

PALLADIUM BOOKS® PRESENTS
THE ROBOTECH® RPG BOOK THREE

ZENTRAEDI™

BY KEVIN SIEMBODA



About this book

Originally published in 1987

This book was first printed in the mid-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

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ZENTRAEDI™



Dedicated to Thomas Bartold, who had faith in me from the beginning.

The cover depicts (from left to right) — *Breetai* (largest center figure, *Exedore*, *Khyron* and *Azonia*, surrounded by Zentraedi foot soldiers. In the lower right corner are Female Power Armor.

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PALLADIUM BOOKS® PRESENTS
 THE ROBOTECH® RPG BOOK THREE

ZENTRAEDI™

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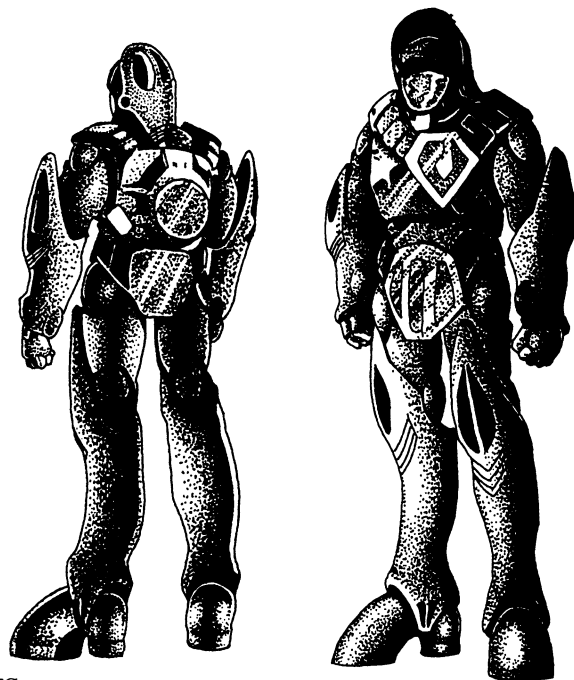
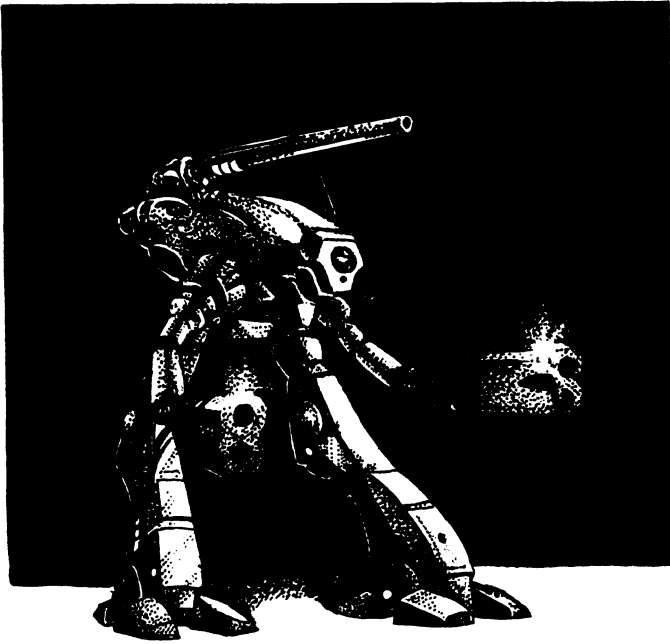


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Special Thanks to Chester Jacques, Richard Burke, Matthew Balent, my family and my regular gang of players.



INTRODUCTION

Welcome to the **Zentraedi**, the third book in the **ROBOTECH®** RPG series. The Zentraedi are one of those great villains of all time, the ultimate antagonist. They are a race of 60 foot giants, consumed with conquest and violence. Merciless warriors, they are relentless in combat and would rather die than acknowledge defeat. We can hate them because they are cold, cruel, and ruthless instruments of destruction. We can fear them because they are an enigma from another world possessing superior strength and numbers. We can loathe them for their cruelty, brutality and maniacal fervor to conquer . . . to destroy. We can sympathize for them because they are mere puppets, twisted and made ugly by an insane puppeteer. For they are victims of yet another race's mad design; artificially created, cloned, grown and indoctrinated into a short, bleak life of constant war and death. Toss in the mystery of the SDF-1 space fortress, protoculture, and the insane Robotech Masters, and there you have it. A truly compelling antagonist.

This book is about these tragic villains. We take a closer look at their lives, tactics, weapons, mecha and space cruisers. They are presented as villainous, non-player characters, and developed for use as player characters (good or evil). All of it is provided for your gaming enjoyment.

Our next **ROBOTECH®** RPG, book four, *The Mecha of Southern Cross*, will delve into the next generation of Earth's defense force, their new weapons, mecha and antagonists.

A CLOSER LOOK AT THE ZENTRAEDI PLAYER CHARACTERS

Zentraedi playing characters are an option available to players if their game master allows it. Some of the appeal in playing a "full size" Zentraedi include being giant, having incredible natural strength and, of course, the availability of Zentraedi Mecha.

The *disadvantages* in playing such a character are not readily apparent, but do exist and could make play difficult for less experienced players. 1) The giant size is extremely limiting in a city or other "micronian"

environment. 2) *Huge* amounts of food and water must be consumed; "I'll take a whole cow to go, please". 3) Prejudice and suspicion rages against the aliens, especially when they are still giant. 4) The *vulnerability* of Zentraedi Mecha may make for a very short-lived character. Remember, the Zentraedi are cheaply produced, organic, clone warriors and, as such, considered to be an expendable commodity by the Robotech Masters. 5) Skills are predominately military/combat oriented, although *micronized* Zentraedi, loyal to the RDF and/or humans, can be taught a variety of new skills.

MICRONIZATION

The Zentraedi genetic structure is specially encoded for intentional reduction to human size ("micronian"). The process requires one full hour in a bath of chemicals, radiation and protoculture mixture in a *protoculture chamber*. This transformation will completely change the massive beings into human equivalents, with proportional strength and endurance.

The micronization process can be reversed, but only through the use of a protoculture chamber. Although the enlargements and reductions are not painful, it is physically taxing, leaving its subject temporarily weak and nauseous (-3 to strike, parry and dodge; also speed is half for 1D4 hours). However, frequent transformations within a short period of time will place such a strain on the metabolism that it can prove lethal. **G.M. Note:** The Zentraedi biological structure is basically human; they are not yo-yoes, which can be bounced up and down at a whim. Micronization and/or restoration to giant size are not dangerous at all if properly spaced. The following table presents the dangers and side-effects of frequent transformation. The number of changes includes each individual transformation, whether it be micronization or restoration. Each is ONE change. This means that being micronized counts as one and being restored to giant size counts as a second time.

Number of Transformations	Time Period	Physical Effects
2	1 week	*Usual weakness for 2D4 hours; 1-20% chance of passing out for 1D4 hours.
3	1 week	*Usual weakness for 3D4 hours; 1-40% chance of passing out for 1D4 hours.
4	1 week	*Usual weakness for 1D4 days; 1-60% chance of passing out for 2D4 hours. 1-15% respiratory failure/coma (see ROBOTECH® RPG, pg. 5, Surviving Coma & Death).
5	1 week	*Usual weakness for 2D4 days; 1-70% likelihood of passing out for 2D4 hours. 1-30% chance of respiratory failure/coma.
6 or more	1 week	*Usual weakness for 3D4 days 1-80% likelihood of passing out for 4D4 hours. 1-60% likelihood of massive respiratory failure/coma - 10% to save vs coma/death.
2 or more	24 hrs	*Usual weakness for 2D4 hours; 1-90% likelihood of passing out for 2D4 hours. 1-80% likelihood of massive respiratory failure/coma, - 20% to save vs coma/death.

NOTE: All *RDF Micronization facilities* have an excellent medical staff on hand at all times, equal to "treatment from a hospital" recovery ratio. See **ROBOTECH®** RPG page 5 for surviving Coma & Death).

*The 'usual weakness' denoted under the physical effects is as follows: -3 to strike, parry and dodge, speed is reduced by half. This is in addition to other effects and begins with the subject attaining consciousness.

The recognized level of hazard free transformation is a maximum of once per week, and then only if absolutely necessary. The usual weakness in a *safe* micronization or restoration lasts for one to four hours (1D4), with absolutely no additional side effects or danger. It is important to point out that a Zentraedi need never undergo any size transformation, nor will he or she be stuck at one size or another as long as a protoclature chamber exists.

If the micronization or restoration process is interrupted, meaning the chamber is destroyed or power is lost, the person instantly transforms to the size, large or small, which was intended. The immediate metamorphosis delivers a terrible shock to the nervous system that it is almost always deadly.

The subject will take 4D6 points of hit point damage and lapse into a coma. Immediate medical treatment is necessary; without it, the character will die in 4D6 minutes. If the character survives, he or she will be too weak to walk for 2D4 days and must roll on the Optional Recovery Side Effects Table found in the ROBOTECH™ RPG on page 5. Any impairment is permanent.

There is no time limit as to how long a Zentraedi may remain micronized. The change is permanent unless the person undergoes the transformation process to intentionally reverse the micronization. As a matter of fact, the micronian size places less strain on the body than in its massive giant size, alleviating the stress of gravity, environment and massive consumption of food and water. As giants, they require additional supplements of vitamins, nutrients, protein and a properly balanced diet. A prerequisite which can be satisfied for those involved with the RDF, the Robotech Factory, and the space defense program. However, most of the rebels operating in the jungles and wastelands are suffering from malnutrition, stress and fatigue effectively reducing their average life span by half that of their human or micronized counterparts. The average non-player Zentraedi character is likely to be micronized and remain micronized for the rest of his or her life. However, player characters loyal to mankind, and involved with the RDF, have more flexibility, able to change their size whenever necessary.

Protoclature chambers are limited to the following locations: The main RDF base at Yellowstone, RDF bases at Mexico City, Albuquerque and Argentina, the Robotech Research Center in the Far East Sector and the Robotech Factory in space. It is believed that the Zentraedi rebel forces may also possess a few protoclature chambers, at the Zentraedi Control Zone in the South American Sector, Arkansas Protectorate and the E.B.S.I.S.

A QUESTION OF LOYALTY

Zentraedi who have sworn allegiance to Earth and humanity are micronized and integrated into human society. Many of those who have proven themselves to be truly loyal have been recruited by the RDF, and Breetai or Exedore, to help defend the Earth from acts of further aggression. Only these select individuals can receive the authority to be *restored* to giant size and operate authorized *Zentraedi Mecha* as part of the Robotech Defense Force.

ZENTRAEDI IN THE RDF

The giant alien's place in the RDF is limited. Human hostility and extreme prejudice is still high. Vigilantes and local governments will tend to shoot first and ask questions later, even if the giant has a RDF insignia and identification. Even his or her fellow mecha team members may respond cruelly or with suspicion. For these reasons most of the RDF Zentraedi are stationed off-world in space patrols, at the orbiting Robotech Factory, and on the Moon or Mars bases. However, *a few hundred* are actively involved in the planets defense on Earth's surface. These individuals may be: 1) A special, all Zentraedi, recon team. 2) Assigned as a member(s) of a regular RDF mecha team, comprised of both humans and Zentraedi(s). 3) Special operative(s) for infiltration and covert operations (almost always an officer).

A MATTER OF SECURITY

To protect RDF bases from double-agents, rogues and turncoats, the number of Zentraedis assigned to a base is usually equal to one Zentraedi for every 20 humans. While the 1 to 20 ratio is an operating norm, it is not a mandatory requirement. Consequently, some bases may have no Zentraedi at all, while another may have a 1 to 10 ratio.

Facilities for micronized and full size Zentraedi, RDF soldiers are segregated from the humans. The Zentraedi mecha hangers and maintenance areas are located far away from the human mecha. Because Zentraedis normally have no mechanical skills or knowledge, and because it is illegal to teach a Zentraedi any of the mecha sciences, their mecha are maintained and repaired by a completely human team of technicians. Likewise, the hangar area is guarded by humans in Destroids.

The Destroid and Veritech Fighter hangars and mecha facilities are totally off limits to Zentraedi, large or small, unless special permission has been granted *in writing*.

Despite the segregated living quarters and mecha areas, the RDF Zentraedi soldier can freely roam the entire base. Micronized soldiers can attend the same military and social functions, events, restaurants and bars, and visit friends with the same freedom as their human comrades. As giants, their activities and access may be limited only because of their immense size, nothing more. Of course, all military installations will have areas restricting personnel, both human and Zentraedi alike.

ZENTRAEDI MECHA IN THE R.D.F.

The Zentraedi soldiers of the RDF are usually restricted to the use of *Zentraedi Mecha*. To pilot the mecha, the operator must be a full size Zentraedi! Micronized Zentraedi are NEVER taught how to operate Veritech Fighters or how to repair any type of human mecha. Occasionally, a loyal Zentraedi will be so trusted that he or she will be trained to pilot a Destroid, including that mecha's combat skill. Of course the person must be micronized.

Since the Zentraedi soldier is of little value to the Robotech Masters, most of the mecha is lightly armored, making them much more vulnerable than the human mecha. This can lead to a disturbingly short career in the RDF. Unfortunately, the design of the *Battle Pod*, and most Zentraedi mecha, makes it nearly impossible to reinforce it to protect its pilot. Unlike the human mecha, the Zentraedi pilot fills the entire body cavity of his machine, making him a much larger target with much less space for any kind of heavy armor. Since the Robotech Masters view the giant foot soldiers as expendable, with an average life of *three years*, the vulnerability of the mecha pilot is of no concern. Officers and the Fighter Pod pilots are of greater value, thus their mecha are more durable and/or possess a force field to compensate for the usually flimsy mecha.

Without a doubt, the most heavily armored and versatile of the Zentraedi mecha is the **Female Power Armor** with its 150 M.D.C., great speed and heavy armaments. Specifically designed for a woman's physiology, these deadly war machines are still restricted to Zentraedi female officers. The Female Power Armor ace is the most widely recruited and coveted Zentraedi for the RDF.

The Officer's Battle Pod is considered to be the next most deadly and versatile of the alien mecha, while affording maximum protection to its pilot (100 M.D.C.). Recent modifications by the RDF's Mecha Research and Development Division has resulted in the installation of a small, limited force field not unlike the one used in the Fighter Pod. *The force field protects* only the main body, adding an additional 50 M.D.C. to that part of the pod. However, while the force field is engaged, the thruster jets and front two auto cannons can not fire. To use either one of these items, the force field must be turned off. Still, even with these limitations, the force field does offer some additional

protection to the pilot. The addition of the force field is purely optional.

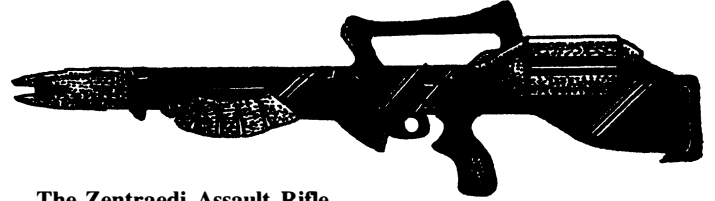
The Male Power Armor is the third most preferred type of Zentraedi mecha by the RDF. Its human configuration and specific armaments make it ideal for urban combat and ground reconnaissance. In many respects, it is the Zentraedi counterpart to the human's Gladiator destroyer. Unlike the Gladiator, the Male Power Armor is far less armored, with a main body M.D.C. of 100. However, its limited flight capabilities does provide a little edge in combat and flexibility of movement.

Although the Male Power Armor can NOT fly in an atmosphere like its female counterpart, or an aircraft, it does possess limited flight capabilities. The pilot can easily jet up or down several hundred feet, and can fly at low altitudes of about 100 to 600 feet above the ground, avoiding all but the most sophisticated radar systems. On the negative side, the unit's maximum flight speed is 70mph (112.6kmph), its maximum altitude is 600 feet (183 meters), it has very limited maneuverability in flight, and is best suited for straight line flying.

The **Fighter Pod**, with its force field, also offers its pilot a fair amount of protection (150 M.D.C.). This pod's speed and firepower makes it a deadly war machine. Although the RDF has accepted a dozen or so into its ranks, the Veritech Fighter or Female Power Armor offers greater combat versatility and has severely limited the Fighter Pod's use on the planet. It is best suited for use in space.

Battle Pods are lightly armored and extremely hazardous for the pilot. For this reason, they are the least used by the Zentraedi, RDF mecha team members. Efforts to incorporate reinforced, heavier armor has met with minimal success, providing a meager additional 30 M.D.C. The additional armor also increases the mecha's weight by 8 tons and reduces the speed by 20mph (32kmph). A force field can not be utilized because it prevents the use of ALL weapon systems while engaged.

Modified, reinforced Battle Pods are available for field use, but not recommended because they add only 30 M.D.C. to the main body.



The Zentraedi Assault Rifle

The Zentraedi use an assault rifle, or gun pod, which is very similar to the GU-11 gun pod used by the Veritech Fighter.

Mega-Damage: 1D6 short burst, 2D6 long or 4D6 for a full melee burst.

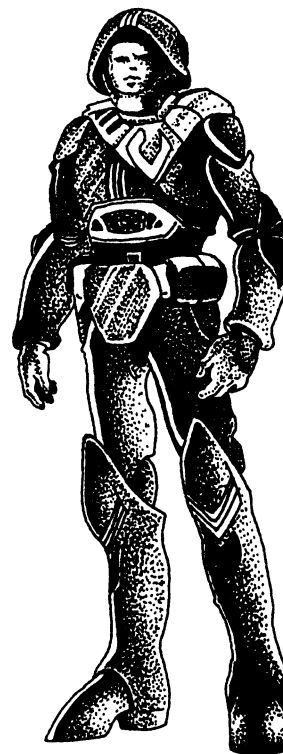
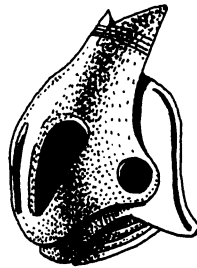
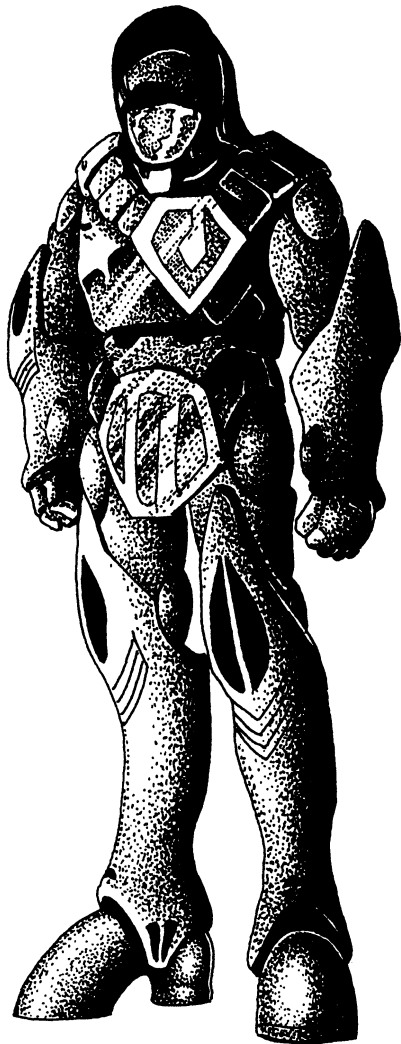
Range: 4000ft (1200m)

Payload: 200 rounds

Rate of Fire: 4 short bursts, 2 long or one full melee of continuous fire.

M.D.C.: 50

Zentraedi Battle Armor and Helmets.



M.D.C. 25. This protective body armor must not be confused with the two types of Power Armor.

CREATING A ZENTRAEDI PLAYER CHARACTER

The original ROBOTECH® RPG has a small section on how to create a Zentraedi player character. What follows is an *elaboration* of that section providing more depth of character. Some of the rules and additions presented here will contradict the original rules. What I suggest is that the G.M. and/or players view the first set of rules as quick-roll or *basic rules* for creating a Zentraedi player character, while these are the *advanced*, more elaborate, rules.

DETERMINING ATTRIBUTES

The basic process of determining attributes is identical to humans; however, because the Zentraedi are genetically designed and cloned, males, females and officers all have some different strengths and weaknesses. These differences are indicated by the number of dice rolled for specific attributes. *See the ROBOTECH® RPG, pgs 4-10, for details on character creation.*

STEP ONE: ROLLING UP ATTRIBUTES AS A MICRONIAN

Male Foot Soldiers

I.Q. roll 2D6 + 3

P.S. roll 3D6 + 3 (genetically designed for greater strength)

All others are the normal roll of 3D6.

Male Officers

I.Q. 3D6 + 4

P.S. 3D6 + 4

P.E. 4D6

All others are the normal roll of 3D6.

Note: The officers are designed for higher intelligence and greater physical strength.

Male High Command (Breetai's and Dolza's status)

I.Q. 3D6 + 4

P.S. 4D6 + 4

P.E. 4D6 + 6

All others are the normal roll of 3D6.

Add 8 inches to their height too.

Note: The Zentraedi high command is the very toughest of all the giant aliens. This is evident in the T.V. episodes in which Breetai walks in space without a spacesuit, leaps down at least 150 feet and beats the hell out of Rick Hunter, still *in* his Veritech Fighter, with a metal pipe and his bare hands. In that same episode, Breetai's own soldiers stand stunned and bewildered by this incredible exhibition. Breetai turns to them and says, ". . . I am not built as weakly as you are." 'Nuff said.

Female Officers

I.Q. 3D6 + 4

P.P. 3D6 + 4

All others are the normal roll of 3D6.

Note: The female officer is designed for intelligence and greater physical prowess. This is why the make such excellent "aces". For RPG purposes, all female player characters are officers. Normally, females and males are segregated in the Zentraedi military.

The problem which now arises is how does a player make a *fair* selection from one of the four types of Zentraedis just presented? The temptation will always be to select the most powerful — Male High Command. The GM could simply delete that one type from the selection since the other three are all fairly balanced, but then what's the point of including it? To make life easier on the GM and provide an impartial

selection process, I recommend rolling on the following *Random Table*.

1-24	Male Foot Soldier
25-60	Male Officer
61-85	Female Officer
86-00	Male High Command

STEP TWO: CONVERSION TO A FULL SIZE ZENTRAEDI

To become a full size Zentraedi, roll-up the attributes as just explained and adjust them with the formula that follows. If micronized again, the attributes revert back to normal.

Mental attributes are unchanged. This includes I.Q., M.A. and M.E. **Physical attributes are multiplied by 100**, except for P.B. and P.P. which stay the same. **Speed** is multiplied by 10.

Weight: × 100 **Height:** × 10

For Example:

Physical Strength: P.S. 15 becomes P.S. 1500. Damage is now translated into Mega-Damage, inflicting one M.D. for each 400 P.S. points. Always round down. Thus, P.S. 1500 does 3 M.D. points of damage; that's 300 S.D.C.

Physical Endurance: P.E. 9 becomes 900. That's 900 hit points! or 9 M.D.C.

Physical S.D.C. points are gained from physical skills/working out. They too are multiplied by 100. Thus, an S.D.C. of 22 would be 2200 or 22 M.D.C. Damage is always subtracted from S.D.C. first.

Physical Speed: Speed is increased by 10 times. This means a speed of 11 becomes 110. Every 10 points of speed is equal to 200 yards or meters (that's 600ft). The speed of 110 is equal to 2200 yards/meters, or a little more than one mile. This is the maximum speed running and can be maintained for a time, in minutes, equal to the unadjusted P.E. In our example, that was a P.E. of 9 (900 adjusted). Thus, the character can run a total of 24,400 yards (72,600ft or about 14 miles) in a total of 9 minutes.

STEP THREE: ALIGNMENTS

The character can be any alignment: good, selfish, or evil.

O.C.C. and SKILLS

The Zentraedi's programming is very limited by the Robotech Masters. Consequently, there are only three Occupational Character Classes (O.C.C.). The skills reflect the needs of the warrior and very little else. However, loyal Zentraedis, who have joined the human race in friendship, can learn new skills that are not exclusive to war.

Loyal Zentraedi can learn new skills including pilot Mecha, Mecha Combat and human weapon systems. However, they are NEVER taught Mecha Mechanics, Veritech Mechanics or Mecha Electronics. Skills such as mechanical are still too complicated for the Zentraedi to learn at this point in history. Only those in the RDF, or mercenaries, can learn Mecha skills.

The use of equipment will be based upon the character's history. Characters who are not clearly loyal, or have acted against humans, will NOT be given access to Mecha or any war machines, and will not be allowed in the RDF. Note: The Army of the Southern Cross does not allow Zentraedi to join, except for occasional officers.

ZENTRAEDI

BATTLE POD PILOT (Soldier)

Note: This is *without* human influence or skills.

Attribute Requirements: I.Q. 4

O.C.C. Skills

*Pilot Mecha (All Pods) + 20%

Mecha Combat (All Pods)
Weapon Systems +15%
Read Sensory Instruments +10%
Hand to Hand: Basic

*Same as Destroid skill, except that it's Zentraedi Mecha.

Other Skills: Select 8 other skills; two must be Physical and two must be W.P.

Communications: Radio: Basic and T.V./Video only.
Domestic: None
Electrical: None
Espionage: Any, except Intelligence, Impersonation, Forgery, and Disguise; +10%
Mechanical: None
Medical: None
Physical: Any
Pilot: Mecha, space-shuttle, and jet-type vehicles only; +10%
Pilot Related: Any
Science: None, except Basic Math.
Technical: Any, except computer programming
W.P.: Any

Zentraedi under human tutelage can select additional skills as follows:

2 Domestic, and a mix of 5 skills from any of these categories: Communications, Domestic, Electrical (basic electronics only), Mechanical (automotive and aircraft only), Medical (first aid or paramedic only), Pilot, Science (basic and advanced math only), Technical (any), and W.P.

Standard Zentraedi Equipment Issued to all Pod Pilots: Tactical Battle Pod, assault rifle, uniforms, body armor and helmet.

Authorized Clearance Upon Assignment: Laser pistol, Recon Scout Pod, or Light or Heavy Artillery Pod, Male Power Armor, Fighter Pod or other vehicle.

Wages: From humans their pay would be equal to a Destroid Pilot or that of similar human O.C.C.'s.

Experience Levels are the same as the Destroid Pilot O.C.C.

ZENTRAEDI FIGHTER PILOT (Soldier or Officer)

Note: This is without human influence or skills.

Attribute Requirements: I.Q. 8, P.P. 12 or higher.

O.C.C. Skills:

Pilot Jet (includes Fighter Pods, Theatre Scouts, Recovery Pods and Reentry Pods) +20%
Mecha Combat (Fighter Pod Only)
Weapon Systems +15%
Read Sensory Instruments +15%
Radio: Basic +10%
Surveillance +10%
T.V./Video +10%
Hand to Hand: Basic

*Same as Pilot Jet skill except that it refers to the Zentraedi Mecha and vehicles listed.

Other Skills: Select any 7 skills.

Communications: Any +5%
Domestic: None
Electrical: None
Espionage/Military: Any, except Intelligence, Impersonation, Forgery and Disguise. +10%
Mechanical: None
Medical: None
Physical: Any
Pilot: Mecha, (may be trained to pilot any of the battle pods; each specific one counts as a separate skill) and spaceshuttle.

Pilot Related: Any
Science: Basic math only.
Technical: Any, except computer programming.
W.P.: Any

Zentraedi under human tutelage can select additional skills as follows: 2 Domestic, and a mix of 5 skills from any of these categories: Domestic, Electrical (basic electronics only), Mechanical (automotive and aircraft only), Medical (first aid or paramedic only), Pilot, and W.P.

Standard Equipment Issued to All Fighter Pilots: Fighter Pod, assault rifle, uniforms, body armor and helmet.

Authorized Clearance Upon Assignment: Laser pistol, Theatre Scout, Reentry Pod, Power Armor, or Battle Pods (if trained to pilot them).

Wages: From humans would be equal to a Destroid Pilot or similar O.C.C.

Experience levels same as Destroid Pilot O.C.C.

Note: If micronized, the character can pilot any human, jet aircraft, and can easily learn to fly other types of aircraft with a +10% skill bonus.

ZENTRAEDI OFFICERS (Military Specialist)

Note: All females are officers. This training is *without* human influence.

Attribute Requirements: I.Q. 12

O.C.C. Skills:

*Pilot Mecha (All Pods)
Mecha Combat (Select one or all, but each counts as a separate skill: Power Armor, Fighter Pods, Battle Pods (all) or Officer's Pod).
Weapon Systems +20%
Read Sensory Instruments +20%
Radio: Basic +10%
Hand to Hand: Expert

Other Skills: Select 10 other skills; three must be Espionage and two from W.P.

Communications: Any
Domestic: None
Electrical: None
Espionage: Any, +20%.
Mechanical: None
Medical: Paramedic only (counts as one skill)
Physical: Any
Pilot: Mecha, spaceshuttle, and jet-type vehicles only; +10%.
Pilot Related: Any, +15%.
Science: Basic and advanced math only
Technical: Any
W.P.: Any

*Includes Power Armor and Fighter Pods.

Zentraedi under human tutelage can select additional skills as follows: 2 Domestic, and a mix of 6 skills from any of these categories: Domestic, Electrical (basic electronics only), Mechanical (any, except Mecha and Veritech mechanics, and mechanical engineer), Medical, Pilot, and W.P.

Standard Equipment Issued to All Officers: Officer's Pod for male or female, or Power Armor (females only), assault rifle, laser pistol, uniform, body armor and helmet.

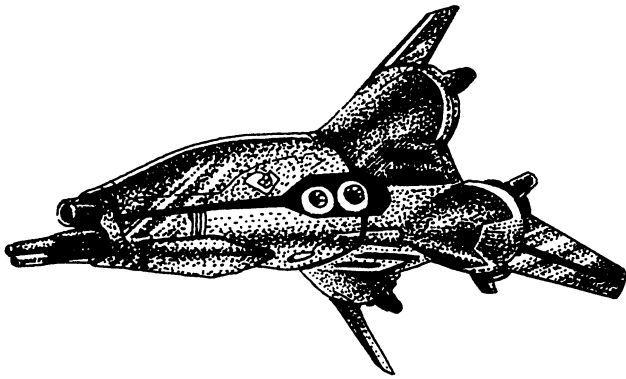
Authorized Clearance for ANY Mecha or small spacecraft.

Wages: From humans is equal to the Military Specialist or mercenary.

Experience levels same as Military Specialist O.C.C.

NOTE: *The following modifications apply to the High Command Officer:* **O.C.C. Skills** include Pilot Mecha (all), Mecha Combat (all), Radio: Scramblers, plus those listed. **Other Skills:** Select 15; three must be Espionage and two must be W.P.

ZENTRAEDI MECHA COMBAT



HAND TO HAND BONUSES FROM FIGHTER POD COMBAT TRAINING

- Two attacks per melee (plus those of the pilot).
- +2 to roll with punch, fall or impact (explosion), reducing damage by half.
- +1 to strike (+2 for female).
- +3 to dodge flying under Mach two, +6 to dodge at Mach 2 or faster.
- Critical strikes are the same as the pilot's hand to hand.
- One additional attack at level six and again at level ten.
- This combat training also *includes* piloting the Theatre Scout (Cyclops), Recovery Pod, and Reentry Pod. All the previous bonuses apply to each.

Damage: **Restrained Punch/Slap** 1D4 Mega-Damage (M.D.)
Full Strength Punch 3D4 M.D.
Flying Tackle 3D6 M.D. (counts as two attacks)
Stomp 1D6 M.D.
Punch or Pry with Little Arms 1D4 M.D.

HAND TO HAND BONUSES FROM POWER ARMOR COMBAT TRAINING

- Two hand to hand attacks per melee (plus those of the pilot).
- +3 to roll with punch, fall or impact (explosion), reducing damage by half (+4 for the female).
- Body flip/throw: damage, plus victim loses initiative and one attack that melee.
- Kick attack
- +1 to strike (+2 for female).
- +2 to parry and dodge (+3 for female).
- Critical strikes are the same as the pilot's hand to hand.
- One additional hand to hand attack at level six and again at level twelve.

Damage: **Punch** 1D8 Mega-Damage (M.D.)
Body Flip/Throw 1D4 M.D.
Body Block 1D4 M.D.
Flying Tackle 1D8 M.D. Male, 3D4 M.D. Female; counts as two attacks.
Kick 1D6 M.D.
Stomp 1D4 M.D.

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

HAND TO HAND BONUSES FROM OFFICER'S POD COMBAT TRAINING

- Two hand to hand attacks per melee (plus those of the pilot).
- +2 to roll with punch, fall or impact (explosion), reducing damage by half.
- +1 to strike.
- +2 to parry and dodge.
- Critical strikes are the same as the pilot's hand to hand.
- One additional hand to hand attack at level six and again at level eleven.

Damage: **Punch** 1D4 Mega-Damage (M.D.)
Kick 1D6 M.D.
Body Block 1D6 M.D.
Stomp 1D4 M.D.

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

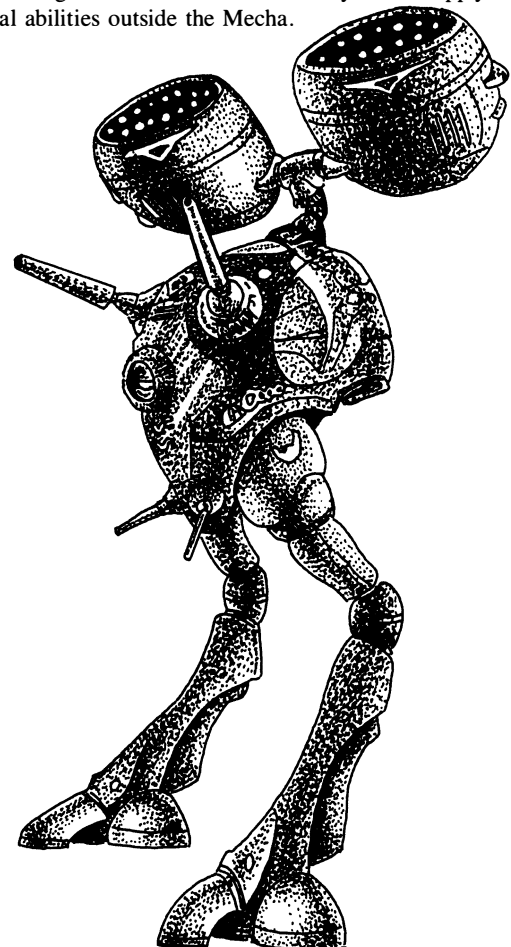
HAND TO HAND BONUSES FROM BATTLE POD COMBAT TRAINING

- One hand to hand attack per melee (plus those of the pilot).
- +1 to roll with punch, fall or impact (explosion), reducing damage by half.
- +1 to strike.
- +1 to dodge (no parry is possible).
- Critical strikes are the same as pilot's hand to hand.
- One additional hand to hand attack at level six.

Note: Applies to all Battle Pods except the Officer's.

Damage: **Kick** 1D6 Mega-Damage (M.D.)
Body Block 1D6 M.D.
Stomp 1D4 M.D.

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



OPTIONAL RULES

OPTIONAL WAYS TO ROUND OUT YOUR CHARACTER

I've found that many players like as much background and details about their characters as possible. Consequently, I've assembled a series of optional tables to help satisfy those details. Since the Zentraedi are so varied, these tables seem especially appropriate.

AGE

The Zentraedi are specifically designed and grown as warriors, and placed in stasis until needed. Although they appear to be about 20 to 30 years old, they have experienced a very brief life.

Age In Years (Soldiers)

01-20	One
21-40	Two
41-60	Three
61-80	Four
81-00	Five

Age In Years (Officer/Any Female)

01-35	Two
36-70	Four
71-80	Six
81-90	Eight
91-00	Ten

Youthful Appearance

01-15	Nineteen	61-75	Twenty-Six
16-30	Twenty	76-88	Twenty-Eight
31-45	Twenty-Two	89-00	Thirty
46-60	Twenty-Five		

Height (Micronized & Giant)

01-14	Short 4.9ft/49ft
15-30	Short 5.2ft/52ft
31-45	Average 5.5ft/55ft
46-60	Average 5.7ft/57ft
61-75	Average 5.9ft/59ft
76-90	Tall 6.2ft/62ft
91-00	Tall 6.4ft/64ft

Note: Officers of the High Command are always tall. Roll on the following table and add 8 inches/8 feet.

01-25	6ft
26-50	6.2ft
51-75	6.4ft
76-00	6.6ft

Skin Color

01-20	Dark Purple
21-40	Light Purple
41-60	Light Blue
61-80	Pale Gray
81-00	Pink (Caucasian)

Hair Color

01-20	Brown
21-40	Black
41-60	Light Blue
61-80	Green
81-00	Purple

INSANITY (Optional)

The Zentraedi have a great deal of difficulty adjusting to the micronian (human) society. This can lead to extreme mental or emotional stress, which may grow into insanity. Often these insanities manifest themselves as phobias and obsessions which drive rogue warriors to continue futile acts of aggression.

Although an insanity can add color to a character, some players may find an insanity so disturbing or distracting that it ruins his or her enjoyment of that character. Consequently, I include insanities as an *optional* character detail. If a player does not wish to roll on this table, he/she can not be made to do so against his or her will.

ZENTRAEDI INSANITY TABLE (optional)

Roll Percentile Dice

01-15	Psychosis
16-30	Neurosis
31-60	Obsessions: But substitute the following: 36-44 Desires (only) Victory; success. 45-50 Desires (only) Power. 51-55 Desires (only) Combat; loves to fight. 93-00 Hates or Adores Micronians

61-89	Phobias
90-00	Roll on Random Insanity Table.

Note: The insanity tables are found in the ROBOTECH™ RPG on pages 11-13.

Disposition

01-06	Shy, timid, tends to be a loner.
07-12	Worry wart; nervous and cautious.
13-20	Cool, calm and confident.
21-27	Bitter, rude; dislikes being trapped in human's world.
28-34	Tough guy, cocky; self-reliant and a lone wolf.
35-40	Schemer; a gambler who likes to take chances.
41-47	Snob, arrogant; feels superior to others, especially humans.
48-53	Nice guy; friendly, courteous and hospitable.
54-60	Gung-ho, guts and glory type who sees self as a hero. Loves combat.
61-66	Hot-head; quick-tempered.
67-72	Wild man, cocky; overconfident, takes unnecessary risks. Enjoys combat.
73-79	Cold; shows little emotion, nor mercy. Seems to be a fighting machine. Dislikes combat, but it's all he knows.
80-86	Brutal; a roughneck who gets things done by his fists and intimidation. Enjoys combat.
87-92	Blabber mouth; nice guy, but too talkative.
93-00	Paternal; overprotective of others, especially of his/her newly adopted human allies.

ZENTRAEDI NAMES

There is no real format for selecting names, I leave that chore up to the players. But some basic rules do apply. ALL Zentraedi have just *one* name, NOT a first, middle and last. The names are usually very simple, one or two syllable words, often ending in a vowel (70%). Here's a list of Zentraedi names from the T.V. series: Rico, Bron, Breetai, Dolza, Grel, Khyron, Konda, Miriya, and Azonia. Hummm? Maybe females have *three* syllable names, eh?

INCREASING ZENTRAEDI SKILL KNOWLEDGE (Optional)

If your G.M. allows it, your character can learn new skills as he or she grows in experience. Additional skills can be selected at the denoted experience levels, and begin at first level proficiency.

Skills are selected only from the list of skills available to each specific O.C.C.

- **Foot Soldiers** can select 2 additional skills at level three, 1 at level six and 1 at level nine.
- **Officers (Male & Female)** can select 3 additional skills at level three, 3 at level six and 3 at level nine.
- **Fighter Pilots (Male)** can select 3 additional skills at level three, 2 at level six and 1 at level nine.
- **Officers of the High Command** can select 4 at level three, 4 at level six and 2 at level nine.

Note: All female Zentraedi are considered to be *Officers*. Increasing skill knowledge for human characters can be found in the *RDF Manual* on page four.

THE ZENTRAEDI, QUICK ROLL, VILLAIN

Gender

- 1-75 Male (roll on Rank)
76-00 Female (always officer)

Level of Experience

- 1-25 First
26-55 Second
56-80 Third
81-00 Fourth

Hit Points

- 1-25 1000 (10 M.D.C.)
26-50 1400 (14 M.D.C.)
51-75 1600 (16 M.D.C.)
76-00 2200 (22 M.D.C.)
Add 1D6 × 100 for each level of experience above level one.

Rank

- 1-25 Officer
26-00 Soldier

Alignment

- 1-25 Diabolic
26-50 Anarchist
51-75 Miscreant
76-00 Aberrant

Age in Years (soldier)

- 1-20 One
21-40 Two
41-60 Three
61-80 Four
81-00 Five

Age in Years (officer)

- 1-20 Ten
21-40 Fifteen
41-60 Twenty
61-80 Twenty-Two
81-00 Twenty-Five

Weapons and Equipment (soldier)

- 1-10 No armor or modern weapon; may have a club or spear.
11-24 Foot soldier; body armor (25 M.D.C.), assault rifle and laser pistol.
25-45 Tactical Battle Pod in perfect condition.
46-55 Light Artillery Battle Pod with only half its missiles.
56-66 Recon Scout; pilot has body armor and laser pistol.
67-77 Heavy Artillery Battle Pod with half its missiles.
78-88 Tactical Battle Pod with minor damage (-10 M.D.C.).
89-00 General use Power Armor in perfect condition and fully loaded with weapons, including laser pistol.

Weapons and Equipment (officer)

- 1-15 Officer in body armor (M.D.C. 25) with Zentraedi Assault Rifle.
16-25 Officer in Tactical Battle Pod in perfect condition; also clad in body armor and armed with standard assault rifle (male or female).
26-55 Officer's Pod in perfect condition (Power Armor, if female).
56-66 Power Armor; fully loaded and in good condition (select the appropriate model for male or female).
67-82 Officer's Pod; damaged, -50 M.D.C., and no Particle Beam Cannon (male or female).
83-90 Fighter Pod in good condition, except the force field is gone, but still has Particle Beam Cannon Cluster and 4 missiles.
91-00 Theatre Scout in good condition, piloted by one officer and a foot soldier; both armed with the Zentraedi assault rifle and have body armor. The Theatre Scout has both gun turrets fully operable.



O.C.C and Skills

Soldier

- Pilot Mecha (Pods) +20%
Mecha Combat (Pods)
Weapon Systems (Pods) +20%
Read Sensory Instruments
Hand to Hand Combat: Basic
Radio: Basic
W.P. Energy Pistol
W.P. Energy Rifle

Plus choose . . .

- 2 Physical Skills
2 W.P. Skills

Officer

- Pilot Mecha (Pods) +20%
Mecha Combat (Pods)
Weapons Systems (Pods) +20%
Read Sensory Instruments +10%
Hand to Hand: Expert
Radio: Basic +10%
W.P. Energy Pistol
W.P. Energy Rifle
Computer Operation +5%

Plus choose . . .

- 4 Espionage
4 from any of the following: communications, technical, physical, pilot related or W.P.

Missile Log

Vehicle Type: _____

Pilot: _____

Missile Type	Total No.	SHORT RANGE MISSILES																							
High Explosive (L)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
High Explosive (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Fragmentation (L)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Armor Piercing (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Plasma/Napalm (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Tear Gas		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Knock-Out Gas		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Smoke		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Fire Retardent		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Additional Load		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Notes																									

Vehicle Type: _____

Pilot: _____

Missile Type	Total No.	MEDIUM RANGE MISSILES																							
High Explosive (L)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
High Explosive (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Heavy Explosive (H)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Fragmentation (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Armor Piercing (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Plasma/Heat (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Multi-Warhead		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Smoke		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Additional Load		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Notes																									

Vehicle Type: _____

Pilot: _____

Missile Type	Total No.	LONG RANGE MISSILES																							
High Explosive (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
High Explosive (H)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Fragmentation (H)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Armor Piercing (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Plasma/Heat (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Plasma/Heat (H)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Proton Torpedo (H)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Reflex (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Reflex (H)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Reflex Multi-Warhead		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Additional Load		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Notes																									

Other :

ZENTRAEDI MECHA

Zentraedi Mecha has been covered extensively in the *ROBOTECH® RPG*. To reprint that material or to present it all again in a rewritten format seems pretty futile. Consequently, the following section deals only with a couple additions, comments and new data about these giant war machines. *For indepth and complete data, see the ROBOTECH® RPG, pgs 82-95.*

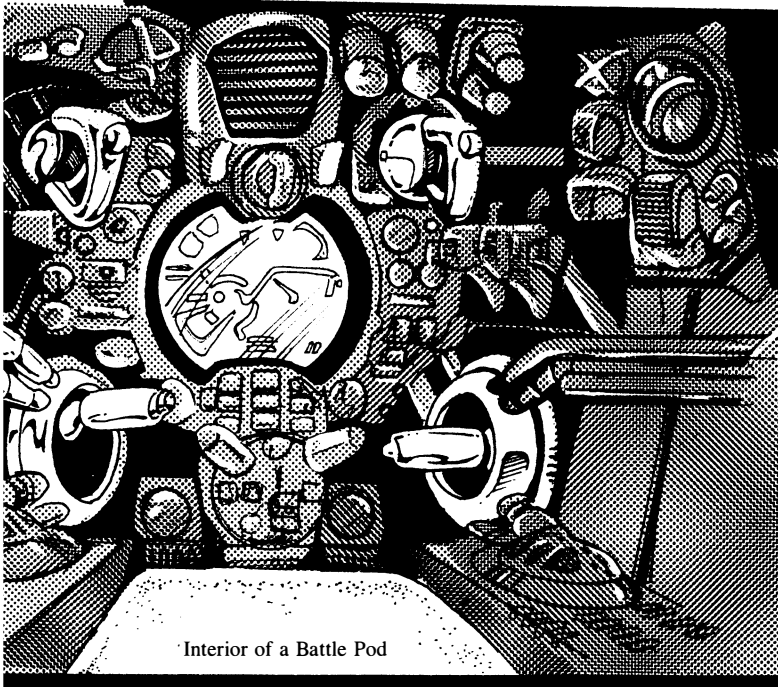
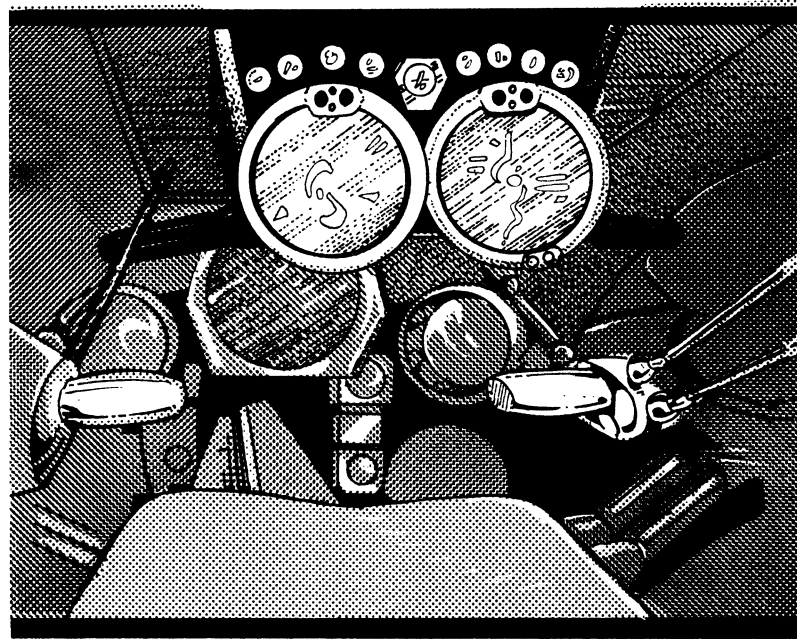
List of Zentraedi Mecha

Begins with the most common and ends with the least common.

- Tactical Battle Pod
- Light Artillery Battle Pod
- Heavy Artillery Battle Pod
- Recon Scout Pod
- Fighter Pod
- Officer's Battle Pod
- Male Power Armor
- Female Power Armor
- Theatre Scout (a.k.a. Cyclops)
- Recovery Pod

Note: The Reentry Pod is extremely common, but is not considered to be Mecha. The same is true of the *Hover Platform*.

Interior of an Officer's Pod



Interior of a Battle Pod

THE TACTICAL BATTLE POD

The Tactical Battle Pod is the most common of all the Zentraedi Mecha because it is a piece of standard equipment; a battle suit assigned to ALL Zentraedi soldiers. The Tactical Battle Pod is used whenever an assault is made, because it is the front-line weapon of the giant's infantry. The pods are incredibly fast and agile, capable of limited flight and leaping, and armed with particle beam and cannon weapons.

Flight in an atmosphere is limited to *up and down*, with a maximum height of about 600 feet (183 meters). Hovering in mid-air can be sustained for only a few minutes (1D6 minutes). Although the pods can not fly in an atmosphere, their booster jets can propel them in a leap up to 300ft (91.5m) high or lengthwise. *Normal leaps are:* Horizontal — 80ft (24.4m), and vertical — 25ft (7.6m) high.

Flight in space is a different story. The Battle Pod's booster jets can hurl it through space at speeds reaching nearly Mach One (650mph/1045.5kmph). Here, the deadly, one man, combat Mecha can operate

with full maneuverability, up, down, side to side, and dodge.

Another flight capability on land, in air or space, is an emergency ejection jet which detaches the pod main body from the legs and rockets it upward, usually to rendezvous with a larger vehicle.

The operation of a Battle Pod is extremely simple. The legs are moved and controlled with foot pedals, and is not unlike pedaling a bicycle. The control panel is situated right in front of the pilot as is the main optics screen. The particle beam nozzle controls and trigger mechanism are built into a pair of simple handle controls with a thumb firing button. All controls are within immediate reach of the pilot. *See diagram for details.*

THE ARTILLERY BATTLE POD

Both the Light and Heavy Artillery Battle Pods are variations of the standard Tactical Battle Pod. The addition of short or medium range missile launchers, mounted atop the pods, gives the infantry even greater destructive power and versatility of attack. Approximately one in every dozen Pods is a Light Artillery Battle Pod, and one in every 24 is a Heavy Artillery Battle Pod.

Flight and leaping abilities are the same as the Tactical Battle Pod. Only the speed is reduced.

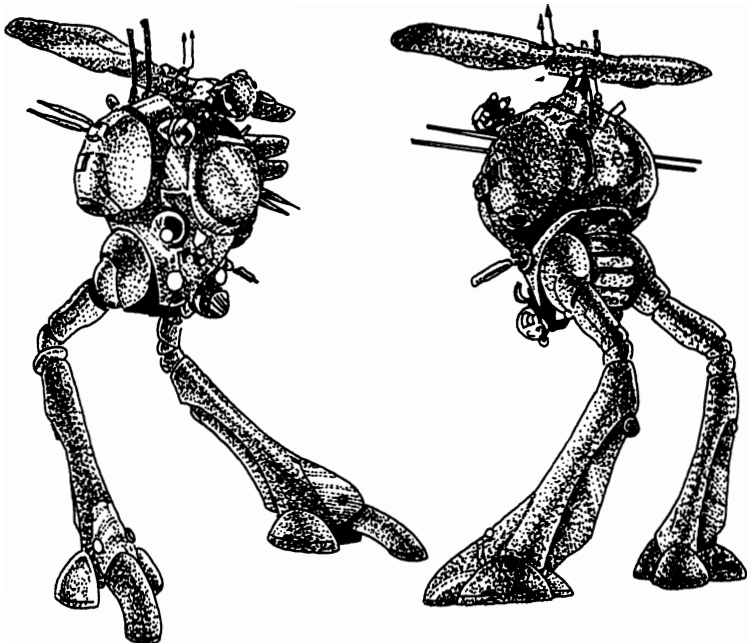
THE RECON SCOUT POD

The only unarmed unit in the entire complement of Mecha is the Recon Scout Pod. The sophisticated radar, tracking, targeting and communications system prevents the inclusion of any kind of weapon system. For this reason, the Recon Scout is usually escorted by two or more Battle Pods, or as part of a large-scale attack coordinating the assault. It's leaping and flying abilities are the same as its brother pods.

Note: Only the male Zentraedi pilot Battle Pods. The females operate Power Armor, Fighter Pods or Officer's Pods.

FEMALE POWER ARMOR

Perhaps the most maneuverable and deadly Mecha, with its combination of missiles, auto cannons and pulse lasers, is the Female Power Armor. The Female Power Armor is specifically designed for a woman's physiology and piloted only by females. Despite its humanoid appearance, the female pilot does not fill the entire battle suit. Instead, the pilot sits snugly in the main body compartment. The legs and arms are



Recon Scout — Front and Back View

THE THEATRE SCOUT RECONNAISSANCE POD OR “CYCLOPS”

The Theatre Scout Recon Pod is an all terrain *vehicle* with superior radar and sensory capabilities. It is most often deployed by Zentraedi fleets or battle cruisers as an advance scout to investigate derelict spacecraft, asteroids, planets, moons, unexplored areas, and military targets. Its four, tripod-like legs enable it to operate in rugged terrain.

Despite its armaments, heavy armor and multi-terrain capabilities, the Theatre Scout is not an offensive weapon. Its size and comparably ponderous speed of Mach 1.5 makes it far too slow and vulnerable to enemy attack. However, it is a superior mobile reconnaissance vehicle, with enough firepower to handle most any small, random encounters while on patrol. The advantage of the so-called “Cyclops”, a nickname inspired by its massive sensor eye, is that it has long range, a superior battery of sensors, radar and communications, as well as great mobility and flight. Unlike the little, defenseless Recon Scout Battle Pod type unit, the Theatre Scout can prowl around unescorted and able to defend itself with missiles and particle beams.

A unique aspect, especially for a Zentraedi war machine, is the inclusion of an escape capsule. The capsule can accommodate the entire four man crew, and also has sound video and data recording facilities, along with short range radar (60 miles/96.54km), radio communication (max. range: 300 miles/482km), and full optic sensors (range 800 feet/244m).

Vehicle Type: Space/recon

Crew: Four (pilot, copilot, and two soldiers to monitor sensory equipment).

M.D.C. by Location:

Dual Barreled Gun Turrets (2) — 50 each

Sensor Eye — 100

Legs (4) — 75 each

*Main Body — 600

*Depleting the M.D.C. of the main body will shut down the entire vehicle. Only the escape capsule is fully operable.

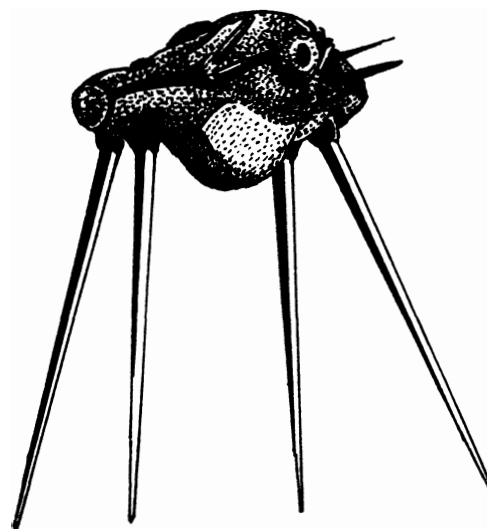
Note: *The Escape Capsule has a M.D.C. of 200.*

Speed: Walking/running, 80mph (128.7kmph); flying, 1005mph or Mach 1.5 (1616kmph); underwater, 100mph (160kmph) max. or 50mph (80.45kmph) walking underwater.

Length: 400ft (120m)

Height of Body: 110ft (33m)

Height with legs fully extended: 200ft (60m) from the ground to the belly of the Theatre Scout.



completely mechanical, operated, much like the Battle Pods, from within the pilot's compartment. Controls for the arms, and triple barreled pulse lasers in the forearms, are located in each of the shoulders. The main viewing screen (with targeting and sensory readings projected on it) is located directly in front of the pilot. The remaining controls are all located within her immediate reach, in front and to the sides.

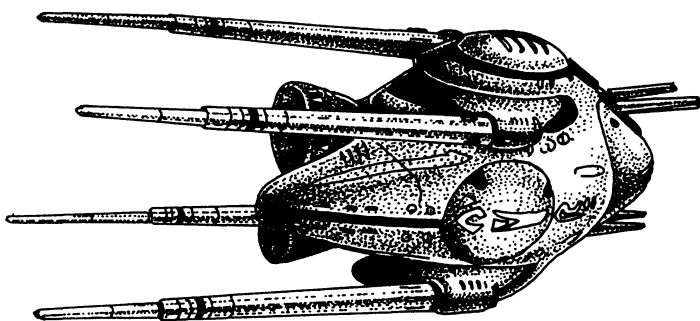
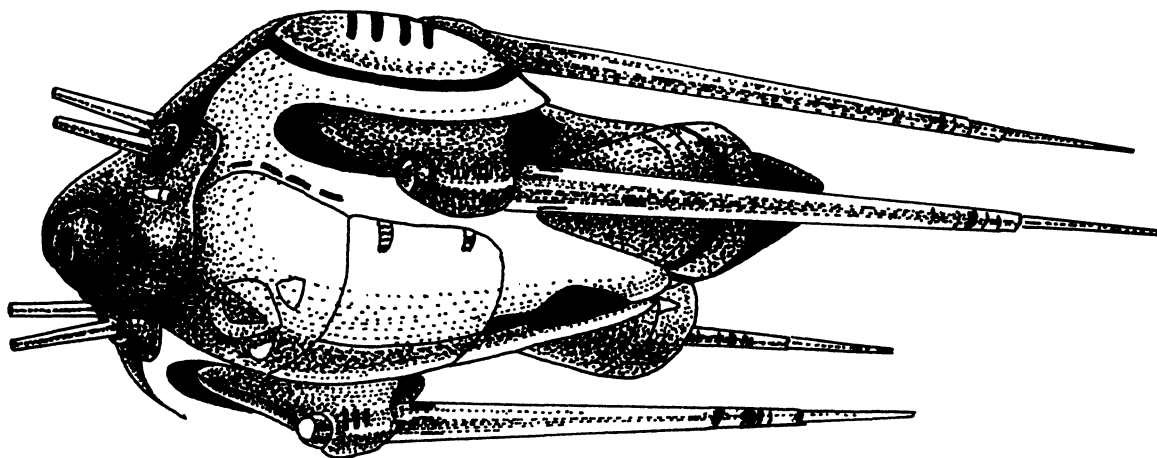
Special Note: The first printing of the ROBOTECH® RPG indicates a flight speed of Mach 2. This is incorrect. The true speed is equal to that of the Veritech Fighters — 2600mph or almost Mach 4. Please note this correction.

Female Power Armor are rarely used as individual units in a larger assault. Instead, they usually comprise their own squadron(s) of aerial/space combat forces. Such a force may be composed of as few as a dozen, or as many as several hundred (1D4 × 100). The only occasions in which you will see one lone female in Power Armor is if she is an officer commanding other Battle Pods or soldiers, or has been separated from her teammates or in hot pursuit of an opponent. A recon patrol will usually consist of a mere two to five (1D4 + 1) Female Power Armor, while a standard squad consist of six.

Of course, the Zentraedi rebels of the post holocaust Earth have discarded the segregation of males and females, as well as formal, military, operating procedures. This means that it is more likely that women in Power Armor may be found working among a mix of Mecha, instead of a force composed exclusively of women.

MALE POWER ARMOR

I must make a clarification regarding the flight capabilities of the Male Power Armor. In the original rule book I make a sweeping statement that “. . . it can not fly in an atmosphere.” This is not entirely true. The Male Power Armor *does* have *limited flying abilities*, but nowhere near the scope of its sister, Female Power Armor, nor even conventional aircraft. The Power Armor can fly up to a maximum height of 600ft (183m), but its maneuverability is extremely poor and is most suitable for straight-line flight. Its maximum speed is a sluggish 70mph (112.6kmph). In aerial combat, a conventional helicopter could fly rings around it. However, its slow, low, treetop flying makes it difficult to spot, even on radar. Also, like the Tactical Battle Pod, the Male Armor can make impressive leaps by supplementing the movement with a quick burst from its booster jets. **Note:** Booster jets are mounted on the back (3) with 30 M.D.C. each.



Weight: 340 tons, fully loaded

Weight of the Escape Capsule: 68 tons

Main Engine: Reactor type.

Weapon Systems

1. **Front Mounted, Rapid Fire, Particle Beam Cannons.** Each pair of dual turrets is operated by one of the four crew members (usually not the pilot).

Primary Purpose: Defense/anti-missile

Secondary Purpose: Assault

Mega-Damage: 1D4 × 10 per individual blast, or one full melee burst does 5D4 × 10 per each turret.

Range: 2000ft (600m)

Rate of Fire: 6 per each gun turret.

Payload: Unlimited

2. **Medium Range Missiles** which fire from the sides of the Theatre Scout.

Primary Purpose: Defense

Secondary Purpose: Assault

Mega-Damage: Varies with the type of missiles. Select any of the medium range missiles listed on page 39 of the ROBOTECH® RPG.

Range: Varies with the type of missile.

Rate of Fire: Volleys of 2 or 4. One volley is one attack. Can fire a missile volley only ONCE per melee, plus particle beam attacks.

Payload: 24 missiles total.

SENSORY EQUIPMENT

Radar: Range — 200 miles (321.8km); can identify and track 60 targets.

Sonar: Identical to radar.

Radio and Video Receiver and Recorder.

Radiation: Detects, measures and identifies radiation. Range: 1000ft (300m)

Motion: Detects movement and pinpoints location. Range: 1000ft (300m)

Heat: Picks up and measures heat emanations. Range: 1200ft (400m)

Ground Sensor System: Uses seismic and laser sensors to detect vehicles or major troop movement, as well as natural and unnatural seismic activity. Range: 10 miles (16km).

Optics Include: Thermo-Imager
Night-sight
Infrared
Ultraviolet
Telescopic
Range for all is 2000ft (600m)

Radio and Laser Communications are of the standard variety.

Photography: Video and still, plus telephoto capabilities.

ESCAPE CAPSULE

Crew: 1 to 4

M.D.C.: 100 — Main Body

Speed is flying only 1340mph or Mach 2 maximum.

Height: 60ft (18.3m)

Width: 40ft (13.7m)

Length: 100ft (30.5m)

Weight: 68 tons

Weapons: None

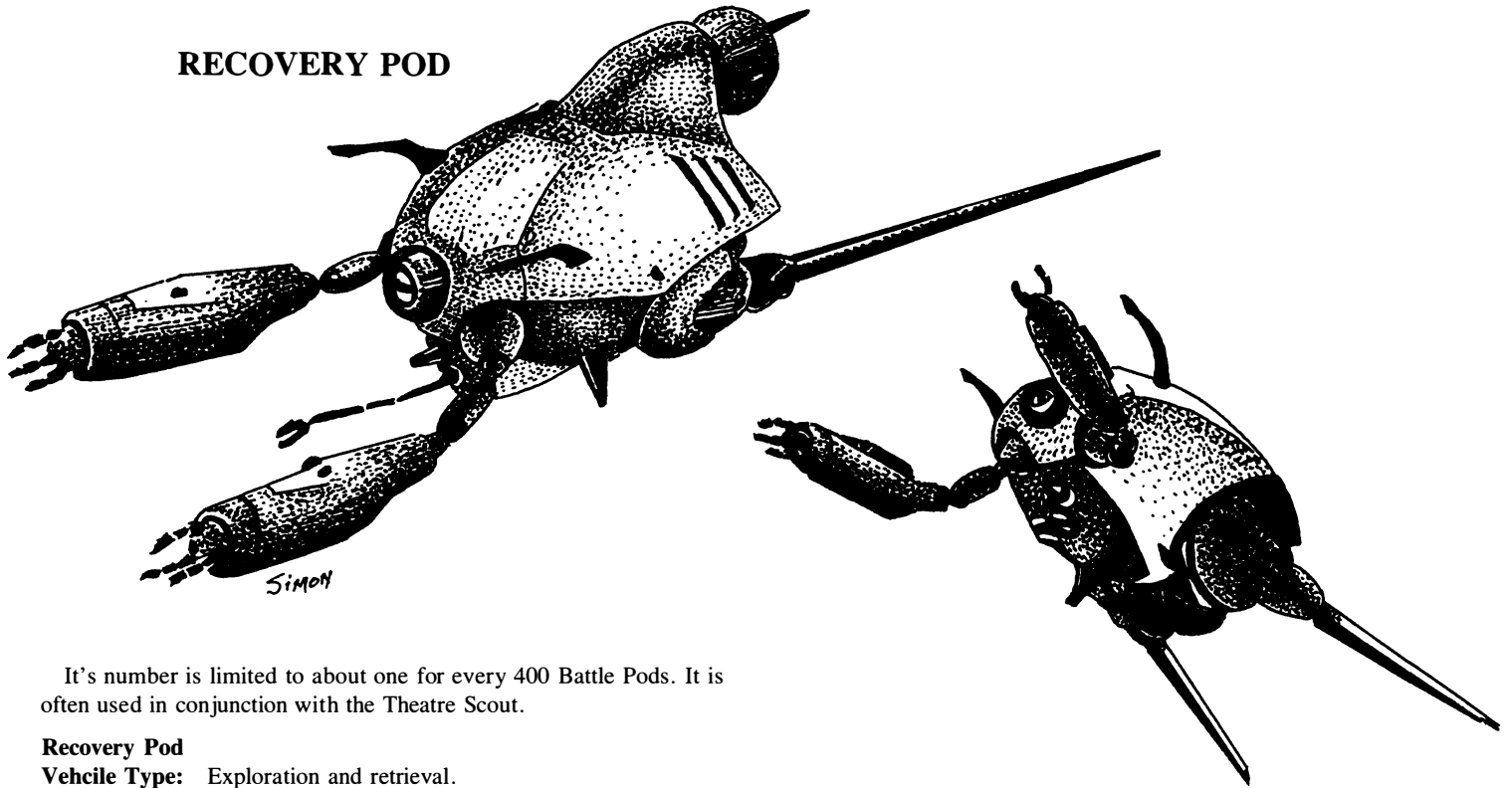
Bonus: +2 to dodge.

THE RECOVERY POD

The Recovery Pod is a large one, or two man Mecha designed for exploration and retrieval. This is the vehicle that retrieved the disabled Cat's Eye Recon in the T.V. series. Although it is not designed for combat and has no weapons, it can be formidable in hand to hand. Its two main arms are nearly as powerful as the human's Gladiator, and even if they are pinned or destroyed it still has two small, retractable, utility arms to strike with. The two large arms have *retractable electromagnetic hands* which can grasp metal objects in an almost unescapable grip. (**G.M. Note:** Only the Veritech Fighter with thrusters at full power in Guardian mode, the Gladiator Destroid and Female Power Armor, are strong enough to break its grasp, and even they must exert themselves for one full melee to break free).

The Recovery Pod is an all-terrain vehicle with stilt-like legs which enables it to walk on the most rugged surfaces. Flight capabilities include atmospheric and space travel.

RECOVERY POD



It's number is limited to about one for every 400 Battle Pods. It is often used in conjunction with the Theatre Scout.

Recovery Pod

Vehicle Type: Exploration and retrieval.

Crew: One pilot; one copilot or companion is optional.

M.D.C. by Location:

Retractable Hands (2) — 30 each

Main Arms (2) — 75 each

Retractable Utility Arms (2) — 30 each

Sensor Eye (1) — 75

Legs (2) — 75 each

Engines (3) — 60 each

*Main Body — 300

*Depleting the M.D.C. of the main body means the pod is completely destroyed and useless. The pilot is likely to be killed.

Speed: Walking/running is 120mph (173kmph); flying is 1005mph or Mach 1.5 (1616kmph).

Length of Body: 90ft (27.4m)

Height of Body: 65ft (19.8m)

Height with Legs Fully Extended: 100ft (30.5m) from the ground to its belly.

Width: 60ft (18.3m)

Length of Arm's Reach: 60ft (18.3m)

Length of Utility Arm's Reach: 50ft (15.2m)

Weight: 126 tons

Main Engine: Reactor type

Weapon Systems:

None per se; can fight only by hand to hand combat.

SENSORY EQUIPMENT

Radar: Range — 100 miles (160.90km); can identify and track as many as 30 targets.

Sonar: Identical to radar.

Radio and Laser Communications are of the standard variety, with an average range of 800 miles (1287.2km).

Radiation: Detects, measures and identifies radiation. Range: 600ft (183m).

Heat: Picks up and measures heat emanations. Range: 600ft (183m).

Optics Include: Thermo-Imager

Night-sight

Infrared

Ultraviolet

Telescopic

Range for all is 1000ft (305m)

HOVER PLATFORM

The Zentraedi have a small hover platform which they use for short-range transportation from one ship to another, as well as quick transport within their massive space cruisers. The platform is an open air structure with no armor or weapons; it's occupants are completely exposed. All Zentraedi know how to operate this simple vehicle.

Vehicle Type: Transportation.

Crew: Can accommodate 1-5 full size Zentraedi comfortably.

M.D.C.

*Main Body — 20

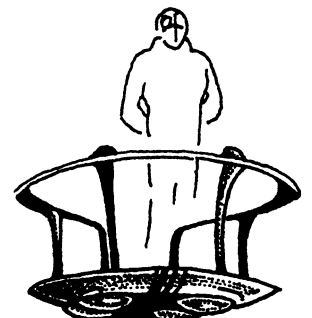
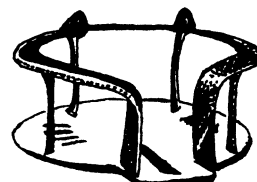
*Depletion of the M.D.C. of the main body will completely destroy the vehicle.

Speed: 50mph (80.45kmph) maximum.

Weight: 18 tons

Weapon Systems: None

Bonuses: None



OPTIONAL ZENTRAEDI WEAPONS

Zentraedi Energy Rifle

A Zentraedi sized LASER rifle used by foot soldiers and power armor troops.

Mega-Damage: 4D6 per blast. M.D.C.: 40

Range: 3000ft (1000m)

Rate of Fire: Equal to the character's per melee.

Payload: 20 shot energy clip. E-clips are replaceable.

Zentraedi Blast Rifle

The Zentraedi Blast Rifle is intended for use against Invid Scouts and Shock Troopers. The weapon fires a single blast of coherent energy with each pull of the trigger, but is limited to 10 shots. The weapon however is very unstable and can explode if mishandled or hit by fire.

Mega-Damage: 1D6 × 10.

Range: 1640ft (500m)

Rate of Fire: Equal to the character's attacks per melee.

Payload: 10 shots per energy clip.

Note: This weapon may explode if hit during combat 38% of the time, or if a natural 1 is rolled. The damage from such a blast is 1D6 × 10 per each shot left in the clip. M.D.C.: 50

ZENTRAEDI MECHA UNDERWATER

All mecha can survive underwater. However, their movements and weapons are often restricted.

BATTLE PODS

Battle Pods, like all mecha, are self-contained environments with an independent oxygen supply and circulation system. This means they can survive underwater, or in space, for great lengths of time, without any adverse affects on the pilot. The propulsion system, designed for space flight, is somewhat restricted underwater, but still quite effective, allowing for great speed and mobility. The major limitation, which almost all Zentraedi mecha suffer from, is the diffusion of energy weapons through water. Lasers and particle beams are reduced dramatically (70%), leaving the auto-cannons and missiles (if any) as the most effective underwater weapons.

Battle Pods

Speed: Walking is reduced by 25%. It can move by its propulsion system at 300mph for up to three to six minutes, as well as provide bursts of movement through the water.

Missiles and Auto Cannons: Range and speed are reduced by half.

Lasers and Particle Beams: Ranges are reduced by 70%

Oxygen Supply: 3 days.

Food and Water Supply: None

Maximum Ocean Depth: 0.8 mile (1km)

Note: The same conditions apply to the *Officer's Pod*, *Power Armor* and *Fighter Pod*.

OTHER ZENTRAEDI MECHA AND VEHICLES

The Theatre Scout, or Cyclops functions extremely well underwater.

It's heavy armor allows it to attain great depths without damage, and it's stilt-like legs enable the reconnaissance vehicle to casually prowl along any lake, ocean or seabed.

Speed: Walking is reduced to 50mph; movement by propulsion is

reduced by 70%.

Missiles: Range and speed are reduced by half.

Particle Beams: Range is reduced by 70%

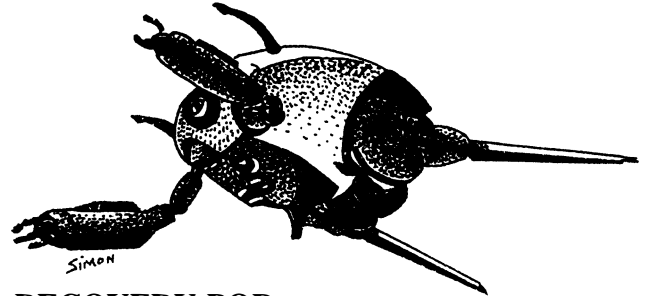
Oxygen Supply: Indefinitely.

Food and Water Supply: None standard; but can be included for a full 4 week duration.

Maximum Ocean Depth: 2 miles (3.2km)

Maximum depth for the *escape capsule* is 0.8 mile (1km).

Note: The Theatre Scout is equipped with sonar.



RECOVERY POD

Speed: Walking is reduced to 30mph; movement by propulsion is reduced by half.

Weapons: None. Hand to hand combat is not affected.

Oxygen Supply: 4 weeks.

Food and Water Supply: None standard, but can be included for a full 4 weeks.

Maximum Ocean Depth: 1.2 miles (1.8km).

REENTRY POD

Speed: Reduced by half.

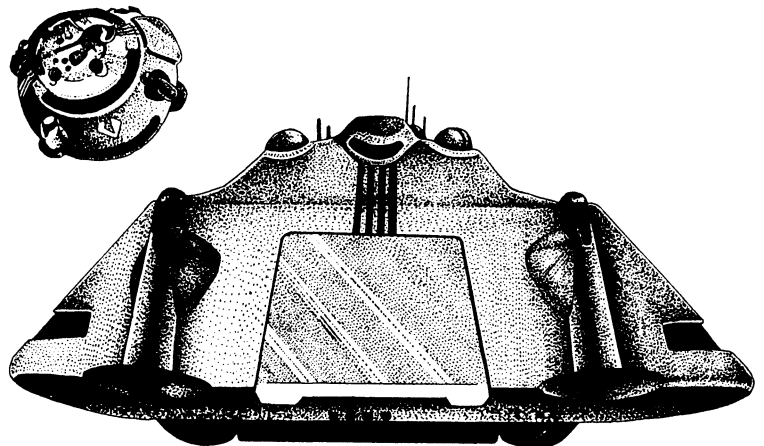
Weapons: None

Oxygen Supply: Indefinitely

Food and Water Supply: None standard, but could be included; duration varies with purpose and number of personnel carried.

Maximum Ocean Depth: 1.2 miles (1.8km)

Note: One Reentry Pod can comfortably transport 480 Battle Pods or 960 foot soldiers. (Yes, the numbers of 24 and 48 in *ROBOTECH™* RPG, pg 93, are incorrect).



SPACECRAFT

ALL Zentraedi spacecraft can function indefinitely underwater.

Speed: Reduced to a fraction — 100mph.

Missiles: Range and speed are reduced by half.

Lasers and Particle Beams: Ranges are reduced by 70%.

Oxygen Supply: Indefinite

Food and Water Supply: Indefinite

Maximum Ocean Depth: 2.5 miles (4km)

SPEED REFERENCE TABLES

Compiled by Mark A. Thomas

Veritech Fighter time needed to attain Mach speed.

Mach 1 takes 15 seconds or 1 melee.

Mach 2 requires an additional 15 seconds or 1 melee.

Mach 3 requires an additional 15 seconds or 1 melee.

Mach 4 requires an additional 30 seconds or 2 melees.

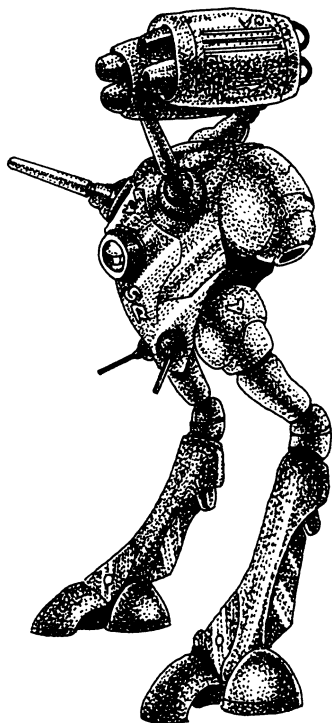
Mach 5 (when possible) requires an additional 30 seconds or 2 melees.

Aircraft	Max. Miles Per Hour	Miles Per Minute	Miles Per Second
Veritech VF-1A, D, J, S			
Jet Mode	2627 (Mach 4)	44.6	.7
Guardian Mode	670 (Mach 1)	11.2	.2
Battloid Mode (Run)	60	1.	.02
Battloid Mode (Space)	120	2.	.03
Armored Veritech			
Battloid Mode (Run)	40	.7	.01
Battloid Mode (Space)	84	1.4	.02
Super Veritech			
Jet Mode	2950 (Mach 4.3)	49.2	.8
Jet with Boosters	3150 (Mach 4.8)	52.5	.9
Guardian Mode	670 (Mach 1)	11.2	.2
Battloid Mode (Run)	60	1.	.02
Battloid Mode (Space)	150	2.5	.04
Space Fighters			
Lancer I	2007 (Mach 3)	33.5	.6
Lancer II	1450 (Mach 2.2)	24.2	.4
Fighter Planes			
Falcon	1850 (Mach 2.7)	30.8	.5
QF-3000 E Ghost	1450 (Mach 2.2)	24.2	.4
Adventurer II	722 (Mach 1.1)	12.	.2
Commanchero	300	5.	.08

Note: **One Mile** equals 5280 feet (1.6km/1609.3m)

.5 Mile equals 2640 feet (804.6m)

.1 Mile equals 528 feet (160.9m)



Zentraedi Mecha	Max. Miles Per Hour	Miles Per Minute	Miles Per Second
Tactical Pod (Run)	175	2.9	.05
Tactical Pod (Space)	650	10.8	.18
*Light Artillery Pod (Run)	90	1.5	.03
Light Artillery Pod (Space)	120	2.	.03
*Heavy Artillery Pod (Run)	80	1.3	.02
Heavy Artillery Pod (Run)	100	1.7	.03
Recon Scout Pod (Run)	120	2.	.03
Recon Scout Pod (Space)	600	10.	.17
Officer's Pod (Run)	300	5.	.08
Officer's Pod (Space)	670 (Mach 1)	11.2	.2
Officer's Vehicle (Flight)	2280 (Mach 3.4)	38.	.6
Officer's Vehicle (Orbit)	3660 (Mach 4.8)	61.	1.
Male Power Armor (Run)	40	.7	.01
Male Power Armor (Space)	70	1.17	.02
Female Power Armor (Run)	110	1.8	.03
Female Power Armor (Space)	1340 (Mach 2)	22.3	.4
Fighter Pod (Fly)	1340 (Mach 2)	22.3	.4
Fighter Pod (Orbit)	3700 (Mach 5)	61.7	1.03
Rentry Pod (Fly)	1340 (Mach 2)	22.3	.4
Rentry Pod (Orbit)	3700 (Mach 5)	61.7	1.03
Theatre Scout (Run)	80	1.3	.02
Theatre Scout (Fly)	1005 (Mach 1.5)	16.8	.3

Time Needed to Reach Top Speed

Tactical Battle Pod (Run) — 175mph — 2 melees

Officer's Battle Pod (Run) — 300mph — 2 melees

Officer's Battle Pod (Space) — Mach 1 — 2 melees

Male Power Armor (Run or Fly) — 40/70mph — 1 melee

Female Power Armor (Run) — 110mph — 1 melee

Female Power Armor (Fly) — Mach 2 — 1 melee

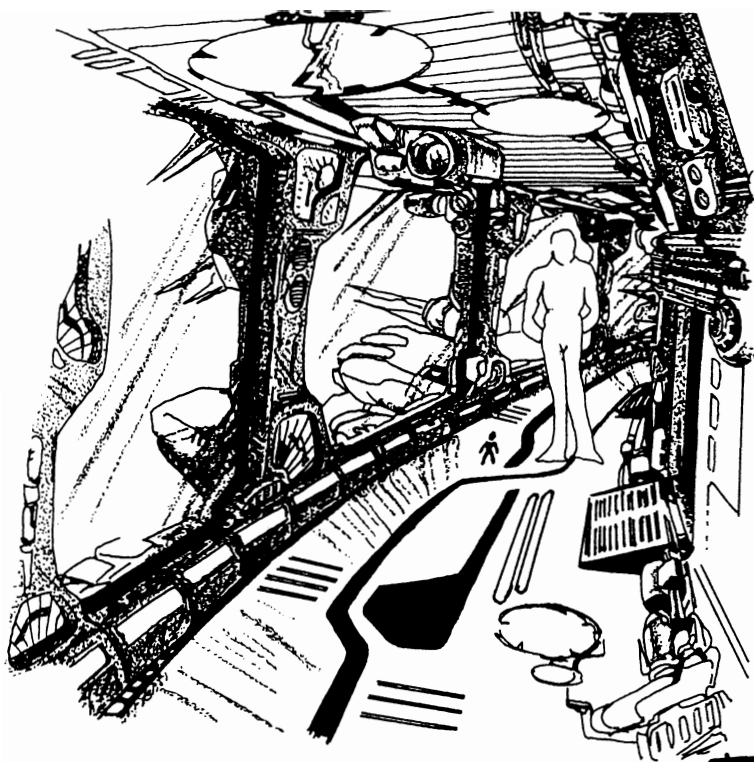
Fighter Pod (Fly) — Mach 2 — 1 melee per each Mach level.

Fighter Pod (Orbit) — Mach 5 — 5 melees

Max. Miles Per Hour	Miles Per Minute	Miles Per Second
100	1.7	.03
200	3.	.06
300	5.	.08
400	6.6	.1
500	8.	.13
600	10.	.16
700	11.7	.20
800	13.	.22
900	15.	.25
1000	16.6	.27
1100	18.	.30
1200	20.	.33
1300	21.	.36
1400	23.	.38
1500	25.	.41
1600	26.6	.44
1700	28.	.47
1800	30.	.50
1900	31.6	.52
2000	33.	.55

THE ZENTRAEDI WAR-MACHINE

The Zentraedi's *strategy and tactics* are simple and effective; overpower the enemy by sheer weight of numbers and raw explosive power. Too simple, you think? Perhaps, but this basic line of practice, supported by the high-tech weapons of robotechnology and, quite literally, millions of troops and war machines provided by the Robotech Masters, has proven to be a successful, winning tactic for the Zentraedi. Of course, the cost in lives and equipment is often great, but it is a cost the Robotech Masters, at least until recently, could afford. Remember, all the Zentraedi are warriors, specifically created, genetically designed and totally indoctrinated for war. They neither give nor ask for mercy. They fight and keep fighting until the battle is won or they are slain. They do so without remorse, nor hesitation, for one expects to die in combat, that is their life. It is only through prolonged exposure to the human's lifestyle that Breetai's warriors begin to question their own stunted view of life.



Laser Turret — Seen from an interior deck.

The Zentraedi are destroyers. They attack with devastating speed, skill and power. The older, more cunning Zentraedi commanders have learned to use their enemy's own compassion and fears against them, by playing up to such weakness and then crushing them when they've let down their guard. The ferocity and lack of gentle emotions in these giant warriors is intentionally instilled by their creators, the Robotech Masters. Surprisingly, this is not simply the result of the Robotech Masters own loss of humanity, but actually born from a real sense of desperation.

The secret of robotechnology is its source of organic fusion, *protoculture*. Protoculture is a property of the rare and unusual, Invid Flower of Life. The Invid are a race of mysterious beings who relentlessly seek out and destroy any other life forms who possess the power of the sacred flower. The Invid are devoid of compassion and fight until destroyed. In order to survive the Invid's seemingly endless numbers and strength, the Robotech Masters created their own army of equally

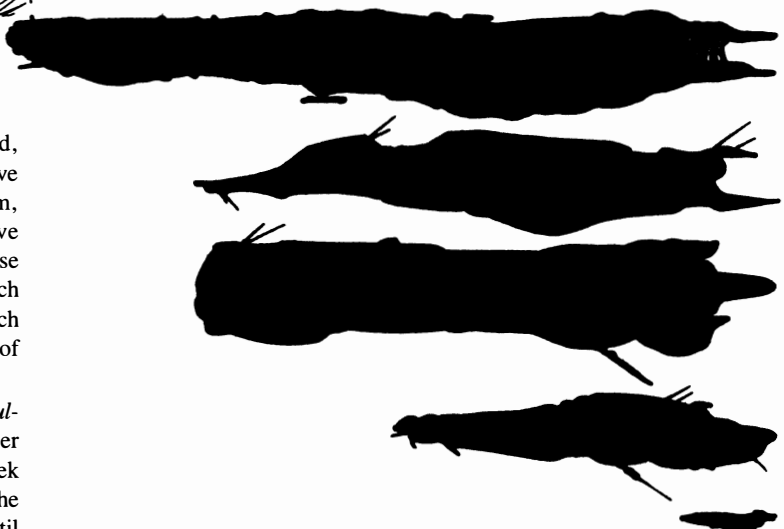
cold, merciless beings, obsessed with combat. So it was that the giant Zentraedi were born, designed in a protoculture laboratory, cloned, mass produced, and indoctrinated into a short-lived life of cruelty and war. Equipped with high-tech weaponry, and bred to know only war, the Robotech Masters had created the perfect opponent for the Invid. Unfortunately, the maniacal Masters quickly realized the vast potential of their army and began their own campaign of intergalactic terror and domination.

THE ZENTRAEDI BATTLE CRUISERS

The Zentraedi possess a battle fleet of nearly five million spacecraft. Despite that impressive number, there are only five major types of battle cruisers: the massive flagship, the two standard war ships, armored transport and small scout ship. All are capable of inflicting mind boggling destruction with a battery of lasers, missiles and mecha. The combined firepower from two million of these mighty vessels can obliterate a planet's surface in less than an hour. Four and a half million, nearly the entire fleet, can destroy the surface of an Earth sized planet in a matter of minutes.

In the context of this game, the suggested time-line postdates the Zentraedi fleets destruction of Earth. This presupposes that most, if not all, of that fleet has been destroyed. Only Breetai's protoculture exhausted fleet is known to remain partially intact and is currently being repaired, refitted and refueled for inclusion in the *Robotech Defense Force's* space fleet. However, it is *suggested* that there are still some Zentraedi forces in other solar systems conducting the business of war for the Robotech Masters. If this is true, their number is definitely less than 200,000 scattered throughout the universe. The Robotech Masters have lost the secrets of protoculture and can not rebuild their Zentraedi army. For that matter, in their weakened state, they *may* fear to call upon what few Zentraedi still exist because they may turn against them.

A likely and fun scenario is that a handful of Zentraedi battle cruisers, perhaps a dozen, survived the cataclysmic battle for Earth and are hiding out somewhere in our solar system. They could be in small clusters of 2 or 3 individual vessels lurking around the Moon or Mars, or the asteroid belt, or anywhere, coming out from time to time to loot, reap vengeance or cause general mayhem.



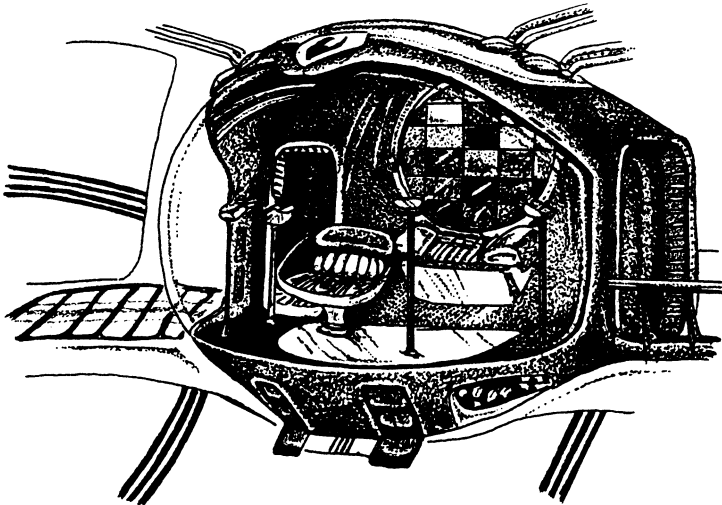
STANDARD FACILITIES

All of the *four large battle cruisers* have fundamentally the same facilities and equipment. Only their placement, size and complexity vary with each ship's layout.

1. **Speed of Light Travel:** All Zentraedi spacecraft, including the small scout ship, can travel at around .16 the speed of light.
2. **Auxiliary engines and propulsion system** allows for travel at around the speed of sound. The auxiliary engines are used only for emergencies.
3. **Space Fold System:** Interstellar travel by warping and bending space and time. The "space fold" process takes into consideration the linear nature of time and space and actually *folds* the fabric of hyperspace, transporting an entire, miles long, spacecraft, light years away in a matter of hours or days. The farther away one's destination, the longer it takes to get there. The SDF-1's jump from Earth to Pluto took about one hour. Breetai's fold from Earth to Dolza's headquarters in a distant solar system took about two weeks.

The mechanisms for accomplishing a space fold are rather touchy and destructive. Thus, it is NOT a method recommended for everyday travel. **Game Master Note:** There is a 15% chance (1-15 on a roll of percentile dice) of a *faulty space fold*. If a faulty fold occurs, roll on the following table to determine the degree of damage or error.

- | | |
|-------|--|
| 1-14 | Off course by 2D4 hours via light speed. |
| 15-29 | Off course by 1D4 days via light speed. |
| 30-43 | Off course by 2D6 days via light speed. |
| 44-59 | Off course by 1D4 weeks via light speed. |
| 60-72 | Off course by 3D4 weeks via light speed, plus the fold system is damaged and can not be used without increased risk (40% chance of faulty space fold. Roll on this table again if a fold is made). |
| 73-87 | Fold system has vanished into thin air. Impossible to fold again; off course by 2D4 weeks via light speed travel. |
| 88-00 | Right location, but fold system explodes destroying the entire deck level it was on and damaging main engines. Only auxiliary engines and propulsion works (bad news). |



Command Bubble

4. **The Command Center/Ship's Bridge:** This is the heart of the big ships. This massive area controls and monitors external and internal communications, sensory data and weapon systems. Toward the center of the chamber is the strategy and tactics conference table. Computer generated graphics, plotting arms, and superimposed holograms, can display a complete visual image, with accompanying data regarding an enemy target(s). Over 700 targets, within

an 80,000 mile area, can be identified, tracked and visually displayed, with an accuracy margin of 94%. An array of computer banks, conference tables, data posts, monitors, large screens and holographic displays protrude from the floor, walls, ceiling, and even dangle in mid-air.

Towering above all of this activity, like a giant unblinking eye, is the *command bubble*. From here, approximately 200ft (61m) above the floor, the ship's commanding officer can observe all activity. Holographic displays, triggered by voice activation, spring to life at his slightest grumble. The bubble itself is small, but comfortable, designed to accommodate only the ship's commander, his (or her) loyal advisor, and the officer who is second in command. **Note:** The bubble is an extremely tough, transparent material with an M.D.C. of 50.

5. **Radio Interference Network:** *From the Command Center*, the Zentraedi can project an area or net of intense radio interference that can completely isolate an enemy. The range of the radio jamming is approximately 50 miles, but can be increased by linking additional battle cruisers into the network (adds 50 miles per each cruiser). Anyone caught within the radio interference net will be unable to receive any short or long range transmissions. A superior communications system, like that of the SDF-1, will be able to maintain internal communications as well as (boosted) short range communications within 25 miles from a main receiver (the Veritech Fighter squadrons were able to maintain audio/visual contact with the SDF-1 even with the radio jamming net). There are no limitations as to the duration of these jamming signals which can be maintained for months.
6. **Radar Jamming:** *Coordinated through the Command Center*, a battle cruiser can jam an enemy's radar. Range is a 10 mile area up to 400 miles away.
7. **Long Range Video and Communications System:** *Coordinated through the Command Center*, the Zentraedi can send clean, accurate audio/visual transmissions up to 10,000 miles away, as well as pick up and monitor outside transmissions. The range of transmission is doubled in space and can be further extended by bouncing transmissions from one ship to another, not unlike satellite relay.
8. **Internal Sensors:** *Coordinated from the Command Center*, sensors monitor temperature, radiation, motion, and chemical make-up of the ship's breathable oxygen. The system can detect Zentraedi size interlopers or a disturbance or anomaly on board the vessel. Micronians, without mecha or vehicles, are far too small to register on the internal sensors.
9. **Stasis Chamber:** Great numbers of warriors can be safely stored and transported, locked in the timeless sleep of a stasis chamber. Warriors can be awakened when the battle cruiser has reached its destination or as needed. Approximately fifteen minutes is required to wake up and regain full alertness. **GM Note:** During that 15 minute period, characters are groggy and stiff; -10 on initiative, -6 to strike, parry and dodge, -15% on all skills.
10. **Medical Facilities:** The Zentraedi medical facility is modern, but minimal, equal to a top grade paramedic facility. Facilities are ideal for tending to cuts, bruises and broken bones. The Zentraedi's warrior nature is such that the severely wounded are left for dead. Consequently, a full hospital facility is rarely needed.
11. **Laboratory:** Although rarely used, most of the big battle cruisers have some type of laboratory. The facility is almost fully automated (70%) with a battery of pre-programmed tests and analysis. Facilities include chemical, biological, spectrographic radiation and sound analysis, storage of specimens and audio/visual/computer data recording. Only officers have access to the laboratory.
12. **Nutrient and Water Dispensaries:** These places distribute a blend of liquid nutrients and vitamins designed specifically for the Zentraedi. Water is also dispensed at these locations.
13. **Water Supply:** A large reservoir of drinking water is stored on all vessels in addition to the supplies at the dispensaries.

- 14. Mecha Bays:** Numerous, huge, large and small storage areas for fully functioning, combat ready, mecha can be found scattered throughout the ships.
- 15. Weapon Bays:** A weapon bay is a comparatively small chamber containing weapons and equipment, not mecha. *Typically*, they contain 3D4 × 100 assault rifles, 2D4 × 10 laser pistols, 4D6 × 10 missiles for Battle Pods, 3D4 × 10 suits of Battle Armor (this is NOT power armor) and 1D4 Hover Platforms.
- 16. Airlocks:** Scores of airlocks can be found on most levels of a Zentraedi warship, especially where Battle Pods are stored. A typical, individual, airlock can release up to 64 *Battle Pods* simultaneously. **Note:** 4 meecs (one full minute) are required for an airlock to completely recycle before it can be entered again.
- 17. Double Reinforced Hulls** and access tunnels line the full length of most deck levels.
- Note:** *The Zentraedi Scout Battle Cruiser* is the smallest spacecraft in the fleet, consequently it does NOT have the following standard items: 2, 5, 9, 10 and 11.

WEAPON SYSTEMS

All the Zentraedi Battle Cruisers, with the exception of the Scout vessel, have FOUR or FIVE types of long range weapons.

1. **Main Laser Cannon (one)**
2. **Light Forward Lasers (many)**
3. **Laser Turrets (many)**
4. **Missile Turrets (many)**
5. **Heavy Particle Beam (one)**

1. **The Main Laser Cannon** is located in the lower, front nose portion of the battle cruiser, with no apparent appendage, nozzle or opening to give away its location.

Primary Purpose: Assault

Secondary Purpose: Anti-Warship/Anti-Planet

Mega-Damage: 1D4 × 1000

Range: 100,000 miles (double in space)

Rate of Fire: Once every other melee.

Payload: Unlimited

2. **A Battery of Light Lasers** are scattered in the front, and along the sides and bottom of the *forward section* of ALL Zentraedi battle cruisers. Individually, they are the least impressive armaments on the vessel. Firing simultaneously in a volley of a dozen or more beams, they are devastating.

Primary Purpose: Assault/Defense

Secondary Purpose: Anti-Warship

Mega-Damage: 1D6 × 20 each. Several lasers can be directed to fire in volleys of 3 or more. Mega-damage by volleys: three beams inflict 3D6 × 20, six beams — 6D6 × 20, nine beams — 9D6 × 20.

Range: 30 miles (48.2km)(double in space).

Rate of Fire: Each laser can fire once per melee, and can be combined in any volley combination. *For example:* A ship with 24 light forward lasers could fire two volleys of NINE laser blasts and one volley of SIX laser blasts, or eight volleys of THREE laser blasts or four volleys of SIX laser blasts and so on. **EACH VOLLEY CAN BE DIRECTED AT A DIFFERENT TARGET OR THE SAME TARGET.**

Payload: Unlimited

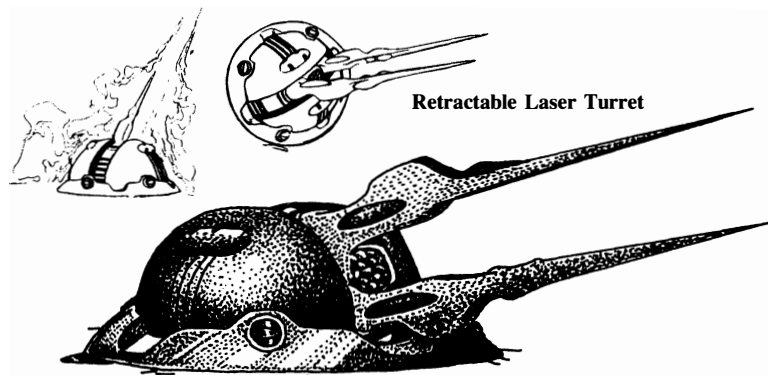
3. **Retractable Laser Turrets** are scattered through the hull of the ship, top, bottom, sides and rear. They are hidden beneath a sliding hatch until needed for combat, when they rise up from their weapon bay to assail an enemy. The Laser Turret is capable of 360 degree rotation with a 180 degree arc of fire.

Primary Purpose: Assault

Secondary Purpose: Anti-Warship/Anti-Planet

Mega-Damage: 1D4 × 100 each. A turret can be fired individually or combined with others in a simultaneous volley.

Range: 100,000 miles (almost double in space).



Rate of Fire: Each turret can fire *twice* per melee in any combination of volleys; minimum per volley is 3.

Payload: Unlimited

4. **Missile Turrets**, like the laser turrets, lay hidden beneath inconspicuous hatches until called forth for battle. They are capable of 360 degree rotation with a 90 degree arc of fire.

Primary Purpose: Assault

Secondary Purpose: Anti-Warship

Mega-Damage: Varies with each particular type of missile launched.

They are as follows:

Medium Range Missiles

1. High Explosive: 2D6 × 10 M.D.; range — 60 miles (80.4m)
2. Plasma/Heat: 3D6 × 10 M.D.; range — 60 miles (80.4m)

Long Range Missiles

1. High Explosive: 3D6 × 10 M.D.; range — 1800 miles (2893km)
2. Plasma/Heat: 4D6 × 10 M.D.; range — 1800 miles (2893km)
3. Reflex (heavy): 4D6 × 10 M.D.; range — 2000 miles (3214.8km)

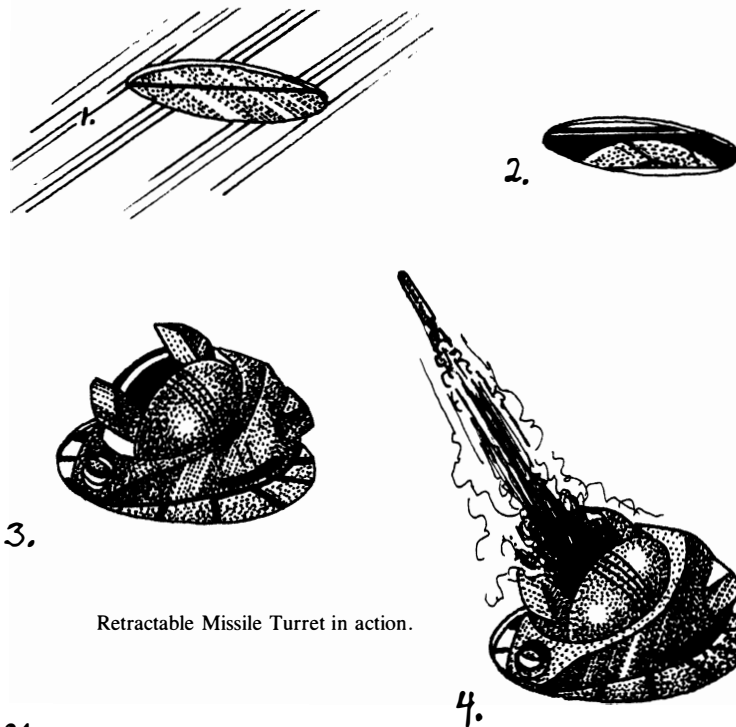
Blast Radius: 50ft (15.2m) — medium; 80ft (24.4m) — long range.

Range: Varies with missile type as noted.

Increase the missile's range by 60% when launched in outer space. Typical missile speed is 1800mph.

Rate of Fire: Each missile turret can fire once per melee and can be combined as a volley. The minimum number of missiles in a volley is 10. A barrage of missiles, *randomly fired*, can also be launched. *See Missile Combat.* Missiles can NOT be fired one at a time.

Payload: Effectively Unlimited



5. A Heavy Particle Beam (very similar to the SDF-1's main gun) is the most devastating of the five weapon systems, virtually obliterating everything in its path. To fire, the battle cruiser needs five minutes (20 melees) to power-up, then one minute (4 melees) before it can fire. When ready, the vessel's forward section opens up like a monstrous, gaping jaw with teeth of crackling energy. Only then can it release its high energy bolt of destruction. The beam lasts one full melee (15 seconds), cutting a swath approximately one mile (.8km) wide and 100,000 miles (80,000km) long. The massive amounts of focused energy required for the beam restricts the number of attacks to once every eight minutes (32 melees).

Primary Purpose: Assault/Anti-Planet

Secondary Purpose: Anti-Warship

Mega-Damage: Destroys EVERYTHING in its path of fire regardless of M.D.C. Against a planet, it inflicts approximately 2D6 × One million M.D., leaving a massive, smoldering crater measuring 1D6 × 10 miles round and 3D6 × 100 feet deep.

Range: 100,000 miles (double in space).

Rate of Fire: Once every eight minutes (32 melees), but limited to 5 blasts total per hour.

Payload: Unlimited.

COMBAT

The massive amount of power which just one of these monstrous spacecraft can release requires special rules and consideration.

First, it must be understood that all five of the weapon systems, just described, are designed for *long range, massive bombardment of giant targets*, such as planets, moons, space-stations and huge warships, or a vast armada of thousands of smaller targets/spacecraft.

Secondly, *none* of the battle cruisers have any built-in, short range, weapon systems. Although the Light Forward Lasers and Missile Turrets have a comparatively short range, they are considered long range weapons. *Battle Pods, Fighter Pods or Power Armor* units are dispatched to handle ALL *close combat*. **Close combat** generally refers to small, difficult to hit, enemy targets within a *50 mile* (80.4km) combat perimeter.

Third, players should realize that they are not likely to destroy any Zentraedi battle cruiser with a Veritech Fighter, Destroid, or aircraft; it is nearly impossible. However, it is equally unlikely that any of the big weapons, with the possible exception of missiles, will ever strike such a tiny adversary. This leaves mecha vs mecha combat, or RDF mecha destroying individual weapon systems such as turrets or mountings.

ENERGY WEAPONS

The energy weapons of a Zentraedi battle cruiser are designed for attacks on giant targets. The bigger the target, the more likely that it can be repeatedly struck with deft accuracy. However, small targets, especially Veritech Fighter size, are extremely difficult to hit with these big guns, and can easily dodge out of harm's way. This is not a design flaw. The Zentraedi are fully aware of the limitations of their warship's armaments. Any small assault vessels which penetrate their main line of defense are swiftly dispatched by hundreds or even thousands of Battle Pods. The combination of devastating long-range weapons and extremely mobile, high-powered, close combat mecha, creates an extremely effective assault and defense force.

VOLLEY ATTACKS

Most of the Zentraedi battle cruisers have scores of lasers. To roll to determine strikes and damage for each individual blast is ludicrous, and would take an hour per melee. Instead, the multitude of lasers can be *combined* into one or more volley(s) of energy blasts. This is actually true to the Zentraedi assault method. Remember, these giant warriors are destroyers; over-kill is a standard procedure. Is it not wiser to fire

a dozen laser volleys than a dozen individual blasts? A Zentraedi would always answer YES!

WHAT IS A VOLLEY?

A volley is the simultaneous firing/launching of several energy blasts at the same, specific target. All the blasts in a volley, whether it be 3 or 33, are directed at that one target and can NOT be divided to strike several targets.

HOW TO STRIKE

The attacker must roll to strike for the entire volley of blasts as if it were one unit. This means that the entire volley strikes and does multiple damage (roll M.D. for each laser blast in the volley) or the entire volley misses, doing no damage at all.

The procedure for determining a strike is unchanged. The attacker rolls a 20 sided die (1D20) and adds bonuses to strike or subtracts penalties. A roll of 1, 2, 3, or 4 is an automatic miss. A roll of 5 or higher is a strike/hit. Unless a specific target area was *called* before the die roll, damage is subtracted from the main body.

The only way a target can avoid being struck is by dodging out of the way.

BONUSES AND PENALTIES TO STRIKE

Bonuses to strike apply when the target is especially large, 1000 feet (350m) or bigger. The skill and expertise of the operator does not apply to the heavy armaments of the giant warships.

Penalties to strike apply when the target is especially small, 990 feet (301m) or smaller. The big guns of the Zentraedi battle cruisers are not designed for use against tiny adversaries.

BONUS AND PENALTY TABLE

Bonus or Penalty To Strike	Target's Approximate Size
+ 14	20,000ft (6096m) <i>or larger</i> .
+ 10	10,000ft (3048m) to 19,990ft (6090m)
+ 6	5000ft (1524m) to 9990ft (3045m)
+ 4	2000ft (609m) to 4990ft (1520m)
+ 1	1000ft (304.8m) to 1990ft (600m)
- 4	400ft (122m) to 990ft (301m)
- 8	150ft (45.7m) to 390ft (119m)
- 12	140ft (42.6m) <i>or smaller</i> (Veritech Fighters are only around 45ft (13.7m) and extremely difficult to hit).

Note: All small spacecraft/mecha/vehicles (990ft or smaller) get an automatic dodge against large energy blasts/volleys.

A MODIFIED DODGE FOR LARGE VESSELS

Large vessels, 1000ft or bigger, can not dodge or move completely out of the volley's path, but may be able to maneuver enough to avoid full impact. The roll to dodge is unchanged. The defender must roll a 20 sided die (1D20), and match or better his attacker's roll to strike. **A failed roll** to dodge means the vessel takes full damage. **A successful roll** to dodge means the vessel is able to maneuver away enough to be struck by a glancing blow, taking only *one third* the normal damage.

DAMAGE FROM A VOLLEY

If a target is hit by a volley, the attacker rolls the appropriate damage for *each* energy blast contained in the volley.

Yes, I know this can lead to rolling handfuls of dice, but those Zentraedi have a lot of firepower. I've tried to keep rolls down to a minimum to maintain quick play, but some of this is unavoidable. If it is *obvious* a vessel has been obliterated, then by all means proclaim it destroyed and avoid the needless roll of a bucket of dice. The GAMEMASTER should be the one who recognizes and proclaims a vessel's destruction and foregoes the need of dice rolls.

NUMBER OF VOLLEYS PER MELEE

The Zentraedi battle cruisers can fire all their energy and missile weapons once per melee (laser turrets can fire twice per melee). Presumably, a full bombardment means all the energy weapons and missiles are being fired within a 15 second interval (one melee). For expedience of play, we group this massive assault of over 100 individual attacks/ strikes into more manageable units, *volleys*. By grouping the blasts into volleys, we've reduced the maximum number of rolls from over one hundred to around a dozen (or as little as 5 or 6 if massive, single volleys are launched). *Each individual volley can be directed toward a different target or the same target. For Example: The Quiltra Queleual fires its 28 light forward lasers. It can fire one massive volley of all 28, or three volleys of nine blasts each, or one volley of 9 blasts and six volleys of 3 blasts, or four volleys of 7 blasts and so on.*

One or nine volleys can be fired in that one melee from that one weapon system; however, the total number of individual blasts can NOT exceed 28, the number of forward lasers. Only the laser turrets can fire twice per melee!

Maximum Volleys Per Melee Per Weapon System

- The Main Laser Cannon — One blast every other melee.
- Light Forward Lasers — Total Number Divided by 3
- Laser Turrets — Total Number Divided by 3
- Missile Turrets — Total Number Divided by 10 or Random Assault (see *Missile Combat*)
- Heavy Particle Beam — Once Every 8 Melees

MISSILE COMBAT

Missiles are a slightly different story than energy weapons. Although missiles can be fired in volleys, the minimum number in a volley is TEN (10). Thus, the Quiltra Queleual, with '82' missile turrets, can fire a total of 82 missiles in a maximum of eight volleys (seven volleys with 10 missiles each and one with 12 missiles). Of course, other volley combinations are possible (two volleys of 40, four volleys of 20, etc.), but the total number of missiles launched per melee can not exceed 82.

The procedure to strike is exactly the same as for energy weapons as are the basic rules for volleys.

BONUSES AND PENALTIES TO STRIKE

The bonuses to strike are somewhat different because we are no longer dealing with streams of projected energy, but *guided missiles*. Each missile can be instantly programmed to seek out and hit a specific target or variety of targets (seek, select and destroy). The targeting system includes a limited memory for target identification, radar, heat, and video.

Once a missile or volley of missiles have locked in on a target, they will strike and detonate.

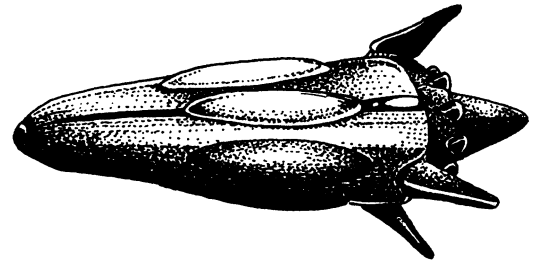
Large vessels can not dodge one missile or a volley of missiles. The only option is to shoot the missile(s) before it hits. (See *Shooting Missiles*, pg. 37-38, in the *ROBOTECH™ RPG*).

BONUS AND PENALTY TABLE

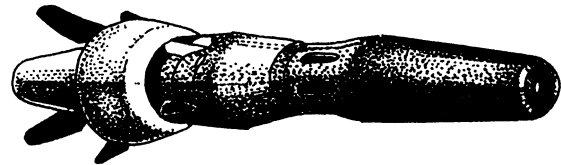
Bonus or Penalty	Target's Approximate Size
+ 14	10,000ft (3048m) or larger.
+ 10	9990ft (3045m) to 5000ft (1524m)
+ 6	4990ft (1520m) to 2000ft (609m)
+ 3*	1990ft (600m) to 411ft (126m)

Penalty: 400ft or smaller can not be hit by a volley of ten or more missiles. This applies ONLY to missiles fired from Zentraedi battle cruisers.

* + 5 if a reflex missile.



Zentraedi Missile



RANDOM MISSILE ASSAULT

A unique missile attack capability is a *random bombardment* of TEN or more missiles. In this assault at least ten missiles are launched simultaneously, but they are NOT launched as a volley at any one target. Instead, each of the missiles speeds off in search of its own target. A variety of up to 20 different enemy targets can be stored in memory. Once a target is identified the missile(s) locks in and strikes.

Because of the random seek and destroy program, more than one missile is likely to home in on the *same* target, even if there are many other targets available. Missiles, even guided missiles, are dumb and will lock in on the *first* available adversary. Unlike the directed volley of ten or more, any number of missiles from a random bombardment can link up to form a volley against one target. Furthermore, they are most likely to single out smaller objects, such as Veritech Fighters, Droids and aircraft.

The formula for determining the number of missiles that will randomly home in on a target is simple.

- 1D4 missiles per every 10 to 20 missiles launched.
- Roll at least once for each available target, beginning with the closest, until most of the missiles are accounted for. There is bound to be some that stray off, so don't worry about numbers under 4 (1, 2, 3).

Example: 20 missiles are launched in a random assault at FIVE Veritech Fighters. The closest has 3 (out of 1D4) on his tail, his two nearest buddies have 2 each (out of a roll of 1D4 each). 1D4 is rolled again to see how many have homed in on the fourth Veritech. A one is rolled for a total of 8 missiles. Had only ten missiles been fired, the fifth Veritech would be out of danger and the two remaining missiles considered to have strayed harmlessly away. However, since 20 missiles were fired, we roll 1D4 for the fifth fighter as well. Bad luck, a four is rolled. Total missiles accounted for is 12. That leaves 8 stray missiles in search of other targets (other Veritech Fighter, spacecrafts, A. R. M. D. Platform, etc.)

If 30 missiles had been launched the outcome would have been the same with the exception that 16 missiles would have gone off in search of other prey.

If 40 or 50 missiles had been launched then each Veritech Fighter would be assailed by 2D4 missiles. 60 missiles would be 3D4, 80 would be 4D4 and so on.

Note: If only *one target* is available 50% of the missiles will automatically home in on it, the remainder will stray off.

The usual means of dealing with missiles, such as dodges, shooting them, outrunning and so on is applicable. Review pgs 37-38 of the *ROBOTECH™ RPG*.

ATTACKING ZENTRAEDI BATTLE CRUISERS

At this point you're probably wondering how can one of these powerhouses be destroyed. Well, it's not easy. First of all, Veritech Fighters, Destroids, and aircraft, do not have a chance of destroying any of the gargantuan vessels (excluding the Salan Scout which is vulnerable). The best that any of these can do is to destroy individual laser turrets, missile turrets, and weapon housings. Additional damage can be done to airlocks and other appendages. Auxiliary engines are also fairly vulnerable targets.

This tactic is more effective than it may seem. *Remember, Zentraedi CAN NOT repair any damaged or destroyed weapons, machinery or mecha.* Consequently, any damage inflicted is permanent.

The humans can also wreak havoc by punching through the hull(s) of a battle cruiser and waging a limited assault *inside*. Considering the vast number of foot soldiers and mecha on board Zentraedi warships, this type of assault is best used as a hit and run tactic; get in, do as much damage as possible, and get out as quickly as possible. **Note:** Tiny humans, who abandon their mecha inside a cruiser, have the advantage of being able to avoid all internal sensory detection and have hundreds of places to hide. Of course, this leaves them almost entirely defenseless, even with the Wolverine heavy assault rifle, explosives, and energy weapons. **NO**, humans can not operate giant Zentraedi mecha! **GM Note:** Unless floor plans of a typical type of battle cruiser have been provided or a loyal Zentraedi scout accompanies the humans, they will have absolutely **NO** concept of internal layout. The locations of elevators, airlocks, weapon bays, storage bays, engine room, life support, stasis, or any other areas, are unknown to humans.

SHIP TO SHIP COMBAT

The only sure way to destroy one of these monstrosities is to attack with an equally powerful vessel like the SDF, or another Zentraedi battle cruiser.

Even though the Zentraedi warships have incredible amounts of M.D.C., and a dozen or more attacks per melee, combat can be resolved quickly. After all, if the weapons inflict equally devastating amounts of damage. Even one opponent or the other does not surrender, combat typically lasts about 6 melees. The basic combat rules and rolls remain unchanged.

STEP 1: Attacks Per Melee

The Zentraedi battle cruisers have FOUR, FIVE or SIX attacks per melee (it's less only if one of the weapon systems have been destroyed).

Weapon Systems	Attacks Per Melee
Laser Turrets (volley)	2
Missile Turrets (volley)	1
Forward Light Lasers (volley)	1
Main Laser Cannon	1 every other melee
Particle Beam	Once every 32 melees (8 minutes), with a total of five blasts per hour.

This is how it works. Each one of the *available* weapon systems can be fired *once* that melee. Only the laser turrets can fire twice. **Volley weapons**, including Laser Turrets, Missile Turrets and Forward Light Lasers, must fire in one massive bombardment or divide their attack in multiple volleys. If volleys is chosen, the player must declare the intended target of each volley prior to rolling for any of them to strike. Each individual volley may be directed at a different target, but all are fired simultaneously and counts as *one attack*.

The order in which a particular weapon system is fired is solely up to the player's discretion.

The total number of attacks a warship has is equal to the total number

of functioning, available weapon systems. **The Zentraedi Landing Ship**, for example, has a maximum of *five* attacks per melee: two from Laser Turrets, one from missile turrets, one from forward light lasers and one from its main laser cannon. Every other melee it will have *four* attacks because the main laser cannon can only fire once every second melee. The Zentraedi Landing Ship does not have a heavy particle beam system.

If a weapon system is destroyed, subtract it from the total possible attacks per melee.

The release of Battle Pods or vehicles counts as one attack.

STEP 2: Initiative

Determining initiative is crucial because it will set the pace for that entire melee. Each of the commanders of the two vessels rolls for the initiative. If there is no player character in command, the players should take turns rolling for their allied warship. As always, a twenty-sided die (1D20) is rolled. The highest roll wins. Players and player allies have a *bonus of +2* added to their initiative roll and always win ties. If the player and/or their allies are outnumbered, they *automatically have the initiative*.

STEP 3: How to Strike

The procedure is exactly the same as usual. Remember to roll for each individual volley in a volley attack. Also, remember to add bonuses to strike. The bonus to strike does **NOT** include the pilot's or commander's attribute or skill bonuses, but only those described previously under energy weapons and missiles, a page or two earlier.

STEP 4: The Dodge and Parry

Only small vessels can dodge the large beams of the Zentraedi battle cruisers. Large vessels can attempt to maneuver, so as to receive a glancing blow and take less damage. *See A Modified Dodge for Large Vessels* under volleys, three pages earlier.

OTHER COMBAT RULES

Critical strikes, close proximity, called shots, damage from missile strikes, shooting missiles, and dodging guided missiles, are unchanged.

SOME COMBAT TACTICS

- The Forward Light Lasers, Main Laser Cannon, and Heavy Particle Beam Cannon are all located in the front of the warships and can only fire forward.
- Only Laser and Missile Turrets can fire at all angles.
- The engines are fairly vulnerable.
- The auxiliary engine is extremely vulnerable.
- The Salan Scout is the smallest and least deadly ship.
- The Main Laser Cannon is fairly vulnerable (1000 M.D.C.).

SPECIAL G.M. NOTE

If any Zentraedi battle cruisers remain after the assault on Earth, they will be in extremely poor condition, with damaged weapon systems and a nearly exhausted supply of protoculture/power.

The following modifications are likely to apply. Make the appropriate changes:

- 1D4 × 10% missile turrets are destroyed or inoperable.
- 1D6 × 10% laser turrets are destroyed or inoperable.
- Heavy Particle Beam can fire only one more time; but its use will drain the main engines, leaving only auxiliary engines (if the auxiliary engine is then destroyed the vessel will be cast adrift).
- 50% chance the Main Laser Cannon is disabled.
- Forward Lasers are all fully operational.
- 80% likelihood that there is insufficient power to make a space fold.
- 38% chance that there is insufficient power to attain .16 the speed of light. Maximum speed is 4D4 times the speed of sound.
- Total crew is half.
- Total mecha is half.

ABOUT THE DECK PLANS

Within the following pages you will find floor plans and descriptions for the five Zentraedi Battle Cruisers. It is important to stress that these diagrams are purely conjecture on the part of the author. No "official" blueprints of these big ships exist in any form! What is presented, are what we, at Palladium Books®, feel to be a logical extrapolation of what they may look like. Quite literally, hundreds of hours have gone into research, utilizing Japanese translations, discussions with Carl Macek, discussions with Japanimation authorities and what seemed to be endless hours of scrutinizing segments of film from the ROBOTECH® T.V. series. *Please note that the scale is not exact but representative.*

Japanimation Side Notes:

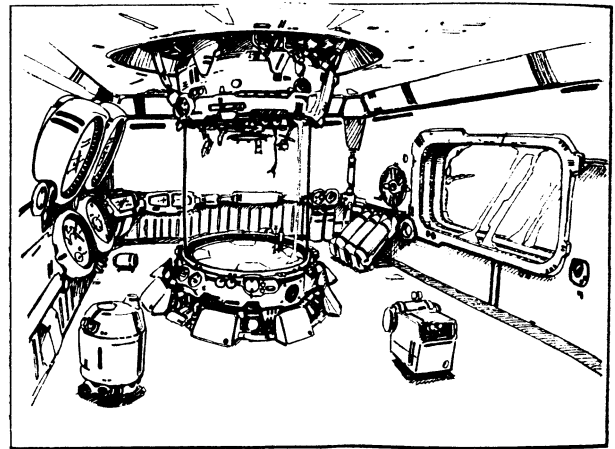
1. Perhaps the only notable discrepancy is the size of the Zentraedi warships. The sizes presented in this book are slightly larger than what our Japanese translations revealed. This has been done to avoid inconsistencies with other American versions of Robotech/Macross (such as the Del Rey novels) which purport the vessels to be larger. *The Japanese sizes are:* Flagship (Breetai) — 4000m, Queadol-Magdomilla (Khyron) — 3000m, Quiltra Queleual — 3000m, Thunerl Salan — 2000m, and the tiny scout ship — 500m.
2. The types of weapons listed were: Electro- Elementary Particle Beam gun, guided converging beam cannons, anti-ship/anti-air missile launchers (short distance, self-guided), and ship-borne, small sized, mobile weapons (Battle Pods). There is no effort to identify the 3 specific types of energy weapons seen in the T.V. series. All energy beams/lasers are referred to as converging beam cannons (many).
3. The number of weapons are not provided for any of the ships, except for the *Quiltra Queleual* which states: "guided converging beam gun system (17), anti-ship/anti-aircraft missile launchers (96), ship-borne, small, mobile weapon (presumably Battle Pods) (many)." All other translations list the weapon type, but the amount is usually "many".
4. Most ships are thousands of years old, but Breetai's flagship was in its "prime".

ZENTRAEDI FLAG SHIP (A.K.A. NUPETIET-VERNITZS)

None of the ships in the Zentraedi armada are more powerful or more feared than the Zentraedi Flag Ship class starship. These three and a half mile (5.6km) long ships are only used as command vessels for the largest fleets, and by the Zentraedi's finest commanders, like *Breetai*. It can often be seen directing fleets of thousands of cruisers in planet assaults or other massive combat operations. In order to fill this role of command and control, the ship is fitted with extensive weapon systems and communication equipment, as well as carrying a sizable complement of soldiers and mecha. Only the Zentraedi Landing Ship carries more combat troops and mecha.

The flagship is also fitted with a few features the other starships do not possess.

1. **Hyperspace communications** which can span the void of hyperspace instantly to communicate with other flagships, or command bases in distant solar systems. It is by this means that Breetai was able to communicate with Dolza.
2. **Mecha Navigational Override** (Breetai refers to it as "Manual Override"): Instantly seizes control of flight and combat systems, enabling the command ship, Zentraedi Flag Ship, to take control and return all combat pods (including the Officer's Pods and Fighter Pods) to their respective vessels. Commander Breetai used this beam to recall *Khyron* and his forces from a non-sanctioned assault on the SDF-1.



3. **Bio-Scan Chamber:** used specifically to study and analyze alien lifeforms; provides very detailed data regarding physiology, chemical and genetic structure.

In addition to the aforementioned items, the flagships also have larger and superior medical facilities, laboratory, sensor system and communications.

ZENTRAEDI FLAGSHIP

Vehicle Type: Combat Command/Flagship

Crew: 4000 assigned crew/personnel, 4660 assigned combat soldiers usually with another 6000 or more withdrawn from stasis as needed. Stasis can hold 28,900 warriors. *Total Personnel: 37,560*

M.D.C. by Location:

Forward Laser Mounts (60) — 50 each

Laser Turrets (94) — 150 each

Missile Turrets (200) — 100 each

Main Laser Cannon (1) — 2000

Airlock Access Hatches (184) — 200 each

Retractable Weapon Hatches (294) — 100 each

*Hull per 40ft area (12.2m) — 60

*Hull per 500ft area (152.5m) — 750

**Forward 1/3 of ship (main body) — 350,000

*** Main Engine (upper rear; main body) — 70,000

****Auxiliary Engine (lower rear; main body) — 16,000

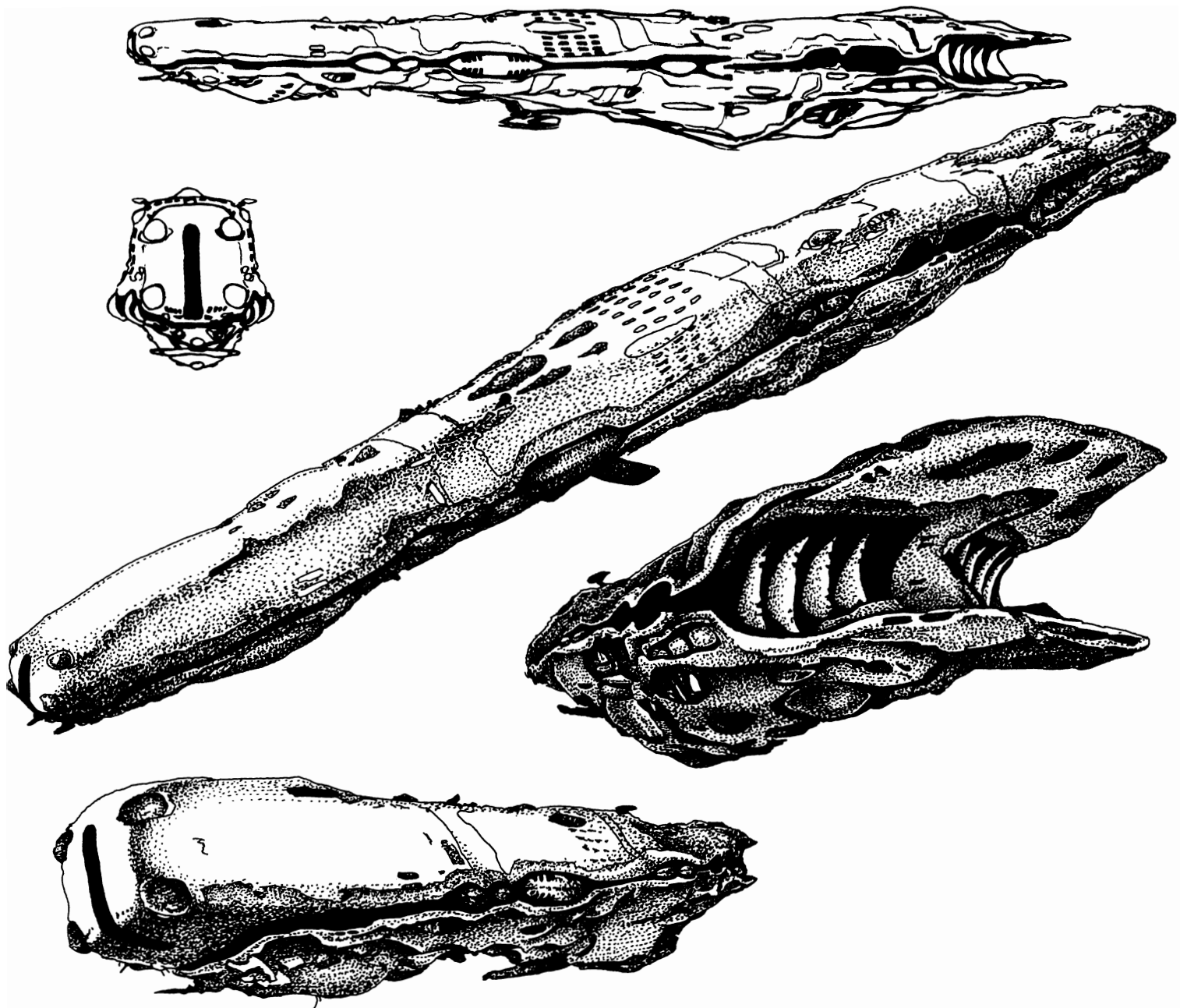
Special Systems (Deck #9, bottom) — 10,000

*Depleting the M.D.C. of a specific area of the hull will *punch a hole* into it, but will only give access to the inner weapon turret access corridor (approximately 200ft/31m wide). A second reinforced hull must be penetrated to gain access to the ship itself. Often a third reinforced hull (found on levels 1, 4 and 7) may bar entrance. These reinforced hulls are the same strength as the outer hull and do NOT count as interior walls.

**Depleting the incredible M.D.C. of the front third of the ship, which includes the Command Center and auxiliary command center, will completely shut down the entire ship. Nothing will operate, including stasis (slow death), life support, gravity control, communications, engines; nothing. Personnel in the rest of the Battle Cruiser will die unless protected in a Battle Pod or environmental armor. Note: This is the most heavily armored ship of the Zentraedi fleet.

***Depleting the M.D.C. of the Main Engines in the *rear* of the vessel will severely impair it, leaving only the Auxiliary Engines.

****Depleting both the Main Engines and Auxiliary Engines will completely immobilize the ship, setting it adrift in space, or crashing to earth if in an atmosphere. The loss of the Auxiliary Engines alone, will NOT impair the vessels flight capabilities. While losing both Main and Auxiliary will immobilize the ship, all other internal and weapon systems function as normal.



Speed: *Main engines* capable of sub-light travel, reaching speeds of .20 light or 32,000 miles per second. **Auxiliary Engines** can only travel a meager 3 times the speed of sound (Mach 3).

Dimensions: Length—18,800ft (5730m) or approximately 3½ miles.
Height—3200ft (975m) or nearly ½ a mile.
Width—3290ft (1002m) or about ¾ of a mile at its widest.

Weight: 270,000,000 tons

Main Engine: Reflex, heat pile system.

Auxiliary Engine: Reactor type

Gravity Control System: Internal.

Fold System: Hyperspace navigation system.

Weapon Systems: Heavy Particle Beam Cannon (1)

Main Laser Cannon (1)

Forward (light) Lasers (60)

Laser Turrets (94)

Missile Turrets (200)

Additional Combat Systems:

Tactical Battle Pods — 20,160

Light Artillery Pods — 1584

Heavy Artillery Pods — 800

Scout Recon Pods — 400

Officer's Pods — 633

Officer's Pod Armored Vehicles — 200

Fighter Pods — 2284

Male Power Armor — 1080

Other Vehicles:

Theatre Scout Reconnaissance ("Cyclops") — 6

Recovery Pods — 12

Reentry Pods — 13

Shuttle-Craft — 12

Hover Platforms — 400

THE OUTER HULL

As with all Zentraedi Battle Cruisers, the exterior is dotted with hatches for airlocks and weapon turrets. All deck levels have an outer and inner hull, with access tunnels for mecha and housings for weapons. These tunnels can measure 90 to 350ft tall and over 200 feet wide.

Top Outer Hull

Retractable Laser Turrets — 20

Retractable Missile Turrets — 50

Airlocks/Access Hatches — 60

Side Outer Hull

Forward Light Lasers — 30 per side (forward front)

Retractable Laser Turrets — 50 per side

Retractable Missile Turrets — 40 per side

Airlocks/Access Hatches — approx. 62 per side

Bottom

Retractable Laser Turrets — 10

Retractable Missile Turrets — 30

Airlocks/Access Hatches — 24

Front

Heavy Particle Beam — 1

Retractable Laser Turrets — 4

Retractable Missile Turrets — None

Main Laser Cannon — 1 (lower front)

Airlocks — None

DECK LEVELS

LEVEL ONE: MECHA BAYS

1. Forward weapon systems.
2. **Double reinforced hull** with retractable weapon compartments and airlocks.
3. **Reinforced inner hull** (equal M.D.C. as outer hull) and combat corridor, with airlocks for Battle Pods and combat personnel. Up to sixty-four pods can fit comfortably in a typical airlock.
4. **Open area** around the two forward elevators and weapons bay.
5. **Barrack-style crew quarters**; 900 warriors.
6. **400 Battle Pods.**
7. **Nutrient and water dispensary.**
8. **Waste disposal.**
9. **Large, open area** around elevators.
10. **2000 Battle Pods.**
11. **24 Officer's Pod Armored Vehicles.**
12. **Missile storage** for Fighter and Artillery Pods.
13. **Storage bay** (miscellaneous).
14. **900 Fighter Pods.**
15. **2500 Battle Pods.**
16. **Main engines and propulsion system.**

LEVEL TWO: MECHA AND PILOTS

1. **Forward weapon systems.**
2. **Double reinforced hull.**
3. **Reinforced inner hull.**
4. **Open area** around the forward elevators.
5. **Crew quarters** for Fighter Pods; 200 warriors.
6. **Storage of 760 suits of body armor** (not Power Armor), and 1D4 × 10 Hover Platforms.
7. **720 Fighter Pods.**
8. **Open area** around elevators.
9. **Crew quarters** barrack-style arrangement; 2500 warriors.
10. **2600 Battle Pods.**
11. **Crew quarters**; accommodates 280 warriors.
12. **Crew quarters**; accommodates 280 warriors.
13. **Main Engines and propulsion system.**

Note: Ceiling height is 350ft (106.6m). It is a very active, lively level at all times.

LEVEL THREE: CREW'S QUARTERS

1. **Forward weapon systems.**
2. **Double reinforced hull.**
3. **Open area** around elevators.
4. **Crew quarters.**
5. **Crew quarters.**
6. **2300 Battle Pods.**
7. **Missile storage bay.**
8. **Open area** around elevators.

9. **Mecha storage bay** containing 380 Battle Pods and 300 Male Power Armor.

10. Crew quarters.

11. **Mecha storage bay** containing 640 Battle Pods and 28 Officer's Pods.

12. Lounge and meeting area.

13. Crew quarters.

14. **Mecha storage bay** contains: 200 Battle Pods.

15. Nutrient and water dispensary.

16. **Stasis chamber**; holds 9200 warriors.

17. Crew quarters.

18. **Mecha storage bay** containing 500 Battle Pods.

19. Waste Disposal.

20. Engine and propulsion system.

21. **Empty area outside of the ship.** It is not enclosed.

Note: Ceiling height is 170ft (51.8m). This is a heavily populated and active deck. Approximately 2000 to 4000 crewmen are present at all times.

LEVEL FOUR: CREW AND MECHA

1. **Forward weapon systems.**

2. Double reinforced hull.

3. Elevators and access corridor.

4. **Combat arena:** Warriors practice and compete in combat exercises.

5. **Mecha storage bay** containing 340 Battle Pods.

6. **Large weapons bay:** containing a dozen suits of Male Power Armor, 340 assault rifles, 100 laser pistols, and 80 suits of body armor.

7. **Area around elevator to the upper decks**, adjacent to airtight doors.

8. **Large, open area** around elevators to upper and lower levels.

9. Crew quarters.

10. **Mecha storage bay** containing 1400 Battle Pods.

11. Crew quarters.

12. Crew quarters.

13. Waste disposal.

14. **Nutrient and water dispensary.**

15. **Stasis chamber**; holds 500 warriors.

16. **Mecha storage bay** containing 250 Male Power Armor, 100 Battle Pods and 6 Hover Platforms.

17. Artificial gravity control complex.

18. **Large storage bay** with 120 suits of Body Armor, 120 assault rifles and 1D6 × 10 Battle Pods.

19. Life support systems.

20. Navigation and guidance system.

21. Main engine and propulsion system.

22. Empty area outside of the ship.

Note: Ceiling height is 170ft (51.8m). This is a heavily populated and active deck. Approximately 3000 to 5000 crewmen are present at any given times.

LEVEL FIVE: COMMAND DECK

1. Forward weapon systems.

2. Double reinforced hull.

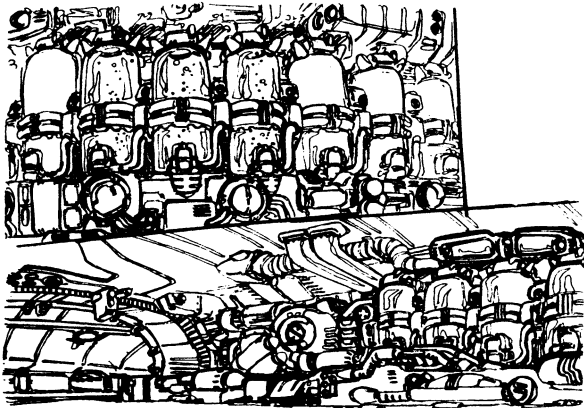
3. Elevators and access corridor.

4. **The bridge of the ship:** This is the massive Command Center from which the ship and an entire fleet can be directed. The length of the Command Center is 4700ft (1432.5m) long and 350ft (106.6m) tall. The floor is covered with system, sensor and communications monitors, computers, holographic tactical tables, conference tables and view screens (which also dangle from the walls and ceilings. A 90ft (27.4m) wide catwalk 150ft (45.7m) above the floor lines the length of the complex.

5. **Commander's Observation bubble** from which the vessel's commanding officer, his advisor, and/or second in command, monitor and direct operations.

6. **Open areas** around elevators.

7. **Massive conference room** with holographic displays and tactic table.
8. **Mecha storage bay** containing 300 Officer's Pods, 90 Male Power Armor and 90 assault rifles.
9. **Observation Port:** Sealed airtight; has numerous windows (20 M.D.C. per each window) which are automatically sealed with a metal panel if there is a breach (60 M.D.C. per each window panel).
- 10-17. **Are Officer's quarters.**
18. **Nutrient and water dispensary.**
19. **Waste disposal.**
20. **Observation ports** identical to #9.
21. **Connecting "L" shaped corridor** that can be sealed airtight.
22. **Officer's quarters.**
23. **Advisor's quarters.**
24. **Commanding officer's quarters.**
25. **Stasis chamber:** holds 9600 warriors.
26. **Lounge and meeting room.**
27. **Connecting corridor** that can be sealed airtight.
28. **Mecha storage bay** containing 1D6 × 10 Officer's Pods, 1D4 × 10 Battle Pods, 4D4 Male Power Armor and 4D4 Hover Platforms.
29. **Crew quarters:** holds about 225 crewmen (non-officers).
30. **Bio-Scan chambers:** A special, biological analysis device found only on the flagship.
31. **Laboratory:** An infrequently used facility for scientific study and analysis. Seventy percent is fully automated, with pre-programmed tests and analysis procedures. Only officers have access.
32. **Protoculture chamber,** for micronization; off limits to all but officers.



33. **Storage of alien specimens.**
34. **Medical:** An extremely limited facility whose staff of healers is approximately equal to skilled paramedics.
35. **Open space outside of ship.** It is not enclosed.
Note: Ceiling height is 350ft (106.6m). This is a very active deck with 2000 to 4000 crewmen at all times; 40% are officers. The laboratory areas, #30-34, are the least used, with a skeleton crew of 2D4 × 10 people.

LEVEL SIX: CREW AND FOLD SYSTEM

1. Forward weapon systems.
2. **Double reinforced hull.**
3. **Elevator access corridor and weapon bay.**
4. **Crew quarters.**
5. **Crew quarters.**
6. **Mecha Storage bay** containing 960 Battle Pods.
7. **Equipment storage** containing 2800 suits of battle armor (not Power Armor), 800 assault rifles, 10 Male Power Armor, and 40 Hover Platforms.
8. **Mecha storage bay:** contains 120 Battle Pods, 60 Officer's Pods and 200 assault rifles.
9. **Open area** around elevators.
10. **Mecha storage bay:** contains 2500 Battle Pods, 25 Officer's Pods

and 20 Hover Platforms.

11. **Crew quarters.**
12. **Crew quarters.**
13. **Nutrient and water dispensary.**
14. **Stasis chamber** holds 9600 warriors.
15. **Crew quarter.**
16. **Mecha bay** holds 360 Battle Pods.
17. **Waste disposal.**
- 18-24. **Area with small storage bays** used to store miscellaneous equipment, weapons and specimens. Empty bays may be used to lock-up alien prisoners.
25. **Space fold system.**
26. **Secondary life support system.**
27. **Secondary, artificial gravity control complex.**
28. **Auxiliary communications network.**
29. **Connecting corridor** which can be sealed airtight.
30. **Clone chamber.**
31. **Second protoculture chamber.**
32. **Crew quarters:** Officers only.
33. **Open space outside of ship.** It is not enclosed.
Note: Ceiling height is 350ft (106.6m). Areas #29-32 are restricted to officers and usually have a small staff of 3D4 officers. The rest of the level is populated by 1500 to 3000 crewmen at all times.

LEVEL SEVEN: AUXILIARY SYSTEMS AND STORAGE

Special Note: Most of these mammoth *Flagships* will have a section(s) or deck level that is in such a state of disrepair that it has been abandoned. An abandoned section will be damaged from war, wear or age. These areas are usually devoid of crew, equipment and mecha, although an occasional weapon bay may still be stocked. The abandoned level can be any deck or deck area, but almost never includes the middle decks or the heavily armored upper decks (rarely decks #1, 2, 5, 6 and 8). *In this example 70% of deck level #7 is abandoned.*

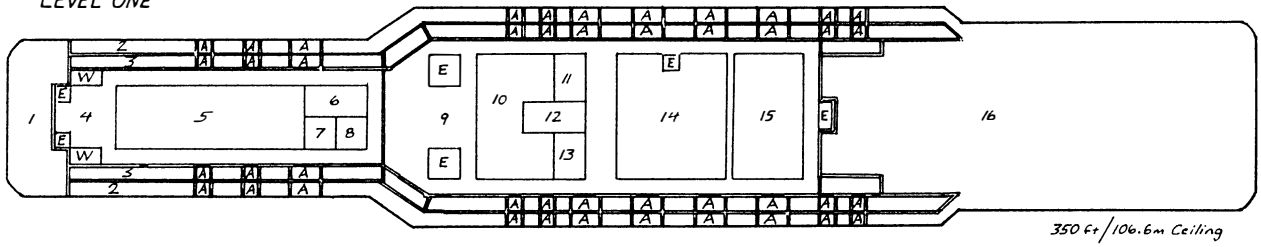
1. Forward weapon systems.
2. **Double reinforced hull.**
3. **Connecting, "L" shaped corridor.**
4. **Auxiliary command center.**
5. **Observation bubble.**
6. **Auxiliary life support system.**
7. **Auxiliary artificial gravity control.**
8. **Mecha storage bay** containing 240 Battle Pods, 6 Male Power Armor and 1D4 × 10 Hover Platforms.
9. **Open area** around elevators. 1D4 × 10 Battle Pods are also in the area.
10. **Crew quarters. (In use).**
11. **Crew quarters. (In use).**
Note: *The rest of this deck level is abandoned.* There is little or nothing of value, although it does provide numerous hiding places. Total crew in the forward section is 3D6 × 10. Ceilings are 350ft (106.6m) high.
12. **Water reservoir.**
13. **A large area** sealed off from the forward section of the deck still in use. It contains several large and small rooms which were once used for crew quarters and storage.
14. **Was once a hangar bay.** All that now remains are debris, dripping pipes, and some totally destroyed mecha.
15. **Empty area outside the ship.**

LEVEL EIGHT: HANGAR AND MECHA

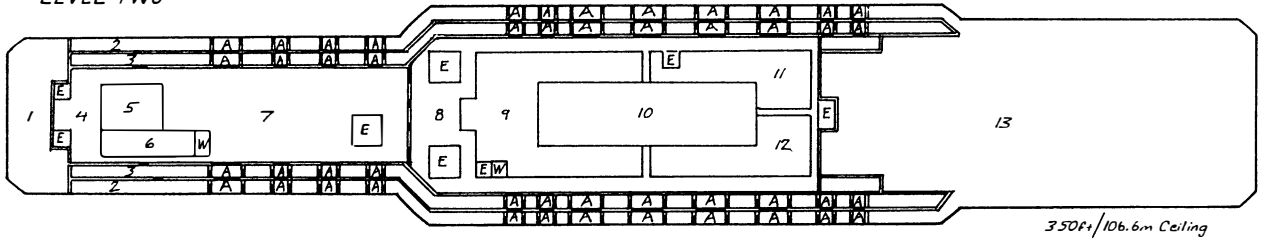
1. Forward weapon systems.
2. **Double reinforced hull.**
3. **Reinforced inner hull and combat corridor.**
4. **Elevators.**

ZENTRAEDI FLAG SHIP

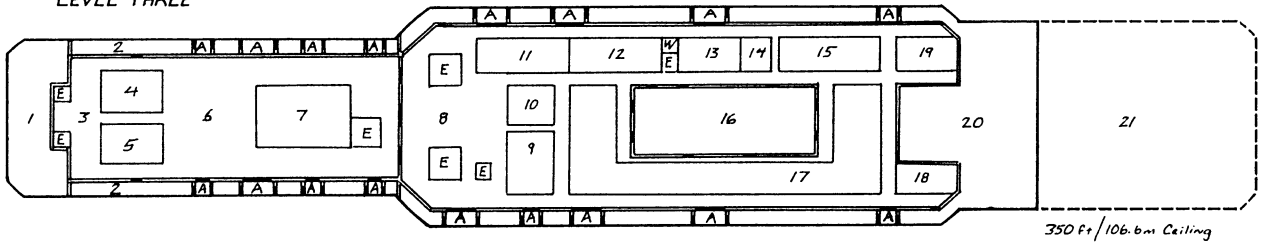
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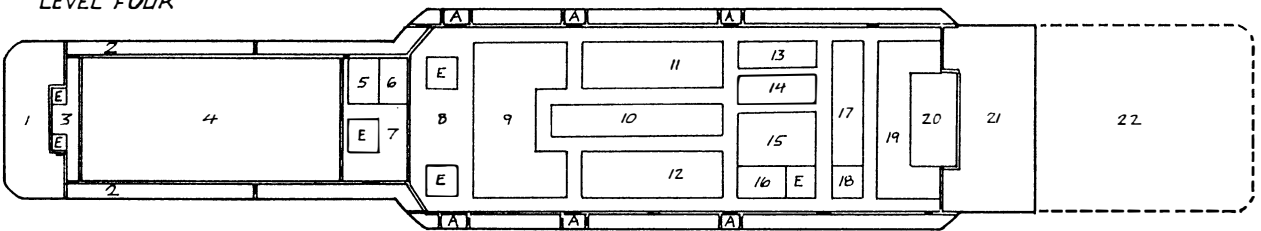
LEVEL TWO



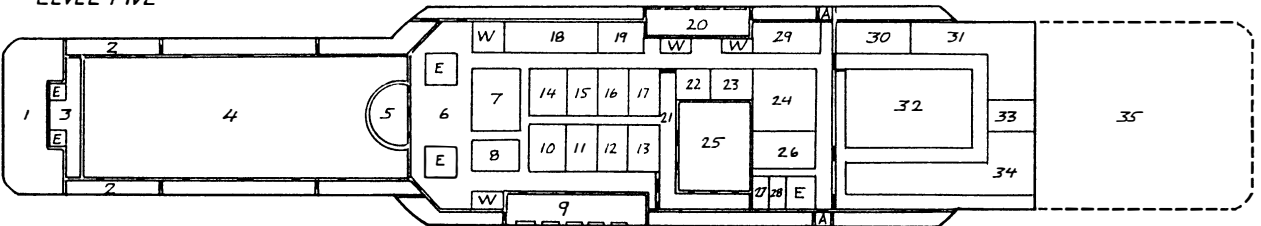
LEVEL THREE



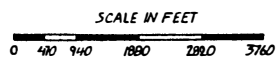
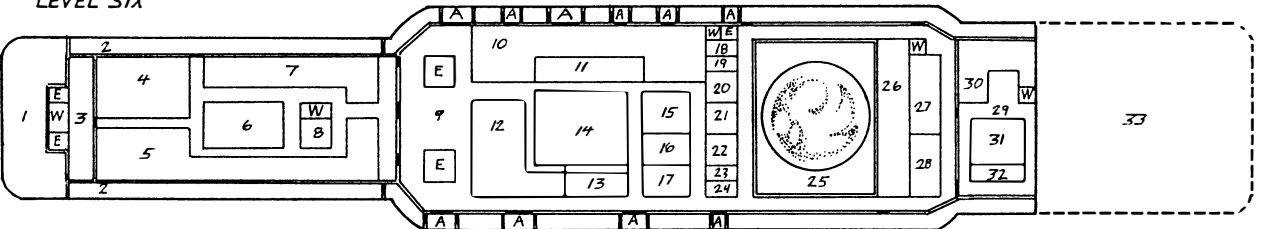
LEVEL FOUR



LEVEL FIVE



LEVEL SIX



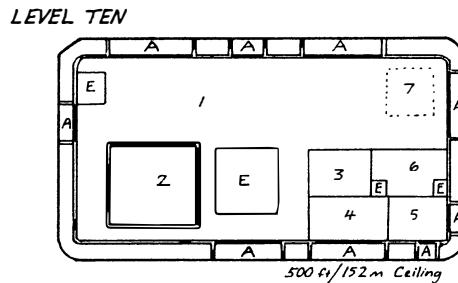
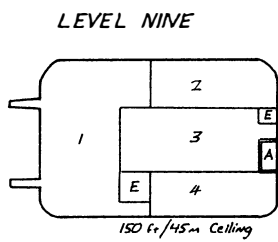
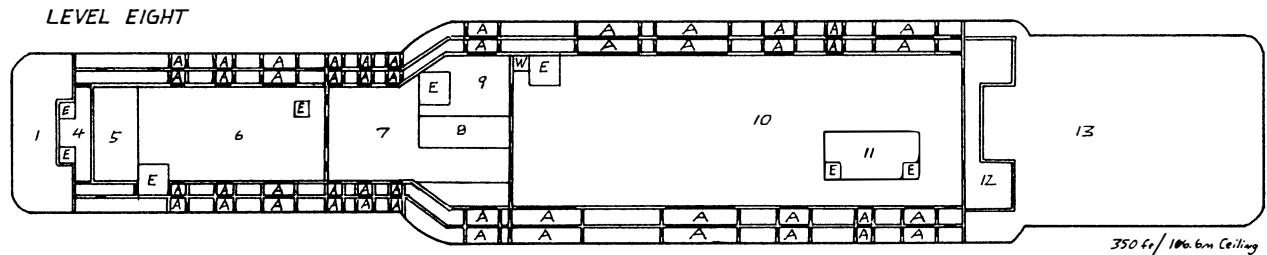
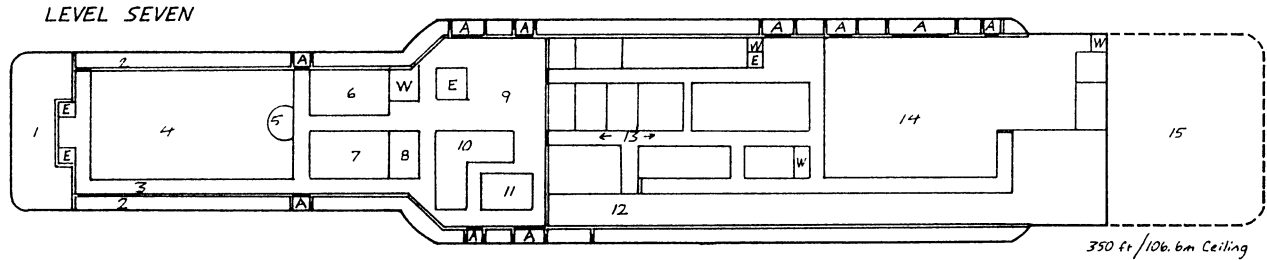
THE LENGTH OF THIS SHIP IS 18800 FEET

A MEANS AIR LOCK
E MEANS ELEVATOR
W MEANS WEAPONS BAY

ACCESS HATCH
AIR LOCK

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A MEANS AIR LOCK
E MEANS ELEVATOR
W MEANS WEAPONS BAY

ACCESS HATCH
AIR LOCK

SCALE IN FEET
0 470 940 1880 2820 3760

THE LENGTH OF THIS SHIP IS 18900 FEET

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- 5. Crew quarters.
- 6. Mecha bay containing 600 Fighter Pods.
- 7. Mecha bay containing 2300 Battle Pods, 120 Officer's Pods, 40 Officer's Pod Armored Vehicles and 40 Male Power Armor.
- 8. Crew quarters.
- 9. Access area to elevators, airlock and next deck section.
- 10. Hangar bay: Contains 6 Reentry Pods, 4 Theatre Scouts ("Cyclops"), 2 Shuttle-craft, 2D4 Recovery Pods, 1D4×10 Officer's Pod Armored Vehicles, 2D4×10 Battle Pods, 3D4×10 Fighter Pods, 1D4×10 Male Power Armor and 1D4×10 Hover Platforms.
- 11. Crew quarters with two elevators to the next level below.
- 12. Sealed corridor.
- 13. Auxiliary engine and propulsion system.

Note: Approximately 1200 crewmen staff this area, but it can easily accommodate five times as many during combat. Ceiling height is 350ft (106.6m)

LEVEL NINE: SPECIAL SYSTEMS (FORWARD SECTION)

- 1. Mecha Navigational Override System: A unique feature which transmits a special beam/ signal that overrides the controls of any Battle Pods, including the Officer's Pod and Fighter Pod, forcing all units to immediately return to their battle cruiser. Breetai used this device to recall Kyhron and his forces when they disregarded his orders regarding the SDF-1. Only the flagship has this override system. Range: 60,000 miles.
- 2. Auxiliary sensory network.
- 3. Deck nine command crew section; includes 24 Male Power Armor and 6 Tactical Battle Pods.
- 4. Hyperspace communications system. Another feature exclusive to the flagship.

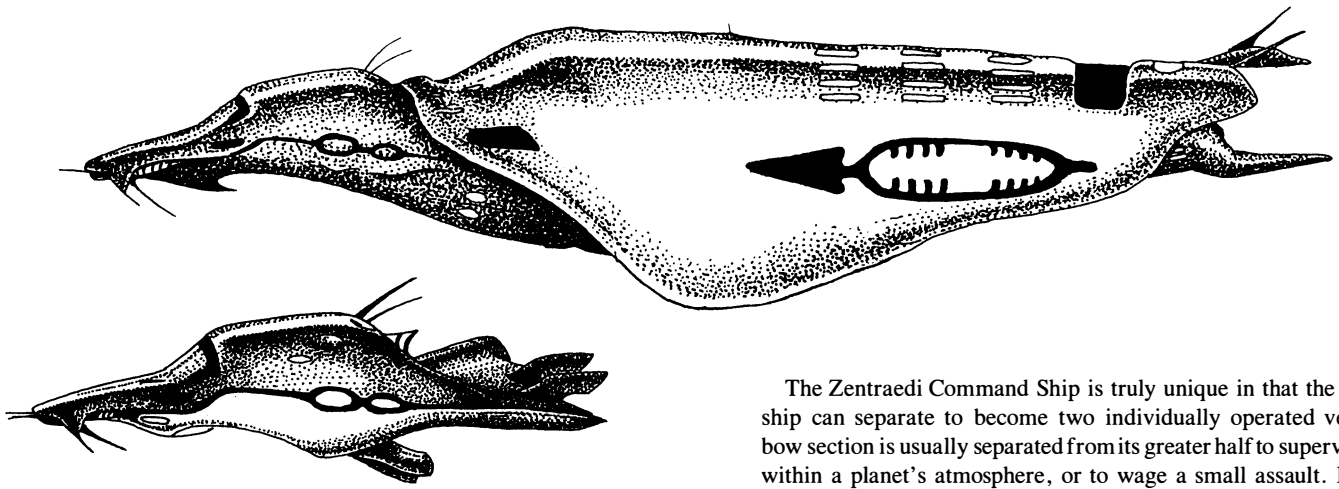
Note: Ceiling height is 150ft (45.7m). Total crew is about 160 people.

LEVEL TEN: HANGAR (MID-SECTION)

- 1. Hangar bay: Contains 3 Reentry Pods, 2 Theatre Scouts, 2 Recovery Pods, 1D4×10 Fighter Pods, 1D4×10 Battle Pods and 4D4 Male Power Armor.
- 2. An immense airlock that releases its load from the bottom.
- 3. Mecha storage bay containing 3 Theatre Scouts, and 4 Recovery Pods.
- 4. Mecha storage bay containing 1 Theatre Scout, 2 Recovery Pods, 64 Fighter Pods, 120 Battle Pods and 100 Hover Platforms.
- 5. Mecha storage bay containing 10 shuttle-craft, and 16 Fighter Pods.
- 6. Crew quarters with elevators to the level above.

Note: Ceiling height is 500ft (152m). About 120 crewmen maintain the level.



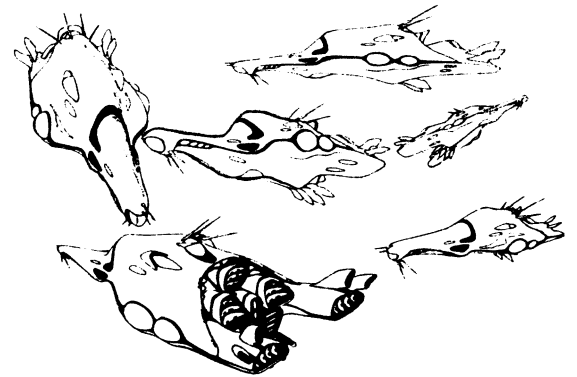
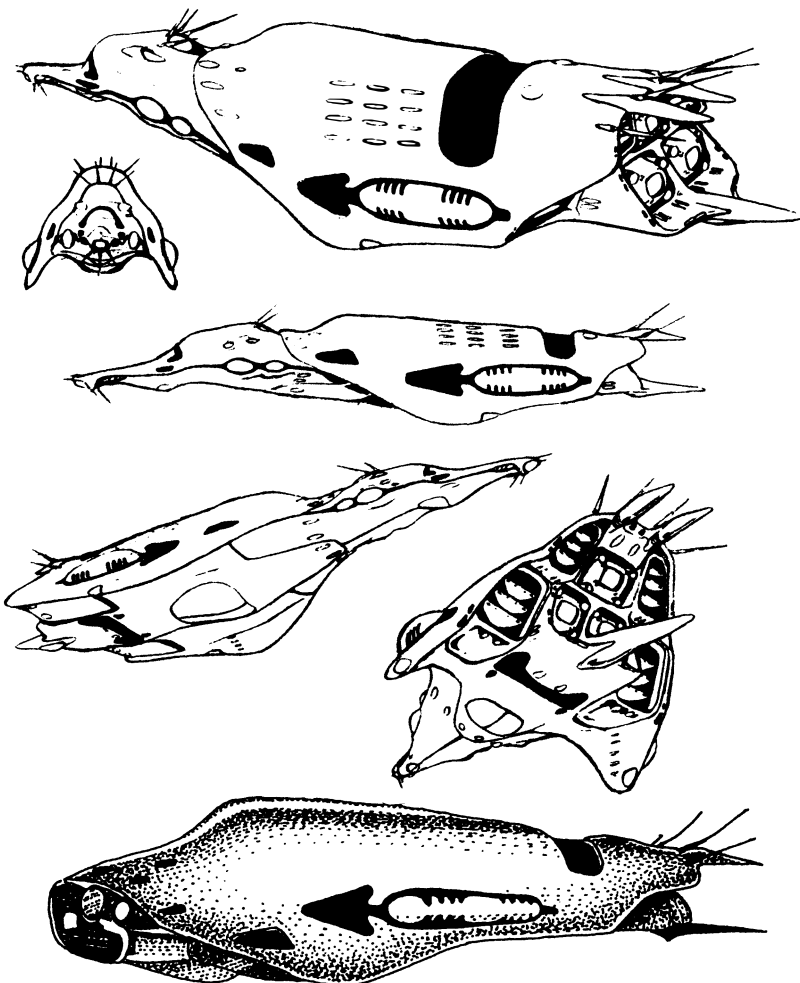


ZENTRAEDI COMMAND SHIP (A.K.A. QUEADOL-MAGDOMILLA)

The second warship in the line of command is the Zentraedi Command Ship. This is the class of starship placed under the command of low ranking officers and commanders of small fleets, such as Khyron and Azonia. As a command ship, it will typically direct a fleet with as few as a dozen battle cruisers (*Khyron's fleet* consisted of his one Zentraedi Command Ship, four Scout Ships, two Zentraedi Landing Ships and four Zentraedi Destroyers; a total of eleven ships with an estimated 150,000 combat troops) or four times as many (Azonia commanded about 30 warships).

The Zentraedi Command Ship is truly unique in that the bow of the ship can separate to become two individually operated vessels. The bow section is usually separated from its greater half to supervise assaults within a planet's atmosphere, or to wage a small assault. Its combat, aggressive design makes the smaller front section as formidable, or perhaps even more devastating, than its larger brother half. *Weapon systems include:* the heavy particle beam cannon, main laser cannon, a small battery of light forward lasers, and a complement of Fighter and Battle Pods. Even if the small front section is completely destroyed, its larger half remains *fully functional!* However, only the front section possesses the heavy particle beam and main laser cannon. Once destroyed, it is permanently lost unless a new bow is added to replace the one destroyed.

Note: *The Zentraedi Command Ship* slopes slightly toward the rear of the ship, as well as narrows from top to bottom and front to back. This accounts for the different shapes and sizes of the deck levels.



ZENTRAEDI COMMAND SHIP

Vehicle Type: Commanding Battleship

Crew, Main Ship: 3000 assigned crew/personnel, 9860 combat soldiers and an additional 2400 warriors in stasis. *Total Personnel:* 15,260

Crew, Bow Ship: 1200 assigned crew/personnel, 1076 combat soldiers, and can accommodate up to 1600 additional warriors.

M.D.C. by Location:

- Heavy Particle Beam (nose of Bow Ship) (1) — 3000
- Forward Laser Mounts — Bow Ship (8) — 50 each
- Forward Laser Mounts — Main Ship (40) — 50 each
- Main Laser Cannon — Bow Ship Only (1) — 1000
- Laser Turrets — Main Ship Only (48) — 150 each
- Missile Turrets — Main Ship Only (60) — 100 each
- Airlock/Access Hatches (70) — 150 each
- Small Bomb Bay Hatch — Bow Ship — 300
- Large Bomb Bay Hatch — Main Ship (1) — 1000
- *Hull per 40ft area (12.2m) — 40
- *Hull per 500ft area (152.5m) — 600

**Bow Ship (forward 1/3 of the whole ship) — 80,000

***Bow Ship Main Engines (3) — 10,000 each

****Bow Ship Auxiliary Engines (2) — 5,000 each

***Main Ship Main Engines (2) — 20,000 each

****Main Ship Auxiliary Engines (2) — 10,000 each

*Depleting the M.D.C. of a specific area of the hull will *punch a hole* into it, but will only give access to the inner weapon turret access corridor (approximately 200ft/61m wide). A second reinforced hull must be penetrated to gain access to the ship itself. Often a third reinforced hull (found on levels 1, 4 and 7) may bar entrance. These reinforced hulls are the same strength as the outer hull and do NOT count as interior walls.

**Depleting the incredible M.D.C. of the front third of the ship, which includes the Command Center and auxiliary command center, will completely shut down the entire ship. Nothing will operate, including stasis (slow death), life support, gravity control, communications, engines; nothing. Personnel in the rest of the Battle Cruiser will die unless protected in a Battle Pod or environmental armor.

***Depleting the M.D.C. of the Main Engines in the *rear* of the vessel will severely impair it, leaving only the Auxiliary Engines.

****Depleting both the Main Engines and Auxiliary Engines will completely immobilize the ship, setting it adrift in space, or crashing to earth if in an atmosphere. The loss of the Auxiliary Engines alone will NOT impair the vessel's flight capabilities. While losing both Main and Auxiliary will immobilize the ship, all other internal and weapon systems function as normal.

Speed of Bow Ship Main Engine is limited to Mach 6, and it has no sublight or fold capabilities. *Auxiliary engine speed* is Mach 3.

Speed of the Main Ship is sublight to about .16 the speed of light. It also has the fold system (hyperspace).

Auxiliary Engine Speed is a lumbering Mach 1.5.

Dimensions of the Bow Ship:

Full Length — 6600ft (2011m); 1645ft is concealed under the main ship.

Height — 2280ft (694.9m)

Width — 1600ft (487.6m)

Dimensions of the Main Ship

Length Without Bow — 8225ft (2506.9m) or 1½ miles.

Length With Bow — 13,180ft (4017.2m) or 2½ miles.

Height — 3200ft (975m)

Width — 4465ft (1360.9m)

Total Weight: 180,000,000 tons

Weight of Bow Ship: 72,000,000 tons

Main Engines: Reflex, heat pile system.

Auxiliary Engines: Reactor type.

Gravity Control System: Internal

Fold System: Hyperspace travel.

Weapon Systems for Bow Ship

Main Laser Cannon (1)

Forward Light Lasers (8)

Heavy Particle Beam (1)

Plus . . . 716 Battle Pods

256 Fighter Pods

120 Male Power Armor

Weapon Systems for Main Ship

Forward Light Lasers

Laser Turrets (48)

Missile Turrets (60)

Tactical Battle Pods — 5166

Light Artillery Pods — 416

Heavy Artillery Pods — 208

Scout Recon Pods — 52

Officer's Pods — 52

Officer's Pod Armored Vehicles — 40

Fighter Pods — 4854

Male Power Armor — 620

Other Vehicles:

Theatre Scout Reconnaissance ("Cyclops") — 2

Recovery Pods — 4

Reentry Pods — 8

Shuttle-crafts — 8

Hover Platforms — 110

LEVEL ONE: FIGHTER POD HANGAR

1. Reinforced hull and access corridor.
2. **Missile storage bay.**
3. **Waste disposal.**
4. **Nutrient and water dispensary.**
5. **Crew of the Fighter Pods; 580 pilots.**
6. **680 Fighter Pods in hangar bay.**
7. **Lounge and meeting area for crew.**

Note: Ceiling height is 250ft (76m).

LEVEL TWO: FIGHTER POD HANGAR

1. **Reinforced hull and access corridor.**
2. **Mecha storage bay** containing 250 Male Power Armor.
3. **Nutrient and water dispensary.**
4. **Waste disposal.**
5. **Conference room and lounge.**
6. **Mecha storage** containing 560 Battle Pods.
7. **Hangar bay** containing 350 Fighter Pods.
8. **Crew of the Fighter Pods; 400 pilots.**
9. **Crew quarters; 480 warriors.**
10. **Auxiliary engines and propulsion system.**

Note: Ceiling height is 350ft (106.6m).

LEVEL THREE: FIGHTER POD HANGER

1. **Double reinforced hull and access corridor.**
2. **Reinforced inner hull** (equal M.D.C. as the outer hull) and combat corridor.
3. **Crew quarters** large barracks with multiple levels of bunks.
4. **Mecha storage bay:** contains 500 Battle Pods.
5. **Hangar bay** containing 1024 Fighter Pods, shuttle-craft and 50 Hover Platforms.
6. **Mecha storage bay:** contains 20 Officer's Pod Armored Vehicles, 10 Officer's Pods, 10 Hover Platforms and 2 Recovery Pods.
7. **Crew quarters** accommodates 600 warriors.
8. **Auxiliary engines and propulsion system.**

LEVEL FOUR

BOW SHIP

1. **Forward weapon systems:** includes the main laser cannon, heavy particle beam and light forward lasers. Because of this devastating firepower the bow ship is often referred to as the "Flying Cannon".
2. **Crew quarters.**
3. **Lounge and meeting room.**
4. **Storage.**
5. **Mecha and equipment storage:** includes 4D4 Battle Pods, 1D4 Officer's Pods, 300 assault rifles, 100 suits of battle armor.
6. **Waste disposal.**
7. **Connecting corridor.**

MAIN SHIP

Special Note: Most of these monstrous ships will have a section(s) or deck level that is in such a state of disrepair that it has been *abandoned*. These areas are usually devoid of crew.

8. **Deck level four** is usually used for *crew and storage*.
9. **Combat arena.**
10. **Missile storage.**
11. **Mecha storage bay.**
12. **Water reservoir.**

Note: Ceiling height is 350ft (106.6m).

LEVEL FIVE: COMMAND DECK

1. **Forward weapon systems:** includes main laser cannon, heavy particle beam and light forward lasers. (bow ship).
2. **Connecting corridor.**
3. **Artificial gravity system** for the bow ship.
4. **Communications** for the bow ship.
5. **Small medical facility** about equal to a paramedic center.
6. **Life support** for the bow ship.
7. **Bow and main ship docking mechanism.**

MAIN SHIP

8. **Artificial gravity** for the main ship.
9. **The bridge of the main ship**, with its numerous monitors, displays, holograms and tactics tables. As with all the Zentraedi battle cruisers, navigation, communication, weapons systems, and all other ship functions, are directed (and controlled) from this command center.

The commanding officer, his advisor and second in command, are located in the observation bubble above the floor of the bridge.

10. **Communications and sensory data bay.**
11. **Mecha storage bay** containing 120 Battle Pods, 12 Male Power Armor, 6 Officer's Pods and 8 Hover Platforms.
12. **Officer's quarters.**
13. **The quarters of the commanding officer.**
14. **Officer's quarters;** multiple adjoining rooms.
15. **Advisor's quarters.**
16. **Conference room** with tactics table and holographic displays.
17. **Life support** for the main ship.
18. **Waste disposal.**
19. **Protoculture chamber.**
20. **Small laboratory;** 70% is preset and computerized.
21. **Nutrient and water dispensary.**
22. **Main engines and propulsion system.**

Note: Ceiling height is 250ft (76m). This deck is extremely active, with 800 to 1600 personnel at all times.

LEVEL SIX: FOLD AND AUXILIARY SYSTEMS

1. **Forward weapon systems.**
2. **Connecting corridor.**
3. **Bow ship's bridge:** includes navigation, communications and weapon systems displays.
4. **Bow and main ship docking mechanism.**

MAIN SHIP

5. **Forward weapon systems (main ship).**
6. **Officer's quarters.**
7. **Crew quarters.**
8. **Waste disposal.**
9. **Nutrient and water dispensary.**
10. **Conference room and lounge.**
11. **Crew quarters;** holds about 580 warriors.
12. **Stasis chambers;** holds 2400 warriors.
13. **Auxiliary life support system (main ship).**
14. **Auxiliary artificial gravity (main ship).**
15. **Fold system.**
16. **Open area and connecting corridor.**
17. **Main engines and propulsion system.**

Note: Ceiling height is 350ft (106.6m). This is a fairly populated and active deck, with 1000 to 1800 crew members at all times, except

during combat.

LEVEL SEVEN: MECHA AND CREW

1. **Forward weapon systems.**
2. **Connecting corridor.**
3. **Crew quarters;** a multi-level barracks.
4. **Waste disposal.**
5. **Nutrient and water dispensary.**
6. **Airlock connecting** the bow ship with the main ship.

MAIN SHIP

7. **Connecting service corridor.**
8. **Reinforced inner hull and combat corridor.**
9. **Crew quarters.**
10. **Mecha hangar** containing 1200 Battle Pods and 600 Fighter Pods.
11. **Connecting storage chamber.**
12. **Mecha hangar** containing 1200 Battle Pods, 200 Fighter Pods, 2 shuttle-craft, 2 Recovery Pods, 100 Male Power Armor, and missiles.
13. **Crew quarters.**
14. **Auxiliary communications and sensor network.**
15. **Main engines and propulsion system.**

Note: Ceiling height is 350ft. Approximate crew is 3000.

LEVEL EIGHT: STORAGE AND CREW

1. **Forward weapon systems.**
2. **Storage.**
3. **Crew quarters; barracks style.**
4. **Connecting corridor.**
5. **Mecha storage bay** containing 120 Male Power Armor and 1D4 Hover Platforms.
6. **Mecha storage bay** containing 700 Battle Pods.
7. **Missile storage.**
8. **Airlock connecting the bow ship with the main ship.**
9. **Connecting service corridor.**
10. **Water reservoir.**
11. **Mecha storage bay** containing 150 Battle Pods, 3D4 Officer's Pods, 1D4 Officer's Pods Armored Vehicles, 1000 assault rifles and 1D4×10 Hover Platforms.
12. **Conference room** with tactics table and holographic displays.
13. **Waste disposal.**
14. **Storage.**
15. **Nutrient and water dispensary.**
16. **Second protoculture chamber.**
17. **Meeting room and lounge.**
18. **Weapons bay** with a variety of weapons and equipment.
19. **Medical;** an extremely limited facility whose healers are about equal to skilled paramedics.
20. **Crew barracks.**
21. **Storage.**
22. **Mecha storage:** 180 Battle Pods.
23. **Exercise facility.**
24. **Storage.**
25. **Storage.**
26. **Storage.**
27. **Auxiliary navigation.**
28. **Main engines and propulsion system.**

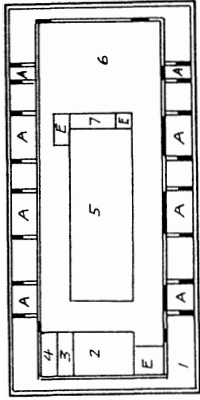
Note: Ceiling height is 350ft (106.6m). It is a fairly active deck accommodating about 1000 crewmen.

LEVEL NINE: HANGAR

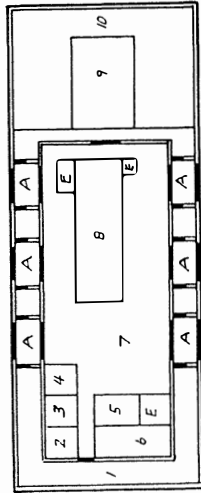
1. **Forward weapons system.**
2. **Bomb bay type doors** that drop open to release mecha from the vessel's belly.
3. **Hangar area** containing 256 Fighter Pods.
4. **Crew and elevator.**
5. **Crew and elevator.**
6. **Connecting airlock.**

ZENTRAEDI COMMAND SHIP

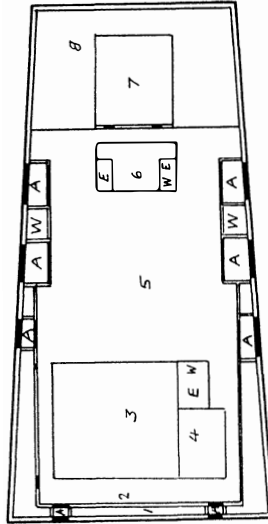
LEVEL ONE



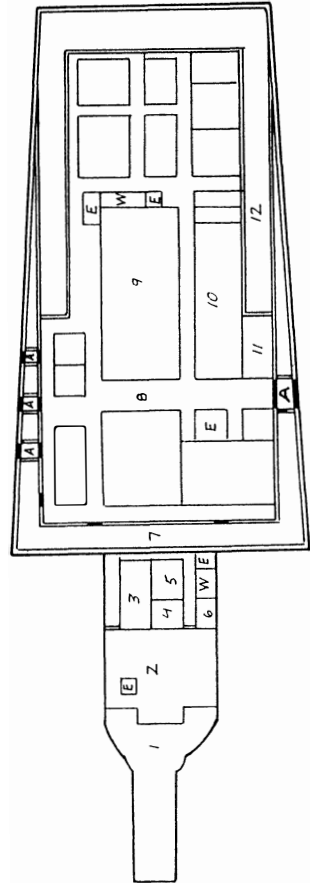
LEVEL TWO



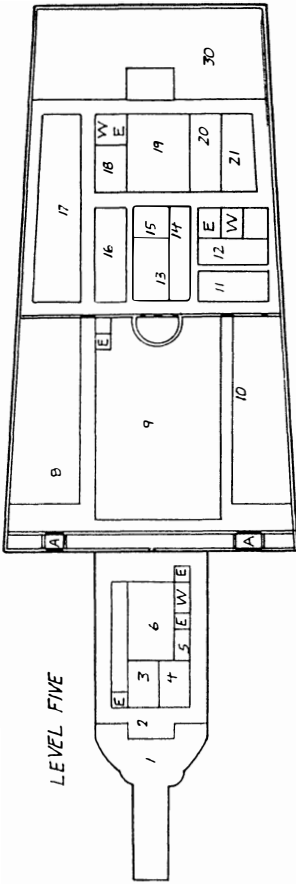
LEVEL THREE



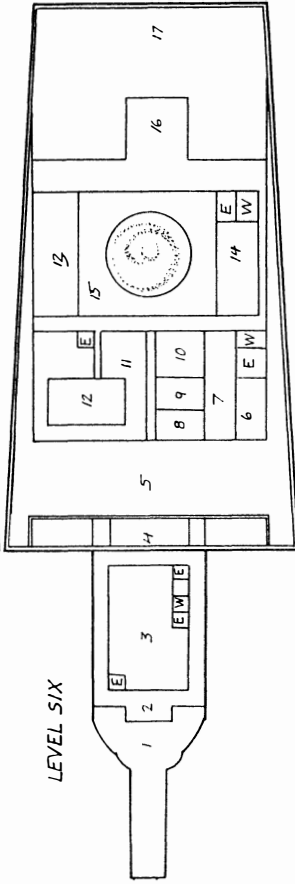
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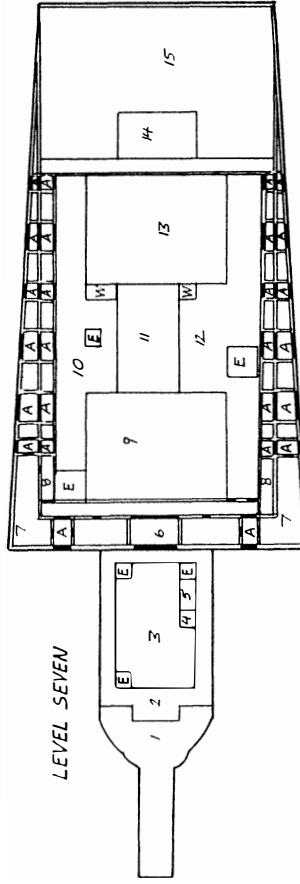
LEVEL FIVE



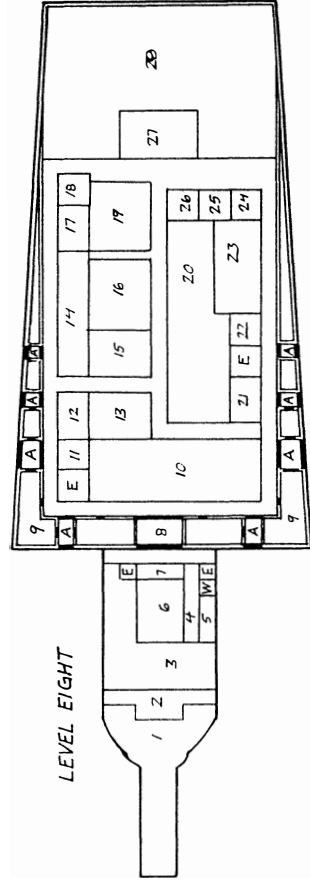
LEVEL SIX



LEVEL SEVEN



LEVEL EIGHT

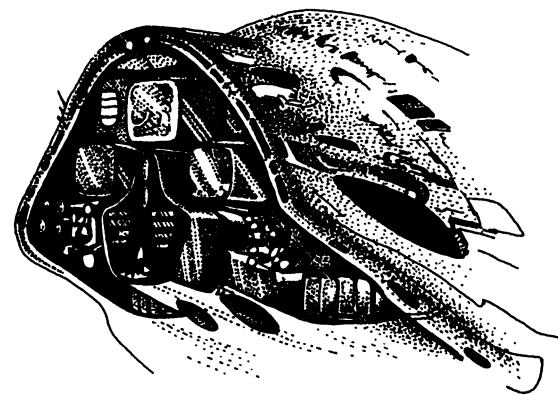
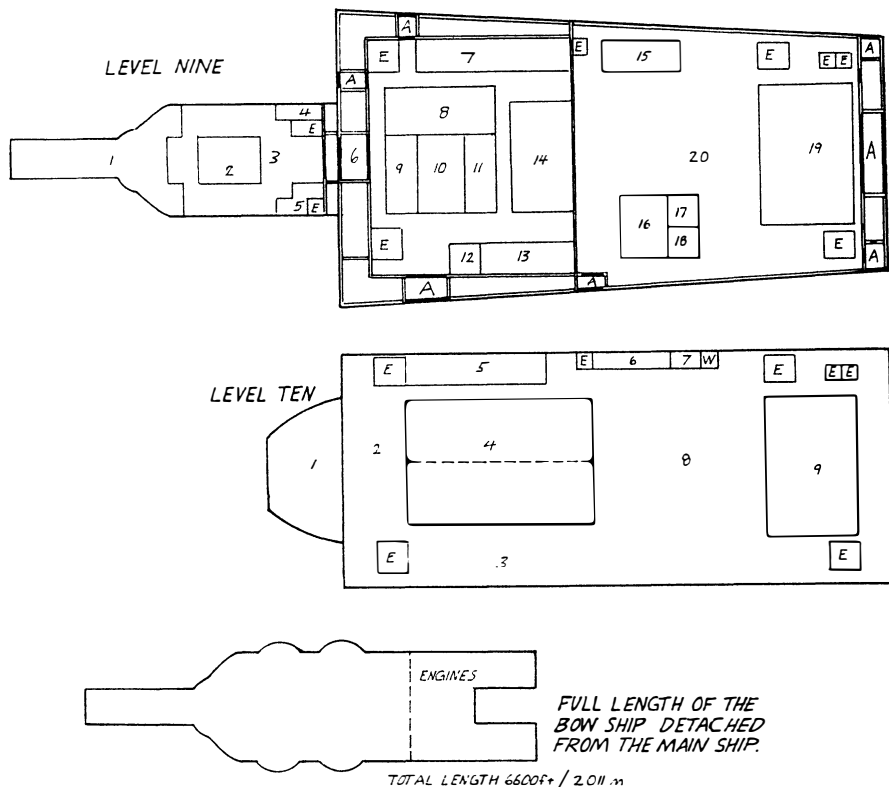


A MEANS AIR LOCK
 E MEANS ELEVATOR
 W MEANS WEAPON BAY
 ACCESS HATCH
 AIR LOCK

SCALE IN FEET



ZENTRAEDI COMMAND SHIP



A MEANS AIR LOCK
E MEANS ELEVATOR
W MEANS WEAPONS BAY

ACCESS HATCH
AIR LOCK

SCALE IN FEET
0 470 940 1880 2820 3760

MAIN SHIP

7. Crew quarters.
 8. Crew quarters.
 9. Crew quarters.
 10. Mecha storage bay containing 900 Battle Pods.
 11. Crew quarters.
 12. Large weapon bay.
 13. Crew quarters.
 14. Fighter Pod bay containing 400 Pods.
 15. Crew quarters.
 16. Missile storage.
 17. Mecha storage bay containing 4D4 Officer's Pods, 256 Male Power Armor.
 18. Storage; contains 2 Recovery Pods, 30 Officer's Pod Armored Vehicles, 6 shuttles, 100 Battle Pods and 10 Hover Platforms.
 19. Huge elevator to the lower hangar.
 20. Main hangar area; contains 2 Reentry Pods, 2 Theatre Scouts, 320 Fighter Pods, and 120 Battle Pods.
- Note:** Ceiling height is 400ft (121.9m). Total crew is approximately 2600 pilots and 800 to 1600 additional crewmen.

LEVEL TEN: HANGAR

1. Overhanging, connecting lip which the bow ship slides onto.
2. Fighter Pod area containing 400 Pods.
3. Fighter Pod area containing 300 Pods.
4. Massive, bomb bay-type doors which drop open releasing Reentry Pods and mecha from the belly of the ship.
5. Crew quarters.
6. Crew quarters.
7. Mecha storage bay containing 100 Battle Pods.
8. Reentry Pod area.
9. Large elevator to the upper hangar.

Note: Ceiling height is 350ft (106.6m). Average crew is 600 men. Typical complement of mecha is 6 Reentry Pods, 256 Battle Pods, and 2D4 Officer's Pods, in addition to those already listed.

SPECIAL CONVERSION FOR FEMALE CREW

Crew Main Ship: 2200 assigned crew/personnel, 4800 combat aces (Fighter Pods), 4790 additional combat personnel, plus 2400 in stasis. Total personnel: 14,190. Less personnel is needed because the females are more efficient. **Crew of the Bow Ship** is 800 assigned crew and 900 combat personnel

Main Ship

*Tactical Battle Pods — 1200
Light Artillery Pods — 100
Heavy Artillery Pods — 50
Scout Recon Pods — 50
Officer's Pods — 1160
Officer's Pod Armored Vehicles — 54

*Fighter Pods — 2550
Female Power Armor — 4880

Other Vehicles stays the same.

*The extra space left due to the lower number of these mecha, is used for Power Armor missile storage.

Bow Ship

Battle Pods — 120
Fighter Pods — 120
Female Power Armor — 480

THE OUTER HULL (MAIN SHIP)

As usual, the outer hull is dotted with weapon hatches and airlocks.

Top Outer Hull

Retractable Laser Turrets — 12
Retractable Missile Turrets — 10
Airlocks/Access Hatches — 30

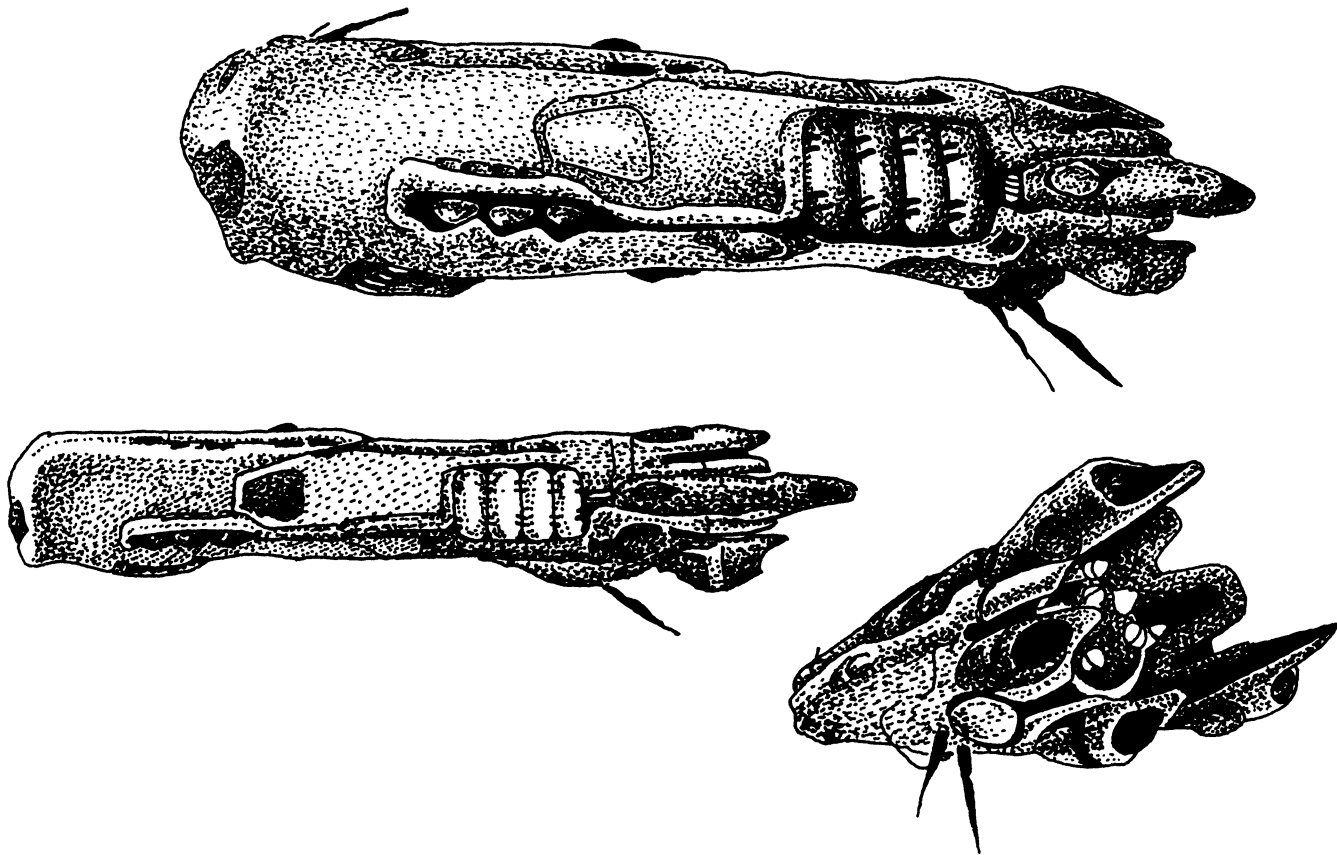
Sides Outer Hull

Forward Light Laser Mounts — 20 per side
Retractable Laser Turrets — 31 per each side
Retractable Missile Turrets — 20 per each side
Airlocks/Access Hatches — 29 per side

Bottom

Retractable Laser Turrets — 4
Retractable Missile Turrets — 20
Airlocks/Access Hatches — 10
Bomb Bay-Style Hatch — 2

Front: None



ZENTRAEDI LANDING SHIP

A.K.A. Quiltra Queleual

The **Zentraedi Landing Ship** is the third largest Battle Cruiser in the Zentraedi fleet. Its primary purpose is troop, mecha and supply transport to the battlefield. For this reason, it is the most heavily armored and durable of the Zentraedi fleet. Because it must often dock in hostile territory, the Zentraedi Landing Ship has a battery of 96 medium and short range missile launchers scattered along its hull and a complement of combat ready mecha assault pilots, as well as the usual energy weapons employed by the Zentraedi.

In many respects, this Battle Cruiser is a massive beach-landing vessel, except rather than a distant shore, it drops its troops and supplies on distant planets or some other star-swept battle front. Its numerous hatches, scattered throughout the ship, makes it possible for immediate dispersal of mecha troops. Generally, as many as *5100 combat troops* can be armed and dispatched simultaneously within a matter of minutes (16 melees). If already on combat alert and *prepared* for an assault, the 5100 troops can be launched instantly, at a moment's notice, with an additional 1770 ready to mobilize within two minutes (8 melees). Additional warriors can be awakened from their stasis sleep as they are needed; although approximately 15 to 20 minutes is required to regain full alertness and suit up in combat mecha. The standard Zentraedi Landing Ship has a complement of roughly 35,000 Battle Pods and an additional 3000 Fighter Pods. Total complement of warriors, including those in stasis sleep, is about 40,000. Remember, ALL Zentraedi personnel are trained warriors.

Unlike its sister spacecraft, the Zentraedi Landing Ship, has a comparatively large facility for recovery and storage. Its two lower decks are predominantly storage areas and hangars. Alien specimens, ores, additional mecha, troops and supplies can be stored here with ease.

ZENTRAEDI LANDING SHIP

Vehicle Type: Combat Transport

Crew: 4000 assigned crew/personnel, 6870 combat soldiers and an additional 28,800 warriors in stasis. *Total Personnel:* 38,670.

M.D.C. By Location:

Forward Laser Mounts (28) — 50 each

Main Laser Cannon (1) — 1500

Laser Turrets (17) — 150 each

Missile Turrets (96) — 100 each

Access Hatches (82) — 200 each

Rear Hatches (9) — 400 each

*Hull per 40ft area (12.2m) — 100

*Hull per 500ft area (152.5m) — 1200

**Forward 1/3 of ship (main body) — 200,000 (approx.)

***Main Engine (rear main body) — 50,000

****Auxiliary Engines — 10,000

*Depleting the M.D.C. of a specific area of the hull will *punch a hole* into it, but will only give access to the inner weapon turret access corridor (approximately 200ft/31m wide). A second reinforced hull must be penetrated to gain access to the ship itself. Often a third reinforced hull (found on levels 1, 4 and 7) may bar entrance. These reinforced hulls

are the same strength as the outer hull and do NOT count as interior walls.

**Depleting the incredible M.D.C. of the front third of the ship, which includes the Command Center and auxiliary command center, will completely shut down the entire ship. Nothing will operate, including stasis (slow death), life support, gravity control, communications, engines; nothing. Personnel in the rest of the Battle Cruiser will die unless protected in a Battle Pod or environmental armor. Note: This is the most heavily armored ship of the Zentraedi fleet.

***Depleting the M.D.C. of the Main Engines in the rear of the vessel will severely impair it, leaving only the auxiliary engines.

****Depleting both the Main Engines and Auxiliary Engines will completely immobilize the ship, setting it adrift in space, or crashing to earth if in an atmosphere. The loss of the Auxiliary Engines alone, will NOT impair the vessel's flight capabilities. While losing both Main and Auxiliary will immobilize the ship, all other internal and weapon systems function as normal.

Speed: *Main Engines* are capable of .16 the speed of light.

Auxiliary Engines: A ponderous Mach 2.

Dimensions: Length — 9843ft (3000m) or approx. 1¾ miles.

Height — 1640ft (500m) or approx. ½ mile.

Width — 1312ft (400m) or approx. ¼ mile.

Weight: 150,000,000 tons.

Main Engine: Reflex, heat pile system.

Auxiliary Engine: Reactor type.

Gravity Control System: Internal

Fold System: Time and space navigation system.

Weapon Systems

1. **Main Laser Cannon (1)**
2. **Forward (light) Lasers (24)**
3. **Laser Turrets (17)**
4. **Missile Turrets (96);** fires medium and long range missiles.

Additional Combat Systems:

Tactical Battle Pods — 30,000

Light Artillery Pods — 2500

Heavy Artillery Pods — 1290

Scout Recon — 600

Officer's Pods — 320

Officer's Pod Armored Vehicles — 20

Fighter Pods — 2984

Male Power Armor — 1660

Other Vehicles:

Theatre Scout Reconnaissance Pods ("Cyclops") — 6

Recovery Pods — 12

Reentry Pods — 14

Shuttle-crafts — 6

Hover Platforms — 200

THE OUTER HULL

The entire length of the ship's hull is heavily armored and dotted with weapon hatches, as well as air locks for pods and personnel. All levels have an outer and inner hull with an access tunnel which houses the retractable missile launchers and laser turrets.

Although these access corridors can measure 70 to almost 300ft tall and 200ft wide, they are often blocked by airlocks or weapon turrets and tend to dead-end abruptly. Some deck levels have a second reinforced corridor intersected with airlocks and free of obstructions.

Top Outer Hull

Retractable Laser Turrets — 9

Retractable Missile Turrets — 40

Airlocks/Access Hatches — 12

Side Outer Hull

Lasers (light) — 12 per side (toward front)

Retractable Laser Turrets — 2 per side (toward front)

Retractable Missile Turrets — 25 per side

Airlocks/Access Hatches — approx. 35 per side.

Bottom

Retractable Laser Turrets — 4 (toward rear)

Retractable Missile Turrets — 6 (mid-section)

Airlocks — None

Front

Light Lasers — 4

Retractable Laser Turrets — None

Retractable Missile Turrets — None

Main Laser Cannon — Lower Front

Airlocks — None

DECK LEVELS

LEVEL ONE: BATTLE POD BAYS

1. **Forward Weapon Systems.**
2. **Double reinforced hull** with retractable weapon compartments and airlocks.
3. **Reinforced inner hull** (equals M.D.C. as outer hull) and combat corridor with airlocks for Battle Pods and combat personnel. Up to sixty-four pods can exit/enter simultaneously.
4. **Fighter Pod bay** containing up to 960 Fighter Pods.
5. **Fighter Pod's missile storage bay.**
6. **6100 Battle Pods.**
7. **Barracks** for combat alert Battle Pod squadron; 200 soldiers are always combat ready.
8. **Main engines and propulsion system.**

Note: Ceiling height is 100ft (30.5m).

"E" indicates Elevator

"A" indicates Airlock

"W" indicates Weapon Bay

LEVEL TWO: BATTLE POD BAYS

1. **Forward weapon systems.**
2. **Double reinforced hull and access corridor.**
3. **4600 Battle Pods.**
4. **5740 Battle Pods.**
5. **5740 Battle Pods.**
6. **5740 Battle Pods.**
7. **Main Engine and propulsion system.**

Note: Ceiling height is 100ft (30.5m). At least 2D4 Zentraedi foot soldiers are present in each Pod section at all times.

LEVEL THREE: CREW'S QUARTERS

1. **Forward weapon systems.**
2. **Double reinforced hull and access corridor.**
3. **Crew quarters.**
4. **Nutrient and water dispensary.**
5. **Crew quarters.**
6. **Stasis chamber:** holds 2600 warriors.
7. **Open area** around elevator.
8. **Mecha storage bay** containing 256 Battle Pods, pod missiles and 100 assault rifles.
9. **Crew lounge.**
10. **Waste disposal.**
11. **Crew quarters.**
12. **Crew quarters.**
13. **Crew quarters.**
14. **Crew quarters.**
15. **Mecha storage bay** containing 180 Battle Pods and 50 laser pistols.
16. **Reinforced connecting corridor** that can be sealed airtight.

17. **Crew quarters.**
18. **Storage bay for hover platforms** (4D4 available at all times).
19. **Crew quarters.**
20. **Main engine and propulsion system.**

Note: *Ceiling height is 300ft (91.5m).* This level is always abuzz with activity, crowded with approximately 3000 to 5000 crewmen at any given time (this does NOT include those in stasis). Most quarters are barrack style with multiple levels of bunks.

LEVEL FOUR: PODS AND FOLD SYSTEM

1. **Forward weapon system.**
2. **Double reinforced hull** and access tunnel with airlocks.
3. **Reinforced inner hull and combat corridor with airlocks.**
4. **Stasis chamber** holds 15,000 warriors.
5. **Barracks** for 450, combat ready, Fighter Pod pilots.
6. **Open area** around the elevator.
7. **1100 Fighter Pods.**
8. **Mecha storage bay** containing 256 Battle Pods and 90 Officer's Pods.
9. **450 Fighter Pods.**
10. **1500 Male Power Armor suits.**
11. **Mecha storage bay** containing 760 Battle Pods and 1D4 × 10 hover platforms.
12. **Fold system.**
13. **Artificial gravity control complex.**
14. **Life support systems.**
15. **Reinforced connecting corridor** which can be sealed airtight.
16. **Mecha storage bay** containing 50 Battle Pods, 10 Officer's Pods and 2D4 hover platforms.
17. **Main engine and propulsion system.**

Note: *Ceiling height is 300ft (91.5m).* This level is fairly populated and active.

LEVEL FIVE: COMMAND DECK

1. **Forward laser systems.**
2. **Double reinforced hull and access tunnel** with airlocks.
3. **The bridge of the ship.** This is the Command Center of operations, with many holographic displays and monitors. The Command Center is huge, with a length of over 2820ft and a ceiling height of 300ft. The remainder of the level is sealed behind a reinforced hull and divided into three *subsections*. Each subsection has a ceiling height of 100ft (30.5m).
4. **Commander's observation bubble**, from which the vessels commanding officer, his advisor, and/or second in command, monitors and directs the spacecraft and its crew.

SUBSECTION A BEGINS . . .

5. **Officer's quarters.**
6. **Officer's quarters.**
7. **Officer's quarters.**
8. **Officer's quarters.**
9. **Officer's quarters.**
10. **Nutrient and water dispensary.**
11. **Officer's quarters.**
12. **Officer's quarters.**
13. **Officer's quarters.**
14. **Stasis chamber**, holds 6400 warriors.
15. **Conference area.**
16. **Medical**; an extremely limited facility whose staff of healers is approximately equal to skilled paramedics.
17. **A connecting corridor** that can be sealed airtight.
18. **Lounge and meeting place.**
19. **The proticulture chamber**; it is here that micronization can be done.
20. **Conference room.**
21. **Nutrient and water dispensary.**
22. **Laboratory**; a seldom used facility for scientific study and obser-

vation. Seventy percent of the laboratory is automated, with pre-programmed tests and analysis procedures.

23. **Stasis chamber** containing 3000 warriors.
24. **Storage bay**; will usually contain 2D4 × 10 Pods, 1D4 × 10 Male Power Armor, and 4D4 hover platforms. A *weapon bay (w)* with assault rifles, laser pistols, pod missiles and body armor, is strategically placed next to this storage bay. Access to the other subsections and airlocks are just beyond the reinforced wall adjacent to the storage and weapons bay (#26).
25. **Mecha storage bay.** Additional combat support, containing 4D4 × 10 Battle Pods, 1D4 × 10 Officer's Pods and pod missile storage racks.
26. **A large chamber** enabling mecha or troops to gather and descend to the other subsections, via elevators, or exit through airlocks in the rear or at the sides.

SUBSECTION B

1. **The Command Center/bridge**; not accessible from this section.
 2. **Reinforced hull and access tunnel with airlocks.**
 3. **Open area** with access to two large elevators (E), weapon bays (W), and double airlocks (A).
 4. **Mecha bay** containing 340 Battle Pods and 2D4 × 10 hover platforms.
 5. **Crew quarters.**
 6. **Crew quarters.**
 7. **Crew quarters.**
 8. **Combat practice arena.**
 9. **Waste disposal.**
 10. **Nutrient and water dispensary.**
- Note:** The elevator (E) next to # 10 and # 11 reaches ALL upper levels.
11. **Crew barracks.**
 12. **Stasis chamber** containing 800 warriors.
 13. **Crew quarters.**
 14. **Open area** making the elevator (E), weapon bays (W) and rear airlocks (A) accessible to combat troops.
 15. **Mecha storage bay** containing 100 Battle Pods and 100 Male Power Armor suits.

SUBSECTION C

1. **The Command Center/bridge** is accessible from this section (ground floor of the Command Center).
2. **Reinforced hull and access tunnel with airlocks.**
3. **Water reservoir.**
4. **Storage bay.** Usually has 1D4 × 10 hover platforms.
5. **Open area** with access to two, large elevators (E), weapon bay (W) and airlock (A).
6. **Crew barracks.**
7. **Crew barracks.**
8. **Gymnasium.**
9. **Stasis chamber**, with reinforced walls, contains 9000 warriors.
10. **Nutrient and water dispensary.**
11. **Lounge.**
12. **Waste disposal.**
13. **Identical to subsection B #14**, elevators weapons and airlocks.
14. **Mecha storage bay** containing 140 Battle Pods and 2D4 hover platforms.

Note: Level Five and its subsections are heavily populated and extremely active.

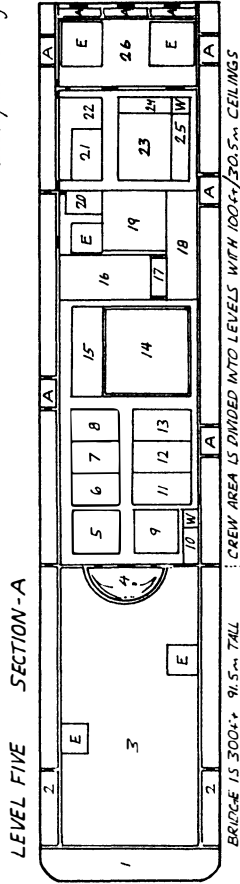
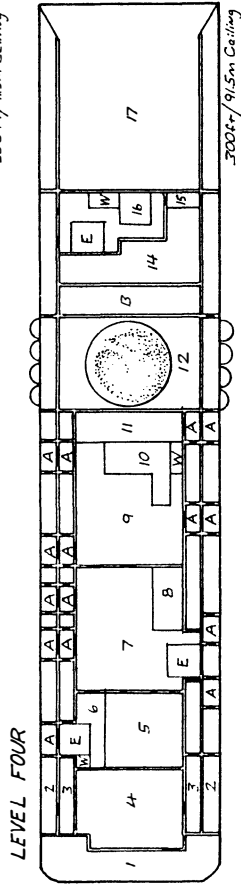
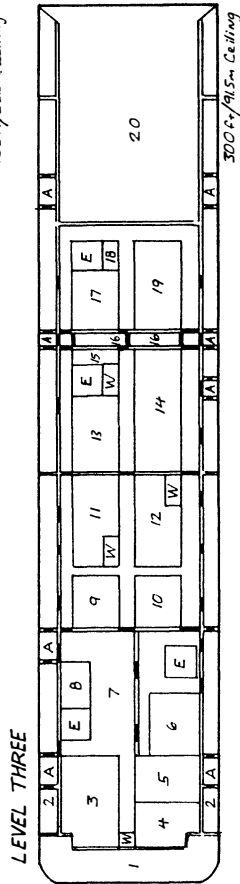
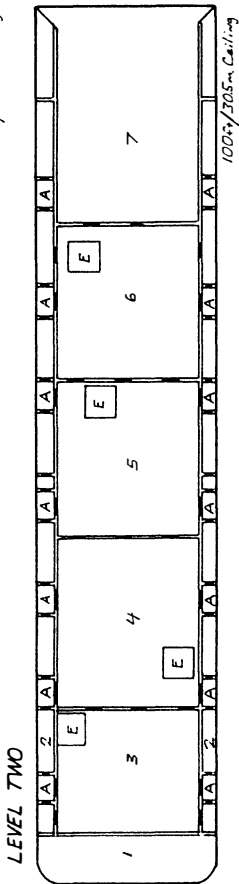
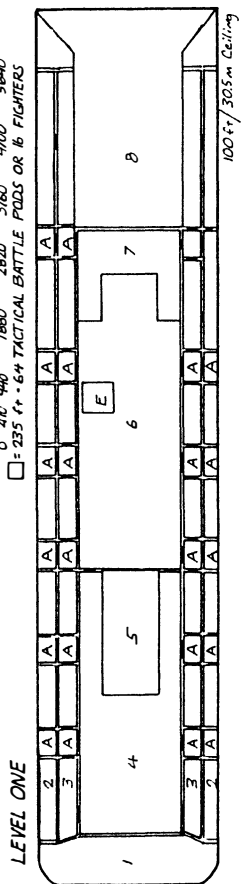
LEVEL SIX: AUXILIARY SYSTEMS & STORAGE

1. **Forward weapon systems.**
2. **Double reinforced hull** *without* an access tunnel on this level.
3. **Auxiliary command center.**
4. **Auxiliary gravity control.**
5. **Auxiliary communications and sensors.**
6. **Mecha storage bay** containing 2D4 × 10 Battle Pods and 2D4 × 10

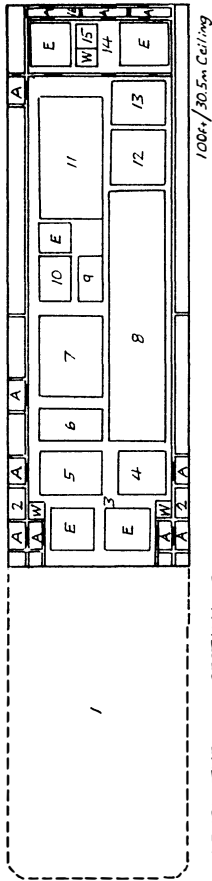
ZENTRAEDI LANDING SHIP

SCALE IN FEET

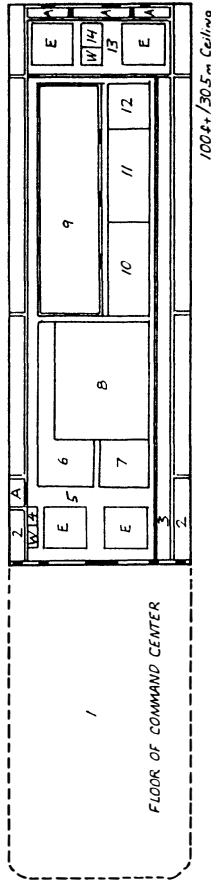
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 □ = 235 ft - 64 TACTICAL BATTLE PODS OR 16 FIGHTERS



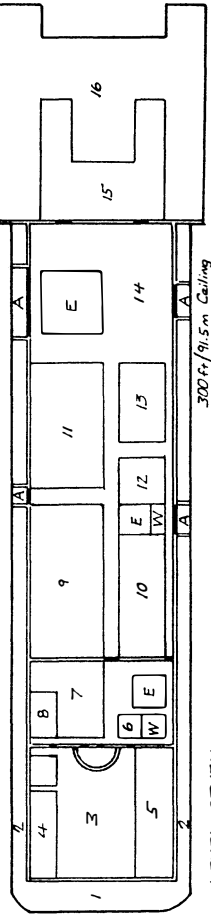
LEVEL FIVE SECTION - B



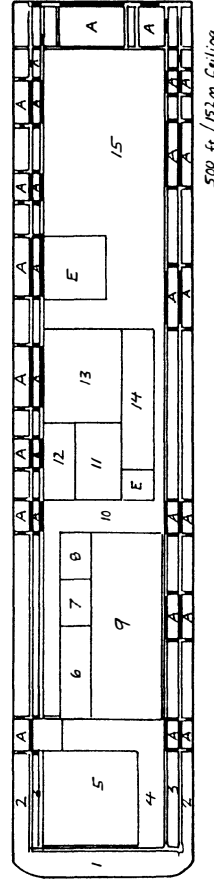
LEVEL FIVE SECTION - C



LEVEL SIX



LEVEL SEVEN



Male Power Armor (great for loading).

7. Crew quarters.
8. Nutrient and water dispensary.
9. Storage.
10. Storage.
11. Storage.
12. Storage.
13. Storage.
14. Hangar bay. 3D4 Officer's Armored Vehicles, 6D4 Fighter Pods, and 3D4 hover platforms.
15. Auxiliary navigation and life support systems.
16. Auxiliary engine and propulsion system. Speed is slower than light travel (a mere Mach 2).

Note: Ceiling height is 300ft (91.5m). Except for areas #7, 14, 15 and 16, this level is normally devoid of crew and activity. About 5D4 × 10 crew members usually maintain the entire level.

LEVEL SEVEN: HANGER AND STORAGE

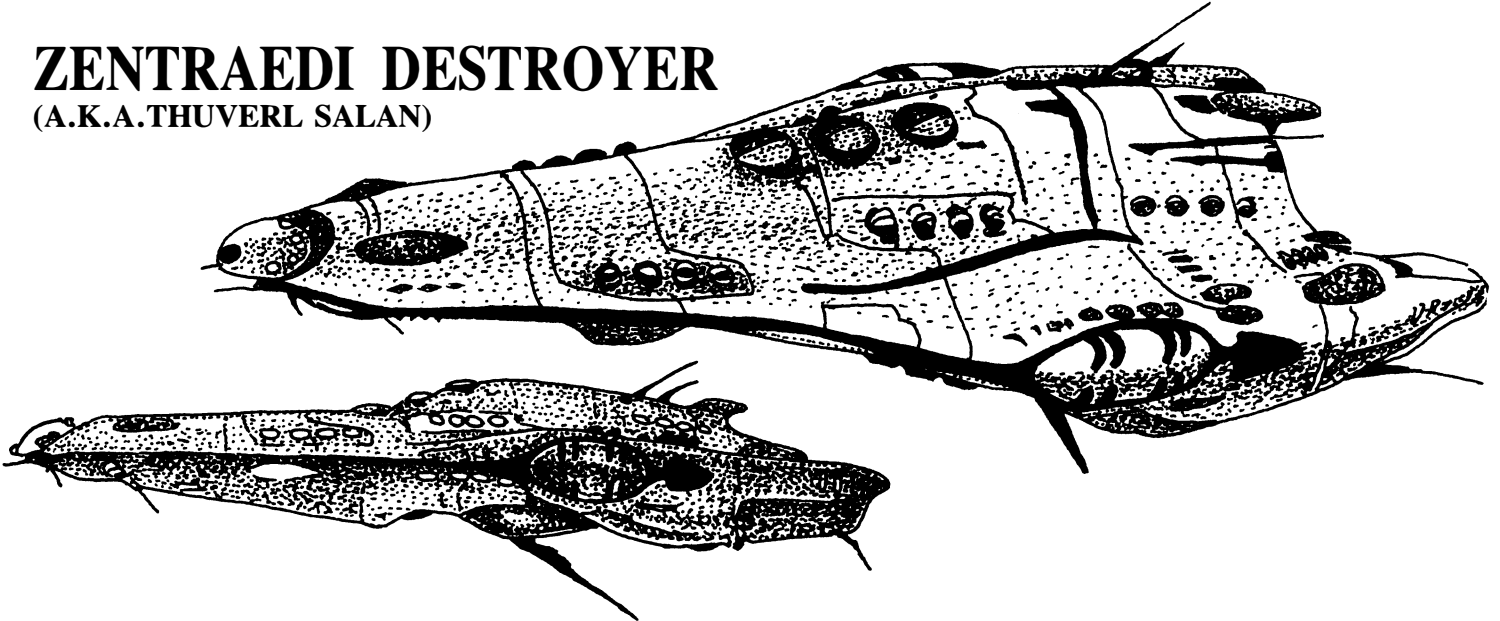
1. Forward weapon systems.
2. Double reinforced hull and access tunnel with airlock.
3. Reinforced inner hull, combat corridor and double airlocks.

4. Wide corridor.
5. Storage.
6. Storage.
7. Storage.
8. Storage.
9. Storage.
10. Wide corridor.
11. Mecha storage bay containing 900 Battle Pods.
12. Mecha storage bay containing 10 Recovery Pods.
13. Hangar bay with 6 Theatre Scouts ("Cyclops"), 2 Recovery Pods and 3D4 Officer's Armored Vehicles.
14. Crew quarters.
15. Hangar bay with 6 Reentry Pods, 4 Shuttles, 4D6 Fighter Pods, and 4D6 Battle Pods. Large and small air locks (A) are located in the rear and along the sides.

Note: The ceiling height is 300ft (91.5m). Although the level has a minimal crew, there is a fair amount of activity, especially in areas #12, 13, 14 and 15. Typically, about 300 crew members and 3D4 × 10 combat ready warriors are found on this level at any time.

ZENTRAEDI DESTROYER

(A.K.A. THUVERL SALAN)



The Zentraedi Destroyer is the standard Zentraedi warship. As such, it has an even blend of weapon systems and a large infantry of Battle Pod warriors.

Deck One (top) is a Battle Pod Hangar containing nearly 8000 combat units, which exit from approximately 32 airlocks in the ceiling/top of the vessel.

Deck Two is a combination of crew and mecha, containing approximately 3000 warriors and 2000 Battle Pods.

Deck Three is also a crew and mecha storage level with about 2500 warriors and 2000 Battle Pods.

Deck Four contains crew quarters, storage, fold system, and stasis chamber with 9600 warriors.

Deck Five is the Command Center with bridge, communications, navigation, weapon systems control and officer's quarters.

Deck Six: Crew quarters, medical (no laboratory), auxiliary systems, water reservoir and additional mecha.

Deck Seven: Crew quarters, hangar area with side airlocks, and additional mecha.

Deck Eight: Hangar with side and bottom exits, including one small and one large, bomb bay-style, door/hatch.

Vehicle Type: Combat (infantry) Battle Cruiser

Crew: 2840 assigned crew/personnel, and 7840 combat soldiers in addition to 9600 in stasis. *Total personnel:* 20,280

M.D.C. by Location:

Forward Laser Mounts (18) — 50 each

Main Laser Cannon (1) — 800

Laser Turrets (12) — 150 each

Missile Turrets (96) — 100 each

Airlock Access Hatches (70) — 100 each

Small Bomb Bay Hatch — 200

Large Bomb Bay Hatch — 900

*Hull per 40ft area (12.2m) — 60

*Hull per 500ft area (152.5m) — 750

Interior Walls and Hatches per 40ft area — 40

*Main Engines (2) — 10,000 each

*Auxiliary Engine (1) — 5,000

*Forward 1/3 of ship — 90,000

***The usual M.D.C. conditions apply.**

Speed: *Main Engine* is sublight to .16 the speed of light. *Auxiliary Engine* is a clumsy Mach 5.

Gravity Control System: Internal

Fold System: Hyperspace travel.

Weapon Systems

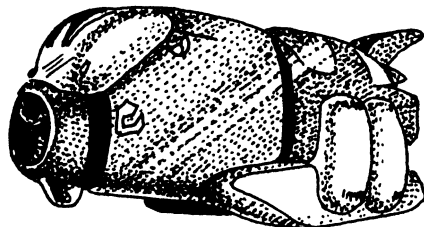
- Main Laser Cannon (1)
- Forward Light Lasers (18)
- Retractable Missile Turrets (96). Fires only long range missiles.
- Retractable Laser Turrets (12)
- Heavy Particle Beam (1)

Additional Combat Systems:

- Tactical Battle Pods — 14,300
- Light Artillery Pods — 1190
- Heavy Artillery Pods — 595
- Scout Recon Pods — 300
- Officer's Pods — 145
- Officer's Pod Armored Vehicles — 40
- Fighter Pods — 450
- Male Power Armor — 1220

Other Vehicles:

- Theatre Scout Reconnaissance ("Cyclops") — 4
- Recovery Pods — 2
- Reentry Pods — 4



- Shuttle-crafts — 2
- Hover Platforms — 90

Outer Hull

Top Outer Hull

- Retractable Laser Turrets — None
- Retractable Missile Turrets — 24
- Airlocks/Access Hatches — 32

Sides Outer Hull

- Forward Light Lasers — 8 each side
- Retractable Laser Turrets — 2 each side
- Retractable Missile Turrets — 24 each side
- Airlocks/Access Hatches — 18 each side

Bottom

- Retractable Laser Turrets — 6
- Retractable Missile Turrets — 24
- Airlocks/Access hatches — 20
- Bomb Bay-Style Hatches — 2

Front

- Forward Light Lasers — 2
- Retractable Laser Turrets — 2

ZENTRAEDI CRUISER

(A.K.A. Salan Scout Ship)

The smallest vessel of the Zentraedi Fleet is the Zentraedi Cruiser or Salan Scout Ship. It is commonly used for reconnaissance, assault and support.

Deck One (top) is a Battle Pod Hangar containing about 100 combat units and combat crew. Eight exit hatches line the sides.

Deck Two is the Command Deck, with a small bridge, communications, navigation, weapon systems control and officer's quarters.

Deck Three is a crew and hangar area with several side airlocks and additional mecha.

Deck Four is mostly hangar with additional mecha, vehicles, and a small crew area in the bow.

Vehicle Type: Combat (infantry) Battle Cruiser

Crew: 400 assigned crew/personnel, 1000 combat soldiers, and can accommodate an additional 300 soldiers.

M.D.C. by Location

- Forward Laser Mounts (8) — 50 each
- Main Laser Cannon (1) — 700
- Laser Turrets (4) — 150 each
- Missile Turrets (10) — 100 each
- Airlock/Access Hatches (22) — 100 each
- *Hull per 40ft area (12.2m) — 60
- *Hull per 500ft area (152.5m) — 750
- Interior Walls and Hatches per 40ft area — 40
- *Main Engines (2) — 5000 each
- *Auxiliary Engine (1) — 3000
- *Forward 1/3 of the ship — 20,000
- *The usual M.D.C. conditions apply.

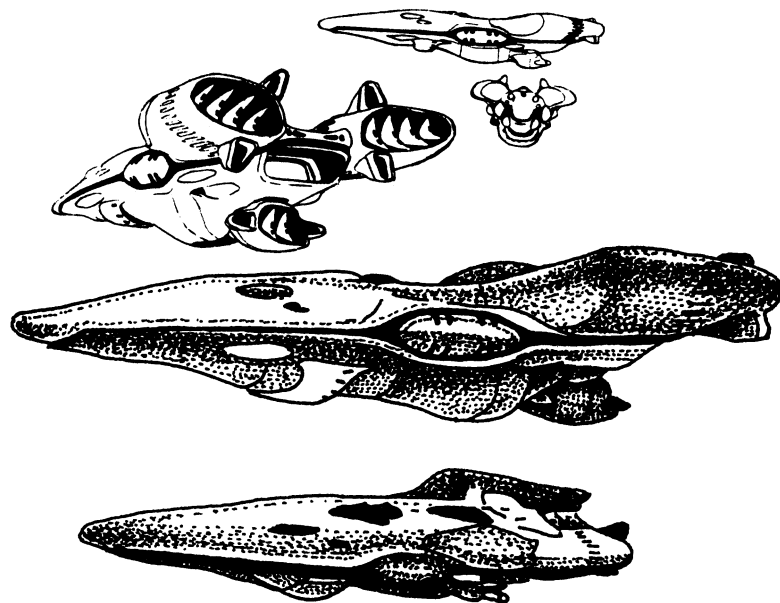
Speed: *Main Engine* is sublight at .16 the speed of light. *Auxiliary Engine* is a clumsy Mach 5.

Gravity Control System: Internal

Fold System: Hyperspace travel.

Weapon Systems:

- Main Laser Cannon (1)
- Forward Light Lasers (8)
- Retractable Laser Turrets (4)
- Retractable Missile Turrets (10)
- Heavy Particle Beam — None



Additional Combat Systems:

- Tactical Battle Pods — 620
- Light Artillery Pods — 51
- Heavy Artillery Pods — 25
- Scout Recon Pods — 20
- Officer's Pods — 8
- Fighter Pods — 48
- Male Power Armor — 48

Other Vehicles:

- Recovery Pods — 2
- Reentry Pods — 2
- Shuttle-crafts — 2
- Hover Platforms — 30

Outer Hull

Top Outer Hull

- Retractable Laser Turrets — None
- Retractable Missile Turrets — 4
- Airlocks/Access Hatches — 4

Sides Outer Hull

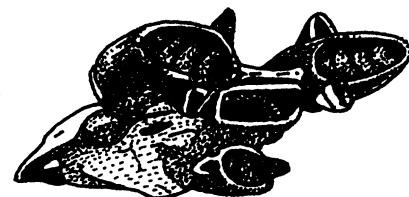
- Forward light Lasers — 2 each side
- Retractable Laser Turrets — None
- Retractable Missile Turrets — 2 each side
- Airlocks/Access Hatches — 8 each side

Bottom

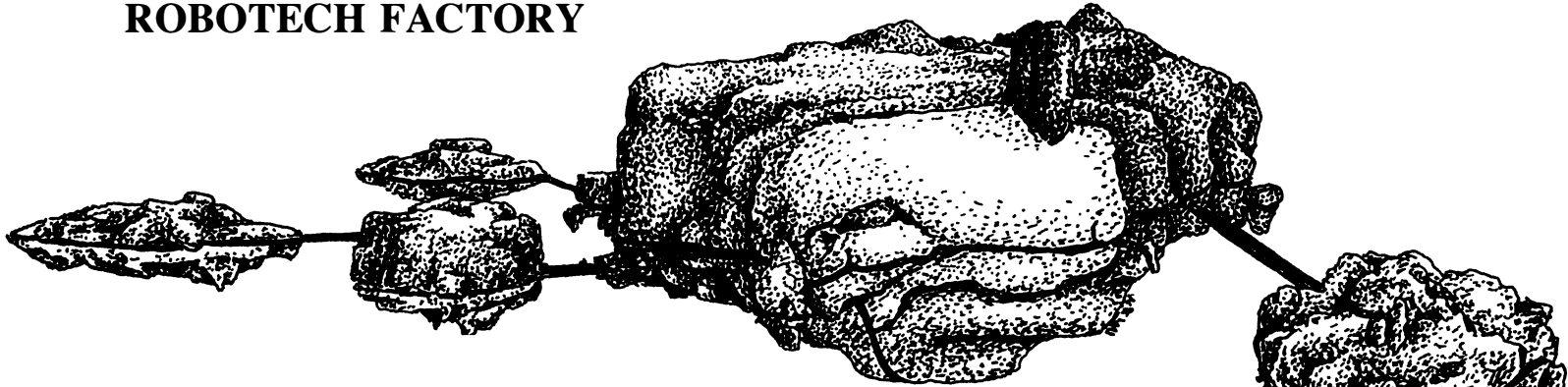
- Retractable Laser Turrets — 4
- Retractable Missile Turrets — 2
- Airlocks/Access Hatches — 2

Front

- Forward Light Lasers — 2
- Retractable Laser Turrets — 2
- Main Laser Cannon — 1



ROBOTECH FACTORY



The Robotech Factory is a fully automated, unmanned, repair and production station of mind boggling magnitude. Perhaps as many as two dozen of these giant 20 mile long factories wander the solar system on a schedule to specific locations where the Zentraedi can rendezvous for repairs. The factory is programmed to recognize and respond, only, to the Zentraedi and the Robotech Masters. Once a vessel has been identified, one of its four docking bays will open to allow the ships entrance. At this point the entire crew disembarks and the battle cruiser is ushered away for a complete and total reconditioning.

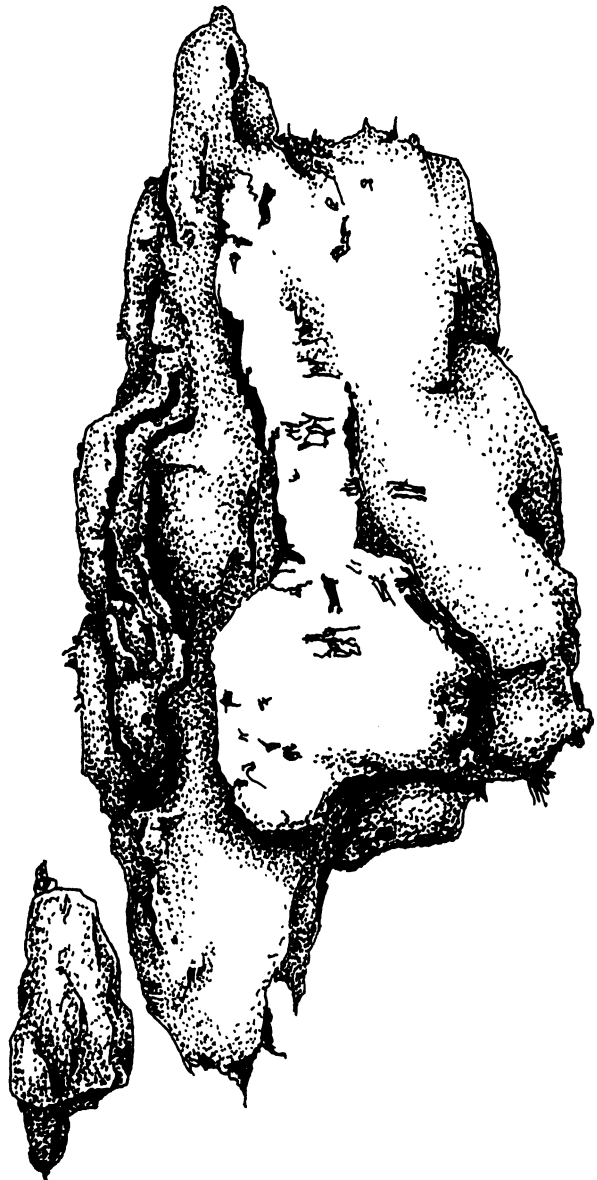
The vessel being reconditioned is studied, analyzed and repaired. This includes exterior and interior damage, replenishment of exhausted protocluture supplies, repairs on damaged mecha and replacement of destroyed missiles, weapons, armor, vehicles and mecha. The length of time required for repairs depends on the severity of the damage. Typically, an entire battle cruiser can be completely refitted within three to eight (2D4) weeks. The Robotech Factory can repair up to ten space craft simultaneously.

During this period of repair, the crew is allowed one of those rare periods of rest and relaxation. The Factory provides ample facilities for exercise, combat simulation, and general relaxation. In addition it offers a superior medical section for healing and treatment of injury, as well as laboratories for the study of aline specimens.

One such facility has been captured by the RDF and Breetai, and is currently being used to repair the remnants of Breetai's fleet for the RDF. The SDF-3 is also under secret construction at the factory, under the supervision of Lisa Hayes (Hunter). Little else is known about the Robotech Factory. The only other point of interest is that a major protocluture chamber/micronization facility is housed at the factory, which now orbits the Earth.

DOLZA'S COMMAND SHIP

This massive structure, measuring over 900 miles tall, is a giant Zentraedi space station and home of the Zentraedi High Command. It is bristling with armaments and capable of immense destruction.



ROBOTECH® CHARACTERS

LORD DOLZA

Supreme Leader of the Zentraedi High Command

Hit Points: 8200 or 82 M.D.C.

Physical S.D.C.: 5800 or 58 M.D.C.

Alignment: Miscreant

Attributes: I.Q. 19, M.E. 12, M.A. 16, P.S. 25 (2500; can inflict 6 M.D. points with fist), P.P. 13, P.E. 26 (2600 hit points/26 M.D.C.), P.B. 8, Spd. 9 (90)

Note: The numbers in parenthesis are the Zentraedi statistics at full size. Dolza was NEVER Micronized.

Age: 393 years (since emergence from the clone chambers).

Weight: 24,000lbs (12 tons) **Height:** 70ft

Disposition: Cold, cunning; a calculated thinker without compassion or concern for others. His sole concern is winning at any cost.

Insanity: None

Level of Experience: 15th level Military Specialist

Skills: Pilot Mecha (all), Mecha Combat (all), Weapon Systems 98%, Read Sensory Instruments 98%, Computer Operation 98%, Computer Programming 98%, Optic Systems 98%, Radio: Basic 98%, Radio: Scramblers 98%, Navigation air/land/water and space 98%, Math Basic and Advanced 98%, Intelligence 85%, Interrogation 85%, W.P. Knife, W.P. Energy Pistol, W.P. Energy Rifle, Hand to Hand Expert, Body Building, Boxing, Wrestling, and Swimming 98%.

Rank: Supreme leader of ALL Zentraedi.

Personal Profile: Dolza is the cold, maniacal, supreme leader of the Zentraedi. He views the lives of his soldiers, or any life, as a tool to be used without concern for its welfare. His simple rule to success in combat is “. . . conquer and never let up until you win.

Dolza's interest in the SDF-1 is twofold. 1) His creators, the Robotech Masters, have decreed that the Zentraedi locate and retrieve the vessel intact. 2) He mistakenly sees the acquisition of the SDF-1, and its hidden protocluture factory, as a bargaining chip with which he can extort his way into a position of prominence among the hierarchy of the Robotech Masters. However, Dolza's mad dream of power is never realized, because he is obliterated by the SDF-1 during his assault on the planet Earth.

KHYRON

Zentraedi Male Officer

Hit Points: 2900 or 29 M.D.C.

Physical S.D.C.: 4000 or 40 M.D.C.

Alignment: Miscreant

Attributes: I.Q. 14, M.E. 9, M.A. 8, P.S. 20 (2000, can inflict 5 M.D. points with fists), P.P. 19, P.E. 14 (1400 hit points/14 M.D.C.), P.B. 17, Spd 12 (120)

Note: The numbers in parenthesis are the Zentraedi statistics. Khyron NEVER allowed himself to be micronized.

Age: 15 (since emergence from the clone chambers)

Weight: 16,000 pounds (8 tons) **Height:** 54ft

Disposition: Cocky, arrogant, vindictive, and treacherous; megalomaniac.

Insanity: Obsessed with the destruction of the SDF-1. Also loathes humans in general.

Level of Experience: Fourth Level Military Specialist.

Skills: Pilot Mecha (all Battle Pods), Mecha Combat (all Battle Pods), Mecha Combat (Officer's Pod), Weapon Systems 98%, Read Sensory Instruments 80%, Hand to Hand: Expert, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Blunt, Radio: Basic 80%, Radio: Scramblers 60%, Paramedic 70%, Pilot Jet 76%, Body Building, Wrestling, Computer Operation 80%.

Rank: Zentraedi Warlord.

Personal Profile: Khyron and Azonia die in a suicide run into the helpless SDF-1 (the last Macross episode). I have included Khyron for those of you who intend to recreate the original Macross saga.

Khyron is the most insidious warlord in the entire fleet. He is a glory hungry opportunist who will stop at nothing to achieve his goals. Self-centered and supremely arrogant, he expresses only contempt for his superiors and views the quest for the SDF-1 as a waste of time. Repeatedly thwarted and embarrassed by the SDF-1, Khyron grows to hate the "micronians" and becomes obsessed with the destruction of the SDF-1.

He is extremely rash, making him unpredictable. Hot-headed and cold-hearted, Khyron is a deadly foe.

AZONIA

Zentraedi Female Officer

Hit Points: 2600 or 26 M.D.C.

S.D.C.: 3800 or 38

M.D.C.

Alignment: Anarchist

Attributes: I.Q. 15, M.E. 10, M.A. 10, P.S. 19 (1900, can inflict 3 M.D. points with fist), P.P. 18 (+2 to strike, parry and dodge), P.E. 15 (1500 hit points/15 M.D.C.), P.B. 14, Spd. 10 (100)

Note: The numbers in parenthesis are the Zentraedi statistics at full size. Azonia NEVER allowed herself to be micronized.

Age: 48 (since emergence from the clone chambers).

Weight: 12,000lbs (6 tons) **Height:** 60ft

Disposition: Snob, arrogant; feels superior to others, especially humans. Cruel and cunning.

Insanity: Becomes obsessed with the destruction of the SDF-1; loathes humans in general.

Level of Experience: 7th level Military Specialist.

Skills: (2) Pilot Mecha (all Battle Pods and Fighter Pods), (2) Mecha Combat (all Battle Pods and Fighter Pods), Weapon Systems 98%, Read Sensory Instruments 90%, Radio: Basic 98%, Hand to Hand: Expert, W.P. Energy Rifle, W.P. Knife, Intelligence 98%, Interrogation 95%, Wrestling, Computer Operation 95%.

Rank: Field Commander

Personal Profile: Azonia dies with Khyron in a suicide run into the helpless SDF-1 (the last Macross episode). I have included her, along with Khyron, for those of you who intend to recreate the original Macross Saga.

Azonia is the highest ranking female in the Zentraedi fleet. It is she who Supreme Leader, Dolza, selects to temporarily replace Breetai in their pursuit of the SDF-1. Her large fleet of Battle Cruisers, staffed by the finest female warriors, joins with Khyron's fleet and Breetai's fleet in this endeavour.

Ultimately, she will join Breetai and the crew of the SDF-1 in their desperate, yet successful, assault against Dolza and the Zentraedi's main fleet. However, those who follow Azonia as well as many others, will not accept the prospect of becoming micronians and join forces with the insane warlord, Khyron. As her affection for Khyron grows, she begins to share his mad dream of destroying the SDF-1 and conquering or destroying the micronian world. A dream that will send her and Khyron to their graves.

Although emotional, Azonia usually keeps a cool head and a sharp eye during combat. She is a powerful and deadly antagonist in all combat situations, from hand to hand to aerial combat.

BREETAI

Zentraedi High Command

Hit Points: 7500 or 75 M.D.C.

S.D.C.: 6200 or 62 M.D.C.

Alignment: Scrupulous

Attributes: I.Q. 18, M.E. 16, M.A. 17, P.S. 28 (2800; can inflict 7 M.D. points with bare fists), P.P. 15, P.E. 24 (2400 hit points/24 M.D.C.), P.B. 9, Spd. 10 (100)

Note: The numbers in parenthesis are the Zentraedi statistics at full size. Breetai has NOT been micronized.

Age: 290 years (since emergence from the clone chambers).

Weight: 20,000lbs (10 tons) **Height:** 68ft

Disposition: Clever, quick thinking, yet cautious; a planner with a mind for strategy and tactics. Usually calm; he has grown to show kindness and compassion. A dedicated soldier willing to die for his cause.

Insanity: None

Level of Experience: 12th level Military Specialist

Skills: Pilot Mecha (all), Mecha Combat (all), Weapon Systems 98%, Read Sensory Instruments 98%, Computer Operation 98%, Optic Systems 98%, Radio: Basic 98%, Radio: Scrambler 98%, Math: Basic 98%, Intelligence 98%, Detect Ambush 98%, Detect Concealment 98%, Escape Artist 95%, Interrogation 90%, Wilderness Survival 80%, Paramedic 70%, Boxing, Body Building, Wrestling, Climbing 98%, Prowl 80%, Swimming 98%, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Blunt.

Hand to Hand Combat Bonuses: (Does not include Mecha Hand to Hand): +2 to strike, +5 to parry and dodge, and +4 to roll with punch, fall or impact, Natural 20 knocks out for 1D6 melees. Pin/incapacitate on a roll of 18, 19, or 20. Crush/squeeze 1D4 + 13 S.D.C. or 10 M.D.; body block/tackle 1D4 + 13 S.D.C. or 10 M.D.; damage bonus is +16 or 10 M.D.; judo throw 1D6 + 10 M.D.; +18% to save vs coma, +5 vs poison.

Rank: Commander

Personal Profile: Commander Breetai was one of the Zentraedi's most experienced, loyal and brilliant Field Commanders. The metal plate which covers the right half of his face and head is a memento from an Invid conflict just a decade earlier, and adds to the fearsome giant's grim visage. It was Breetai's long history of success and cunning which prompted *Dolza*, Supreme Leader of the Zentraedi, to select him for the difficult quest of locating and recovering the lost SDF-1. As *Dolza* knew, Breetai would find the SDF-1, lost like a needle in an intergalactic haystack, but what he did not foresee, was the profound change contact with these "micronians" would instill in his finest commander. The same cunning and strategy, which had won Breetai victory after victory, would alert him to his own and his fleet's, impending termination at *Dolza*'s hands. They had experienced far too much of the micronian lifestyle and seen as contaminated. As such, they would be subject to immediate and total extermination.

However, in a bold move, Breetai would join the tiny warriors he had grown to respect, and assist them in what then seemed to be his last battle. Yet when the din of combat faded, the SDF-1, Breetai, and less than half of his fleet stood triumphant. From that point on, Breetai's respect and *friendship* (not mere loyalty or obligation to a new master) with the micronians (humans) is forever cemented. With his aid, an orbital Robotech Factory would be captured and brought to Earth.

Now, with the factory able to rebuild and repair their ships and Mecha, Breetai, his ever constant friend and advisor, *Exedore*, along with Lisa and Rick Hunter, are hard at work reconstructing a combined Zentraedi/human space fleet to repel any new threats from Zentraedi, Invid, or the Robotech Masters themselves. It is also from the orbiting Robotech Factory that our heroes are secretly



constructing the SDF-3, for which to carry their struggle for freedom to the Robotech Master's very doorstep.

At this point of our RPG *reconstruction* chronology, circa 2016 to about 2027, Breetai is a loyal member of the RDF working closely with Rear Admiral Lisa Hayes Hunter, Doctor Emile Lang, and the special team dedicated to the construction of the SDF-3 and a strong space defense fleet. His men are fiercely loyal to him and his cause.

Over these years he will be called upon to exhibit his prowess as a warrior and a *Commander in the RDF's Space Defense Division*. Ultimately, he and his men will join Rick and Lisa, alongside the SDF-3, on their sojourn to the Robotech Master's homeworld in an attempt to insure the safety of Earth. Ironically, in their absence, the Earth will be assailed not only by the Robotech Master's force, but by the mysterious Invid as well.

EXEDORE

Zentraedi High Command

Hit Points: 5600 or 56 M.D.C. **S.D.C.:** 2500 or 25 M.D.C.

Alignment: Unprincipled, with leanings toward Scrupulous.

Attributes: I.Q. 22, M.E. 16, M.A. 13, P.S. 14 (1400; can inflict 3 M.D. points with bare fists), P.P. 14, P.E. 12 (1200 hit points/12 M.D.C.), P.B. 7, Spd. 8 (80)

Note: The numbers in parenthesis are the Zentraedi statistics at full size. Exedore is often at the *micronian* size for prolonged periods.

Age: Unknown, at least 400 years old (first clone attempt).

Weight: 8,000lbs (4 tons)

Height: 46ft

Disposition: Inquisitive, loves to learn, loyal, thoughtful and compassionate. Has a keen analytical mind and sense of history.

Insanity: None

Level of Experience: 12th level Field Scientist

Skills: Pilot Mecha (all Battle Pods and Male Power Armor), Mecha Combat (all Battle Pods and Male Power Armor), Weapon Systems 98%, Read Sensory Instruments 98%, Communications (all, at 90%), Paramedic 98%, Math: Basic & Advanced 98%, Biology 93%, Botany 68%, Chemistry 88%, Chemistry: Analytical 78%, Computer Operation 98%, Computer Programming 98%, Navigation: Space 98%, Basic Electronics 68%, Intelligence 98%, Wilderness Survival 98%, Hand to Hand Basic, Swimming 98%, W.P. Energy Pistol.

Rank: Minister of Affairs

Personal Profile: Exedore is one of the Robotech Master's very first successes in creating the giant Zentraedi. Although his creation was considered an early success, a sort of proto-type, he does not represent the Robotech Master's ultimate Zentraedi ideal for huge, powerfully built humanoids. Despite Exedore's thin, frail and comparatively dwarfish build, his sharp mind and keen intellect has permanently assured his place in the Zentraedi High Command. He, along with *Dolza*, is one of the few who has a true sense of the Zentraedi history, the existence of the Robotech Masters, knowledge of protoculture and that it is the means of creating bio-mechanical life forces, and a rudimentary understanding of Robotechnology. (Note: The typical Zentraedi soldier and officer knows none of this. Even Breetai knows little about protoculture and how it relates to Robotechnology). Surprisingly, *Dolza*, their Supreme Leader, has recognized the little man's abilities and has made him the unofficial keeper of Zentraedi law and tradition. For these reasons, Exedore has received special technical and scientific education. His loyalty and dedication has made him the close, personal friend (another Zentraedi rarity) and confidant to Commander Breetai. He has served under Breetai for the last 180 years, and with *Dolza* prior to that.

Together, Exedore and Breetai would grow to understand and respect the crew of the SDF-1. A respect that would later unite human and Zentraedi against the Zentraedi main fleet in a desperate bid for survival. Once united, Exedore, like Breetai, would willingly become an officer in the RDF's Space Defense Force Division. Most of his time is spent aboard the orbital *Robotech Factory* where he supervises the reconstruction of Zentraedi vessels and Mecha for the RDF, and helps in the construction of the SDF-3. When the time comes, he will join Breetai, Lisa, Rick, and the dauntless crew of the SDF-3 on its voyage to the Robotech Master's homeworld.

Special Note: All Zentraedi commanders have a technical *advisor*. These advisors are among the very few who are trained in the Sciences. Skills usually include communications (all), computer (all); a selection from technical, pilot related, science, medical, espionage, but few physical and W.P. skills. However, they are not all like Exedore, meaning they usually know little, if anything, about protoculture, Robotechnology, or the Robotech Masters. Exedore is a special case.

I have NOT included the Zentraedi advisor as an O.C.C. because there are very few of them, perhaps one in 50,000. For those of you who will want to play them, the previous information should provide sufficient data to wing it. The following restrictions also apply: I.Q. 16 or higher, and height never exceeds 50 feet. *Other Skills selected* is 10, but 3 must be science and 2 technical; automatic *O.C.C. skills taught*: ALL computer and communications, Pilot Mecha (all pods), Mecha Combat (all pods), Weapon Systems (+10%), Read Sensory Instruments(+20%), Hand to Hand Basic (instead of Expert). Always an officer and can be male or female.

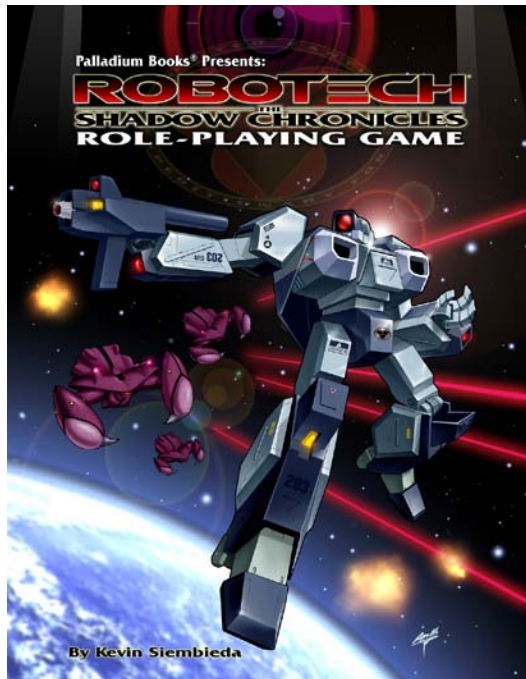


Robotech® RPG

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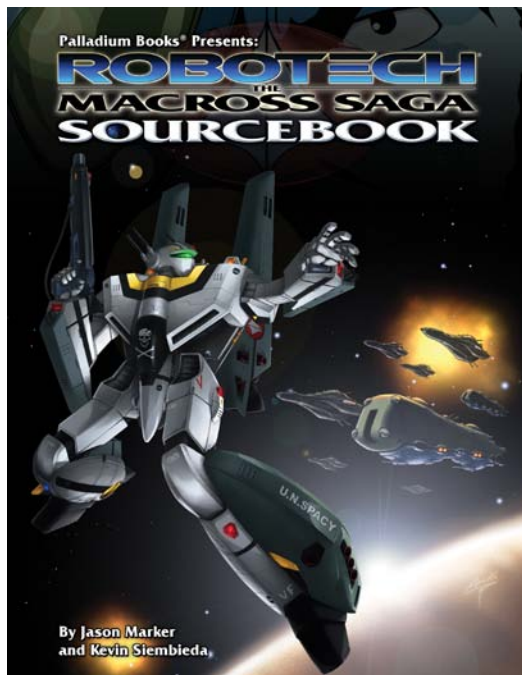
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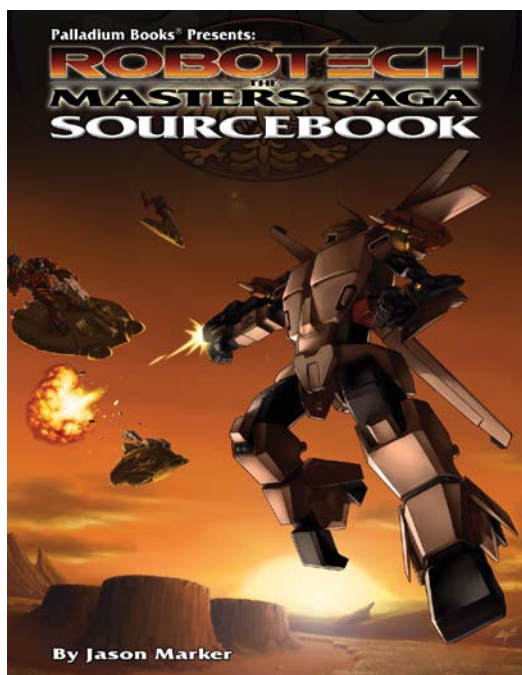
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Robotech®: The Masters Saga™ Sourcebook

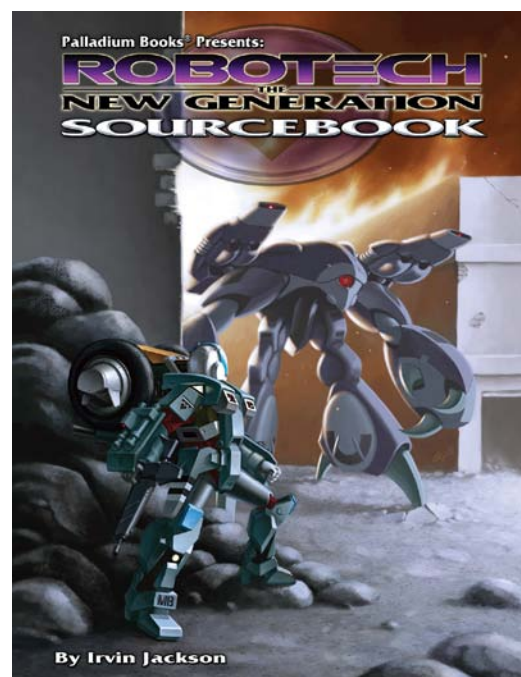
Never before revealed mecha, power armor, robots, gear and information, all statted out and described. **The Masters Saga™** captures the *Second Robotech War* with never before seen comprehensive details about the mecha, armor, weapons and gear of the 15 divisions of the Army of the Southern Cross (ASC), 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

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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!

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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.

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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.

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- 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.

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