
- \$16.95 – 96 pages. Cat. No. 555. 8½ x 11 inch size.



# ROBOTECH

RPG TACTICS™

## Main Boxed Game – Cat. No. 55100 – Available Now!

A fast-paced, strategy battle game that captures the speed and action of Robotech®. Play Earth defenders or Zentraedi invaders.

- Scalable from small squad skirmishes to mass battles.
- Turn-based system of play and uses D6. Two or more players.
- 34 highly detailed game pieces. 6mm scale.
- 112 page color rule book with paint guide and index.
- 53 laminated, color game cards.
- 24 custom dice, two decal sheets and more.
- Assembly and painting required. Glue not included.
- \$99.95 retail – Cat. No. 55100 – shipping now!
- Available in North and South America, the EU, Australia & New Zealand.

**Note:** Each product contains plastic game pieces requiring assembly and painting. Glue not included. This is not a toy. Small parts, not suitable for children under the age of 13. Adult supervision advised. Images shown here are not to scale.



### UEDF Valkyrie Wing™ – Cat. No. 55201

Build your fleet of Earth defenders with the Valkyrie Veritech Fighter; six game pieces total. **\$36.95 retail.**

- 2 Valkyries in Fighter mode.
- 2 Valkyries in Guardian mode.
- 2 Valkyries in Battloid mode.
- Multiple heads for making the VF-1A, VF-1J, VF-1R & VF-1S.



### UEDF Tomahawk/Defender Destroids™ – Cat. No. 55202

Expand your Destroid squad with these formidable walking tanks; four game pieces total. **\$32.95 retail.**

- 2 Tomahawk Destroids – the main battle tank of Destroids, brimming with powerful particle beam cannons for arms, and wielding a battery of missiles and an array of other weapons.
- 2 Defender Destroids – a long-range, anti-aircraft juggernaut capable of shooting down incoming Zentraedi Battlepods and Gnerl Fighters.



### UEDF Spartan/Phalanx Destroids™ – Cat. No. 55203

Add some long-range power and up-close punch to your army with these valuable Destroids; four game pieces total. **\$32.95 retail.**

- 2 Spartan Destroids – civil defense, riot control and deadly in hand to hand combat.
- 2 Phalanx Destroids – a walking, long-range missile artillery unit.



### Zentraedi Regult Battlepods™ – Cat. No. 55401

Expand your Zentraedi forces with their main infantry battle mecha; six game pieces total. **\$36.95 retail.**

- 6 Regult Tactical Battlepods – the lightning quick Regults, armed with a pair of particle cannons and auto-cannons, attack in wave after wave.



### Zentraedi Artillery Battlepods™ – Cat. No. 55402

Give your Zentraedi legion greater firepower with these artillery and support Battlepods; four game pieces total. **\$36.95 retail.**

- 4 Zentraedi Support Battlepods, each of which can be made into:
    - Gluuhaug-Regult – Light Artillery Battlepod
    - Serauhaug-Regult – Heavy Artillery Battlepod
    - Telnesta-Regult – Experimental Particle Beam Battlepod
- Four game pieces total.**



### Zentraedi Glaug Command™ – Cat. No. 55403

This diverse pack provides your Zentraedi forces with greater tactical capabilities; three game pieces total. **\$36.95 retail.**

- 1 Glaug Officer's Battlepod – the fast and deadly mecha of Zentraedi field leaders.
- 1 Quel-Regult Scout Battlepod – the stealthy eyes and ears of your Zentraedi battle force; electronic warfare capabilities.
- 1 Quel-Gulnau Recovery Pod – enhances the Glaug's ability to bring in Battlepod reinforcements. **Note:** This figure has NEVER before been offered by any company.





# RIFTS®

- Imagine Earth transformed into an alien landscape.
- Humans exist – barely. And we are not alone.
- Aliens and monsters emerge from the Rifts – holes torn in the fabric of space and time, connected to countless worlds and realities.
- Ancient gods, demons and magic have returned.
- Magic and technology clash.
- Hundreds of character classes, many inhuman.
- *Rifts® Ultimate Edition* is the core RPG rule book.
- Expansive world setting with 90+ sourcebooks to draw upon.
- Rifts®, your portal to endless adventure.
- Limited only by your imagination.

[www.palladiumbooks.com](http://www.palladiumbooks.com)

© 2014 Palladium Books. Rifts®, Megaverse®, Nightbane® and other titles, slogans and likenesses are trademarks of Palladium Books, Inc. Palladium Books - 39074 Webb Court, Westland, MI 48185 USA - 734-271-2903 order line.

## Other RPG Worlds from Palladium Books®:

- *Rifts®* – the ultimate role-playing experience.
- *Rifts® Chaos Earth®* – Play the apocalypse as it happens.
- *Splicers®* – Weird science. Bio-tech battles insane robot legions.
- *Robotech® RPG* – All eras of the TV show brought to life.
- *Dead Reign® RPG* – Can you survive the Zombie Apocalypse?
- *Palladium Fantasy RPG®* – Unique world, monsters as player characters, magic and more.
- *Heroes Unlimited™ RPG* – Play any hero; mutants, aliens, cyborgs, superhumans, mages, immortals and more.
- *Nightbane® RPG* – Conspiracy, magic, horror and monsters.
- *Beyond the Supernatural™ RPG* – Modern horror and suspense.
- *Ninjas and Superspies™*, and more.

# Can YOU survive the Zombie Apocalypse?



## The Dead Reign® RPG series

**Dead Reign® RPG – “Core Rules.”** It is the aftermath of the *zombie apocalypse*. The dead reign and the living fight against impossible odds. Can you survive? Find out with this fast-paced horror game. Easy to learn. Fast character creation and combat.

- **Zombie combat and survival rules, vehicles and equipment.**
- **6 iconic Character Classes plus Ordinary People (40+ occupations).**
- **7 types of zombies, plus the Half-Living.**
- **101 Random Scenarios, Encounters, Settings and other tables.**
- **\$22.95 retail – 224 pages – Cat. No. 230. Available now.**

## Civilization Gone™ Sourcebook

Civilization has crumbled to nothing. There is no army. No government. No help coming. What now?

- **Madmen, Psychopaths, villains, heroes and protectors.**
- **House, home and survivor camp tables, resources & encounters.**
- **\$12.92 retail – 64 pages – Cat. No. 231. Available now.**

## Dark Places™ Sourcebook

Travel the rails and urban underground to move about undetected by zombies.

- **Worm Meat, Bug Boy, Sewer Crawler & Impersonator Zombies.**
- **Traveling the rails, sewers and other dark places.**
- **Random encounter tables, boxcar content tables, and much more.**
- **\$12.92 retail – 64 pages – Cat. No. 232. Available now.**

## Endless Dead™ Sourcebook

The zombies grow in number and strangeness. Can humankind survive?

- **Zombie amalgamations, tables and encounters.**
- **New player characters & timetables for your campaign.**
- **Weaponizing vehicles, vehicle combat rules, and military bases.**
- **Creating survivor caravans, hideouts, Safe Havens & more.**
- **\$16.95 retail – 96 pages – Cat. No. 233. Available now.**

## Other horror titles from Palladium Books®

**Beyond the Supernatural™ RPG**      **Nightbane® RPG**

## Fear the Reaper™ Sourcebook

Heroes who, like knights of old, travel the highways fighting zombies and helping survivors.

- **Comprehensive background on the Road Reapers.**
- **Their code, missions, weapons, strategies and tactics.**
- **The Terror Zombie and more.**
- **\$12.95 retail – 48 pages – Cat. No. 234. Available now.**

## Graveyard Earth™ Sourcebook

The Zombie Apocalypse across the globe; provides a world overview and many adventure ideas.

- **Many tables for settings, encounters and adventure hooks.**
- **Random Safe Havens by region, and Survivor Leaders.**
- **How to get home from abroad, zombie threat levels & more.**
- **\$12.95 retail – 64 pages – Cat. No. 235. Available now.**

## Hell Followed™ Sourcebook

This big, 160 page sourcebook begins to redefine the zombie genre. It broadens the field of possibilities and expands upon the modern zombie mythos. It is full of twists and surprises you will not expect.

- **11 new types of terrifying zombies.**
- **7 player characters, plus Masked Lunatics – heroes or madmen?**
- **21 disasters to complicate survival, and urban survival.**
- **Government enclaves, conspiracy theories and more.**
- **\$20.95 retail – 160 pages – Cat. No. 236. Available now.**





# Palladium Books® Check List & Order Form

Dept. P-16, 39074 Webb Court, Westland, MI 48185

Name: \_\_\_\_\_ Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip/Postal Code: \_\_\_\_\_ Country: \_\_\_\_\_

Credit Card Number: \_\_\_\_\_ Expiration Date: \_\_\_\_\_  Visa  MasterCard

Telephone Number: \_\_\_\_\_ Signature: \_\_\_\_\_  AMEX  Other

## The Rifter® Series

- \_\_\_ 173 The Rifter® #73 – \$13.95
- \_\_\_ 174 The Rifter® #74 – \$13.95
- \_\_\_ 175 The Rifter® #75 – \$13.95
- \_\_\_ 176 The Rifter® #76 – \$13.95
- \_\_\_ 177 The Rifter® #77 – \$13.95
- \_\_\_ 178 The Rifter® #78 – \$13.95 (Spring)

## Splicers® Note: Sourcebooks coming soon.

- \_\_\_ 200 Splicers® RPG – \$23.95

## Dead Reign®

- \_\_\_ 230 Dead Reign® RPG – \$22.95
- \_\_\_ 231 SB 1: Civilization Gone™ – \$12.95
- \_\_\_ 232 SB 2: Dark Places™ – \$12.95
- \_\_\_ 233 SB 3: Endless Dead™ – \$16.95
- \_\_\_ 234 SB 4: Fear the Reaper™ – \$12.95
- \_\_\_ 235 SB 5: Graveyard Earth™ – \$12.95
- \_\_\_ 236 SB 6: Hell Followed™ – \$20.95

## Rifts® Novels

- \_\_\_ 301 Sonic Boom™ – \$9.95
- \_\_\_ 302 Deception's Web™ – \$9.95
- \_\_\_ 303 Treacherous Awakenings™ – \$9.95
- \_\_\_ 304 Tales of the Chi-Town 'Burbs™ – \$12.95
- \_\_\_ 305 Rifts® Path of the Storm™ – \$12.95

## Weapons Books

- \_\_\_ 401 Weapons and Armor™ – \$8.95
- \_\_\_ 402 Weapons and Castles™ – \$8.95
- \_\_\_ 403 Weapons and Assassins™ – \$9.95
- \_\_\_ 404 Weapons & Castles of the Orient™ – \$9.95
- \_\_\_ 409 Exotic Weapons™ – \$9.95
- \_\_\_ 410 European Castles™ – \$9.95

## Palladium Fantasy RPG®

- \_\_\_ 450 The Palladium Fantasy RPG® – \$26.95
- \_\_\_ 4500HC Palladium Fantasy RPG® 30th Anniversary Hardcover – \$50.00
- \_\_\_ 451 Dragons & Gods™ – \$24.95
- \_\_\_ 453 Old Ones™ 2nd Ed. – \$24.95
- \_\_\_ 454 Monsters & Animals™ 2nd Ed. – \$24.95
- \_\_\_ 455 Adventures on the High Seas™ – \$24.95
- \_\_\_ 458 Island at the Edge of the World™ – \$20.95
- \_\_\_ 459 Yin-Sloth Jungles™ – \$20.95
- \_\_\_ 462 Western Empire™ – \$24.95
- \_\_\_ 463 Baalgor Wastelands™ – \$24.95
- \_\_\_ 464 Mount Nimro™ – \$20.95
- \_\_\_ 465 Eastern Territory™ – \$24.95
- \_\_\_ 466 Library of Bletherad™ – \$20.95
- \_\_\_ 467 Northern Hinterlands™ – \$24.95
- \_\_\_ 468 Land/Damned 1: Chaos Lands™ – \$24.95
- \_\_\_ 469 LoD 2: Eternal Torment™ – \$24.95
- \_\_\_ 470 LoD 3: The Citadel – \$24.95 (coming)
- \_\_\_ 471 Wolfen Empire™ – \$20.95
- \_\_\_ 472 Mysteries of Magic™ One: Heart of Magic – \$16.95
- \_\_\_ 474 Bizantium/Northern Islands™ – \$20.95
- \_\_\_ 475 Garden of the Gods™ – \$16.95 (coming)

## Heroes Unlimited™ / After the Bomb®

- \_\_\_ 500-2 Heroes Unlimited™, 2nd Ed. – \$26.95
- \_\_\_ 5000HC Heroes Unlimited™ 30th Anniversary Hardcover – \$50.00
- \_\_\_ 501 Villains Unlimited™ Revised – \$24.95
- \_\_\_ 503 After the Bomb® RPG – \$24.95
- \_\_\_ 505 Road Hogs™ (After the Bomb® II) – \$9.95
- \_\_\_ 507 Mutants Down Under™ (AB III) – \$9.95
- \_\_\_ 511 Mutants of the Yucatan™ (AB IV) – \$9.95
- \_\_\_ 513 Mutants in Avalon™ (AB V) – \$16.95
- \_\_\_ 514 Mutants in Orbit™ (AB VI) – \$16.95
- \_\_\_ 515 Aliens Unlimited™ – \$24.95
- \_\_\_ 516 Heroes Unlimited™ G.M.'s Guide – \$24.95
- \_\_\_ 517 Century Station™ – \$24.95
- \_\_\_ 518 Gramercy Island™ – \$24.95
- \_\_\_ 519 Aliens Unlimited Galaxy Guide™ – \$24.95
- \_\_\_ 520 Mutant Underground™ – \$16.95
- \_\_\_ 521 Powers Unlimited® One – \$16.95
- \_\_\_ 522 Powers Unlimited® Two – \$16.95
- \_\_\_ 523 Powers Unlimited® Three – \$16.95
- \_\_\_ 525 Revised Ninjas & Superspies™ – \$20.95
- \_\_\_ 526 Mystic China™ – \$24.95
- \_\_\_ 527 Armageddon Unlimited™ – \$20.95

## Robotech® RPG

- \_\_\_ 550 Robotech® The Shadow Chronicles® RPG (manga size) – \$16.95
- \_\_\_ 550HC Robotech® The Shadow Chronicles® Deluxe Hardcover RPG – \$30.95
- \_\_\_ 5500HC Robotech® The Shadow Chronicles® Gold Ed. Hardcover RPG – \$70.00
- \_\_\_ 551 Robotech® Macross® Saga Sourcebook – \$16.95
- \_\_\_ 552 Robotech® The Masters Saga™ Sourcebook (NEW in 8½ x 11) – \$20.95
- \_\_\_ 553 Robotech®: Expeditionary Force Marines Sourcebook – \$20.95
- \_\_\_ 554 Robotech® The New Generation™ Sourcebook – \$16.95
- \_\_\_ 555 Robotech® Genesis Pits Sourcebook – \$16.95

## Robotech® RPG Tactics™ (New!)

- \_\_\_ 55100 Robotech® RPG Tactics™ – \$99.95
- \_\_\_ 55105 Robotech® RPG Tactics™ Rulebook – \$20.00
- \_\_\_ 55101 UEDF Dice Pack – \$12.00
- \_\_\_ 55102 Zentraedi Dice Pack – \$12.00
- \_\_\_ 55201 UEDF Valkyrie Wing – \$36.95
- \_\_\_ 55202 UEDF Destroid Pack – \$32.95
- \_\_\_ 55203 UEDF Spartan Pack – \$32.95
- \_\_\_ 55401 Zentraedi Regult Battlepods – \$36.95
- \_\_\_ 55402 Zentraedi Artillery Battlepods – \$36.95
- \_\_\_ 55403 Zentraedi Glaug Command – \$36.95

## Rifts® Chaos Earth®

- \_\_\_ 660 Rifts® Chaos Earth® RPG – \$20.95
- \_\_\_ 661 Rifts® CE Creatures of Chaos™ – \$12.95
- \_\_\_ 662 Rifts® CE The Rise of Magic™ – \$12.95
- \_\_\_ 665 Rifts® Chaos Earth® First Responders™ – \$16.95 (coming)
- \_\_\_ 666 Rifts® Chaos Earth® Resurrection™ – \$20.95

## Beyond the Supernatural™

- \_\_\_ 700 Beyond the Supernatural™, 2nd Ed. – \$24.95
- \_\_\_ 702 Tome Grotesque™ – \$20.95 (coming)
- \_\_\_ 703 Beyond Arcanum™ – \$24.95 (coming)

## Nightbane®

- \_\_\_ 730 Nightbane® RPG – \$24.95
- \_\_\_ 731 Nightbane®: Between the Shadows™ – \$20.95
- \_\_\_ 732 Nightbane®: Nightlands™ – \$20.95
- \_\_\_ 733 Nightbane®: Through the Glass Darkly™ – \$20.95
- \_\_\_ 735 Nightbane® Survival Guide™ – \$20.95

## Rifts®

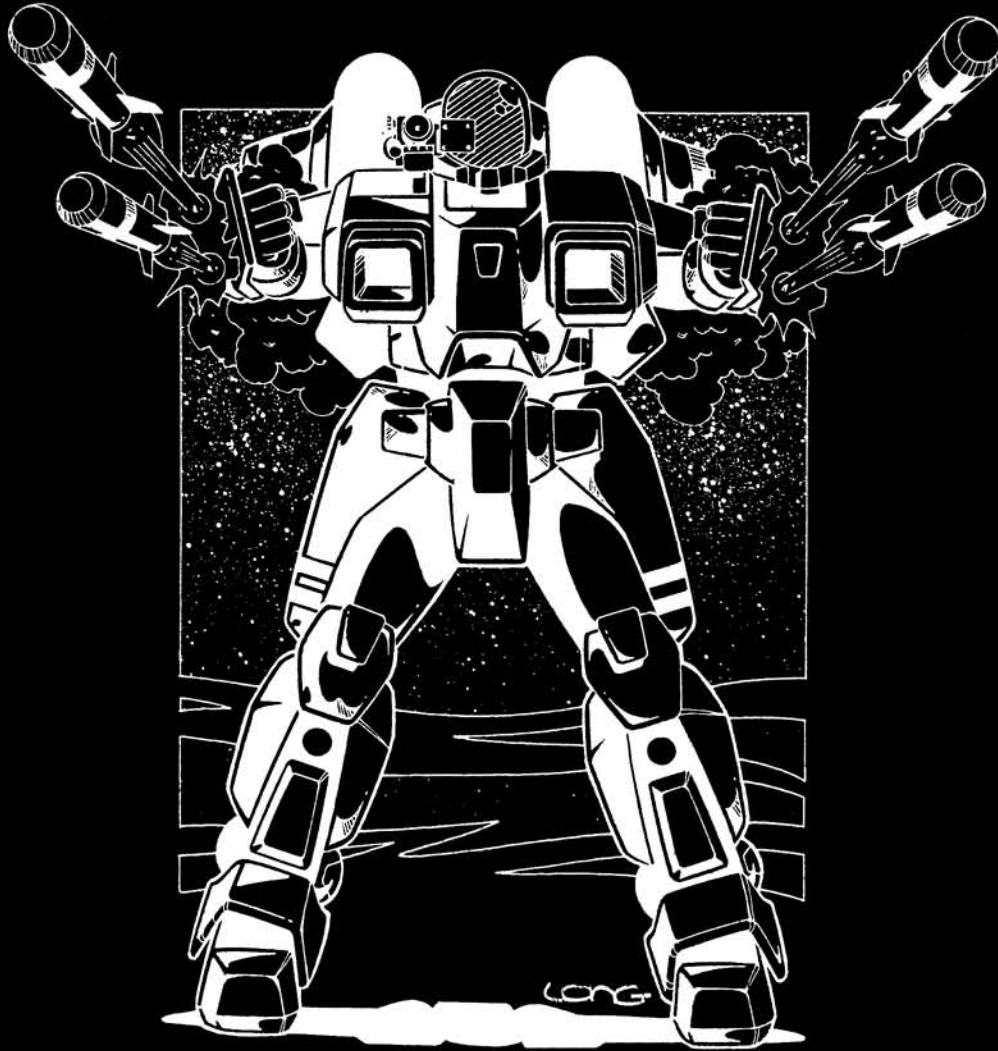
- \_\_\_ 800HC Rifts® RPG Ultimate Edition – \$39.95
- \_\_\_ 801 Rifts® Sourcebook One Revised – \$20.95
- \_\_\_ 802-E Rifts® World Book 1: Vampire Kingdoms™, Revised – \$24.95
- \_\_\_ 803 Rifts® Conversion Book One™ – \$24.95
- \_\_\_ 804 Rifts® WB 2: Atlantis™ – \$20.95
- \_\_\_ 805 Rifts® Sourcebook 2: Mechanoids™ – \$16.95
- \_\_\_ 807 Rifts® WB 3: England™ – \$20.95
- \_\_\_ 808 Rifts® WB 4: Africa™ – \$20.95
- \_\_\_ 809 Rifts® Dimension Book 1: Wormwood™ – \$20.95
- \_\_\_ 810 Rifts® WB 5: Triax™ – \$24.95
- \_\_\_ 811 Rifts® Pantheons of the Megaverse® – \$24.95
- \_\_\_ 812 Rifts® Sourcebook 3: Mindwerks™ – \$16.95
- \_\_\_ 813 Rifts® Mercenaries™ – \$20.95
- \_\_\_ 814 Rifts® WB 6: South America – \$20.95
- \_\_\_ 815 Rifts® WB 7: Underseas™ – \$24.95
- \_\_\_ 816 Rifts® DB 2: Phase World® – \$24.95
- \_\_\_ 817 Rifts® DB 3: Phase World® Sourcebook – \$16.95
- \_\_\_ 818 Rifts® WB 8: Rifts® Japan™ – \$24.95
- \_\_\_ 819 Rifts® WB 9: South America Two™ – \$24.95
- \_\_\_ 820 Rifts® WB 10: Juicer Uprising™ – \$20.95
- \_\_\_ 821 Rifts® WB 11: Coalition War Campaign™ – \$24.95
- \_\_\_ 822 Rifts® WB 12: Psyscape™ – \$20.95
- \_\_\_ 825 Rifts® WB 13: Lone Star™ – \$20.95

- \_\_\_ 826 Rifts® WB 14: New West™ – \$24.95  
 \_\_\_ 827 Rifts® WB 15: Spirit West™ – \$24.95  
 \_\_\_ 828 Rifts® Sourcebook 4: Coalition Navy™ – \$16.95  
 \_\_\_ 829 Rifts® WB 16: Federation of Magic™ – \$20.95  
 \_\_\_ 830 Rifts® DB 4: Skraypers™ – \$20.95  
 \_\_\_ 831 Rifts® Index Volume Two™ – \$16.95  
 \_\_\_ 832 Rifts® WB 17: Warlords of Russia™ – \$24.95  
 \_\_\_ 833 Rifts® WB 18: Mystic Russia™ – \$20.95  
 \_\_\_ 834 Rifts® WB 19: Australia 1 – \$24.95  
 \_\_\_ 835 Rifts® WB 20: Canada™ – \$24.95  
 \_\_\_ 836 Rifts® WB 21: Splynn Dimensional Market™ – \$24.95  
 \_\_\_ 837 Rifts® WB 22: Free Quebec™ – \$24.95  
 \_\_\_ 838 Rifts® WB 23: Xiticix Invasion™ – \$20.95  
 \_\_\_ 839 Rifts® Coalition Wars®: Sedition™ – \$20.95  
 \_\_\_ 840 Rifts® Coalition Wars®: Coalition Overkill™ – \$16.95  
 \_\_\_ 841 Rifts® Coalition Wars®: Sorcerers' Revenge™ – \$16.95  
 \_\_\_ 842 Rifts® Coalition Wars®: Cyber-Knights™ – \$16.95  
 \_\_\_ 843 Rifts® Coalition Wars®: Shadows of Evil™ – \$16.95  
 \_\_\_ 844 Rifts® Coalition Wars®: Final Siege™ – \$24.95  
 \_\_\_ 845 Rifts® Game Master Guide™ – \$26.95  
 \_\_\_ 846 Rifts® Aftermath™ – \$24.95  
 \_\_\_ 847 Rifts® DB5: Anvil Galaxy™ – \$20.95  
 \_\_\_ 848 Rifts® Book of Magic™ – \$26.95  
 \_\_\_ 849 Rifts® Adventure Guide™ – \$24.95  
 \_\_\_ 850 Rifts® Bionics Sourcebook™ – \$16.95  
 \_\_\_ 851 Rifts® DB 6: Three Galaxies™ – \$20.95  
 \_\_\_ 852 Rifts® Dark Conversions™ – \$24.95  
 \_\_\_ 853 Rifts® Chi-Town 'Burbs™ – \$9.95  
 \_\_\_ 854 Rifts® The Tolkeen Crisis™ – \$12.95  
 \_\_\_ 855 Rifts® The Black Vault™ – \$9.95  
 \_\_\_ 856 Rifts® The Vanguard™ – \$9.95  
 \_\_\_ 857 Rifts® WB 24: China One™ – \$20.95  
 \_\_\_ 858 Rifts® WB 25: China Two™ – \$20.95  
 \_\_\_ 859 Rifts® DB 7: Megaverse Builder™ – \$16.95  
 \_\_\_ 860 Rifts® DB 8: Naruni Wave Two™ – \$16.95  
 \_\_\_ 862 Rifts® WB 26: Dinosaur Swamp™ – \$20.95  
 \_\_\_ 863 Rifts® MercTown™ – \$20.95  
 \_\_\_ 865 Rifts® Merc Ops™ – \$20.95  
 \_\_\_ 866 Rifts® WB 27: Adventures in Dinosaur Swamp™ – \$20.95  
 \_\_\_ 867 Rifts® Mercenary Adventure Sourcebook – \$12.95  
 \_\_\_ 868 Rifts® WB 28: Arzno™ – \$20.95  
 \_\_\_ 869 Rifts® WB 29: Madhaven™ – \$16.95  
 \_\_\_ 870 Rifts® John Zeleznik Coloring Book – \$5.95  
 \_\_\_ 871 Rifts® Machinations of Doom™ – \$18.95  
 \_\_\_ 872 Rifts® DB 10: Hades™ – \$24.95  
 \_\_\_ 873 Rifts® DB 11: Dyval™ – \$24.95  
 \_\_\_ 874 Rifts® WB 30: D-Bees of North America™ – \$24.95  
 \_\_\_ 875 Rifts® DB12: Dimensional Outbreak – \$24.95  
 \_\_\_ 876 Rifts® Megaverse® in Flames™ – \$24.95  
 \_\_\_ 876HC Rifts® Megaverse® in Flames™ Gold Hardcover Edition – \$50.00  
 \_\_\_ 877 Rifts® Heroes of the Megaverse® – \$16.95  
 \_\_\_ 878 Rifts® Sourcebook: Shemarrian Nation™ – \$16.95  
 \_\_\_ 880 Phase World®: Fleets of the Three Galaxies™ – \$16.95  
 \_\_\_ 881 Rifts® WB 31: Triax™ Two – \$24.95  
 \_\_\_ 883 Rifts® DB 14: Thundercloud Galaxy™ – \$20.95  
 \_\_\_ 884 Rifts® Vampires Sourcebook™ – \$20.95  
 \_\_\_ 885 Rifts® WB 32: Lemuria™ – \$24.95  
 \_\_\_ 886 Rifts® Black Market™ – \$24.95  
 \_\_\_ 886HC Rifts® Black Market™ Hardcover Gold Edition – \$60.00  
 \_\_\_ 887 Rifts® WB 33: Northern Gun™ One – \$24.95  
 \_\_\_ 888 Rifts® WB 34: Northern Gun™ Two – \$26.95  
 \_\_\_ 889 Rifts® Sourcebook: Coalition States, Heroes of Humanity™ – \$20.95  
 \_\_\_ 890 Rifts® World Book: Secrets of the Atlanteans™ – \$24.95 (coming)  
 \_\_\_ 891 Rifts® World Book: Sovietski™ – \$24.95 (coming)  
 \_\_\_ 892 Rifts® Sourcebook: The Disavowed™ – \$16.95 (coming)  
 \_\_\_ 893 Rifts® CS: Heroes of Humanity™ Arsenal Sourcebook – \$16.95 (coming)  
 \_\_\_ 894 Rifts® Haunted Tech™ – \$16.95 (coming)  
 \_\_\_ 2510 Rifts® & The Megaverse® Art Book – \$22.95  
 \_\_\_ 2510-HC Rifts® & The Megaverse® Art Book, Hardcover – \$50.00  
 \_\_\_ 2510-CML Rifts® & The Megaverse® Art Book, Collector's Masterwork Edition – \$125.00
- Miscellaneous Products**  
 \_\_\_ 600 Deluxe Revised RECON® RPG – \$22.95  
 \_\_\_ 2537 Gamer Coffee Mug – \$10.00  
 \_\_\_ 2539 Rifts® Dice Bag – Black – \$8.00  
 \_\_\_ 2545 Dead Reign™ Coffee Mug – \$10.00  
 \_\_\_ 2554 Palladium Bookmarks, Set One – \$5.00  
 \_\_\_ 2555 Palladium Bookmarks, Set Two – \$5.00  
 \_\_\_ 2561 Property of Chi-Town Library Pencil – \$0.50 each  
 \_\_\_ 2562 Future Visions™ – The Artistry of Charles Walton II – \$13.95  
 \_\_\_ 2566 Glitter Boy Mouse Pad – \$9.95  
 \_\_\_ 2567 Old Ones Mouse Pad – \$9.95  
 \_\_\_ 2568 Zombie Graveyard Mouse Pad – \$9.95  
 \_\_\_ 2575 Rifts Poker Cards 1 (full color) – \$11.99  
 \_\_\_ 2576 Rifts Poker Cards 2 (line art) – \$11.99
- Note:** T-shirts and other products can be found online: [www.palladiumbooks.com](http://www.palladiumbooks.com)
- Rifts® Miniatures**  
 \_\_\_ MI8002 Xiticix Pack – \$18.00  
 \_\_\_ MI8004 Coalition Dog Pack – \$18.00  
 \_\_\_ MI8005 Men of Magic Pack #1 – \$18.00  
 \_\_\_ MI8006 Cyborgs Pack #1 – \$18.00  
 \_\_\_ MI8007 Simvan & Ostrosaurus Pack – \$18.00  
 \_\_\_ MI8008 Coalition Skelebots Pack #1 – \$18.00  
 \_\_\_ MI8009 Coalition SAMAS Pack #1 – \$22.00  
 \_\_\_ MI8010 Coalition Sky Cycle Pack – \$22.00  
 \_\_\_ MI8011 Coalition Dog Pack #2 – \$18.00  
 \_\_\_ MI8015 Damaged Skelebots Pack #1 – \$12.00  
 \_\_\_ MI8016 Cyber-Adventurers Pack – \$18.00  
 \_\_\_ MI8017 Rogues & Scout Pack #1 – \$18.00  
 \_\_\_ MI8018 Brodkil & Witchling Pack – \$18.00  
 \_\_\_ MI8019 Damaged Skelebots Pack #2 – \$18.00  
 \_\_\_ MI8020 Psi-Stalkers & Scouts Pack #1 – \$18.00  
 \_\_\_ MI8021 Shadow Beast – \$12.00  
 \_\_\_ MI8022 Mystic Knight – \$6.00  
 \_\_\_ MI8023 Lord Magus – \$6.00  
 \_\_\_ MI8024 High Magus – \$6.00  
 \_\_\_ MI8025 Coalition Psi-Stalker – \$6.00  
 \_\_\_ MI8026 Coalition Dog Boy in DPM-D1 Armor – \$6.00  
 \_\_\_ MI8027 Coalition Dog Boy #2 – \$6.00  
 \_\_\_ MI8028 Coalition Dog Boy #3 – \$6.00  
 \_\_\_ MI8029 Coalition Dog Boy #4 – \$6.00  
 \_\_\_ MI8030 Coalition Dog Boy #5 – \$6.00  
 \_\_\_ MI8031 Glitter Boy – \$20.00  
 \_\_\_ MI8032 Glitter Boy Pilot – \$6.00  
 \_\_\_ MI8033 Kydian Overlord – \$20.00  
 \_\_\_ MI8034 Dragonsaurus – \$10.00  
 \_\_\_ MI8035 Slaver and Slave (Atlantis) Set – \$10.00  
 \_\_\_ MI8036 Crazy – \$6.00  
 \_\_\_ MI8037 Juicer #1 – \$6.00  
 \_\_\_ MI8038 Juicer #2 – \$6.00  
 \_\_\_ MI8039 Cyborg #1 – \$12.00  
 \_\_\_ MI8040 Cyborg #2 – \$12.00  
 \_\_\_ MI8041 Cyborg #3 – \$6.00  
 \_\_\_ MI8042 Coalition Officer – \$6.00  
 \_\_\_ MI8043 Coalition Grunt #1 – \$6.00  
 \_\_\_ MI8044 Coalition Grunt #2 – \$6.00  
 \_\_\_ MI8045 Coalition Grunt #3 – \$6.00
- When placing an order by mail, please add money for shipping and handling.** Add \$5.00 for orders totaling \$1-\$50, \$10.00 for orders totaling \$51-\$95, and for orders totaling \$96-\$200 please add \$15.00 US. Double the amount for Canada, and *quadruple* it for overseas orders. For more shipping options, order online at [www.palladiumbooks.com](http://www.palladiumbooks.com). Allow 2-4 weeks for delivery. Make checks and money orders payable to: *Palladium Books*
- Check release dates for new products.** If the book you order has not been released yet, your order will be held as a backorder until the product is available. Please note that prices are subject to change without notice.
- Orders can also be placed by phone,** at (734) 721-2903 (order line only). Please have your credit card information when you call.

**[www.palladiumbooks.com](http://www.palladiumbooks.com)**

Palladium Books® Presents . . .

**An Adventure in the Invid occupied Earth of 2045.  
Plus source book material, new mecha, Lancer and more!**



**For use with Robotech® RPG Book Five:  
Invid Invasion or Robotech II: The Sentinels™**

**\$16.95**

**Cat. No. ROBO60**

**ISBN-10: 0-916211-42-8**

**ISBN-13: 978-0-916211-42-4**